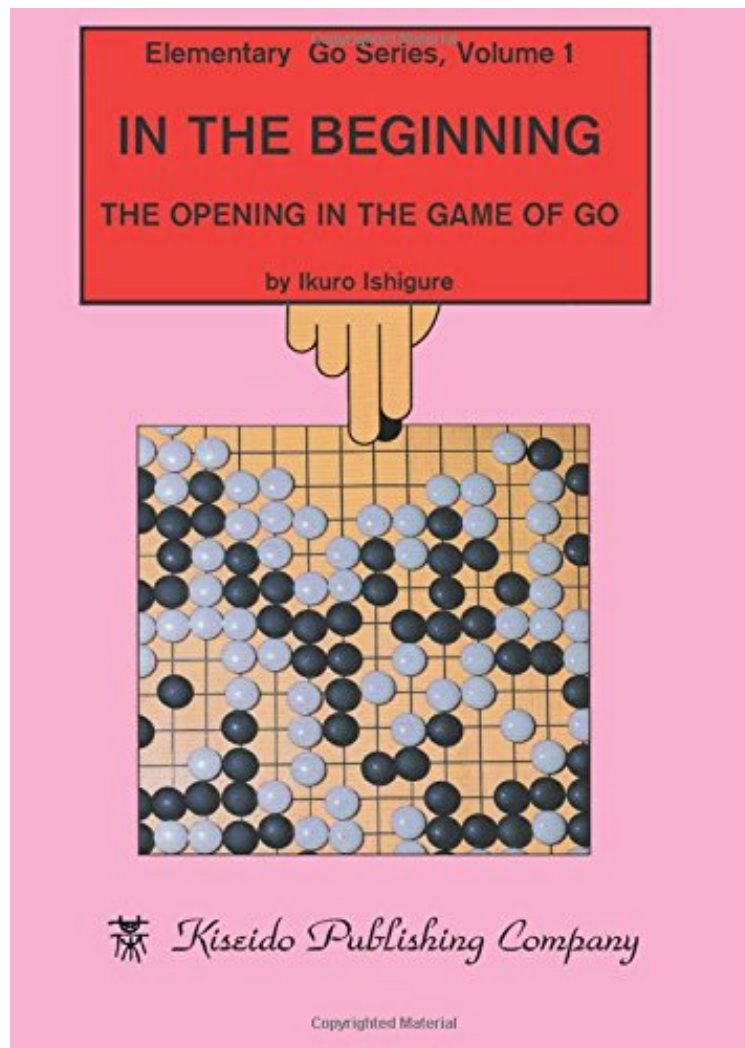


(Ebook pdf) In the Beginning: The Opening in the Game of Go (Elementary Go Series) (Volume 1)

In the Beginning: The Opening in the Game of Go (Elementary Go Series) (Volume 1)

Ikuro Ishigure

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Ikuro Ishigure : In the Beginning: The Opening in the Game of Go (Elementary Go Series) (Volume 1) before purchasing it in order to gage whether or not it would be worth my time, and all praised In the Beginning: The Opening in the Game of Go (Elementary Go Series) (Volume 1):

8 of 8 people found the following review helpful. Sides, corners, and opening problemsBy DavidIs there a perfect go book? I haven't found one yet, but so far I learn a little bit from each one, and In the Beginning covers a lot of fundamentals relating to the beginning of the game: how to play in the corners, with follow-up moves (shimari and kakari), then some discussion of extending along the sides, into the center, invasions, and pincer attacks. Then, a list of

nine concepts for improving your opening game: * Make Your Stones Work Together * Efficiency * Play Away from Strength * Thickness and Walls * Open at the Bottom * The Third Line and the Fourth * Reverse Strategy * Light and Heavy * Attack and Defense

Most go books seem to present some sort of list like this, with examples to illustrate the concept. They all make perfect sense to me -- I am at the level where I can understand everything the author says (at least for these low-kyu-level books). It's so obvious once he points it out! Then I go play a game, and somehow none of these lessons seem to materialize in my own game.

Ishigure ends the book with ten opening set-ups in which the reader is asked where black or white should play next. Turn the page, and Ishigure has rated a variety of possible points to play, from 5 (reasonable choice, but not very good) to 10 (the best play). I usually got somewhere in the area of Ishigure's best choice, though I rarely chose the exact best spot.

In the Beginning is definitely a book I will have to revisit; like Kageyama's "Lessons in the Fundamentals of Go", there is too much for a beginner to take in the first time around. This is definitely a book a beginning player should read. But man, go books are expensive -- it's a tiny little volume for the price. I guess that's because most of the best go books are translated imports. Whenever I go to a bookstore, I can find a couple shelves full of chess books, but I have yet to find a single go book. :(

2 of 2 people found the following review helpful. Please read something else first

By cynAs everyone mentioned this book was well-organized. However, it was rather difficult to digest. Sometimes I did not comprehend the prior concepts from previous chapters before I completely digested. While I still recommend buying this book for future reference and still using it as a beginner book I think that you should read the book *Opening Theory Made Easy* by Hideo Otake 9-dan translated by John Power. I say this as a novice/beginner. Moreover, I had to learn about the opening through Trial and Error using my Go stones and board. While I think the organization and explanation is good (far from being a workbook with problems) this book rather enhances your knowledge of the opening by emphasizing core points rather than teach comprehensively. It also gets you to think about problems.

6 of 6 people found the following review helpful. Great book for opening strategy

By Daniel WVery useful book even for moderately strong players, yet accessible for new players also. Teaches the fundamental concepts necessary for a strong early game strategy. Teaches you what type of things to consider when looking for the next move. Opening game is the least objective part of the game, as the board is mostly empty and many possibilities of play are available. However, this book will help you have a much more solid grasp on what is important in the early game.

The opening is theoretically the hardest part of the game of go. To professional players, it is the hardest part in practice, as well; in championship games that last two days, for instance, the first day is usually spent playing and thinking about the first 50 moves, and the second day is spent finishing all the rest. Such is the consistency of professional play in the middle game and endgame that if a player comes out of the opening with a bad position, it is almost impossible for him to catch up. Amateurs sometimes rush through their initial moves, saving their powers for the fighting later, but this is more an indication that they do not understand the opening than a sign of talent. The number of possibilities in any opening position is so vast that a player must rely on his feeling for the game rather than on rigorous analysis for guidance. Here he has the greatest chance to use his imagination, play creatively, and develop a personal style. This is the one phase of go that has shown any significant evolution during the past few centuries, and it still defies absolute comprehension.

About the Author Ikuro Ishigure was born in 1942 in Gifu, Japan. In 1955 he entered the go school of Minoru Kitani, 9-dan and lived there for the next five years, becoming a professional shodan at the age of seventeen and 9-dan in 1984. His promotion record is: In 1968 he gained a place in the 24th Honinbo League, and in 1974 he won the upper division of the Nihon Ki-in Oteai (ranking) tournament. His hobbies include skiing, table-tennis, and sports in general.