
1001 Deadly Checkmates

My System & Chess Praxis
Secrets of Practical Chess
John Nunn's Chess Course
1000 Checkmate Combinations
1001 Chess Exercises for Beginners
1001 Deadly Checkmates
Sicilian Defence
John Nunn's Best Games, 1985-1993
Beating the Sicilian 2
The Complete Pirc
Understanding Chess Move by Move
Learn Chess Tactics
1001 Checkmate Exercises
Secrets of Minor-piece Endings
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The Complete Chess Course
Tactics Time 2
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1001 Winning Chess Sacrifices and Combinations
The Ultimate Chess Puzzle Book
Understanding Chess Middlegames
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Narrative of the Wreck of the "Favorite" on the Island of Desolation [Kerguelen Island]
The Marshall Attack
Playing 1. d4 d5
Basic Chess Endings
Teach Yourself VISUALLY Chess
Understanding Chess Endgames
The Chess Endgame Exercise Book
1001 Brilliant Ways to Checkmate
A Modern Guide to Checkmating Patterns
My First Chess Opening Repertoire for White
New Ideas in the Pirc Defence
Winning Chess Traps
The King-hunt
Combination Challenge!
1001 Chess Exercises for Club Players

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My System & Chess Praxis B. T. Batsford Limited

For all chess-players, from beginners to world champions, from kids to seniors, delivering checkmate is the greatest thrill the game has to offer. The ability to spot checkmates is a vital skill - and this easy-to-use book shows you how it is done. With the help of Grandmaster John Nunn, you will be ready to shock your next opponent with a deadly checkmate, whether in a school match, a club tournament - or even a championship game! By focusing exclusively on positions from real games, ranging from junior events to grandmaster encounters, Nunn ensures that the mates featured are those which arise most often in real life. He also highlights themes and ideas that are often missed in practice. While solving these puzzles, your all-important 'mental library' of patterns will grow, leading to an immediate increase in your playing strength. All 1001 puzzle positions have been carefully checked, and are graded by theme and difficulty. Points are awarded for finding the checkmate, so you can measure your skill. Most of the puzzles are suitable for novice and junior players. The last chapter challenges you with 'extreme checkmates', but don't worry: you'll be ready for them!

Secrets of Practical Chess Gambit

One of the world's foremost chess writers provides everything you need to know about chess endgames! Assuming no specialized endgame knowledge, John Nunn presents 100 key endgame concepts, and explains how they are used to win games or save difficult positions. He covers all the main types of endgames and typical thinking methods, and so equips readers with all the skills needed to excel in this vital phase of the game up to good club level and beyond. The endgame is the stage of the game where precision is most important, and where errors are punished most drastically. It is also deceptive: many endgame positions look too simple to require prior knowledge, but yet contain fiendish concealed pitfalls that can reverse the result of the game on the spot. Some key positions simply have to be memorized, as they can hardly be worked out at the board, especially when playing

with today's faster time-controls. In such perilous terrain, an expert guide is necessary. John Nunn could not be better qualified: he is a battle-hardened grandmaster of top-level over-the-board chess and a solving world champion. From his wealth of endgame expertise, he has distilled a course of fundamental knowledge that is highly targeted on practical success for all levels of players.

John Nunn's Chess Course B. T. Batsford Limited

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.

1000 Checkmate Combinations Gambit

A complete course for club and tournament players Chess is 99% tactics. This celebrated observation is not only true for beginners, but also for club players (Elo 1500 - 2000). If you want to win more games, nothing works better than training your combination skills. There are two types of books on tactics: those that introduce the concepts followed by some examples, and workbooks that contain lots of exercises. FIDE Master Frank Erwich has done both: he explains all the key tactical ideas AND provides an enormous amount of exercises for each different theme. Erwich has created a complete tactics book for ambitious club and tournament players. He takes you to the next level of identifying weak spots in the position of your opponent, recognizing patterns of combinations, visualizing tricks and calculating effectively. Erwich has also included a new and important element: tests that will improve your defensive skills. 1001 Chess Exercises for Club Players is not a freewheeling collection of puzzles. It serves as a course text book, because only the most didactically productive exercises are featured. Every

chapter starts with easy examples, but don't worry: the level of difficulty will steadily increase.

