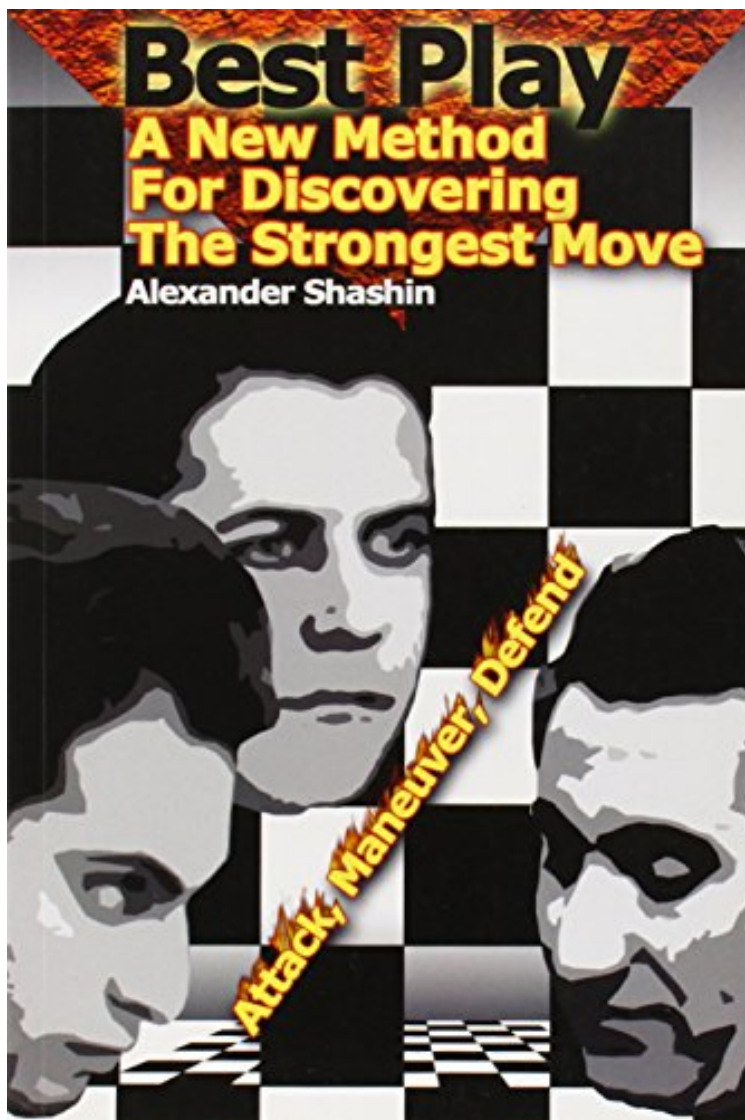


[Mobile pdf] Best Play: A New Method For Discovering The Strongest Move

## Best Play: A New Method For Discovering The Strongest Move

Alexander Shashin

*\*Download PDF / ePub / DOC / audiobook / ebooks*



[Download](#)

[Read Online](#)

#1757519 in Books The House of Staunton, Inc. 2013-07-16 Original language: English PDF # 1 9.00 x .75 x 6.00l, 1.15 #File Name: 1936277468404 pages Author: Alexander Shashin Pages: 401 Publication Years: 2013 | File size: 20.Mb

**Alexander Shashin : Best Play: A New Method For Discovering The Strongest Move** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Best Play: A New Method For Discovering The Strongest Move:

3 of 4 people found the following review helpful. A Starting Point For Better Play By M. Bateman The book is entertaining to read and slightly original. I liked it enough to make a chess program based on what was read. The 5 criteria values for any position is just a gauge (like gas, tire pressure etc). Useful for finding candidate moves. The book

is slightly Tal biased. More work is needed. 34 of 42 people found the following review helpful. Good ideas but useless to OTB player

