

Chapter 1 : A list of best chess middle game books : chess

The middlegame is the main stage of the game. Studying this part of chess is essential to understanding concepts such as weak squares, a strong center, open files, the art of exchanging pieces, etc. One has to be aware of how.

The term refers to a situation where one of the players finds himself wanting not to move and rather pass the move to his opponent. The fact that he is forced to move means that his position will become much worse or he will even immediately lose. The most common part of the game to encounter a position with zugzwang is the endgame. Pawn endgames situations are some of the most well known. For example, the next diagram is probably familiar to every chess player: Here, the side to move will win the game. Kf5 wins the game. The solution is similar if in the diagrammed position it is black to move. In this particular case, we are dealing with a reciprocal zugzwang whoever has to move finds himself in zugzwang. In the endgame package of our comprehensive training course we focus extensively on the most important endgame elements of chess. One of these elements is, indeed, the opposition. To learn how you can fully employ this powerful weapon to win and save endgames we suggest you to sign up for our training course. It already helped more than 1, chess players around the world to achieve their chess goals. Many famous compositions – endgame studies and mate problems are also based on zugzwang. Before moving forward, try to solve the following mate problem: Heucker, White to move and mate in 2 The problem was created by Heucker in and the key consists in putting black in zugzwang. The first move is 1. If black moves the knight from c5, 2. Ne6 follows and, in case he moves the one from e7, he will get checkmated on g6. Even if zugzwang is mostly used in endgames, it can be a feared weapon in the middlegame as well. This is the subject of our article and we are going to show you a couple of very instructive examples where one of the players is facing zugzwang in this stage of the game. We are going to start with a very famous example, where Nimzowitsch is on the receiving end of a very nice masterpiece by Alekhine. In a French Defense, black got preoccupied about exchanging his bad bishop and abandons the fight for space. White correctly seeks his chance and puts black against the ropes. An impressive display by the former world champion! White found himself in zugzwang after only 25 moves and the final position is almost impossible to believe: White resigned in this position, as he will lose material: We hope that this article will serve you as an inspiration for your future games and you will successfully use the zugzwang whenever you get the chance. The endgame is no doubt a very important part of chess.

Chapter 2 : Middle Game | Definition of Middle Game by Merriam-Webster

The Middle Game in Chess by Reuben Fine lists three major factors in the middlegame: king safety, force and mobility, although not all of these factors are of equal importance. If king safety is a serious issue, a well-executed attack on the king can render other considerations, including material advantages, irrelevant.

