

# **Chess 4 Kids A Book Of Chess Instructions Tactics More**

Chess for Kids Chess the Easy Way Chess Opening Workbook for Kids Chess for Success How to Play Chess for Kids My First Chess Book Chess for Children Chess for Everyone Chess Strategy for Kids The Chess Kid's Book of Checkmate Chess for Children Activity Book Forrest Gump The Batsford Book of Chess for Children Programming Challenges Game Theory, Alive Checkmate! Infinite Jest Tar Heel Traveler My First Chess Book Power Chess for Kids The Foolish King Chess Tactics for Kids How to Play Chess The Queen's Gambit Chess Puzzles for Kids Chess for Kids Basic Chess Openings for Kids Chess Openings for Kids Winning Chess Strategy for Kids Chess Endgame Workbook for Kids How to Play Chess for Children Chess Strategy Workbook Chess Tactics Workbook for Kids The Right Way to Teach Chess to Kids The Chess Kid's Book of Tactics Chess Workbook for Children The Kids' Book of Chess Power Chess for Kids Chess 4 Kids Chess Endgames for Kids

## **Chess for Kids**

### **Chess the Easy Way**

For kids who love to amaze their friends with their chess skills, Charles Hertan presents new ways to find Power Moves, winning tactics that require thinking ahead. In Volume 2, the four special teachers get a new colleague! Knelly the Knight arrives on the scene and will assist Zort (a computer from outer space), the Dinosaurs, the Power Chess Kids and the Chess Professor. Together they will help you to become a very dangerous chess player. Power Chess for Kids is the most complete, practical and fun kids guide ever on learning how to win games. Forget about studying openings and endgames, Power Moves will help you to beat your opponents in all stages of the game!

### **Chess Opening Workbook for Kids**

Chess Workbook for Children is a fun, comprehensive workbook and instruction book for children (and adults) who are new to chess or who are in the beginning stages of learning to play the royal game. Two hundred problems with a comprehensive answer key are given at two skill levels: Basset Hound (beginner) and Chess Detective (intermediate). The book has large print and is easy to read and understand.

### **Chess for Success**

Presents problems and situations to improve tactics and techniques in playing chess, including strategies, forks, pins, and skewers.

### **How to Play Chess for Kids**

This exciting book serves as a fun and interactive chess manual for children and young adults who wish to learn more about the strategic game.

## **My First Chess Book**

A blend of oral history and memoir with a good dose of quirky humor, the Tar Heel Traveler is a celebratory look at the people and places of North Carolina. Mason is the TV reporter—the Tar Heel Traveler—who journeys across North Carolina profiling colorful characters and out-of-the-way places.

## **Chess for Children**

A gargantuan, mind-altering comedy about the Pursuit of Happiness in America set in an addicts' halfway house and a tennis academy, and featuring the most endearingly screwed-up family to come along in recent fiction, Infinite Jest explores essential questions about what entertainment is and why it has come to so dominate our lives; about how our desire for entertainment affects our need to connect with other people; and about what the pleasures we choose say about who we are. Equal parts philosophical quest and screwball comedy, Infinite Jest bends every rule of fiction without sacrificing for a moment its own entertainment value. It is an exuberant, uniquely American exploration of the passions that make us human - and one of those rare books that renew the idea of what a novel can do.

## **Chess for Everyone**

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's philosophies; his dedication would eventually lead him to break the chess world's color lines by becoming an International Grandmaster in 1999. During his ascent to chess's pinnacle, 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 and references to various developmental theories, 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.

## **Chess Strategy for Kids**

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist.

There are pleasures in parsimony, in squeezing the last drop of performance out of clever

algorithms and tight coding.

The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to tackle them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. To the Reader  
The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge, available at <http://online-judge.uva.es>. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

## **The Chess Kid's Book of Checkmate**

Contains one hundred chess positions to solve, ranging from very easy to incredibly difficult, and every puzzle is preceded by an instructive example illustrating a pattern.

