

# Teach Yourself Go

Charles Matthews

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**Charles Matthews : Teach Yourself Go** before purchasing it in order to gage whether or not it would be worth my time, and all praised Teach Yourself Go:

1 of 1 people found the following review helpful. An easy to follow and informative book for anyone interested in the Asian game of GO.By Joseph J. TruncalI recently became interested in an Asian game of strategy and purchased a GO game. Even though it had a small booklet explaining the game; nevertheless I decided to purchase a few more books on this game. I just looked through this 216 page soft cover (Teach Yourself GO by Charles Matthews) book and

found the beginning instructions very clear and straight forward. This very informative book provides a comprehensive introduction to the game of GO. The following is a small sample of the lessons in this book: The first five lessons for the beginner, five further lessons, capture, cutting and connecting, eyes, a complete game, Ko and seki, the end of the game, corners and sides. I found the last section very helpful which covers the origins and other information about the game of GO. In conclusion I found this book very informative but like any complex game, there is nothing like actually playing the game with someone who has hands-on experience and can point out the finer details. Rating: 4 Stars.

Joseph J. Truncale (Author: Tactical Principles of the most effective combative systems). 0 of 0 people found the following review helpful. Excellent first book in go By Jorge Moraleda If you are serious about learning to play the game of go, this is an excellent first book. 6 of 6 people found the following review helpful. Great book - but is it the right one for you? (4,5 stars) By Marius Teach yourself Go is a nice little book that will teach you a lot with its 200 pages. I knew some Go before I started reading this book, and I think that a complete beginner may find Janice Kim's books (Learn to play Go) a bit easier to learn from. With that said, this book is still a great book to start with even if you don't know anything about Go. It's just a bit harder to read, but it also contains twice as much information as the books Janice Kim writes. Teach yourself Go covers all you need to know about Go, from rules to simple strategy, and a bit more. I felt the book was hard to read, maybe due to the layout, and that the book itself is filled with tons of info. This is a book that takes time to read. Reading isn't everything either, so you have to digest what you read, play Go, and try it all out. If you just rush through the book, you won't get out all its potential. If you invest some time in the book, you will be rewarded. I find some of the words used in the book to be too advanced. There must be easier words to use. This might not be a problem if your English skills are a bit better than mine, and maybe you really have to use words like this to make a good explanation. Some of the sentences are also a bit awkward. After each chapter you will be met by some Go problems that will check that you understood everything in the chapter. These Go problems can be a bit tough, and some of them are actually quite hard :) On the other side, you might become strong ;)

Consisting of black and white pebbles and a grid-work playing board, the ancient Asian game of go appears much simpler than chess, but it continues to stump the most sophisticated supercomputers. Teach Yourself Go explains the rules of the game and, using step-by-step illustrations, helps you acquire a solid understanding of how go is played. You also learn about the origins of the game, its long history, and the body of legend, rituals, art, and literature that it has inspired.

About the Author Charles Matthews coaches adult and junior players and is the author of many articles on the game of Go.