The three basic phases are the opening, the middle game, and the endgame. The correct transition from one phase to another can mean the difference between a win and a draw or a draw and a loss. The risks are different in each of these games, as are the opportunities for income and the costs. Our level of physical activity declines over time. Airlines report that Americans stop most international travel by their early seventies and most domestic flights by their early eighties. Retirement has an opening, a middle game and an endgame. Our interests and our family structures change with time as does, of course, our remaining median life expectancy. Our savings may grow as we hope they will, or they may shrink as we age. These key characteristics of retirement finance change as retirement progresses and create what are essentially distinct phases – early retirement, mid-retirement and late retirement – that require unique strategies. A single retirement finance strategy is unlikely to be optimal in all three stages. We have to decide by age 70 at the latest, for example, when to claim Social Security benefits. At some point they will no longer make sense. One has to medically qualify for Long-Term Care insurance and this is harder to do than most people think. Postpone the decision to purchase LTC insurance for too long and you might no longer qualify. The results of a decision to borrow a reverse mortgage early in retirement instead of postponing spending home equity may likewise not be felt until late retirement. So, while it would be ideal to make all mid-retirement or late retirement strategy choices just before we reach those stages, a few will already be set in stone by then. At other times, postponing a decision as long as you can allows you to gather new, relevant information that affects the decision and moving too quickly just means you make that decision without all the information you might have had. Various retirement decisions have different deadlines. You will have to make a Social Security claiming decision by age 70 to maximize lifetime benefits. There is no advantage to locking in your age asset allocation at age 65, in fact there is a disadvantage. I am taken aback when someone age 65 tells me that they have decided on an increasing-equity glide path. The strategy I suggest to win the retirement finance game in three stages is this: Plan in three separate stages because each of the three games is significantly different from the other two and requires its own strategy. Plan your complete retirement future "in pencil" with the best guesses you and your planner can make about future stages. But, understand that this plan is a work-in-progress that will need to be changed over time as your financial situation changes. Initially, develop plans for future stages that will work under a broad range of conditions because you cannot predict what your financial situation will be when you reach them. Refine those plans as you age and your likely future scenarios begin to come into better focus. Postpone most decisions as long as you can. These include decisions like asset allocations and spending rates that can and probably should change annually, reverse mortgages, fixed annuity purchases and claiming Social Security benefits. At the same time, be aware that some decisions have an "expiration date. Pay particular attention to decisions you must make in early stages that may have a large impact on later stages. Claiming Social Security benefits is an excellent example. As you approach the transition to each new stage – including the first – review and revise your retirement plan to reflect the financial situation in which you find yourself. Assume you will reach the endgame. Be aware that if you have a high-deductible health insurance plan and will claim Medicare in your HSA eligibility will end when your Medicare coverage begins. That means you will likely need to pro-rate your contribution to avoid tax and a penalty [2].

Chapter 3 : The Retirement Caf  : The Opening, the Middle Game and the Endgame

*The Middle Game in Chess (Dover Chess) [Eugene Znosko-Borovsky] on blog.quintoapp.com *FREE* shipping on qualifying offers. Superior introduction to most demanding part of chess. Basic concepts of middle game play are systematically and logically presented.*

Chess in the Middle Ages Our knowledge of chess in the Middle Ages comes from the literature of the period

Introduction: While the start of that period predates the earliest evidence for the origin of chess, the end coincides with the revolution in the rules which transformed the game from the variant known by the early players to the modern game. The first traces of chess in Europe date its introduction to sometime before A. Exactly how and where it arrived remains a mystery. Our knowledge of chess in the Middle Ages comes from the literature of the period, which preceded the invention of printing and movable type in the s. Few boards and complete sets have survived from those early days, but many pieces and partial sets still exist. Artwork also gives us clues about how chess was played. We know of no great players.

How Chess Arrived in Europe: There are at least four paths by which chess arrived in Europe. Vikings spread the game in the Baltic Sea and beyond.

Early Literary References to Chess: Its 98 lines described chess, its rules, and some basic strategies. Chess featured in one setting when Ruodlieb was forced to play for stakes with the court of a foreign king.

Chess as a Pastime of the Nobility: Chess spread in Europe because of its popularity among the nobility, starting in the 12th century.

Jacobus de Cessolis [Jacopo da Cessole]: Around , Cessolis, a Dominican monk in Lombardy Northern Italy used chess as the basis for a series of sermons on morality.

The Alfonso [Alphonso] Manuscript: An original copy of the beautifully illustrated work survives in the monastery of San Lorenzo del Escorial near Madrid.

Early European Chess Sets and Pieces: The most famous of the medieval chess pieces are undoubtedly the Lewis Chessmen, found on the Isle of Lewis, Outer Hebrides, Scotland in Modern scholars date them to about , probably made in Norway. Eleven of the 93 surviving pieces are in the National Museum of Scotland, Edinburgh. The others are in the British Museum, London. Other famous pieces are the so-called Charlemagne chessmen Charlemagne never played chess , in the Bibliotheque Nationale, Paris, carved from ivory.

Chapter 4 : Chess - Simple English Wikipedia, the free encyclopedia

The Middle Game We have compiled a list of the very best books available on the Middle Game of chess. These are tremendous chess books that will give you the knowledge and understanding to advance your middle game strategy and win more often this critical part of the game.

