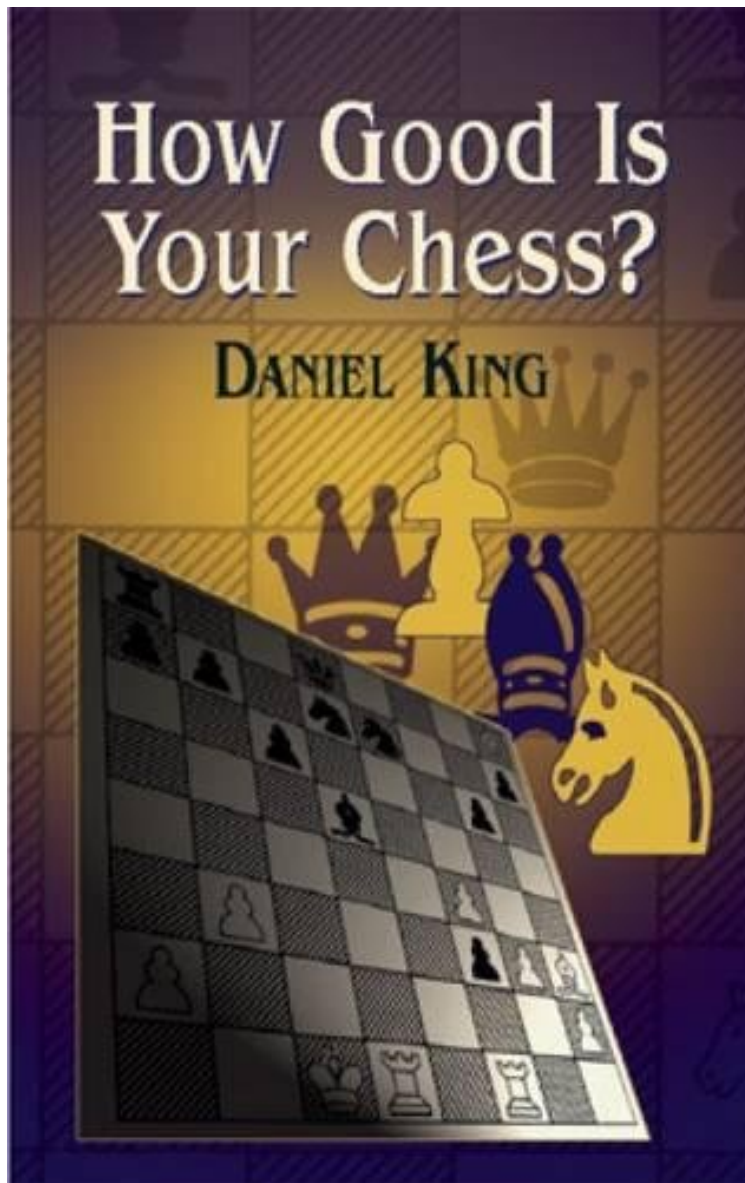


(Ebook pdf) How Good Is Your Chess? (Dover Chess)

How Good Is Your Chess? (Dover Chess)

Daniel King

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Daniel King : How Good Is Your Chess? (Dover Chess) before purchasing it in order to gauge whether or not it would be worth my time, and all praised How Good Is Your Chess? (Dover Chess):

1 of 1 people found the following review helpful. Fine Instructional Games Collection By R. Tobias This is a very solid effort from the gifted teacher, British GM Daniel King. It includes 20 GM games annotated in a 'guess the next move

format, a way of learning that is considered by some chess instructors to be an optimal way of learning. After the opening phase, King asks you to predict pretty much every move for the winning side. A point system is used to give you a (rough) idea of your chess strength. This is a little gimmicky, of course, since the best idea of your strength comes from your over the board (or online) rating. Still, there is something that is really enjoyable about scoring your efforts! King gives points for alternative moves that are worthy of consideration. His comments on the positions are well worth studying, as he has a way of bringing clarity and logic to bear on chess positions. Brief intros are given, but unlike his superior work 'test your chess with Daniel King', there are no summaries of lessons learned at the end of each game. Nonetheless, this is a fine work, with fascinating games insightfully remarked on. King has a subtle, dry wit that I enjoy, as well. I would start with the prior mentioned work, and then proceed to this one for a fine and enjoyable filling out of your chess education. Four and 1/2 stars. 18 of 18 people found the following review helpful. A very effective book

By C. Dunn
When I look over a grandmaster game, I don't ask, "Why'd he do that?" Anybody can wave his hands and answer something incontrovertible like, "This move supports the piece on x and prepares for an attack." How helpful is that? Instead, I ask, "Why didn't he do this other move?" This book makes an effort to answer that question for moves in about 20 master games of the 1990s. The format is simple and consistent. After each move by the losing side, you are asked to choose your own move. Then you are graded. You get an amount of credit proportional to the strength of your move. If it's a blunder, that is often pointed out as well. This helps you to learn from your own mistakes. It's far more instructive than most books of annotated games. It's simpler than Nunn's move-by-move book, deeper than Chernev's, and more like actually playing a game since you are only thinking about the moves made by one side. In a way, the book is similar to Chris Ward's 'It's Your Move', but vastly superior, as this book discusses more alternative moves and far more positions. (Ward's 'Improvers' version, however, is quite good.) Highly recommend for anyone with a rating between 1500-1700. I have no idea how accurate the rating predictions of the book are, but who cares? 11 of 12 people found the following review helpful. Learn Through Enjoyment

By A Customer
This book contains twenty games played in the 1990s by world-class players (like Shirov, Anand and Kramnik) with questions and points awarded at critical move decisions. GM Daniel King's commentary is entertaining and insightful. In Christiansen-Browne 1990, game 4 entitled "Roll of the Dice," for example, he notes after move 17 "if by some brainstorm you came up with this move, take two points, a couple of tranquilizers, and rest of the week off work" before pointing out the positional considerations involved "the bishop on f4 is the one worth preserving as it is settled on such a good square." I am not claiming, however, this is a comprehensive chess self-improvement course. There is a didactic quality throughout the book but it is not in the style of Nunn's Understanding Chess or Chernev's Logical Chess. Just enjoy the games, watch how the pros do it, and take the rest of the week off work.

Chess enthusiasts can sit down with 20 of the world's top players to answer the question posed by this instructive and amusing guide. Grandmaster Daniel King based How Good is Your Chess? on his popular Chess Monthly column. His easy-to-follow, test-yourself guide asks readers to predict their opponent's moves; points are awarded (or deducted) according to the readers' degree of success. In addition to helping players to judge their standard of play, it presents opportunities for improvement by providing a look at complete games and the chance to work out and study the plans and ideas of the experts. Algebraic notation used throughout