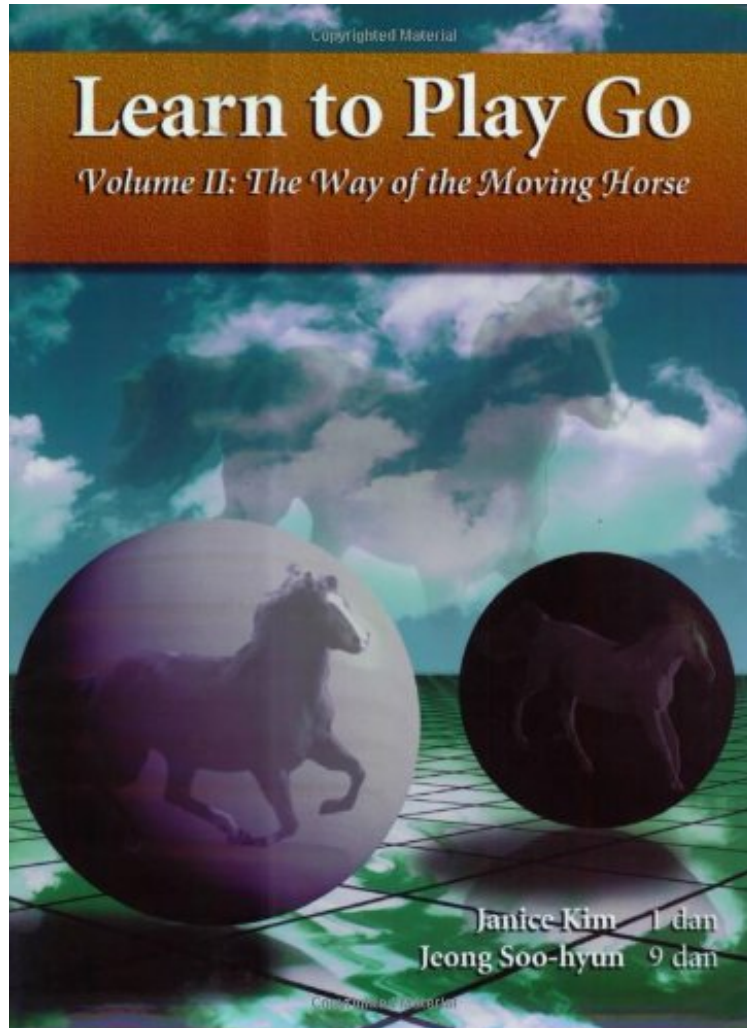


Learn To Play Go, Volume II: The Way of the Moving Horse

Janice Kim, Jeong Soo-Hyun

**Download PDF / ePub / DOC / audiobook / ebooks*



DOWNLOAD



READ ONLINE

#361935 in Books Good Move Press 1995-07-15 Original language: English PDF # 1 9.25 x .38 x 7.521, .69
#File Name: 0964479621166 pages | File size: 47.Mb

Janice Kim, Jeong Soo-Hyun : Learn To Play Go, Volume II: The Way of the Moving Horse before purchasing it in order to gauge whether or not it would be worth my time, and all praised Learn To Play Go, Volume II: The Way of the Moving Horse:

0 of 0 people found the following review helpful. Required Reading (Second Book) For Learning Go By M. Johnson If you want to play Go, this is a great second book once you know the rules. This one book improved my handicap several stones almost overnight. You will learn how to connect stones in several ways, including why some moves are more "stylish" than others. Ms Kim also gives some history and lots of terminology for common moves in English, Japanese and Korean. Definitely recommend! There's a couple required readings for learning Go. After the elementals book, this one is perfect. Volume 3, the Dragon Style, is also good, as you learn how to fight. Also required is Davies

Life and Death which you really need to memorize to be effective. 0 of 0 people found the following review helpful. Very good continuation to Volume 1 By Sebastian Fernandez In this volume the authors focus on expanding a bit on the basic concepts presented in the previous book. They continue to do so in a clear fashion and with plenty of diagrams so we can follow along without need of a board. First they talk about the opening strategy and give clear rules as to how to approach this face of the game. These concepts should help guide the beginner, but as soon as you have played for a couple of months you are going to need more than this. The enclosures and approaches explanation is good, but once again really simplified. After that they explain the concept of making a base, which is key when playing go, followed by the different types of connections and instructions on when to use each type. The handling of the concept of invasions and reductions is merely as an introduction of these existing, and not much else, which is not off base when addressing beginners. The sections on how to attack and defend in the second part are the most useful part of this book. Understanding that attacking is not only about killing the enemy groups and protecting ones weaknesses are key notions that when understood make a huge difference in playing strength. There is a section on capturing races, which is pretty basic. If you want an excellent resource for this topic, you would be best served by looking up *The Second Book of Go (Beginner and Elementary Go Books)*. I liked the way in which they explained ko fights, focusing on not being afraid of them and just presenting the importance of understanding ko threats. In the life and death section there is a presentation of the most common shapes and of which ones are alive, dead or conditionally alive. The chapter on contact fighting is the other part of this book that I thought was excellent and extremely useful for beginners. Finally, the endgame section goes over a couple of the most common situations and nothing else, so once again after playing for a month or two, the beginner player will need to look for another reference material on this. As long as you are aware of the strengths of this book, it should be a very good guide for you. The main strength is that the material is presented in a very gentle fashion, but this also means that there are a lot of missing parts that other beginner books address. Therefore, your satisfaction with this volume will depend on whether you are looking for a easy to follow guide or a more challenging reference material. 0 of 0 people found the following review helpful. A necessary second volume By oldsalt64 This book is a must in addition to volume I to start playing Go. Volume I outlines the basic principles but does not cover strategy. In this volume you will learn basic strategies and be able to play at a beginning level with some understanding of what types of moves you should be making to attack and defend.

The Way of the Moving Horse is the second volume of the award-winning *Learn to Play Go* series. Covers fundamentals of good play, including opening theory, enclosures and approaches, bases and extensions, invasion and reduction, attack and defense, capturing races, ko, life and death, contact fighting, and endgame. Shows the Korean school's strength vs. speed model to choose between six basic moves. Includes self-test and Internet Go section.

[*Learn to Play Go* is] by far the clearest English-language introduction yet published. --Games Magazine About the Author Janice Kim was born in Illinois in 1969. She became the first female student at the Korean Go Academy in 1983 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.