A king from the Isle of Lewis chessmen c12th C. British Museum Most historians agree that the game of chess was first played in northern India during the Gupta Empire in the 6th century AD. The Gupta chess pieces were divided like their military into the infantry , cavalry , elephants , and chariots. In time, these pieces became the pawn, knight, bishop, and rook. The game was known as chatrang or shatranj. When Persia was taken over by Muslims “ the game was spread to all parts of the Muslim world. Muslim traders carried the game to Russia and to Western Europe. By the year it had spread all over Europe. In the 13th century a Spanish manuscript called Libro de los Juegos describes the games of shatranj chess , backgammon , and dice. The rules of the older game were changed in the West so that some of the pieces queen, bishop had more scope, development of the pieces was faster, and the game more exciting. The new game formed the basis of modern international chess. Historians of chess consider this as the most important change since the game was invented. FIDE also give rules and guidelines for chess tournaments. The colors of the squares are laid out in a checker chequer pattern in light and dark squares. To make speaking and writing about chess easy, each square has a name. Each rank has a number from 1 to 8, and each file a letter from a to h. This means that every square on the board has its own label, such as g1 or f5. The pieces are in white and black sets. The players are called White and Black, and at the start of a game each player has 16 pieces. The 16 pieces are one king, one queen, two rooks, two bishops, two knights and eight pawns. Each piece has its own way of moving around the board. The X marks the squares where the piece can move. The knight is the only piece that can jump over another piece. No piece may move to a square occupied by a piece of the same color. All pieces capture the same way they move, except pawns. Moves of the king.

Chapter 5 : Middle Game Principles – The Chess Improver

The study of the middle game is different from that of the opening. In the opening it's useful if you study and understand all the theoretical possibilities. In the middle game, however, you cannot study all the theoretical possibilities due to the great complexity of the game at this point.

Links How to play the middle game

The study of the middle game is different from that of the opening. In the middle game, however, you cannot study all the theoretical possibilities due to the great complexity of the game at this point. That is why in this part of the game you have to know how to evaluate the position. If you read piece hierarchy you already know how to evaluate the strength of your pieces. Your situation in the game is not only given by the number of your pieces and their strength but also by their mobility and their position on the chess board. But what kind of a plan should you do? What exactly is this plan? Your plan will be composed of a succession of strategic operations. It could be large and very complex or it could be smaller and simpler. When making the plan you can decide whether you should attack or defend. You can also decide whether you will exchange pieces so you can get to the end game faster. Your plan will almost always contain other smaller plans. They might have as their objective capturing an enemy piece, isolating an enemy piece, controlling some strategic square or some other immediate action. When you make the plan you have to take in consideration the main element that characterize the current position. On the other hand if you have a weakness your plan has to focus on strengthening your game and eliminate that particular weakness. You should always remember an important rule: On the other hand if you have a weakness you have to play in such a manner that you will eliminate that weakness. A good way you can protect yourself against enemy attack is by exchanging the pieces this is usually a good thing to do only when your enemy has a positional superiority; if he has an extra piece then by exchanging the pieces you will usually make him a favor and take the game faster to the endgame where that extra piece will make a huge difference. In order to make your plan you have to be familiar with tactic and strategy. When we talk about strategy we talk about establishing the purpose, about developing the long term plan. Strategy is a more abstract notion than tactic. Many new players spend a lot of time learning a lot of strategy notions and openings. My advice to you is to first start learning tactic. This way you will escape from the rigid rules of strategy and learn to think independent of those rules.

Chapter 6 : The Middle Game in Chess

Beginners are taught that the middle game in chess is the realm of tactics. Playing through the games of the masters, we often see amazing tactical fireworks erupting on the board during this phase of the game.

