

Pawns In The Game

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Pawns in the Game

Wanted to know the truth about the Government? This is the book to read. Get the truth from a fellow NSA agent and a FBI agent. You will get no closer to the source than these two men. Get the truth so we as a nation can be set free. Let freedom ring.

Spy Schools

A Convenient Hatred chronicles a very particular hatred through powerful stories that allow readers to see themselves in the tarnished mirror of history. It raises important questions about the consequences of our assumptions and beliefs and the ways we, as individuals and as members of a society, make distinctions between "us" and "them," right and wrong, good and evil. These questions are both universal and particular.

Winning Chess Middlegames

"Pawns Are The Soul Of The Game." - François-André Danican Philidor Quote
Notebook for Chess Enthusiast. A 120 pages Wide ruled Notebook with a Glossy Cover finish.

Chess Structures

Jesus de la Villa's worldwide bestseller 100 Endgames You Must Know successfully debunked the myth that endgame theory is complex and that endgame books are tedious. Reviewers praised its clarity and completeness and thousands of players dramatically improved their endgame understanding (and their results!). In recent years, De la Villa's students sometimes complained that when they had to apply what they had studied in 100 Endgames, they didn't always have the material ready at their fingertips. De la Villa then made an important discovery: most of the errors his students made are being made by others as well, even by strong and sometimes famous chess players! De la Villa started collecting training material

and selected those exercises best suited to retain and improve your knowledge and avoid common errors. In this book the Spanish grandmaster presents hundreds of exercises grouped according to the various chapters in 100 Endgames. Solving these puzzles will drive home the most important ideas, refresh your knowledge and improve your technique. This book contains a massive amount of clear, concise and easy-to-follow chess endgame instruction. The advice De la Villa gives in the solutions is practical and useful. Ideal for every post-beginner, club player and candidate master who wishes to win more games.

Learn to Play Chess Like a Boss

Bring the world of the Pathfinder Campaign Setting to your game table with the Inner Sea Pawn Box. With more than a hundred characters straight from the Inner Sea region, Game Masters and Pathfinder RPG players alike will find the perfect pawns to represent their player characters and noteworthy NPCs. Including both major characters from the Pathfinder world and members of iconic organizations - like the merciless Hellknights and daring members of the Pathfinder Society - this set provides all the Pathfinder Pawns you need to truly bring the Pathfinder Campaign Setting to life. Price includes VAT. The colorful characters of the Pathfinder Roleplaying Game's Inner Sea setting come alive on your tabletop with this box-busting collection of more than 200 character pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn contains a beautiful full-color image of a specialized character from one of the diverse nations and cultures of the Inner Sea region. Each cardboard pawn slots into a size-appropriate plastic base, making it easy to mix with traditional metal or plastic miniatures. With multiple pawns for common character types and over 200 distinct character images, the Inner Sea Pawn Box is the best way to ensure you've got the perfect foes to make your Pathfinder campaign deadlier than ever!

How Life Imitates Chess

A chess match seems as solitary an endeavor as there is in sports: two minds, on their own, in fierce opposition. In contrast, Gary Alan Fine argues that chess is a social duet: two players in silent dialogue who always take each other into account in their play. Surrounding that one-on-one contest is a community life that can be nearly as dramatic and intense as the across-the-board confrontation. Fine has spent years immersed in the communities of amateur and professional chess players, and with *Players and Pawns* he takes readers deep inside them, revealing a complex, brilliant, feisty world of commitment and conflict. Within their community, chess players find both support and challenges, all amid a shared interest in and love of the long-standing traditions of the game, traditions that help chess players build a communal identity. Full of idiosyncratic characters and dramatic gameplay, *Players and Pawns* is a celebration of the fascinating world of serious chess.

Pawn Power in Chess

"Proofs of a Conspiracy against all the Religions and Governments of Europe,

carried on in the Secret Meetings of Free-Masons, Illuminati and Reading Societies, etc., collected from good authorities" is a book by John Robison alleging clandestine intrigue by the Illuminati and Freemasons. The secret agent monk, Alexander Horn provided much of the material for Robison's allegations. Robison goes through great detail about Adam Weisshaupt, founder of the Order of the Illuminati, and his infiltration of the Free Masons with a grand plan to overturn the social and political order of Europe and his successes.

