

# Kasparov Fighting Chess 1999 2005

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*Zurich International Chess Tournament, 1953* - David Bronstein 2019-12-29

This legendary tournament features 210 hotly contested games, many of them masterpieces of the first rank. The first authoritative English translation from the Russian, this volume was written by one of the leading competitors. Its perceptive coverage includes games by Smyslov, Keres, Reshevsky, Petrosian, and 11 others. Algebraic notation. 352 diagrams.

**Mastering the Chess Openings** - John Watson 2006

Presents information on the ideas and strategies for chess openings.

**The Queen of Katwe** - Tim Crothers 2012-10-09

Now a major motion picture starring Academy Award winner Lupita Nyong'o and David Oyelowo, directed by Mira Nair. The "astonishing" (The New York Times Book Review) and "inspirational" (Shelf Awareness) true story of Phiona Mutesi—a teenage chess prodigy from the slums of Uganda. One day in 2005 while searching for food, nine-year-old Ugandan Phiona Mutesi followed her brother to a dusty veranda where she met Robert Katende. Katende, a war refugee turned missionary, had an improbable dream: to empower kids in the Katwe slum through chess—a game so foreign there is no word for it in their native language. Laying a chessboard in the dirt, Robert began to teach. At first children came for a free bowl of porridge, but many grew to love the game that—like their daily lives—requires persevering against great obstacles. Of these kids, one girl stood out as an immense talent: Phiona. By the age of eleven Phiona was her country's junior champion, and at fifteen, the national champion. Now a Woman Candidate Master—the first female titled player in her country's history—Phiona dreams of becoming a Grandmaster, the most elite level in chess. But to reach that goal, she must grapple with everyday life in one of the world's most unstable countries. The Queen of Katwe is a "remarkable" (NPR) and "riveting" (New York Post) book that shows how "Phiona's story transcends the limitations of the chessboard" (Robert Hess, US Grandmaster).

**ESPN Sports Almanac 2005** - Gerry Brown 2004-12-08

The #1 bestselling sports almanac is the ultimate resource for sports professionals and fans everywhere. ESPN, the worldwide leader in sports, once again brings enthusiasts the most authoritative sports reference book ever published. Whether in search of new world records, trivia knowledge, or the most intriguing sports stories of the past year, sports fans will welcome the latest edition of this bestselling almanac, which showcases all the facts like no other almanac. ESPN fans will find familiar segments from many of ESPN's outlets, including studio shows, radio, on-line, and ESPN The Magazine, as well as: --In-depth branding of statistics from ESPN'S award-winning "Inside the Numbers" --SportsCenter's Top Ten Moments from each sport --Exclusive essays and analysis from your favorite ESPN personalities --Hundreds of photographs --Thousands of tables and graphics --Fast access to all the facts: world records, champions, year-by-year, sport-by-sport --Top sports news stories of the year --A full recap of the 2004 World Series, 2004 Summer Olympics, and 2004 Ryder Cup Reflecting the distinctive personality of ESPN, and packed with the sports highlights and details of the past year, the 2005 ESPN Sports Almanac is clearly the champion in its field.

*Zero to One* - Peter Thiel 2014-09-16

#1 NEW YORK TIMES BESTSELLER • "This book delivers completely new and refreshing ideas on how to create value in the world."—Mark Zuckerberg, CEO of Meta "Peter Thiel has built multiple breakthrough companies, and Zero to One shows how."—Elon Musk, CEO of SpaceX and Tesla The great secret of our

time is that there are still uncharted frontiers to explore and new inventions to create. In *Zero to One*, legendary entrepreneur and investor Peter Thiel shows how we can find singular ways to create those new things. Thiel begins with the contrarian premise that we live in an age of technological stagnation, even if we're too distracted by shiny mobile devices to notice. Information technology has improved rapidly, but there is no reason why progress should be limited to computers or Silicon Valley. Progress can be achieved in any industry or area of business. It comes from the most important skill that every leader must master: learning to think for yourself. Doing what someone else already knows how to do takes the world from 1 to n, adding more of something familiar. But when you do something new, you go from 0 to 1. The next Bill Gates will not build an operating system. The next Larry Page or Sergey Brin won't make a search engine. Tomorrow's champions will not win by competing ruthlessly in today's marketplace. They will escape competition altogether, because their businesses will be unique. *Zero to One* presents at once an optimistic view of the future of progress in America and a new way of thinking about innovation: it starts by learning to ask the questions that lead you to find value in unexpected places.