After reading this article you will learn seven most important principles of the middle-game. Centralize your pieces It is a well-known fact that in the center pieces control a lot more squares than elsewhere. This is especially important rule to remember when dealing with the knights. The knights can control as many as 8 squares when centralized, while only 2 square if cornered. It is true that bishops can be very effective from the flank. However, in the center they are more mobile and control both parts of the board. The same goes for the queen. If it is safe, bishops and queen should be centralized as well as knights. Notice how white has centralized four of his pieces. White to move 2. Trade your flank pawns for the central pawns The central pawns are generally considered to be more valuable than the flank pawns. At the same time central pawns provide space and increase pieces mobility. White should play fxe3 to create a strong pawn center with e-d-c pawns. White to move Tip: In order to understand how to play middle-games well it is important to have a deep positional understanding. In order to improve your positional understanding, we suggest you sign up for our comprehensive training course. Over 1, chess players have already benefited from our training. Avoid pawn weaknesses A pawn weakness is something that can give your opponent an instant edge and allow him an easy game by exploiting them. That is something that can turn an otherwise equal endgame into a loss. To avoid endgame trouble you need to take care of the pawn structure right from the opening and middle-game. Avoid doubled, backward, and isolated pawns. In the position below both white and black have serious pawn weaknesses. White has doubled and backward pawns, while black have isolated pawns. White to move 4. Avoid creating weak squares in your position A weak square is a square that cannot be protected by a pawn. Always be careful with pawn advances, since that is what creates the weak squares. Black to move 5. Another danger of isolated pawn is that it can be pushed forward at the right time causing many problems. The best piece for this purpose is indeed the knight. Black to move 6. Occupy open files with your rooks It is no secret that rooks work best on open files. If there is an open file available your instinctual move should be to occupy the file with your rook. Next step should be to double your rooks on the open file. If there are no open files available, you can occupy a semi-open file that you can force open later. In the position below white has a serious positional advantage because he is controlling the open file "e" main element of the position. White to move 7. Keep the bishop pair The bishop pair is very powerful in most positions. Only if the position is totally locked up the two knights may be stronger than a bishop pair. In most cases, the attacking potential of the bishop pair overweight the pawn structure defects. In the position below white has a serious positional advantage due to the possession of the bishop pair. To learn about these and many more middlegame ideas in greater detail with examples from real Grandmaster games and step-by-step explanation enroll in our comprehensive training program. Find this post useful?

Chapter 7 : Chess in the Middle Ages

At the middle game stage, there are several key strategical ideas to know and be aware of. After a successful opening ones pieces should be placed on good-optimal squares both defensively and offensively.

