



428 Winning Chess Against the Chess Computers at the Top Level (Paperback)

By J C Greenon

Createspace Independent Publishing Platform, United States, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****. This chess game book, also contains all the chess game rules with full of diagrams in order to illustrate all the chess game rules. In order to win against the chess computers is very difficult; you must make many sacrifices; without that, it s almost impossible to win against the high chess game software. Replay these 428 winning games with the white pieces in order to understand that reality ! At the chess game, the russian empire is on the wane ! Table of contents Replay 428 Winning Chess With the White Pieces Against the Chess Computers of Top Level Algebraical description Algebraic positions Initial position of the pieces Symbols Nature and objective of chess Chessboard pieces form Chessboard Topography Chessboard pieces Algebraic notation without drawing Algebraic 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...



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