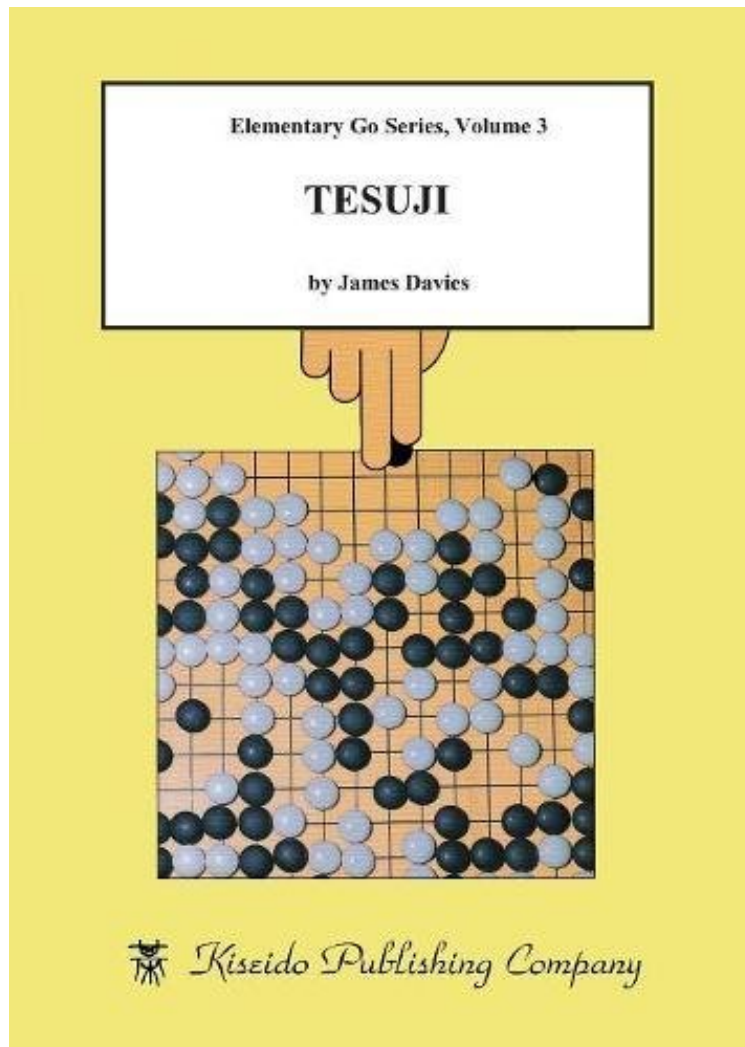


[Read now] Tesuji

Tesuji

James Davies

**Download PDF / ePub / DOC / audiobook / ebooks*



[Download](#)

[Read Online](#)

#696130 in Books 2017-04-25Original language:EnglishPDF # 1 7.00 x .47 x 5.00l, .0 #File Name:
4906574122198 pages | File size: 29.Mb

James Davies : Tesuji before purchasing it in order to gage whether or not it would be worth my time, and all praised Tesuji:

3 of 3 people found the following review helpful. Great Way to Learn TesujisBy Jason M.I've tried to learn tesujis from online go problem sites, but without further explanations I hadn't been able to apply them to my games. This book has not only opened my eyes to moves I wouldn't have considered, but it showed me when such moves are applicable.The book divides the tesuji into chapters on when to apply them, not just how they work. (Example: Chapter 2 is "Capture the Cutting Stones," Chapter 13 is "Making Shape") This format has been great for me to learn and I've been able to use these in my games.Each chapter ends with problems based on what was taught, so the book can also be useful for doing go problems on its own. Some problems are quite basic, but others definitely require time

to read. I would recommend this book to players around 5-15 kyu. 0 of 0 people found the following review helpful. A classic work
By DPC
If you want to improve your reading, no matter your skill level, this is the book for you. The remarkable and endless subtleties of the game will open up before your eyes as you work through the exercises.
3 of 3 people found the following review helpful. Right from the beginning
By Margaret Ray de Arenas
Right from the beginning of the book, you're already learning! I'm ranked an 18kyu and i just read the first 25 pages of the book and i've already learned so much more than i have from most of the books i've tried reading. This is a great buy, but may be a little hard for 20k or weaker ranked players.

Tesujis are the tactics of short-range combat in the game of go. This book presents over 300 examples and problems of them, aimed at training the reader to analyze and spot the right move in all sorts of tactical situations. It covers a wide range of material while concentrating on fundamentals. Its problems manage to be both hard enough to challenge and easy enough to solve, and there are enough of them to keep the most avid busy.

About the Author
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 turned out numerous books and countless magazine articles on go.