The Money Power

A First Book of Morphy aims to illustrate the teachings of three great chessplayers with games played by the first American chess champion, Paul Morphy. The book presents more than 60 of Morphy's brilliant and instructive games in demonstration of basic chess principles written by grandmasters Reuben Fine and Cecil Purdy.

Inner Sea Pawn Box

Pulitzer Prize-winning journalist Daniel Golden exposes how academia has become the center of foreign and domestic espionage—and why that is troubling news for our nation's security. Grounded in extensive research and reporting, *Spy Schools* reveals how academia has emerged as a frontline in the global spy game. In a knowledge-based economy, universities are repositories of valuable information and research, where brilliant minds of all nationalities mingle freely with few questions asked. Intelligence agencies have always recruited bright undergraduates, but now, in an era when espionage increasingly requires specialized scientific or technological expertise, they're wooing higher-level academics—not just as analysts, but also for clandestine operations. Golden uncovers unbelievable campus activity—from the CIA placing agents undercover in Harvard Kennedy School classes and staging academic conferences to persuade Iranian nuclear scientists to defect, to a Chinese graduate student at Duke University stealing research for an invisibility cloak, and a tiny liberal arts college in Marietta, Ohio, exchanging faculty with China's most notorious spy school. He shows how relentlessly and ruthlessly this practice has permeated our culture, not just inside the US, but internationally as well. Golden, acclaimed author of *The Price of Admission*, blows the lid off this secret culture of espionage and its consequences at home and abroad.

Georgia

Proofs of a Conspiracy Against All the Religions and Governments of Europe

A study of the unique role played by chess in the Cold War examines the significance of the game as a symbol of Soviet power, from the Russian Revolution, to the epic 1972 contest between Bobby Fischer and Boris Spassky, to the collapse of the Soviet Union.

The Queen's Gambit

Finally this modern classic is back in print! Ever wondered why grandmasters take only seconds to see what's really going on in a chess position? It's all about structures, as Ivan Sokolov explains in this groundbreaking book. *Winning Chess Middlegames* addresses the often ignored but extremely important topic of pawn structures, divided into 4 main types: doubled pawns, isolated pawns, hanging pawns and pawn majorities. With its highly accessible verbal explanations and deep analyses of top-level games, this book helps you to solve the basic problems of the middlegame: space, tension and initiative. Club players studying *Winning Chess Middlegames* will: -- greatly enhance their middlegame skills -- develop an accurate feeling as to which particular positions suit their style -- acquire new strategic and practical opening knowledge. Ivan Sokolov explains matters profoundly, honestly and objectively, and includes lots of inside stories from top-level chess, neither sparing his colleague grandmasters nor himself in his comments.

The Red Fog Over America

A Convenient Hatred

In the nineteenth century the Eastern Frontier of the Cape Colony was the stage on which a hundred years of conflict between Briton, Boer, and Xhosa was played out, fed by competition for land and mutual cultural incomprehension. The consequences of that conflict are still playing out in modern South Africa. Britain's motive in establishing the British settlement of 1820 was to set up a buffer on the border between the Xhosa on the east of the Great Fish River, and the Colony on the west. The motive of those who braved the journey was to find a better life than that offered by Britain after the Napoleonic wars. This is the story of some of them, including: Robert Hart - The first British settler. Soldier. Pioneering farmer. Patriarch. Edward Driver - Smuggler. Daring elephant hunter. Trader. Guide to General Sir Harry Smith. Always close to trouble but emerging unscathed. The Thackwrays - Pioneers, traders and explorers. Father and two sons each died violently, trying to make better lives for their families. Joseph Walker - One of a group of merchants and entrepreneurs who made their fortunes on the frontier. John Forbes Cumming - Missionary. A man combining deep religious conviction with romantic dreams and great courage. They became joined by family ties. Their stories include tales of murder, gunfights, war, massacre, and unrequited love, and are interwoven with the historical narrative. The material is extensively researched using a wide range of primary sources. The protagonists influenced and were influenced by those they encountered. This also the story of all those people - Xhosa kings and commoners, Boer farmers and adventurers, South Africans-to-be with different languages and cultures. The book epitomizes Carlyle's observation: "History is the essence of innumerable biographies." It is a gripping account of the history of the Eastern Cape Frontier as experienced by some who lived there.

