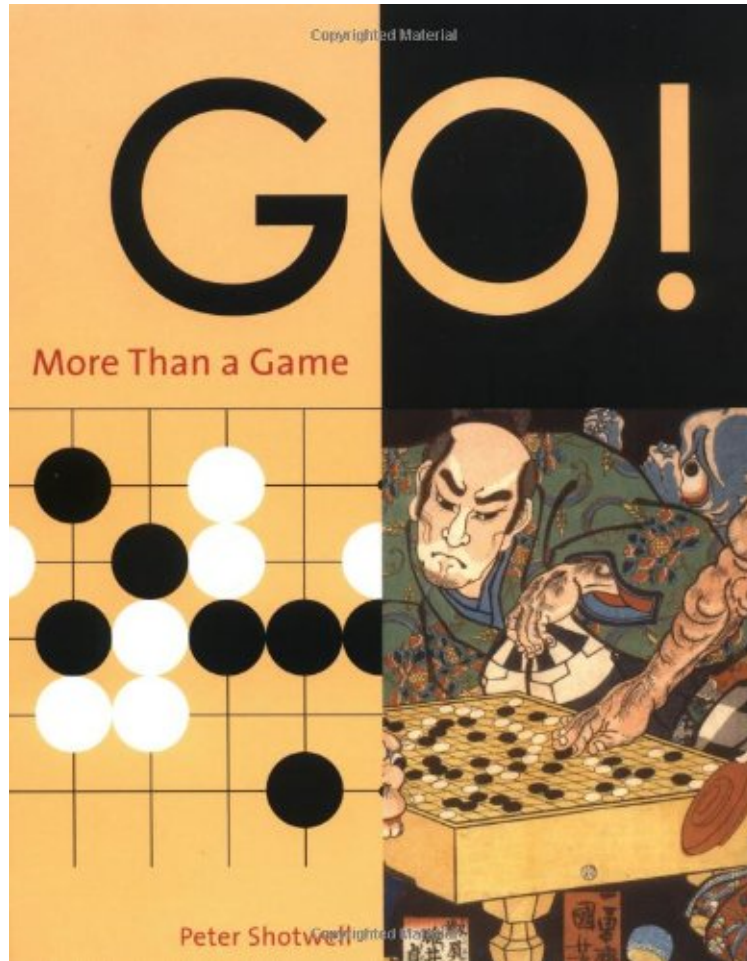


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## Go! More Than a Game

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**Peter Shotwell : Go! More Than a Game** before purchasing it in order to gage whether or not it would be worth my time, and all praised Go! More Than a Game:

2 of 2 people found the following review helpful. Learn to Play "GO" wellBy William D. CurnuttFor a book that sets out to help you learn how to play the game of GO it does a good job of giving you a solid introduction and then a clear and concise explanation of the rules.It has great advance for us beginners. Start with the 9" board and just start playing and see how you do. The more you play the quicker you will learn and master the concepts.Then go back to the book and read further to get more complex concepts for how to strategize and win. This book is a winner!0 of 0 people found the following review helpful. Best GO book out thereBy CustomerMore than just a book on a game, it tells and shows the history behind it.It gives you a glimpse into the player mindset and how the only way to win is to play for the long term.Very applicable to business.1 of 1 people found the following review helpful. very helpful, though must confess I haven't finished it ...By R S Mortensenvery helpful, though must confess I haven't finished it yet - as I waded

deeper into the strategy, my time and patience wore a little thin.

Master the fascinating game of Go with this expert guidebook. Go is a two player board game that first originated in ancient China but is also very popular in Japan and Korea. There is significant strategy and philosophy involved in the game, and the number of possible games is vast even when compared to chess. Go has enthralled hundreds of millions of people in Asia, where it is an integral part of the culture. In the West, many have learned of its pleasures, especially after the game appeared in a number of hit movies, TV series, and books, and was included on major Internet game sites. By eliciting the highest powers of rational thought, the game draws players, not just for the thrills of competition, but because they feel it enhances their mental, artistic, and even spiritual lives. *Go! More Than a Game* is the guidebook that uses the most modern methods of teaching to learn Go, so that, in a few minutes, anyone can understand the two basic rules that generate the game. The object of Go is surrounding territory, but the problem is that while you are doing this, the opponent may be surrounding you! In a series of exciting teaching games, you will watch as Go's beautiful complexities begin to unfold in intertwining patterns of black and white stones. These games progress from small 9x9 boards to 13x13 and then to the traditional 19x19 size. *Go! More Than a Game* has been completely revised by the author based on new data about the history of early Go and the Confucians who wrote about it. This popular book includes updated information such as the impact of computer versions on the game, the mysterious new developments of Go combinatorics, advances in Combinatorial Game Theory and a look at the current international professional playing scene.

About the Author Peter Shotwell is an internationally known expert on the relationship of Go to Eastern and Western philosophy, literature, and history. He has been writing about Go for nearly twenty years and has lived in China, Tibet, and Japan while researching the origins and background of the game.