



A Difference of an ENDGAME

(Comparing to a Middlegame)

1. Stable factors (material and pawn structure) become the most important.
2. A value of passed pawns and material advantage rises in an endgame.
3. In an endgame we should be very careful with pawn moves.
4. In a middlegame a role of strategy and tactics is about equal. In an endgame the strategical factors matter the most.
5. In an endgame there are only 2 main plans.
6. Pawn structure determines your plan.
7. In a middlegame you attack an opponent's king often; in an endgame the opponent's pawns become a main target of an attack.
8. In an endgame you should often use "a schematic thinking" while composing a plan.
9. In an endgame it's often possible to compose a long-term plan (in a middlegame we often operate by short strategic operations instead).
10. In a middlegame you should play quickly in most cases; in an endgame you should not hurry up and should torment your opponent.
11. In an endgame it's possible to limit an opponent's counterplay totally.
12. In an endgame the principle of 2 weaknesses works much more often.
13. In an endgame we can use zugzwang, opposition.
14. A king becomes an active piece.
15. In a middlegame we attack an opponent's king, in an endgame we should cut it off from a center.
16. Bishop is generally stronger than a knight, but in an endgame this advantage is even greater.
17. In an endgame we should centralize a queen (in a middlegame it's usually dangerous).
18. In an endgame an attacking side should avoid pawn exchanges.
19. In a middlegame we should take towards center (pawn exchange), while in an endgame we should mainly take aside.
20. A lot of players play middlegame fine, but most players are not that good in an endgame.

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