



212 Quick Winning Chess of 26 Moves or Less: Against the Chess Computers at the Top Level (Paperback)

By J C Greenon

Createspace Independent Publishing Platform, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.In order to win against the high chess software, you must do many sacrifices; without that, it's impossible to win against the chess game computers. Replay these 212 winning chess of 26 moves or less by the author of this chess game book. The author is the winner of 809 chess; 428 with the white pieces and 381 with the black pieces. At the chess game, the Russian empire is on the wane! Table of contents Algebraical positions Initial position of the pieces Symbols Nature and objective of chess Chessboard pieces form Chessboard Topography Chessboard pieces Initial position of the pieces Algebraical notation without drawing Algebraical notation with drawing Pawns Exception if prise en passant (e.p). Prise en passant (e.p) The result if prise en passant Promotion of a white pawn Promotion of the pawn c7 Imminent promotion Promotion of the pawn e7 in Knight, and checkmate. Rooks The Bishops The Knights The King King's side castle - white and Black pieces Before King's side castle King's side castle for Whites and Blacks pieces King's side...



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