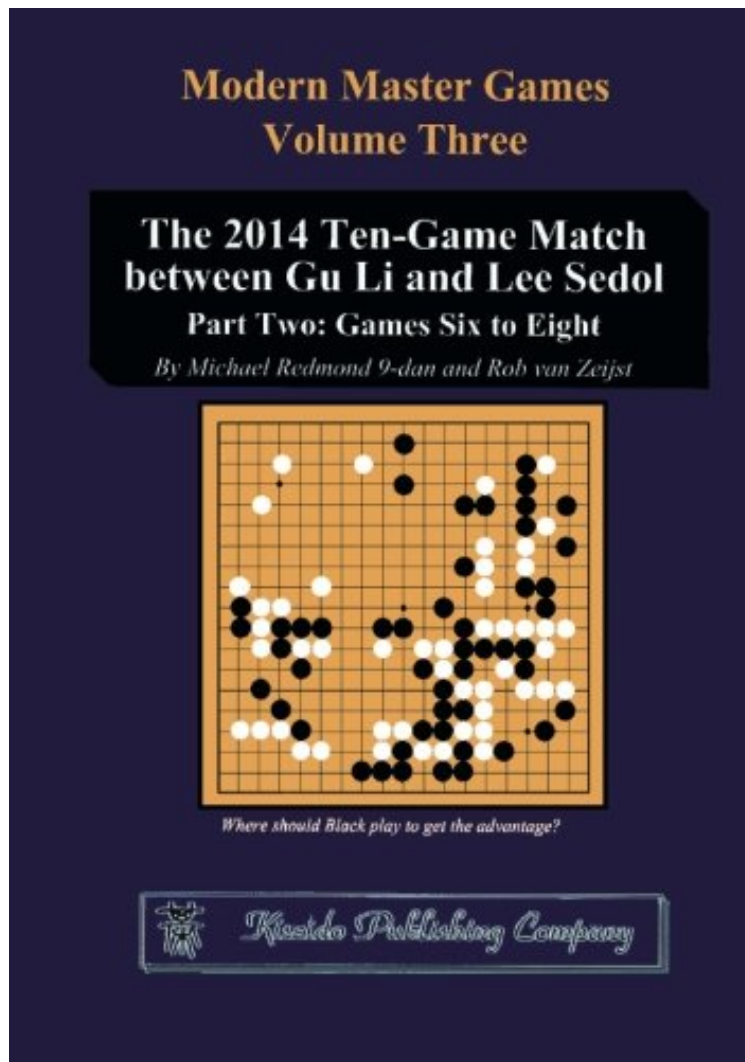


[Mobile pdf] The 2014 Ten-Game Match between Gu Li and Lee Sedol: Part Two: Games Six to Eight (Modern Master Games) (Volume 3)

The 2014 Ten-Game Match between Gu Li and Lee Sedol: Part Two: Games Six to Eight (Modern Master Games) (Volume 3)

Michael Redmond 9-dan, Rob vanZeijst
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Michael Redmond 9-dan, Rob vanZeijst : The 2014 Ten-Game Match between Gu Li and Lee Sedol: Part Two: Games Six to Eight (Modern Master Games) (Volume 3) before purchasing it in order to gage whether or not it would be worth my time, and all praised The 2014 Ten-Game Match between Gu Li and Lee Sedol: Part Two: Games Six to Eight (Modern Master Games) (Volume 3):

This book, Part Two of the historic ten-game match between Gu Li and Lee Sedol features the last three games of the match. Gu and Lee are the two players who have dominated go in the first decade of the 21st century. For years, these two have been rivals, competing for the top spots in numerous international go tournaments. Both are famous for their severe attacks and their fighting skills. Gu has a thick style accompanied by an exquisite feeling for the opening from which he often emerges with an advantage. In contrast, Lee plays a fast, profit-oriented game, leaving behind thin positions. This means that his groups often come under attack. Most players would collapse under Gu's relentless attacks, but this brings Lee's game to life and he creatively finds the best possible way to settle these groups or to somehow escape with them. This contrasts in style and especially Lee's daring strategies in the middle game are what make the games in this book especially fascinating and give birth to innovative moves and spectacular fights. The games are analyzed in great detail so the reader can understand the thinking behind each move. The reader can also find the most recent innovation and analysis of the mini-Chinese opening. In addition, an important new strategic concept, 'risk management', is introduced and studied for the first time.

About the Author Michael Redmond was born in California on May 25, 1963. Started studying to become a professional go player in 1978 as a disciple of Oeda Yusuke 9-dan. Became 1-dan in 1981 and 9-dan in 2000. He is the third Westerner to become a professional in Japan and the most successful one to date. In 2009, he reached a milestone of 500 wins in Japanese professional tournaments. In 1991, he reached the quarter finals of the 4th Fujitsu Cup World Go Championship, and, in 1993, the quarter finals in 5th Dongyang Securities World Cup. His best results in Japanese tournaments for players under 25 were first place in the 9th Ryuen Cup, a lightning go tournament (1985), second place in the 5th NEC Shun-Ei Cup (NEC Rising Stars) (1990), and second place in the 17th Shinjin-O (King of the New Stars) (1992). His best results in Japanese tournaments for all professionals were perfect records in the 1984 and 1989 Oteai promotion tournaments and reaching the semifinals of the 28th Gosei challengers tournament (2003). He is the author of several books in Japanese and one in English: Patterns of the Sanrensei, published by Smart Go for the iPad and Slate Shell in the printed version. Rob van Zeijst is an ex-insei (apprentice professional) and has won the European championship three times. He has played in a number of international tournaments: the Fujitsu Cup four times; the Chunlan Cup once; the Samsung Cup four times in which he won two games against Korean professionals. His highest rating in the Chinese Professional ranking system was professional 3-dan.