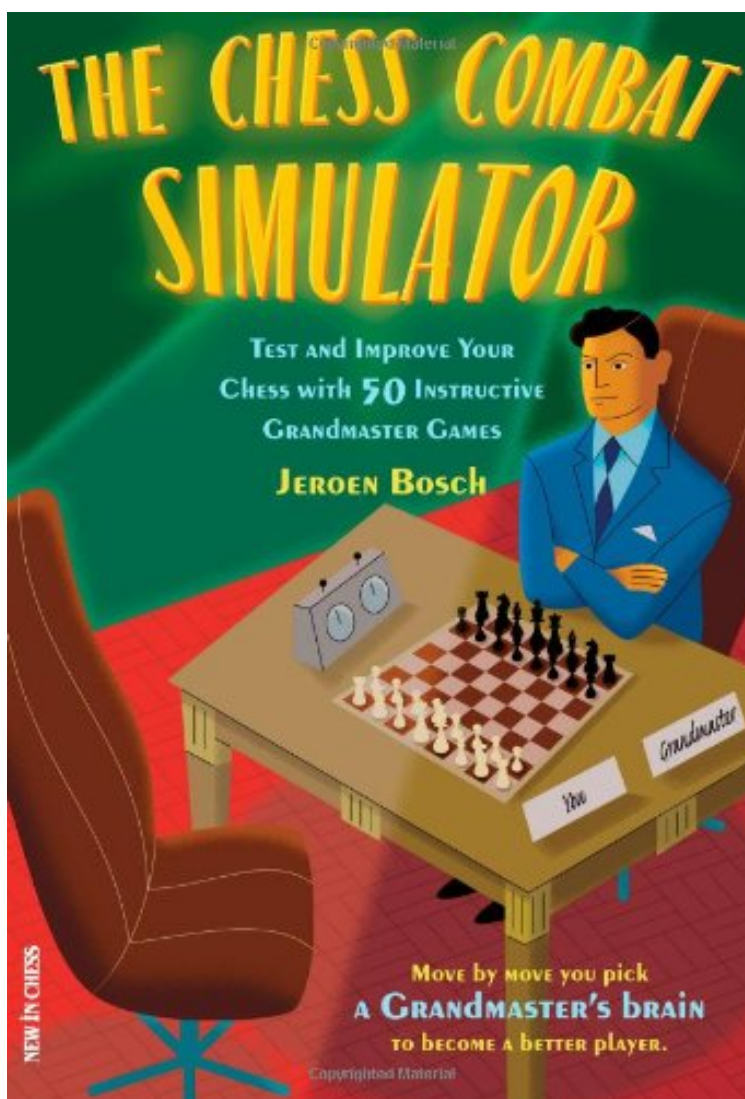


[Download free pdf] The Chess Combat Simulator: Test and Improve Your Chess with 50 Instructive Grandmaster Games

The Chess Combat Simulator: Test and Improve Your Chess with 50 Instructive Grandmaster Games

Jeroen Bosch

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#1891852 in Books The House of Staunton, Inc. 2006-11-01Original language:EnglishPDF # 1 9.52 x .73 x 6.58l, 1.19 #File Name: 9056911864272 pagesAuthor: Jeroen BoschPages: 262 PagesPublication Years: 2006 | File size: 50.Mb

Jeroen Bosch : The Chess Combat Simulator: Test and Improve Your Chess with 50 Instructive Grandmaster Games before purchasing it in order to gage whether or not it would be worth my time, and all praised The Chess Combat Simulator: Test and Improve Your Chess with 50 Instructive Grandmaster Games:

0 of 0 people found the following review helpful. Solid Solitaire ChessBy Midwestern guyAn excellent set of

instructive GM games with annotated early moves before the reader is given the task of continuing as white or black. Selecting the actual GM move earns the most points, but other reasonable moves may earn some point(s) also. 50 games are divided into 5 sets of 10 games, 8 longer games worth up to 100 points each, and 2 shorter, more tactical games worth 50 points each. A score with an approximate rating can be determined for each game, each set, and the entire collection using charts in the book. After each combat Bosch provides commentary on why the GM made each move, sometimes referencing the player's own annotations. An excellent set of exercises. I recommend it for players over 1500 looking to improve their play. 2 of 2 people found the following review helpful. Great training tool By King Sigismund I think this is a very nice book to use as a training tool. Good games and a real test of your skills. 16 of 16 people found the following review helpful. Match wits with the Grandmasters By j clark The combat simulator consists of 50 grandmaster games, laid out like Pandolfini's "Solitaire Chess" column in Chess Life magazine. Points are earned for guessing the right moves. There is often more than one choice, and partial credit is given. After the game is over and scoring is complete, Bosch goes through the game again with full annotations. Therefore this approach is a little less efficient than Pandolfini's, but more realistic in terms of simulating true combat, where there aren't artificial hints along the way. The scores are converted to approximate ELO ratings, from 1600 up to 2500+. That suggests that the book is targeted to fairly strong players, certainly no lower than 1600, and perhaps even 1800 would be a reasonable lower bound. I found the book to be extremely challenging, but also very instructive. For those willing to put in some hard work, this book will help you to sharpen your ability to analyze positions deeply.

Chess self-improvement for amateur players, who are invited to find the best moves in 50 Grandmaster games. A unique scoring system rates your performance and registers your progress. Don't be afraid if your move differs from the Grandmaster's choice: alternative moves are analysed and rated accordingly. Move by move you pick a Grandmaster's brain to become a better player!