## **Chess for Children Activity Book**

This accessible how-to guide for parents and teachers on the best way to teach chess to children, from international chess expert Richard James, is linked to both his bestselling book, *Chess for Kids*, and his website *chessKIDS academy*. James, who taught grandmasters Luke McShane and Jonathan Rowson, shows how learning chess is interesting and fun. It can also help children develop life skills, such as decision-making and social skills, and be a springboard to other subjects in the school curriculum, such as maths, science, history and even languages. In an easy-to-follow, fun way, James explains how to structure short lessons with worksheets and other activities to introduce the chess pieces, chess notation and chess-board dynamics - so that children can understand the thinking behind the moves and start playing and enjoying this fascinating game.

## **Forrest Gump**

Chess is experiencing a new wave of popularity in schools, and it's educational too. Organisations like Chess in Schools are promoting it as the perfect way to develop analytical thinking skills, foster the competitive instinct - and provide a lot of fun along the way. This cute, character-based book, aimed at children aged 7 and up, is a complete guide to chess for those starting out in the game. In straightforward, animated language, Jess and Jamie - two rough-and-tumble kids who are obsessed with chess - explain everything you need to know, from first sitting down at the board to sneaky tricks to help you beat your opponents. The book explains who the pieces are and how they move (and that we're talking about pawns, not prawns), how to reach checkmate (or, in Jess's words, 'how to kill the king'), and the concept

of the opening, middlegame and endgame. It also introduces the idea of chess etiquette - and explains why sometimes no one wins and a game ends in stalemate. Friendlier and more fun than the average children's chess book, The Batsford Book of Chess for Children should become an essential addition to any child's bookshelf.

## **The Batsford Book of Chess for Children**

This is the perfect introduction to chess for children from the age of seven upwards. The book contains 30 short lessons, starting with learning about the board and the pieces, then the moves of each piece in turn, then the vital concepts of check, checkmate and stalemate, and finally basic strategy and thinking skills. Quizzes and puzzles reinforce what the children learn. The book uses the characters of the 7-year-old twins Sam and Alice who are always arguing and fighting. They decide to join the army where they are told about an impending invasion of aliens from the planet Caïssa. The outcome of the invasion will be decided by a game of living chess. During their lessons they learn about the battlefield and the different types of soldier and get to play the part of each in turn.

## **Programming Challenges**

In this introduction to chess, "first get the hang of moving each piece [and] understand the rules, then find out how to capture pieces and win Try out different tactics, discover super-secret strategies, and practice thinking ahead"--Publisher marketing.

## **Game Theory, Alive**

Teaches chess step-by-step, covering the board and pieces, notation, castling, draws, and basic tactics, and features a boy named George, who learns how to play chess from his tall-tale-telling pet alligator, Kirsty.

## **Checkmate!**

How to Play Chess for Beginners - for Kids of All Ages! When you read How to Play Chess for Children, you'll discover a wonderful world of challenge and adventure! This easy-to-follow guide provides a complete overview of the game of chess. It's a perfect introduction to the game. Kids can enjoy every step of learning chess: Discovering the timeless 8x8 chessboard Learning the unique movements of the individual chess pieces Mastering the art and timing of the popular "castling" move Understanding the ins and outs of pawn moves, attacks, and advancement and so much more! With How to Play Chess for Children, little ones can easily develop their long-term thinking skills. They'll learn how to start out smart and strong by learning the best chess openings. Then, they'll adopt savvy and flexible strategies for the chess midgame. Kids can finish strong by mastering the endgame, in which weak pieces can become very strong, and complete their game with decisive checkmates! This book even describes techniques for avoiding a draw (tie) game when kids are winning a game - and trying for a draw when their opponent has the

upper hand. This practical strategy teaches maturity, adaptation, and smart success for children of all ages! Don't miss this opportunity to get kids involved in this classic and inspiring game.

## **Infinite Jest**

So you have learned how to play chess, studied tactics and know some basic endgames and openings. What's next? The glue that binds it all together is strategy. By forming a good plan, chess-players seize strong points on the board and target the opponent's weaknesses. Experienced player and teacher Thomas Engqvist shows that it all depends on logic that can be grasped by players of any age. He explains how to identify the right strategy in a wide range of typical situations. With his guidance, you will soon be finding good plans on your own - and then it will be time to demonstrate your tactical mastery! He first teaches the importance of the central squares and the basics of pawn-play, before examining the role of each of the pieces and how they are affected by the pawn-structure. Finally we see how to use them together to launch attacks of many different types. You then get a chance to test your new strategic skills in 54 exercises, all with full solutions. Chess Strategy for Kids provides a complete course that will help readers understand the potential of their pieces and play more purposefully in their games. Chess will stop feeling like a series of random events as you take command of your forces and direct them like a general in charge of an army. Thomas Engqvist is an International Master from Sweden with more than three decades' experience of international chess. He is a successful chess trainer and has also made notable contributions to chess theory. Engqvist is editor of the website [schacksnack.se](http://schacksnack.se) and teaches at a school in the Stockholm area.

