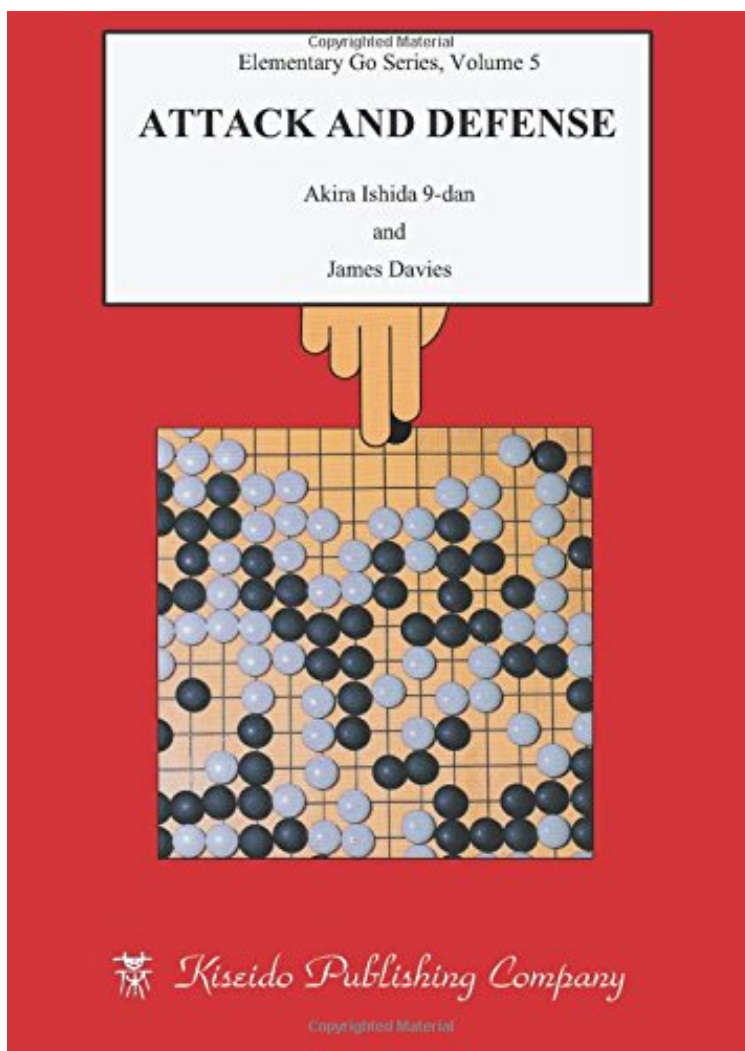


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Attack and Defense (Elementary Go Series Vol. 5)

Ishida Akira, James Davies

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Ishida Akira, James Davies : Attack and Defense (Elementary Go Series Vol. 5) before purchasing it in order to gage whether or not it would be worth my time, and all praised Attack and Defense (Elementary Go Series Vol. 5):

0 of 0 people found the following review helpful. Might be the best go book out thereBy JamesMight be the best go book out there. Should be suitable for anyone 10k to 5dan. Quality of the print isn't great, but not something that bothers me.0 of 0 people found the following review helpful. Five StarsBy Michael A. LambertNice.5 of 5 people found the following review helpful. A great book for mid-kyu up, approachable for new playersBy ShorebirdAD is the Elementary Go Series' book about the mid-game, and is useful for mid-kyu players up (20k or stronger). The book is also approachable for new players who have some basic knowledge of the funadmentals, the basic moves (the diagonal, one-point jump, etc.) and tesuji (clever plays/tactics), but I would recommend reading the Learn To Play Go

series by Janice Kim and Jeong Soo-hyun first. What the book covers: The book starts off by introducing two fundamental concepts of the balances of territory and power in a game, which lays the foundation for the rest of the book, then continues by talking about attack and defense itself, covering different attacking strategies, and the fundamental tactics to implement them with (i.e. rules of thumb to help guide you in choosing the correct move), along with finding the correct direction to attack from. The book continues into forcing and inducing moves, (moves to force your opponent to submit or cooperate), invasions, and ko fights. Some optional excerpts from pro games are added in at the end of some of the chapters if you want to see what you just learned in actual play. Pros: Lots of diagrams and problems. New players can still benefit, even if a lot of it is too difficult at first. Cons: None. Conclusion: A book that is a great mid-game resource, and will be useful for any player. Also, like all Go books, I highly recommend re-reading it a couple of times to fully benefit from it.

The authors lay down a few clear principles, then go through a wealth of examples and problems from professional play, giving you a thorough grasp of how to choose strategy, how to execute dual-purpose attacks, how to force your opponent into submission or cooperation, how to invade and reduce territorial frameworks, and when to fight a ko.