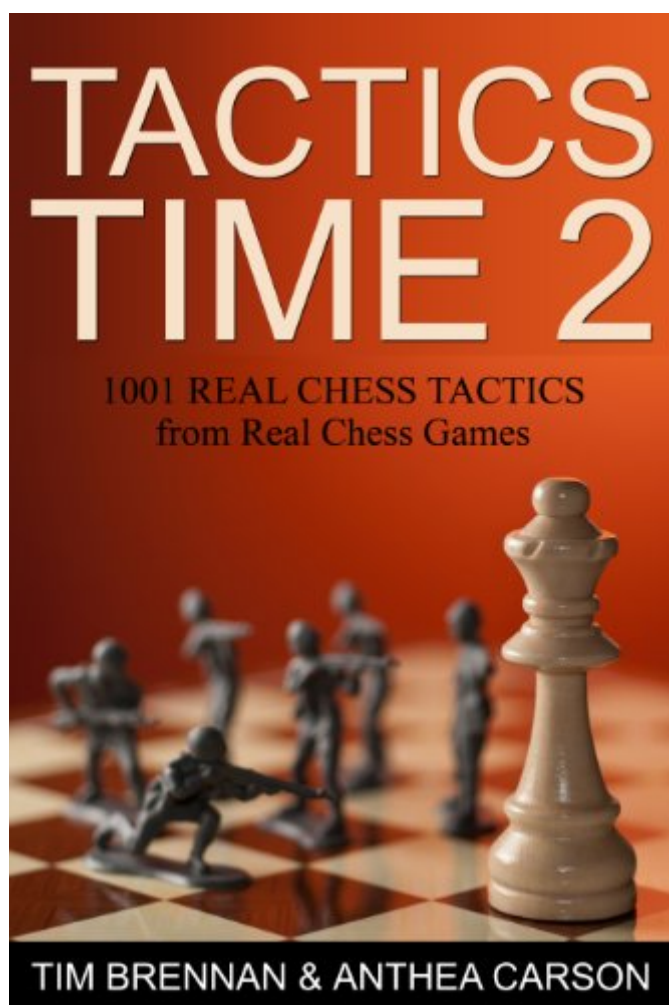


The book was found

Tactics Time 2: 1001 Real Chess Tactics From Real Chess Games (Tactics Time Chess Tactics Books)



Synopsis

Important: Your everyday chess game might be good, but it could probably be much better by following some straight forward advice! If you have not heard of Tim and Anthea you are missing out on some expert chess mentoring and advice, as their first book *Tactics Time! 1001 Chess Tactics from the Games of Everyday Chess Players* assisted 1000s of chess players like you and I around the world with improving their chess game significantly. Now Tim and Anthea are back, this time with their new book: *Tactics Time 2: 1001 Real Chess Tactics from Real Chess Games*. More everyday and real chess game problems every chess player should study and practice to improve their chess game almost right away! Let's do a quick quiz: Are you a chess player who has been playing for a long time? Have you been wondering why your chess game really has not improved much over the years? Do you see yourself making the same frustrating mistakes over and over again that make you lose too many times? If you answered at least two of the above questions with yes, then it is time to allow Tim and Anthea to become your chess problem solving mentors. They will help you to rapidly improve your chess game by letting you study specially designed chess tactics that come out of real chess games like you and I play. Forget those composed chess problems and overly complicated analysis from Grandmaster games, as those positions almost never occur in everyday player games. What you need is to study chess problems that have a much larger impact on the quality of your game. That is what this book offers: No composed problems No endgame studies No problems that you have seen before Learn to easily spot various tactical shots and relatively simple, common patterns like a knight fork, an overloaded piece, and a weak back rank: doing so will definitely get you to win a lot more games, and even help you win some tournaments as well! If you are ready... to take your chess game to the next level without having to study and practice chess problems you might not see again, and ... to stop making the same mistakes over and over again, and ... to start putting productive effort into your chess games that will help you gain confidence, end frustration, and just make you a much better chess player?... then the time has come for you to start working on the chess problems Tim and Anthea have presented in *Tactics Time 2: 1001 Real Chess Tactics From Real Chess Games*. Why wait? Purchase this book today to significantly start increasing the quality of your chess games. You have nothing more to lose, right?

