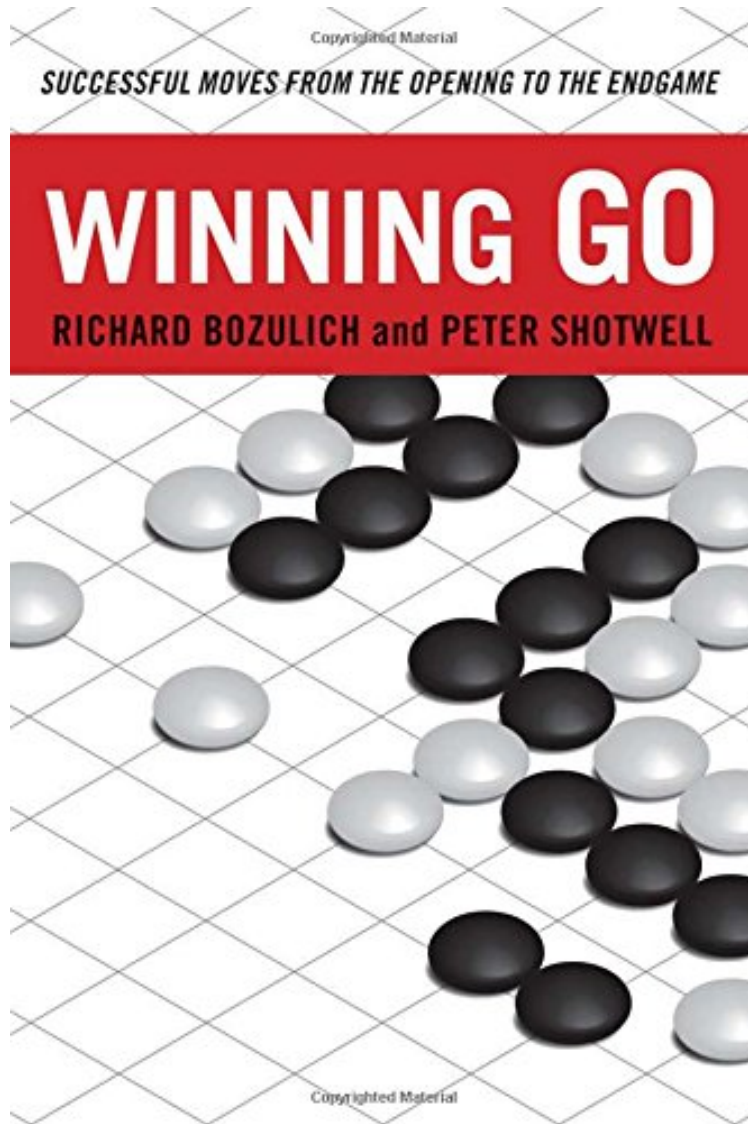


[Library ebook] Winning Go: Successful Moves from the Opening to the Endgame

Winning Go: Successful Moves from the Opening to the Endgame

Richard Bozulich, Peter Shotwell

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Master the game of Go with this expert guide.Go is a two player board game that first originated in ancient China but is also very popular in Japan and Korea. There is significant strategy and philosophy involved in the game, and the number of possible games is vast even when compared to chess. This is the first comprehensive strategy guidebook in English to cover the entire game of Go by illustrating the nuances and finer points of Go strategy. Its 203 problems and their commented answers demonstrate to players of all level of skill not only successful moves, but also the incorrect moves and why they are wrong. This enables players to identify strengths and weaknesses in their games. From opening play to the endgame, Winning Go is an essential tool in helping serious players master the sophisticated sequence and flow of advanced Go play.Useful Go strategies include: The opening (fuseki) The middle (chuban) The endgame (yose) Clever moves (tesuji) Life and death (shikatsu) Winning corner skirmishes (joseki) Accurate countingPlayers will learn about not only creating good shapes, but also how to avoid or take advantage of bad ones, along with the right and wrong order of moves. This makes Winning Go the ideal choice for a first problem book because it enables both players and teachers to improve upon their Go game. From opening play to endgame, Winning go is an essential tool in helping serious Go players master the sophisticated sequence and flow of advanced Go play.

About the AuthorPeter Shotwell is an internationally known expert on the relationship of Go to Eastern and Western philosophy, literature, and history. He has been writing about Go for over twenty years and has lived in China, Tibet, and Japan while researching the origins and background of the game. He is also the author of Go! More than a Game and Go Basics. Richard Bozulich is one of the world's most prolific authors of Go books. He is the publisher of Go World magazine and writes a Go column for the Daily Yomiuri. He is the author of over 100 Go titles, including All about Go, Get Strong at Tesuji, and Handicap Go.