



Chess Bibliography: Encyclopaedia of Chess Endings IV

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NEW Encyclopaedia of Chess Endings IV

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|  | <p>Title: Encyclopaedia of Chess Endings IV Author: Editorial Board et. Contributors Editorial: Chess Informant (Sahovski Informator) ISBN: 86-7297-015-2, 446 pages Copyright: Sahovski Informator, 1989</p> <p>Abstract: This IVth volume of the Encyclopaedia of Chess Endings is totally dedicated to the most difficult endgames of all, Queen endings. Here you'll find 1800 outstanding and comprehensive endings, thoroughly classified, fully analyzed. 100s of them (the most subtle ones), have been computer-analyzed with KDKT and BELLE, showing up a new dimension: error-free, exact, optimum analysis.</p> |
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Review:

This outstanding book is part of the essential **Encyclopaedia of Chess Endings**, a monumental five volume opus where all chess endings are presented and analyzed in a most clear and comprehensive way.

The diverse volumes are dedicated to Pawn Endings, Rook Endings (two volumes), Minor Pieces Endings, and the IVth volume reviewed here, **Queen Endings**.

Queen endings have a well deserved fame of being among the most difficult endings in practice. The Queens have awesome power, and on an almost empty board they can roam to and fro, with scores of possible moves, torturing the enemy king with countless checks and threats.

This book features no less than 1800 relevant Queen Endings, taken both from theory and composed studies, as well as actual play. Here you'll find Queen endings from games of absolutely all top Grandmasters and World Champions, both present and past, such as **Kasparov**, **Karpov**, **Miles**, **Short**, **Yusupov**, **Anand**, **Korchnoi**, **Fischer**, etc. The alphabetical list begins with **Abramov** and ends with **Zoltan**, and everyone who's someone in chess is in there.

All 1800 endings are thoroughly analyzed, including comments, variations, and evaluations, by such contributors specialized in endgames as **Adorjan**, **Averbach**, **Botvinnik**, **Ftacnik**, **Hubner**, **Minev**, **Nunn**, **Speelman**, and **Svesnikov**. Also, this one volume has an *added dimension*: hundreds among the 1800 endings, the most subtle, difficult ones, have been completely analyzed with the aid of the powerful computer programs **BELLE** (**Ken Thompson**), and special-purpose **KDKT** (**Hans Zellner**), so you can have *exact, error-free, optimum analysis* (some of them very, very lengthy and difficult) of a very important subset of endings.

All endings are analyzed using *figurine algebraic notation*, and all texts are given in *10 languages*, including English, Spanish, French, German, Italian, Greek, Japanese and Arabic, among others. Each one of the 1800 endings has a graphic diagram, with full identification as of players/composer, dates, etc. All comments and evaluations are given using a proprietary code system independent of the language, and include such fine assessments as "*White stands slightly better*", "*development advantage*", "*a move deserving attention*", "*novelty*", "*advantage in number of pawns*", "*match*", or "*editorial comment*", among some 60 different possibilities covering every nuance.

The endings are classified in 9 different "chapters", from **KQ vs K** to all kind of combinations of pieces on the board, such as **KQN vs KBB** or **KQ vs KNNB** and all variations in between, with or without pawns.

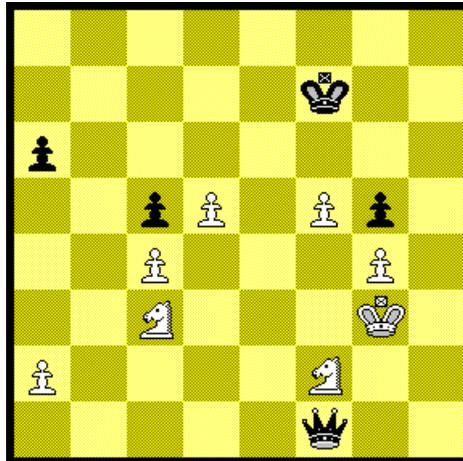
A number of positions are **multifaceted** in fact, such as **#44**, which allows the white King to be in *32 different starting squares*, and all are dealt with. The amount of detail in the analysis is outstanding, such as position **#851** (FEN: 6k1/8/6p1/7p/p6P/4Q1P1/2q5/6K1/b), where the analysis goes on to *48 full moves, 96 plies*, including a sizable number of variations.

Or **#705** (FEN: 8/6q1/6P1/8/4Q1K1/k7/8/8/b), where **BELLE** gives out the exact *98-ply* Principal Variation and sub-variations. Same goes for **#238** (FEN: 6Q/8/8/8/3k4/4r3/8/7K/w), where **KDKT** prints variations going as deep as *50 plies*.

The book closes with two most useful alphabetical indexes, the **Index of Players** for the endings taken out from actual games, and the **Index of Composers** for all endings which are in fact composed studies.

Here is a sample position from this book: #1104, quoted from pag. 271:

#1104: Paunovic vs. Skembris, 1983: Black to play and win



FEN: 8/5k2/p7/2pP1Pp1/2P3P1/2N3K1/P4N2/5q2/ b

1. ... Kf8 !!

Reviewer Notes:

In this difficult ending taken from an actual game, the only move that wins is **1. ... Kf8 !!**. The tempting move **1. ... Qxc4** only gives a draw after White answers **2. Nfe4**.

The Principal Variation given by **Skembris** in his analysis runs like this:

1. ... Kf8 !! 2. d6 Qc4 3. Nfe4 Qf1 4. Nf2 Qc1 5. Nce4 Qe3 6. Kg2 c4 7. f6 Ke8 8. Ng3 c3 9. d7 Kd7 10. f7 Qe7 11. Nd3 c2 12. Nf5 Qf7 13. Ne5 Ke6

and White resigned. The analysis includes also six main variations, fully commented using the proprietary code system.

Chess Genius 1.0, running on a P100 and using a hash table of 320 Kb (as always), does not find the correct move **1. ... Kf8 !!**. After some 7 hours, it reaches a depth of 14/26 plies, yet it only discovers the drawing move **1. ... Qf1xc4**, evaluated at +1.75. Not good.

Crafty 12.9 running on the same hardware, with a larger 6 Mb hash table, plus another Mb for the pawn structures, looks at 15/20 plies in some 3 hours, but cannot find the winning move, just the same drawing move as CG1.0, namely **1. ... Qxc4**, though with a larger evaluation, +2.620.



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