

#204

## **A Compendium of Trick Plays** Nihon Ki-in

In this unique anthology, the reader will find the subject of trick plays in the game of go dealt with in a thorough manner. Practically anything one could wish to know about the subject is examined from multiple perspectives in this remarkable volume. Vital points in common patterns, skillful finesse (tesuji) and ordinary matters of good technique are discussed, as well as the pitfalls that are concealed in seemingly innocuous positions. This is a gem of a handbook that belongs on the bookshelf of every go player.

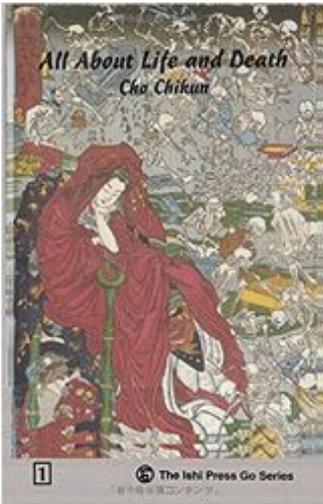
Chapter 1 was written by Ishida Yoshio, former Meijin-Honinbo, who intimates that if "joseki can be said to be the highway, trick plays may be called a back alley. When one masters the alleyways, one is on course to master joseki." Thirty-five model trick plays are presented in this chapter, and exhaustively analyzed in the style of a dictionary.

Kageyama Toshiro 7 dan, one of the most popular go writers, examines the subject in Chapter 2 from the standpoint of full board strategy. Chapter 3 is written by Mihori Sho, who collaborated with Sakata Eio to produce Killer of Go. Anecdotes from the history of go, famous sayings by Sun Tzu on the Art of Warfare and contemporary examples of trickery are woven together to produce an entertaining dialogue.

The final chapter presents twenty-five problems for the reader to solve, using the knowledge gained in the preceding sections. Do not be surprised to find unexpected booby traps lurking here also.

An extra feature is a four page cartoon taken from a Japanese magazine. A translation guide offers a fascinating glimpse into the structure of the language.

The variations explored in A Compendium of Trick Plays are to be encountered in any go club. They are sequence that have been played since time immemorial, and will continue to be played forever. A Compendium of Trick Plays is jam packed with classic "sleights of hands", cunning trickery and straightforward advice on how to meet these moves effectively. 900 diagrams in 220 pages! With Glossary and Index.

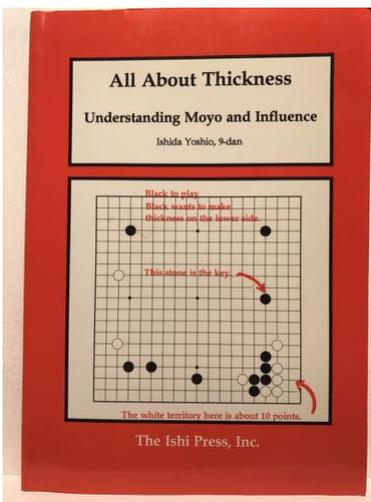


#128

## All About Life and Death

Cho Chikun

All About Life and Death The most complete work on tsume-go ever published in English. Life and Death is a critical subject area for go players. Cho leads the reader through all of the important patterns that occur in play. Because of the vast range of material included, beginners will profit from the book, while experts will still find a challenge. For beginners through dan level players! Use it as a text to study life and death in detail Use it as a problem book to sharpen your reading skills. Use it as an encyclopedic reference. Volume 1 covers basic corner shapes and the 'comb' pattern. Volume 2 analyzes the 'carpenter square', shapes on the sides and corner shapes arising from josekis and attacks on corner enclosures. About the Author: Cho Chikun is the foremost Korean practitioner of the Game of Go. He began his professional study at the game of six, becoming the youngest-ever professional at 11. At the age of 24, he won the prestigious title Meijin, and is the only go player ever to have held all top four Japanese titles at the same time. Cover illustration: The Courtesan of Hell dreaming of skeletons at play. A comical ukiyo-e print by Gyosai (1874). From the Ishi collection.

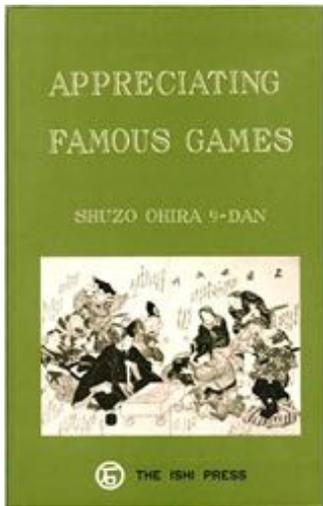


#109

## All About Thickness - Understanding Moyo and Influence

Yoshio Ishida

All About Thickness Understanding Moyo and Influence A completely new kind of go book. Two-color printing makes the advanced concepts of thickness and influence graphically clear – and instantly understandable. Most go books are top heavy with text and endless exploratory diagrams. Ishida's approach in this book is the opposite – large diagrams, simple explanations, a minimum of mind-numbing text – yet this is the most successful attempt in the go literature to convey to go players at all levels the secrets of building thickness and making effective use of influence. How do you build influence? In what areas of the board should you aim to control? In what directions to the stones exert their force? How close should you approach a strung enemy position? How many points can you expect to convert a thick position into? The answers to these questions and many other questions will be apparent at a glance when you read this book. All about thickness, the first book of its kind, was a best seller in Japan. Go players around the world should find th English version as Japanese go fans.

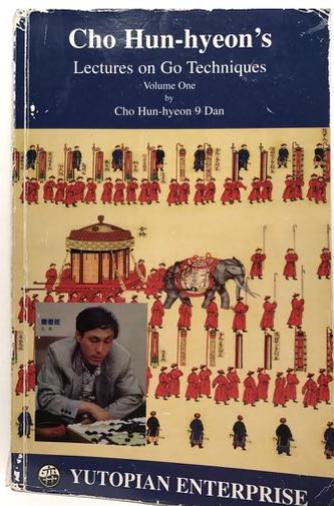


## **Appreciating Famous Games**

Shuzo Ohira

This is a collection of ten games from the classical era. The collection is targeted at people from 9 kyu to 4 kyu, so it's designed to be the first game collection that you read, and I think that it does that job well. The commentaries average out to 28 pages/game, and none of them is shorter than 20 pages, so they spend a lot of time explaining stuff. There's a bit of historical commentary as well, which is nice.

#123



#215

## Cho Hun-Hyeon's Lectures on Go Techniques Vol 1 Cho Hun-Hyeon

Cho Hun-hyeon Lectures on Go techniques provide an understanding of the basic fundamentals of Go. Basic shapes are analyzed covering Surrounding, Escaping, Connecting, Cutting, Attachments, Diagonals, Tigers (Hangs), Empty Triangles, and Hanes at the Head of Opponent's Stones.

Forty five problems are provided (in Volume 1) giving basic techniques for Attachments, Extensions, Establishing A Base, Running Towards Center, Capping, Ataris, Cuts, Tigers (Hangs), and Weaknesses.

Learning to play go at the dan level is like learning a foreign language. Cho's lectures provide an analysis and practical exercises for studying and learning the basic techniques (words and grammar) of Go that will enable the low and mid kyu player to begin playing consistently at the higher kyu level.

Cho captured all three of the major international tournament titles and is the strongest player in the 1990's. All professions stress the importance of basics and fundamentals be it golf, tennis, dance, baseball, etc. and Go is no exception. In this book Cho teaches the basics and fundamentals of Go technique which helped him to become the strongest player in the world.

### Chapter 1 Elements of Go Techniques

- Surrounding and Escaping
- Connecting and Cutting
- Attachments
- Diagonals
- Tigers (Hangs)
- Empty Triangles
- Hangs at the Head of opponent's Stones
- 

### Chapter 2 Basic Problems

- Problems 1-6 Attachments
- Problems 7-13 Extensions
- Problems 14-18 Establishing a Base
- Problems 19-23 Running Towards Center and Capturing
- Problems 24-28 Ataris
- Problems 29-36 Cuts
- Problems 37-40 Tigers (Hangs)
- Problems 41-45 Weaknesses



#153

## Cho hun-Hyun's Lectures on the Opening Vol 1 Cho Hun-Hyun

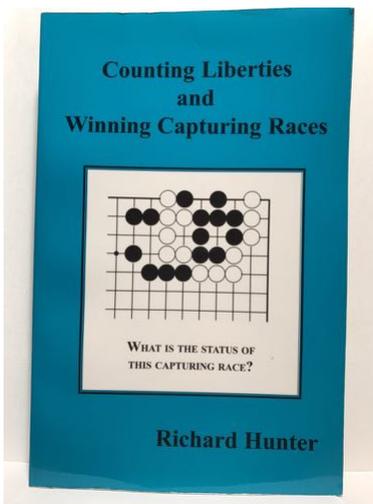
There is something inexhaustible about go. There have been many games played, but no two games have been the same. Those who wish to improve rapidly at go may find this a disadvantage. If you are familiar with a certain formation, your confidence in maneuvering in it increases. But if a position is unfamiliar, you may be confused as to whether your tactics are good or not. In an important game, it is normal to stay with well-known plays. However you will often meet novel shapes in real games. Then your true level of play is tested. One of the best ways to improve is to experiment with new plays in games. This is time-consuming, and the benefit you gain from it does depend on your innate talent. The very best way is to concentrate on study of the fundamentals and common shapes. It is for amateurs, not professionals, and their needs are considered throughout. 218 pages



#172

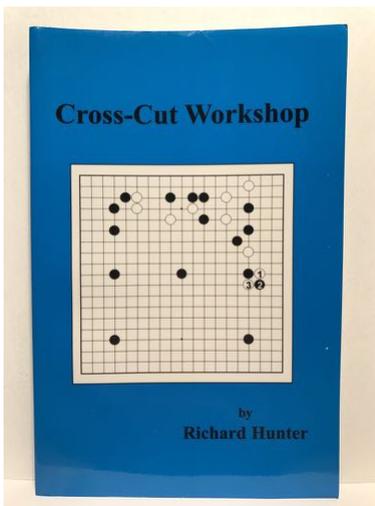
## Cosmic Go - A Guide to 4-Stone Handicap Games Sanjit Chatterjee and Yang Hui ren

In a four-stone handicap game, when White approaches the corner star-point stone, Black's severest move is often a pincer. However, this leaves Black open to another approach move and kyu players often feel insecure about letting White get two moves in the corner. Cosmic Go shows you how to answer double-approach moves by playing on a grand scale and building thick positions facing the wide-open space in the center. Four joseki chapters are filled with more than 100 full-board problems which illustrate how to apply the many new josekis you will learn.



#221

## Counting Liberties and Winning Capturing Races Richard Hunter

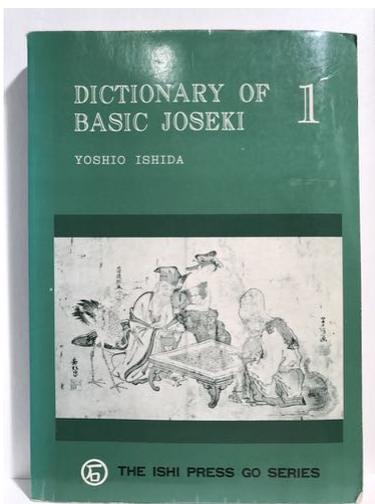


#119

## Cross-Cut Workshop

Richard Hunter

Cross-Cut Workshop is the first in a series of thorough studies of particular tactics by Richard Hunter. It is based on a series of articles published in the British Go Journal that have been re-edited and expanded. Hunter provides a set of principles for finding the best response to a cross-cut in various circumstances and includes practice problems. This book will be useful to a wide range of players. The second edition has been completely reformatted and some additional material has been added.



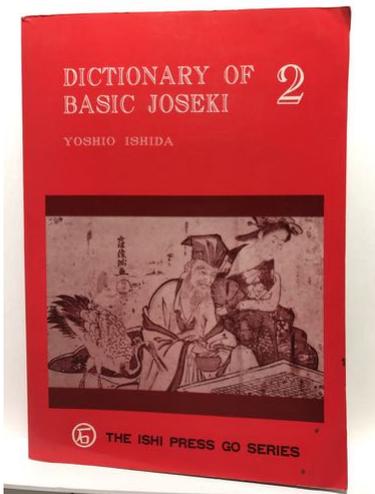
#102

## Dictionary of Basic Joseki Vol 1

Yoshio Ishida

This brilliant analytical survey in three volumes has established itself as the standard reference book in English on josekis.

Although this work has now been superceded by Takao Shinji's Dictionary (K41-K42: The 21st Century Dictionary of Basic Joseki), it does not render Ishida's dictionary useless. One of the features of Ishida's work is the numerous references to professional games in which many of the josekis listed were used, a feature that does not exist in Takao's compilation.



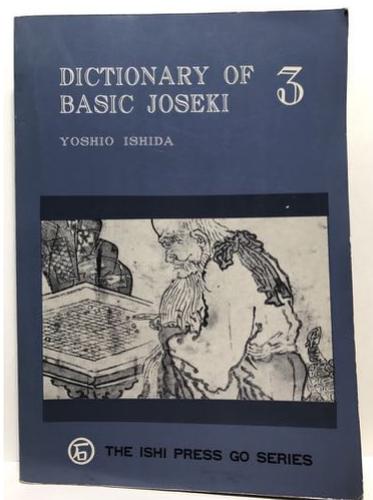
#106

## Dictionary of Basic Joseki Vol 2

Yoshio Ishida

This brilliant analytical survey in three volumes has established itself as the standard reference book in English on josekis.

Although this work has now been superceded by Takao Shinji's Dictionary (K41-K42: The 21st Century Dictionary of Basic Joseki), it does not render Ishida's dictionary useless. One of the features of Ishida's work is the numerous references to professional games in which many of the josekis listed were used, a feature that does not exist in Takao's compilation.



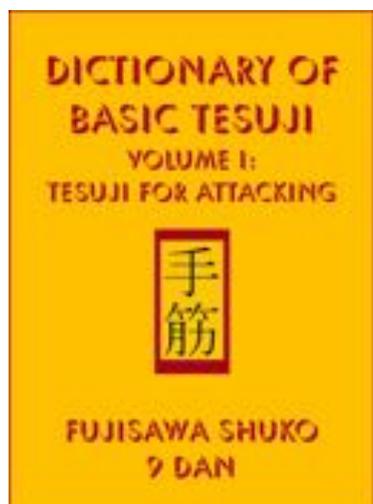
#108

### Dictionary of Basic Joseki Vol 3

Yoshio Ishida

This brilliant analytical survey in three volumes has established itself as the standard reference book in English on josekis.

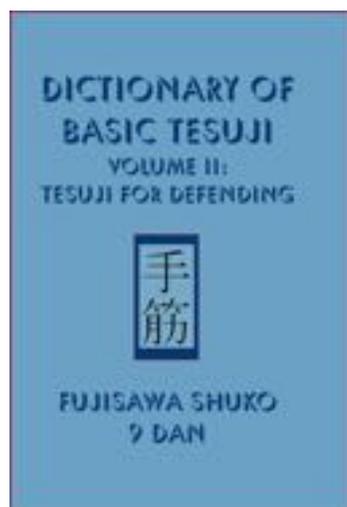
Although this work has now been superceded by Takao Shinji's Dictionary (K41-K42: The 21st Century Dictionary of Basic Joseki), it does not render Ishida's dictionary useless. One of the features of Ishida's work is the numerous references to professional games in which many of the josekis listed were used, a feature that does not exist in Takao's compilation.