Contact Middle Game Principles Beginners are taught that the middle game in chess is the realm of tactics. Playing through the games of the masters, we often see amazing tactical fireworks erupting on the board during this phase of the game. However, when the beginner tries to produce their own tactical fireworks, they often fizzle out. To the beginner, the master seems to create tactical fireworks out of thin air, as if they were a magician. However, this requires the understanding of a few basic middle game principles or ideas. These principles have an added bonus of reinforcing the use of opening principles since your middle game is only as good as your opening. Here are a few ideas I teach to my students regarding the middle game: Build up your position before launching an attack. Since both players are trying to achieve the same goal in the opening, good pawn and piece placement, chances are that some of your pawns and pieces have not reached their most active squares. This happens because your opponent got some of his or her pawns and pieces to squares that control the squares you wish to occupy. If you can get your pieces to their most active squares prior to launching an attack, you increase the chances of your attack being successful. One of two things happens. You will also have your already weak central forces further weakened by a counter attack which is why you have to build up a strong position in the center before attacking. Trying to attack with a minority force will further weaken your position. Moving pawns and pieces to their most active squares helps you reach a stronger middle game position. If your opponent attacks you on the flanks, do not fight back on the flanks unless you cannot avoid it. Beginners often rush their pawns and pieces into the action, wherever it is. However, your opponent may have ulterior motives for a flank attack, such as trying to divide your forces and weaken your position. If you do this, your central control is weakened and your opponent has a chance to strengthen his or her position in the center. Therefore, he is weakening any grasp he has on the central squares. This creates a perfect opportunity to counter attack an already weak center. Your pawns and pieces should work together to maintain control of the center rather than go off on a wild, center weakening goose chase on the flanks. Maintain the ability to quickly mobilize your forces to any part of the board quickly. How do you do this? Keep your pieces off of the edge of the board. By greater power, I mean the ability to control more squares on the board. Watch your pawn structure during the middle game. Beginners have a tendency to ignore pawn structure going into the middle game. Strongly placed pawns can create a headache for your opponent. Use pawns to protect pawns, rather than using the minor pieces for babysitting duties. One exercise I have my students do it to set up a second board next to them as they play against other students in my classes. Only pawns are set up on the second board. Lastly, activate your Rooks. I am amazed at how many junior players simply ignore their Rooks until the endgame. After moving your Queen up a rank in the opening, your Rooks are connected. Even during the early part of the middle game, Rooks can back up pawns and pieces from the safety of their starting rank. While there are a number of other middle game considerations, I start beginners off with this short list to get them thinking about good middle game play. However, it is best not to overwhelm the beginner with too much in the way of theory. After recording a number of albums and CDs he retired from music to teach chess. He currently teaches ten chess classes a week through Academic Chess. He also created and runs a chess program for at-risk teenagers incarcerated in juvenile correctional facilities. He teaches chess privately as well, giving instruction to many well known musicians who are only now discovering the joys of chess. He studied chemistry in college but has worked in fields ranging from Investment Banking and commodities trading to Plastics design and fabrication. However, Hugh prefers chess to all else except Mrs. Patterson and his beloved dog and cat. View all posts by Hugh Patterson.

Chapter 8 : Zugzwang - How to Use it in The Middle Game

Reuben Fine's "The Middlegame in Chess" is one of the greatest technical manuals ever written. The revisor (Mr. Hochberg) states in his revisor's note that "the book was, and is, a unique volume of chess wisdom from one of the greatest players of the twentieth century."

Yikes, the new one is pages! Will I learn from it, or is it just a dry technical manual? You can pick and choose, and hop around from topic to topic as you see fit; in that sense, the huge amount of material is just a plus, as you can make as much use out of whichever parts as you please. The focus is on illustrative examples from actual games throughout, so the raw content can be at least as inherently interesting as a collection of games. I think this is the way I am going to go. I am still trying to decide between this book and the online mentor courses, because, guess what: Many of the chess mentor courses are by Jeremy Silman! I find myself able to understand positions better every time I complete a chapter. The main fact that you can " Information on tactics can be found from Louis Holtzhausen site at <http://www.holtzhausen.com>: Here is some information from that site: Understanding why you would do a particular tactic can be made simple by the definition: A Chess tactic is a move or a combination of moves whereby you force an advantage. The advantage is usually to win material but it could also be to achieve a positional advantage. I think the fact that you said you can make tactical moves without thinking much means that you have improved your chess tactical awareness. The 3 main focus areas of training chess tactics skill are: 1. Tactical patterns how is the tactic executed 2. Tactical themes which elements of the position made the tactics possible 3. Tactical awareness knowing when to search for a tactical combination I think for each tactics puzzle that you do, before you do the next puzzle you must have a deep understanding of 1 themes and 2 patterns that made the tactics possible in the puzzle. See if you can figure out which aspects of the position actually made the combination possible. This style of tactics training will hone your "tactical awareness". Here are tactical themes and patterns that you should be familiar with. You can find many of these themes on chess tempos website here Fork or double attack Pins and skewers Sacrifice Discovered attack Deflection or distraction Double check Counter-attack Hanging undefended piece Exposed king In-between move Trapped piece Clearance " Opening a critical square, file or diagonal Blocking " blocking a critical file or diagonal Advanced pawn Attraction Zugzwang X-ray attack Weak back rank Removing the defender Overloading a defender Simplification into a winning endgame Indirect defense Domination in chess Here are checkmate patterns you should be familiar with. Checkmate pattern details can be found here. So how do you turn your understanding into a skill? Practice till you can apply your understanding almost without thinking. It is vital to make this knowledge your second nature. It is better to understand a few patterns deeply than to understand many patterns superficially. Patterns you understand deeply will be much easier to apply! Here are some tactical articles that will help you with tactics in the middle game:

