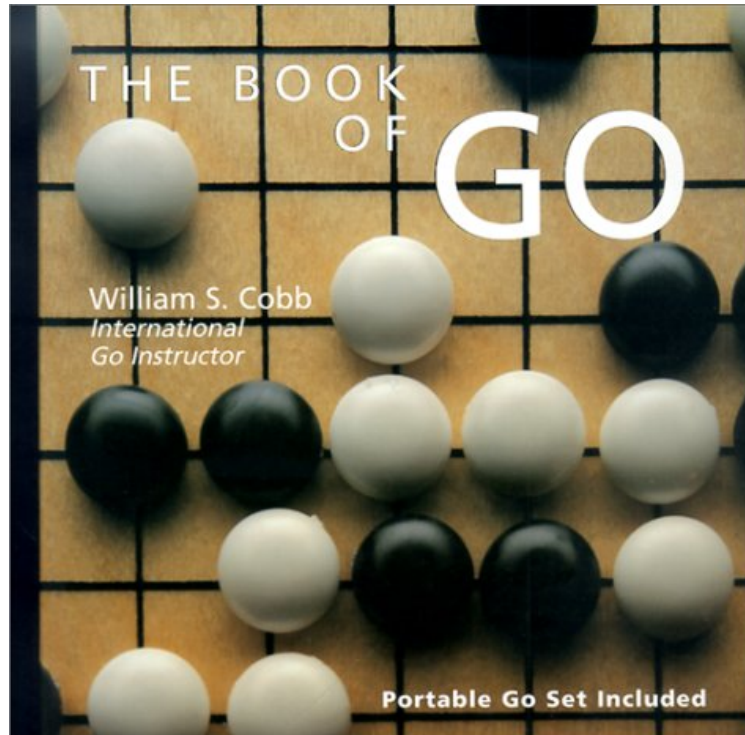


The Book of Go

William S. Cobb

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



#2839225 in Books Sterling 2002-05-01 Original language: English PDF # 1 1.09 x 8.74 x 8.341, .1 #File Name: 0806927291128 pages | File size: 36.Mb

William S. Cobb : The Book of Go before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Book of Go:

0 of 0 people found the following review helpful. Five Stars By michael prevec Good beginner book. 0 of 0 people found the following review helpful. A prelude to variation By T. McCarthy Essential early formation 7 of 7 people found the following review helpful. A good start By Peter A Smith This book comes in a unique format: spiral bound and including 9x9 and 13x13 Go boards and the pieces to play. And it provides a nice overview of the game, but really it often left me either scratching my head or thirsting for more. I still am a bit confused by scoring and how to deal with 'dead pieces.' The suggestion is to keep playing if there's a dispute over whether a piece is dead, but it seems to me that you can force the other player to give up terrain that way. I would've like to have that explained in more depth (and that's just one example...there were a few concepts that I thought were dealt with a bit too briefly). Of a more personal nature is a problem with how the game is taught. The author begins by teaching "First Capture Go" which is a kind of sub-set of the full game. This is great if you have someone to play with, but in my case I was playing against a computer program or via various internet sites, none of which supported this variation of the game. I'm sure this is a great way to teach, *if* the reader has a friend who is also trying to learn the game. It would've been ideal to include a CD-ROM with a version of "First Capture Go" for readers to practice against. The cd could've also included some of the excellent open source Go products on the net. Still, as an *introduction* to Go, the book succeeds; by the time you're finished with it you'll probably have either decided that Go isn't the game for you, or you'll be ready for a more

in-depth book.

No batteries required, and strategy rules! The ancient Asian game remains so popular that we've created a deluxe package of how-to book along with a 2-sided, perforated game board and pieces so that you'll learn to play and win multiple levels of this centuries-old, obsessive game. Know when to attack, defend, and how to anticipate your opponent's moves.

From the Back Cover "Just one game," they said, and started to play. That was yesterday.--Traditional Chinese
verse Become a master at Go, the game that has entranced players for thousands of years, using this beginner's guide that includes a fold-out, two-sided perforated board and 169 black and white pieces. Learn to play in just a few minutes--starting with a slightly simplified version and then moving on to the full-fledged one. By the time you've practiced the basic strategies and tactics, you'll be totally engrossed in one of the world's most fascinating and challenging games. Bonus: recommended Internet sites and study problems.