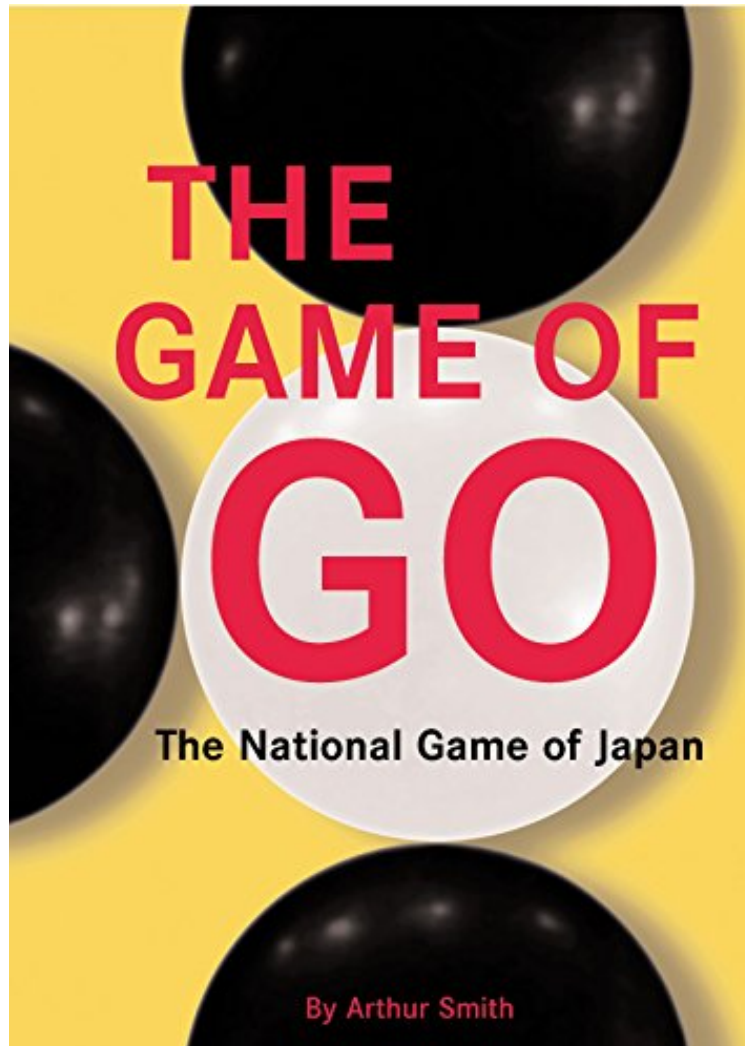


## The Game of Go: The National Game of Japan

*Arthur Smith*

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#2130207 in Books Tuttle Publishing 1989-12-15 1989-12-15Original language:EnglishPDF # 1 7.50 x .80 x 5.25l, .67 #File Name: 0804802025246 pagesBOOK OF JAPANESE GAME DESIGNED TO ASSIST STUDENTS OF THE GAME | File size: 56.Mb

**Arthur Smith : The Game of Go: The National Game of Japan** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Game of Go: The National Game of Japan:

0 of 0 people found the following review helpful. Three StarsBy Everett VasquezTY6 of 6 people found the following review helpful. Mostly For Go HistoriansBy Miss PuarI enjoyed this book for the historical trivia it contains as well as the authentic Japanese terms. However, as a pratical tool for Go Beginners, most Westerners will have trouble with this one. If you are familiar with Go, and of Dan level you will most likely enjoy the later problems (which are very complex).In all fairness, I think some reviewers have judged this book too harshly. Taking into account the time the book was first published and the lack of go material available then, this book does an adequate job in what it sets out

to do: inform Westerners about Go. It is a pity that it is written more like a college essay than a book, and never really expresses the passion that Go players feel for this game.<sup>2</sup> of 3 people found the following review helpful. Good History, but too wide a range of skillBy Tarah TamayoThis book contains a good history of the game and is, in fact, historical as the first English book on Go. Although aimed at beginners this book misses its mark. The first few sections of the book describing the rules of the game are accurate enough, but the descriptions of "Joseki" and other elements are definitely not beginner oriented. Perhaps the worst part for beginners, and the best for Single digit kyu and dan level amateurs (intermediate to strong players) are the problems, which are said to have been taken from classical Japanese work. These cannot possibly be thought of as beginner problem and will likely challenge most. Some variations in the answers show 10+ moves. The most interesting part of this book is its historical value. First printed in 1908, this book is no longer under copyright.

Passing from China, where it was developed over 3,000 years ago, to Japan, where it today commands a vast and enthusiastic following, Go is probably the oldest intellectual game in the world. Similar to chess, it leaves nothing to chance, requiring great strategy and carefully plotted campaigns to achieve an impregnable position, block enemies from lines of communication and win a series of battles. To penetrate this complicated, challenging game requires a great guide and this is it. Unsurpassable in its clarity and comprehensiveness, The Game of Go has been the classic guide to the game since it was first published in 1956.

About the AuthorArthur Smith, the author, was one of the first Westerners to make a scientific study of the game of Go, and his classic work has never been surpassed for completeness, lucidity, and all-round excellence.