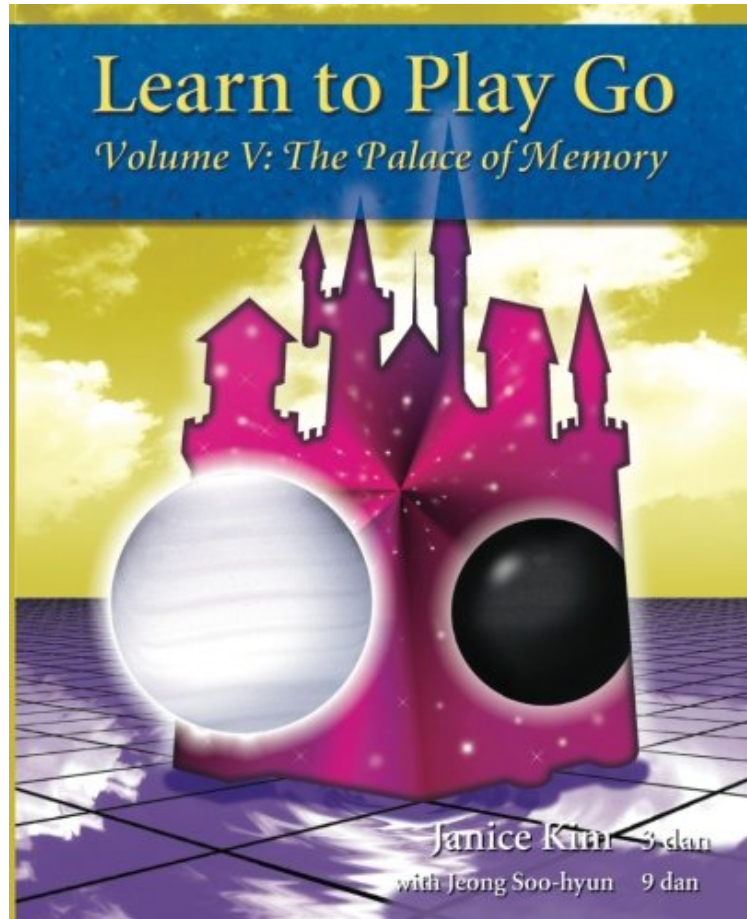


## Learn to Play Go, Vol. 5: The Palace of Memory

*Janice Kim*

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#800146 in Books Good Move Press 2003-11 Original language: English PDF # 1 9.25 x .50 x 7.521, .91 #File Name: 0964479656224 pages | File size: 20.Mb

**Janice Kim : Learn to Play Go, Vol. 5: The Palace of Memory** before purchasing it in order to gage whether or not it would be worth my time, and all praised Learn to Play Go, Vol. 5: The Palace of Memory:

1 of 1 people found the following review helpful. Revolutionized my game By J. S. Carr Extremely well-written book brought my game up more than a notch. Janice's writing manages to explain conceptually and instruct specifically at the same time, which is no easy task. The examples and problems presented led my understanding up to and through each lesson both without being so easy and obvious I felt I was just regurgitating the example, without solutions so obscure that they made me feel I'd missed the point, and with a nice little grading curve so to speak so at the end of each problem set I had a frame of reference for how solid I was on the lessons (so if you got 1-4 Review more, 5-6 Average, 7+ Excellent sort of thing). So the book is helpful, yes, but next you must be asking yourself if it's helpful to you. Specifically, this book helped my game develop tremendously by teaching me how to look for big plays, it got me better at ignoring small plays, it taught me how to take advantage of an opponent's mistakes (even small ones). This is done by walking through how to narrow down your choices for opening moves and how to judge the relative merits of the few good options you really have, a subject that previously mystified me. This book teaches how to

transition from that strong opening into a commanding mid-game, an area I didn't consider myself terribly weak before (I'm no pro but I didn't feel totally lost there) but I got a tremendous boost in mid game too, and there's also an excellent section on end-game principles and strategies on how to get the lion's share of the big endgame moves. I don't think you need to be all that established a player to begin reaping the benefits of this book's lessons, and I also suspect it would be helpful to players into the single-digit kyu ranks as well (though certainly not being that far myself as I read this, take that with a grain of salt) Again I want to stress how masterfully the author balances conceptual understanding and specific instruction. She uses the easy to remember sayings, shows you how they work, and how and when to apply them. My brother in law, who had gotten "ahead of me" (we've gone back and forth playing stronger for \*years\*) before I read this, was dumbfounded when I read this book and started winning by unprecedented margins. I lent him the book when I was done with it but you might want to start off buying 2 copies, one for yourself and one for your favorite rival (after you start your own copy of course ;) ) 0 of 0 people found the following review helpful. Five Stars By sherpres Perfect 36 of 37 people found the following review helpful. Another in an excellent series By Sir Bowen This volume continues the great work that the authors have done in volumes I-IV. One of the unique things about this series - and one of the things I like about it - is that they are written "broadly" instead of "deeply". That is, each book is written to a phase in your development as a Go player, covering the things that you're going to be seeing on the board during that phase - openings, fighting, end-game and all. This is in contrast to most Go books, which cover a particular aspect in great detail, trying to cover the advanced and not-so-advanced aspects at the same time. When I look for a new Go book, I always wish for some kind of guide as to what level it's appropriate for. Though there's a lot of individual variation in this area, I'll take a shot at it for this book: I would say that it's teaching material for 20k to 10k players. It would also serve as good review material up to, say, 5k, providing a fresh perspective and filling in some details. Players below those levels would definitely want to go back to previous volumes in the series and work their way up to this one. Players above those levels might not find much new here, unless they've gotten there mainly through a lot of play and not much study - in which case they might still benefit from this presentation.

The Palace of Memory is the fifth volume of the award-winning Learn to Play Go series. Covers some principles of the opening and the endgame and of something called "shape". Good shape is an intersection between tactics and strategy. Shows some of the templates of basic shape and their use in fighting. Contains guides to the opening. Shows how to calculate the size of endgame moves. Includes self-test section.