1001 Chess Exercises for Beginners Gambit

This collection of John Nunn's best games was named the British Chess Federation Book of the Year.

1001 Deadly Checkmates New In Chess

1001 Deadly Checkmates Gambit Publications

Sicilian Defence John Wiley & Sons

Following his successful volumes on rook endings and pawnless endings, John Nunn and his computer database turn their attention to the intricacies of endings with just knights, bishops, and pawns -- tricky endings of great practical importance.

John Nunn's Best Games, 1985-1993 New In Chess

"A chess Olympic Gold Medal winner explains how you can dramatically improve your chess results"--Cover.

Beating the Sicilian 2 Simon & Schuster Books For Young Readers

The Pirc Defence is a sharp hypermodern opening in which black tempts white establishing a pawn centre with the idea of rapidly undermining it. Its unbalanced nature ensures exciting play and invariably this leads to a decisive result. Leading modern exponents include World Championship candidates finalist Jan Timman, American Grandmaster Yasser Seirawan and Britain's Jon Speelman. Here John Nunn, himself, an expert on the Pirc Defence, presents his selection of the most theoretically important recent games.

The Complete Pirc Quality Chess

Nikolaos Ntirlis provides a top-class repertoire for Black after 1.d4 d5 with the Queen's Gambit Declined. This is truly the Rolls Royce of chess openings, having been played with both colors by most World Champions and world-class players for more than a century. In addition to the classical QGD, Ntirlis offers a complete repertoire against the Catalan, London System, Torre and all other significant alternatives from move 2 onwards.

Understanding Chess Move by Move B. T. Batsford Limited

A winning streak in chess, says Cyrus Lakdawala, is a lot more than just the sum of its games. In this book he examines what it means when everything clicks, when champions become unstoppable and demolish opponents. What does it mean to be 'in

the zone'? What causes these sweeps, what sparks them and what keeps them going? And why did they come to an end? Lakdawala takes you on a trip through chess history looking at peak performances of some of the greatest players who ever lived: Morphy, Steinitz, Pillsbury, Lasker, Capablanca, Alekhine, Botvinnik, Fischer, Tal, Kasparov, Karpov, Caruana and Carlsen. They all had very different playing styles, yet at a certain point in their rich careers they all entered the zone and simply wiped out the best players in the world. In the Zone explains the games of the greatest players during their greatest triumphs. As you study and enjoy these immortal performances you will improve your ability to overpower your opponents. You will understand how great moves originate and you will be inspired to become more productive and creative. In the Zone may bring you closer to that special place yourself: the zone.

Learn Chess Tactics New In Chess, Csi

"A top-class grandmaster explains step-by-step how chess games are won"--Cover.

1001 Checkmate Exercises SCB Distributors

The three-times World Chess Solving Champion distills the most useful middlegame concepts and knowledge into 100 lessons that everyone can understand. Following on from his successful *Understanding Chess Endgames*, John Nunn turns his attention to the middlegame - the phase of the chess battle where most games are decided, yet the one that has received the least systematic treatment from chess writers. With the outstanding clarity for which he is famous, Nunn breaks down complex problems into bite-sized pieces. In the case of attacking play, we are shown how to decide where to attack, and the specific methods that can be used to pursue the enemy king. Positional play is described in terms of the major structural issues, and how the pieces work around and with the pawns. Nunn explains how to assess when certain pieces are better than others, and how we can make use of this understanding at the board. Readers will never be short of a plan, whatever type of position arises. Each lesson features two inspiring examples from modern chess, annotated honestly and with a keen focus on the main instructive points. Both sides' ideas are emphasized, so we get a clear picture of the ways to disrupt typical plans as well as how to form them.

Secrets of Minor-piece Endings Gambit Publications

The legendary David Bronstein, artist and sorcerer of the chess board, uses examples from his own brilliant games to develop club player's skills. An unconventional book with interesting stories and easy-to-understand teaching material. This is a revised and expanded edition of a modern chess classic, written by an icon of chess in the 20th century.

