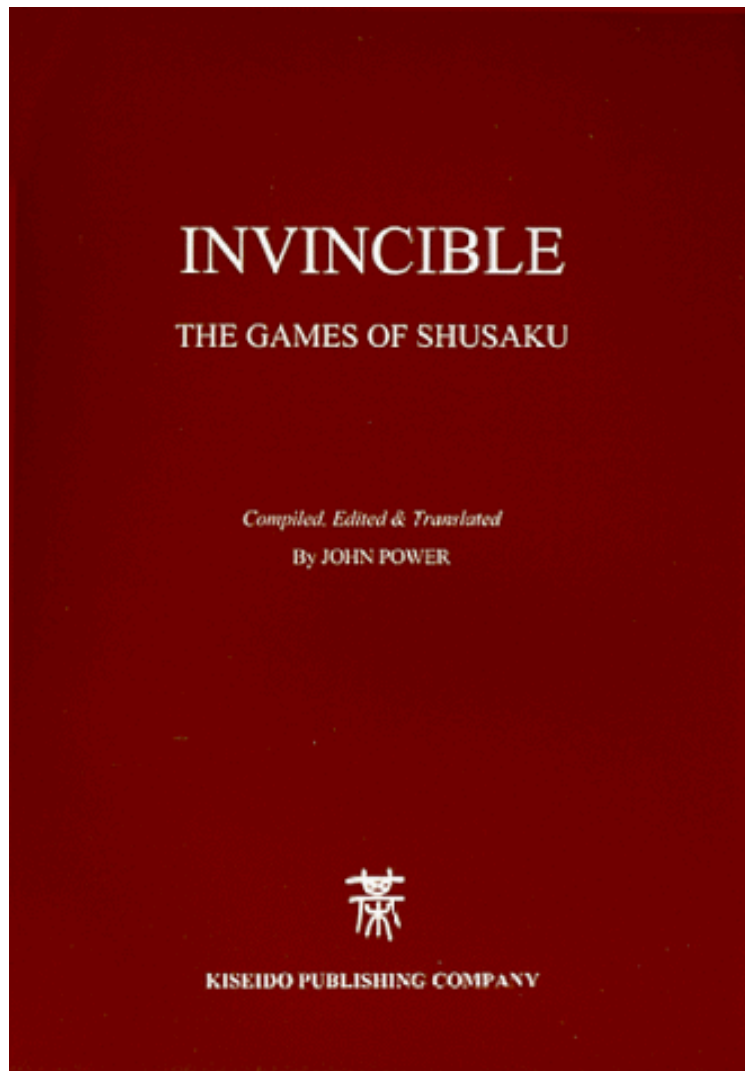


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Invincible, The Games of Shusaku (Game Collections)

Shusaku

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Shusaku : Invincible, The Games of Shusaku (Game Collections) before purchasing it in order to gage whether or not it would be worth my time, and all praised Invincible, The Games of Shusaku (Game Collections):

4 of 4 people found the following review helpful. This book is invincible!!!By Stephen McLaughlinI've only been playing Go for about 3 months but made it to 8k on kgs thanks to life and death problems/practicing reading ahead, and of course looking at Shusaku's amazing games. There are many moves that I don't understand but I try to understand them and question what I would do in this position and will play out moves on a board, it's super fun. I really like how the book does have a chapter on the opening that Shusaku is famous for-- and has a lot of nice commentary in all of the games.I'm sure that this book will be even more useful as I rise up the ranks and study more

basic principles. Nevertheless, the games are very inspiring and out of all the players, I really like Shusaku's playing style. Even though I can't understand some of the complexity of the moves, I like how he opens and players of that time period played in their openings (not on star hoshi/points usually) I don't know why but I feel more comfortable not on hoshi points :pThe coolest thing about the book is how it's arranged from his early games to his later games and you see him getting stronger. The commentary explains the change in his style too. This is very inspiring because even high level players improve their game-- I too want to improve my game, even though I'm just a beginner. ^^I think this is a classic that every Go player should have, especially if you started playing go because of "hikaru no go" lol :)0 of 0 people found the following review helpful. Great Book!By CustomerThese were some amazing games to replay; especially liked the castle games #4.3 of 7 people found the following review helpful. Invincible purchaseBy William K. CovertI ordered this book for my son, and have no idea what this game is all about, but my son was thrilled to get it and read it, so thats all that matters to me. The shipping was fast and the item was delivered just as described.

THE SAINT OF GO: Shusaku was the leading player of the golden age of go in the mid-19th century. He has become known to later generations as the Saint of Go (Kisei or Gosei) and is recognized by modern players as one of the greatest geniuses in the history of the game. His victories over his contemporaries in a number of matches contributed to his reputation, but its main foundation is his perfect record, not even approached by any other player, of nineteen successive wins in the annual castle games played in the presence of the shogun. **SHUSAKU'S REPUTATION:** Shusaku is considered the best model for aspiring professional players to study, especially his games with black. He was unexcelled in his complete mastery of the strategic principles and the practical techniques of go. His games are a treasure house of all the varied elements of the game, from the fuseki to the endgame, but in particular they provide amateur players with ideal material for studying the art of fighting in the middle game. Here are some 20th century views of Shusaku: "Shusaku simplified the complexity of go, concealing his great strength and profound analysis beneath the smooth surface of his game... It is not an exaggeration to say that all the principles and all the techniques of go are embodied in concentrated form in Shusaku's go." - Segoe Kensaku 9-dan "The speed and forcefulness of Shusaku's play with black are like lightning striking the go board; his skill at finishing off his opponent once he took the lead is unrivalled." - Hayashi Yutaka, go historian