*Eight Good Men* - Dorian Rogozenco 2021-06-06

The 2020-2021 FIDE Candidates tournament held in Ekaterinburg, starring super-grandmasters Ian Nepomniachtchi, Maxime Vachier-Lagrave, Anish Giri, Fabiano Caruana, Ding Liren, Alexander Grischuk, Kirill Alekseenko and Wang Hao, delivered an awesome display of fighting chess. Grandmaster and FIDE Senior Trainer Dorian Rogozenco, coach of the German national team from 2014-2020, provides a comprehensive move by move analysis of all 56 games together with an assembled Dream Team of 13 super-class GM guest commentators including Garry Kasparov and Boris Gelfand. The commentary covers opening strategy and novelties, middlegame battles and instructive endgames, psychology and practical observations, together comprising a swathe of learning material valuable to players from club level to titled masters. The book is illustrated with a selection of official FIDE photographer Lennart Ootes's best shots from both halves of the event.

*Winter Is Coming* - Garry Kasparov 2015-10-27

The stunning story of Russia's slide back into a dictatorship-and how the West is now paying the price for allowing it to happen. The ascension of Vladimir Putin-a former lieutenant colonel of the KGB-to the presidency of Russia in 1999 was a strong signal that the country was headed away from democracy. Yet in the intervening years-as America and the world's other leading powers have continued to appease him-Putin has grown not only into a dictator but an international threat. With his vast resources and nuclear arsenal, Putin is at the center of a worldwide assault on political liberty and the modern world order. For Garry Kasparov, none of this is news. He has been a vocal critic of Putin for over a decade, even leading the pro-democracy opposition to him in the farcical 2008 presidential election. Yet years of seeing his Cassandra-like prophecies about Putin's intentions fulfilled have left Kasparov with a darker truth: Putin's Russia, like ISIS or Al Qaeda, defines itself in opposition to the free countries of the world. As Putin has grown ever more powerful, the threat he poses has grown from local to regional and finally to global. In this urgent book, Kasparov shows that the collapse of the Soviet Union was not an endpoint-only a change of seasons, as the Cold War melted into a new spring. But now, after years of complacency and poor judgment, winter is once again upon us. Argued with the force of Kasparov's world-class intelligence, conviction, and hopes for his home country, *Winter Is Coming* reveals Putin for what he is: an existential

danger hiding in plain sight.

Rules of Play - Katie Salen Tekinbas 2003-09-25

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Bobby Fischer Teaches Chess - Bobby Fischer 1982-07-01

A one-of-a-kind masterclass in chess from the greatest player of all time. Learn how to play chess the Bobby Fischer way with the fastest, most efficient, most enjoyable method ever devised. Whether you're just learning the game or looking for more complex strategies, these practice problems and exercises will help you master the art of the checkmate. This book teaches through a programmed learning method: It asks you a question. If you give the right answer, it goes on to the next question. If you give the wrong answer, it explains why the answer is wrong and asks you to go back and try again. Thanks to the book's unique formatting, you will work through the exercises on the right-hand side, with the correct answer hidden on the next page. The left-hand pages are intentionally printed upside-down; after reaching the last page, simply turn the book upside-down and work your way back. When you finish, not only will you be a much better chess player, you may even be able to beat Bobby Fischer at his own game!

