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# John Nunn S Chess Course

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1001 Deadly Checkmates

Learn Chess

Chess Structures

An Idiot-Proof Chess Opening Repertoire

Storming the Barricades

The Ultimate Chess Puzzle Book

Secrets of Practical Chess

Secrets of Rook Endings

Secrets of Modern Chess Strategy

Think Like a Grandmaster

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

Winning Chess Brilliances

Vishy Anand - World Chess Champion

LOGICAL CHESS

Tactics Time 2

Masters of the Chessboard

The Chess Endgame Exercise Book

Understanding Chess Middlegames

Simple Chess

Chess Opening Workbook for Kids

Understanding Chess Endgames

Sharpen Your Tactics!

The Art of Attack in Chess

Learn Chess Tactics

Endgame Challenge

Chess Training for Post-beginners

Chess for Life

Why Lasker Matters

Secrets of Grandmaster Play

101 Brilliant Chess Miniatures

Solving in Style

Magnus Carlsen's Most Instructive Games

How to Reassess Your Chess

Chess Tactics Workbook for Kids

Basic Chess Endings

Chess Secrets

Understanding Chess Move by Move

John Nunn's Chess Course

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## PITTS BRENNAN

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### 1001 Deadly Checkmates Gambit Publications

A collection of games of 25 moves or fewer by a grandmaster. The accent is on instruction, discussing both how the loser could have avoided disaster and how the winner was able to take advantage so effectively.

### Learn Chess Gambit Publications

Anand has been one of the world's top players for more than two decades, and cemented his place in the all-time hall of fame by winning the unified World Championship in 2007, and successfully defending his title against Kramnik and Topalov. But it's not just his results that make Anand special. His style of play leads to highly spectacular games, and his speed of thought is the stuff of legends. He is also a great explainer of ideas, as his annotations for this book demonstrate. Anand is renowned as 'Mr Nice Guy', popular with both the public and his fellow supergrandmasters. John Nunn, who collaborated with Anand on the original book, has annotated 30 games selected by Anand himself from the period 2001-2011. This new edition also features biographical information and a career record.

### Chess Structures Hays Pub

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 2017 US Champion and the winner of the 2016 Grand Chess Tour. Michael Adams has been the top British player for the last quarter of a century and was a finalist in the 2004 FIDE World Championship. 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 winner of both the World 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 British and American experts and 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 Mammoth Book of the World's 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, now includes 145 games. The authors have made full use of the new generation of chess analysis engines that apply neural-network based AI.

### An Idiot-Proof Chess Opening Repertoire Gambit Publications

After you have learned the rules of chess and developed some tactical abilities, how do you go from there? You are now ready to tackle basic issues of strategy, but what is the best way to improve and win more games? Of course, you have to train. But chess training only makes sense if it fits your level of play and if it is structured in an accessible way. Experienced chess trainer Yaroslav Srokovski has developed a practical, well-structured, compact first course in positional understanding. You will learn two fundamental skills: how to assess a position on the board and how to decide which long-term objectives you should aim for in what sort of positions. In 12 chapters Srokovski teaches you things like: how to handle your pawns, what weak squares and strong squares are, bad pieces and good pieces, why it is important if your king is in the middle or not, why and how to get an open line, the problem of knight against bishop, what piece coordination means and why everyone talks about the bishop pair. This course, which includes many exercises, is tried and tested and ideally suited to bring post-beginners at their next level.

### Storming the Barricades Everyman Chess

Mauricio Flores Rios provides an in-depth study of the 28 most common structures in chess practice. In Chess Structures - A Grandmaster Guide you will find: \*Carefully selected model games showing each structure's main plans and ideas \*Strategic patterns to observe and typical pitfalls to avoid \*50 positional exercises with detailed solutions GM Axel Bachmann from the Foreword: "Chess Structures - A Grandmaster Guide is an excellent selection of model games. By studying the 140 games and fragments in this book, the reader will learn many of the most important plans, patterns and ideas in chess."

### The Ultimate Chess Puzzle Book Batsford Books

Following on from his successful books Understanding Chess Endgames and Understanding Chess Middlegames, John Nunn fleshes out the theory by showing how World Champion Emanuel Lasker handled a wide variety of practical situations. We see how Lasker's play, which his opponents found so unfathomable, was based on logic, extreme pragmatism and a deep understanding of how chess-players think. - Covers topics not usually considered, such as queenless middlegames and manoeuvring - Dissects strategic issues including piece activity, pawn-structure and bishop vs knight - Looks at psychological aspects of chess, such as choosing lines which are most uncomfortable for the opponent - Discusses how to handle inferior positions - Explanations focus on general ideas rather than detailed analysis - Features more than 100 of the most instructive examples from Lasker's career - Concludes with a selection of exercises, with full commentary and explanation Emanuel Lasker from Germany - chess player, mathematician and philosopher - held the world title for 27 years, longer than any other champion. His victories against many of the all-time greats were based on an ahead-of-his-time understanding and had a subtle but profound influence on modern chess thinking.

