

CHESSBASE CBV

4.3-ADVANCED ENDGAMES



4.3-ADVANCED-ENDGAME

>OPPOSITION	[1-4]
>TRIANGULATION -----	(5-7) [20]
>3 KING AND PAWN ENDGAMES-THINKING OUTSIDE THE BOX	[8-10]
>INSTRUCTIVE PAWN ENDINGS	[11-29]

***FINALES TACTICOS VARIADOS: "A. GUDE"**

>MINOR PIECES WITH PAWNS	[30-33]
>ROOK ENDGAMES	[34-39]
>QUEENS ENDGAMES	[40-42]

>PHILIDOR POSITION AND FAMILY POSITION -----	(43-57) [93-95]
--	-----------------

>LUCENA POSITION	[58]
>LUCENA POSITION, AND LUCENA FAMILY WITH PAWN ON 7TH RANK	[59-72]
>LUCENA FAMILY WITH PAWN ON 6TH RANK	[73-82]
>LUCENA FAMILY WITH PAWN ON 5TH RANK	[83-95]
>LUCENA FAMILY WITH PAWN ON 4TH RANK	[96-108]

>THEORETICAL DRAW ENDGAMES? B+R VS. R	[109-112]
>QUEENS ENDGAME	[113-116]
>THE SQUARE OF THE PAWN AND OBSTRUCTION	[117]
>ISOLATED PAWN AND BETTER B VS. N	[118]
>PAWN AHEAD AND N BETTER THAN B	[119]
>BETTER PAWN STRUCTURE	[120]
>EQUAL MATERIAL BUT	[121-125]
>OBSTRUCTION	[126-129]
>CLEARANCE	[130]
>PERFECT ENDGAME TECHNIQUE-ULF ANDERSSON	[131-133]

>ROOK ENDGAMES: 4 PAWNS VS. 3 ON THE SAME FLANK	[134-136]
---	-----------

>5 THINGS TO KNOW ABOUT THE QUEENSIDE PAWN	[137-141]
--	-----------

MAJORITIES. CATALAN ENDGAMES.

***TEORIA DE FINALES DE TORRE – SMYSLOV.**

>SECTION 1	[142-185]
>SECTION 2	[186-290]

***COMBOS: 1ST PART**

>ENDGAME TECHNIQUE COMBO 1	[291-293]
>ENDGAME TECHNIQUE COMBO 2	[294-295]
>ENDGAME TECHNIQUE COMBO 3	[296-297]
>ENDGAME TECHNIQUE COMBO 4	[298-300]
>ENDGAME TECHNIQUE COMBO 5	[301-302]
>ENDGAME TECHNIQUE COMBO 6	[303-304]
>ENDGAME TECHNIQUE COMBO 7	[305-306]

