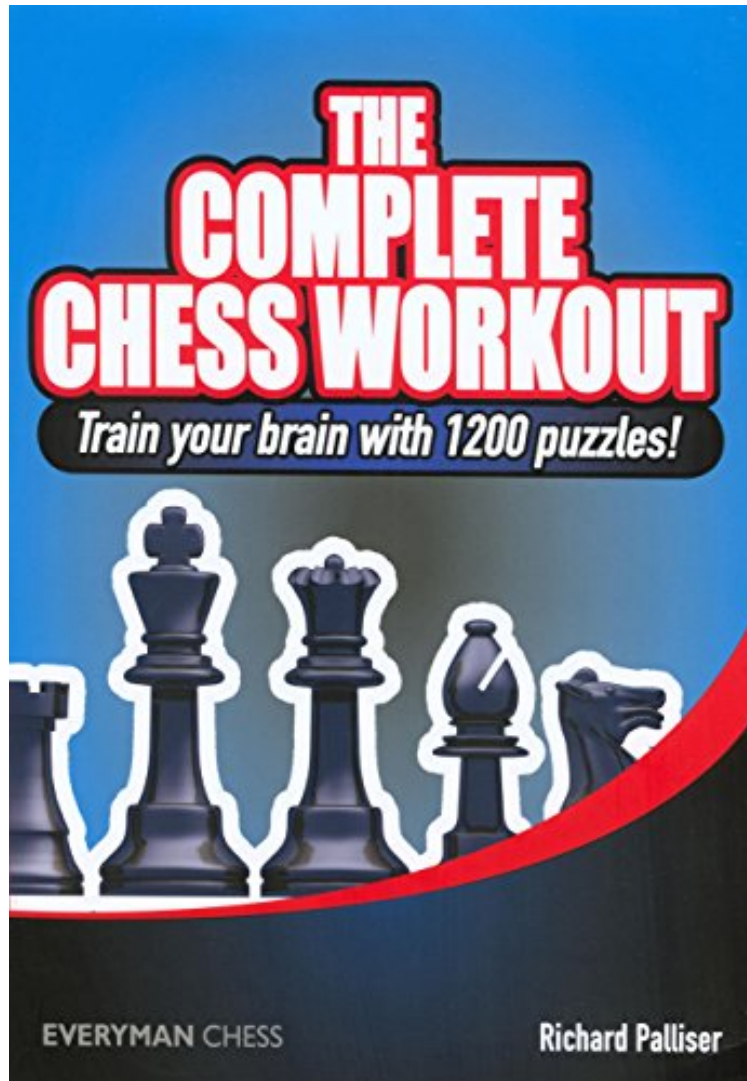


[Mobile ebook] The Complete Chess Workout: Train your brain with 1200 puzzles! (Everyman Chess)

The Complete Chess Workout: Train your brain with 1200 puzzles! (Everyman Chess)

Richard Palliser

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Richard Palliser : The Complete Chess Workout: Train your brain with 1200 puzzles! (Everyman Chess)

before purchasing it in order to gage whether or not it would be worth my time, and all praised The Complete Chess Workout: Train your brain with 1200 puzzles! (Everyman Chess):

1 of 1 people found the following review helpful. very good for intermediate players.By voltronI have taken some time off from chess and decided to sign up for a local tournament, since its been almost two years since I played a game due to work keeping me busy. I decided to get into chess mode by practicing puzzles before the tournament. I have many

