



The Gambit Book of Instructive Chess Puzzles

Graham Burgess

- 300 carefully selected puzzles
- Instructive points highlighted in the solutions
- The most effective way to improve your chess

GAMBIT

There is something here for everyone. The first 50 puzzles are based on a clear-cut tactic or checkmate, such as those explained in Gambit's best-sellers *How to Beat Your Dad at Chess* and *Chess Tactics for Kids*. The 50 endgame challenges highlight tactics and demonstrate endgame principles in action. In practice it is vital to defend resiliently and seek counterattacking chances – there is an innovative chapter on these rarely-covered themes as well as puzzles where the reader must decide how to punch home an attack. Later chapters help readers develop a vital skill: the ability to make tough chessboard decisions. Attack, sacrifice, grab material, defend or simplify – it's for you to decide! Principles and guidelines are emphasized, together with common sources of error.

Comparative Titles:

How to Beat Your Dad at Chess (Chandler), ISBN 978-1-901983-05-0

Chess Tactics for Kids (Chandler), ISBN 978-1-901983-99-9

About the Author:

Gambit Publications has been publishing top-quality innovative chess books since 1998, winning numerous awards in several countries. FIDE Master Graham Burgess is Gambit's Editorial Director, and one of the founders of the company. He has written more than twenty books and holds the world record for marathon blitz chess playing. He lives in Minnesota.

Publication Date: **OCTOBER 2011**

978-1-906454-28-9 * 160 pp * 194 mm by 132 mm * £10.99 (€14,85)

DISTRIBUTED BY CENTRAL BOOKS LTD, 99 WALLIS ROAD, LONDON E9 5LN, ENGLAND.

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