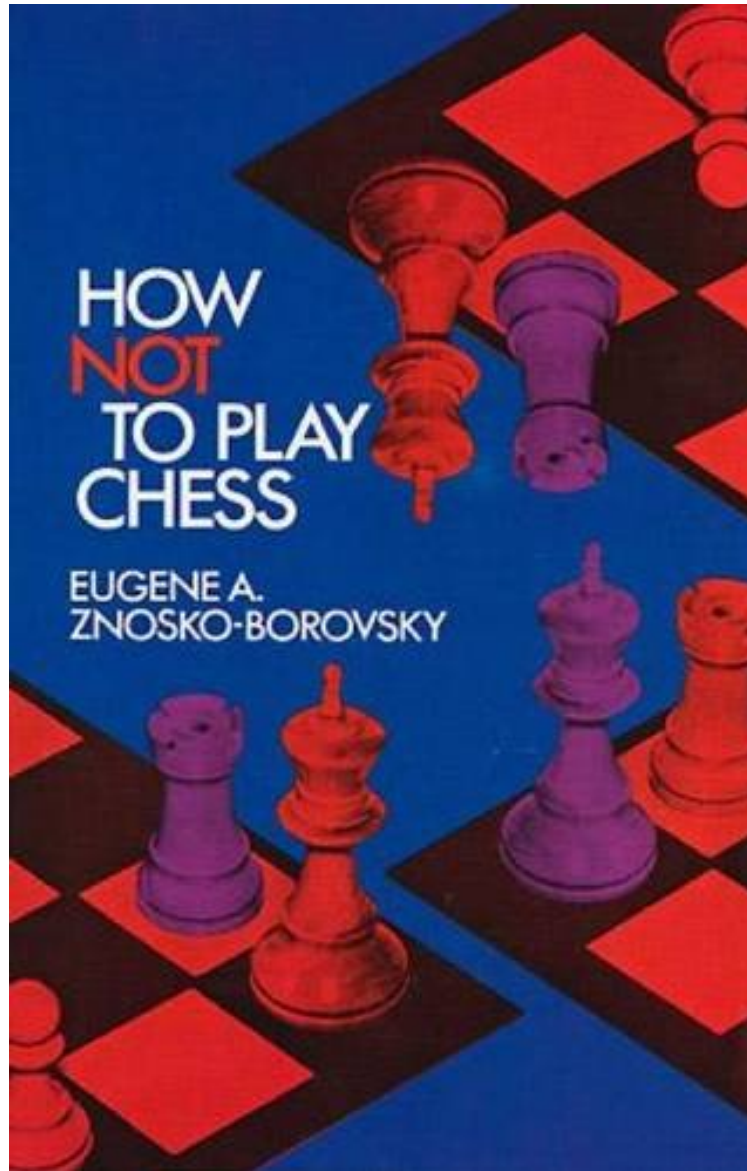


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## How Not to Play Chess (Dover Chess)

*Eugene A. Znosko-Borovsky*  
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**Eugene A. Znosko-Borovsky : How Not to Play Chess (Dover Chess)** before purchasing it in order to gage whether or not it would be worth my time, and all praised How Not to Play Chess (Dover Chess):

0 of 0 people found the following review helpful. Seriously it seems to have a lot of good information and learning adviceBy Janet B.I think I will have to read it a couple of times because after reading it I didn't just go to the table and WIN ONE :). Seriously it seems to have a lot of good information and learning advice. I am just new to this game and

find it very challenging and addictive. I love playing and can use all the expert advice I can get. 10 of 10 people found the following review helpful. An Excellent overview for the serious beginner. By Sailoil  
What this book gives is a broad picture of what you are trying to achieve when you play chess. It takes you above the region of move by move analysis and sets you the task of viewing the game as a strategic whole. If you can grasp this high level view of the game of chess, you have a better chance of improving your game. This is a book about the thinking behind chess and the strategy element, as opposed to tactics. Very short, very readable and entertaining, and a useful companion to quite a high level. 1 of 1 people found the following review helpful. Five Stars  
By M. M. Rivera  
It's barely 120 pages but it has some very good insights.

Beginners and even fairly advanced players agree on one thing: analyzing the strength or weakness of a position (material being equal) is the hardest part of chess to learn. It is also one of the hardest elements to teach, and there are some who claim it is unteachable. But this wonderfully lucid book, written by one of the outstanding chess expositors of the twentieth century, presents the basis of analysis in such a disarmingly simple way that even the most casual player will be able to improve his game immensely. Sticking to a few well-chosen examples and explaining every step along the way, the author shows you how to avoid playing a hit-or-miss game, from move to move, and instead develop general plans of action based on positional analysis: weak and strong squares, the notion of controlling a square, how to seize control of open lines, weak points in the pawn structure, and other aspects of analysis. He includes as well a number of tips (not often found in books for beginners and average players) that the reader would do well to commit to memory: such hints as Never omit to blockade an enemy passed pawn, and Do not be content with attacking an existing weakness; always seek to create others. Throughout the book he defines and illustrates typical chess mistakes, and anyone reading his book carefully will learn in a few hours what he might otherwise have spent years to attain. For this revised edition, the author added 20 problems from master games on which the reader can test his understanding of the principles found in the text.