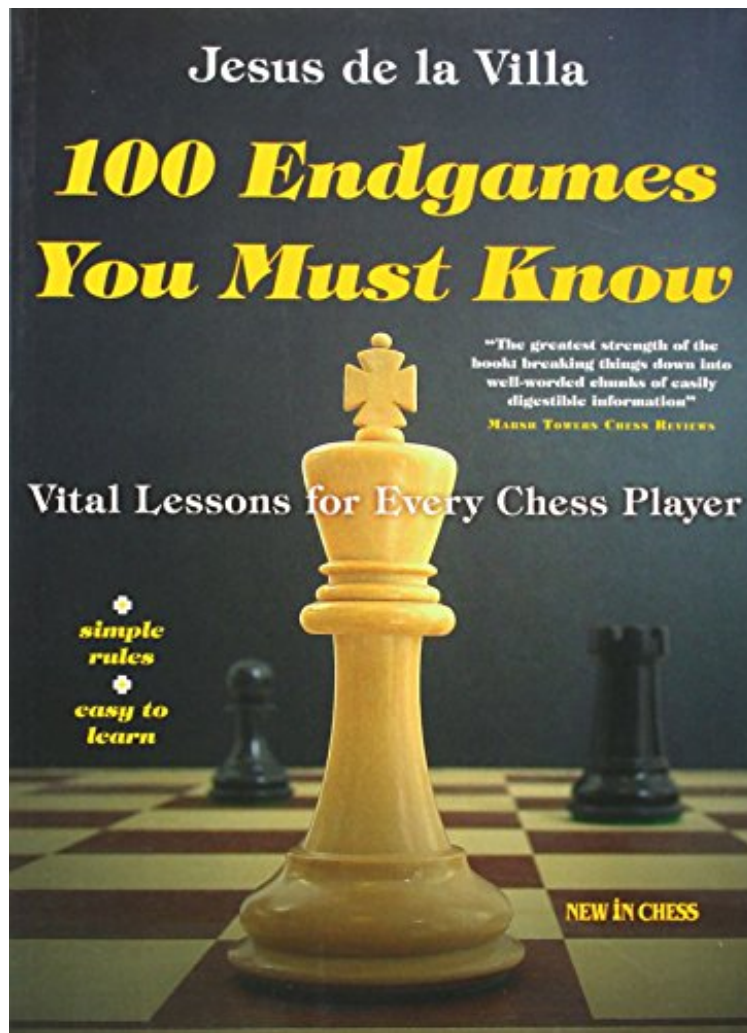


[Read and download] 100 Endgames You Must Know: Vital Lessons for Every Chess Player Improved and Expanded

100 Endgames You Must Know: Vital Lessons for Every Chess Player Improved and Expanded

Jesus de la Villa

audiobook / *ebooks / Download PDF / ePub / DOC



DOWNLOAD



READ ONLINE

#867935 in Books The House of Staunton, Inc. 2008-07-15 Original language: English PDF # 1 9.43 x .70 x 6.851, 1.15 #File Name: 9056912445220 pages Author: Jesus de la Villa Pages: 220 Publication Years: 2008 | File size: 75.Mb

Jesus de la Villa : 100 Endgames You Must Know: Vital Lessons for Every Chess Player Improved and Expanded before purchasing it in order to gauge whether or not it would be worth my time, and all praised 100 Endgames You Must Know: Vital Lessons for Every Chess Player Improved and Expanded:

3 of 3 people found the following review helpful. Fine Intermediate Level Endgame Course By R. Tobias This is a very solid endgame manual. It is not quite a primer, being a bit more advanced, so beginners/novices should start elsewhere. The player that might benefit most is the one who has been through an endgame primer (Pandolfini,

Seirawan, eg) but does not have the time or motivation to try to master major works like Dvoretsky or Muller. This manual bridges that gap extremely well, covering the bulk of the material most club or amateur tournament players will need to succeed. The introductory article is extensive and valuable. All the fundamental endings are given, including R vs R+P, R vs P, pawn endings, Bishop and Opposite Colored Bishops, etc. etc. The explanatory notes are fairly generous in volume, and there is enough analysis of alternate play to keep even fairly strong players busy. I would say that players from about 1500-2100 USCF would be the main target audience. If you want to be a master, you will probably want to go on to more advanced material like Dvoretsky, but if you really master the material in this book (including rules, ideas, concepts, not just rote memory of moves!) you will be at an advantage against most players in the typical weekend Swiss event when the pieces come off! And you will be WAY ahead of the typical internet player of your class. Good Hunting!

26 of 27 people found the following review helpful. One of the best

By T. D. Allsopp

Some endgame books assume too much prior knowledge and lack important detail, while others are excessively comprehensive and can become both overwhelming and boring. This book manages to strike the right balance, focussing on a number of key positions judged by the author as important for both practical and theoretical reasons. It is generally well written and the ideas are presented in a clear and concise manner. The focus of the book is to teach you the principles of good endgame play, not merely to memorize a series of positions. It is this emphasis on understanding that puts this book well ahead of other endgame tomes. Not only have the positions been well selected, but they are logically structured so that the reader can build a deep comprehension by studying problems that increase in difficulty. Also of great value are the two tests that are included. The first is a basic test at the start of the book that gives a clear indication of current endgame strength - I'm sure many will be surprised by the results. The book also concludes with another test to see if you have really absorbed the ideas and principles. The use of these tests, along with the overall arrangement and presentation of the material, makes it clear that the author has thought about the process of training and cares about the reader being able to develop practical skills and apply theory to real world problems. My only criticism is that the book has been translated and there are occasionally a few convoluted sentences and odd phrasing. Generally it is a very good translation, but now and again some of the writing is a bit unclear and requires extra work to make sense of. This, however, is a minor gripe, as the majority of the book is extremely good, and where the language occasionally falls down, the compelling logic and care taken with the selection of endgames compensates for any other shortcomings. I believe players of all strengths would benefit from this book. This is without a doubt one of the best endgame books ever written.

6 of 6 people found the following review helpful. One of the better end game books out there

By Deep Blue

I have read Silmans Complete Endgame Course and love it. Devortsky's Endgame Manual is also excellent, but for higher rated players. 100 Endgames You Must Know is also almost right there with Silmans book. While Silmans book is bigger, and covers more, This book would make a very good first end game book. You will learn from it, and learn well. Highly recommended

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.

"De la Villa does the job quite well. He emphasizes the practical and prefers understanding to memorization." --John Donaldson

"We all admired '100 Endgames' for its clarity and practical value." --Danny King Ronan Bennett, The Guardian

"The material is well chosen and the presentation is excellent (..) The greatest strength of the book: breaking things down into well-worded chunks of easily digestible information." "This book will certainly improve your endgame skills in a spectacular way!"