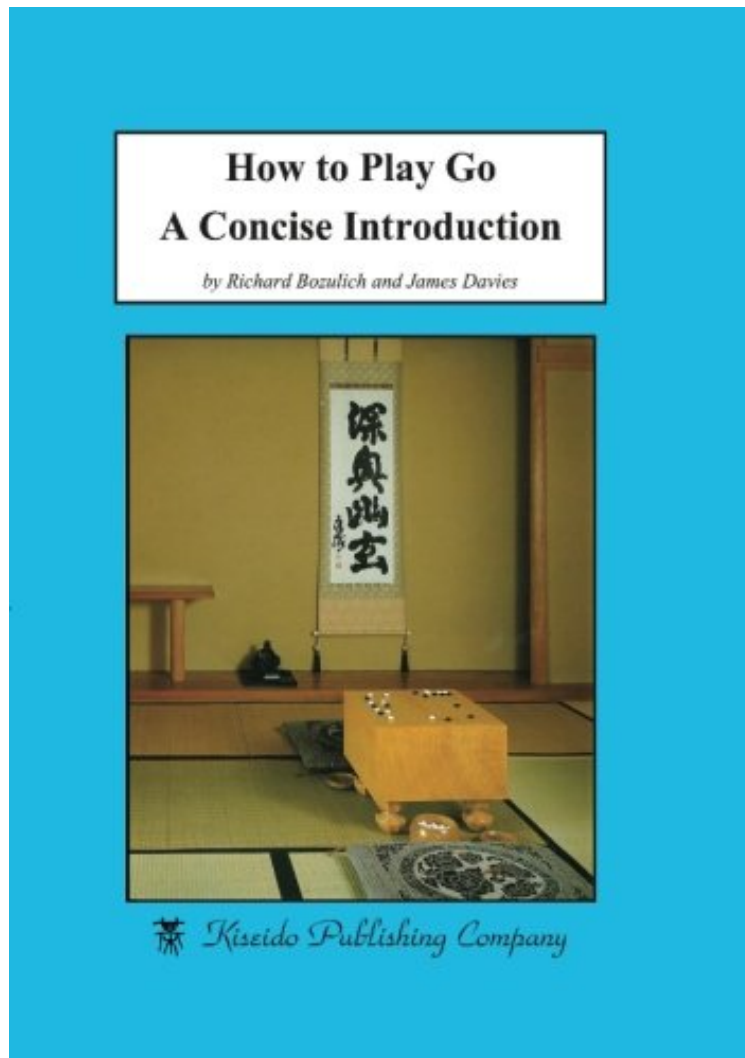


[Download pdf ebook] How to Play Go. A Concise Introduction

How to Play Go. A Concise Introduction

Richard Bozulich, James Davies
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Richard Bozulich, James Davies : How to Play Go. A Concise Introduction before purchasing it in order to gauge whether or not it would be worth my time, and all praised How to Play Go. A Concise Introduction:

Go is the ancient oriental board game, play by millions throughout the world. The rules are so easy a child of five can learn to play, but true mastery requires years of intensive study. Like nature, its simple elements-- wood and stone, line and circle, black and white -- build into complex structures. Go is the perfect game for developing left- and right-brain abilities -- intuition and pattern recognition as well as brute-force analysis. In addition, the richness of its strategic concepts allows go to be used as a model for real-life decision making. Go also teaches the value of patience and it

shows how to balance aggressiveness and restraint for maximum gain. "How to Play Go. A Concise Introduction" is a straightforward introduction to the game. The ten basic rules are clearly explained in just a few pages. Problems are interspersed throughout the book to drive home the concepts being presented. After the rules are thoroughly explained, there is a section on opening strategy, followed by a section on tactics. Everything that is essential to playing the game is included with ample references to resources that will aid you in continuing your study of this ancient and profound game.

About the Author Richard Bozulich was born in Los Angeles in 1936. From the age of four until 17 he studied to become a concert pianist. He then studied Mathematical Logic at UCLA from 1953 to 1956 under Richard Montague. He transferred to UC Berkeley and graduated in mathematics in 1966. In 1967 he went to Japan to study go. In 1968 he founded Ishi Press Inc. in Japan and published more than 45 books on go. In 1982 he founded Kiseido Publishing Company and has published more than 60 book on go under that company. He started publishing a go magazine, Go World, in 1977. 129 issues were published until he stopped publishing it in 2013. He is said to be the most prolific writer of English-language go books, having written or translated almost 50 books on the game. He lives in Chigasaki, Japan and is the president of Kiseido Publishing Company. James Davies was born in 1945 in Philadelphia. He studied mathematics at Oberlin College and the University of Washington, but in 1970 the game of go drew him to Japan, where he has lived since. An amateur (5-dan) player but a semi-professional writer, he has written numerous books and countless magazine articles on go.