Game Changer

The eagerly awaited English edition of "Bought Journalists" was suppressed for three years under the title "Journalists for Hire" -- and still got 24 five-star-only Amazon reviews from would-be readers. 18 months on the bestseller list in Germany. Now it's finally here! Ever get the feeling the media tries to manipulate or lie to you? You have plenty of company! And you are right -- the facts are in. A world-class media insider has blown the whistle on what really goes on inside the media industry. Author Udo Ulfkotte was a respected journalist for 17 years with Germany's newspaper of record, the Frankfurter Allgemeine Zeitung. He begins this explosive exposé by first owning up to his own career, where he had to sell out to have the job. He then reveals the deceptive tricks and secret networks of power within the media. How perks are used to bribe journalists and opinion makers to twist their reporting. How the tone of corruption is set from the top -- play along or quit. How the long arm of the NATO press office enrolls the media to get Europe to support more foreign wars. The elite owners of the media feel it's their right to think for us, and to mold public opinion to their agendas. Their Freedom of the Press is Freedom to Censor the news. Our nation depends on the media to understand our world, just as each one of us depends on our eyes and ears. The media are our senses. When they hide the truth, or lie to us, they put us all in danger. A million people died in Iraq, Libya and Syria because the press didn't just report the news, didn't just lie about the news, but they invented and sold the events that served as pretexts for wars. The author spent years in the Middle East, surviving an attack with chemical weapons supplied by US and German firms. This book is a veteran's guide to the media spider's web. It shows how the system works, sharpens your common sense skepticism, and increases your immunity to the controlled media's attempts to do our thinking for us.

Pawns Are The Soul Of The Game

Mauricio Flores Rios provides an in-depth study of the 28 most common structures in chess practice. InChess Structures: A Grandmaster Guide you will find: Carefully selected model games showing each structure's main plans and ideas Strategic patterns to observe and typical pitfalls to avoid 50 positional exercises with detailed solutions

A Pawn's Journey

The secrets of Magnus Carlsen's endgame technique Magnus Carlsen's brilliant endgame play has been one of the key reasons for his success. At the age of 13 the Norwegian became the youngest grandmaster in the world, at 19 the youngest number one in the FIDE world rankings, and at 22 the second youngest World Champion in history. With his fine technique, great inventiveness and iron determination Magnus has won countless endgame positions in which almost everyone else would have settled for a draw. He also has saved endgames that seemed impossible to hold. International Master Tibor Karolyi has studied Carlsen's career and has selected more than 90 of his best endgames for this book. He reviews them in chronological order to show how Magnus developed his skills. His technique and his choices are explained in a manner that is easy to understand for club players. Endgame Virtuoso Magnus Carlsen is a highly instructive, inspiring and entertaining book. It will help you to appreciate Magnus' endgame magic and shows you how to become a better endgame player yourself.

A Game at Chess

The third installment of the best-selling series of attack books - Formation Attacks, Formation Attack Strategies, and now, Positional Attacks is another 500 page book, full of great attack information with 532 fabulous attack games from all openings and all eras. The aim of Positional Attacks is to uncover the artistic side of attacking, one that is primarily centered on the creation and exploitation of weaknesses. Oh sure, there will be tactics; after all they cannot be avoided in chess - nor would we want to exclude them. But there is nothing quite like witnessing chess masters dissect their opponents with smooth, elegant, aggressive, positional attacking maneuvers. And, once again, the games provided in the book came from an in-depth global search for unique, inspirational, and original attacks from some of the world's greatest attackers. Many of them toil in remote areas of the planet and have only a local following.

Presstitutes Embedded in the Pay of the CIA

William Guy Carr's last work. It was edited by his elder son, and is presented as the author's last manuscript exposing the Luciferian Conspiracy, Satanism, secret societies and the Synagogue of Satan as driving forces behind the World Revolutionary Movement.

Pawns in the Game

Here is a true story of international intrigue, romances, corruption, graft, and political assassinations, the like of which has never been written before. It is the story of how different groups or atheistic- materialistic men have played in an international chess tournament to decide which group would win ultimate control of the wealth, natural resources, and man- power of the entire world. It is explained how the game has reached the final stage. The International Communists, and the International Capitalists, (both of whom have totalitarian ambitions) have temporarily joined hands to defeat Christian-democracy. The solution is to end the game the International Conspirators have been playing right now before one or another totalitarian-minded group imposes their ideas on the rest of mankind. The story is sensational and shocking, but it is educational because it is the TRUTH. The author offers practical solutions to problems so many people consider insoluble.

