The Immortal Game A History Of Chess Or How 32 Carved Pieces On Board Illuminated Our Understanding War Art Science And Human Brain David Shenk

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Whether investigating a solution to global warming or explaining why the price of oral sex has fallen so drastically, Levitt and Dubner mix smart thinking and great storytelling to show how people respond to incentives.

The Immortal GameA History of Chess Or how 32 Carved Pieces on a Board Illuminated Our Understanding of War, Art, Science, and the Human BrainDoubleday Books

Superbly annotated treasury contains 113 of the Cuban master's greatest games, including many previously unavailable in book form. Biography of Capablanca, tournament and match record, Index of Openings.

A fascinating history of chess explains how the game, its rules, and its pieces have had a profound influence on military strategy, literature, the arts, mathematics, the development of artificial intelligence, and other fields, from its origins in India around A.D. 500 to the present day. 60,000 first printing.

Death of a Salesman by Arthur Miller. In Traditional Chinese. Annotation copyright Tsai Fong Books, Inc. Distributed by Tsai Fong Books, Inc.

The game of chess was wildly popular in the Middle Ages, so much so that it became an important thought paradigm for thinkers and writers who utilized its vocabulary and imagery for commentaries on war, politics, love, and the social order. In this collection of essays, scholars

investigate chess texts from numerous traditions – English, French, German, Latin, Persian, Spanish, Swedish, and Catalan – and argue that knowledge of chess is essential to understanding medieval culture. Such knowledge, however, cannot rely on the modern game, for today's rules were not developed until the late fifteenth century. Only through familiarity with earlier incarnations of the game can one fully appreciate the full import of chess to medieval society. The careful scholarship contained in this volume provides not only insight into the significance of chess in medieval European culture but also opens up avenues of inquiry for future work in this rich field.

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Jose Raul Capablanca is widely regarded as the strongest chess player in the history of the game, prior to Bobby Fischer. Capablanca became the World Chess Champion in 1921 by beating Emanuel Lasker. He lost the title in 1927 to Alexander Alekhine. Even after his loss, most believed that Capablanca was still the better player. However, Alekhine refused to give him a rematch, a subject that is still controversial and discussed today. Alekhine would not even play in the same tournament with Capablanca until Alekhine lost the world title to Euwe in 1935, following which Alekhine could no longer keep Capablanca out. This is one of the first books by Fred Reinfeld, who went on to become the most prolific and popular author on chess, and became an author on other subjects as well. Reinfeld wrote more than fifty books on other subjects such as checkers, coin collecting and stamp collecting.

Championship moments of the New York Giants' 85-year history are commemorated and highlighted through interviews with Giants legends, including Frank Gifford and Eli Manning, and descriptions of memorable plays and other details of historical significance.

My two biggest passions concerning computers are hardware and gaming. I wrote this book because I don't want that important pieces of history regarding computer hardware, games and, in a smaller amount the 80's operating systems to be forgotten and lost. I want everyone to appreciate the hardware and software industry and especially the people behind them as they worked many days and nights to deliver us fast and advanced computers and entertaining and complex games.

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Chinese edition of The Art of Learning: a journey in the pursuit of excellence. The biography of Josh Waitzkin, the chess prodigy and four time winner of four Tai Chi pushing hands tournaments. Waitzkin was the subject of "Searching for Bobby Fischer," the story of his early years, written by his father, and was adapted to film. In Traditional Chinese. Distributed by Tsai Fong Books, Inc.

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A fresh, engaging look at how 32 carved pieces on a Chess board forever changed our understanding of war, art, science, and the human brain. Chess is the most enduring and universal game in history. Here, bestselling author David Shenk chronicles its intriguing saga, from ancient Persia to medieval Europe to the dens of Benjamin Franklin and Norman Schwarzkopf. Along the way, he examines a single legendary game that took place in London in 1851 between two masters of the time, and relays his own attempts to become as skilled as his Polish ancestor Samuel Rosenthal, a nineteenth-century champion. With its blend of cultural history and Shenk’s lively personal narrative, The Immortal Game is a compelling guide for novices and aficionados alike.

Make history come alive! This book helps librarians and teachers as well as readers themselves find books they will enjoy—titles that will animate and explain the past, entertain, and expand their minds.

A chess match seems about as solitary an endeavor as there is in sports: two minds, on their own, in fierce opposition. But is this the case? Inevitably these two minds are in dialogue, and perhaps might be better understood as partners in play. And surrounding that one-on-one contest is a community life that can be as dramatic and intense as the across-the-board confrontation. Gary Alan Fine has spent years immersed in several communities of amateur and professional chess players—children and adults—and inPlayers and Pawns he takes readers deep inside these worlds, revealing a complex, brilliant, feisty world of commitment and conflict. Opening with a close look at a routine, yet financially troubled, tournament in Atlantic City, Fine carries us from planning and setup through the climactic final day's match-ups between the weekend's top players, introducing us along the way to countless players and their relationships to the game. At tournaments like that one, as well as in locales as diverse as collegiate matches and cash games in Manhattan's Washington Square Park, players find themselves part of what Fine terms a “soft community,” an open, welcoming space built on their shared commitment to the game. Within that 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 richly analytical celebration of the ever-fascinating world of competitive chess.

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