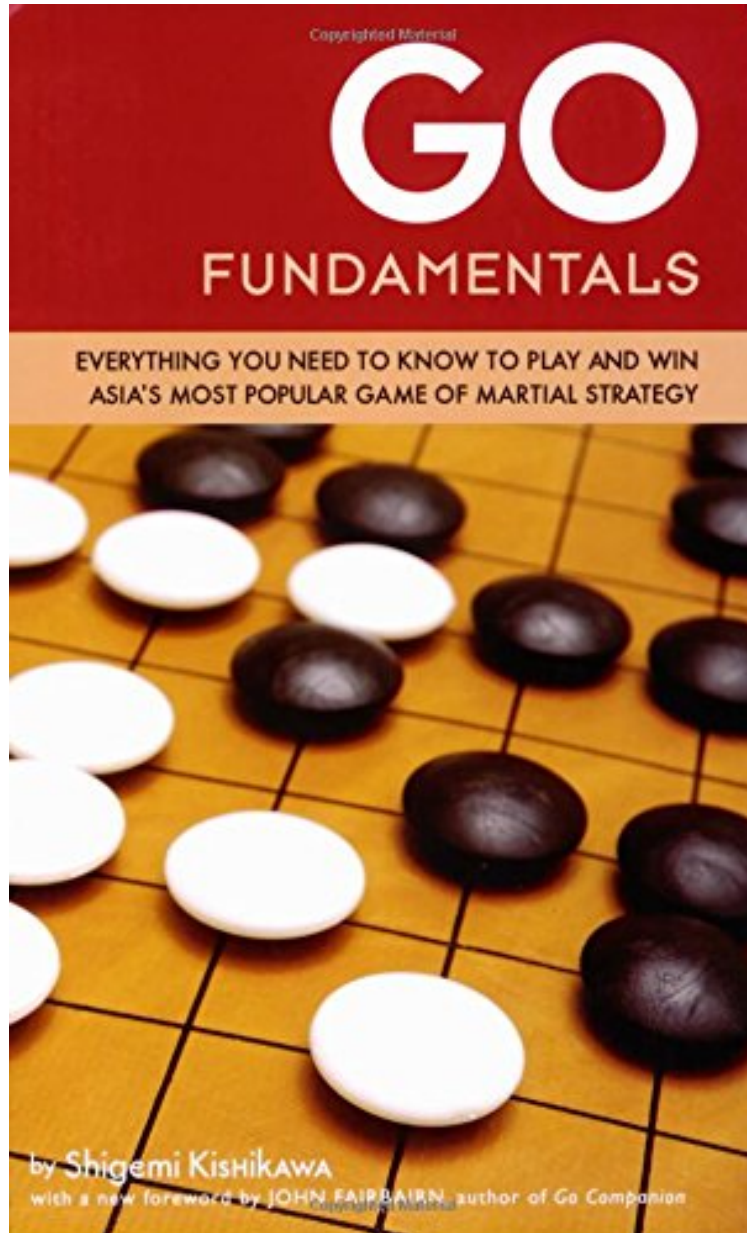


Go Fundamentals

Shigemi Kishikawa

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Shigemi Kishikawa : Go Fundamentals before purchasing it in order to gage whether or not it would be worth my time, and all praised Go Fundamentals:

3 of 3 people found the following review helpful. Sparse information, confusing explanations, many typos. By

itsreciprocalThis book lists 10 rules for Go, but several are consequences of earlier rules. By adding the extra rules I think the point is lost. I feel strongly that this would confuse newer players. I'm a beginner myself, around 20kyu and found nothing in the book that I did not already know. The book has numerous typos, including in the move diagrams, such that at least 1 took some puzzling out, and would be unreadable to someone who has not at least played a few games before. The book does however list many good, free, online resources which should be used instead. A completely new player might get something out of this book, but would probably be better served simply playing their first few games after reading the rules.1 of 1 people found the following review helpful. Good beginner's guideBy Washington IrvingHas a nice forward that brings you in by noting the game's history up until recent times.Establishes the basics of the game, as well as key terms in an organized fashion.Has a very helpful section at the back full of exercises to give readers practice at problem-solving in the game.

Go Fundamentals is the easy-to-follow guidebook explaining the fundamental principles of the ancient Asian game of Go, the oldest game in the world.Go is a game played by two contestants. The game is played with black and white "stones" on a checkered board. The players are usually classed as strong and weak, based upon degree of knowledge and skill. The stronger player takes the white stones and the weaker player takes the black stones. Handicaps are given to the weaker players by mutual agreement before commencement of the game. The game of Go may be one of the most difficult to learn, but this fact makes the game highly interesting. Once techniques are mastered, the beginner will find it difficult to put the game aside. From the basic rules of play, the author leads beginner-level players in easy stages to the more advanced techniques and strategies of gameplay. Over one hundred diagrams, with twenty problems and answers, a glossary of terms as well as other resources for strategy, make this a complete introduction to one of the most fascinating and rewarding games in the world.

About the AuthorShigemi Kishikawa graduated from the International Foreign Language College, Tokyo, and worked for years as a legal assistant at Fuchu Air Station. During this time he was one of Japan's leading amateur players of go and taught the game to both Japanese and foreign residents. He is currently retired and lives in Tokyo.