#138

### Dictionary of Basic Tesuji Vol 1 - Tesuji for Attacking

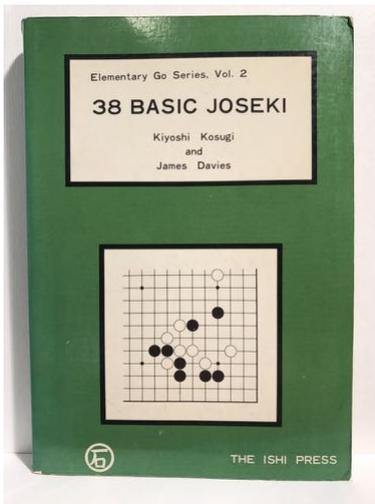
Fujisawa Shuko



#137

### Dictionary of Basic Tesuji Vol 2 - Tesuji for Defending

Fujisawa Shuko

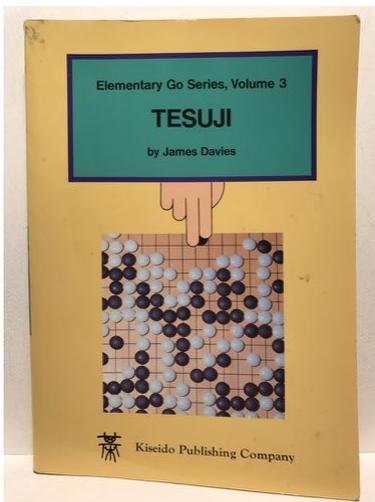


#111

## Elementary Go Series, Vol 2 - 38 Basic Joseki

Kiyoshi Kosugi and James Davies

In the game of Go, the opening moves focus on the corners of the board. Over the thousands of years of Go playing, this aspect of the game has been intensively studied, and a large number of opening formulas, or josekis, have been discovered and refined. Every Go player needs to have a working knowledge of the basic ones. 38 Basic Joseki cuts incisively through the labyrinth of joseki to give the reader a solid grounding in the subject. Working steadily out from the 3-3 point to the 4-5 point, it surveys the principle variations of the 38 most common corner patterns, pointing out the key ideas in each and showing the reader how to choose and use josekis in relation to other stones on the board. The authors, an 8-dan Japanese professional Go player and a strong American amateur, write so as to systematically build the reader's understanding and help him develop a flexible approach. In the pages of this book, the road to joseki is open to all. This book is a part of the Elementary Go Series.

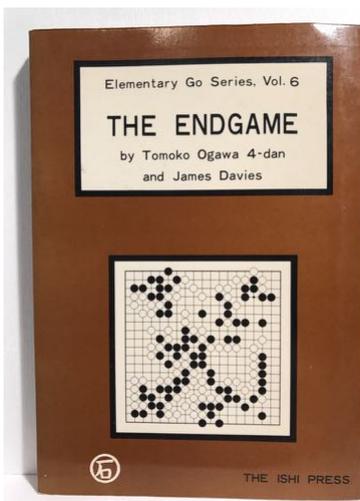


#110

## Elementary Go Series, Vol 3 - Tesuji

James Davies

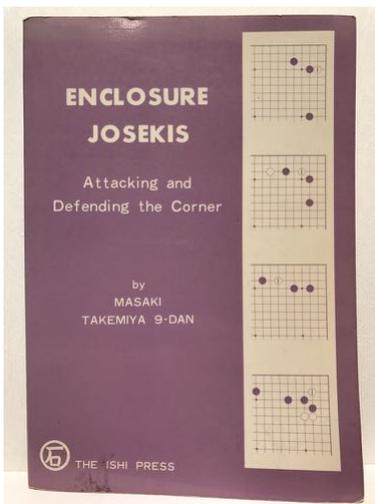
Tesujis are the tactics of short range combat in the game of Go. This volume presents over three hundred examples and problems of them, aimed at training the reader to read and spot the right play in all sorts of tactical situations. It covers a wide range of material while concentrating on fundamentals; its problems manage to be both hard enough to challenge and easy enough to solve, and there are enough of them to keep the most avid. This book is a part of the Elementary Go Series.



#112

## Elementary Go Series, Vol 6 - The Endgame

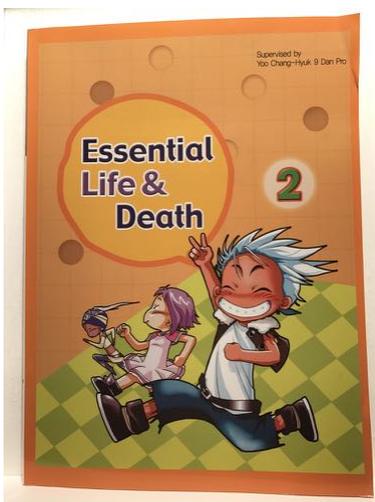
Tomoko Ogawa and James Davies



#206

## Enclosure Josekis - Attacking and Defending the Corner Takemiya Masaki

Enclosure Josekis This book is a practical guide to the art of invading a corner position where the opponent has already made an enclosure. It covers, in a dictionary format, the basic patterns that come up repeatedly in one's games. The patterns are: the small knight enclosure, the large knight enclosure, the one-space enclosure (from the 3-4 point), the star point enclosure. There is also a supplementary chapter on three other common formations 'Enclosure Josekis' teaches the invader how to live inside the opponent's position by making light and flexible shape. It also shows the defender the proper way to deal with an invasion so that he gets adequate compensation even if the defender lives. This book will sharpen up your middle game and make you a master of the endgame.



#196

## Essential Life and Death Vol 2 Yoo Chang-Hyuk

Follow-up to the level-up books. life and death problems, arranged by theme.

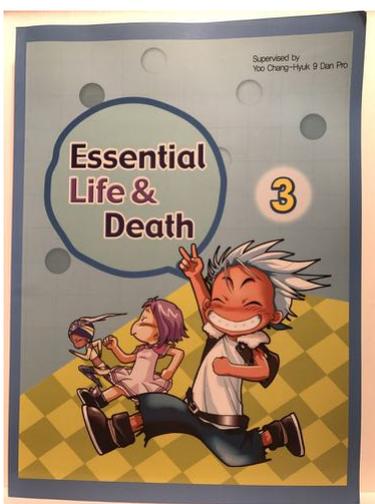
The books are intended for class-room use. The answers are not in the books, but pdf's can be downloaded the Baduktopia web site .

These books are not intended for training reading ability, but for training to see life and death shapes and vital points.

The following are available:

- volume 1
- volume 2
- volume 3
- volume 4

Volume 1 is for absolute beginners, volume 4 is for single digit kyu players.



#233

## Essential Life and Death Vol 3 Yoo Chang-Hyuk

Follow-up to the level-up books. life and death problems, arranged by theme.

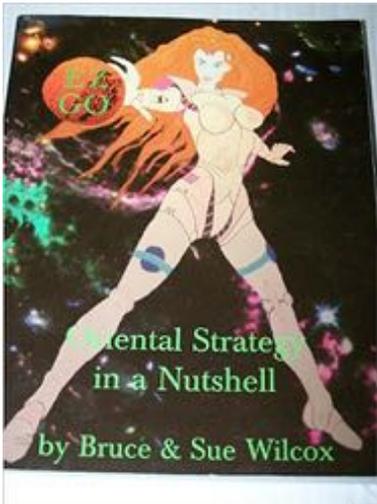
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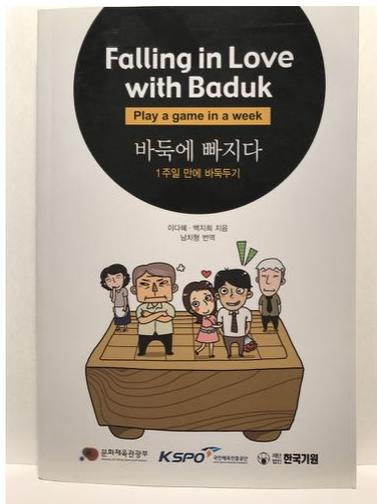


#127

## **EZ Go - Oriental Strategy in a Nutshell**

Bruce Wilcox

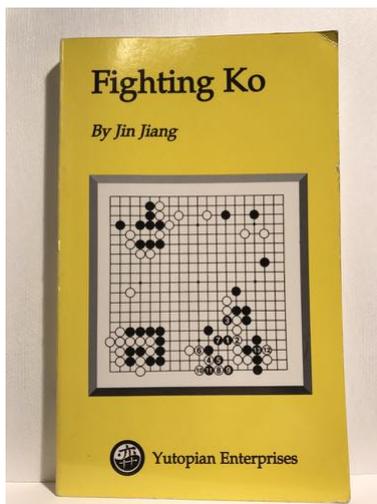
Take a delightful journey through Oriental business strategy and philosophy as revealed in the game of Go. The insights of a strong player are distilled through the eyes of a weaker player to insure understanding by everyone from beginner on. Strategy and tactics of Go are brought to life (and applied to life) in this unique metaphorical treatment of the game. The metaphorical style of explanation has grown out of the more memorable aspects of the Wilcox Go lectures and is now a unique approach to teaching Go. Part Asian philosophy, part metaphor for life and business, this book teaches the game from raw beginner to serious novice.



#170

## **Falling in Love with Baduk**

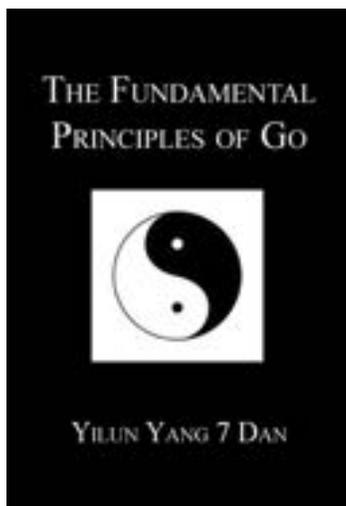
Korean Go Association



#130

## **Fighting Ko**

Jin Jiang

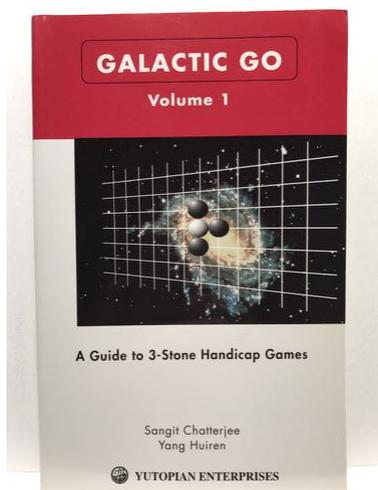


#162

## Fundamental Principles of Go

Yilun Yang

Yilun Yang is justly famous among his many devoted students for his remarkable guidelines about how to play go. These basic principles cover virtually every situation and enable a player to find the best play with a minimum of reading. Now, for the first time, he has consented to allow the publication of a book containing a broad selection of these principles, focusing especially on the opening and the early middle game. This is Slate & Shell's most popular book. This book is also available as an ebook through SmartGo Kifu, [www.smartgo.com/booklist.htm](http://www.smartgo.com/booklist.htm)



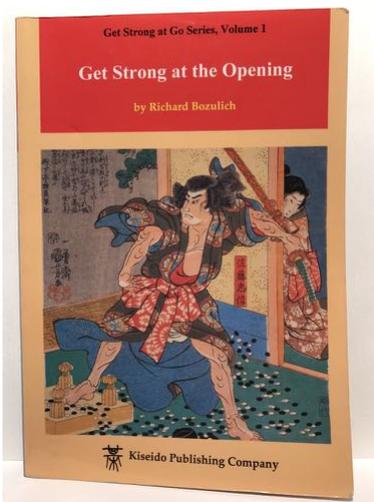
#171

## Galactic Go Vol 1 - A Guide to 3-Stone Handicap Games

Sanjit Chatterjee and Yang Hui ren

A Guide to 3-Stone Handicap Games by Sangit Chatterjee and Yang Hui ren  
There are no books which give you a systematic approach to playing 3-stone handicap games. This void is filled by Galactic Go. Galactic Go takes off where Cosmic Go left you. The first volume in this four volume series systematically teaches you how to play a 3-stone handicap game when White places the first move on the 3-4 point and Black replies with a knights approach move. This book contains many new josekis and shows you how you should change existing josekis when you already have three stones placed on the star points.

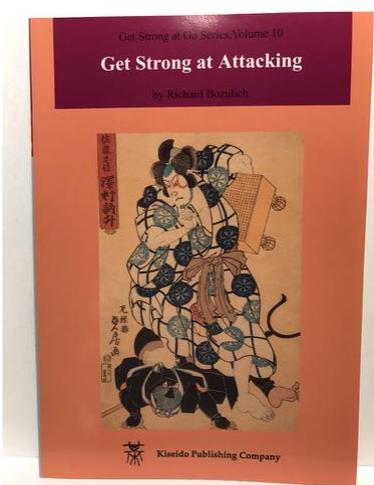
Whether your rank is 4k or 4dan, Galactic Go will guide your intuition to develop a whole board vision, sharpen a keen sense of direction, spot sparkling tesujis and make shape in various stages of the game. Developing thickness, and using that thickness to attack your opponent, is a recurrent theme in the twenty chapters. Each joseki is analyzed in the context of a game with more than 400 full board analyses. Study Galactic Go diligently and you will be taking only two stones from your opponents who have routinely given you a higher handicap.



#182

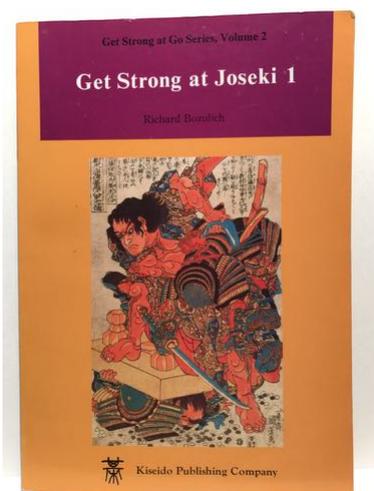
## **Get Strong at Go Series, Vol 1 - Get Strong at The Opening** Richard Bozulich

175 problems in the opening (fuseki) ranging in difficulty from easy to difficult. This book is an ideal introduction to the field of fuseki and should be studied by every beginning player. The problems begin with an analysis of the Chinese, niren-sei, sanren-sei, Shusaku, and tatsuki (diagonal) fusekis as well as other important opening strategies. The remainder of the problems are designed to hammer home to the reader the basic principles of the fuseki.



#132

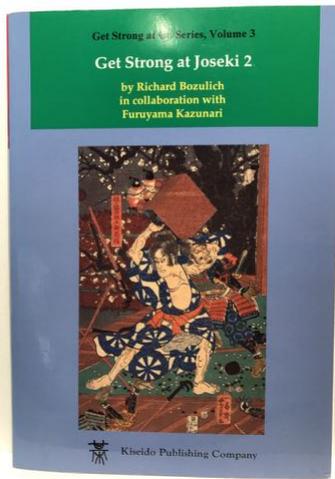
## **Get Strong at Go Series, Vol 10 - Get Strong at Attacking** Richard Bozulich



#152

## **Get Strong at Go Series, Vol 2 - Get Strong at Joseki 1** Richard Bozulich

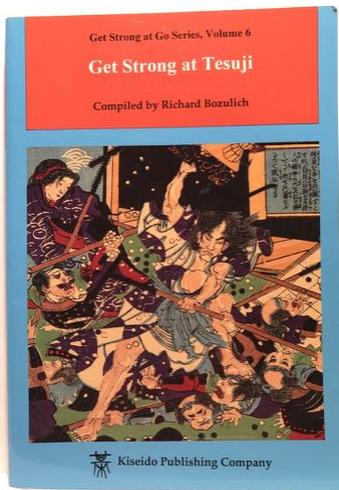
Most people study joseki the wrong way. They spend countless hours trying to memorize sequences that they promptly forget. Don't be one of those people! Instead, read this book. The Get Strong at Joseki series teaches you joseki through the presentation of many interesting problems. Solving the problems will not only teach you joseki effortlessly, but improve your understanding of tesuji and shape too. This is book one of three, which focuses on the 3-4 point.