Chapter 9 : Middle game strategy. - blog.quintoapp.com

Most chess players have a general idea of how to play the opening. However they have problems understanding the middle-game strategies because it is not very straightforward and does not have simple "opening idea" of developing pieces, putting king to safety, etc.

Why is one chess player a struggling club player and another a master? There are many skills that make a master, but one of the most important is pattern recognition. In an average middle game position there are about 40 legal moves. A beginner will look at a position and work out the legal moves one by one, perhaps overlooking the most important. A master will look at the position, will see all of the legal moves without even thinking about them, will quickly decide which side is better, and will start examining the most promising continuations. On the path to chess mastery, a player sees and studies many different types of positions. Every time a master encounters a new position, the previous experience helps to find the right path in the new position. This is pattern recognition. Show a position from a real game to players of different strength. Show it only for a short period of time, hide it, and let each player set up the position from memory on another board. Stronger players will set up the position with fewer errors than weaker players. Now try the same experiment with a random position where the pieces are scattered on the board in ways which are not likely to occur in a real game. The stronger players will make more errors setting up the position than they did before. What do you think about the following position? White to move How many legal moves are there? How many good moves? How do you evaluate the position -- who is better and what is the probable outcome? How can you improve your own pattern recognition? You have to play and become familiar with standard positions that arise frequently. There are a few exercises which can help. The first is to visualize the minimum number of moves for a Knight to go from one random square to another. The Knight is the only piece which does not move in a straight line. On an empty board, place a Knight on a random square, like d4. Now work out the shortest path to arrive on another square, like d5. The answer, of course, is that it takes three moves to go from d4 to d5 and there are many paths. Now answer the same questions to go from d4 to each of the four corner squares. Another useful exercise is to identify the color of a random square without looking at the chess board. What color is f5? Try this with a couple of friends to see who answers faster. First, clear the board. Second, place the two Kings on the board. Third, set up the Pawns. Then add the Queens both White and Black if they are present, then all the Rooks White and Black, and finally all of the minor pieces ditto. What difference does that make? Perhaps no difference whatsoever, except that it works for me. Setting up the Kings first tells me immediately where the most important pieces on the board are located. Are they on their original squares, on the same side, on opposite sides, or in an unusual place? Setting up the Pawns without the other pieces gives me a quick picture of the Pawn structure. Does one side have a numerical advantage? Are there any classic weaknesses like doubled or isolated pawns? How many islands are there? Is there an advantage? How do the minor pieces match? Does one side have two Bishops and a Knight where the other side has two Knights and a Bishop? This makes up for the lack of information from not having played the game from the starting moves. Did you work out that there are 44 legal moves and good moves for further consideration? How did you evaluate it? The game is the adjourned position from the 21st game of the Kasparov - Karpov World Championship match, Lyon, Kasparov, playing Black, just moved Qd8-e8, leaving Karpov to seal his move. Even now I do not know its correct evaluation. The two teams spent a total of about twenty hours analysing the adjourned position, and still could not decide whether it was a draw or a loss. Incidentally, Karpov sealed the strongest move. Rxf7 Kxf7, where Karpov sacrificed the exchange. The game ended in a draw on move 40. Most people are never going to spend 20 hours analysing a single chess position. Whatever spare time we have to improve will be well spent on developing pattern recognition. More about that in Part 2.