

[Read now] How to Win at Chess - Quickly!

How to Win at Chess - Quickly!

Simon Williams

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#2111319 in Books The House of Staunton, Inc. 2010-06-15 Original language: English PDF # 1 8.90 x .50 x 5.90l, .70 #File Name: 1857446313192 pages Author: Simon Williams Pages: 192 Pages Publication Years: 2010 | File size: 40.Mb

Simon Williams : How to Win at Chess - Quickly! before purchasing it in order to gauge whether or not it would be worth my time, and all praised How to Win at Chess - Quickly!:

3 of 3 people found the following review helpful. High Quality, Fun and Instructive! By R. Tobias This is a rather enjoyable and worthwhile games collection. It contains a generous 50 games, all decided in 25 moves or less. Most games are of relatively recent vintage, but there are a few classics as well. For example, Fischer-Jovanovic, Vinkovci

1968 and even Ed Lasker-Thomas, London 1912 are included. The text and game notes are aimed at the developing player, with a liberal amount of valuable general advice given. There is a fair amount of concrete analysis given as well, but the strength of this book for me is its copious verbal explanations. GM Williams has put a lot of effort into this book! The chapters are divided by themes such as 'The Exposed King', 'Punishing Pawn Grabbers', and 'Missing the Danger'. There is a valuable introductory essay, again aimed at the developing player, with sound advice on what the common mistakes are that lead to such quick losses, and how to avoid them. Most of the chapters have brief introductions with further general advice. A wide range of openings are represented, with two of Williams' personal favorites, the Dutch and French defenses accounting for a total of eleven of the fifty. As you would expect, the Sicilian Defense is the most represented, with ten games. Short wins are valuable to the developing player, as they are decided by tactics, and they are fun and are easier to play through than long strategic games. One pitfall worth mentioning to the developing player is that you don't want to try to FORCE quick wins, as your play could become trappy and unsound. You want to know how to win quickly when the chance arises, but realistically, most of your games will be longer than 25 moves. This is a fine collection, and one I would consider going through soon after you start with one of the classic starter collections like 'Logical Chess Move By Move'. Definitely recommended.

3 of 5 people found the following review helpful. Good Effort by Williams

By M. Ararat

GM Simmon Williams is a well know master in the English chess circuit. William's style is dynamic and characterized by his uncompromising approach to chess. In this book Williams aims to show the reader how to win (or avoid losing) quickly at chess. The author's arguments are not new. Well know opening /early middle game features such as lead in development, pawn grabbing or aimless play are discussed through 50 well annotated chess games . The way the author annotates and evaluated moves(ideas) is worth to take note. An idea or opening choice may be awarded a ?! not because the move/choice is bad, but because it is poor practical choice. For example playing in your opponents territory like in Kramnik- Topalov Classic b5 pawn sac in the Najdorf, yes White nets a pawn but Topalov in in his element with all Black pieces aiming to Whites King. Even a tough defender as Kramnik is not able to hold the resulting position. The annotations can be understood for a wide range of players (big plus). The author suggest some way to improve your chess such a follow the master (role model in your opening), game analysis and so forth. The difference that Simmons provides names of such as role model. I was suprised by Simmons mentioned E. Berg as a modern Morphy and suggeting him as role model in the 6.Bg5 Najorf. Fortunately, I remembered an old Nwe in chess yearbook (82 or 87) with a survey from Berg: The Najdorf according to Berg. This survey has some nice ideas against the Najorf but more importantly are Berg's comments on opening choices: I use to play 6.Be3 because it was fashionable in the Elite, but with 6.Bg5 I obtain the type of positions I like and at the time of writting this survey my score is 14 1/2 out of 19". This really made me think about some of my opening choices...If you just want to go over a good game collection of short chess games this book s is for you. As a bonus you will get some new ideas on how to evaluate a chess move/ choice above the Fritzmanian +/- 0,25.

Disclaimer: I am not a professional reviwier my chess skill level is below Master (1900 USCF)

9 of 9 people found the following review helpful. Straightforward

By Chess reader

This is a nice little book, 191 pages long with 2 indexes. Essentially this book is a collection of 50 games, split up into different chapters depending on the themes. Williams is a very good annotator, and this makes every game enjoyable. Probably my favorite game is Williams-T. Woodward Hastings 2003/04 in which white kills Woodward's slav with e5-e6! On the topic of this game, it must be mentioned that Williams has chosen to include a number of his own games in his book. Many authors choose to explain this by explaining how they understand their games best, or as Raymond Keene once said: "My reason [for using my own games] is simple: vanity". Williams gives no such information, but this is not a problem. I feel as though I am getting a free treat when authors include their own games, which are often much more interesting and just as well annotated as games by super-GMs. Williams has also found a good balance in including well-known, little-known, and his own (falling into the little-known category) games. Like any good author, as well as annotating the games Williams draws conclusions about the mistakes of the losing side and the brilliancies of the winning side. Unfortunately, in the only problem with this excellent book, Williams chooses to lump these together in the introduction. Furthermore, he uses excerpts of the games in this introduction, somewhat spoiling the rest of the book. A better placement would be at the end of each chapter, where Williams could draw conclusions (instead of presenting his theories and then giving evidence), using the excerpts as memories of the critical moments in each game. This is really only only a minor flaw, and the reader could easily correct it by simply reading the introduction last. The rest of the book is really too good to get bogged down right at the beginning.

Let's face facts: everyone enjoys winning. And the only thing better than winning is to win quickly! Mistakes are often made in the early part of the game at all levels of chess but a key skill is to recognise these critical moments as they happen and to exploit them with maximum efficiency. This is a skill which Grandmaster Simon Williams addresses in this book. Using instructive and entertaining games in which one side wins quickly, he examines all the typical mistakes chess players make in the opening and early middlegame, how you should look to exploit them, and how to avoid falling into similar traps yourself. All too often opponents are let off the hook, mistakes go unpunished and the game drags on. Don't let this happen to you become a ruthless winner!

From the Back CoverLet's face facts: everyone enjoys winning. And the only thing better than winning is to win quickly! Mistakes are often made in the early part of the game at all levels of chess but a key skill is to recognise these critical moments as they happen and to exploit them with maximum efficiency. This is a skill which Grandmaster Simon Williams addresses in this book. Using instructive and entertaining games in which one side wins quickly, he examines all the typical mistakes chess players make in the opening and early middlegame, how you should look to exploit them, and how to avoid falling into similar traps yourself. All too often opponents are let off the hook, mistakes go unpunished and the game drags on. Don't let this happen to you become a ruthless winner! *Improve your opening and middlegame skills*Be ready to exploit any error*Ideal for players of all levels Simon Williams is an English Grandmaster who is acclaimed for his dynamic and spontaneous attacking style. He has represented his country at both junior and senior level, and has enjoyed numerous tournament successes. He's also an experienced author, whose work has received great praise.