>K+R VS. K+P	[307-317]
>K+R VS. K+2P	[318-322]
>K+R VS. K+3R	[323-325]
>K+R+P VS. K+R	[326-334]
>OTHERS	[335-340]
>ISOLATED PAWN ENDGAME: 4 THINGS TO KEEP IN MIND	[341-344]
>5 MOST EFFECTIVE ENDGAMES IDEAS BEGINNER SHOULD KNOW	[345-348]
>TYPICAL PAWN STRUCTURE: E5-PAWN – A STRENGTH OR A WEAKNESS	[349-351]
>3 TIPS TO IMPROVE YOUR ENDGAME PLAY	[352-354]
>10 GREATEST ENDGAMES OF ALL TIME	[355-364]
>INSIGHTS ON THE CATALAN ENDGAME	[365-367]
>R+B VS. R ENDGAME	[368-370]
>BACKWARD PAWN: 5 THINGS TO REMEMBER	[371-373]
>Q+N VS. Q+B WHO/WHAT WINS?	[374-376]
>3 KING AND PAWN ENDGAMES. THINKING OUTSIDE THE BOX	[377-379]
>PROTECTED PASSED PAWN	[380]
>ROOK VS. BISHOP AND PAWNS: LEARN HOW FIGHT FOR A DRAW	[381-384]
WITH EXCHANGE DAWN/COMMON ENDGAMES.	
>THE LEARNING POSITIONS	[385-388]
>GEOMETRY OF THE BOARD. THE SHOULDER CHARGING TECHNIQUE	[389-391]
>THE ENDINGS WITH PASSED PAWN FOR BOTH SIDES	[392-397]
>THE BREAKTHROUGH	[398-400]
>THE RESERVE TEMPO	[401-402]
>THE ACTIVITY OF THE KING	[403-404]
>OBTAIN THE PAWN ENDGAME AS A METHOD OF REALIZATION	[405-406]
OF MATERIAL OR A POSITIONAL ADVANTAGE.	
>ABOUT THE STUDY COMPOSITION. SOME STUDIES IDEAS IN PRACTICE	[407]
>THE LEARNING POSITION 2	[408]
>CONTROL OF THE 7TH RANK	[409-410]
>USING THE OPEN FILE	[411-412]
>THE ENDGAME WITH THE PASSED PAWN	[413-416]
>THE ACTIVITY IN THE ROOK ENDINGS	[417-418]
>EXPLOITING THE PAWN WEAKNESSES	[419-420]
>SOME RESOURCES OF THE DEFENSE	[421-422]
>REALIZATION OF A MATERIAL ADVANTAGE	[423-424]
>REALIZATION OF A POSITIONAL ADVANTAGE	[425]
>SOME ROOK STUDIES	[426-428]
*FISHER'S ENDGAMES:	
>B VS. N	[429]
>PAWN WEAKNESS WITH EQUAL MATERIAL BALANCE	[430]
>ROOK ENDGAME-ACTIVATE THE ROOK	[431]

>PAWN ENDINGS	[432-433]
>ROOK ENDINGS	[434-446]
>ENDING WITH 4 ROOKS	[447]
>KNIGHT ENDINGS	[448-451]

>BISHOP ENDINGS	[452-456]
>BISHOP VS. KNIGHT	[457-462]
>ROOK VS. BISHOP	[463]
>ROOK VS. KNIGHT	[464]
>QUEEN ENDINGS	[465-467]

***VARIED: SMISLOV-ENDGAME VIRTUOSO -----** (468-590)

>ADVANCED INSTRUCTIVE ENDGAMES	[591-595]
>DOUBLE ATTACK IN ENDGAME STUDIES	[596-600]
>BLOCKADE/OBSTRUCTION IN ENDGAME STUDIES	[601-606]

>ROOK AND PAWN VS. BISHOP ENDGAME	[607-609]
>ACTIVITY IN THE ENDGAMES: PETROSIAN, TAL, CARLSEN	[610-612]
>IRREGULAR EXCHANGE/UNTYPICAL EXCHANGE	[613]
>MASTERING/LEARNING CHECKMATE WITH B+N	[614-623]

>K+R VS. K+B ENDGAME ----- 1ST (630-632) 2ND [624-629]

>K+R VS. K+N	[638-639]
>K+Q VS. K+R	[640]
>K+R+B VS. K+R	[641-644]
>WIN OF TIME – STUDIES “FINALES TACTICOS”	[645-656]
>KING’S MOBILITY LIMITATION. FINALES TACTICOS	[657-693]
>THREAT AS AN ENFORCEMENT. FINALES TACTICOS	[694-730]

***THE STRUGGLE OF THE B VS N, OR N VS. B**

>POSITION TO COMPARE IF IT’S BETTER TO HAVE A B OR A N	[731-736]
>EXAMPLES WHERE N IS SUPERIOR TO THE B	[737-741]
>EXAMPLES WHERE B IS SUPERIOR TO THE N	[742-747]
>MORE B VS. N	[748-750]

>BISHOPS OF DIFFERENT COLORS	[751-755]
>A GOOD BISHOP VS. A BAD BISHOP AND AN ISOLATED PAWN	[756]
>MORE B VS. N	[757-759]
>Q+N VS. Q+B	[760-762]
>K+R VS. K+B AND IN SOME CASES ONE PAWN	[763-770]
>MORE: ENDGAME STUDIES	[771-776]

>K+R VS. K+P AND ONE OR TWO PAWNS	[777-782]
>K+R+P VS. K+P “THE KING OF THE WEAKER SIDE IS	[783-786]

CUT FROM THE PASSED PAWN.