**By Manuel Lopez Michelone** This is a very preliminary review. Take this in account, please. From time to time there are people who think have the secret for chess (I can recall Moskalenko "revolutionize your chess" series - see my review). The new book of Alexander Shashin, a physicist and chess trainer, looks to me a new approach to analyse chess positions. He works in three chess models: Tal's, Capablanca's and Petrosian's styles of playing, to try to find out how they think to find their moves and how to teach people to use these "chess algorithms" in our games. Shashin's style of writing is like having a chat with him. Sometimes he is trying to convince the reader about the benefits of analysing a chess position using the "principles" of Tal's algorithm. He spend a lot of time working on very difficult positions from Tal's games, to convince the reader about his method to find the strongest move. The examples are really amazing and you can see the magnificent Tal in action. He was one of a kind and in fact, I don't think you can dissect this style of play, because is not only about concepts (or rules) of what to do, is about deep calculations and an amazing chess imagination of the former world champion. Tal is unique and certainly, to try to put in pieces how he plays chess looks, I repeat, a good idea to try, but I think there is no proactical algorithm to mimic Tal's style if you don't know how to calculate so deeply in the position. (By the way, I found in three games, three typographical mistkes in Tal's games. Surprising because with all these wonderful tools to edit chess contents, to make these sort of errors looks absurd). The author works in the same manner with Capablanca and Petrosian. He tries to dissect their style and propose some sort of Capablanca's algorithm and another one for Petrosian. They are very similar in conception to Tal's algorithm but in some way, Shashin adds some peculiarities of simplification of Capablanca's style. He does the same with Petrosian's algorithm, adding the profilaxis style of the former world champion. Shashin's algorithm is some sort of an spectrum of the three analysed styles. Shashin uses Rybka and Fritz as chess assistants, and the engines reveal many times holes in previous analysis, even from Kasparov's Great Predecessors books. This is pretty normal: chess engines are really improving since Kasparov's work. Because Shashin is a physicist, he add to his algorithm some mathematical notation. In my opinion this is good for a computer model of trying to find the strongest move, but I don't think is very useful for a OTB player. In fact, with some friends (FMs and IMs) we tried Shashin's ideas and even with open mind from my colleagues, we didn't find a practical method for finding the strongest move. The second part of the book is some sort of training his approach to find the strongest move on the board. He starts with some simple positions and ends with complex positions. Finally Shashin have a chapter called "Positions for self-study". I am starting this second part of the book and I want to give some credit to Shashin idea, but to me, the first part, where the author describes his method, is useless. No chess player analyse the way Shashin recommends and in fact, I don't think is a human approach. I will -anyway- give a try and I hope to rewrite soon my findings in this second part of the book. So far, I think a good test for Shashin ideas is to program them in a real computer and see if the machine can find the strongest move using the algorithm proposed. But for a real OTB players, this books seems to be a waste of time.

7 of 11 people found the following review helpful. Computer Programmer?

**By Nimzo-Karpov** This is a preliminary review. I have admired and followed Sashin's writing over a number of years. He conceptualizes three types of chess positons: The Petrosian (defending); The Capablanca (positional maneuvering) and Tal (attacking). After leafing through the book and reading the first couple of chapters, this is my conclusion. This is a great book if you are into Chess Computer programming. In fact, Shashin has produced and sells, download only I believe, his own computer program. Otherwise, the material is unwieldy. I am anxious to see some other reviews by stronger players. As indicated, this is a preliminary review.

Have you ever wished for a formula to help you decide what move to make in any given chess position? In this ambitious and groundbreaking work, physicist and chess master Alexander Shashin presents the fruit of three decades of research into the elements of the game. He breaks down the position into mathematical ratios that compare the fundamental factors of material, mobility, safety, and space for each side, leading you to the proper plan and the mental attitude to adopt in light of whats happening on the board. Relying on the games of three world champions with distinctive playing styles Tal, Capablanca, and Petrosian and backed up by personal and computer-aided analysis, Best Play explains how Shashins approach works in practice to guide your decisions in all kinds of situations, including those too wild and murky to provide clear-cut conclusions. Some 125 high-level examples are followed by 125 exercises with solutions to help you learn the method. Not just a textbook for the chess scientist to ponder in the lab, Best Play offers a fully formed philosophy of the game to prepare the chess warrior for any kind of battle.

**About the Author** Alexander Shashin is a chess theoretician and author in St. Petersburg, Russia, where he trains young international players.