## Get Strong at Go Series, Vol 3 - Get Strong at Joseki 2

Richard Bozulich

#131

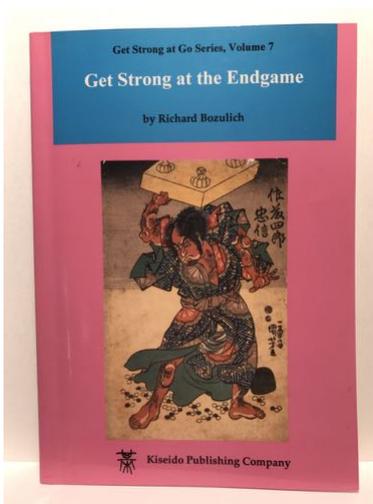


## Get Strong at Go Series, Vol 6 - Get Strong at Tesuji

Richard Bozulich

Contains 534 easy to intermediate problems of every type of tesuji. If you want to get strong at tesuji, it is not necessary to solve difficult problems; rather, it is more important to solve a lot of easy problems. By studying tesuji in this way, you will sharpen your intuitive skills to the point that you will be able to find the right tesuji in your games at a glance. This is the book that will bring your tactical ability up to that of an expert player. Especially recommended for players who have just learned the rules. Even strong players will be able to improve their tesuji skills through the repetitive practice provided by the problems in this book.

#239

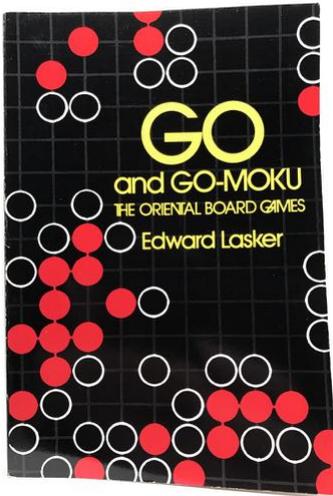


## Get Strong at Go Series, Vol 7 - Get Strong at The Endgame

Richard Bozulich

175 problems in the opening (fuseki) ranging in difficulty from easy to difficult. This book is an ideal introduction to the field of fuseki and should be studied by every beginning player. The problems begin with an analysis of the Chinese, niren-sei, sanren-sei, Shusaku, and tatsuki (diagonal) fusekis as well as other important opening strategies. The remainder of the problems are designed to hammer home to the reader the basic principles of the fuseki.

#134

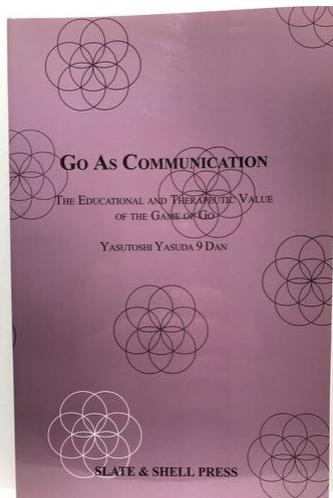


#220

## **Go and Go-Moku - The Oriental Board Games**

Edward Lasker

Best introduction in English to a great Japanese game. Detailed instructions provide valuable information on basic patterns, strategy, tactics, and analyzed games. Used as text by generations of Americans and Japanese as well. 72 diagrams.

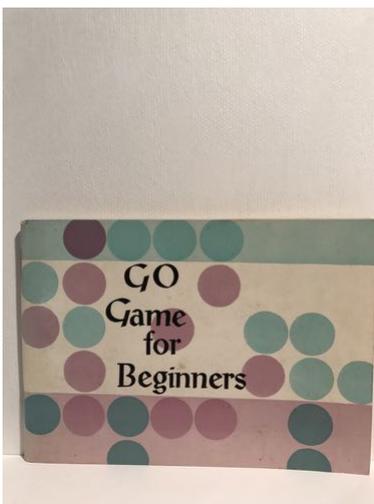


#149

## **Go As Communication**

Yasutoshi Yasuda

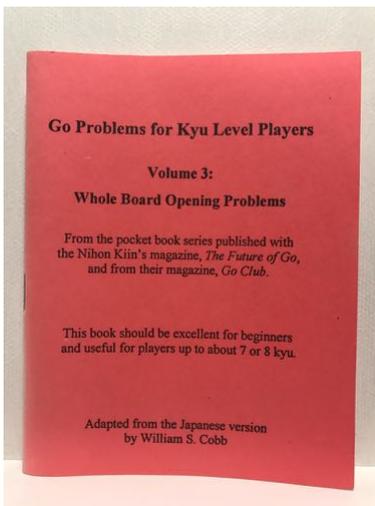
Yasuda is the 9 Dan professional who pioneered the use of the capture game as a way of introducing children to go. This book is the story of his response to the problem of bullying in Japanese schools by introducing the students to go, and his discovery of the surprising educational and therapeutic values of playing go. His program quickly expanded beyond nursery schools to all schools and to mental institutions and homes for the elderly, both in Japan and in a number of other countries including the USA. The book is an inspiring testimony to the positive power of the game and an instructive guide to developing such programs anywhere.



#126

## **Go Game For Beginners**

Haruko Kambayashi



#237

## Go Problems for Kyu Players - Vol 3 - Whole Board Opening Problems

William Cobb



#120

## Golden Opportunities

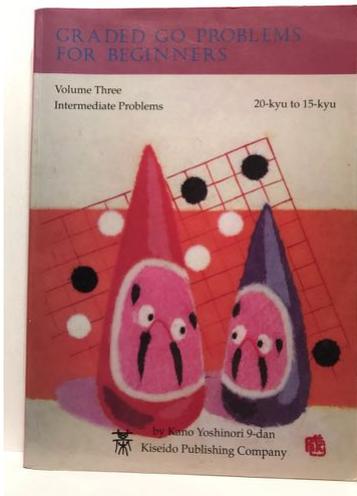
Rin Kaiho

The weak wait for opportunities to arrive. The strong search for and grasp opportunities. The wise create their opportunities - and read this book.

This is a rare book. Rin Kaiho, despite his eminence as one of the greatest masters of the 20th century, has lent his name to relatively few works. The treatment is also highly unusual. Game positions are explained through compelling analogies with historical events in a way that will repay re-reading the book many times. New insights will be found each time.

The author prepares the ground thoroughly with an introductory chapter on techniques before launching into the Battle of Leuctra. On the way, we meet Napoleon, Davy Crockett, Joseph Pulitzer, William III, the Japanese Sherlock Holmes and many others. The translator has provided extensive notes on the historical and literary allusions, and has striven to present the book almost entirely free of go jargon.

The result is a book that will appeal to - and improve - go players of any strength.

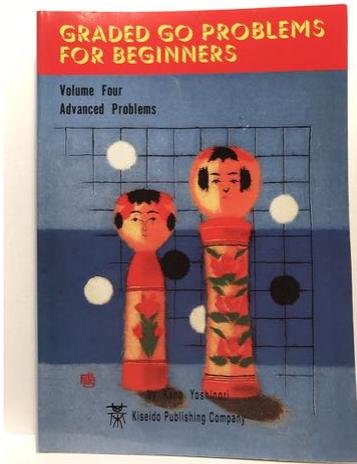


#226

## Graded Go Problems For Beginners - Vol 3 Intermediate Problems

Kano Yoshinori

The almost 1,500 problems in these four volumes thoroughly drill the reader in the fundamentals of the game. Once you have finished studying these books, you will have mastered the elements of capturing and defending stones, life and death of groups, elementary tactics, the opening, and the endgame, thus laying a solid foundation for your future progress in the game.



#224

## Graded Go Problems For Beginners - Vol 4 Advanced Problems

Kano Yoshinori

The almost 1,500 problems in these four volumes thoroughly drill the reader in the fundamentals of the game. Once you have finished studying these books, you will have mastered the elements of capturing and defending stones, life and death of groups, elementary tactics, the opening, and the endgame, thus laying a solid foundation for your future progress in the game.

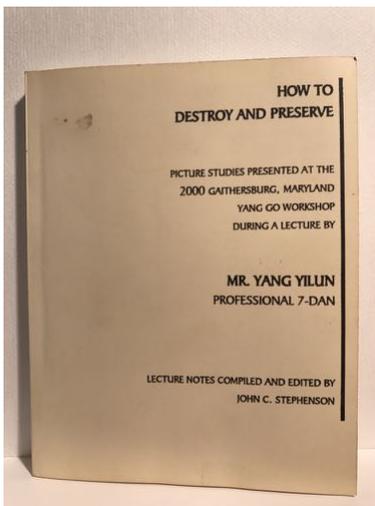


#234

## How Not to Play Go

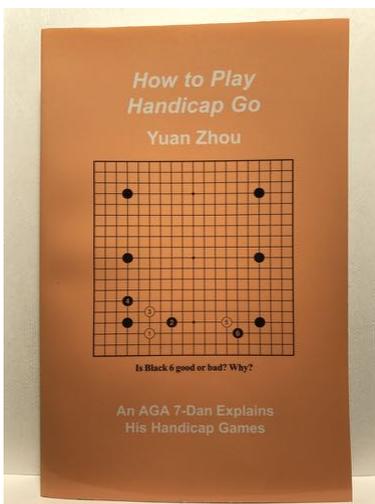
Yuan Zhou

This book will have a revolutionary impact on any kyu player who reads it. Zhou clarifies the common kyu level misunderstandings of how to play which hold kyu players back from reaching dan level. He explains that the skills needed to reach shodan are not things like a thorough knowledge of josekis or an ability to read out long sequences, but rather the elimination of some common confusions about how the game should be approached. The principles involved are not difficult to understand and Zhou clarifies them by giving detailed analyses of how they are being ignored in three different games between kyu level players. This book has now been translated into Spanish. The title is 'Como No Jugar al Go'; both books are also available as an ebook through SmartGo Kifu, [www.smartgo.com/booklist.html](http://www.smartgo.com/booklist.html)



## How To Destroy and Preserve Yilun Yang

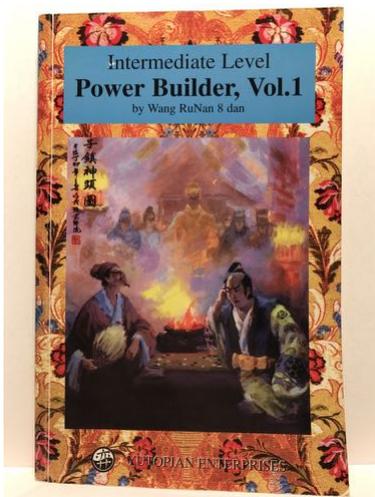
#125



## How to Play Handicap Go Yuan Zhou

An AGA 7-Dan Explains His Handicap Games - Yuan Zhou is one of the strongest Go players in America. He received professional training for 3 years and an invited participant in North American tournaments five times from 1991 - 2001. This book contains 8 games played by Zhou in two tournaments. As a registered 7 dan the games from that tournament are presented first. Also included is one game in which Zhou was not one of the players. Our idea was to show what happens when White does not play in accordance with the principles Zhou lays out in the book. There are very few moves per diagram, making it easy to follow. Strategy and tactics of the games are made understandable, even for players at a much lower level of strength. These commentaries offer a unique opportunity for all players to gain insight into the thinking of one of the strongest amateur players in the US. Any player's handicap game will benefit enormously from reading it.

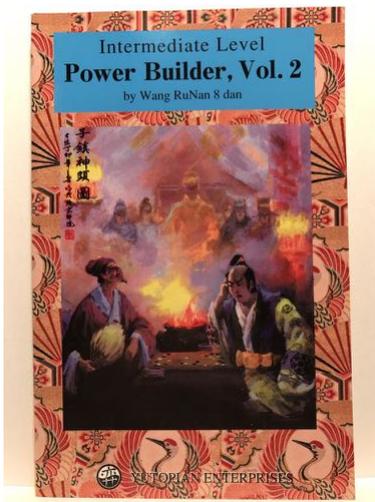
#211



## Intermediate Level Power Builder Vol 1 Wang RuNan

This book is based on a Television program hosted by Wang RuNan 8 dan, that was broadcasted on the Central TV Station, in China. Emphasizing on basic concepts, theories, and techniques, the lessons are intended for an audience of intermediate level players. There are a total of thirty-four lessons in this program covering many subjects. Thirteen lessons are included in this first volume, with topics ranging from opening to invasion. These lessons are not only useful to Kyu-level players, but also to low Dan-level players as well.

#212



#146

## Intermediate Level Power Builder Vol 2

Wang RuNan

By Wang RuNan 8 dan and Zhu Bao Xun. There are total of thirty four lessons in this program covering many subjects. Twelve lessons are included in this second volume, with topics ranging from opening to invasion. These lessons are not only useful to Kyu-level players, but also to low Dan-level players as well. 148 pages.

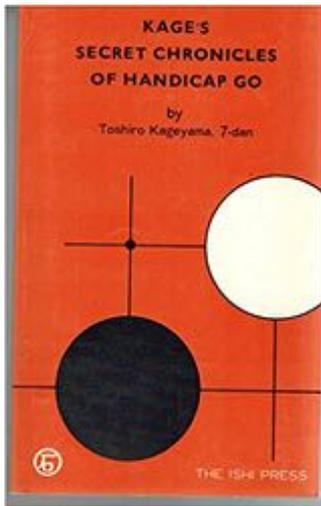


#116

## Invincible - The Games of Shusaku

John Power

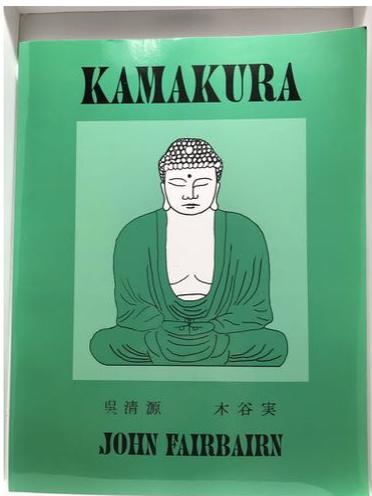
THE SAINT OF GO: Shusaku was the leading player of the golden age of go in the mid-19th century. He has become known to later generations as the Saint of Go (Kisei or Gosei) and is recognized by modern players as one of the greatest geniuses in the history of the game. His victories over his contemporaries in a number of matches contributed to his reputation, but its main foundation is his perfect record, not even approached by any other player, of nineteen successive wins in the annual castle games played in the presence of the shogun. SHUSAKU'S REPUTATION: Shusaku is considered the best model for aspiring professional players to study, especially his games with black. He was unexcelled in his complete mastery of the strategic principles and the practical techniques of go. His games are a treasure house of all the varied elements of the game, from the fuseki to the endgame, but in particular they provide amateur players with ideal material for studying the art of fighting in the middle game. Here are some 20th century views of Shusaku: "Shusaku simplified the complexity of go, concealing his great strength and profound analysis beneath the smooth surface of his game... It is not an exaggeration to say that all the principles and all the techniques of go are embodied in concentrated form in Shusaku's go." - Segoe Kensaku 9-dan "The speed and forcefulness of Shusaku's play with black are like lightning striking the go board; his skill at finishing off his opponent once he took the lead is unrivalled." - Hayashi Yutaka, go historian



## **Kage's Secret Chronicles of Handicap Go**

Toshiro Kageyama

#124

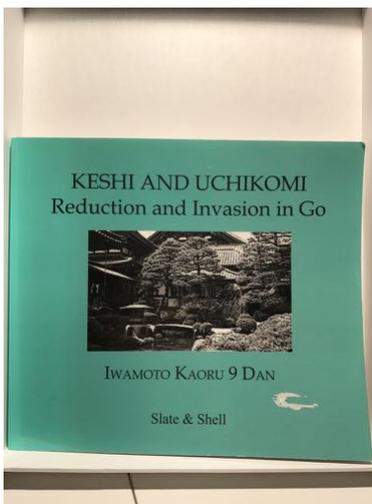


## **Kamakura**

John Fairbairn

The famous ten game match between Go Seigen and Kitani Minoru in Kamakura, as a result of which Go Seigen was clearly established as number one in the world, is thoroughly analyzed in this massive study by John Fairbairn. Fairbairn draws on a host of sources, most not available in English, to both thoroughly analyze the games and also describe the historical and cultural dimensions of the event. The games are presented using many diagrams, each with only a few new moves, so that the games can be followed and understood without setting up a board. This large format study provides an unusual depth of insight into some famous and important games.