### Secrets of Practical Chess Gambit Publications

Starting with the very basics, this book tells you everything you need to know to become a successful chess-player. No prior knowledge is assumed. The reader learns step-by-step, with each

new point illustrated by clear examples. By the end of the book, the reader will be fully ready to take on opponents across the board, or on the Internet, and start winning.

*Secrets of Rook Endings* Gambit Publications

\* The perfect survival guide to the chess openings \* All openings covered \* Detailed verbal explanations of plans for both sides \* Up-to-date and featuring many tips and recommendations \* Insights into the 'character' of each opening \* Written by one of the world's foremost opening experts The first moves of a chess game define the nature of the whole struggle, as both players stake their claim to the critical squares and start to develop their plans. It is essential to play purposefully and to avoid falling into traps or reaching a position that you don't understand. This is not a book that provides masses of variations to memorize. Paul van der Sterren instead offers a wealth of ideas and explanation, together with the basic variations of each and every opening. This knowledge will equip players to succeed in the opening up to good club level, and provide a superb grounding in opening play on which to build a more sophisticated repertoire. The strategies he explains will, unlike ever-changing chess opening theory, remain valid as long as chess is played, and so the time spent studying this book will be rewarded many times over. Grandmaster Paul van der Sterren has won the Dutch Championship on two occasions, and in 1993 reached the Candidates stage of the World Chess Championship. He is an internationally renowned chess writer and editor: he was one of the founding editors of *New in Chess*, for whose Yearbooks he has contributed more than 150 opening surveys.

*Secrets of Modern Chess Strategy* Gambit Publications

The first section of [this] book discusses classical themes, such as pawn majorities, the centre and structural weaknesses. Watson then moves on to discuss new concepts, including the willingness of modern players to accept backward pawns in return for dynamic play, the idea of a good 'bad' bishop, knights finding useful roles at the edge of the board, and the exchange of sacrifice ideas that became prevalent with the post-war Soviet world champions. ..."--Back cover.

**Think Like a Grandmaster** New In Chess, Csi

From Simon & Schuster, *Logical Chess: Move By Move: Every Move Explained* is Irving Chernev guide to beginners chess and the basic moves for every player to improve. In this much loved classic, Irving Chernev explains 33 complete games in detail, telling the reader the reason for every single move. Playing through these games and explanations gives a real insight into the power of the pieces and how to post them most effectively.

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

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

*Winning Chess Brilliances* Touchstone

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.

*Vishy Anand - World Chess Champion* Courier Corporation

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.

**LOGICAL CHESS** Gambit Publications

Magnus Carlsen is the greatest chess player of the 21st century. His tactical wizardry, strategic inventiveness, technical expertise and legendary fighting spirit put him head and shoulders above all other players. They also make his games tremendously instructive. To extract the best lessons from this amazing source material, Gambit has commissioned Martyn Kravtsov, a Ukrainian grandmaster from the same generation as Carlsen (in fact, they were born just a few days apart). He has annotated these 42 games from a thoroughly modern perspective and with an innate understanding of the impact Carlsen's play has had on modern chess. In each game Kravtsov picks out a key point - the Magnus Moment - where he demonstrates the special insight that sets him apart from other players. Perhaps he clarifies a messy situation, confident in his technical ability. Or sacrifices to gain practical chances in a game that has not gone to plan. Throughout, the emphasis is on how Carlsen makes life hard for his opponents in any way he can, whatever the objective assessment of the position on the board. Each game is a themed lesson on an important chess topic. The bulk of the book addresses the fight for advantage and initiative in the middlegame, but there are also chapters focusing on opening ideas, endgame play and human factors. Martyn Kravtsov is a grandmaster from Lviv, Ukraine. His tournament results include tied first places at Cappelle in 2012 and the 2015 Ukrainian Championship. He represented his country at the 2017 World Team Championship and was a coach for the team that won silver medals at the 2016 Olympiad.

*Tactics Time 2* Gambit Publications

Examines how chess style and abilities vary with age. By making a number of case studies and interviewing players who have stayed strong as they have aged, the authors show in detail how players can steer their games towards positions where their experience can shine through.

