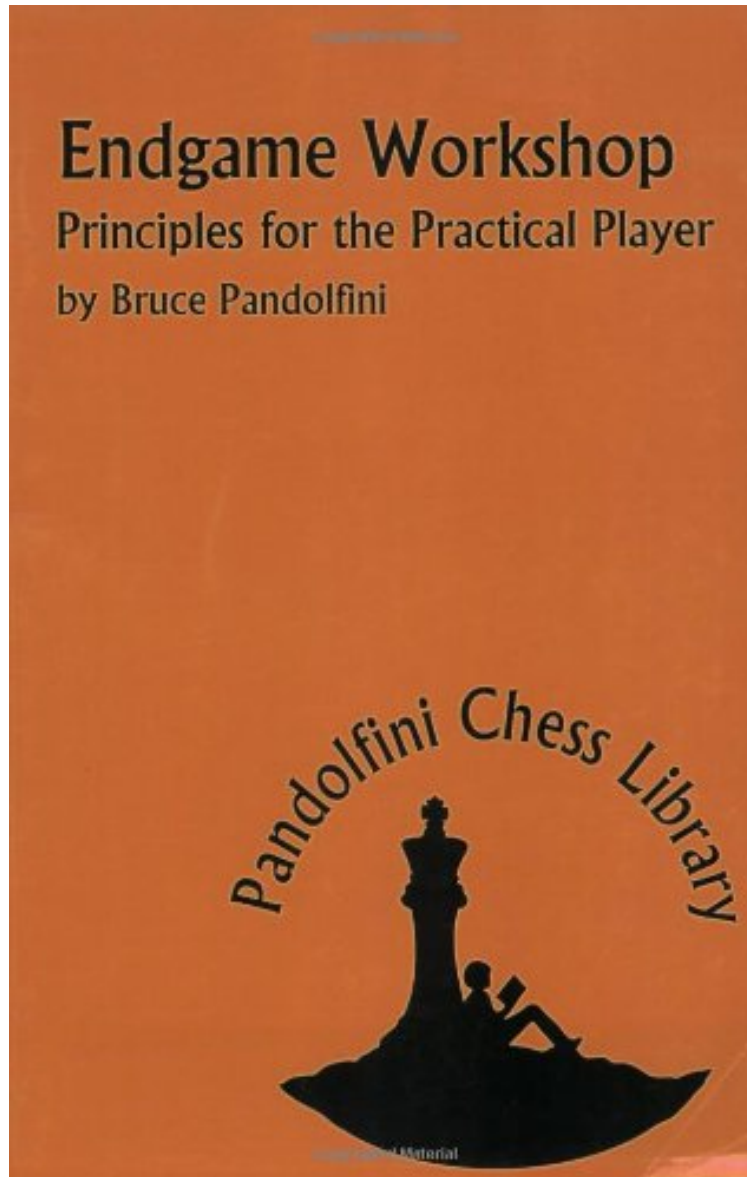


[Online library] Endgame Workshop: Principles for the Practical Player (The Pandolfini Chess Library)

Endgame Workshop: Principles for the Practical Player (The Pandolfini Chess Library)

Bruce Pandolfini

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Bruce Pandolfini : Endgame Workshop: Principles for the Practical Player (The Pandolfini Chess Library) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Endgame Workshop: Principles for the Practical Player (The Pandolfini Chess Library):

7 of 9 people found the following review helpful. Excellent, but with errata By Mec This book is good for players rated

