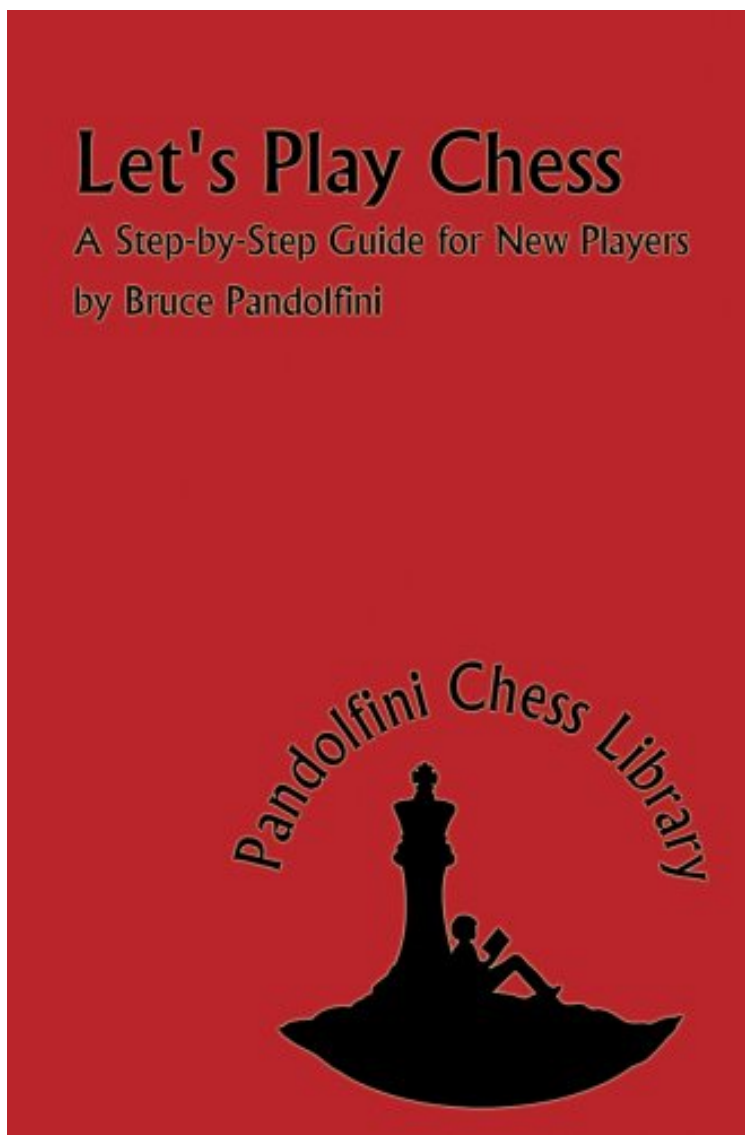


[DOWNLOAD] Let's Play Chess: A Step by Step Guide for New Players (The Pandolfini Chess Library)

Let's Play Chess: A Step by Step Guide for New Players (The Pandolfini Chess Library)

Bruce Pandolfini

*DOC | *audiobook | ebooks | Download PDF | ePub*



#529079 in Books Russell Enterprises, Inc. 2008-10-01 Original language: English PDF # 1 9.00 x .38 x 6.00l, 4.00 #File Name: 1888690526224 pages | File size: 77.Mb

Bruce Pandolfini : Let's Play Chess: A Step by Step Guide for New Players (The Pandolfini Chess Library) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Let's Play Chess: A Step by Step Guide for New Players (The Pandolfini Chess Library):

10 of 10 people found the following review helpful. First-Rate for Beginners and Lapsed Players By Warren Miller I had been away from the game of chess for over 50 years. Recently, in connection with my work as a strategist, I