>ROOK ENDING WITH MATERIAL ADVANTAGE	[787-788]
>Q+P VS. Q	[789-790]
>Q VS. R	[791-792]

***Combos 2nd Part:**

“Endgame Studies: Attacking the King.”

>COMBO 1	[793-794]
>COMBO 2	[795-796]
>COMBO 3	[797-798]
>COMBO 4	[799-800]
>COMBO 5	[801-802]
>COMBO 6	[803-804]
>COMBO 7	[805-806]
>COMBO 8	[807-808]
>COMBO 9	[809-810]
>COMBO 10	[811-812]
>COMBO 11	[813-814]
>COMBO 12	[815-816]
>COMBO 13	[817-818]
>COMBO 14	[819-820]
>COMBO 15	[821]
>COMBO 16	[822-823]

“Endgame Studies: Promotion.”

>COMBO 17	[824-825]
>COMBO 18	[826-827]
>COMBO 19	[828-829]
>COMBO 20	[830-831]
>COMBO 21	[832-833]
>COMBO 22	[834-835]
>COMBO 23	[836-837]
>COMBO 24	[838-839]
>COMBO 25	[840]
>COMBO 26	[841-842]
>COMBO 27	[843-845]
>COMBO 28	[846-847]
>COMBO 29	[848-849]
>COMBO 30	[850-851]
>COMBO 31	[852-853]
>COMBO 32	[854-855]
>COMBO 33	[856-857]
>COMBO 34	[858-859]
>COMBO 35	[860-861]
>COMBO 36	[862-863]
>COMBO 37	[864-865]
>COMBO 38	[866-867]
>COMBO 39	[868-869]
>COMBO 40	[870-871]

>COMBO 41	[872-873]
>COMBO 42	[874-875]
>COMBO 43	[876-877]
>COMBO 44	[878-879]
>COMBO 45	[880-881]

“Endgame Studies: Demolition”

>COMBO 46	[882-883]
>COMBO 47	[884]
>COMBO 48	[885-886]
>COMBO 49	[887]
>COMBO 50	[888]
>COMBO 51	[889]
>COMBO 52	[890]

*TEST YOURSELF “STUDIES” SOME STUDIED ALREADY: (891-920)

*STUDIES “GUIL RUSEEK” (921-982)

*Studies: Troitsky – A. Kuznetsov:

>COMBO 1 -Double attack	(983-985)
>COMBO 2 -Avoid stalemate	(986-988)
>COMBO 3 -Attraction/Deflect	(989-991)
>COMBO 4 -Tempo in chess	(992-994)
>COMBO 5 -Auto stalemate	(995-997)
>COMBO 6	[998-1000]
>COMBO 7 -Play for mate	(1001-1003)
>COMBO 8	[1004-1006]
>COMBO 9 -Play for mate	(1007-1008)
>COMBO 10 -Blocking/Interception	(1009-1010)
>COMBO 11 -Blocking lines	(1011-1012)
>COMBO 12 -Square of the pawn	(1013-1014)
>COMBO 13 -Tempo and Opposition	(1015-1017)
>COMBO 14 -R+B vs. R / R+N vs. R	(1018-1020)

>BISHOP AND KNIGHT CHECKMATE	[1021]
>INSTRUCTIVE ENDGAMES	[1022-1027]
>ROOK VS. KNIGHT ENDGAMES: 3 MOST KNOWN POSITIONS	[1028-1031]
>ROOK VS. KNIGHT: ELEMENTARY ENDGAMES TECHNIQUE	[1032-1036]
>KARPOV ON BISHOP ENDGAMES – KARPOV’S TECHNIQUE	[1037-1040]
>ROOK VS. BISHOP: 5 MOST KNOWN POSITIONS	[1041-1045]
>ADVANCED INSTRUCTIVE ENDGAMES	[1046-1050]
>THE FORK AND DISCOVERED ATTACK IN FAMOUS STUDIES	[1051-1055]
>BLOCKADE/OBSTRUCTION	[1056-1061]
>SOME MISTAKES IN ENDGAMES	[1062-1063]
>More Endgame Studies	[1064-1163]