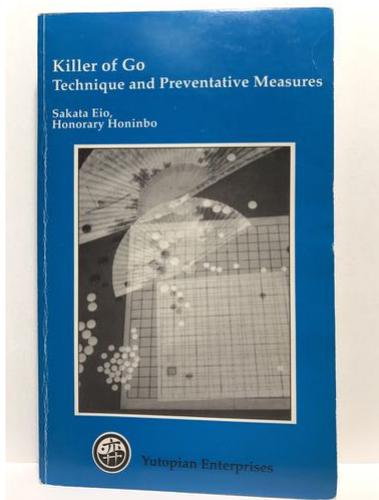
#214



## **Keshi and Uchikomi - Reduction and Invasion in Go**

Iwamoto Kaoru

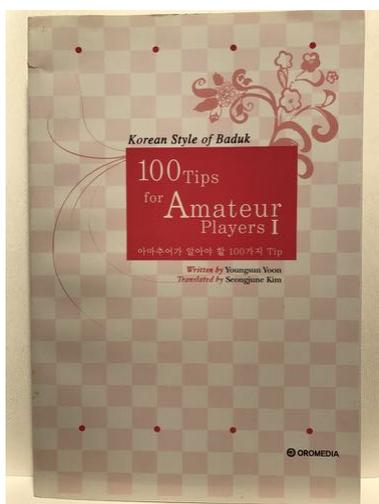
#209



#225

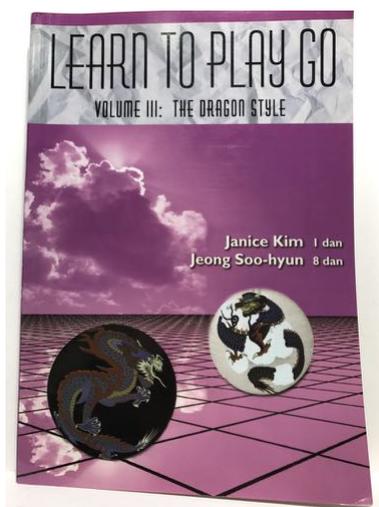
## **Killer of Go - Technique and Preventative Measures** Sakata Eio

This is a book about killing groups, or preventing your groups from being killed. It mostly consists of examples from games, but there are also sections on killing techniques and on preventative measures.



#165

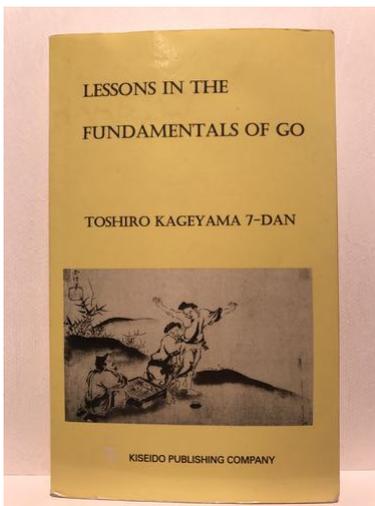
## **Korean Style of Baduk - 100 Tips for Amateur Players Vol 1** Youngsun Yoon



#117

## **Learn To Play Go Vol 3 - The Dragon Style** Janice Kim and Jeong Soo-hyun

The Dragon Style is the third volume in the popular Learn to Play Go series. Topics include seven deadly Go sins and eight secrets of winning play. Real games - even, high, and low handicap - are analyzed in depth. Includes a self-testing section and an extensive glossary of Go terminology.

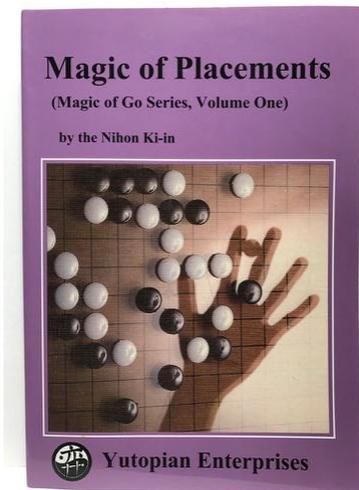


#205

## Lessons in the Fundamentals of Go

Toshiro Kageyama

Many Go books promise to explain the fundamentals: here is one that really keeps its promise. Kageyama's subjects are connectivity, good and bad shape, the way stones should 'move', the difference between territory and spheres of influence, how to use thickness and walls, how to train yourself to read, where to start looking in a life-and-death problems - matters so fundamental that other writers miss them completely. He also points out the right ways to study - how to study josekis, for example. "What changed me from an amateur into a professional was getting a really firm grip on the fundamentals," writes Kageyama. The essence of 7 years an amateur and 22 years professional playing experience are distilled into these pages and they are filled with advice that all Go players will find practical.

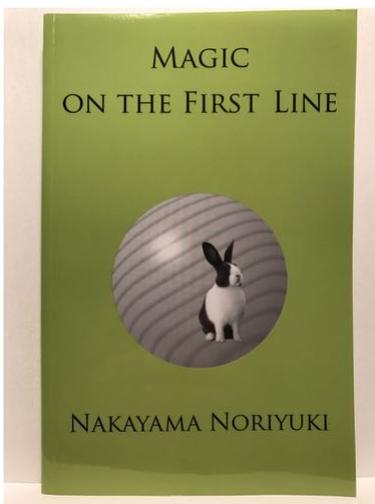


#167

## Magic of Go Series, Vol 1 - Magic of Placements

Nihon Ki-in

Making a placement - plunging into the center of your opponent's area to destroy eye space, shape or to reduce territory - is full of excitement. In some cases, it will decide who wins a game. On the other hand, the side against which the placement was played will panic and start to get scared. What exactly is my opponent aiming for? A surprising intrusion like this can easily make you lose your cool. This book takes a broad look at the power of placement techniques, and their countermeasures, from joseki to the endgame. Considering the practical and psychological effects of placements, the destructive power of these moves can only be attributed to magic rather than physical power. 328 pages.

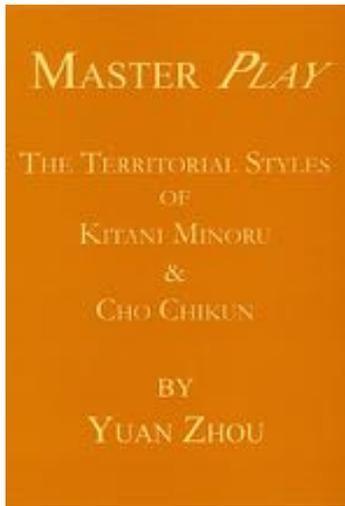


#158

## Magic on the First Line

Nakayama Noriyuki

This book by the highly popular pro Nakayama Noriyuki deals with a special topic: first-line tesuji, that is, first-line plays that are surprisingly effective in common situations. Nakayama presents three groups of problems: for 15 kyu to 5 kyu, 5 kyu to 1 kyu, and 1 kyu to dan level. The sample pages contain examples from each group; there are ninety problems altogether plus some examples of first-line tesuji from classic games. Both correct and failure diagrams are given for each problem, with explanations. The book was translated by Robert McGuigan. The sample pages include a review by Tony Atkinson, from the Summer 2010 British Go Journal.

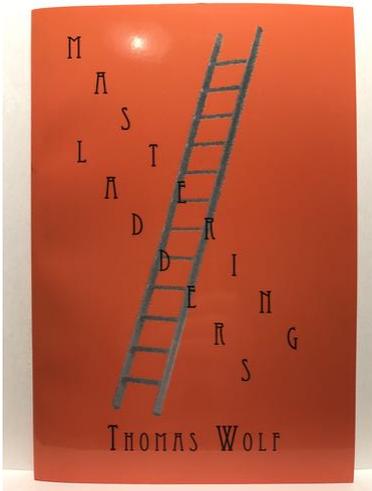


#154

## Master Play - The Territorial Styles of Kitani Minoru & Cho Chikun

Yuan Zhou

The fifth volume in Yuan Zhou's series explains and clarifies the territorial styles of Kitani Minoru and his famous student Cho Chikun. Kitani makes his position early and depends on later attacks, while Cho leaves his positions unsettled longer, which gives his games an interestingly different feel. The territorial style seems natural to many amateurs; Zhou makes it clear what you need to focus on to play territorial style effectively.

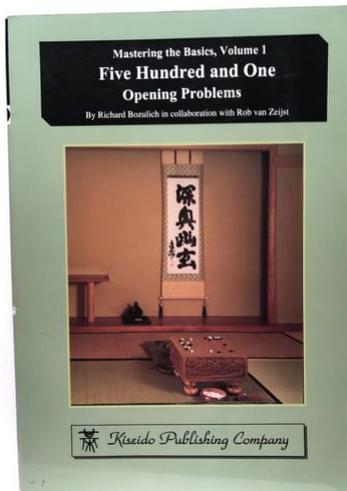


#161

## Mastering Ladders

Thomas Wolf

Thomas Wolf has developed a highly useful set of principles for understanding, judging, and handling ladders. You will find these ideas nowhere else. The book also includes a CD with thousands of problems in SGF and SGF files of pro games in which ladders are important. INCLUDES CD

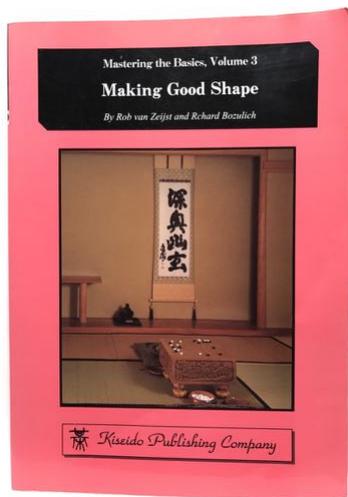


#169

## Mastering the Basics, Vol 1 - Five Hundred and One Opening Problems

Richard Bozulich and Rob van Zeist

Each problem demonstrates a basic principle of opening play. The constant repetition of these principles will develop the reader's intuition to instantly spot the appropriate move in the opening of their games.



#228

## Mastering the Basics, Vol 3 - Making Good Shape

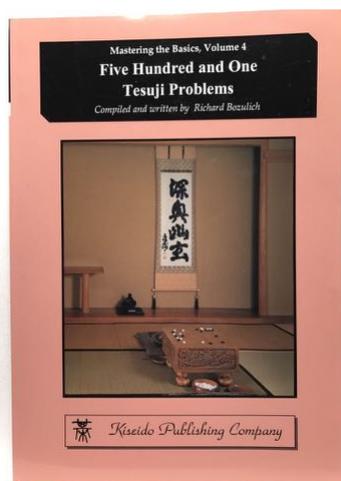
Rob van Zeist and Richard Bozulich

Good shape is a subject that has received scant attention in Japanese go literature. Although references to shape are made in most books, there is no one book devoted exclusively to this subject. However, understanding and recognizing good shape is important for becoming a strong player and developing the intuition that will instantly guide you to finding the strongest moves in middle-game fighting. This book is intended to fill this gap.

The first chapter begins with an extensive theoretical introduction to shape, beginning with the efficient placement of stones. It then goes on to discuss thickness -- how to use it and how to counter it, and how, if used improperly, can result in the overconcentration of stones. It continues by contrasting the concept of thick stones with that of thin stones, and finally what are heavy stones and what are light stones, and how these relate to the important concept of sabaki, which is essentially a method of making good shape.

The second chapter gives examples of the standard shapes, both good and bad, such as ponnuki, empty triangles and pyramid shapes, the center of three stones, the head of two and three stones, etc.

The final chapter consists of 245 problems to give the readers the practice needed to hone their ability in finding the shape move in their games.

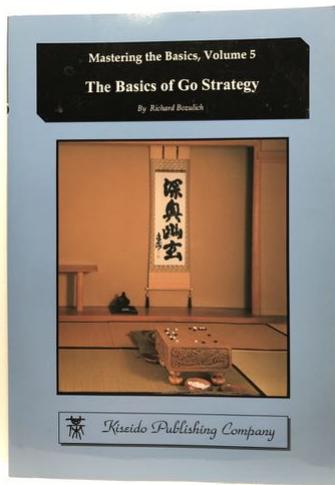


#151

## Mastering the Basics, Vol 4 - Five Hundred and One Tesuji Problems

Richard Bozulich

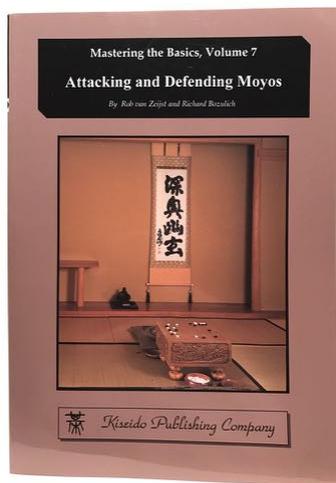
501 Tesuji Problems Tesujis are skillful moves that accomplish some clear tactical objective, such as capturing stones or a group, rescuing one of your own groups, linking up your stones, separating your opponent's stones, making good shape, etc. There are two approaches to presenting tesuji problems. One approach is to collect problems according to the objective that tesujis accomplish. The other is to collect problems according to the kind of tesuji used. In this book the emphasis is on the latter. There are about 45 different kinds of moves that make up tesujis. Each of these moves has a Japanese term that describes them. Some of these tesujis occur quite frequently in games, while others are seldom seen. In this book, examples of every kind of tesuji are presented. The more common ones occur in numerous problems, but even the less common ones are represented a number of times. Every tesuji presented in this book can be found among the first 50 problems. All of these different tesujis are scattered throughout the book. Just as in a game, one never knows what kind of tesuji will appear. It may be easy to find it, but often it is hard; it might be a quite common tesuji, but it could be one of those that rarely occur. Going through the 501 tesujis in this book will be like getting a tesuji experience in 501 games. However, in a game, many tesujis will go by unnoticed; in this book, each problem will be a learning experience. As you work your way through this book, you will find that the tesujis that solve the problems will occur to you more and more quickly. Once you have reached this level, the same thing will start happening in your games.