Winning Pawn Structures

For some time, the CIA has been operating under old assumptions that men are superior beings in the spy world. That era is over. The new CIA culture is adapting to a world where the most powerful piece on the chessboard is a woman. THE QUEEN. After years of grooming a foreign agent to become Prime Minister, the CIA finds out its mission is about to be blown by Alexander Orlovsky, the son of an elite KGB officer with the mind of a chess master, the skills of a commando, and the looks of a playboy. The CIA makes the problematic decision to send Slavena Ivanova, a junior intelligence officer, back to her country of birth to counter Orlovsky. She is not experienced for such a cutthroat operation, but understands

the psychology of men. By studying everything about her opponent, Slavena taps into Orlovsky's mind and his erroneous assumptions that women are just pawns to be used to fulfill men's needs. She uses her expertise in the art of manipulation to successfully derail Orlovsky from killing the prospective Prime Minister until he uncovers the truth: that Slavena is not a pawn, but a queen sent by the CIA to checkmate him. A page-turning dark novel, *King of Pawns* is inspired by the true story of a wave of murders of prominent mafia bosses that swept East Europe. Demi Bom recasts a series of cold-blooded murder cases into a dark romance between a lonely spy and a lonely killer. The story of a young woman, who escapes her past only to be thrown back into it. After the rape and murder of her sister by the mafia, young Slavena immigrates to the US and washes ashore at the CIA. Recruited for her creative mind and high tolerance for risk, the CIA sends her back home to play a deadly game of chess with an experienced, ice-cold assassin, and narcissistic psychopath, Alexander Orlovsky. She uses tradecraft to serve the interest of her nation. He uses tradecraft for the thrill of killing. *King of Pawns* is the clash of two fearless souls whose only fear is being defeated in this deadly game of chess. *King of Pawns* is the first in a series of suspenseful spy thrillers with a distinctly dark edge, featuring chess games as intense depictions of sex, espionage, human relationships, the corrupt nature of politics, and psychological analysis. Demi Bom takes readers on the dangerous ride of a pawn crossing the board in hopes of being promoted into a queen. If you're a fan of Adam Hall's *Quiller*, Barry Eisler's *Killer Collective*, Robert Little Company, Tom Clancy's *Jack Ryan*, Ken Follett's *Eye of the Needle*, Robert Ludlum's *Bourne*, Frederick Forsyth's *Jackal* or other great authors like Eric Ambler, John le Carré, Daniel Silva, Jason Matthews, the *King of Pawns* spy fiction series is sure to satisfy your urge for an excellent, page-turning read.

Analysis of the Game of Chess

Chess has sometimes been at the centre of world politics as it was in the case of Bobby Fischer defeating Boris Spassky in 1972, and six years later when Anatoly Karpov defeated Russian dissident Viktor Korchnoi. Both matches were seen at the time, and also in hindsight, as battles between the Free World and the Communist Bloc, but neither can compare to the events at the 8th Chess Olympiad and the Women's Chess Championship, held in Buenos Aires in August-September 1939. Most of the chess players in 1939 came from countries which would be hugely changed by war: Germany, Poland, Bohemia-Moravia (Czechoslovakia), France, Britain, Norway, Sweden, the Netherlands, Belgium, Denmark, Estonia, Latvia, Lithuania, Bulgaria and Palestine. And there were few players whose lives were not totally affected by the conflict. In 1939, the Americans refused to turn up because they did not regard the money offered as adequate; an I.R.A. bomb scare nearly caused a British player to miss his train; the wife of one player was involved in a major literary controversy which was rocking Guatemala; and the voyage to Buenos Aires helped influence a novella by Stefan Zweig. The tournament began on the day that the Molotov-Ribbentrop Pact was signed, with the final round starting on the day Germany invaded Poland. By that time three of the English team had left, anxious to get across the Atlantic before the U-boats started attacks. And the day before the last round, with the final matches to decide whether the Germans or the Poles would win the Olympiad, the Soviet Union invaded Poland. By this time, the weaker teams had found themselves relegated to