800-1800 (I'm about 1600). This book assumes that the reader knows the moves, knows chess notation, and can recognize checkmate, stalemate, and other draws. It gets harder from there. Very thorough coverage. Pandolfini likes to illustrate each concept with several positions. It would help, though, to have more problem sections with a mixture of everything covered so far. I read this book on a Kindle. There are two Kindle-only problems: (1) the page breaks were very hard on me. Most diagrams were on a separate page from the text. Sometimes the text came before the diagram; sometimes after. I expect it would be hard to make this really good, but some simple improvements would go a long way: start each diagram on a page and start each piece of text after its diagram. (2) Many places in the text contained an extra space before the number "1." It's a pain to read "Kh 1", "Bb 1", and so on, hundreds of times. Errata (all in my notes, which are public). About 15 typos, mismatched moves, etc. I found 3 positions where the analysis was sketchy. In several of the KBP+KB games, the author demonstrates that a position is won when the kings are in diagonal opposition (kings on opposite sides of the pawn) and drawn when the kings are in direct opposition (kings both on the same side of the pawn). In the defenses shown, the defender can improve by moving their king to a better spot rather than wasting time with useless bishop moves. In one position, the defense improves but still loses (although it takes longer); in another position, the defense can actually draw instead of losing. The last position in the book is famous: it's from the finale of the movie "Searching for Bobby Fischer". Black makes simple losing moves in a pawn race. Black can improve: instead of making useless pawn moves, Black can move his King closer to the promotion square. I believe this position is still a loss for Black, but it's a more active ending and forces White to work harder and use more ideas from earlier in the book. The author could easily have said: "here's the movie line, but can you find a better line for Black?" If the reader reads the book just to memorize things, these errors detract. However, if the reader tries solving each position before reading the text, it's valuable and exciting to come up with better lines than shown in the book! 1 of 2 people found the following review helpful. The worst reading experience for a chess book in a Kindle device
By Sergio Romero
This book is so hard to follow it is beyond ridiculous. The diagrams are so far away from the page that discussing the moves that the going back and forth is annoying like hell. To make matters a lot worse, I am reading it on a Windows Phone device and constantly I have to be flipping the phone sideways and back so that the text at the end of the page is displayed, and if I go to the next page and back, I have to flip it again because part of the text is not displayed again. And finally, there are a few "text exercises" at the end of some chapters whose solution is at the end of the book, there is no way to get to the solution other than going to the table of contents, selecting the answers chapter and then flipping page by page. If at least the content was great then I would give it maybe three stars but there is nothing particularly memorable or better from other ending books so I don't think this one is a good option at all.
0 of 1 people found the following review helpful. Your first endgame book
By RL Bell
This book, intended for the novice chess player, presents a detailed discussion of fundamental endgame principles. It is not an endgame manual in the conventional sense, but instead thoroughly examines and clarifies the fundamental concepts and techniques inherent to all endgames. As such, it is a book of essential endgame ideas. This should be the first endgame book studied by all novice chess players.

This is an endgame book. It deals with the final phase of a chess game, the one that comes after the opening and the middlegame. But it doesn't take the point of view that the endgame is separate from the other two phases. Rather it argues that the game is an organic whole, and that everything is related, at least up to a point. What happens earlier can explain what happens later. The book also recognizes that the endgame tends to have special characteristics. As much as possible, the author tries to bring out those characteristics so that the reader can come away with basics and underlying principles to help find his or her way through the final phases of their own games. In Endgame Workshop the author explores subjects that are typically covered in most endgame treatments, but does it differently. To be sure, he follows the format usually employed in his own lessons, treating ideas across the board as they seem to apply. To be sure, he offers most of the standard stuff, from basic mates, to the opposition, critical squares, and many of the standard techniques used to advance and promote pawns, as well as the defensive weapons to fight against such enterprise. Pandolfini looks at chess positions, the stuff the game is made of, with less regard to simplicity and more to aptness and circumstances. By playing through the book, however, one should come away with a full array of tactical and strategic weapons to improve their overall endgame play.

About the Author
Bruce Pandolfini is a National Master and one of the most sought-after chess teachers in the country. He has been a regular columnist for Chess Life magazine since 1977 and a regular columnist for ChessCafe.com since 2001. Pandolfini is the author of 31 chess books, including the recent "Treasure Chess."