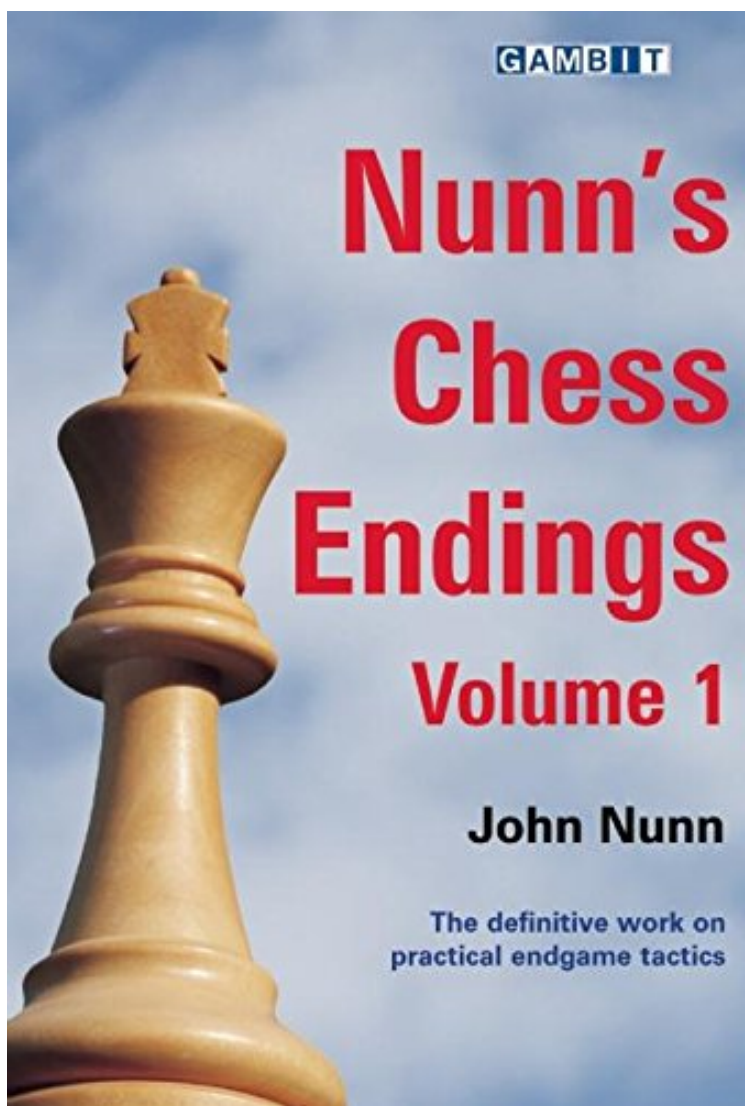


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## Nunn's Chess Endings volume 1

*John Nunn*

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#1385474 in Books The House of Staunton, Inc. 2010-06-22 Original language: English PDF # 1 9.70 x 1.00 x 6.80l, 1.30 #File Name: 1906454213320 pages Author: John Nunn Pages: 320 Pages Publication Years: 2010 | File size: 26.Mb

**John Nunn : Nunn's Chess Endings volume 1** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Nunn's Chess Endings volume 1:

2 of 2 people found the following review helpful. Worthy Two-Volume Successor to Fine's Basic Chess Endings By Los Angeles Master Over the years, there have been many excellent chess books on theoretical endings for tournament players. Yuri Averbakh's Chess Endings: Essential Knowledge was short, sweet, and to the point. As a young master in the late '80s, I learned a great deal from Practical Chess Endings by Paul Keres, quite a decent book. More recently,

there have been many additions to the field: Howell's Essential Chess Endings, Dvoretsky's Endgame Manual, Silman's Complete Endgame Course, de la Villa's 100 Endgames You Must Know, and John Nunn's own Understanding Chess Endgames are all worthy of mention. For a developing player looking to learn some basic theoretical endgames, there is almost an embarrassment of riches. Just pick one of these books (any one of them will do, except maybe Dvoretsky's book, which is probably more appropriate for stronger players), play through a few positions now and then, and you will soon learn what you need to know. All that is required is a little work. The situation with practical endgames has always been a bit different. By "practical endgames" I mean those that are slightly more complicated than the basic theoretical endings, but still subject to rigorous analysis and definite evaluation. They primarily involve no more than one piece on each side (excluding kings and pawns), and constitute something of an intermediate level between theoretical endgames and strategic endgames, although there are many gray areas on the boundaries of these categories. For many years, Reuben Fine's Basic Chess Endings was the main choice for a chess player looking for a reasonably comprehensive book on practical endgames. Although Fine's book also covered theoretical endings, it contained numerous practical examples, usually from games between strong players, chosen for their instructional or theoretical value. This book was literally a goldmine of analysis and ideas, and I used it to analyze many an adjourned position back in the days when we still had adjournments, before computers became too strong. It is a truly epic work, an amazing achievement for its time in both scope and depth. However, its usefulness has always been somewhat undermined by the fact that it contains many analytical errors. There were literally hundreds of such errors in the original edition; and even in Pal Benko's revision dozens of errors remain. In recent years there have been a number of new books on practical endgames. Flear's Practical Endgame Play is a one worthy example, but it mainly deals with slightly more complex endings, the main focus being on endings where at least one side (and often both) has at least two pieces. Another good book is Hellsten's Mastering Endgame Strategy, which has a nice mixture of practical endgames and slightly more complicated ones. But for me, Nunn's Chess Endings Volumes 1 and 2, collectively, constitutes the true spiritual successor to Fine's classic book. I can think of no higher praise to give. Like Fine, Nunn is a former world-class player (he was in the top ten in the world at one point). Like Fine, Nunn has mostly focused on positions with one piece per side (excluding kings and pawns), although there are a few more complicated positions. Like Fine, Nunn has mainly analyzed positions from actual games between strong players, rather than studies. And like Fine's, Nunn's two-volume opus - while not purporting to be comprehensive - contains hundreds and hundreds of practical endgames chosen for their instructional value and theoretical interest. The main advantage of Nunn's work over Fine's is that Nunn had access to more modern endgame theory and, in particular, to strong chess engines and tablebases that he could use to check his analysis. Moreover, Nunn has a well-deserved reputation for analytical rigor and precision. Combine these two factors, and the result is a practical endgame series equal to Fine's in scope and ambition but which - I feel comfortable in predicting - will prove over time to have very few, if any, analytical errors. Simply stated, Nunn is one of the most reliable chess authors around, and you can trust his exclams, question marks, and evaluations more than almost any other author of chess books out there. I must confess, I haven't yet read the entirety of either of these two volumes. I have finished about half of the first volume, and I have almost finished the section on single rook endgames in volume 2. (More than 250 pages on single rook endings! Simply amazing.) And even after I finish my first pass through these books, they will doubtless repay future re-readings. The point of these books is not so much to memorize the positions and analysis, but to become familiar with techniques and tactical ideas that recur frequently in practical play. It is a process of slow absorption and developing increasing awareness. This process takes time and, like many things in life, requires some effort to achieve good results. I can unreservedly recommend these two volumes to any ambitious chess player who has spent some time studying basic theoretical endgames. These two books, combined with one book on basic theoretical endgames (see above), one reference book on endings (I can recommend Muller's and Lamprecht's Fundamental Chess Endings as one of the best), and one book on endgame strategy (either Sherevsky's classic Endgame Strategy or Muller's and Pajeken's How to Play Chess Endgames will do nicely), and you will probably never need another endgame book, no matter what level you achieve.