#232

## Mastering the Basics, Vol 5 - The Basics of Go Strategy

Richard Bozulich

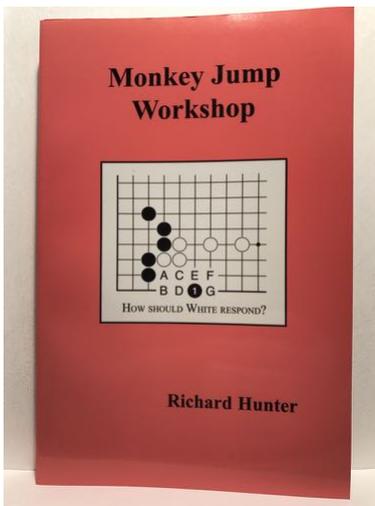


#166

## Mastering the Basics, Vol 7 - Attacking and Defending Moyos

Rob van Zeist and Richard Bozulich

Knowing the basic principles of go is the key to being able to find the best move in the opening and the middle game. The way to internalize these principles is by seeing how they are applied by pros in their games and by contemplating a large number of problems in which these principles are used. Attacking and Defending Moyos starts out by laying down 13 basic principles of moyos (frameworks of potential territories) with examples from the games of Takemiya Masaki, Yi Ch'ang-ho, Sakata Eio, Go Seigen, Rin Kaiho, Ishida Yoshio, among others. The second chapter presents detailed analyses of games played by top pros, showing how they build and defend moyos and how they attack them. Included are two masterpieces by Kitani Minoru, as well as games by Cho Chikun (the master of invading moyos), Hane Naoki, and Sonoda Yuichi (famous for his hyper-cosmic go). The final chapter presents 151 whole-board problems in which the ideas presented in the first two chapters can be applied. Attacking and Defending Moyos is an essential book even for those who like to play a tight territorial game, for they will undoubtedly often meet opponents who build moyos. It is also an essential book for those who like to build moyos but may be unsure of how to defend them against an attack.

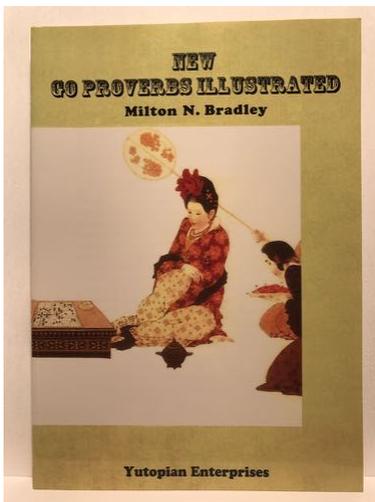


#229

## Monkey Jump Workshop

Richard Hunter

This book is a thorough study of the use of the monkey jump, based on material originally published in the British Go Journal, but considerably expanded and also supplemented with material from Go World.

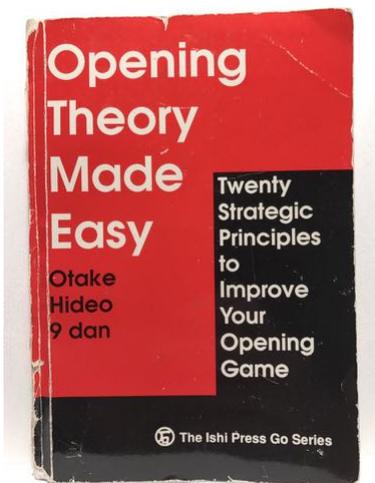


#145

## New Go Proverbs Illustrated

Milton N. Bradley

This book provides a logical continuation of Kensaku Segoe's 1960 classic "Go Proverbs Illustrated", David Mitchell's 1980 "Go Proverbs", and the Nihon Ki-in's "Handbook of Proverbs", translated from the original Japanese and edited by Max Golem in 1998. Given the scope and number of proverbs included in these excellent earlier efforts it would seem that there couldn't be much room for further exploration of this genre, but on close examination that rather surprisingly proved not to be so. Although this book contains only 25 proverbs, 13 of them are not only completely new, but are also primarily focused on key strategic concepts that experience has shown to be especially vital to the Kyu player's understanding and advancement. As a result, it's my belief that mere exposure to these key ideas will enable the reader to achieve the most rapid possible increase in playing strength.

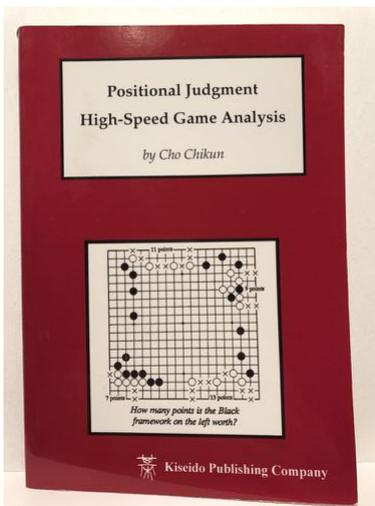


#175

## Opening Theory Made Easy

Otake Hideo

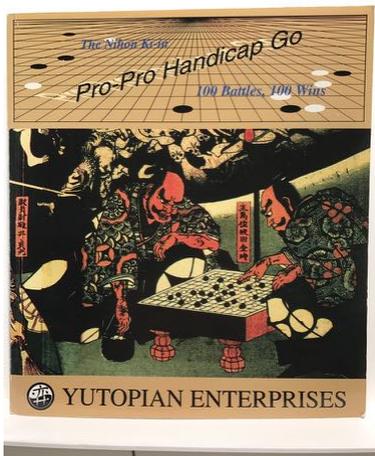
In this book, Otake presents 20 principles for opening play. You will find a discussion of the fundamentals of the opening and strategy. Almost a third of the book is devoted to the important topic of shape, a subject not well understood by most western go players. Otake explains sophisticated concepts in a simple and accessible way, making it easy to digest regardless of your playing strength. By applying these principles when you make your strategic decisions, you will improve your game enormously.



#113

## Positional Judgment - High Speed Game Analysis Cho Chikun

Game analysis is the process of estimating fairly accurately the relative territorial prospects of each player at key stages throughout the game. This may seem difficult or even irksome to many players. In fact, without the ability to sit calmly and judge the overall situation, vital moves may frequently be overlooked. Moreover, the estimation has to be accurate enough for you to make important strategic decisions: should you defend or should you invade, should you attack aggressively or should you try to wind up the game quickly? If you can't assess accurately the balance of territories and calculate whether you are ahead or behind, you lack the information that is the key prerequisite for making such decisions.



#190

## Pro-Pro Handicap Go Nihon Ki-in

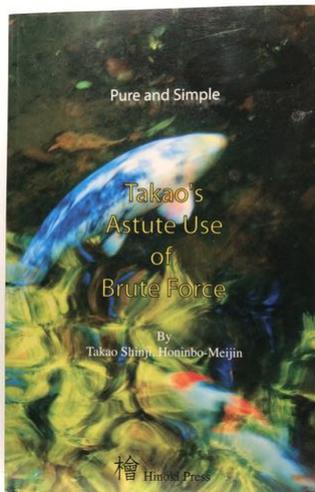
Subtitled "Invincible Play with 3, 4 and 5 Stones," this book is designed to teach the reader how to get the most out of handicap stones placed against stronger players. Model play with handicap stones is illustrated in easy to understand game figures and explanatory diagrams. In the main chapters, the oversized game figures usually do not show more than six moves at a time.

Three pro-pro handicap games are exhaustively analyzed. In the first chapter, Kudo Norio 9 dan takes five stones against Abe Yoshiteru 8 dan. Kudo 9 dan states at the beginning of the game that with five handicap stones, it is not necessary for black to play particularly brilliant moves. "By playing just ordinary moves that any one can come up with, I expect to win by 60 points." True to his word, he plays simply and solidly, and wins the game by 67 points.

In the next game, Ishida Yoshio 9 dan played in an active style against Kobayashi Chizu 5 dan. And in the three stone chapter, Takemiya Masaki 9 dan shows the use of his patented "Cosmic Go" against Ishikura Noboru 4 dan. The last chapter includes 8 briefly analyzed games.

All of these games are analyzed in terms that weaker players can easily understand, and tests are included to measure the reader's real strength. A special feature is the use of graphical symbols to indicate the moves that the reader should work hard to understand and incorporate into the reader's own game in order to improve.

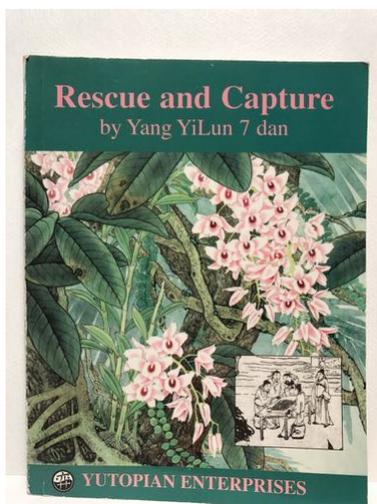
This a thoroughly enjoyable book to read while also learning form.



#188

## Pure and Simple - Takao's Astute Use of Brute Force Takao Shinji

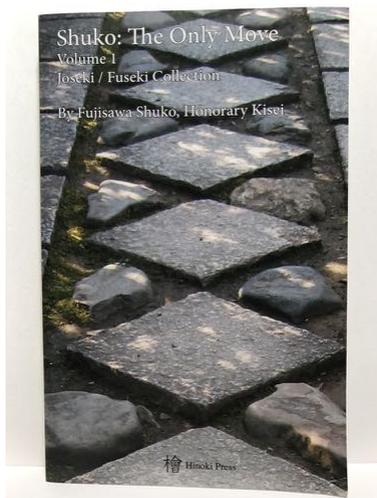
In 2006 Takao Shinji became only the sixth player in history to win both the prestigious Honinbo and Meijin titles in the same year. In this book Shinji explains how he used the concept of "thickness" to win these titles, and analyzes his and his opponents play from those matches. Theme Positions are presented in this book illustrating multiple aspects of thickness, and the reader is asked to analyze those situations and choose continuations. Over the course of the following pages, those positions are broken down simply and their components explained so that the essence of thickness can be completely discerned. Takao Shinji is a new superstar on the go scene and only the sixth player in history to win the prestigious titles of Honinbo-Meijin in the same year. In the final chapter he analyzes the games from the match that gave him the Honinbo title, showing how he used thickness to fine effect in order to emerge victorious. This book is filled with insights that invite multiple readings. All go players will enjoy it.



#236

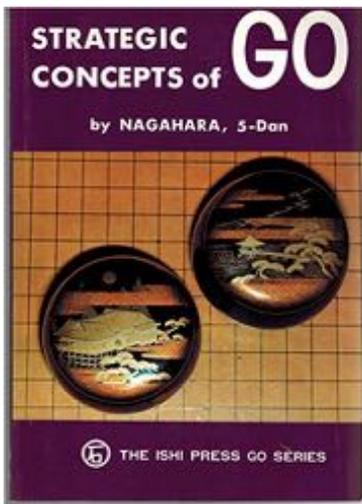
## Resuce and Capture Yilun Yang

The Pocket Skills Series has been written by Mr. Yang Yilun 7 dan, based on more than ten years experience of teaching Go in the United States, an is devised to help the reader to achieve the strength of 1 dan. Mr. Yang came up with the idea of printing pocket-size books so that the reader can study Go at anytime and anyplace. Rescuing and capturing stones are two vital techniques in the game of Go. In this first volume, these two techniques are introduced in depth through eighty exercises.



#150

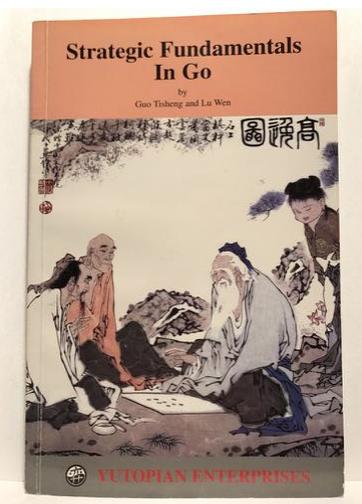
## Shuko: The Only Move Vol 1 Joseki/Fuseki Collection Fujisawa Shuko



#107

## Strategic Concepts of Go

Yoshiaki Nagahara

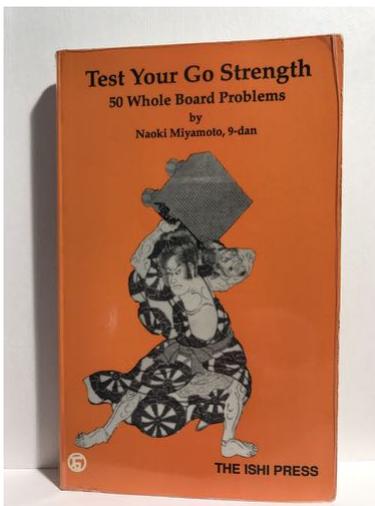


#148

## Strategic Fundamentals in Go

Gip Tisheng and Lu Wen

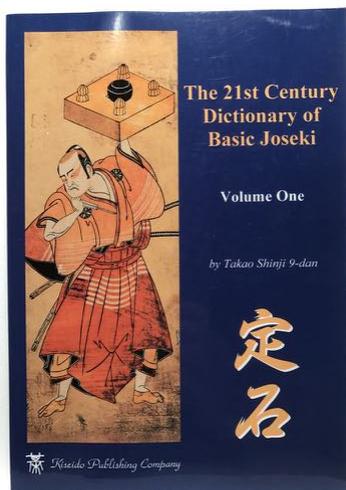
Strategic Fundamentals in Go is the first book of its kind to offer a Chinese perception on the fundamentals of strategy in go. The author, Guo Tisheng (1907-1989), was a renowned Chinese player and the teacher of many famous players, including Nie Weiping. In this book, Guo talks about ten important lessons in go, namely, sente vs. gote, big vs. small points, attack vs. defense, life vs. death, big vs. small territories, saving vs. sacrificing stones, light vs. heavy shapes, slack moves vs. urgent points, standard moves vs. flexible variations, and persistence vs. playing safe. These ten lessons cover the many conflicting situations that are frequently encountered when playing go. Sente allows a player to maintain the initiative, but it gives his opponent an opportunity to counter-attack; gote on the other hand, forsakes the initiative, but it builds a solid foundation for future attacks. Light moves are flexible, yet they sometimes form loose shapes; heavy moves are inflexible, but they are solid. Thickness leads to profit, but there is a danger of forming overdeveloped shapes; thinness is weak, but more flexible. Making life is safe, yet one loses sente; leaving a precarious group unattended is dangerous, but one gets sente. Thus, the key issues of initiative, profit, safety, and the life and death of groups must all be harmonized within one global, strategic framework. When separated from this global framework, these issues lose their meaning, and the game loses direction. With the aid of many illustrations, this book helps the reader to master these issues and become a stronger player.



#129

## Test Your Go Strength - 50 Whole Board Problems Naoki Miyamoto

The book presents 50 situations that might arise in typical games of GO, and challenges the reader to find the best of 5 points for each case. The strengths and weaknesses of each possible move.



