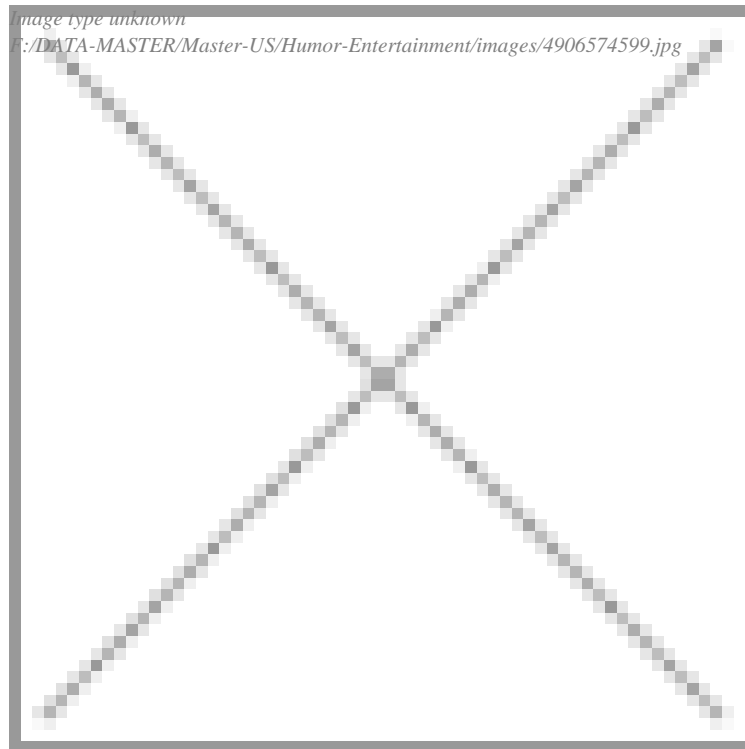


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Get Strong at Handicap Go (Get Strong at Go Series, Vol. 9) (Beginner and Elementary Go Books)

Nagahara Yoshiaki, Richard Bozulich

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Nagahara Yoshiaki, Richard Bozulich : Get Strong at Handicap Go (Get Strong at Go Series, Vol. 9) (Beginner and Elementary Go Books) before purchasing it in order to gage whether or not it would be worth my time, and all praised Get Strong at Handicap Go (Get Strong at Go Series, Vol. 9) (Beginner and Elementary Go Books):

4 of 4 people found the following review helpful. Problems on a large scale.By MaxDWolfRather than lecturing, then giving problems, the authors here simply present problem after problem. Somewhat unusual, but what makes this book truly unusual is that the problems are whole board situations taken from real games. Often, the solution is given and then it is shown what really happened. Later, another problem may exerpt the same game farther down the road.The book divides up according to the size of the handicap, starting w. nine and working down.There is some difficulty in that such problems leave a great many possibilities open. Often, I would read that A was the correct play but that white played B. I would sit there feeling somewhat frustrated in my uncertainty about where I should stand on my own choice C. However, I see know way the authors could have avoided this problem w.out limiting themselves to smaller scales that explained far less.

A fundamental technique that every go player must learn is how to use thickness to make territory, and the fastest way

to master this technique i to study handicap go. This is because the handicap stones on the star points are influence oriented, so you must play for thickness and central influence instead of immediately going for territory. Moreover, your initial advantage as black in a handiap game makes it easy to build thickness and, since white will have weak stones, you can use your thickness to attack them while making territory. This book will show you how to do this. The problems are taken from actual games and there are two to four problems for each game. For this reason these problems will be useful even for stronger players who want to improve their ability in giving handicaps. All the standard handicaps are covered, from nine to two stones, so whatever your strength, you will find the material in this book invaluable.