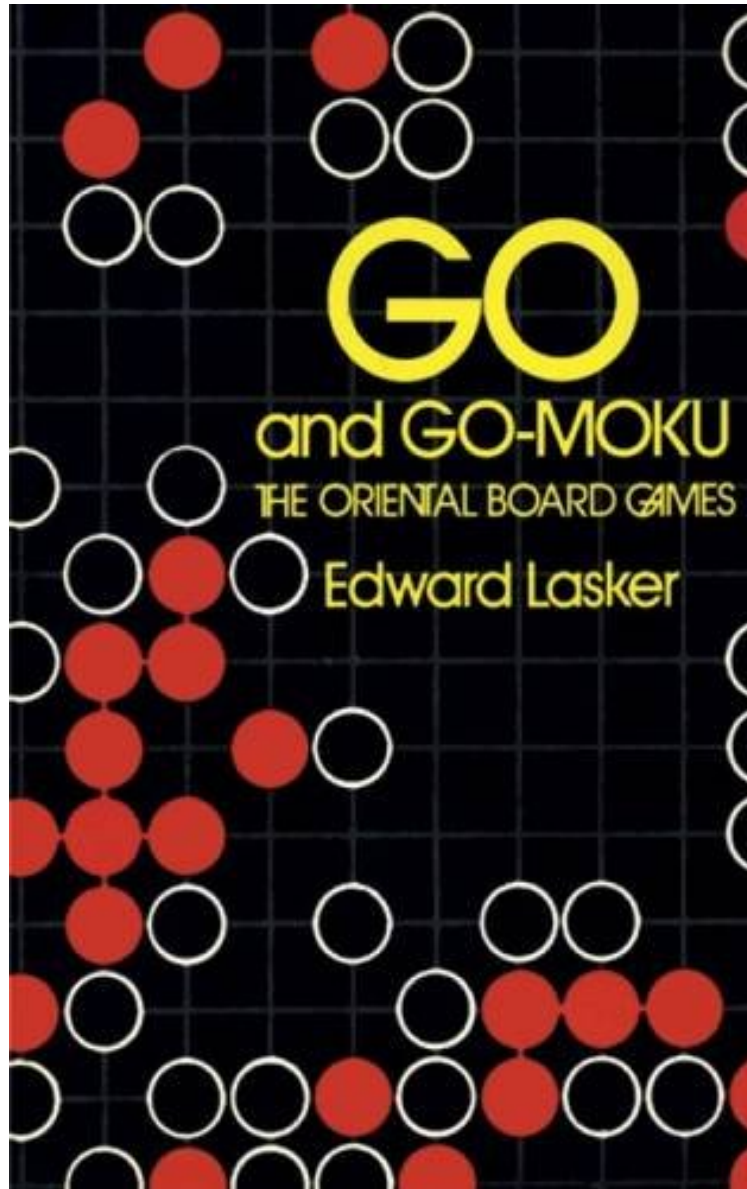


[Download] Go and Go-Moku: The Oriental Board Games

Go and Go-Moku: The Oriental Board Games

Edward Lasker

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Edward Lasker : Go and Go-Moku: The Oriental Board Games before purchasing it in order to gauge whether or not it would be worth my time, and all praised Go and Go-Moku: The Oriental Board Games:

0 of 0 people found the following review helpful. Excellent beginner book. Make sure you have a board and stones to play through the tangents. By Songbirdo It is an older book, before the introduction of Komi (the 6.5 points given to white for going second), and before the 4-4 point was deemed viable for starting corner plays. As such, they almost

exclusively played 3-4 corners. One thing I really liked about the book compared to some of the other ones I've read is that they always have the board diagrams in the same spot (upper right face), and they reprint the diagram every page as long as the text is relevant to it (with a couple exceptions when the text ends on the left face, and have to reference the page prior for the diagram) instead of just once for potentially a whole chapter like some other books. Something I didn't like was the way the author handled tangents to explain why a certain move is preferred over another, it is expressed in coordinate notation and without illustration. Make sure you have a board and stones on hand to visualize the tangents and their effect. Another thing that took a while to get used to was the font, in particular the letter i being mixed up with the number 1 when used for coordinates. In addition to this, the diagrams do not have an i in reference to the 9th column, they use j for it instead.

0 of 0 people found the following review helpful. Grand Masters Can Be Poor Teachers
By John M. Ford
The author, Edward Lasker, was a chess master and a Go master, competing at the world level as a player of both games. His name and fame has helped to sell both the 1934 and 1960 versions of this book. It has remained in print for a long time. The book is logically structured, with chapters progressing through Fundamentals, Elementary Tactics, and Basic Strategy to Advanced Strategy and The Game of Go-Moku. The layout convention of the Go board placed on the same part of each right-hand page even contributes to a "board-side" feel to the book. It breaks down in the narrative and explanations. Rather than clear instruction, it has the feel of an expert going over familiar ground to an imagined audience of fellow experts, who can fill in gaps and do without explanations. Intended for beginning players, it should have been written with beginners in mind. I picked up the book to help me understand Go while working on an assignment for an artificial intelligence programming class. I soon sought help elsewhere. I was not daunted by its age when initially selecting the book, as often books on long-established board games age well--Paul Magriel's Backgammon is one example. Even considering that Go is a subtle and complex game, this book does not introduce it clearly or with sufficient explanation. Other reviewers have suggested good alternatives for Go initiates. I will add the suggestion that a brief web search for "go software download" will yield gaming and simulation software that should be part of any modern study of Go.

9 of 13 people found the following review helpful. Examples difficult to follow, dry reading
By A Customer
As a beginner just learning the game, this is not the way to go (sorry). Lasker was world chess champion for 27 years, losing it in 1921. This book is written from that rarified perspective. He will jump into a complex series of moves for a couple of pages, totally losing the reader on the logic and reasons for the progression, and then after another page say the explanation is probably not appropriate for beginners and/or there are many exceptions to what he just wrote. The diagrams are generally hard to follow, and aren't particularly clarified by the accompanying text. There is one complete game recorded move by move between masters Karigane and Honinbo played in 1926 which is instructive. But if this is the first book on go one is exposed to, it might do more to discourage than to help one experience the enjoyment the game can provide.

Best introduction in English to a great Japanese game. Detailed instructions provide valuable information on basic patterns, strategy, tactics, and analyzed games. Used as text by generations of Americans and Japanese as well. 72 diagrams. "...clearly written diagrammed primer..." New Yorker.