## **Tar Heel Traveler**

This is a book for those who have started to play chess and want to know how to win from good positions and survive bad ones. The endgame is where most games are decided, and knowing all the tricks will dramatically improve your results. Endgame specialist John Nunn has drawn upon his decades of experience to present the ideas that are most important in real games. Step by step he helps you uncover the key points and then add further vital knowledge. Chess Endgame Workbook for Kids is the third in a new series of books that help players gain chess skills by solving hundreds of carefully chosen exercises. The themes are similar to those in Gambit's best-selling 'Chess for Kids' series, but the focus is on getting hands-on experience. Many positions build on ones given earlier, showing how advanced ideas are normally made up of simpler ones that we can all grasp. Each chapter deals with a particular type of endgame and features dozens of exercises, with solutions that highlight the key points. For each endgame we are given tips on the themes that are most important and the strategies for both sides. The book ends with a series of test papers that enable you to assess your progress and identify the areas that need further work. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals in chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions.

## **My First Chess Book**

This is a book for those who want to start their chess games purposefully and take full advantage of their opponents' mistakes. It is vital to start a chess game well. Each move needs to be useful and precise. The best way to develop the necessary know-how is by experience and practice, rather than rote learning of 'rules' and principles. It's all about the specifics and being alert to what the opponent is doing, and pouncing on any errors. Chess Opening Workbook for Kids is the second in a new series of books that help players gain chess skills by tackling hundreds of carefully chosen exercises. The themes are similar to those in Gambit's best-selling 'Chess for Kids' series, but the focus is on getting hands-on experience. Many positions build on ones given earlier, showing how advanced ideas are normally made up of simpler ones that we can all grasp. Each chapter is focused on a particular theme and features dozens of exercises, with solutions that highlight the main strategic and tactical points. Each chapter offers tips on opening play, such as how to detect weaknesses and poorly-placed pieces. Later chapters address key aspects of opening strategy such as the centre, development and castling. The book ends with a series of seven graded tests where you are given few clues about the themes involved. Award-winning author Graham Burgess has written 27 chess books, including two on opening play for the 'Chess for Kids' series. He is a FIDE Master and a former champion of the Danish region of Funen. In 1994 he set a world record for marathon blitz chess playing and won the British Chess Federation Book of the Year Award in 1997.

## **Power Chess for Kids**

Presents the fundamentals of the game of chess and includes tips, strategies, and such fun variations on the game as Queen Dance and Bughouse.

## **The Foolish King**

This is the book most recommended by chess coaches for their students. It can perhaps be said that there are primarily four kinds of chess books. 1. Beginner's Books 2. Advance Strategy Books 3. Opening Books 4. Books of Historical Interest What makes "Chess the Easy Way" almost unique is that it spans the first two and touches on the third. It can be said that this book starts off the player at the beginning level and rapidly accelerates, reaching almost the expert level by the end. As a re-printer of out-of-print chess books, I have been absolutely bombarded by chess coaches with requests for a reprinting of this book. I get not only more requests for this book than any other book, but I get more requests for this book than ALL OTHER CHESS BOOKS COMBINED.

## **Chess Tactics for Kids**

Learn chess the fun way and add firepower to your chess strategies with this beginner's guide to the world's most popular game of skill. From the opening move to checkmate, How to Play Chess is an easy-to-follow guide to achieve grandmaster greatness. Perfect for children aged 8-13, this companion explains chess tactics and strategies in simple language supported by amazing 3-D images.

Starting with basic terms and techniques, this ebook will make you a chess champion and teach you master tips to impress your opponents. The ebook begins with a short history of chess and also explains the basic rules and objectives of the game. It contains descriptions of popular moves and the reference section illustrates the moves of one of the most famous chess games - the Opera Game played by the Duke of Brunswick in 1858. Download a copy of How to Play Chess and learn to solve the toughest of chess challenges.