#179

## The 21st Century Dictionary of Basic Joseki Vol 1 Takao Shinji

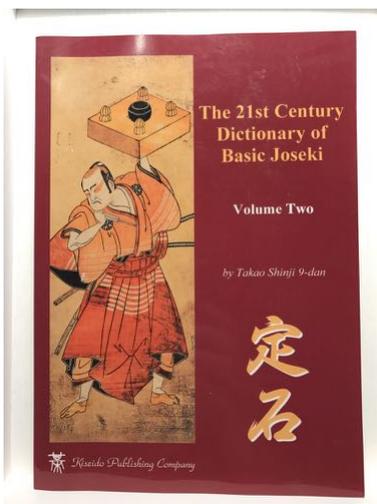
Every go player will find this brilliant and well-organized survey of all the important joseki patterns in contemporary go an indispensable study tool and reference work. It is a thorough updating and complete rewriting of the Yoshio Ishida Dictionary of Basic Joseki published in the mid-70s. It covers not only the long-established josekis familiar to players of all levels but also the many new variations of old josekis that have been developed in recent decades, including the first decade of the 21st century.

The first volume covers all the 3-4 point josekis, including long sections on the avalanche joseki and the Magic Sword. The second volume covers the star point, and the 5-3, 5-4, and 3-3 points. In particular, there has been great innovation in star-point josekis in recent decades, so the coverage has been considerably expanded, compared to the Ishida dictionary. Like the Ishida work, it thoroughly analyses the various components of josekis, such as tesujis and good style and good shape, and focusses in depth on such themes as securing momentum and building influence. Each joseki listed is backed up by numerous diagrams exploring alternative moves and mistakes, to ensure that the reader understands the joseki fully. Consequently, this work is unrivalled as a lucid and comprehensive primer in joseki theory.

The author, Shinji Takao, is a top Japanese professional who has held both the Honinbo and Meijin titles. His book retains the variations from its predecessor that are relevant to contemporary play but also gives countless new variations, reflecting the widespread innovations generated by professional go in the Far East in the last three decades.

If there is one book every go player should have in his or her library, this is it.

Each Volume: 304 pages



#178

## The 21st Century Dictionary of Basic Joseki Vol 2 Takao Shinji

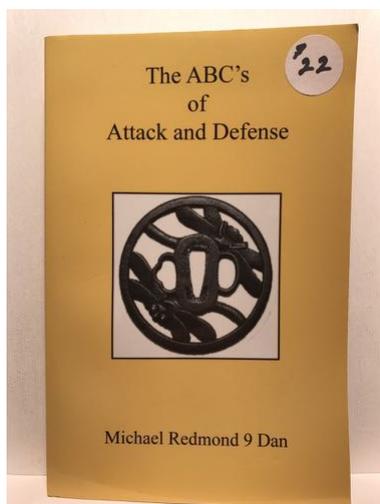
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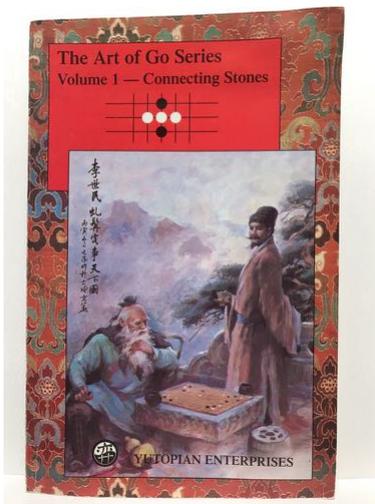
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#203

## The ABC's of Attack and Defense Michael Redmond



#208

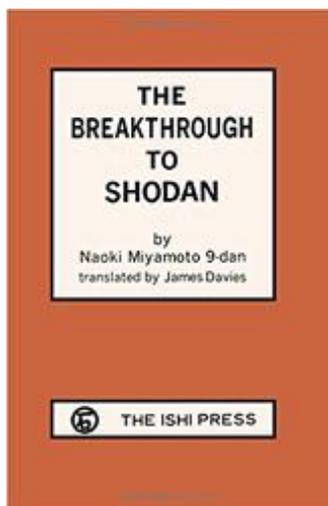
## The Art Of Go Series - Vol 1 - Connecting Stones

Wu Piao and Yu Xing

The important concept of connecting stones cannot be overemphasized in the game of go. This crucial subject is discussed in detail in the Art of Connecting Stones, through which, one also learns the vital techniques of how to cut the opponent's stones apart. By studying this book, and applying its principles, one can get a few stones stronger in strength.

The Art of Connecting Stones is a problem book. It alternates problems, which increase in difficulty through each chapter, with their solutions. In chapter one, the art of connecting from the underneath is illustrated through exercises that increase in the level of difficulty. In chapter two, some of the most simple and stand-alone examples of the linking up technique that involves the capturing of stones are introduced. Chapter three shows the techniques of linking up stones by utilizing friendly forces. Chapter four summarizes the endgame techniques of connecting stones. The last chapter (chapter five) consists of problems designed to test one's understanding of the concepts presented in the previous chapters.

Chapter 1 Connecting at the Edge of the Board (52 examples)  
Chapter 2 Linking Up by Capturing Stones (34 examples)  
Chapter 3 Utilizing Support from Friendly Forces (23 examples)  
Chapter 4 Endgame Moves (26 examples)  
Chapter 5 Exercises and Applications (51 examples)

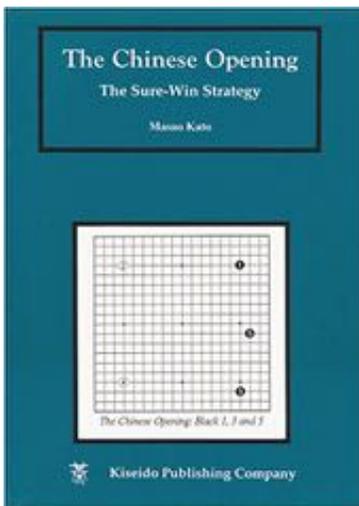


#105

## The Breakthrough to Shodan

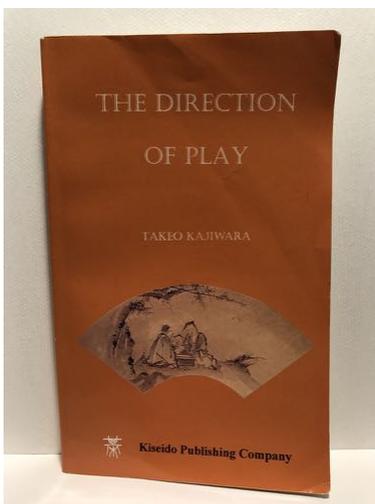
Naoki Miyamoto

In this unique treatment of low-handicap go a 9-dan professional sets out to change your whole approach to the game. Step by step he shows you how to take the initiative, how to attack, how to handle the corners, and how to keep the game simple, all the while relentlessly hammering away at the negative mentality that keeps players from advancing. Absorb what he had to say, and the opponents you once feared may soon have to fear you.



#103

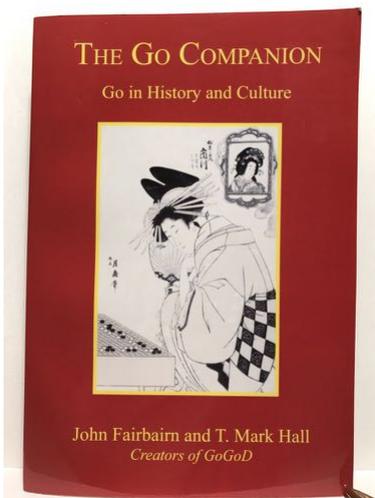
## **The Chinese Opening - The Sure-win Strategy** Masao Kato



#217

## **The Direction of Play** Takeo Kajiwara

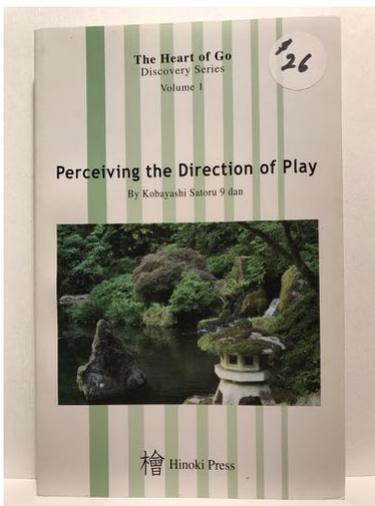
This book is a lucid exposition of the basic principles of Kajiwara's go theory and a guide to applying these principles in your own game. Above all else, Kajiwara emphasizes the importance of careful analysis in order to determine the correct direction of play, that is, the direction in which a stone or a group of stones exerts its main influence. He demonstrates that each stone has a life of its own and so expresses the individuality of the player. The key to a powerful game is understanding the relationship between each stone and the overall position, for only then can one realize the full potential of every stone that one plays.



#216

## **The Go Companion - Go in History and Culture** John Fairbairn and T. Mark Hall

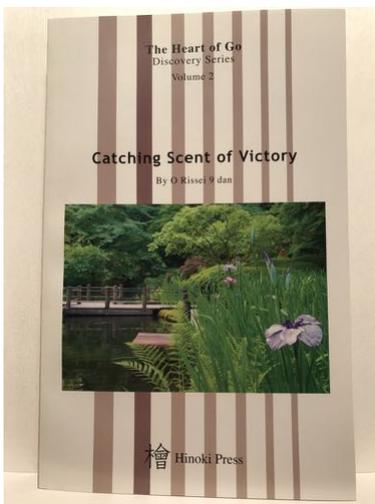
John Fairbairn, author of The Go Companion, has been studying and commenting on the world of go for years. The 34 articles that comprise this book touch on a wide assortment of topics, from game commentaries, narratives of special events, and stories of historical figures in go, to discussions of unusual moves as well as trends in opening theory. For instance, are you aware of the pro game where Black started on the 3-2 point? Some material has never been published in English before, such as details of the Atomic Bomb Game. The Go Companion also includes the first accurate translation of the famous go scenes in The Tale of Genji, and a fascinating attempt to explain Go Seigen's ideas about the game. For a complete list of topics, see the table of contents included in the sample pages. The image on the cover was created by Mark Odaka, known in the go community as 'tweet' of IGS. Many more pictures in the classical style can be seen in the IGS Art Gallery at [www.pandanet.co.jp](http://www.pandanet.co.jp).



#231

## **The Heart of Go Discovery Series, Vol 1 - Perceiving the Direction of Play** Kobayashi Satoru

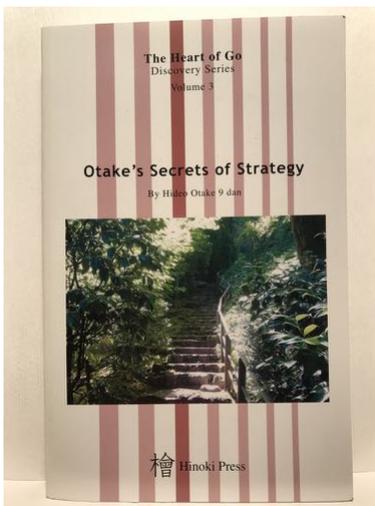
Determining the direction of play is a critical component to the game of go. If one does not understand the key factors that affect the upcoming flow of play one can easily flounder in the variations that develop. It can turn into a nightmare for beginners and experts alike. Kobayashi Satoru 9 dan is a former Kisei titleholder and an acknowledged master of positional play. He presents situations for the reader to analyze and then breaks down the relevant components to explain matters in an easily understood manner. All of the positions are taken from actual games. In Chapter 1 he uses those of the earliest Japanese masters to illustrate the fundamentals of finding the direction of play while offering a fascinating account of the evolution of the art and how those players in the 16th century groped to come up with lucid theories about it. In subsequent chapters Kobayashi 9 dan uses his own games as examples for Problem Positions to examine the direction of play in joseki, the fuseki (opening) and in fighting.



#184

## **The Heart of Go Discovery Series, Vol 2 - Catching Scent of Victory** O Rissei

What does it take to become Kisei (the highest Go title in Japan)? Naturally, there are many Go players who would like to know the secret and this book supplies the answer. It is O Rissei's account of how he captured the Kisei title and it reveals his thoughts as he challenged the best players in the world and overcame them to win the Go world's highest title. The key to his win was innovative play in the opening, stubborn persistence in the middle game and precise calculation in the endings. All of these facets are explored in this work. In Chapter 1, O Rissei presents 16 strategies that he has used to get the advantage in the opening of his games. These are cutting-edge moves that are rarely found in even the most up-to-date joseki dictionaries. Chapter 2 illustrates the continuations and offers the reader a chance to guess at the winning play in a problem format. The surprising thing is that sometimes the answers are so simple that one fails to see them coming. Chapter 3 brings all the elements of the book together in a thorough analysis of six of O Rissei's games played against the best Go players in the game today. Again, a problem format gives the reader the chance to match wits with these great talents. "Catching Scent of Victory" is one of the rare books in the world that delivers more than it promises. It explains how to set the stage in the opening of a game of Go so that one has a chance to win, then demonstrates the mechanics of the play and finally shows how events typically develop through the middlegame. But it then goes even farther, to step behind the scenes and recapture the human element of top-level match play. It is a testament to the panorama of O Rissei's Go career. And as such, it proclaims that one must always be on the lookout for suspicious moves.

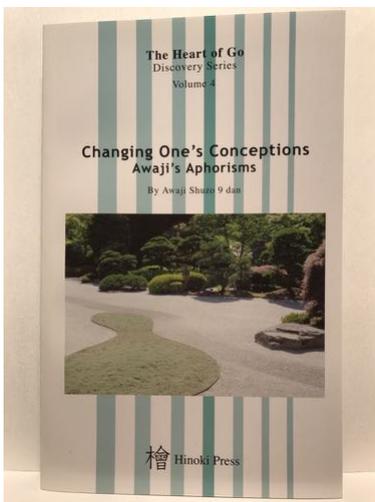


#185

## The Heart of Go Discovery Series, Vol 3 - Otake's Secrets of Strategy

Otake Hideo

Otake Hideo is one of the most respected figures in the Go world today. At the height of his powers, he was second to none in terms of strength, battling other legendary players such as Sakata Eio, Rin Kaiho and Fujisawa Shuko for supremacy. At the same time, he was a revered elder colleague for other students of the Kitani Dojo, that school that groomed future champions like Cho Chikun, Kobayashi Koichi, Kato Masao and Takemiya Masaki. All of these players looked up to Otake and gained much from his mentoring. In this work, Otake does the same for amateur go players. He examines amateur games and looks over the players' shoulders to give advice about typical mistakes that regularly appear there. Since the strengths of the players is so close to the average player's, all amateurs will recognize aspects of their own play that Otake strives to point out. That is one of the keys to improvement. But Otake does not stop there. He ranges far and wide throughout Go history to explain tried and true strategies in the game of Go, demonstrating his erudition at the same time. From ancient China to classical go in Japan to masterpieces Otake himself has played, the reader is treated to the rarest of all material: the kind where one learns effortlessly while finding the experience thoroughly pleasurable.



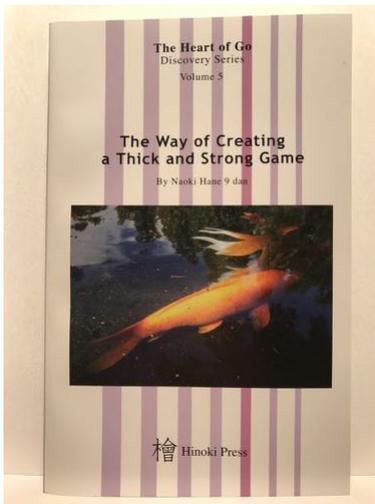
#186

## The Heart of Go Discovery Series, Vol 4 - Changing One's Conceptions - Awaji's Aphorisms

Awaji Shuzo

One of the most enjoyable aspects of go that one encounters are go proverbs. They may be wistful, whimsical or wise but they always encompass nuggets of knowledge regarding the game that one can gain insights from. Awaji Shuzo 9 dan is a top tournament professional player who has cultivated a taste for go proverbs over the course of his career and has gone so far as to invent a whole series of such maxims of his own. They illustrate the thoughts of a great player as he explains the game to himself.