The Sorcerer's Apprentice Free Press

Every chess player needs to decide which openings he is going to play. But where do you start? The risk of drowning in the turbulent sea of opening theory is only too real for beginning amateurs. Often your goals and ambitions will be misguided. If you are trying to win in 20 moves, copy what's in fashion among top-GM's or memorize variations, you are wasting your time. Most likely you will never get to play your 'preparation' and end up aimlessly switching from one opening to the other. Experienced French chess trainer Vincent Moret provides a complete, ready-to-go chess opening repertoire for White with a sound set of lines that do not outdate rapidly, do not require memorization and are easy to digest for beginners and post-beginners. To show the typical plans and the underlying ideas in the various lines of his repertoire, Moret not only selected games of grandmasters. He mainly uses games of young, improving players to highlight the errors they tend to make. With many exercises to test your understanding of the ideas behind the repertoire.

John Nunn's Chess Puzzle Book Gambit Publications

The most exciting king-hunts from the last 150 years, converted to algebraic. This collection of confrontations surveys attacking techniques, and contains practical tips for all chess enthusiasts. The perfect guide for those looking to spill some regal blood. Intermediate

The Complete Chess Course 1001 Deadly Checkmates

Chess is a mental game, but you don't have to strain your brain to learn the basics—not with this guide that shows you how to play. Teach Yourself VISUALLY Chess covers how to set up the board, how each piece moves, opening strategies and variations, attacking themes and common sacrifices, and more. Photos of the board let you see strategies in action. For hands-on practice, you can even set up your board and make your moves as you learn. With this book and practice, you'll be saying "Checkmate" in no time. Concise two-page lessons show you all the steps to a skill and are ideal for quick review Each move or tactic is clearly

explained Explanations accompany each photo Color photos and diagrams show key positions, strategies, and moves Helpful tips provide additional guidance

Tactics Time 2 Gambit

Chess is 99% tactics. If this celebrated observation is true for the master, how much more so for beginners and casual players! If you want to win more games, nothing works better than training combinations. There are two types of books on tactics, those that introduce the concepts followed by some examples, and workbooks that contain numerous exercises. Chess masters and trainers Franco Masetti and Roberto Messa have done both: they explain the basic tactical ideas AND provide an enormous amount of exercises for each different theme. Masetti and Messa have created a great first tactics book. It teaches you how to: - identify weak spots in the position of your opponent - recognize patterns of combinations - visualize tricks. 1001 Chess Exercises for Beginners can also be used as a course text book, because only the most didactically productive exercises have been used.

New York : Collier Books

Improve your game by studying 1001 all-new checkmate exercises! This book presents 1001 checkmate exercises from recent tournament games, and it has the same structure as my book, *1001 Checkmate Exercises: Mastering An Essential Chess Skill* (amazon.com/dp/B07BC9881W). The book contains mate in 1, 2, 3 and 4 exercises. The mate in 1, 2 and 3 exercises are split into two chapters for each mate. In the first chapter for the particular mate, the position is given just before the mate is possible, and the reader is required to find the mate. In the second chapter, the position is given before the losing move is made. The task is to visualise this move, and then to find the mate. The format of the book means that the level of visualisation required to solve the exercises increases by one half-move (or ply in computer chess terms) with each chapter. Hence, the exercises gradually extend the reader's visualisation skills, as well as improving checkmating skills. The goal of each exercise is to find the quickest mate. In some positions, there may be several moves that lead to checkmate, but the quickest mate is required. There is only one first move for each exercise that achieves this goal. Detailed solutions are provided for all the exercises, and they have been computer-checked by several strong chess engines for accuracy. The book will be a valuable resource for

beginners or players who have little experience in chess, and it will give the reader many hours of instruction and entertainment. Buy your copy today and start winning more games!

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- Worst Ice Storm In Dallas History : [click here](#)

[The Benoni for the Tournament Player](#) New In Chess Tactics Time 2 presents 1001 fresh and instructive positions that

Tim and Anthea have assembled from real amateur chess games, leaving you able to spot relatively simple patterns like a knight fork, an overloaded piece or a weak back rank.