a second league, competing for a cup which turned out not to exist. The tensions around the start of World War II were replicated in Buenos Aires, with many of the chess players choosing to remain in South America rather than return to Europe being engulfed by war. Three English players became code-breakers at Bletchley Park, and of the other players, one died in a Buenos Aires lunatic asylum, one was murdered in the Holocaust, one served in the Wehrmacht, and another perished in a Soviet gulag; with the winner of the Women's Championship was killed in a V-1 attack on London. Using archival resources from around the world, and visits to Argentina and Uruguay, this book is the first to detail the machinations of the Buenos Aires Chess Olympiad which reflected, in so many ways, the political situation in 1939.

Pawns in a Greater Game

Profoundly original book demonstrates how basic relationships of one or two pawns constitute winning strategy. Multitude of examples illustrate theory. 182 diagrams. Index of games.

Pawn

The first move is hers... The Blackcoat Rebellion Book 1 Author of The Goddess Test novels A single test determined her entire future...until she was given a way out Kitty Doe had one chance to prove she could be worthwhile to society. Instead, she walked out of her ranking test as a complete failure, with a permanent "III" tattooed on the back of her neck. At seventeen, she's facing a lifetime of cleaning sewers...and being separated from Benjy, the boy she's loved for as long as she can remember. So when Kitty is offered a chance to escape her fate, it seems like an easy choice. If she says yes, Kitty will be Masked—surgically transformed into Lila Hart, the Prime Minister's niece, who died under mysterious circumstances. As a member of the Hart family—a VII—she will be famous. And for the first time, she will matter. There's only one catch. She must also stop the rebellion that Lila secretly fostered, the same one that got her killed...and one Kitty believes in. Faced with threats, conspiracies and a life that's not her own, she must learn how to become more than a pawn in a twisted game she's only just beginning to understand. "Carter has created an engaging heroine to root for in Kitty and a page-turner full of twists and turns." —Booklist "The actions and plot twists will keep readers satisfied and waiting for more in the series." —School Library Journal

The Game of Love and Death

Foreword by Tim Crothers, author of The Queen of Katwe, now a Disney movie. From her first day in high school April knows she doesn't have what it takes to earn a college scholarship. She encounters a wise school counselor who turns her world upside down and begins to teach April invaluable life skills through a series of encounters then everything begins to change for April. In this moving tale based on true stories, you will learn how the game of chess can develop a strategic mind-set and produces the rare ability to graciously handle set-backs. This success parable weaves powerful life lessons into a gripping story which you cannot set down. Discover the world beyond what you see and into the realm of possibilities.

King of Pawns

The basis for the hit Netflix series! “What Walter Tevis did for pool in *The Hustler*, he does for chess in *The Queen’s Gambit*” (Playboy). When eight-year-old Beth Harmon’s parents are killed in an automobile accident, she’s placed in an orphanage in Mount Sterling, Kentucky. Plain and shy, Beth learns to play chess from the janitor in the basement and discovers she is a prodigy. Though penniless, she is desperate to learn more—and steals a chess magazine and enough money to enter a tournament. Beth also steals some of her foster mother’s tranquilizers to which she is becoming addicted. At thirteen, Beth wins the chess tournament. By the age of sixteen she is competing in the US Open Championship and, like Fast Eddie in *The Hustler*, she hates to lose. By eighteen she is the US champion—and Russia awaits . . . Fast-paced and elegantly written, *The Queen’s Gambit* is a thriller masquerading as a chess novel—one that’s sure to keep you on the edge of your seat. “*The Queen’s Gambit* is sheer entertainment. It is a book I reread every few years—for the pure pleasure and skill of it.” —Michael Ondaatje, Man Booker Prize-winning author of *The English Patient*

The 100 Endgames You Must Know Workbook

First printed in 1957. Author lays out the evidence of how the communists are gaining the upper hand over America in order to implement world control.