***BOOKS PGN:**

>Rook Endgames "Levenfish-Smislov"	[1164-1312]
>Chess Endings for Beginners	[1313-1436]
>Pandolfini Endgame Course	[1437-1671]
>100 Endgames you must know "J. de La Villa"	[1672-1835]
>Chess Training Pocket "Aburt"	[1836-2149]
>More Endgame Studies [Some repeated]	[2150-2186]

***GRIVAS ENDGAME BOOK:**

>Chapter 1: Reti Maneuver	[2187-2194]
>Chapter 2: Saavedra Position	[2195-2208]
>Chapter 3: Lasker's steps	[2209-2214]
>Chapter 4: Most known Rook Endgames	[2215-2225]
>Chapter 5: Rook vs. Bishop Endings	[2226-2238]
>Chapter 6: 10 Useful Endgames	[2239-2248]

***STUDIES FROM PESHK@:**

>Stalemate	[2249-2328]
>Attacking the king	[2329-2409]
>Pawn Promotion	[2410-2508]
>Domination	[2509-2571]
>Positional Fortress	[2572-2596]
>Draws by Perpetual Check/or move repetition	[2597-2610]
>The Square of the Pawn	[2611-2615]
>K + R vs. K + P	[2616-2626]
>K + R vs. K + 2P	[2627-2631]
>Instructive Endgames	[2632-2646]
>Endgame, improvement technique. Combo A	[2647-2649]
>Endgame: Under promotion and avoiding stalemate	[2650-2651]

***Pawn Endgames:**

>K+P vs. K+P on the same file	[2652-2654]
>K+P vs. K+P on different files	[2655-2657]
>K+2P vs. K+P "Stronger side with Isolated Pawn"	[2658-2659]
>K+2P vs. K+P: "Stronger side with connected pawns"	[2660-2665]
>K+R vs. K+B	[2666-2674]
>K+R vs. K+N	[2675-2676]
>K+Q vs. K+R	[2677]
>K+R+B vs. K+R	[2678-2681]
>Q vs. R: An unsuccessful attempt at a fortress	[2682-2683]
>B+N Checkmate	[2684-2685]

***MASTERING ENDGAME STRATEGY: "JOHAN HELLSTEN"**

>Contents	(2686) Text
>About this Publication	(2687) Text
>Bibliography	(2688) Text
>Introduction	(2689) Text
>Chap 1: King themes	[2690-2741]
King first/Opposition/Obstruction/The king's route/King raids/Shelter.	
>Chap 2: Pawn themes	[2742-2836]
The passed pawn/Connected passed pawns/Separated passed pawns/Protected passed pawns/Outside passed pawns/The breakthrough/Pawn majorities/One pawn stops two/Passed pawns races.	
>Chap 3: Rook themes	[2837-2924]
The three angles/Intermediate checks/Bridges/Cutting the king off/Rook behind the passed pawn/Rook defends pawns/Files & ranks/Exploiting the rook's mobility.	
>Chap 4: Minor Piece themes	[2925-3000]
One single diagonal/Barrier/The magic distance/Fixing pawns/Provocation/Blockade/The team of bishop and knight.	
>Chap 5: Queen themes	[3001-3023]
Mates & perpetuals/Betting on the passed pawn/Centralization/Series of checks/Exposing the enemy king/Interference.	
>Chap 6: Miscellaneous themes	[3024-3107]
Zugzwang/Space/Restriction.	
>Chap 7: Exchanges	[3108-3165]
Simplification/Transposition/Piece exchanges/Pawn exchanges.	
>Chap 8: Classical themes	[3166-3197]
Active king/Active defense/activity above material/Opening a new front/Fortress/Theoretical draws.	
>Exercises	[3198-3678]

***LEARN FROM MAGNUS CARLSEN - "ENDGAME TECHNIQUE"**

>Prematurely forcing matters	[3679]
>Spoiling the own coordination	[3680]
>Passive Defense	[3681]
>The wrong square for the king	[3682]
>Premature counter-play	[3683]
>Lack of clarity and resolution	[3684]
>The wrong king's trajectory	[3685]
>Failure to anticipate the threats	[3686]
>Misplacing the Queen	[3687]
>Allowing the king's infiltration	[3688]
>Test Section	[3689-3718]