However, Awaji 9 dan is also one of the most friendly and sociable of go players around. He loves to share his enthusiasm about the game and has opened his go "cram school" (in Japanese, juku, which is the same word used for the schools that Japanese high school students attend in order to cram for college exams) where he rubs shoulders with average amateur players and shares his thoughts. This books shows how sessions at the Awaji Cram School and conducted, the give and take between players of all levels of skill and the way that refined technique is explained so that even weak players can understand and improve. Short of actually going to Japan to attend one of these classes, this book gives the reader an intensive workout that includes all of the elements that may be found in Awaji's training room.

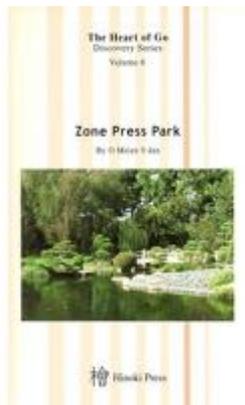


#155

## The Heart of Go Discovery Series, Vol 5 - The Way of Creating a Thick and Strong Game

Naoki Hane

What in the world is thickness in go?! One hears the term bandied about as if it were a given. But what actually is meant by that word? And how can the concept of thickness be applied in one's own game? Hane Naoki 9 dan, former Kisei, learned the value of playing with an awareness of thickness from his renowned father, Hane Ysumasa 9 dan, one of the most accomplished players of his generation. But what actually is thickness? And how is it best utilized? The author has a surprising answer. He does not necessarily see to use it to attack as many players do, nor to dominate an opponent. Instead, Hane says that thickness gives him to play in a relaxed way, rather than go all-out, to be satisfied with a mere sufficient gain instead of a big windfall and to play moves that other might deem too mediocre to consider. This book shows the keys to doing that successfully. Using positions from his actual games, including ones against his father while he was still an amateur and then again when he was on the verge of capturing the Kisei title, the most distinguished exploit in the go world, Hane highlights both the most significant strategic and tactical moments, while also pointing out fundamental truths about the game that one needs to master in order to play skillfully.

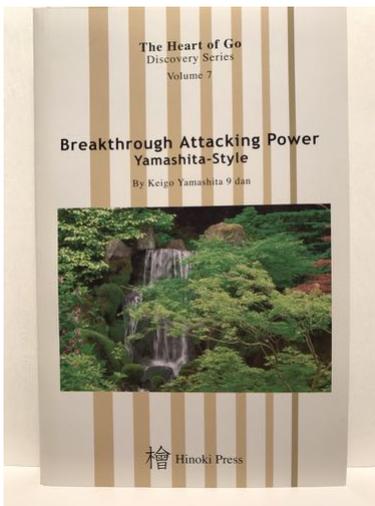


#143

## The Heart of Go Discovery Series, Vol 6 - Zone Press Park

O Meien

This book isn't for everyone. Where most Go books are practical, this one is philosophical. Where most Go books focus on one thing at a time, this one can be obtuse. Where most authors try to give the reader their knowledge, O Meien really makes the reader think, and eventually understand for themselves. We didn't stock this book for years because it sometimes receives bad reviews. However, after finally reading the book for myself, I realized that it's a brilliant and unique work amongst English language Go books. It's just not for everyone.

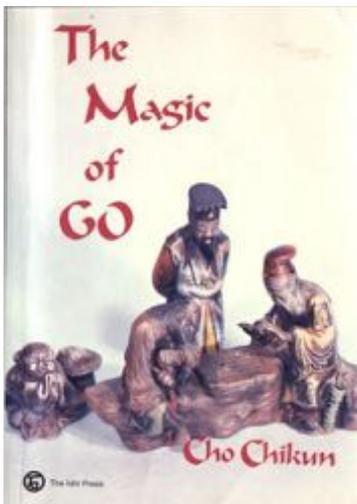


#156

## **The Heart of Go Discovery Series, Vol 7 - Breakthrough Attacking Power Yamashita-Style**

Keigo Yamashita

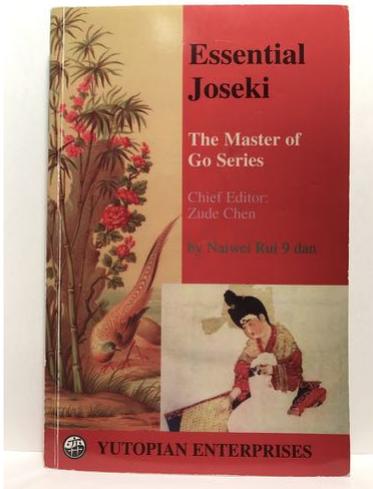
Do you enjoy fighting in Go? Then this is the book for you. The author, Yamashita Keigo 9 dan, is among the most aggressive professional Go players in the world. This book provides commentary and lessons based on Yamashita's games. You can learn the basics of attacking from problem books, but to really capture the essence of it you need to study the games of masters. This book will help you develop your own strong fighting style.



#114

## **The Magic of Go**

Cho Chikun



#213

## The Master of Go Series - Essential Joseki

Naiwei Rui

This is the first volume in a four-volume series published in China between 1990 and 1996. The series is designed for mid-level players, but there is material in all four volumes that will challenge amateur dan level players.

These books are useful both as lesson -books and as references. the authors are some of the strongest players in the world. They are recognized as having special strength in the areas about which they have written. The present volume is a handy reference to joseki. It is far more comprehensive than elementary works such as 38 Basic Joseki, but much more accessible than any of the multi-volume dictionaries. For each variation, the author provides sage advice on when to choose to play that line based on the whole-board situation. Potential ladders, ko fights, and seki are all explained in detail so the reader can appreciate under what conditions a particular joseki can or cannot be played.

Chapter 1 Low Approach to the Three-Four Point

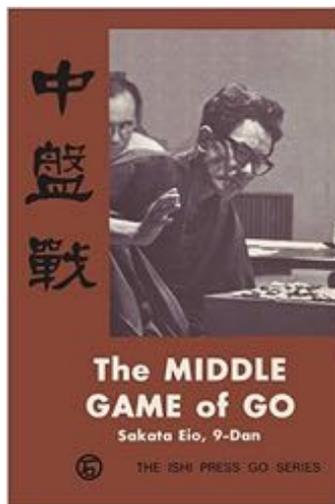
Chapter 2 High Approach to the Three-Four Point

Chapter 3 Two-Space High Approach and Large Knight's Move Approach to the Three- Four Point Chapter 4 Star Point Joseki

Chapter 5 Three-Three Point Joseki

Chapter 6 Four-Five Point Joseki

Chapter 7 Three-Five Point Joseki

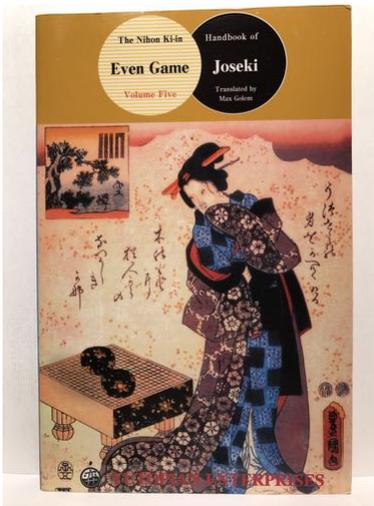


#104

## The Middle Game Of Go

Sakata Eio

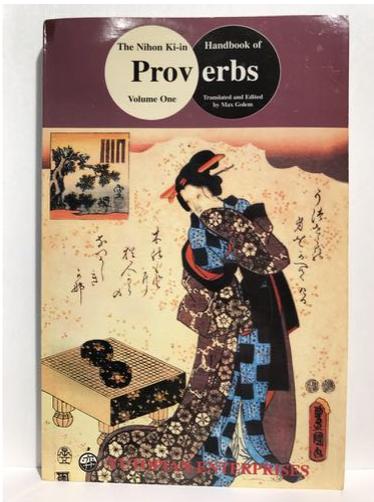
Sakata Eio is regarded as one of the strongest go players of the 20th century. He was born on February 15, 1920 in Tokyo, Japan. After winning most of the major titles in the 1950s, in 1961 he finally took the Honinbo title from Takagawa Kaku who had held it for a record nine consecutive terms. In 1963, Sakata captured the Meijin title, making him the first player simultaneously to hold the two titles Meijin-Honinbo. Sakata's peak came in 1964, when he won 30 games and lost only two and held seven major titles: Meijin, Honinbo, Nihon Ki-in Championship, Asahi Pro Best Ten, Oza, Nihon Kiin Number One, and NHK Cup. Sakata is now 86 and lives in Tokyo. He is retired but still active. This book, "The Middle Game of Go" or "Chubansen", first published in 1971, was Sakata's third book published in English, the first being "Modern Joseki and Fuseki, Vol. 1" and the second being "Modern Joseki and Fuseki, Vol. 2, The Opening Theory of Go". These volumes are now regarded as a classics in Go literature. They are also the first books published by The Ishi Press. This book, along with the two other volumes in his series by Sakata Eio, made The Ishi Press the world's leading English language publisher on the game of go.



#160

### The Nihon Ki-in Handbook of Even-Game Joseki Nihon Ki-in

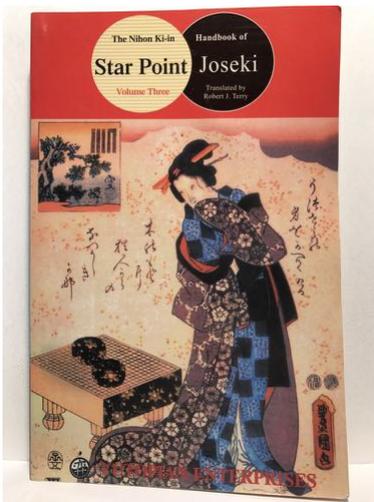
This book collects and explains over a hundred fifty proverbs that have arisen over the centuries to help players remember various aspects of the game. For example, there are sayings pertaining to the life and death of groups and to a variety of fighting techniques. Some proverbs help remind players how to play certain josekis, and others provide advise about one's general approach to the game, philosophy, and fighting spirit.



#101

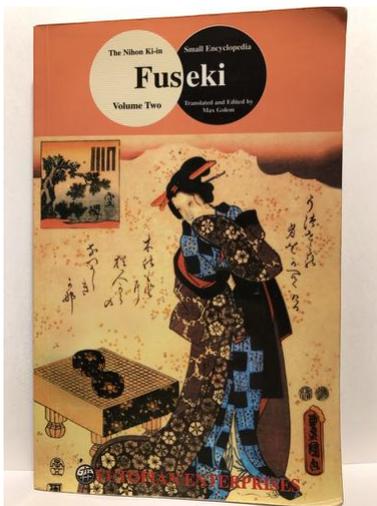
### The Nihon Ki-in Handbook Of Proverbs Vol 1 Nihon Ki-in

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#223

### The Nihon Ki-in Handbook Of Star Point Joseki Vol 3 Nihon Ki-in



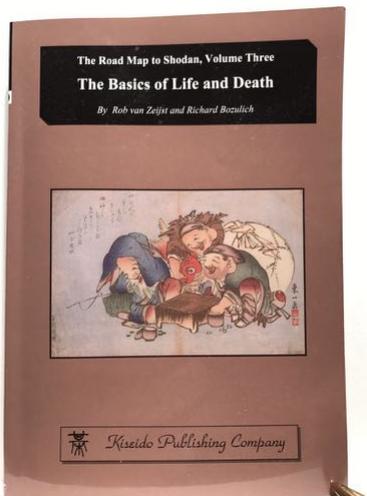
#174

## The Nihon Ki-in Small Encyclopedia - Fuseki Vol 2 Nihon Ki-in

The Nihon Ki-in, Small Encyclopedia by Max Golem The Fuseki Small Encyclopedia covers basic opening strategy for the game of go. Although a few common corner openings (joseki) are discussed, the idea here is to concentrate on applying the basic principles of whole-board openings (fuseki) so you can choose the joseki that is the most suitable for the whole-board position. After reading this book, you will find it easier to figure out what is important on the board and what to do when your opponent departs from the flow of the game.

Thirteen chapters examine the full spectrum of go openings, which are divided into twenty-nine specific patterns and strategies. The traditional order of play is emphasized - (1) empty corners; (2) a corner enclosure (shimari); (3) an approach of pincer; (4) an extension along the side; then lastly, (5) a jump out into the center - but popular departures from this order, such as three star points in a row (senrensei) and the Chinese fuseki, are given considerable coverage.

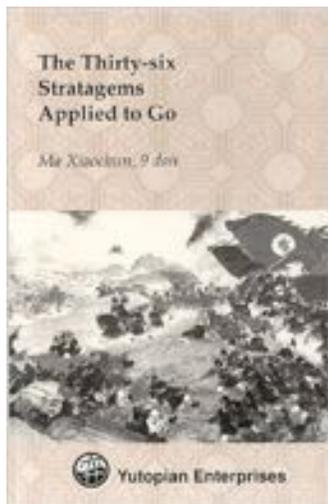
In addition, 94 openings are included from professional games from study.



#238

## The Road Map to Shodan Vol 3 - The Basics of Life and Death Rob van Zeist and Richard Bozulich

Most go players know that the best way to improve one's tactical and reading skills is to solve live-and-death and tesuji problems. This book is systematic introduction to life and death for beginning players. Part One of starts out by presenting all the basic eye spaces. It then shows how three basic tesujis (the hane, the placement, and the throw-in) are used to reduce the eye space of a group to one eye, then to kill that group. The second part is a life-and-death dictionary that presents 177 basic positions that often arise from josekis or common middle-game skirmishes in the corners and along the sides. As such, it is an invaluable reference work that deserves a place in every go players' library.



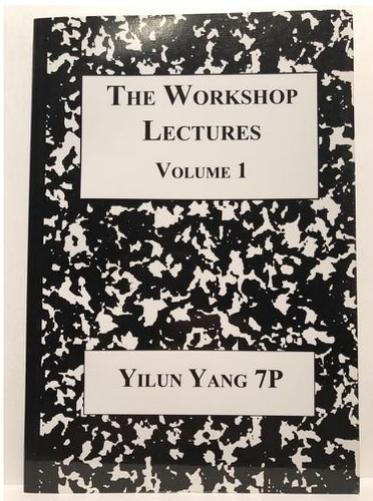
#121

## **The Thirty Six Stratagems Applied To Go** Ma Xiaochun

Ranked as the best player in the world in 1995, Ma Xiaochun has had a phenomenal career since turning professional just ten years ago. This book represents his first attempt at a major work of Go literature. It differs from the "usual" Go book in that it examines the application of ancient military maxims to the game. Through careful analysis of 36 complex middle-game positions, taken from actual professional games, Ma shows how to formulate a plan and translate the plan into action on the board.

At every turn, Ma demonstrates his phenomenal full-board vision. Through each diagram, he develops the reader's appreciation of the relationship between local tactics and full-board strategy. He shows how to formulate tactics based on strategy, as well as how to reap the ultimate reward by dogged pursuit of strategy in the face of tactical losses.

