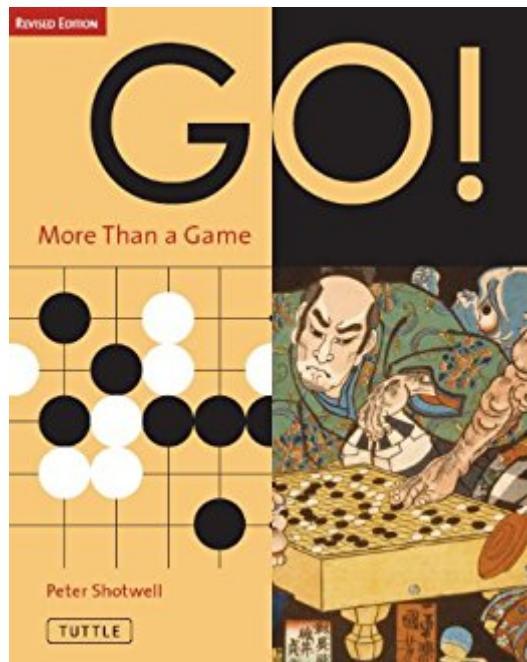


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# Go! More Than A Game



## **Synopsis**

Master the fascinating game of Go with this expert guidebook. 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. Go has enthralled hundreds of millions of people in Asia, where it is an integral part of the culture. In the West, many have learned of its pleasures, especially after the game appeared in a number of hit movies, TV series, and books, and was included on major Internet game sites. By eliciting the highest powers of rational thought, the game draws players, not just for the thrills of competition, but because they feel it enhances their mental, artistic, and even spiritual lives.

*Go! More Than a Game* is the guidebook that uses the most modern methods of teaching to learn Go, so that, in a few minutes, anyone can understand the two basic rules that generate the game. The object of Go is surrounding territory, but the problem is that while you are doing this, the opponent may be surrounding you! In a series of exciting teaching games, you will watch as Go’s beautiful complexities begin to unfold in intertwining patterns of black and white stones. These games progress from small 9x9 boards to 13x13 and then to the traditional 19x19 size.

*Go! More Than a Game* has been completely revised by the author based on new data about the history of early Go and the Confucians who wrote about it. This popular book includes updated information such as the impact of computer versions on the game, the mysterious new developments of Go combinatorics, advances in Combinatorial Game Theory and a look at the current international professional playing scene.

## **Book Information**

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## **Customer Reviews**

For a book that sets out to help you learn how to play the game of GO it does a good job of giving you a solid introduction and then a clear and concise explanation of the rules. It has great advance for us beginners. Start with the 9" board and just start playing and see how you do. The more you play the quicker you will learn and master the concepts. Then go back to the book and read further to get more complex concepts for how to strategize and win. This book is a winner!

Very well written with easy to understand scenarios/tutorials. Slowly learning a very difficult game (looks easier than it is and I have been playing chess for over 20 years!), but this book has been a great help.

My first Go book, bought after consideration of multiple books online. The decision was made based on its reputation and availability in Kindle format. There are better intro Go books out there, but not for Kindle. I am 100% satisfied with the material, but it loses one star on presentation. In places the diagrams are too far away from the text discussing them and the Table of Contents is completely useless. What do I mean useless? This is the table of contents: 1. Chapter One .... page XX2. Chapter Two .... page XX3. Chapter Three ... page XXMind you the chapters themselves DO have names! It's just that whoever edited this Kindle conversion did not see fit to include them there they are most needed - in the TOC! Baffling that some people haven't figured out workable eBook formats in 2013, but there you go!

I'm entirely new to Go, and found this book to be very helpful. He goes through a lot of examples in a helpful way -- there's a logical progression, and the approach is almost inductive in that you're allowed to figure things out for yourself. (There are also helpful explanations.) There are occasional comments about Eastern philosophy -- these are mentioned prominently in other reviews, but

what's there is (in my opinion) neither particularly relevant nor particularly harmful.

More than just a book on a game, it tells and shows the history behind it. It gives you a glimpse into the player mindset and how the only way to win is to play for the long term. Very applicable to business.

very helpful, though must confess I haven't finished it yet - as I waded deeper into the strategy, my time and patience wore a little thin.

A good history of the game, its sources and the worldview they represent. A good primer on the game, with some insights that will permit one to play a game passably well and with practice, improve to an intermediate amateur level. A great first book.

A nice survey of all the aspects (functional, theoretical, and historical) of Go

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