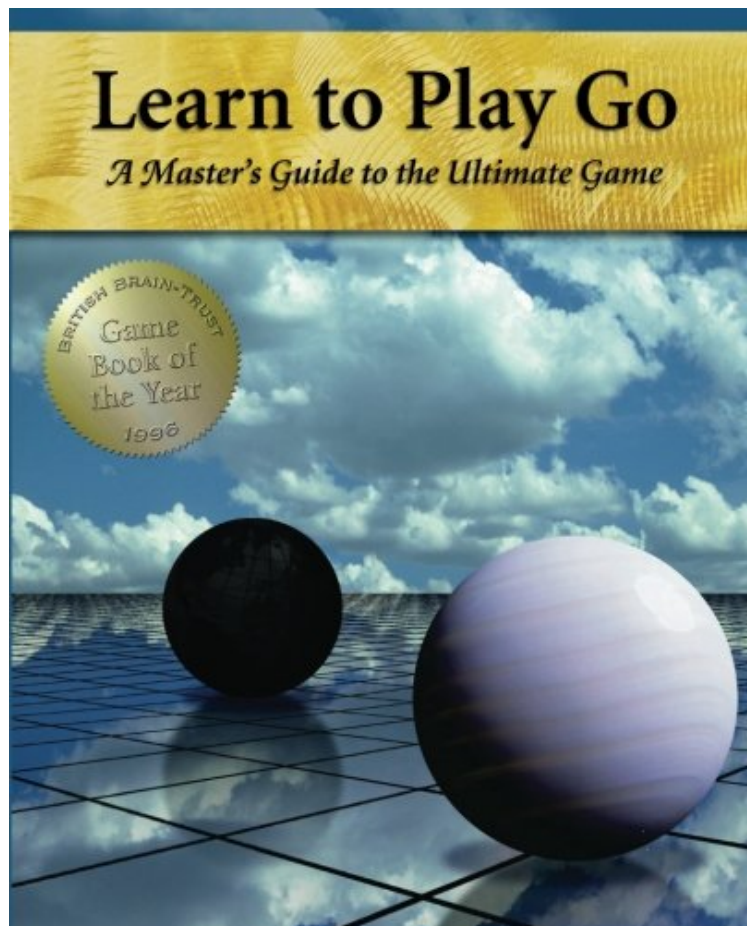


(Free and download) Learn to Play Go: A Master's Guide to the Ultimate Game (Volume I) (Learn to Play Go Series)

Learn to Play Go: A Master's Guide to the Ultimate Game (Volume I) (Learn to Play Go Series)

Janice Kim, Soo-hyun Jeong

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Janice Kim, Soo-hyun Jeong : Learn to Play Go: A Master's Guide to the Ultimate Game (Volume I) (Learn to Play Go Series) before purchasing it in order to gage whether or not it would be worth my time, and all praised Learn to Play Go: A Master's Guide to the Ultimate Game (Volume I) (Learn to Play Go Series):

0 of 0 people found the following review helpful. Excellent for those that are completely new to the gameBy Sebastian FernandezThere are several beginner books out there, this one fits well those people that pretty much have never played a game and need to learn about the objective and rules of the game. People that are beginners but have already played a few games, understand about captures and basic life and death will probably be better served by going straight to Volume 2 of this series or look for a different beginner book, such as Go for Beginners.The book consists of two parts, with the first one focusing on Fundamentals and the second one on Basic Techniques. In the Fundamentals, the authors do a very nice job in explaining the basics of the game. This is why I am recommending this for people

that don't even know about the rules, since here they will get a step by step explanation on the objective of the game, how play works, capturing, illegal moves, the rule about ko and counting territory at the end of a game. They use diagrams generously and even beginners won't need to grab a board in order to follow the explanations. They also do a very good job with terminology, which can be overwhelming. Thus, they use the English name for many of the terms and only in important cases revert back to the Korean or Japanese names, with a clear explanation of what they mean of course. Compared to the book by Iwamoto mentioned above, the examples here are much simpler. When explaining connecting and cutting the authors focus on the basics and stop there. At least in the Fundamentals part, when they move over to Basic Techniques there is a little deeper examination of capturing (ladders, snapbacks, throw-ins, etc.), connecting, life and death, capturing races, ko fights, and endgame. In the book by Iwamoto, the examples are much deeper and require the reader to have some experience with reading (being able to mentally calculate a sequence of moves) in order to understand some of these. I particularly liked the test questions at the end of each chapter, since these allow the reader to check and see if she understood properly the concepts that were presented. There are special sections throughout the book with additional information, such as where to play on the internet, how go rankings are defined, and many others. Those people that are brand new to the game can seriously benefit from reading this book, but those that have already some experienced will likely find it too basic and will be better served to look at the options mentioned above.

2 of 3 people found the following review helpful. Judge this one by it's title

By G. Gracik I am pleased with the introduction to the game of go that this first book in the series gives. It is very thorough and explains in more detail than any thing i have been able to find on line including [...] and their video , interactive lessons and The Way to Go which i downloaded in pdf form from their website . I am through the first section in Learn to play go. (there are 2 sections to this book.) So far the book has taught me everything i need to know to play go as well as for giving a notated game to follow along with. Rules such as for ko (the author explained an example that looked like a ko but was not) and also scoring have been cleared up for me The second section as far as i have gotten into is geared towards teaching techniques for capturing and then connecting techniques and life and death techniques. there is a chapter on capturing races, ko fighting and ending and counting. Although these subjects were touched on in the first section they are explained in good detail and have variations .All in all, if you have been playing go on the web and just cant seem to get a win in the beginners class, I highly recommend this book. this book is meant for beginner players up to a certain strength and the next book is to start from there to a better level of playing . I recommend this book to any who would like to learn the game . There are very many examples , not a lot (but enough) of words , do it yourself puzzles at the end of each chapter. As well as pages on history , etiquette , various names etc.

0 of 0 people found the following review helpful. A great introductory book to Go

By Fargonaut A great introductory book to Go. I emphasize that this is probably a book best suited for children. There is a lot of white space on these pages, and simple to digest paragraphs next to the diagrams. I appreciated the style of book for that reason, but I don't believe I will continue with the series.

A Master's Guide to the Ultimate Game. The award-winning first book in the Learn to Play Go series by Janice Kim 3 dan and Soo-hyun Jeong 9 dan, two masters of the 4,000-year-old Asian game of strategy. Takes the complete beginner step-by-step all the way to playing real Go in fourteen chapters that can be read in 10-15 minutes each, each with a try-it-yourself section at the end. Suitable for kids, demystifies the learning process for adults.

By far the clearest introduction yet published in English. --Games Magazine

About the Author Janice Kim was born in Illinois in 1969. She became the first female student at the Korean Go Academy and entered the professional dan ranks in Korea in 1987, the first Westerner ever to do so. She won the Fuji Women's Championship in 1984, took second place in the World Youth Championship in 1985, and third place in the EBS Cup in 1994. In 1998 she represented the US in the Bohae Cup. She was promoted to 3 dan in 2003. After graduating from New York University, Ms. Kim authored the five books of the Learn to Play Go series and founded the online Go company Samarkand. In 2008, in an effort to explore similarities in strategy games, she played in the World Poker Tour's Women's Championship in Las Vegas and placed fourth. She currently resides in the San Francisco bay area with her husband and two children.