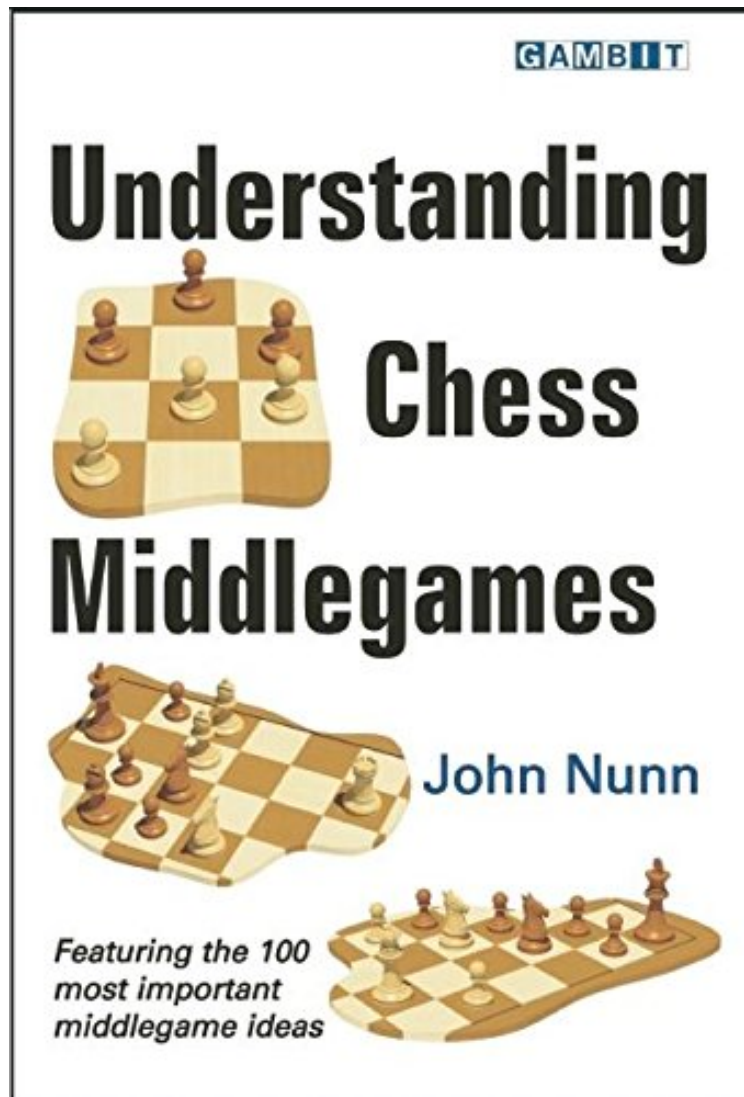


Understanding Chess Middlegames

John Nunn

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#105322 in Books The House of Staunton, Inc. 2012-01-10Original language:EnglishPDF # 1 9.80 x .80 x 7.00l, 1.00 #File Name: 1906454272232 pagesAuthor: John NunnPages: 240 PagesPublication Years: 2011 | File size: 23.Mb

John Nunn : Understanding Chess Middlegames before purchasing it in order to gage whether or not it would be worth my time, and all praised Understanding Chess Middlegames:

9 of 10 people found the following review helpful. Interesting Middlegame BookBy M. AraratThis new book by Jonh Nunn covers 100 ideas related to chess middlegames (and some endgame positions as well) by using a very economical format.Most of the topics are developed with two very well selected examples which make the book a quick reference. After playing a chess game you can search the middlegame feature(s) than in your opinion were more

relevant in your game and compared with the example(s) in the book. Since chess is so vast your game may not match the example exactly but the book will provide a good start. I am very pleased with the book content and its practical value. For example, my last rated chess game featured the Queen Vs 3 minor pieces. I searched G. Flear endgame book beyond the basics but this endgame was not covered (the author stated that this endgame occurs less than 1% so it was not covered). Fortunately, Nunn provides two examples of battles between the Queen and 3 pieces. I found the annotations very clear and I was able to extrapolate his advice to my game. In summary, this book gives you a lot in return for your money. 9 of 10 people found the following review helpful. A very good effort on a difficult subject. By Edward A. Clarke The middlegame is a very difficult (impossible?) subject to address in a reasonably-sized book and John Nunn does a credible job. Much of the problem comes from the nature of the middlegame itself; it has neither the self-organizing nature of the opening where a few early moves often dictate the course of the entire game nor the relative apparent simplicity of the endgame (due to the reduced number of pieces remaining) which allows easier classification (rook endgames, minor piece endgames, etc.) of the various situations. In contrast, the middle game is chaos. This is a breadth over depth book and it will probably be of most use to advanced beginners or middle-strength players. No one book could hope to address in depth the broad range of topics that can arise in middle game positions in a reasonable number of pages. So Nunn takes a reasonable approach and chooses 100 topics in 7 major categories and provides two examples of each topic. And to illustrate the chaotic nature of the middlegame, each topic really consists of an example and a counterexample, one illustration where the application of the topic succeeds and one where it fails. Thus, the treatment of the isolated queen pawn (IQP) has one example in which the side with the IQP (White) uses the dynamic potential of the IQP to push through a win and one example where the IQP is successfully blockaded and the side without the IQP succeeds in getting good piece activity and getting the win. Noteworthy is the clear analysis that Nunn provides with each example, pointing out a remarkable number of inaccuracies by both sides. Either the winner of the game could often have found ways to win quicker or the loser of the game missed opportunities to either delay the loss, force a draw, or even reverse the result. This is not meant to criticize the players or demean their achievement in any way, it is merely a reflection of the complex nature of middlegame positions. It is much easier to find better moves after the fact with a lot of time on one's hands and the help of a good chess engine than to find the precise required moves over the board with the clock ticking. I'm giving the book 4 stars rather than the 5 stars that it may deserve when considering its intended audience primarily because of my own personal bias. I just can't visualize a single book addressing this broad topic that could deserve 5 stars. Certainly if the book were narrower in scope each major category and many of its topics could easily become an individual book with many more examples and different levels of difficulty and subtlety. But that would then be a completely different book and could not be compared with this book. So overall I am very satisfied with this book and would recommend it without hesitation to its intended audience. 0 of 0 people found the following review helpful. Five Stars By Nelson Excellent book. it has a variety of lessons.

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.