Book Information

File Size: 30246 KB

Print Length: 144 pages

Simultaneous Device Usage: Unlimited

Publication Date: September 9, 2013

Sold by: Amazon Digital Services LLC

Language: English

ASIN: B00F2NOCTU

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Not Enabled

Lending: Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #193,749 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #59

in Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles & Games >

Puzzles #62 in Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles &

Games > Board Games > Chess #210 in Books > Humor & Entertainment > Puzzles & Games

> Chess

Customer Reviews

I enjoy playing tons of rapid chess and as a result I like to stay sharp. This book is excellent lots of puzzles and like other reviews I agree that its better than than first (which is also excellent). The book is for intermediate level players, that is you are not given clues like in begginers tactic books where you are to, to find a fork, skewer etc. No clues are given, and this is how chess works. The puzzles are not from .grandmaster games same as the first book. But, This is exactly what I wanted, Bc at the clubs and local tournaments where I live ratings range and I end up getting paired up with players with all sorts of ratings, and its nice to spot mistakes in their games and quickly take advantage of it. This book has a ton of puzzles with all range of difficulties and since they are not GMs many arouse from a bad move (not necessarily a blunder) and after a while you will spot mistakes, and this will carry over into your personal games. In Rapid chess being able to spot mistakes quickly and take advantage of it can be crucial since Time plays a big role, being able to spot them quickly can give you an advantage. After working through this book you will see the rewards in your games especially if you like rapid chess like I do. Like the first book, if you are looking for Puzzles from GM games this book may not be for you. But if you are looking for a book where a bad move was made and you wanna spot the exploit quickly this book will be an asset. .Again this is good for intermediate level players, but I should clarify, intermediate level players in

the USCF range 1200 to 1400. The book may not be great for advance players or intermediate level players approaching advance. Having said that, I personally find this book to be very good for its intended audience, and I myself use the book to test how fast I can solve the puzzles. So there is a use for the book if you are advance and want to test how fast you can solve the answers. I really enjoy this book.

This book and its predecessor Tactics Time 1 gives a lot of practice on visualizing tactics! Most problems can be understood by lower rated players but if you look at the comments you will see that even higher rated players miss them from time to time. There is little doubt that it will help u1600 the most as higher rated are higher because they have learned these. Nevertheless even experts should keep tactics sharp. Another plus is that every problem has a link to the game and you can click through all of the moves! That does require internet. The author is one of the most responsive to contracts of any i have ever read and he also has a great Email list giving a daily problem.

Like the original Tactics Time, valuable tactics practice for club players. Drawn from games of a wide range of player skills. Many refreshing examples of stronger players missing tactical blows, along with lesser players finding strong attacks. Kindle format works well. I read the book on my PC, not on a Kindle. Problem solutions include link to web site where reader can play over the actual games. Example games can be downloaded in PGN format. I load some of the games in HIARCS for analysis. Search "tacticstime" to find Tim's web site and sign up for his newsletter to sample the sort of problems in this book.

If you like chess you will enjoy this book. It will teach you to more carefully consider all moves during a game, and will almost certainly improve you winning percent. There is also a kindle version that I use, which allows me to expand the chess board and see the position much easier. Tim also will send you an email a couple times a week with more tactics to solve, and he has a daily calendar with a tactic to figure out. I have bought other chess books without getting much benefit, but tactics will improve the way you play chess. By the way, if you do not know about the chess position "Octopus" You will learn how effective it is from tactics. And also a bunch of others, such as the fishing pole trap. I am rated about 1600 and probably can solve about 75% fairly quickly. Usually each tactic requires from 1 to maybe 3 moves to solve. These are good for the brain also, they make you think and calculate the various positions that could arise as various pieces move.

I love this book on my Kindle. You can pick it up and go through a few problems any time. With more than 1000 problems, you can even go through the book several times before the solution to each position gets burned into memory. The problems are mostly on a simple level with a lot of 1-movers. But that is OK if it gets you to the point where in a game your calculations lead you to realize that a tactic is there for your advantage, or to be avoided. So many times in my tournament games the analysis afterwards showed that if I could have seen just 1 mover farther I could have chosen a better path. I also really like the option of viewing the complete game for each position. It lets me see what kind of openings lead to the positions shown in the book. And if you want to take it up a notch, there are many higher quality games from players rated in the 1900s and 2000s that you can review.

[Download to continue reading...](#)

Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Travel Games for Adults: Coloring, Games, Puzzles and Trivia: Featuring Over 60 Activities including Group Games, Games for Two, Scavenger Hunts, ... Word Search, Word Scramble and more 1001 Chess Exercises for Beginners: The Tactics Workbook that Explains the Basic Concepts, Too 1001 Inventions and Awesome Facts from Muslim Civilization: Official Children's Companion to the 1001 Inventions Exhibition (National Geographic Kids) 1001 Whiskies You Must Taste Before You Die (1001 (Universe)) 1001 Beers You Must Taste Before You Die (1001 (Universe))

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)