3 of 3 people found the following review helpful. The New Standard In Advanced Technical Endgame Instruction By R. Tobias This is an exceptional and unique endgame book, Vol. 1 of a 2 Vol set. Nunn is widely considered to be one of the best chess book authors, esp. for advanced players, and he has done them another service here. This is a very advanced book, and contains no basic, fundamental endings. For those who have no endgame primer, Nunn's own 'Understanding Chess Endgames' would be an excellent starting point (That book started as Chapter One of this series, but became too long, and so was made into a full book. As such, it is the perfect starting point of this series). Another type of ending this book does NOT cover is the complex kind full of subtle, strategic maneuvering made famous by players such as Capablanca and Karpov. Nunn considers this type of play a product of talent, and difficult to teach. What it does contain is more advanced endings that are subject to being solved by precise analysis, including those that are resolvable by tactical means. His opinion is that anyone who does the work can learn these endgames. Vol 1 contains pawn, minor piece and queen endgames. Vol 2 contains rook endings, and rook and minor piece endings. Also, a brief, informative introductory section on needed endgame skills is given in Vol 1. Nunn is intensely practical, and as such, only endings that are found in practical play are found. There

are no endgame studies, a decision that I like, as it seems less than optimal to learn a position that has NEVER occurred in practical play, when practical examples are available. A characteristic of this work is that Nunn spends considerable time in correcting faulty analysis found in previous works. Some of the examples are remarkable: rather obvious errors in play and analysis that have been parroted in multiple works and editions are corrected by Nunn. He is particularly hard on those authors who have access to computer and tablebase analysis, but still put out shoddy work. I am not sure why other reviewers criticize Nunn for bringing to light over and over again mistakes in the analysis by others. In my view, showing the true nature of other works is a service to chess players, and those who study Nunn will simply have an advantage over those who memorize the faulty lines found over and over again in works by others. So, if you are an advanced player, who has mastered basic endgame material and who has or are looking to get that IM or GM title, this is a great source of endgame instruction. (BTW this is an INSTRUCTIONAL work, not a reference, so unlike multi-volume Russian works, not every ending is covered.) Supplement it with Shereshevsky for those complex strategic endgames, and your play should be up to the task in the endgame. Highly recommended for advanced and titled players. 0 of 0 people found the following review helpful. LANDMARK BOOK By Richchess Volume 1 is the single most authoritative book on chess endings with no rooks on the board (in volume 2, all positions have rook(s)). The two-volume set is the most comprehensive material available (that is also error-free). In addition to the subject of endings, Nunn corrects many errors that were made by the players in the games covered (and corrects the players' own annotations of their games in book(s) and Informants!), showing the correct way (and why it works). Nunn also corrects authors of other books covering the same positions. It is through the corrections, and explanation of the right moves, that the book becomes especially instructive. It is amazing how much wrong material has been published by authors. The trash reviewers of this work either never had the book, or are jealous or trouble-makers. To them I say: give it up, LOSERS.

In this major two-volume work, renowned endgame theoretician John Nunn teaches the skills that are most important to success in practical endgames. Going beyond standard texts, Dr Nunn shows how to apply knowledge of standard endgames to find the right methods in tricky real-life practical situations - even when they differ greatly from the idealized forms given by traditional endgame manuals. \* Identifies new and important motifs which occur repeatedly in over-the-board play \* Tactical elements are heavily featured \* In many examples, previous analysis is corrected \* Focuses on endgames that are susceptible to concrete analysis \* Geared to the over-the-board player - no composed or artificial positions \* Ideas underlying analysis - however complex - are richly explained in words Nunn shows that lack of familiarity with key ideas can cause important ideas and themes to be missed even by very strong players. We discover that a staggering amount of previously published endgame analysis is simply wrong, and that many of the standard guidelines are at best partially true. This first volume covers general topics and discusses in detail pawn endings, queen endings and minor-piece endings.

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