chess puzzles books and many are very good. the first book dealt with tactics but at the stage I am presently at it was too easy bc of the clues, i decided i needed something a bit more challenging, this book is perfect. Lots of puzzles intended for more advance players. The puzzles wont give you a clue and assumes you know basic tactic motifs already, your objective is to find the right move. What makes it even more challenging yet adds to the appeal of this book is that the puzzles dont all lead to a mate or clear win of an entire piece like other puzzle book. Many of the puzzles rely on tactics that will win you a pawn, and not necessarily more. This is perfect for intermediate players, bc in tournaments many times the games come down to who has that extra pawn, and studying tactics that lead to that, helps you evaluate positions for just that. So some puzzles lead to mate, some lead to clear win of a piece and some just a pawn, some puzzles require a preparatory move before you can exploit a tactic, but you are given no clues what to look for. Some puzzles even have what appears to be a clear good move, but when you look at the solution you find an even better move existed. Perfect book for players that already have a good grasp of basic tatics but want something more challenging. This book coild easily get a 5 star but I did find some mistakes which I validated with Shredder, I contacted publisher for an errata and no reply so deducted a star. I have attached one picture for you to see one of the mistakes. The book calls it mate in 5. I had problems seeing the mate in five bc I could see delay moves, so i ran the puzzle on both shredder and hiarchs both came up with mate in 11. But overall great book. Another reason why this book cant get a five is because some of the puzzles can only be solved if you can guess the bad move made in the game. Yes guess the bad move, When solving puzzles one normally tried to figure out the best move for white and the best move for black in this book especially in the fiendish calculations section, you will find that several puzzles cant be solved unless you know what bad moved was played, so in a sense the solution is not correct because the best moves were not made for both sides. This one feature of the book makes me want to give it three stars because those problems are analysis of a games position. What the author should have done is gone to the position where the bad move was played and used that as the puzzle with the correct replies, rather than given you a puzzle four moves before tha bad move was played and expecting the puzzle solver to know a bad move would be played on the fourth move for example. In the solution the author does explain a better move was missed so I left it at four stars. But it can get frustrating when you are looking for the best move for a while and then find out your solution can not match the books solution because the solution was based on a bad move be made somewhere along the line. but bc it is overall a really good book. As for the those puzzles where you cant really solve unless you guess the not so best move, you have to look at it as studying a position as if you were studying an annotated game. one example of such a puzzle is number 1031 on the fourth move for white.33 of 33 people found the following review helpful. The best chess problem book for intermediate players.By M. WangWith 1200 problems in its collection, this book looks like another quantity-over-quality compilation at first. Not so. From the first page on, I was immensely impressed by the author's careful selection and ordering of these puzzles. Not only are they challenging, but they are also all from actual competitive games, most of which occurred in tournaments of the last decade. Basically, the author condensed these tournaments to their most exciting moments and presented these highlights for the readers to enjoy, one after another. As a bonus, the year, the tournament and the players are all listed, so it is quite straightforward to look them up in a database and find out how any game ended up in the particular situation.I think this book will be enjoyable to anyone between 1200 and 2000. I do not agree with the previous reviewer, however, on the claim that chess and family are mutually exclusive. In fact, I am reading this book so as to delay falling behind my son in chess. Oh, the joy of rearing a child!6 of 6 people found the following review helpful. Excellent book for all chess playersBy Paul BurtwistleI bought this book with the intention of working my way through it to improve my overall tactical play. I found the problems well researched (no errors) and of sufficient level to challenge me. Im graded 1870 and managed to solve most of the problems but many of them took a while to figure out. I think that the problems would even provide useful practice for master level players.So far, I've worked my way through the book two and a half times and I use it along with the Kindle book " Practical Chess Excersises:600 lessons from tactics to strategy" as the base for daily tactical practice.The book has helped my tactical play a lot and I'm very happy with it - money well spent.

In this book, tactics expert Richard Palliser presents the reader with an enormous 1500 chess puzzles, all checked for accuracy by the latest computer engines. There is something for players of all levels here: many basic tactics forks, pins, skewers and checkmates to appeal to beginners and improvers, and a considerable number of brain-teasers that will tax even the strongest of players.

Simply masterful- Grandmaster Glenn Flear reviewing Pallisers Tango! for New In Chess.Palliser is an admirably reliable guide- British Chess Magazines review of Pallisers Bb5 Sicilian.