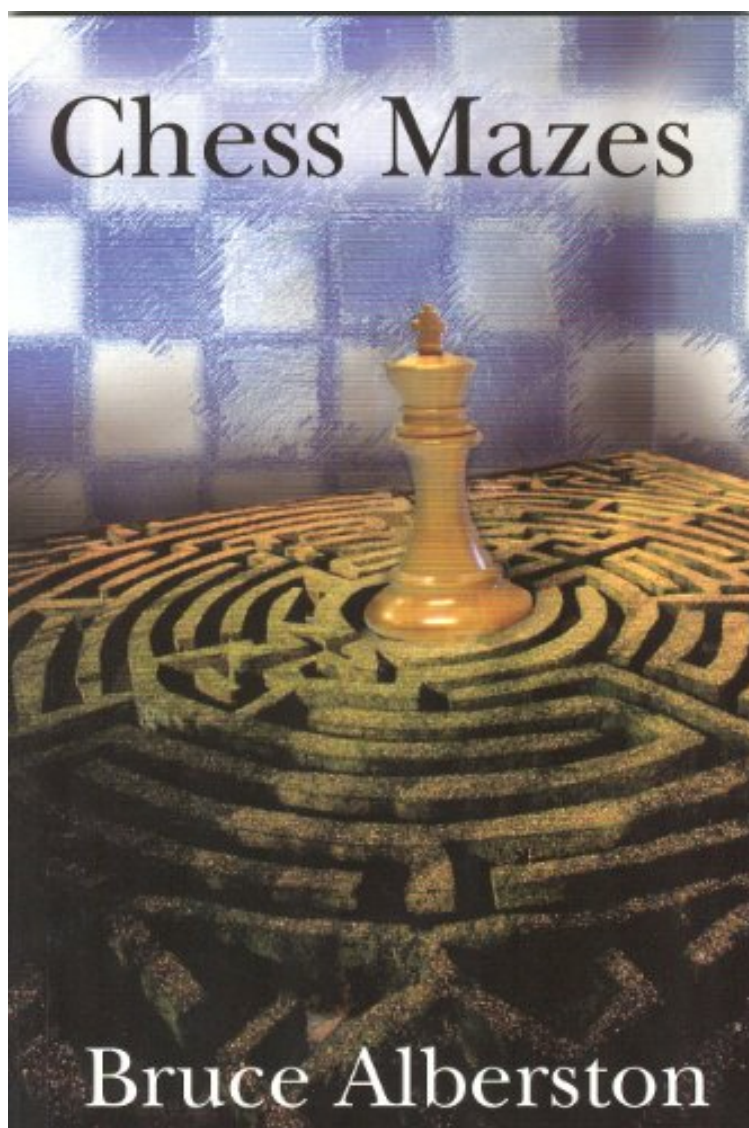


(Free pdf) File size: 54.Mb

Chess Mazes 1



Par Bruce Alberston
*ebooks / Download PDF / *ePub /*
DOC / audiobook

Dtails sur le produit Publi le: 2011-01-01
Sorti le: 2011-01-01
Format: Ebook Kindle

(Free pdf) Chess Mazes 1

Par Bruce Alberston : Chess Mazes 1
before purchasing it in order to gage whether or not it would be worth my time, and all praised Chess Mazes 1:

 Download

 Read Online

Description :

Prsentation de l'diteur
Stop Hanging Pieces!
A completely new kind of chess puzzle helps you develop the necessary visualization skills to take your game to the next level. The planning and visualization skills that come from working on Chess Mazes are valuable and instructive. If you are one who often loses games by hanging pieces or missing mates, then this is the book for you. "There are many good books which present chess combinations and explain tactical motifs with the goal of training your tactical ability. Thinking techniques are also well covered in the games literature. But what about visualization? This is where it is much more difficult to find good material. But now, Bruce Alberston's highly original work fills this gap. "To master his puzzles, you have to exert better control and command of the full potential of all the pieces and you have to visualize their movements in your mind's eye. This sounds more difficult than it is, but in

fact only one piece moves in each maze. The result? Excellent training to avoid one-move blunders!" From the Foreword by German GM Karsten Mueller
Presentation de l'diteur
Stop Hanging Pieces!
A completely new kind of chess puzzle helps you develop the necessary visualization skills to take your game to the next level. The planning and visualization skills that come from working on Chess Mazes are valuable and instructive.

If you are one who often loses games by hanging pieces or missing mates, then this is the book for you. "There are many good books which present chess combinations and explain tactical motifs with the goal of training your tactical ability. Thinking techniques are also well covered in the games literature. But what about visualization? This is where it is much more difficult to find good material. But now, Bruce Alberston's highly original work fills this gap. "To master his puzzles, you have to exert better control and command of the full potential of all the pieces and you have to visualize their movements in your mind's eye. This sounds more difficult than it is, but in fact only one piece moves in each maze. The result? Excellent training to avoid one-move blunders!" From the Foreword by German GM Karsten Mueller