## **How to Play Chess**

Chess Tactics for Kids By Murray Chandler

## **The Queen's Gambit**

Introduces readers to the names and starting moves of the main chess openings, while highlighting several devastating opening traps.

## **Chess Puzzles for Kids**

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*

## **Chess for Kids**

*Chess Strategy Workbook* teaches you to be observant and take your time to discover the clues in chess positions, introducing many of the strategies used by chess masters in a way that is fun and easy to understand. Learn how to use the different types of chess advantages (king safety, material, piece activity, and pawn structure) to correctly evaluate the position in order to select the best move. Basic strategies for the opening, middlegame, and endgame are covered in detail as well as pitfalls to avoid and how to think during the game. Two hundred problems with a comprehensive answer key are given at two skill levels: *Basset Hound* (novice to intermediate) and *Chess Detective* (intermediate to advanced).

## **Basic Chess Openings for Kids**

Most chess games are decided in the endgame. It is here where you reap the reward for your good play, or else use all your cunning to deny the opponent victory. Knowing just a few key endgame techniques will dramatically increase your confidence, as you will understand what positions to aim for and which to avoid. Starting with the basic mates and the simplest pawn endings, this book provides all the endgame knowledge that players need to take them through to club level and beyond. Muller carefully guides us step-by-step through a fascinating range of endgame tactics and manoeuvres, helping us understand the underlying logic. Throughout the book, many cunning endgame tricks are highlighted. You will have fun springing them on friends, family - or your opponents in serious tournaments. Chess Endgames for Kids makes learning chess endgames fun. But it is also a serious endgame course written by a leading endgame expert, and provides a firm basis for vital skills that will develop throughout your chess career. German grandmaster Karsten Muller is arguably the world's foremost writer on chess endgames. Whenever an interesting endgame occurs in a high-level game, the chess world knows that it will soon be dissected and explained by Muller. Whether writing for a low-level or high-level audience, his infectious zeal for the endgame shines through. His 'masterwork', Fundamental Chess Endings (co-authored with Frank Lamprecht, and also published by Gambit) is a modern endgame 'bible' and was studied intensively in his youth by current World Champion Magnus Carlsen.

## **Chess Openings for Kids**

A power move, explains experienced chess teacher Charles Hertan, is a winning master tactic that requires thinking ahead. To become one of the best chess players in your school you need to be able to think just 1,5 moves ahead, and this book teaches the four basic tricks do so. You will learn how to weed out silly moves and just consider a few important ones. Forget about learning openings and endgames, power moves will help you win in all stages of the game. Charles Hertan introduces the four main characters who will help you to learn these basic skills: Zort (a teenaged computer from the planet Zugszwang), the Dinosaurs, Power Chess Kid and the Chess Professor . The most complete and fun kids book ever on learning how to win games!

## **Winning Chess Strategy for Kids**

A follow up to Chess for Children, this is a very imaginative way of building up your children's knowledge and interest in chess through a series of fun chess games and activities. The same two cheeky children, Jess and Jamie, talk though the games in language that kids would relate to - and this time they are joined by their friends Harry and Marnie so that group chess games can be explored. The book includes puzzles and games, some easy 'variants' of chess, and a guess-the-next move section, along with 'revision' pages to help remind children of the chess basics. All are accompanied by easy-to-read chess boards and fun illustrations. Chess in schools and clubs is growing all the time and our author is a leading light in kids chess, teaching at many London schools, including Dulwich College. The book works well as a companion to the earlier book, Chess for Children, but also as a standalone activity book. Whether your child is just beginning to learn chess or already immersed in the subject, this book will help encourage their interest and

love of the subject. A great book for both parents and teachers. Suitable for children aged 7 and up.

## **Chess Endgame Workbook for Kids**

The modern classic that inspired the beloved movie starring Tom Hanks. Six foot six, 242 pounds, and possessed of a scant IQ of 70, Forrest Gump is the lovable, surprisingly savvy hero of this classic comic tale. His early life may seem inauspicious, but when the University of Alabama's football team drafts Forrest and makes him a star, it sets him on an unbelievable path that will transform him from Vietnam hero to world-class Ping-Pong player, from wrestler to entrepreneur. With a voice all his own, Forrest is telling all in a madcap romp through three decades of American history.

