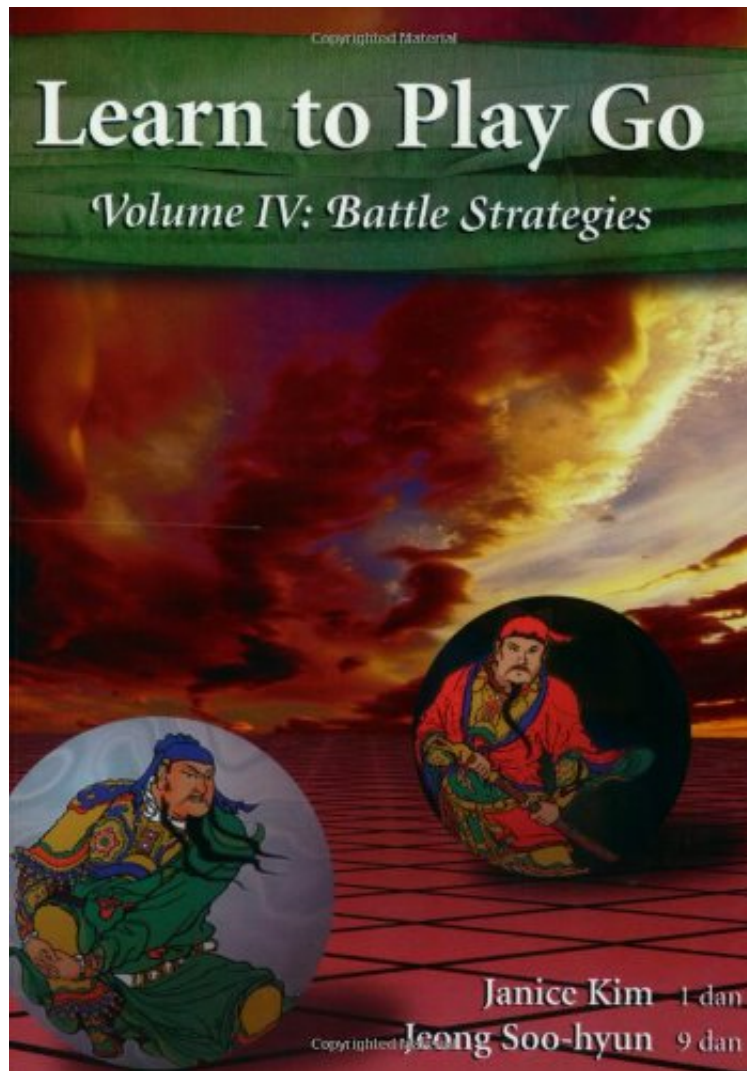


Learn to Play Go, Vol. 4: Battle Strategies

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Jeong Soo-Hyun, Janice Kim : Learn to Play Go, Vol. 4: Battle Strategies before purchasing it in order to gauge whether or not it would be worth my time, and all praised Learn to Play Go, Vol. 4: Battle Strategies:

0 of 0 people found the following review helpful. Janice Kim rules. By WayneChicago Janice Kim is the bomb. Easy read, nice examples, great series. Read 1-5 in two months, learned the game. Worth every penny. 42 of 42 people found the following review helpful. Less Organized, More Thoughtful By Marc Ruby This is currently the last of four books written by Janice Kim and Jeong Soo-hyun. The first two volumes are designed to take a newcomer to the game of Go and help them achieve a modest but significant level of competence. The third volume is best suited to the player who has achieved some comfort with hand-to-hand combat and is ready to approach the more complex tactical

and strategic levels of the game. This volume focuses on the middle game, where territory is truly lost or gained. A player must walk a tightrope between strategy and tactics in this phase while balancing attack and defense. There is so much going on the board during the middle game that it is genuinely difficult to write a book that teaches more than a single facet of playing the middle game. This can make studying frustrating. What Kim and Soo-hyun have done is written an introduction to the middle game that, while it does not dig deep into the layers of complexity, provides a framework whereby the student can determine where best to focus. In doing so, they have achieved something unique. The first half of the book focuses on the middle game itself. It opens with a section on invasion and reduction, followed by further material on battle strategies, attack, and defense. The second half discusses life and death. This includes the making of living shapes, the art of killing groups of stones, and handling capturing races. There is also a very good discussion on Ko fighting which goes into surprising detail. As is true of the entire series, the discussion is easy to understand, and examples are plentiful. I should point out that the apparent organization of the book is a bit deceptive. The nature of the material is such that some serendipity is inevitable. Discussion of principles is mixed in with a lesson about a particular attack or tesuji. As such, this book needs to be read several times to get all of its contents fixed in one's mind. Some might consider this a fault, but I know of almost no other book that sets out to cover what this one does without falling victim to the same problem. For the player who understands that most improvement comes from hard work, this book is a real blessing. Highly recommended. 1 of 1 people found the following review helpful. Learn to Play Go Series By mjf10025 As a beginner, I am grateful for the wonderfully clear graphic design of this series, the warmth wit of the author, and the clarity of her ideas. But a certain minimum amount of information is required to get a handle on any topic, and, most of the time, I'm not finding that forthcoming in this series. Instead of being shown a few examples of games where one player reduces or invades another's territory, for example, I'd have found it much more useful to get a basic overview of how to imagine territorial boundaries, which to pick as targets of attack, when to attack, where to play, how to respond, etc. I found the discussion of capturing races and the viability of eye space to be outstanding, but these were exceptions rather than the rule. By contrast, Bruce Wilcox has a two part computer tutorial ("Contact Fights" "Sector Fights") that's amazingly practical and meaty; I can't recommend it highly enough; my advice to fellow beginners is to start with Janice Kim's volumes I II, but then switch to Wilcox's "Sector Fights" followed by his "Contact Fights." In parallel, I'm finding it very helpful to work through books of problems; a great first book is Kano Yohinori's "Graded Go Problems for Beginners."

CHECK FOR THE 2ND EDITION PUBLISHED 12/12/2011 Volume IV of the award-winning Learn to Play Go series. Covers essential principles of fighting in the middle game, including invasion and reduction, attack and defense, life and death, capturing races, and ko fighting. Includes test yourself section and index.

[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.