How to Think Like Leonardo da Vinci - Michael J. Gelb 2009-10-21

This inspiring and inventive guide teaches readers how to develop their full potential by following the example of the greatest genius of all time, Leonardo da Vinci. Acclaimed author Michael J. Gelb, who has helped thousands of people expand their minds to accomplish more than they ever thought possible, shows you how. Drawing on Da Vinci's notebooks, inventions, and legendary works of art, Gelb introduces Seven Da Vincian Principles—the essential elements of genius—from curiosity, the insatiably curious approach to life to connession, the appreciation for the interconnectedness of all things. With Da Vinci as your inspiration, you will discover an exhilarating new way of thinking. And step-by-step, through exercises and provocative lessons, you will harness the power—and awesome wonder—of your own genius, mastering such life-changing abilities as: •Problem solving •Creative thinking •Self-expression •Enjoying the world around you •Goal setting and life balance •Harmonizing body and mind Drawing on Da Vinci's notebooks, inventions, and legendary works of art, acclaimed author Michael J. Gelb, introduces seven Da Vincian principles, the essential elements of genius, from curiosity, the insatiably curious approach to life, to connession, the appreciation for the interconnectedness of all things. With Da Vinci as their inspiration, readers will discover an exhilarating new way of thinking. Step-by-step, through exercises and provocative lessons, anyone can harness the power and awesome wonder of their own genius, mastering such life-changing skills as problem solving, creative thinking, self-expression, goal setting and life balance, and harmonizing body and mind.

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies - Erik Brynjolfsson 2014-01-20

A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

**Garry Kasparov's Fighting Chess** - Garry Kasparov 1995

This edition describes how Gary Kasparov progressed from prodigy to champion and gives details of his

recent career from 1988 to 1995. It also affords insight into the thought processes of the man who has been chess World Champion since 1985. Many of the game notes are Kasparov's own.

*Garry Kasparov on Garry Kasparov, Part 3* - Garry Kasparov

Garry Kasparov on Garry Kasparov: Part III is the final volume in a major three-volume series made unique by the fact that it records the greatest chess battles played by the greatest chessplayer of all-time.

Kasparov's series of historical volumes have received great critical and public acclaim for their rigorous analysis and comprehensive detail regarding the developments in chess that occurred both on and off the board. The first two volumes in this series saw Kasparov emerging as a huge talent, toppling his great rival Anatoly Karpov and then defending the World Championship title on three occasions. This third volume focuses on the final 12 years of Kasparov's career up until his retirement from full-time chess in 2005. This period witnessed three further World Championship matches: wins against Short (London 1993) and Anand (New York 1995) before the loss against Kramnik (London 2000) which finally ended Kasparov's 15-year tenure as world champion. This period also saw Kasparov achieve a colossal 2851 rating (1999), a record which stood until 2013. Despite loss of the World Championship, Kasparov continued to be ranked as the world number one and dominated the elite tournament circuit. He won the Linares super-tournament for four consecutive years (1999-2002) with the fourth of these victories in 2002 concluding an unprecedented run of ten straight wins in the world's elite events (Linares 4, Wijk aan Zee 3, Sarajevo 2 and Astana 1). The games in this volume feature many masterpieces of controlled aggression played against the world's absolute best.

Invisible Chess Moves - Emmanuel Neiman 2014-02-01

Every chess player knows that some moves are harder to see than others. Why is it that, frequently, uncomplicated wins simply do not enter your mind? Even strong grandmasters suffer from blind spots that obscure some of the best ideas during a game. What is more: often both players fail to see the opportunity that is right in front of their eyes. Neiman and Afek have researched this problem and discovered that there are actually reasons why your brain discards certain ideas. In this book they demonstrate different categories of hard-to-see chess moves and clearly explain the psychological, positional and geometric factors which cloud your brain. *Invisible Chess Moves* with its many unique examples, instructive explanations and illuminative tests, will teach how to discover your blind spots and see the moves which remain invisible for others. Your results at the board will improve dramatically because your brain will stop blocking winning ideas.

Vishy Anand - Vishy Anand 2001

Vishy Anand explains the secrets of his finest games.

*Breaking Through* - Susan Polgar 2005

Provides an inside view of the lives of the Polgar sisters, each with their own goals and aspirations. This book takes readers through the incredible development of the three sisters as they pursued their dreams. It also includes a compilation of some of the Polgar sisters' most stunning chess games.

