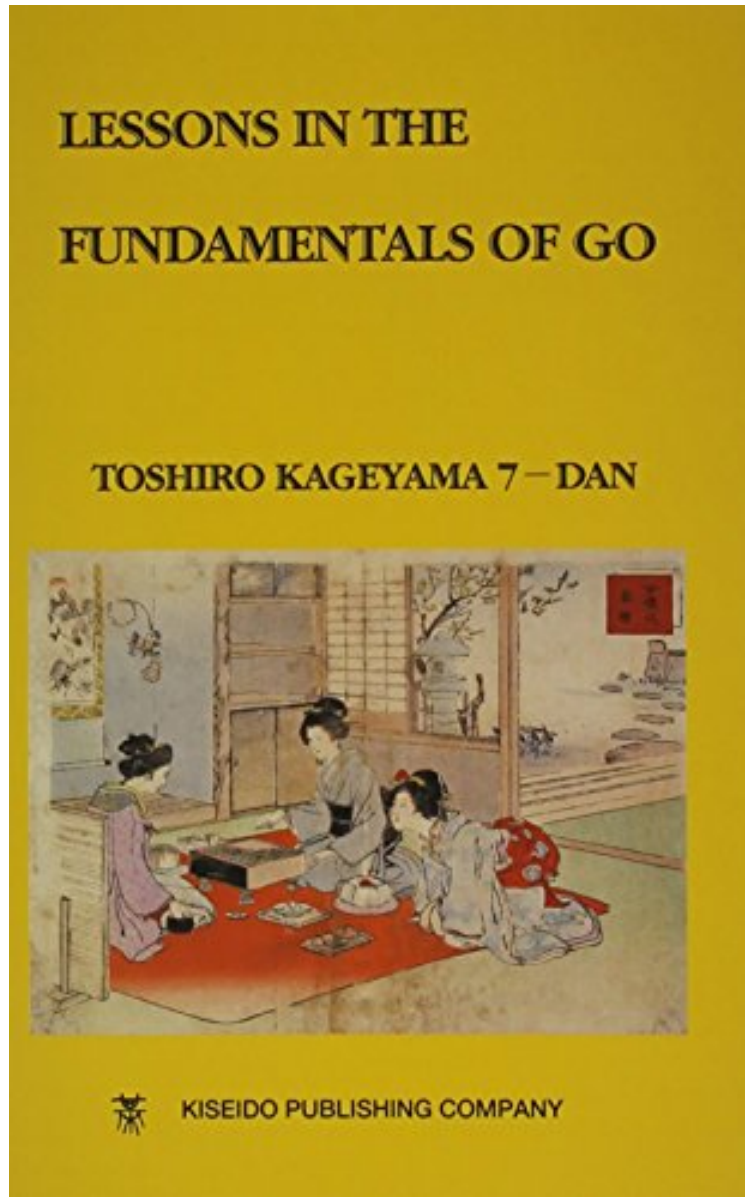


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## Lessons in the Fundamentals of Go (Beginner and Elementary Go Books)

*Toshiro Kageyama*

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**Toshiro Kageyama : Lessons in the Fundamentals of Go (Beginner and Elementary Go Books)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Lessons in the Fundamentals of Go (Beginner and Elementary Go Books):

2 of 2 people found the following review helpful. My favorite thing about this book is the style. It talks directly to the reader as if the reader were questioning what they were being taught. And this is great because the information can sometimes seem so simple that you do find yourself questioning it. I would say about 75% of this book is just focusing on its diagrams and examples. The diagrams are well done and the book uses them effectively. I was almost always able to simply read the book and didn't get out a board to look at a position unless I wanted to study it more in depth. Around 5% is an overview of topics without diagrams - such as talking about what a "proper move" is - but it will always quickly get back to examples. I learn well from this kind of teaching - quick discussion and then examples of how it applies - so this book was great for me. And the other 20% is exposition, stories about Kageyama's experiences as a professional and teacher, and general thoughts on go and life. I really enjoy these parts because it is nice to not only take a break from study but to see what it is like to be a pro and how this has impacted Kageyama's life and view of go. Who should read it? I want to say "every go player" but that's not really fair. I think the target audience is moderate to high level amateurs. If you are at least 10 kyu, and willing to learn, I think you can get a lot out of this book. If you are a really determined 15k I think you can also get plenty from this book. Lower than 15k might be hard because some of the problems are difficult and require reading out 10+ moves. It will require the patience and humility to actually struggle through. I had to fight to solve some of these problems as a single digit kyu player. So perhaps first looking at other books like the Elementary Go Series would be better for players below about 12k and then picking this book up when you reach SDK. Dan players may not find everything useful, but I also would be surprised if any but the strongest players got nothing out of this book. The author uses examples from amateur dan games to demonstrate how amateurs miss important moves because they don't stick to the fundamentals. If you are a dan player that has never read this book I think it would be safe for me to still recommend it. A good attitude is important for this book. You need to be willing to look critically at your own play. But if you go into this book with the understanding that none of the content is beneath you then I can't imagine you won't get stronger.

5 of 6 people found the following review helpful. Not a total waste of money but could be much better. The author spends a surprising amount of time berating and ridiculing bad moves without offering any explanation for why a move is so bad. Feels that he takes pleasure in gloating over mistakes and that he prefers to do so rather than teach. Here is a quote from Chapter 8 Good Shape and Bad regarding the first situation analyzed in the chapter: Dia 1. Black 1 and 3 are the attach-and-extend joseki, from which White 4 is an unheard-of departure, a terrible move, an idiotic blunder. Blacks answer should be on the board in an instant, without hesitation. Dia 2. Black blocks at 1 of course. There is no need for him to wonder what White may do afterward. Given a chance like this, only a feeble-minded player would be uncertain where to play not this point, not here either, perhaps I should leave the position as it is. Blacks hand should be trembling with eagerness to play 1. He should be overcome with emotion. And that is the entirety of the analysis for the first situation presented in the chapter. The next sentence moves to another position. There is a lot of this in the book and you are going to spend some time reading segments like this.

0 of 0 people found the following review helpful. A necessary read. From the onset, the tone which Kageyama takes is inviting without the dry pedanticism. The occasional joke thrown in and the light conversational style makes for easy reading. This is not to say there isn't actual substance in the book. The first chapter on basic ladders and nets is an emphasis on the reevaluation of go technique which many of us take for granted. Moreover, all the chapters aim to do the same. I would say that the difficulty peaks in the chapter on tesuji, but generally everything is easy to absorb through multiple re-readings. Worth it!

Many Go books promise to explain the fundamentals: here is one that really keeps its promise. Kageyama's subjects are connectivity, good and bad shape, the way stones should 'move', the difference between territory and spheres of influence, how to use thickness and walls, how to train yourself to read, where to start looking in a life-and-death problems - matters so fundamental that other writers miss them completely. He also points out the right ways to study - how to study josekis, for example. "What changed me from an amateur into a professional was getting a really firm grip on the fundamentals," writes Kageyama. The essence of 7 years as an amateur and 22 years professional playing experience are distilled into these pages and they are filled with advice that all Go players will find practical.