decided to reacquaint myself with the game. Let me be frank: for the reasons I bought this book--as a refresher, but also in hopes of something more--I wouldn't trade this book for anything. The book comprises twenty 'sections' (think 'chapters') written in a most unusual way: 800 numbered paragraphs. For me, the first half of the book--a little over 400 statements and twelve 'sections'--was a rehash. I nearly skipped it, but I'm glad I didn't. Among other things, the sections on stalemates and 'en passant' made it all worth it. But, for me, the meat and potatoes began with Section 13 ('Winning Material'). That's where my highlighter and different-colored pens began to go into overdrive. I learned about pins and forks (and even a 'royal fork'!) and, especially, how important pins (both absolute and relative) are to winning. Section 14 ('Principles') introduced several chess 'principles'. These are not absolutes like rules, but they are principles of play--good practices, if you will. There are quite a few of these, both in this section and in the remainder of the book. Before I set the book aside, I will thumb through the last seven sections and write out the principles so that I have them all in one place. The first principle was 'Aim to castle early.' Section 15 ('The Opening') begins by saying that this first of three phases of a game (the other two are the middlegame and the endgame) usually last ten to fifteen moves. This is the 'development' phase. That means focusing on the four centermost squares and developing 'pieces' (knights, bishops, rooks, and the queen). The title of Section 16, 'Development', is also a principle. It involves mobilizing one's forces, preferably towards the center of the board. The two most important pawns are those in front of the queen and the king. Mr. Pandolfini flat-out recommends that one's first move should be the king's pawn to the fourth square (e4). The pieces are deemed to be fully developed when each has moved at least once (and preferably only once), and castling has occurred. The 'guideline,' which I interpret as a principle, "knights before bishops," was one I'd not heard. But it's explained simply: bishops can move across a diagonal quickly; knights have to hop along. Better to give them a head start. Another principle: 'Rooks belong on open files.' Two maxims to remember: "If you can time, you gain moves" and "A queen developed too early is unprotected and subject to attack." Section 17, 'Chess Thinking,' is the most abstract chapter in the book. It's just four pages long, but I had to read it three times before I felt as if I'd fully absorbed it. I should mention that, as a recovering academic, I have a high tolerance for abstraction. The chapter emphasizes 'analysis,' which Pandolfini defines as 'a critical evaluation of a chess position.' He then cites five factors that should underpin any analysis: material (chessmen), mobility (a.k.a. 'space'), development (a.k.a. 'time'), pawn structure, and king safety. He notes that material and pawn structure "are the most tangible elements" of analysis. He says that there are five possible conclusions from analysis: "White stands better," "Black stands better," "The game is even or roughly so," "White is winning," and "Black is winning." Unfortunately, the chapter is silent on the actual mechanics of analysis. I think that's why I read it three times: I kept thinking I'd missed something. I hadn't. Section 18, 'An Actual Game,' was the highlight of the book for me. It was also very encouraging because I spotted the correct moves to make before I read about them. This chapter comprises 65 numbered statements with plenty of chessboard diagrams. Pandolfini also explores some moves that were possible, but weren't made, and explains why. I found it fascinating that the critical move was the early sacrifice of a knight by White; that was on Black's third move. Black ended up checkmated in a total of eleven moves. It was fascinating. Pandolfini writes in a conversational tone that reads easily, yet is not condescending or simplistic. The title of Section 19, 'More Chess Thinking,' had me braced up for some more mental latrine-cleaning, but it didn't happen. The ideas in this chapter are more explanatory than theoretical. Among other intriguing notions, Pandolfini suggests that studying endgames is apt to be more productive for beginners (and lapsed players like me) than studying openings. As counterintuitive as that may sound, it's exactly what my prospective chess instructor in Roanoke advocates. This section also has a great chess maxim: "If you don't know what to do, wait for your opponent to get an idea. It's bound to be wrong." Hear, hear! Section 20 is called 'Conclusion.' It is a short synopsis of good ideas. It points out that good chess players aim for 'small advantages'. It doesn't take much to turn the tide one way or the other. The book ends with an emphasis on the need to play chess--lots of it, preferably against players who are better--to get good at it. There's no substitute for playing. In closing, let me cite an error on 's website: it says this book is 224 pages long. Not so. The text ends on p. 130, and there is a six-page index. If it ran to 224 pages, each of those 800 statements would be pretty bulky. Most are rather pithy, which is nice. All in all, this is a really great book for a player or an aspiring one to begin with. I can see that I will be coming back to reread several sections in the latter part of the book in the future. If I could give it six stars, I would. That's how good it is.

1 of 1 people found the following review helpful. An Excellent Question And Answer Format Primer: With Significant In-Depth Wise Answers From A Top Wise Pro Trainer !!! By Robert A. Gange Jr. This is a wonderful primer on how to play Chess, which is intended for the beginning Chess player! It presents all, of the entire game of Chess! Every single aspect, of the entire game, and how, to play it, and how to learn, how to begin to learn, how to play it! Also, how and why it is played in various ways, and exactly what, it is all about; in the very greatest of, very clear detail! Bruce Pandolfini is one of the most talented, and gifted Chess authors, and instructors, there is in the world today! He is the best at presenting material in a perfectly logical, orderly, smooth, learn able, and easy to follow, format! This is a book, that anyone could read, and learn exactly, how to play good Chess! Bruce is a gifted, and highly skilled instructor, and he shines in this small but densely packed book! It is set up throughout, in a question and answer format: an excellent question is posed, with each question coming in the right order, and the chapters in the right order also, and with his superlative, and masterly, yet so easily understood, answers, following each of the

questions, at the right length, to cover each right, and to teach you, all that you need to learn, regarding that individual point, or concept! This is a book which is easy to read, and to follow, yet it does cover material, which is significant, and it is not simply juvenile, whatsoever! I have many Chess books, and I strongly recommend this book to any learner. 1 of 1 people found the following review helpful. A first chess book for the absolute beginner. By RLBell This is a succinctly written quick-start, explaining the basics of chess for those who are brand new to the game. A good first chess book for the absolute beginner. It will get you started on the path to playing good chess.

From the author's Introduction of the first edition: Chess is by far the most popular board game in the world. There are millions of players of all ages and the number keeps growing. Maybe it's because you become a general who directs an army against your opponent in an exciting battle of wits. Whatever the reason, chess is challenging and fascinating. This is my attempt to lure you to the royal game. It's based on the very same lessons I have given to thousands of beginners. Their questions and problems have shaped it. Moreover, some of the best ideas in the book were actually suggested by new players! I have tried to be as direct as possible. To make your journey a smooth one, the fundamentals have been broken down into short, logical statements. Each idea is numbered, ordered, and clearly stated. For the most part, statements are linked in graded sequence with the easier ones preceding the harder. The format is unique and easy to follow. You should feel yourself learning step by step. You will see how chess players think about their moves. Where desirable, explanation has replaced calculation. The stress is on understanding, not memory. There are plenty of diagrams for almost every idea. Except for one practice section, you can even read this book without a chess set!

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, published by Random House.