*Chess and the Art of Negotiation* - Anatoly Karpov 2006

**How Life Imitates Chess** - Garry Kasparov 2010-08-10

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.

*Endgame Virtuoso Magnus Carlsen* - Tibor Karolyi 2018-07-20

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.

**Smart Chip From St Petersburg** - Genna Sosonko 2014-06-06

Genna Sosonko paints portraits of players, both famous and forgotten, from the golden age of Soviet chess, as well as highly personal views on the psychology of the game and its players. This volume radiates the author's love and devotion to chess, yet is tempered by objectivity and detachment. It will enchant not only chess players, but all who recognize the cultural value of chess.

**Understanding the Grünfeld** - Jonathan Rowson 1999

A book written by a leading expert on the Grünfeld defense.

*Beyond Material* - Davorin Kuljasevic 2019-09-20

In order to win a game of chess you very often have to sacrifice material. Gathering the courage to do so while accurately assessing the potential benefits is a real challenge. The big question is always: what's my compensation? Generations of chess players grew up with the idea that a sacrifice was correct if the material was swiftly returned, with interest. Almost by reflex, they spent lots of time counting, quantifying the static value of their pieces. But is that really the best way to determine the correctness of a sacrifice? In this book, Grandmaster Davorin Kuljasevic teaches you how to look beyond the material balance when you evaluate positions. With loads of instructive examples he shows how the actual value of your pieces fluctuates during the game, depending on many non-material factors. Some of those factors are space-related, such as mobility, harmony, outposts, structures, files and diagonals. Other factors are related to time, and to the way the moves unfold: tempo, initiative, a threat, an attack. Modern chess players need to be able to suppress their need for immediate gratification. In order to gain the upper hand you often have to live with uncertain compensation. With many fascinating examples, Kuljasevic teaches you the essential skill of taking calculated risks. After studying *Beyond Material*, winning games by sacrificing material will become second nature to you.

*My Career* - Viswanathan Anand 2008

Windows Vista / XP

**Garry Kasparov on My Great Predecessors: Steinitz, Lasker, Capablanca, Alekhine** - Garri Kimovich Kasparov 2003

**The Longest Game** - Jan Timman 2019-02-14

On September 10, 1984, Anatoly Karpov and Garry Kasparov appeared on the stage of the Hall of Columns in Moscow for the first game of their match for the World Chess Championship. The clash between the reigning champion and his brazen young challenger was highly anticipated, but no one could have foreseen what was in store. In the next six years they would play five matches for the highest title and create one of the fiercest rivalries in sports history. The matches lasted a staggering total of 14 months, and the 'two K's' played 5540 moves in 144 games. The first match became front page news worldwide when after five months FIDE President Florencio Campomanes stepped in to stop the match citing exhaustion of both participants. A new match was staged and having learned valuable lessons, 22-year-old Garry Kasparov became the youngest World Chess Champion in history. His win was not only hailed as a triumph of imaginative attacking chess, but also as a political victory. The representative of 'perestroika' had beaten

the old champion, a symbol of Soviet stagnation. Kasparov defended his title in three more matches, all of them full of drama. Karpov remained a formidable opponent and the overall score was only 73-71 in Kasparov's favour. In *The Longest Game* Jan Timman returns to the Kasparov-Karpov matches. He chronicles the many twists and turns of this fascinating saga, including his behind-the-scenes impressions, and takes a fresh look at the games.

**Fighting Chess with Magnus Carlsen** - Adrian Mikhhalchishin 2011-12

Presents detailed annotations to sixty-four of the best games of Magnus Carlsen, an elite and well-known chess player.

**My 60 Memorable Games** - Bobby Fischer 1995

A collection of the 60 best games of Bobby Fischer, analyzed by himself. The games are reset by John Nunn into modern algebraic notation, providing an insight into the methods and thought processes of one of the greatest chess champions.

