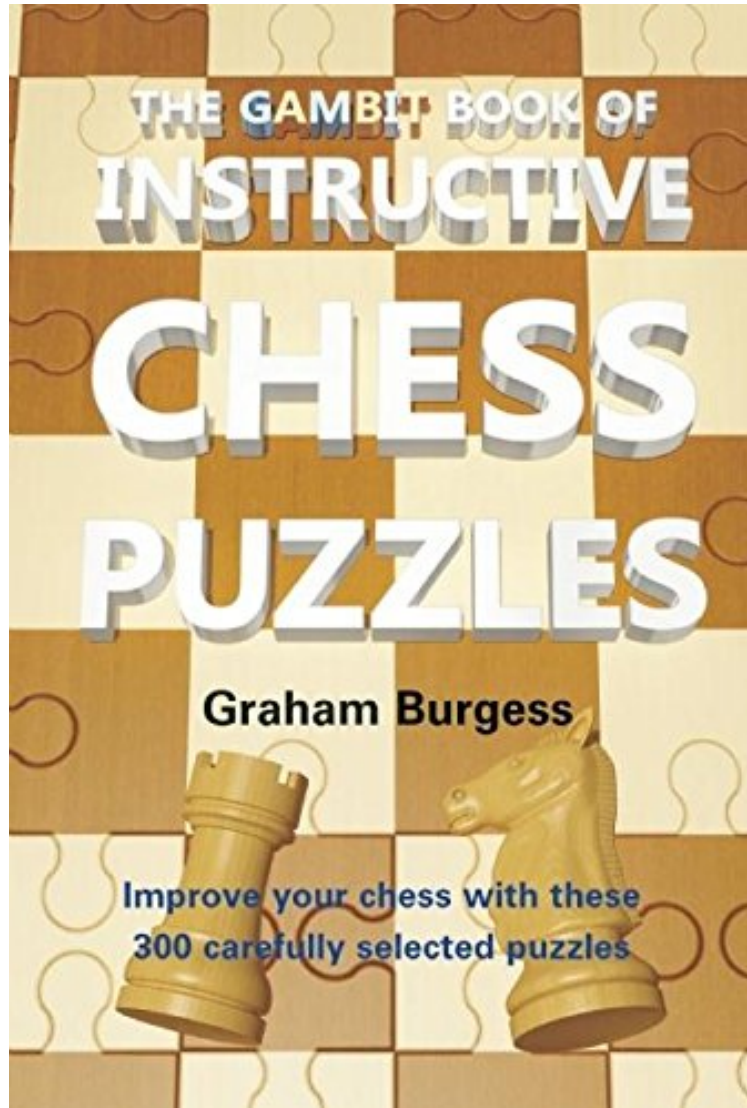


The Gambit Book of Instructive Chess Puzzles

Graham Burgess

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#321194 in Books The House of Staunton, Inc. 2011-11-22Original language:EnglishPDF # 1 7.75 x 5.00 x .75l, .40 #File Name: 1906454280160 pagesAuthor: Graham BurgessPages: 160 PagesPublication Years: 2011 | File size: 79.Mb

Graham Burgess : The Gambit Book of Instructive Chess Puzzles before purchasing it in order to gage whether or not it would be worth my time, and all praised The Gambit Book of Instructive Chess Puzzles:

19 of 19 people found the following review helpful. Excellent Tactics Study!By New England ReviewerI am currently studying Tactics, including online and in books. Most of them are theme orientated, which is good, as my first name, my middle name, and my last name, is Tactics until I reach my goal of Expert player, but this book is different: it is taken from positions in games (most from 2010-2011) where one move had instant impact in everything from winning

a pawn, to causing instant resignation. It is well written, easy to understand, and the author asks the reader to take up to 20 minutes to analyze the position and work through the candidate moves chosen with one bringing forth consequence. There are 300 puzzles, no board needed, with the solutions in the back. Of particular value is the written hint to help the club player know what to look for without the more obvious "find the fork" or "mate in 3" theme books. Although these are of great value (I am working through them for pattern recognition) this is a fresh break and is causing me to do far more exploration of the position. Interestingly, he gives a rating-type system of self-scoring, and although not as scientific as "Chess Exam" (Igor Khmel'nitsky) which was based upon the responses of rated players from 1200 to Grandmasters (see review), it is useful for the likely intended audience which is likely the 1200-1700 players. The book is small, and easy to carry about, and great for daily study in bed, or perhaps on commute or break. It is packed with exciting positions which, each and every, appears to be equal, that is, equal, if not for the tactical breakthrough. This is clearly a step up for those of us who are doing pattern recognition and fits the niche perfectly between the "mate in 2" books and the strategic books due to the positional equity that appears in the real games. The author has done a great deal of research in choosing professional games of late and finding the exciting game-changing positions. This gives the book a certain feel of tension and excitement, bringing the reader 'into' the battle. My intention is to work through the book several times, as I hope that some pattern recognition (remove the defender, for example) will become instinctive. The author's sober comments and advice is encouraging and helpful. ***** Stars.8 of 8 people found the following review helpful. nice tactical puzzle book By voltron Very nice book for those that like tactics. If you like Lev alburts first book, you will like this book. This book by Gambit sort of reminded me of Alburts book. The book is geared towards intermediate level players who like tactics. If you like Alburts book on 300 important positions, this would be the next book for you bc its a nice transition from that book. The puzzles are challenging but whats nice is that the author gives you the correct answer as well several alternative non correct answers and why they are wrong. When I was first learning chess I started studying puzzles to improve my tactical vision and there were many times where I looked at the solution and wondered what if the opposing colored moved a different piece instead the one shown in the solution, how would that affect the game. This book covers that. So not only are you learning to spot tactics your learning to calculate several different lines and pick the best one (the answer) This is what makes this book unique and nice for intermediate players. This is the sort of book that would take a 1700 player and make him a 1900 player. I now use this book along with alburts first book as last minute warm ups before a tournament. Very nice book and must have book for tactical players. 8 of 8 people found the following review helpful. One of the best puzzle books I've ever seen By Ryan Masterson This puzzle book is perfect for those who are below Master level. However it does contain some puzzles that might stump Masters or higher. If you need a good tactical study guide to warm you up before tournaments, this is it. I guarantee you won't be disappointed.

Solving tactical puzzles is one of the most effective ways to improve your chess. This convenient book provides 300 exercises, with instructive points highlighted in the solutions. There is something here for everyone. The puzzles in the first two chapters are based on a clear-cut tactic or checkmate, such as those explained in Gambit's best-sellers *How to Beat Your Dad at Chess* and *Chess Tactics for Kids*. The endgame challenges highlight tactics and principles in action. In practice it is vital to defend resiliently and seek counterattacking chances - there is an innovative chapter on these rarely-covered themes as well as puzzles where the reader must decide how to punch home an attack. Later chapters help readers develop a vital skill: the ability to make tough chessboard decisions. Attack, sacrifice, grab material, defend or simplify - it's for you to decide! Principles and guidelines are emphasized, together with common sources of error. The final section of puzzles will prove a stern challenge even for the best players, with the reader exposed to the full complexity of modern chess - with a few helpful hints along the way.

About the Author Gambit Publications has been publishing top-quality innovative chess books since 1998, winning numerous awards in several countries. FIDE Master Graham Burgess is Gambit's Editorial Director, and one of the founders of the company. He has written more than twenty books and holds the world record for marathon blitz chess playing. He lives in Minnesota.