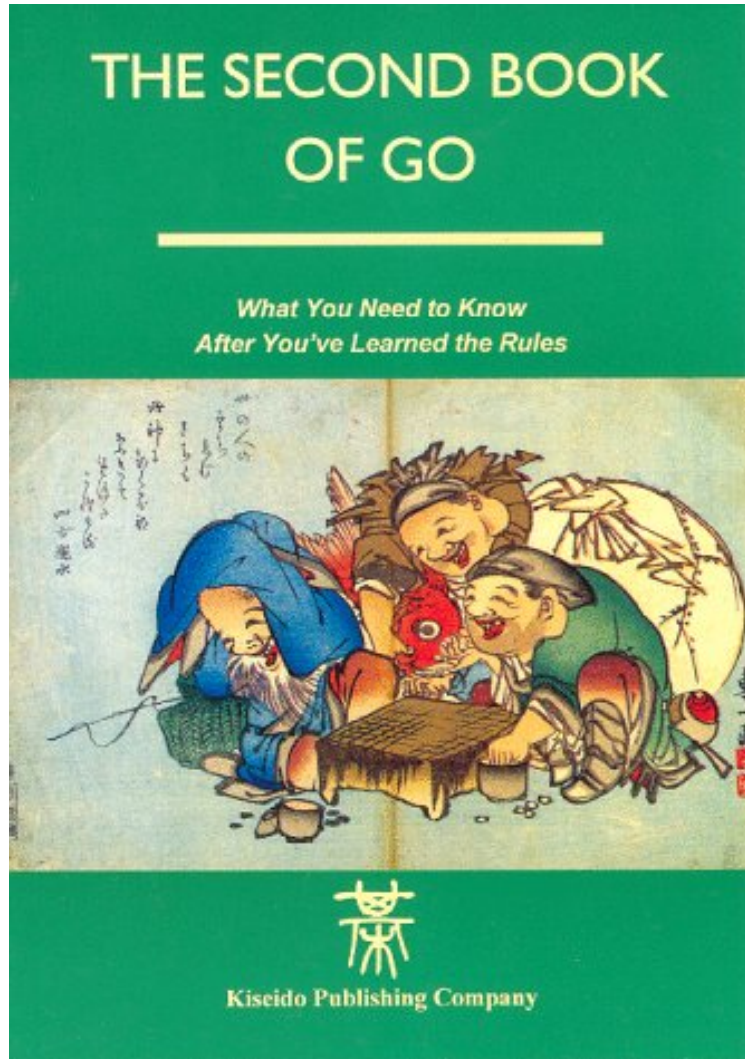


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## The Second Book of Go (Beginner and Elementary Go Books)

*Richard Bozulich*

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**Richard Bozulich : The Second Book 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 The Second Book of Go (Beginner and Elementary Go Books):

0 of 0 people found the following review helpful. An excellent third book By Jonathan Blake This book provides a comprehensive survey of the basic concepts of go for the advanced beginner: openings, handicap strategy, josekis, attacking, tesuji, life and death, capturing races, good shape, endgame, and ko fighting. The book covered these topics in greatly varying lengths. It treats capturing races in two chapters--probably exhausting the subject--while ko fighting only gets five pages. I had trouble following some of the examples; I think the author expected more expertise from the reader and therefore left much unsaid. I enjoyed that many of the chapters suggest books for further study, a

welcome guide to the bewildering number of available go books. Despite its title, I found it an excellent third book, and it definitely required more than a simple knowledge of the rules, despite its subtitle. I'll be digesting the contents of this book for quite a while. 0 of 0 people found the following review helpful. Taking the next step By Lew G. What I needed to progress. I have two copies now, which I share with others in my club. Well written, with examples that make ideas clear. Not too hard, but begins an understanding of this great game. 0 of 0 people found the following review helpful. For more advanced players, perhaps By H. Anthony Martin On the upside, this book takes you logically through the stages of a game of Go from the opening, through josekis, attacking, life-and-death, and finally the endgame. The writer clearly has a great understanding of Go. On the downside, the book gives lots of sequences (josekis) of up to 20 moves with minimal explanations; the reader is presumably supposed to memorize the moves. This is quite a heavy demand to put on novices who are only on their second book about this complex game. New players might want to consider going through Janice Kim's excellently written "Learn to Play Go" books and then come back to this one.

The Second Book Of Go takes the reader who has learned the rules and rudiments of strategy and introduces him or her to the fundamental ideas required to get to the 12 kyu level.