**Masters of the Chessboard** Gambit Publications

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

*The Chess Endgame Exercise Book* Gambit Publications

A top-class grandmaster takes more than 50 real-life positions, breaks each one down into its key elements and explains the right strategy for conducting a successful attack. The examples are selected to illustrate a wide variety of attacking themes and to provide an instructive and accurate picture of how modern players attack and defend. This book tackles the vital phases of deciding how and where to attack in the first place, and build up the offensive without giving the opponent any real counter-chances.

*Understanding Chess Middlegames* Gambit Publications

This book teaches basic tactical ideas such as the fork, pin, and discovered attack, and introduces general ideas such as elimination, immobilization and compulsion. A basic knowledge of simple tactics will enable a novice to start winning games, by giving checkmate or capturing material. As the player progresses, his tactical arsenal will broaden, and he will start to play sacrifices and combinations, and develop a deeper understanding of the game. Players who fail to study tactics systematically tend to suffer from tactical blind-spots that plague them throughout their playing career, and thus they fail to realize their full potential.

**Simple Chess** Batsford Books

This is a book for those who want to start their chess games purposefully and take full advantage of their opponents' mistakes. It is vital to start a chess game well. Each move needs to be useful and precise. The best way to develop the necessary know-how is by experience and practice, rather than rote learning of 'rules' and principles. It's all about the specifics and being alert to what the opponent is doing, and pouncing on any errors. Chess Opening Workbook for Kids is the second in a new series of books that help players gain chess skills by tackling hundreds of carefully chosen exercises. The themes are similar to those in Gambit's best-selling 'Chess for Kids' series, but the focus is on getting hands-on experience. Many positions build on ones given earlier, showing how

advanced ideas are normally made up of simpler ones that we can all grasp. Each chapter is focused on a particular theme and features dozens of exercises, with solutions that highlight the main strategic and tactical points. Each chapter offers tips on opening play, such as how to detect weaknesses and poorly-placed pieces. Later chapters address key aspects of opening strategy such as the centre, development and castling. The book ends with a series of seven graded tests where you are given few clues about the themes involved. Award-winning author Graham Burgess has written 27 chess books, including two on opening play for the 'Chess for Kids' series. He is a FIDE Master and a former champion of the Danish region of Funen. In 1994 he set a world record for marathon blitz chess playing and won the British Chess Federation Book of the Year Award in 1997. *Chess Opening Workbook for Kids* B. T. Batsford Limited

Everyone knows they should work on their endgame play. So many hard-earned advantages are squandered in 'simple' endings... But it's tough finding a way to study endings that doesn't send you to sleep and that helps you actually remember and apply what you have learnt. "While endgame theory books are helpful, active participation by the reader is a great aid to learning. I hope that this book of endgame exercises will encourage readers to put their brains in high gear, both to test themselves and to learn more about the endgame. I have spent several months selecting the 444 exercises in this book from what was initially a much larger collection." - John Nunn All major types of endgame are covered, together with a wide-ranging chapter on endgame tactics. Examples are drawn from recent practice or from little-known studies. The emphasis is on understanding and applying endgame principles and rules of thumb. You will learn by experience, but always backed up by Nunn's expert guidance to ensure that the lessons you take away from the book are correct and useful. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals at chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions. In 2011, his two-volume work Nunn's Chess Endings won the English Chess Federation Book of the Year Award, and was highly praised by Levon Aronian (who read both books cover to cover!) when making the award presentation.

## Best Sellers - Books :

- [Fast Like A Girl: A Woman's Guide To Using The Healing Power Of Fasting To Burn Fat, Boost Energy, And Balance Hormones](#)
- [Daisy Jones & The Six: A Novel](#)
- [The Alchemist, 25th Anniversary: A Fable About Following Your Dream By Paulo Coelho](#)
- [The Democrat Party Hates America](#)
- [Hunting Adeline \(cat And Mouse Duet\)](#)
- [Tomorrow, And Tomorrow, And Tomorrow: A Novel](#)
- [Bluey And Bingo's Fancy Restaurant Cookbook: Yummy Recipes, For Real Life By Penguin Young Readers Licenses](#)
- [8 Rules Of Love: How To Find It, Keep It, And Let It Go](#)
- [Little Blue Truck's Springtime: An Easter And Springtime Book For Kids](#)
- [8 Rules Of Love: How To Find It, Keep It, And Let It Go By Jay Shetty](#)