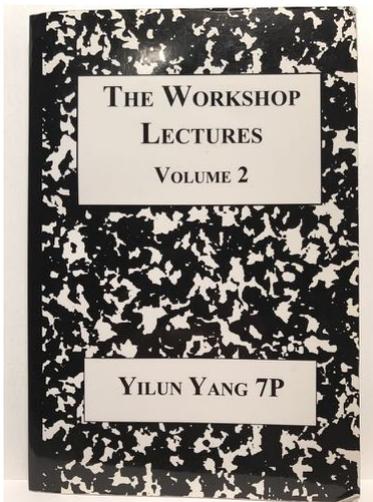
His choice of a military classic as the basis of his lessons is unprecedented in Go literature. We have all mused about the relationship between Go and warfare, and some authors have written books describing warfare as an extension of Go. But here we have a work that directly interprets military principles into maxims for Go.



#176

## **The Workshop Lectures Vol 1** Yilun Yang

Volume 1 of The Workshop Lectures contains three lectures selected from those given by Yilun Yang at workshops in Maryland and Pennsylvania. "When to Tenuki in the Opening" shows how to gain a tempo in the opening in a common situation in which most players don't realize they can avoid a local response. "Choosing the Direction of Attack" gives clear guidelines for determining how to attack an invading stone most effectively. "Playing Complicated Joseki" reveals the way to play difficult joseki without having to memorize lots of complex sequences. This essay contains a wealth of instruction about how to fight in difficult situations. All three lectures reflect Yang's emphasis on understanding general concepts rather than memorizing patterns.

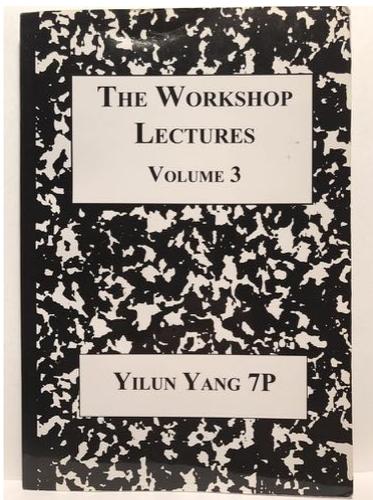


#197

## The Workshop Lectures Vol 2

Yilun Yang

Volume 2 contains five lectures given by Yilun Yang at various workshops. "How to Invade" shows how to invade large areas your opponent is trying to surround. "Choosing the Correct Pincer" provides guidelines for choosing a pincer in different situations. "Side Extensions in the Opening" is about this important part of opening theory. "Playing A Territorial Game" and "Playing a Moyo Game" show how to be consistent in your style of play in your games for better results. All five lectures reflect Yang's emphasis on understanding general principles rather than memorizing patterns.

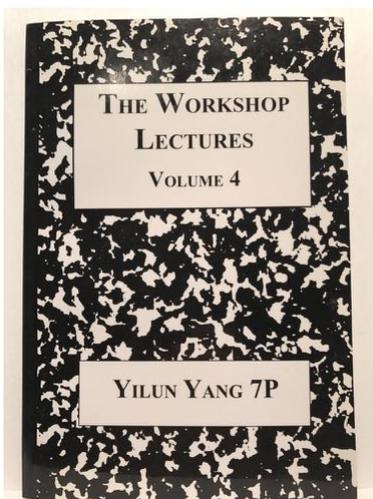


#200

## The Workshop Lectures Vol 3

Yilun Yang

Volume 3 contains five lectures given by Yang. "Playing the Opening" shows how to apply Yang's opening principles in some common situations. "Developments Around the 4-4 Point" discusses how to deal with common situations in a corner with a 4-4 point stone, especially double approach moves. "Punishing Weak Groups Directly" explains how to tell if a group is weak and how to attack it if it is; this lecture also covers Yang's basic guidelines for fighting. "Using Forcing Moves" responds to some players' fondness for forcing moves by explaining how to tell when they should be used and when they should be held in reserve. "Handling Weak Stones" discusses how to defend weak stones. As always, Yang emphasizes the importance of understanding general principles rather than memorizing particular patterns.

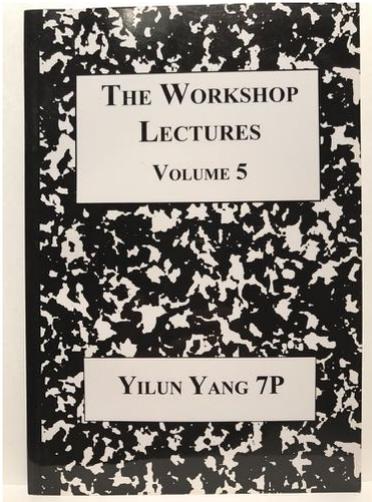


#198

## The Workshop Lectures Vol 4

Yilun Yang

This volume contains four lectures given by Yang at various workshops. "Good and Bad Shape" explains why some shapes are good and others bad and lays out the guidelines for making good shape and avoiding bad shape when opposing stones are in contact. "When to Play Fast or Slow" covers when to play fast moves and when to play slow moves in the opening. "Playing a Fighting Opening" completes Yang's analysis of how to play the three basic types of games: territorial, moyo, and fighting. Lectures on the first two are included in Volume 2 of The Workshop Lectures. "Destroying Large Positions" shows how to severely damage positions that your opponent was probably already counting as territory.

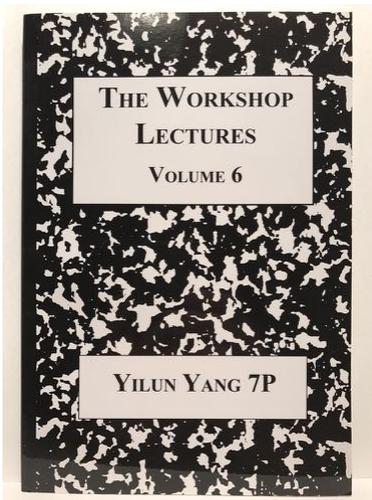


#177

### **The Workshop Lectures Vol 5**

Yilun Yang

This volume contains three lectures given by Yang at various workshops. "Choosing Areas in the Opening" goes beyond the guidelines for playing the opening in Yang's Fundamental Principles. Here he focuses on the importance of the relative potential each player has in an area and what that indicates about how to play. "Handling Unusual Opening Moves" discusses how to take advantage of strange plays in the opening by your opponent. "Protecting a Position" shows how to find the right spot to defend a position that is not yet finished.

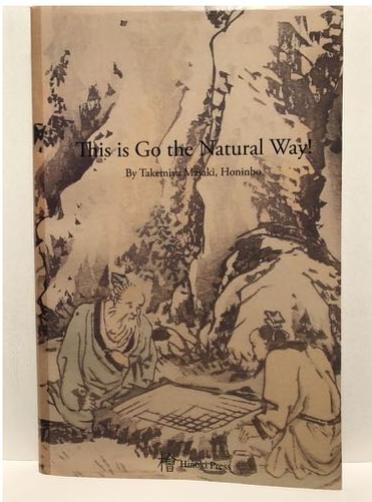


#201

### **The Workshop Lectures Vol 6**

Yilun Yang

The sixth volume in Yilun Yang's popular series contains four lectures given at various workshops. "Entering the Middle Game" discusses how to handle the transition from the opening to the middle game, a stage of the game many players have trouble with. "Attacking Severely" is about how to make attacks on your opponent's stones more effective; it is a lesson about how to be more aggressive. "Dealing with a Moyo" explains the best way to both build and reduce a moyo. "Playing With and Against the Sanrensei" presents the best strategies for both players in a game where Black starts with the well-known three star point formation.

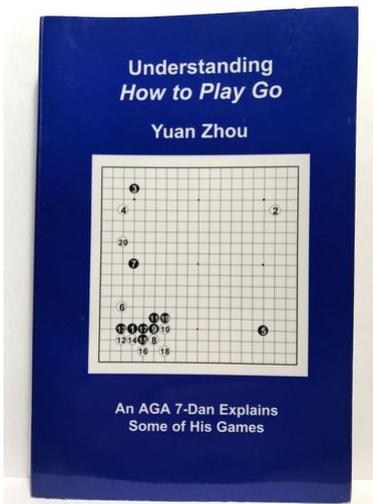


#144

### **This is Go the Natural Way**

Takemiya Masaki

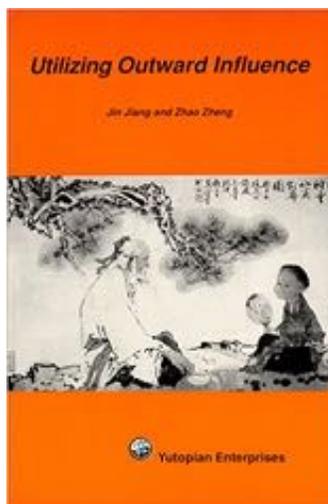
Takemiya Masaki is well known for his "cosmic style", an intuitive way of playing. He is also well known for making large moyo's. In this book he explains that he does not aim for moyo from the outset, but that it happens naturally. The book contains complete 12 games, comments are mainly on the early part of the game and the key points of the fighting.



#227

## Understanding How to Play Go Yuan Zhou

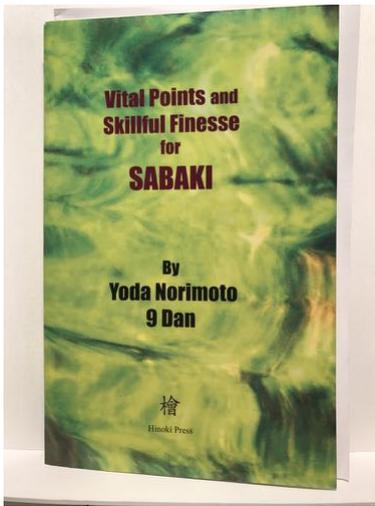
Yuan Zhou, whose AGA rating is 7 dan, provides very thorough commentaries on several of his games. Zhou went over the games with his opponents, as well as with a professional player, and discusses what both players are trying to do at each step of the game. Game diagrams typically have only two or three moves, making it easy to follow what is happening. The commentary is aimed at both kyu and dan level players.



#122

## Utilizing Outward Influence Jin Jiang and Zhao Zheng

Go - Life, Liberty, and the pursuit of Territory through Connection and Influence. Each player must discover the strategy and tactics necessary for acquiring the most territory. The work of each move is a function of multiple threats to reate or destroy Life, Connection, Influence, and Territory. Utilizing Outward Influence by Jin Jiang and Zhao Zheng provides a study of how to efficiently build and use Influence. Jiang provides numerous examples of how to construct thickness (strongly connected strings of stones that cannot be disconnected) and how to avoid thinness (weakly connected strings of stones that can be disconnected). Also included are abundant examples of sacrifice and ko tactics that can be used for constructing large territorial frame-works (Moyos) out of influence. Seizing control of the center is vital for gaining the most territroy. Additional examples of using pivot points (an intersection on the edge of opposing moyos, which, upon occupation by one side, will expand that sides moyo and reduce the opposing moyo) for seizing control of the center are provided. Utilizing Outward Influence is a book for helping one reach shodan strength and reviewing the tactics and strategies used by dan players. Over 50 problems are included addressing: how to create thickness and avoid thinness in building influence; using influence to create territorial frameworks (moyos); and using influence to create territory by attacking.

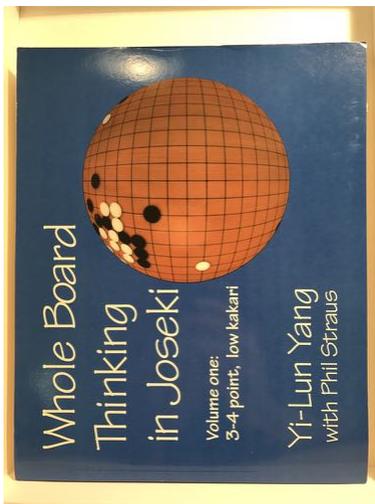


#157

## Vital Points and Skillful Finesse for Sabaki

Yoda Norimoto

Sabaki is one of the most intriguing techniques of go in the hands of accomplished players it can seem like pure sorcery. At times the stones can appear to dance with life. While playing lightly hither and yon, the opponent's forces can end up ineffective, over-concentrated and misdirected. Yoda Norimoto has been one of the leading players on the go scene for more than ten years. In this landmark volume he uses a question and answer format to explore a variety of the aspects of go regarding sabaki from each player's point of view. 78 Model Problems, each with limited responses are posed for the reader to solve. Despite this narrow focus, finding the correct solution can be surprisingly difficult. But Yoda clearly explains all of the possibilities, so the reader can cultivate the judgment to find the key line of play in such positions. This is a book that all go players will treasure.

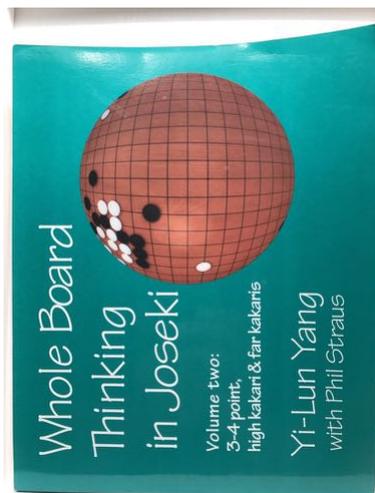


#118

## Whole Board Thinking in Joseki Vol 1 - 3-4 point low kakari

Yilun Yang

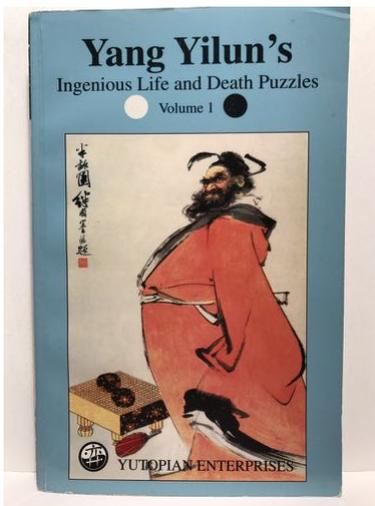
First in the series showing how to use a whole-board perspective to understand and master corner joseki situations. Containing over 100 problems in a large-book format, these books are aimed at the intermediate-to-advanced amateur go player (about 10 kyu through dan level).



#195

## Whole Board Thinking in Joseki Vol 2 - 3-4 point high kakari & far kakaris

Yilun Yang



#147

## Yang Yilun's Ingenious Life and Death Puzzles Yilun Yang

Yang Yilun 7 dan was born in Shanghai, China. He became a professional Go player at the age of 14, and has won a number of major tournaments, including the 1973 National Weiqi Tournament, and the 1985 Yunzu Title Match. Representing his hometown, Yang's Weiqi team was five-time champion in the Chinese Professional Team Tournament. In 1978, he began his coaching career by training the Shanghai professional Weiqi Team. He was responsible for the nurturing of many well-known players, including Cao Dayuan 9 dan, Rui Naiwei 9 dan, Chang Hao 7 dan, and Hua Xuamen 7 dan. Since 1986, Mr. Yang has been teaching Go in the United States. He is the chief instructor of the American Go Institute in Los Angeles, California. Via the internet and by regular correspondences, he is the teacher (Sensei) of hundreds of Go students in the U.S., Canada, England, Denmark, Germany, Hong Kong, France, Poland, Singapore, and Taiwan. He is known as "yly" and "rabcat" on the Internet Go Server (IGS). This two-volume set is a collection of some 200 life-and-death problems designed and developed by Sensei Yang. By studying these wonderful and intriguing puzzles one can greatly improve one's reading and fighting abilities, and also develop an appreciation for the beauty of the game. Moreover, one gets the opportunity to learn from one of the greatest and most well-respected masters in the Go world. This book contains puzzles for Senior and Advance players.