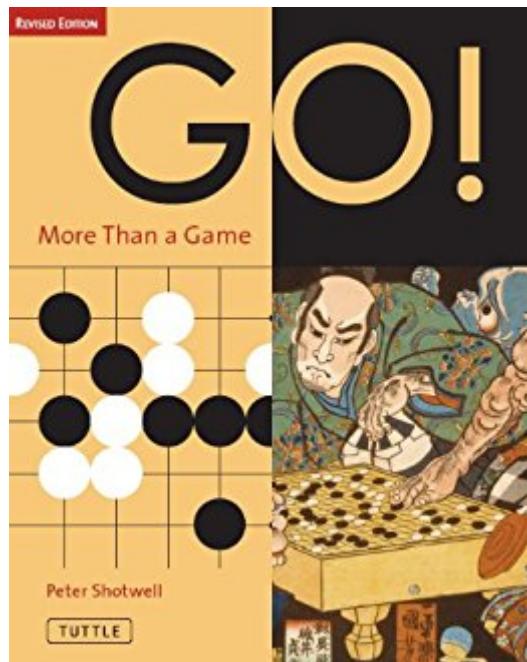


The book was found

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

File Size: 18147 KB

Print Length: 200 pages

Publisher: Tuttle Publishing; 1st edition (April 11, 2011)

Publication Date: April 11, 2011

Sold by: Digital Services LLC

Language: English

ASIN: B0052T73C2

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #167,405 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #39
inÃ Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles & Games >
Reference #49 inÃ Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles
& Games > Board Games > Chess #50 inÃ Kindle Store > Kindle eBooks > Humor &
Entertainment > Activities, Puzzles & Games > Puzzles

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 philosophyÃ¢Â¢Â¢ 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

[Download to continue reading...](#)

Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) New England Waterfalls: A Guide to More Than 400 Cascades and Waterfalls (Second Edition) (New England Waterfalls: A Guide to More Than 200 Cascades & Waterfalls) Transformers: More Than Meets the Eye (2011-) Vol. 1: More Than Meets the Eye v. 1 More Than This (More Than Series Book 1) The Actor's Book of Contemporary Stage Monologues: More Than 150 Monologues from More Than 70 Playwrights Grace: More Than We Deserve, Greater Than We Imagine How to Grow More Vegetables, Ninth Edition: (and Fruits, Nuts, Berries, Grains, and Other Crops) Than You Ever Thought Possible on Less Land with Less Water Than You Can Imagine How to Grow More Vegetables, Eighth Edition: (and Fruits, Nuts, Berries, Grains, and Other Crops) Than You Ever Thought Possible on Less Land Than You ... (And Fruits, Nuts, Berries, Grains,) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Game Of Thrones:101 Facts You Didn't Know About Game Of Thrones,The Complete Unofficial Guide! (game of thrones book 6 release date, 101 facts, TV, Movie, ... Adaptations, Trivia & Fun Facts, Trivia) Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) Phaser.js Game Design Workbook: Game development guide using Phaser JavaScript Game Framework More Than A Game: The

Story of Cricket's Early Years More Than a Game: 13 Keys to Success for Teen Athletes On and Off the Field More Than A Game More Than Rivals: A Championship Game and a Friendship That Moved a Town Beyond Black and White Go! More Than a Game The Unofficial Game of Thrones Cookbook: From Direwolf Ale to Auroch Stew - More Than 150 Recipes from Westeros and Beyond (Unofficial Cookbook) The Little Book Of Solitaire: More Than Fifteen Versions Of The Classic Card Game Complete Deck Of Cards Attached You Say Laid Off Like It's a Bad Thing!: More Than 40 Games for Sassy Adults (Game-O-Rama for Grown-Ups)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)