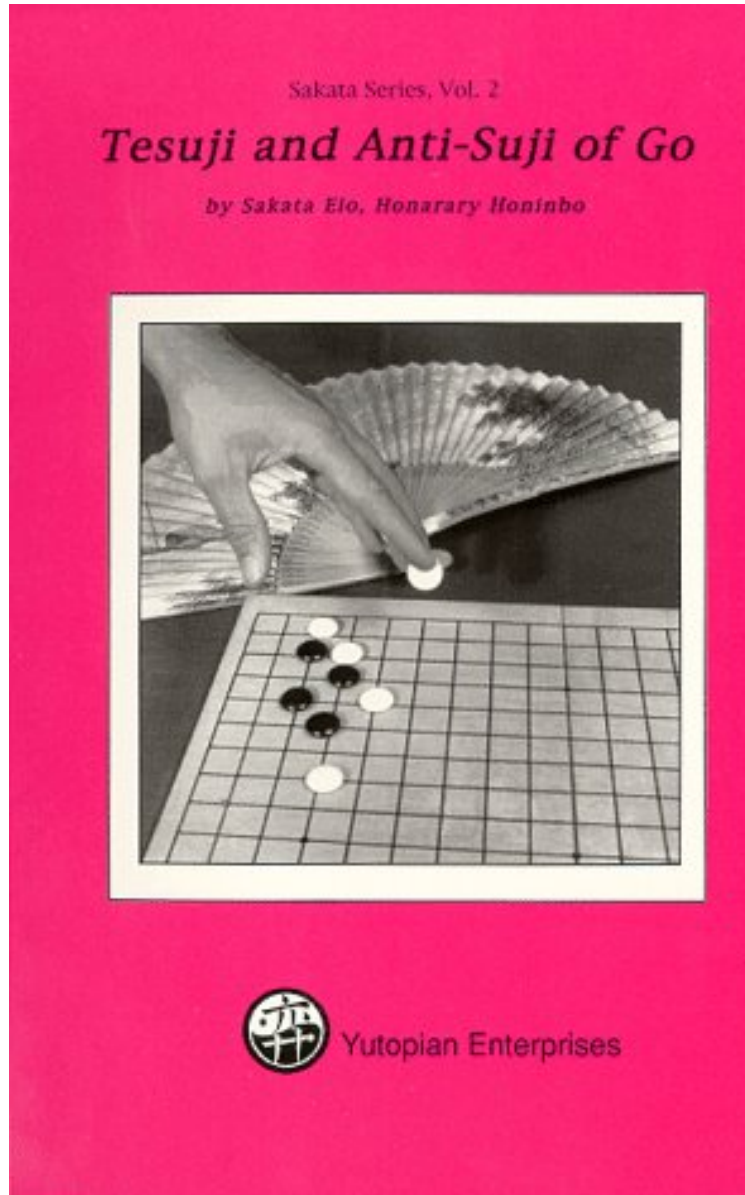


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Tesuji and Anti-Suji of Go (Sakata series)

Robert J. Terry, Sakata Eio
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Robert J. Terry, Sakata Eio : Tesuji and Anti-Suji of Go (Sakata series) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Tesuji and Anti-Suji of Go (Sakata series):

15 of 15 people found the following review helpful. A practical and entertaining look at shape and tacticsBy ChrisSakata Eio has a flair for writing entertaining books, and this, like his famous "Killer of Go", contains a lot of entertaining snippets regarding Go philosophy. It does not have the rich historical background of the "Killer of Go",

but this is only to be expected from a book that is, primarily, a workbook. On the practical side, this book does a far better job of examining tesuji than any other book on the same topic I've seen. Instead of subjecting the reader to a barrage of unfamiliar situations, Sakata (for the most part) takes his examples from joseki or almost joseki ("the following pattern is joseki- but what if white plays here instead?"). This gives the book a firm foundation and teaches you "real board" tactics as you study the problems. It is probably, for this reason, a little less comprehensive than some tesuji books, it being more efficient, space-wise, to merely present the relevant shapes without further discussion. However, since most tesuji books are so tedious that they never get finished, a comprehensive understanding of tesuji probably wouldn't be forthcoming from other tesuji books either. And at a certain level, of course, there are some things you only learn by playing.

This is an exhaustive manual that details how sparkling technique may bring one's game alive. 61 Model situations are examined, in which deadly hane, exquisite placements, and stunning attachments, among many other skillful finesse, are shown to be surprisingly effective. The flip side of the matter, crude moves (or anti-suji) are offered in contrast, demonstrating how thoughtless play can throw away the chance for an advantage. The positions in the book are illustrated in more than 700 diagrams, which makes comprehension of the material simple, even without setting up the positions on a go board. The layout of the book is also ideal for study and review work. In addition, a general introduction to the subject sets the stage for the main text, which the book ends with several examples from actual games. In addition, the author, Sakata Eio, Honorary Honinbo, includes a number of vignettes, in the manner of *Killer of Go*, the work of his which preceded this one. This is both a thorough enjoyable exploration into one of the most fascinating aspects of Go, and a text which can be invaluable for growing stronger.