The Man in the High Castle

A First Book of Morphy

“The single most resonant and carefully imagined book of Dick’s career.” —New York Times It’s America in 1962. Slavery is legal once again. The few Jews who still survive hide under assumed names. In San Francisco, the I Ching is as common as the Yellow Pages. All because some twenty years earlier the United States lost a war—and is now occupied by Nazi Germany and Japan. This harrowing, Hugo Award-winning novel is the work that established Philip K. Dick as an innovator in science fiction while breaking the barrier between science fiction and the serious novel of ideas. In it Dick offers a haunting vision of history as a nightmare from which it may just be possible to wake. Winner of the Hugo Award

Positional Attacks

Pawns are the soul of chess--and one of the aspects of the game that chess computers just don't handle well. This modern guide to pawn structures, written by an experienced grandmaster, analyzes a variety of typical formations, and explains the approaches, patterns, and techniques used by professionals in all phases of the game. The know-how gained from the sample matches presented will give any player a practical advantage on the board.

The 200 Year Plan

Not since *THE BOOK THIEF* has the character of Death played such an original and affecting part in a book for young people. Flora and Henry were born a few blocks from each other, innocent of the forces that might keep a white boy and an African American girl apart; years later they meet again and their mutual love of music sparks an even more powerful connection. But what Flora and Henry don't know is that they are pawns in a game played by the eternal adversaries Love and Death, here brilliantly reimagined as two extremely sympathetic and fascinating characters. Can their hearts and their wills overcome not only their earthly circumstances, but forces that have battled throughout history? In the rainy Seattle of the 1920's, romance blooms among the jazz clubs, the mansions of the wealthy, and the shanty towns of the poor. But what is more powerful: love? Or death?

Satan, Prince of This World

Stop playing like a pawn and start playing like the king You already know just how enjoyable--and and challenging--the game of chess can be. For those who play, chess leads to a lifetime of fun. But how do you make the first move to learn the rules and transform from a pawn to a king? The path to a perfect checkmate is in your hands! In the pages of this book, you'll find an introduction to all the chess pieces including their strengths and weaknesses, tips on how to protect your pieces and prevent their capture, and guidance on when to attack and defend like a boss. You'll also find a bonus tear-out card to take your new tactics on the go!

Players and Pawns

The 2008 Ossetia War underlined the fact that Georgia is caught in a political struggle between East and West. Per Gahrton analyzes American and Russian policy towards the country and provides a firsthand account of the Rose Revolution of 2003, its origin and aftermath. The book traces the increasing US involvement in Georgia and the Russian reaction of anger, sanctions and, eventually, invasion. Gahrton's analysis is based on interviews with key politicians and his experience as the rapporteur of the European Parliament on South Caucasus. At center stage is the growing opposition against authoritarian aspects of President Mikheil Saakashvili's regime and the mysterious death of Prime Minister Zhvania in 2005. The book also asks if the Rose Revolution was a conspiracy or a genuine popular uprising. This truly authoritative account of Georgia is a must for students studying international relations in the aftermath of The Cold War.

Fundamental Chess Strategy in 100 Games

"The Money Power" contains two classic books on geopolitics, "Pawns in the Game" and "Empire of the City", which present the thesis that the wars and revolutions of modern times have been engineered by an English-speaking finance oligarchy to perpetuate their balance of power over the world. They are the power behind the British throne and the American government. Behind a mask of liberal democracy, their method is subversion, destruction of the old world order, and the humiliation of all rival power centres. The money power controls world politics, behind the scenes and in full view. It is a corrupt, cynical oligarchy that buys all the governments it can - with their own funds. This power of money also stares us in

the face as a relentless effort to determine every aspect of our family life, work and values, magnetising everything. In "Pawns in the Game," Wm. Guy Carr sets out his famous Three World Wars scenario. WWI was planned to topple the Russian and German empires and set up the conflict between Fascism and Bolshevism. WWII was to eliminate Germany as a world power and set up Israel instead. WWIII, which we are now leading up to, is planned to mutually annihilate Zionism and Islam in a global conflict that bankrupts the entire world, ending in absolute rule by the Money Masters. Carr emphasises the role of the Illuminati in carrying out this plot, while Knuth's "Empire of the City" focuses on the British Empire and its balance of power intrigues.