**Paul Morphy** - David Lawson 1976

**Garry Kasparov's Greatest Chess Games** - Igor Stohl 2006-02-05

Garry Kasparov has dominated the chess world for more than twenty years. His dynamism and preparation have set an example that is followed by most ambitious players. Igor Stohl has selected the best and most instructive games from Kasparov's later years, and annotated them in great detail. The emphasis is on explaining the thoughts behind Kasparov's decisions, and the principles and concepts embodied by his moves. Stohl provides a wealth of fresh insights into these landmark games, together with many new analytical points. This makes the book outstanding study material for all chess enthusiasts. Garry Kasparov was born in 1963, and burst onto the scene in the late 1970s with a series of astonishing results in Soviet and international events. In 1985 he became the youngest world champion in history by defeating Anatoly Karpov in an epic struggle. When he announced his retirement from professional chess twenty years later, he was still world number 1. Kasparov is an internationally renowned figure, famous even among the non-chess-playing public.

**Kasparov's Fighting Chess 1993-1998** - Tibor Karolyi 2006-07-27

Garry Kasparov has dominated the world of competitive chess for longer than any world champion. The period 1993-1998 represents one of the richest phases in his career. With the announcement of his retirement, it is only appropriate that the games should now be appreciated in the greatest depth possible. Earlier games are analyzed with computer assistance for the first time - sometimes revealing blemishes in existing analysis - showing the richness of thought and the supreme versatility of the player many consider to be the greatest of all time. Particular emphasis is placed on evaluations of the openings chosen and statistics on the champion's record against his most fiercely competitive rivals. The author, International Master Tibor Károlyi, who played against Kasparov as a World Junior, gives an appreciation of an undoubted genius - this is an unashamed celebration of dynamism, diligence, desire and fighting chess.

**Deep Thinking** - Garry Kasparov 2017-05-02

Garry Kasparov's 1997 chess match against the IBM supercomputer Deep Blue was a watershed moment in the history of technology. It was the dawn of a new era in artificial intelligence: a machine capable of beating the reigning human champion at this most cerebral game. That moment was more than a century in the making, and in this breakthrough book, Kasparov reveals his astonishing side of the story for the first time. He describes how it felt to strategize against an implacable, untiring opponent with the whole world watching, and recounts the history of machine intelligence through the microcosm of chess, considered by generations of scientific pioneers to be a key to unlocking the secrets of human and machine cognition. Kasparov uses his unrivaled experience to look into the future of intelligent machines and sees it bright with possibility. As many critics decry artificial intelligence as a menace, particularly to human jobs, Kasparov shows how humanity can rise to new heights with the help of our most extraordinary creations, rather than fear them. *Deep Thinking* is a tightly argued case for technological progress, from the man who stood at its precipice with his own career at stake.

**A Very Expensive Poison** - Luke Harding 2020-04-13

A shocking assassination in the heart of London. In a bizarre mix of high-stakes global politics and

radioactive villainy, a man pays with his life. At this time of global crises and a looming new Cold War, *A Very Expensive Poison* sends us careering through the shadowy world of international espionage from Moscow to Mayfair. Lucy Prebble (*Enron*, *The Effect*) brings a shocking story to the stage, adapted from the book by Luke Harding, with an astute mix of real events, vaudeville and thriller. This edition was published to coincide with the World Premiere at the Old Vic Theatre, London, in 2019.

***The Complete Idiot's Guide to Chess, 3rd Edition*** - Patrick Wolff 2005-05-03

Written by a U.S. Chess Champion, International Chess Grandmaster, and longtime instructor, this book includes information for both novice and expert, including over 400 illustrated chessboards and photos; over 20 pages of detailed answer key notes; a completely new chapter on new evidence about chess and its impact on brain power; a guide to the art of chess collectibles; and more. - Foreword by Larry Evans, former International Grandmaster and author of 20 highly acclaimed chess books and a popular monthly advice column in *Chess Life* - For the beginner or the champ, and for young and old

*How Magnus Carlsen Became the Youngest Chess Grandmaster in the World* - Simen Agdestein 2013-10-01