***Tactical Training in the Endgame: “Wakdawala”**

>Content	(3719) Text
>About this Publication	(3720) Text
>Bibliography	(3721) Text
>Introduction	(3722) Text
>Chapter 1 Deadly Simplicity	[3723-3755]
>Chapter 2 Recognizing Patterns	[3756-3794]
>Chapter 3 King and Pawn Endgames	[3795-3865]
>Chapter 4 Rook Endgames	[3866-3938]
>Chapter 5 Queen Endgames	[3939-3967]
>Chapter 6 Minor pieces Endgames	[3968-4040]
>Chapter 7 All other piece’s combination	[4041-4175]
>Chapter 8 Composed mate in 2	[4176-4374]
> PROMOTION AS A COMBINATION THEME	[4375-4390]
> DOUBLE ATTACK IN ENDING COMPOSITIONS	[4391-4395]
> MAGNUS TECHNIQUE	[4396-4397]

***SUSAN TACTICAL SECRETS:**

> THE FORK	[4398-4405]
> THE PIN	[4406-4410]
> INTERMEDIATE MOVE/CHECK = IN BETWEEN MOVE	[4411-4419]
> CLEVER COMBINATIONS	[4420-4424]

***SUSAN ENDGAMES:**

> K VS. B AND WRONG ROOK PAWN	[4425-4426]
> K VS. N AND ROOK PAWN	[4427]
> PIECE (S) VS. ADVANCED PAWNS	[4428-4433]
> IMPORTANT PAWN ENDGAMES	[4434-4439]
> KNIGHT ENDGAMES	[4440-4441]
> OPPOSITE COLORED BISHOP	[4442-4444]
> SAME COLORED BISHOP	[4445-4446]
> LUCENA	[4447]
> PHILIDOR	[4448]
> OTHER ROOK AND PAWN ENDGAMES	[4449-4452]
> QUEEN ENDGAMES	[4453-4454]
> OTHER INSTRUCTIVE ENDGAMES	[4455-4456]

***PGNS COLLECTION:**

> 208 STUDIES-MATE IN TWO MOVES	[4457-4664]
> AVERBAKH ENDGAME KNOWLEDGE	[4665-4837]
> SMYSLOV: ROOK ENDGAMES	[4838-5254]
> KERES: PRACTICAL ENDGAMES	[5255-5742]
> KASPARIAN ENDGAMES STUDIES	[5743-6255]
> EVANS: CHESS ENDGAME QUIZ	[6256-6455]
> CHERNEV: PRACTICAL CHESS ENDINGS	[6456-6755]
> RETI CHESS STUDIES	[6756-6832]
> AVERBAKH ENDGAME THEORY	[6833-6869]

***ENDGAME VIRTUOSO “SMYSLOV”**

>ABOUT THIS PUBLICATION	[6870]
>FROM THE AUTHOR	[6871]
>PAWN ENDINGS	[6872-6876]
>MINOR PIECE ENDINGS	[6877-6908]
>ROOK ENDINGS	[6909-6925]
>ROOK + MINOR PIECE ENDINGS	[6926-6972]
>ENDINGS WITH QUEENS	[6973-6999]
>MY STUDIES	[7000-7014]
>ILLUSTRATIVE GAMES	[7015-7054]

***PRACTICAL ENDGAMES “VALERI LIROV”**

>PAWN ENDGAMES	[7055-7065]
>KNIGHT ENDGAMES	[7066-7073]
>BISHOP ENDGAMES	[7074-7079]
>ROOK ENDGAMES	[7080-7089]
>QUEEN ENDGAMES	[7090-7097]
>MULTI PIECE ENDGAMES	[7098-7100]

***PRACTICLA ROOK ENDGAMES “IPATOV”**

>PHILIDOR POSITION	[7101]
>LUCENA POSITION	[7102]
>FAILING TO GET THE PHILIDOR	[7103]
>VARIATION OF LUCENA	[7104]
>CUT OFF THE KING	[7105-7107]
>OTHERS	[7108-7136]
>PAWN ON THE 6TH RANK	[7137-7140]
>PAWN ON THE 7TH RANK	[7141-7144]
>DVOREVSKI ENDGAME MANUAL	[7145-8264]
>BENKO’S ENDGAMES	[8265-8315]
>KERES ENDGAMES	[8316-8392]