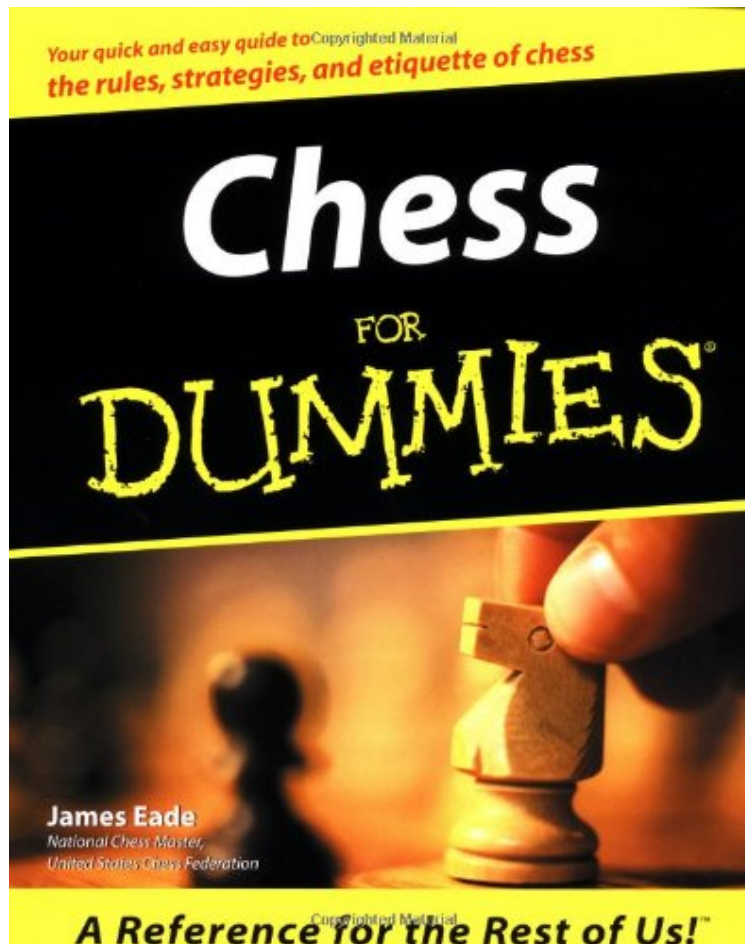


Chess For Dummies

James Eade

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James Eade : Chess For Dummies before purchasing it in order to gauge whether or not it would be worth my time, and all praised Chess For Dummies:

0 of 0 people found the following review helpful. Five Stars By Lizard252 Helpful. 0 of 0 people found the following review helpful. This is the best way to learn chess ! By mickI bought this chess game for my sons friend for a Christmas gift. My son had received one for his birthday several years ago and loved it. I can even sit down and play with him if he's looking for someone to play with because it is easy to play . The moves that each piece can do are written right on the board where the piece starts from. I would definitely recommend this to anyone looking to learn to play chess at any age. 0 of 0 people found the following review helpful. OK By RGD Acceptable product for use by a novice. All aspects of elemental chess are covered.

Many consider chess to be the best game ever invented. Chess imposes a set of rules and has finite limits, but just as you start to think youre finally solving its mysteries, chess thwarts you. Sometimes, therefore, the game is frustrating,

but far more often, chess proves both surprising and delightful. The deeper you get into chess, the more of its secrets you unearth but the game has never been tapped out. Even today's monster computers are far from playing the theorized perfect chess game. Chess For Dummies is for anyone who wants to become a better chess player. Whether you've been playing chess for years or never played at all, this clearly written and easy-to-understand guide will help you to Apply the rules of chess to maximize winning Understand the lingo involved in the game Find other players who are just about at your own level Teach others how to play the game Explore move-by-move what it takes for you to be the one proudly saying, Checkmate at the end of your chess game. Chess For Dummies also covers the following topics and more: Setting up the board The pieces and their powers Pattern recognition What to do throughout the game, from start to end Whom to play, when, where, and how Online and computer chess Chess notation Ever since chess originated in the 17th century in ancient India, it has grown to become recognized as the most ancient, intellectual, and cultural game of its time. Its combination of sport, scientific thinking, and the elements of art make it one of the most played games in the world. This book shows you everything you need to know in order to unearth the secrets and philosophies of chess.

.com It was inevitable, thank goodness, that the Dummies series would give us an introductory chess book. The light touch is perfect to offset the sober aura of mystery that surrounds the game in many people's minds. And the extras that reach beyond the well-written move explanations, strategies, and pattern-recognition make the book a real winner. It won't take much playing for readers to appreciate the section on chess etiquette, for example, or the one on uncommon moves, subtitled, "The Ones That Start the Fights." Informative tips and amusing bits of trivia add to the fun. From the Back Cover Your quick and easy guide to the rules, strategies, and etiquette of chess Make the right moves! Features over 350 chess diagrams Tried and true tips for avoiding chess tricks and traps Kings, queens, knights you may think chess would be a royal pain to grasp, but this friendly guide will help you learn your way around the board with ease. Step-by-step explanations, from using the right terminology to the art of attack, help demystify the game proving you don't have to be a genius to play! Discover how to: Set up your chess board Understand the pieces and their powers Recognize the game's patterns Employ tactics to avoid capture Play online chess Find tournaments and clubs THE DUMMIES WAY Explanations in plain English "Get in, get out" information Icons and other navigational aids Tear-out cheat sheet Top ten lists A dash of humor and fun Get Smart! www.dummies.com Register to win cool prizes Browse exclusive articles and excerpts Get a free Dummies Daily e-mail newsletter Chat with authors and preview other books Talk to us, ask questions, get answers About the Author JAMES EADE began taking chess seriously in 1972 when Bobby Fischer was taking the chess world by storm. He competed on his high school and college teams and became a United States Chess Federation (USCF) chess master in 1981. In 1984 he became a USCF correspondence chess master as well. International organizations awarded him the master title in 1990 (for correspondence) and in 1993 (for regular tournament play), but his chess playing career has gradually given way to chess writing, organizing, and teaching. James has written two previous books on chess: Remember the MacCutcheon, and San Francisco, 1995. He has written numerous articles for a variety of magazines and has edited both the Golden Gate Chess News and the California Chess Journal.