Pawns in the Game

How do you protect the girl, when the most dangerous threat in her life is you? Kane Bishop is a professional enforcer, smuggler, all-around law breaker, and the latest resident of a tiny town hidden by mountains and forest. His job is to keep his kingpin boss safe and off the local law enforcement's radar. But when Jessica Lenaghan - immediate family to the police that just won't mind their own damn business - steps into Kane's world, his protective instincts take a wild one-eighty and his focus shifts to someone other than the man he works for. Jess is months away from sitting the bar exam, but she has a point to prove: she doesn't always have to be the good, dependable girl in the family. But dipping her toes into Kane's world turns into something she never anticipated. When drugs, guns, and wh*res are involved, all bets are off. Join the crew on a nail-biting ride of adrenaline, murder, and one good-girl shooting at her bad-boy because he annoyed her one too many times. Pawns In The Bishop's Game is book 1 in The Checkmate Series, and can be read as a complete Standalone. This book is intended for an 18+ audience and contains graphic scenes that may be disturbing to readers. Includes drug use, sexual assault, and violent scenes.

White King and Red Queen

This book would bring something new into your chess library. In computer era focus is usually on openings. Watching broadcasts new generations rather choose games with favorite opening played seeking for some interesting idea or even brilliant novelty. I offer and recommend different concept, based on famous Soviet chess school. Focus should be on understanding strategy concepts, principles and inner logic. Fashionable opening lines will be forgotten (or re-evaluated) sooner or later, but understanding cannot be lost and can be only upgraded. It is sad to see some player well equipped with opening lines, unable to realize big positional advantage in deep endgame. So, our advice is to learn about Strategy and Logic. The book is highly recommended for club players, advanced players and masters, although even higher rated players can find a lot of useful things for themselves. There is no doubt lower rated players will learn a lot about thinking process and making decisions, while some logical principles can be good advice for strong players also.

The Power of Pawns

AlphaZero, the self-learning artificial intelligence system created by DeepMind, had been fed nothing but the rules of the Royal Game when it beat the world's strongest chess engine. The games that were published created a sensation: how was it possible to play in such a brilliant and risky style and not lose a single game against an opponent of superhuman strength? Matthew Sadler and Natasha Regan investigated more than two thousand previously unpublished games by AlphaZero. They also had unparalleled access to its developers and were offered a unique look 'under the bonnet'. Sadler and Regan reveal AlphaZero's thinking process and tell the story of its creation. *Game Changer* also presents a collection of lucidly explained chess games of astonishing quality. Both professionals and club players will improve their game by studying AlphaZero's stunning discoveries in every field that matters: opening preparation, piece mobility, initiative, attacking techniques, long-term sacrifices and much more. *Game Changer* offers intriguing insights into the opportunities and horizons of Artificial Intelligence. With a foreword by former World Chess Champion Garry Kasparov and an introduction by DeepMind CEO Demis Hassabis.

Pawns in a Larger Game

'If you want to improve at chess, you must know the characteristics of typical pawn formations. Understanding the pawn structure is a key tool when you are evaluating a position on the board. One simple pawn move can ruin your position or win the game. Post-beginners should know the basic essentials of chess structures and that is what this modern training manual focuses on. Experienced chess teacher Jörg Hickl helps you to: - Assess the strengths and weaknesses of pawn structures - Recognize strategic patterns - Identify how you can improve your position - Develop a plan of action *The Power of Pawns* provides common sense guidance and Jörg Hickl uses practical examples to explain typical structures, strategies and plans. His tips and exercises are both highly enjoyable and to the point.

Endgame Virtuoso Magnus Carlsen

Garry Kasparov was the highest-rated chess player in the world for over twenty years and is widely considered the greatest player that ever lived. In *How Life Imitates Chess* Kasparov distills the lessons he learned over a lifetime as a Grandmaster to offer a primer on successful decision-making: how to evaluate opportunities, anticipate the future, devise winning strategies. He relates in a lively, original way all the fundamentals, from the nuts and bolts of strategy, evaluation, and preparation to the subtler, more human arts of developing a personal style and using memory, intuition, imagination and even fantasy. Kasparov takes us through the great matches of his career, including legendary duels against both man (Grandmaster Anatoly Karpov) and machine (IBM chess supercomputer Deep Blue), enhancing the lessons of his many experiences with examples from politics, literature, sports and military history. With candor, wisdom, and humor, Kasparov recounts his victories and his blunders, both from his years as a world-class competitor as well as his new life as a political leader in Russia. An inspiring book that combines unique strategic insight with personal memoir, *How Life Imitates Chess* is a glimpse inside the mind of one of today's greatest and most innovative thinkers.

Pawns In The Bishop's Game

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