At the age of 13 years, 4 months and 26 days, Magnus Carlsen became the youngest chess grandmaster in the world. The international press raved about the Norwegian prodigy. The Washington Post even called him 'the Mozart of chess'. Ten years on Magnus Carlsen is the number one in the world rankings and a household name far beyond chess circles. Time Magazine listed him as one of the 100 most influential people in the world in 2013. *How Magnus Carlsen Became the Youngest Chess Grandmaster in the World* is the fairy-tale-like story of his rise. The story-teller could not have been better qualified. Simen Agdestein trained Magnus in the years leading up to his grandmaster title, repeatedly pinching himself in amazement at his pupil's lightning progress. While you follow Magnus on his wonderful journey, Agdestein is your guide, providing insights into the Carlsen family life and explaining the secrets of Magnus' play in clear and instructive comments. This is an inspiring book for any chess player. It will fascinate parents and help gifted children to realize their full potential.

*Chess for Success* - Maurice Ashley 2005-08-09

Maurice Ashley immigrated to New York from Jamaica at the age of twelve, only to be confronted with the harsh realities of urban life. But he found his inspiration for a better life after stumbling upon a chess book and becoming hypnotized by the game. He would eventually break the chess world's color lines by becoming an International Grandmaster in 1999. Ashley realized that chess strategies could be used as an educational tool to help children avoid the pitfalls often associated with growing up. In this book, he serves up compelling anecdotes about how chess has positively affected young players. He also offers tips on technique, how to make the game fun for children of all ages and levels, and how to overcome the myth that chess isn't cool. Through his guidance, readers will understand how chess strategies can improve a child's mental agility, creativity, and problem-solving skills. *Chess for Success* is a much-anticipated resource for

parents, teachers, counselors, youth workers, and chess lovers.

***The British National Bibliography*** - Arthur James Wells 2007

*A History of Chess* - Harold James Ruthven Murray 1913

*Red Notice* - Bill Browder 2015-10-20

A true story of high finance, murder, and one man's fight for justice.

*Works of Game* - John Sharp 2015-03-06

An exploration of the relationship between games and art that examines the ways that both gamemakers and artists create game-based artworks. Games and art have intersected at least since the early twentieth century, as can be seen in the Surrealists' use of *Exquisite Corpse* and other games, Duchamp's obsession with Chess, and Fluxus event scores and boxes—to name just a few examples. Over the past fifteen years, the synthesis of art and games has clouded for both artists and gamemakers. Contemporary art has drawn on the tool set of videogames, but has not considered them a cultural form with its own conceptual, formal, and experiential affordances. For their part, game developers and players focus on the innate properties of games and the experiences they provide, giving little attention to what it means to create and evaluate fine art. In *Works of Game*, John Sharp bridges this gap, offering a formal aesthetics of games that encompasses the commonalities and the differences between games and art. Sharp describes three communities of practice and offers case studies for each. "Game Art," which includes such artists as Julian Oliver, Cory Arcangel, and JODI (Joan Heemskerk and Dirk Paesmans) treats videogames as a form of popular culture from which can be borrowed subject matter, tools, and processes. "Artgames," created by gamemakers including Jason Rohrer, Brenda Romero, and Jonathan Blow, explore territory usually occupied by poetry, painting, literature, or film. Finally, "Artists' Games"—with artists including Blast Theory, Mary Flanagan, and the collaboration of Nathalie Pozzi and Eric Zimmerman—represents a more synthetic conception of games as an artistic medium. The work of these gamemakers, Sharp suggests, shows that it is possible to create game-based artworks that satisfy the aesthetic and critical values of both the contemporary art and game communities.

*Kasparov's Fighting Chess 1999-2005* - Tibor Karolyi 2006-11-30

Garry Kasparov has dominated the world of competitive chess for longer than any world champion. The period 1999–2005 represents one of the most fascinating and controversial phases of his career, including repeated and frustrated attempts to reunify the world championship. Following his retirement, this must-have guide is a celebration of the final years of one of the greatest players of our time. A large selection of games are covered, accompanied by in-depth annotation and analysis. Including games right up to the eve of his retirement, this is the most up-to-date and comprehensive guide available, representing an unrivalled opportunity to draw on Kasparov's phenomenal experience on the chess board.