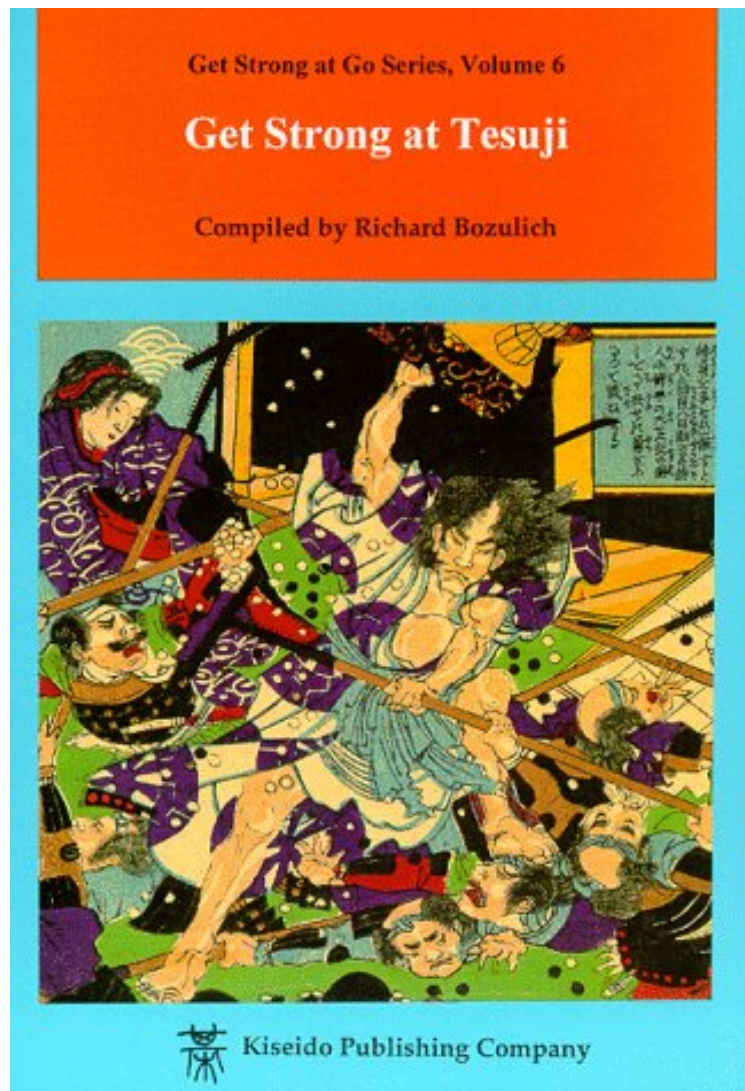


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Get Strong at Tesuji (Get Strong at Go Series) (Beginner and Elementary Go Books)

Richard Bozulich

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Richard Bozulich : Get Strong at Tesuji (Get Strong at Go Series) (Beginner and Elementary Go Books) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Get Strong at Tesuji (Get Strong at Go Series) (Beginner and Elementary Go Books):

0 of 0 people found the following review helpful. Five Stars By Michael Gallucci Awesome book! Learned some great new ideas and tactics, well worth the price. 6 of 6 people found the following review helpful. Outstanding By T. Van Den Eynde This book contains 534 go problems. That's it, that's the entire content.. the author doesn't even introduce

himself. If your goal is to "get strong at go" as the title suggests, it will suit you perfectly. However, if you enjoy the occasional fun anecdote or prefer a little more easy-reading, you could be dissatisfied. It's definitely an instructional book and its goal is to make you a better player. I'm ranked 9kyu on KGS and I got a lot from the book from doing just the easy (1 star) and intermediate (2 star) problems. I suspect that anyone could enjoy the 1 star problems if they take their time for them. If you are already a very strong player, you could try to solve the problems spending no more than 10 seconds on each of them. Conclusion: I recommend this book, but don't expect anything other than 534 go problems and their solutions. 5 of 5 people found the following review helpful. A great way to keep your mind sharp and develop skills. By New Yorker I am an 'amateur' go player. I've played infrequently for a few years, and I think I spend more time reading go books than actually playing go! I find that if I'm bored, if I have a few minutes to spare, or if I'm going on a bus ride or something, I can open up this book and entertain myself with it. This book doesn't 'teach' you anything, but you can learn a lot from it! In doing these go problems you will develop good habits and an eye for how to play in certain situations. Where it falls short: It does not teach you how to play the entire board. It only has situations which are focused on a certain area of the board, and disregards the other events in the game. This is totally appropriate, though, because situations like these arrive constantly, and you must learn how to not only perform your own tesuji attacks, but defend against them. You should supplement this book with a book like 'get strong at the opening'.

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