## **How to Play Chess for Children**

We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we take, we must consider not only its direct effects, but also how it influences the incentives of others.

## **Chess Strategy Workbook**

Learn how to get a checkmate and win a game of chess.

## **Chess Tactics Workbook for Kids**

Meet the characters that make up a chess army and learn how to fight your first battle in this friendly introduction to the game. My First Chess Book is written clearly and simply, with entertaining examples, making it the perfect starting point for young children - and a handy refresher guide for parents and grandparents! Entertaining illustrations by The Boy Fitz Hammond bring the explanations to life. With expert advice from Sarah Hegarty, former British women's chess champion and director of the world's biggest chess competition, the UK Schools Chess Challenge. Includes fun games and puzzles.

## **The Right Way to Teach Chess to Kids**

### **The Chess Kid's Book of Tactics**

In *Chess for Everyone*, national chess master and coach Robert M. Snyder introduces chess to the beginner in twenty graduated lessons. Mr. Snyder teaches the basic principles and then builds the student's knowledge in a clear and consistent manner. The reader is given a solid foundation in: Basic rules (piece movements, checkmate, castling, en passant, drawn game and more). Opening principles, traps and a basic opening system. Middlegame strategy (checkmate patterns and tactics). Basic endgame strategy including basic checkmates and King and Pawn endings. Upon completing *Chess for Everyone* students can continue to expand their knowledge in all areas of the game by reading the other volumes in the *Chess for Everyone* series.

### **Chess Workbook for Children**

A children's step-by-step visual guide to the rules, skills, and techniques of chess-by International Master and renowned chess tutor Michael Basman. From the history of chess and the aim of the game to essential tactics and taking it even farther in clubs, tournaments, and championships, *Chess for Kids* covers it all. Before explaining techniques, the ebook details each piece-pawns, bishops, the king, and more-to ensure kids have a comprehensive understanding before they begin to play. Chess board graphics illustrate different scenarios and support the text explanations so readers can visualize different moves and their potential outcomes as they go. Let *Chess for Kids* and International Master Michael Basman turn you into a champion chess player.

### **The Kids' Book of Chess**

Traces the history of chess, describes the pieces and how they move, and discusses the strategy of the game.

### **Power Chess for Kids**

Award-winning author Charles Hertan knows what kids really need to know (and want to know) about getting their pawns and pieces ready for action. Traditional chess opening books concentrate on the variations in different openings. Charles Hertan believes that for beginners and advanced beginners memorizing lines is not only boring but also a waste of time. Hertan's approach is different. He helps kids to develop a solid understanding of the fundamental opening principles. What are the properties of each chess piece, and how can they be mobilized effectively to work together and get a strong position on the board? In his trademark humorous and kidfriendly way, Hertan teaches what you should actually be trying to achieve at the start of a game. Kids will love learning how to avoid *The Five Most Common Opening Mistakes*. This is a fun, easy-to-use, down-to-earth and accessible chess opening primer.

## **Chess 4 Kids**

This is a book for those who know the rules of chess and are keen to start winning games. The quickest way to improve your chess is to learn tactics. But not just knowing the themes - you need to get used to using them in real positions. Master tactician John Nunn has thoughtfully crafted a course that gives you the basic nuggets of knowledge and immediately invites you to start finding tactical ideas for yourself. Chess Tactics Workbook for Kids is the first in a new series of books that help players gain chess skills by tackling hundreds of carefully chosen exercises. The themes are similar to those in Gambit's best-selling 'Chess for Kids' series, but the focus is on getting vital hands-on experience. Many positions build on ones given earlier, showing how advanced ideas are normally made up of simpler ones that we can all grasp. Each chapter introduces a basic theme and features dozens of exercises, with solutions that highlight the key points. In each chapter there are tips on what to look out for to help spot tactical ideas. As the chapters progress, we increasingly see how tactical ideas are combined together, with ideas from previous sections repeatedly appearing as part of a deadly one-two punch. The book ends with a series of six test papers where you are given no clues about the themes involved. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals in chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions.

## **Chess Endgames for Kids**

In Checkmate! readers are invited to learn chess with Garry Kasparov, the World number one and the most famous figure in chess history, as their teacher. In this book chess players can discover all the various pieces and how they move, how to attack and how to defend, how to capture, and, crucially, how to give check and deliver checkmate.

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