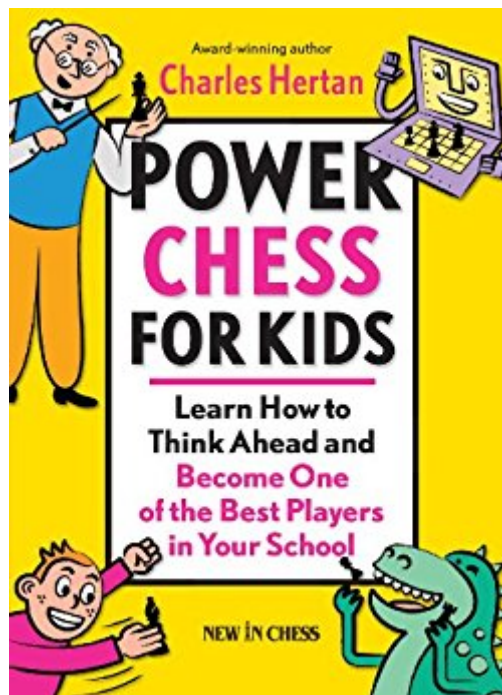




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Power Chess For Kids: Learn How To Think Ahead And Become One Of The Best Players In Your School: 1



Synopsis

A power move, explains experienced chess teacher Charles Hertan, is a winning master tactic that requires thinking ahead. To become one of the best chess players in your school you need to be able to think just 1,5 moves ahead, and this book teaches the four basic tricks do so. You will learn how to weed out silly moves and just consider a few important ones. Forget about learning openings and endgames, power moves will help you win in all stages of the game. Charles Hertan introduces the four main characters who will help you to learn these basic skills: Zort (a teenaged computer from the planet Zugzwang), the Dinosaurs, Power Chess Kid and the Chess Professor . The most complete and fun kids book ever on learning how to win games!

Book Information

File Size: 5337 KB

Print Length: 144 pages

Publisher: New in Chess (October 1, 2013)

Publication Date: October 9, 2013

Sold by:Â Digital Services LLC

Language: English

ASIN: B00FRTGLH0

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #611,224 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #60

inÂ Books > Children's Books > Activities, Crafts & Games > Games > Board Games #310

inÂ Kindle Store > Kindle eBooks > Nonfiction > Children's Nonfiction > Sports & Activities > Games

#320 inÂ Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles & Games > Board Games > Chess

Customer Reviews

Got this for my son who loves chess. He learned alot of strategic moves & almost beats everybody who plays him. Anybody up for a challenge, lol?

this is a very good book for adults also.

I bought this book for my 7 year old grandson. He loves it and is playing the game with his dad.
Good purchase!

I bought this book for my grandson and immediately got drawn into the lessons as I examined the book. This is a wonderful book for any youngster who is serious about improving his or her chess skills.

Some cautions: 1. The chess boards used to show chess moves are only 1 1/2" square, and the print is too small for a child to read. 2. The chess examples used are too hard for beginners. 3. The author exaggerates when he calls simple chess tips "Power Tricks". 4. He does not give many principles for tactics. He mostly shows types of captures. Thus a child should not buy this book. The examples are helpful for an intermediate player, but you may need a chess board to follow what he says. Finally, \$16.95 is a lot for a 153 page book.

its really good

I've coached chess kids for many years, and have always sought good material to recommend to students who want to make progress. For the student who is at the appropriate stage in development, Hertan's work is among the best I've seen. Hertan teaches four "power tricks" to get better: 1. Know and use the value of the pieces. 2. The 'Quick Count' - Count the defenders and attackers to see whether a piece can be safely captured. 3. Takes Takes Bang! - Make a trade to set up a winning (bang!) move. 4. Check Moves Bang! - Use a check to set up a winning (bang!) move. The last 2 power tricks are a very useful introduction to forcing moves, which every chess player must master in order to become strong. Hertan then shows how to use these power tricks with 4 different tactical motifs: forks, pins, skewers, and interference moves. The last 4 chapters contain a total of about 150 teaching positions, along with 30 exercises to reinforce the reader's grasp of the concepts. The book closes with a useful glossary of chess terms (like "endgame" and "perpetual check") for the chess learner. The author references a forthcoming second book, which will presumably cover how to apply the 4 power tricks with other tactical motifs like discovered attack, deflection, and removal of the guard. Keep an eye out for it; it's sure to be worthwhile. The 4 cartoon characters add zest and quirky humor, making it a fun read. I asked my teenage son, a retired

chess prodigy, to read the book and give me his opinion. He said he really enjoyed it and found it helpful; in fact, he wished he had been able to read it when he was playing chess. That, in a nutshell, is why I award the book 5 stars. That said, I must disagree with the notion that this is the most complete chess book for kids.* It is too advanced to serve as a second book for chess learners, who need more grounding in fundamentals like not leaving your pieces unguarded, and not playing with just your queen. It also assumes a mastery of chess rules, and the explanation of chess notation is quite rudimentary.* It does not cover some important topics, like checkmate patterns, openings, and endgames. I understand the author's desire to narrow the scope of the book, as it provides greater focus on the 4 power tricks. Moreover, middlegame tactics are the single most important topic to learn if you want to become strong. However, you forfeit the right to call the book a "complete" set of chess lessons when you exclude these other important topics. After you finish this little gem, I'd suggest the following reading program --For checkmate patterns, you'll want to obtain *Checkmate for Children: Mastering the Most Important Skill in Chess* or *How to Beat Your Dad at Chess (Gambit Chess)*. For openings, you might try *The Complete Idiot's Guide to Chess Openings*. And for endgames, you should consider *Silman's Complete Endgame Course: From Beginner To Master*. Like pretty much every chess book, the work under review has some minor flaws.* The terms "interpolation" and "hook-up" are used without definition, and do not appear in the glossary.* A few examples have unexplored alternative solutions.* Chess mastery is gained more from practice than from conceptual understanding, and this book is light on the exercises that would provide practice opportunities. So it has a couple of warts and limitations...who cares? It's still a fun, instructive and helpful book for anyone--kid or adult--rated 600 to 1400 who wants to get better at chess. Full disclosure: The publisher provided a review copy of this book to me. I have endeavored to remain completely unbiased and helpful, and feel confident that the review reflects my commitment to objectivity.

My twelve year old and myself have really benefited from this book. We have learned strategies that practice (playing) alone would not have provided. My twelve year old is now regularly beating me and her father and gaining confidence. She is now interested in going out and playing others to get more experience and improve her game, which is a huge step for a child as shy as our child. Things are explained in an understandable manner and strategies are rational and clear. Brilliant moves through out history are explained so that even us average players can use them. My nine year old is also enjoying the game, though she does not benefit from the strategies as much as my twelve year old. This book is best used for the focused of mind.

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