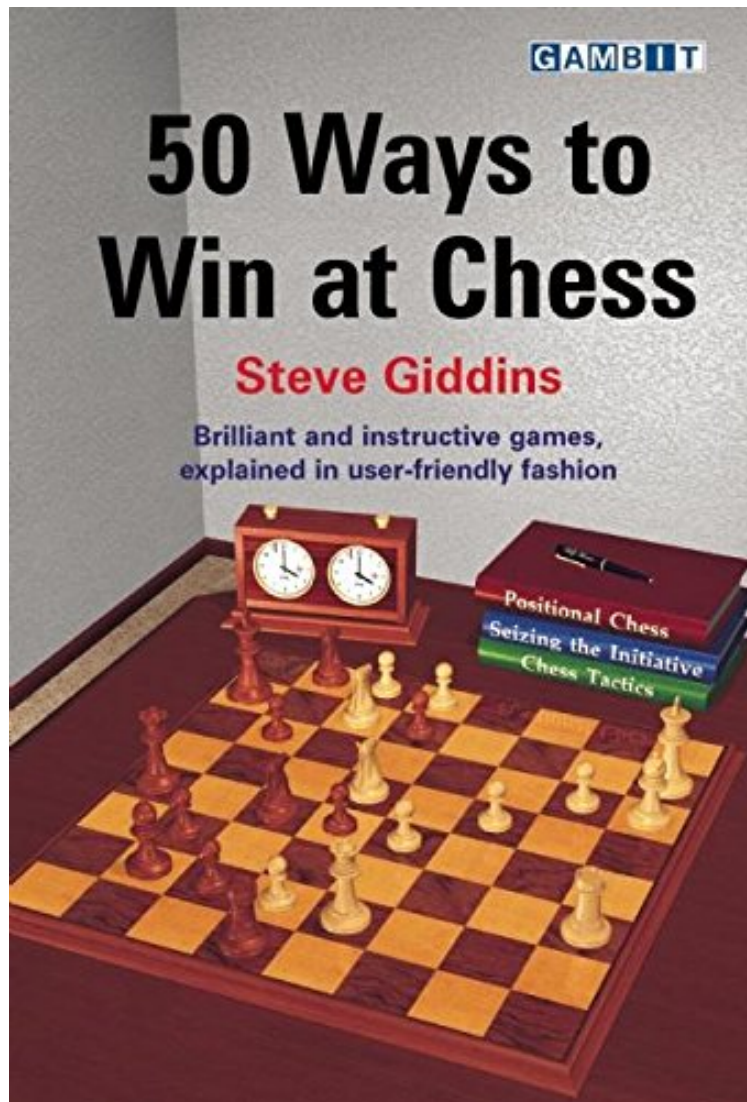


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50 Ways to Win at Chess

Steve Giddins

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Steve Giddins : 50 Ways to Win at Chess before purchasing it in order to gage whether or not it would be worth my time, and all praised 50 Ways to Win at Chess:

5 of 5 people found the following review helpful. Benchmark Games Collection for Developing PlayersBy R. TobiasThis is the follow-up to Giddins' modern classic '50 Essential Chess Lessons'. It is written in the same manner, with copious verbal explanations of underlying tactical, positional and strategic themes. The games selected are again a combination of modern and classic games, picked for their instructive value. Themes covered in this volume include 'Attack and Defence', 'Opening Play', '(Pawn) Structures', 'Endgame Themes', 'Psychology' and other aspects of

Strategy. A very wide spectrum of openings is covered, so you are getting a broad-based chess education. Perhaps you will even find that opening that you have a real knack for, one that will become a trusted friend in key situations! This and the companion volume are excellent choices after you have gone through a couple of more basic collections like Chernev's 'Logical Chess Move by Move' or Heisman's new 'The Most Instructive Amateur Games'. My suggestion for the developing player is to first, however, go through a basic text on strategy, such as Silman's 'How To Reassess Your Chess', 4th Ed, and then go through Giddin's two volumes to reinforce and expand on the knowledge gleaned from your strategic studies. There are many fine games collections available, but I think that Giddins has hit on a near ideal blend of analysis and verbal explanation that help the developing player advance from the typical 'move by move groping' that we all seem to start with to a more rational and effective manner of play. Highly recommended. 3 of 4 people found the following review helpful. This and Giddins other book are two of my favorite game collections. By D. Bowden. Great collection of well annotated games, with generous commentary. Appropriate for player from about 1200 - 2000. 2 of 14 people found the following review helpful. Elementary. By Ellis E. Jones. Elementary this is not and well written but usefull only to the intermediate to advance players. Watson is a greta chess author so this is a good book.

In a sequel to the hugely successful 50 Essential Chess Lessons, Steve Giddins now presents 50 games that each illustrate an important winning method. This engaging and highly readable book is a painless way to build your personal arsenal of techniques and ideas. The games are mostly from the modern era, but with a few classic examples chosen to show key themes in as clear a way as possible. In these cases, the defender may have never seen the critical idea before, and fails to react appropriately. We then move on to more complex examples where the attacker needs to overcome stiffer resistance. Giddins repeatedly shows that despite the tactical complexity of many of these battles, the fundamental concepts can be grasped by all chess-players, and will help them navigate through apparently intimidating terrain. The many topics include: * Attacking weak colour complexes * The principle of two weaknesses * Choosing the right exchanges * Devastating opening preparation * Manoeuvring in 'restraint' structures * Handling must-win situations

About the Author Steve Giddins is a FIDE Master from England who has frequently contributed to the British Chess Magazine. He has gained a reputation as a writer who provides useful, no-nonsense advice on topics of genuine practical importance, drawing especially upon his familiarity with Russian chess literature and training methods. This is his fifth book for Gambit.