

# GO WINDS

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Volume 3 Number 4

Winter 2000

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# GO WINDS

## HI!

Welcome to Yutopian Enterprise's *Go Winds*, designed to add spark to the winds of your Go studies. If you have any suggestions for improvement please let us know. We are providing a series of translated articles from the Chinese and Japanese Go scene and a series of articles on the application of the principles of war to Go. Enjoy!

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Translations by  
Sidney W. K. Yuan  
Editing, Layout, and Diagrams by  
Craig R. Hutchinson  
Diagram Creation Software - Go Write  
Proof Assistance - Anthony Blagrove

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# NIE WEIPING'S INTRODUCTION TO GO

## Lesson 12

### Forcing a Liberty Shortage on the Opponent

Through discussions in previous lessons, the reader should have a good concept of shapes. As the reader becomes stronger, it's often possible to make the right play based on intuition alone. However, with some simple calculation, the end result is often much better.

Most players have the bad habit of responding impulsively when faced with certain shapes, which can lead to fatal consequences. Therefore, the reader should understand and know how to handle certain life and death shapes which often appear in actual games.

In this lesson, we will focus on two common tactics in which forcing a liberty shortage on the opponent is possible. The first tactic involves cutting the opponent's stones into two, by descending to the first line. As a result, the opponent cannot play on either side of the descending stone due to a liberty shortage and is dead. Let's look at the following examples.

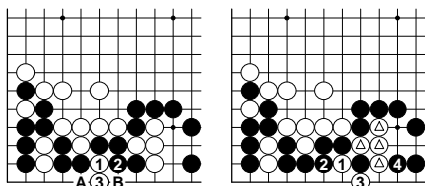


Diagram 1

Diagram 2

**Diagram 1** - After white ataris at 1, black connects and counter-atari at 2. White descends to 3, cutting black in two. Black cannot atari at either A or B and is dead.

**Diagram 2** - If white ataris at 1 instead, black connects at 2. Although white captures a stone at 3, the ) stones are dead after black takes away white's eye space at 4. Knowing how to force a liberty shortage on the opponent can make a big difference in the outcome of a game.

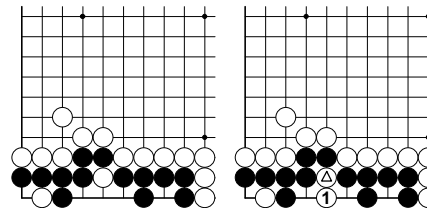


Diagram 3

Diagram 4

**Diagram 3** - Most beginners might think that white has nothing to gain here. This is not true. If one studies the shape carefully...

**Diagram 4** - White 1 looks like a simple descent. However, since black cannot play at either side of 1, a seki results. Therefore, black should capture ) at 1, if it is black to play. Some beginners think white 1 is too simple and overlook it. Although it looks small, it is a huge endgame play.

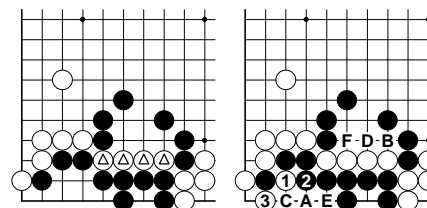


Diagram 5

Diagram 6

**Diagram 5** - This kind of descending play is very practical in actual games, for killing or making life. How can white rescue the four ) stones in a capturing race?

**Diagram 6** - If white blindly ataris at 1, black connects at 2 and white captures at 3. White has fewer liberties than black and black can play elsewhere. White is one liberty short with the following sequence, white A, black B, white C, black D, white E, and black F.

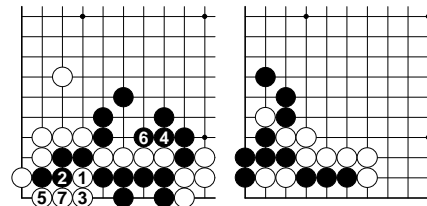


Diagram 7

Diagram 8

**Diagram 7** - White's atari at 1 is correct. After black connects at 2, the descent to 3 is the key play which forces a liberty shortage on black, and the sequence through 7 kills the black group.

**Diagram 8** - This is a corner example.

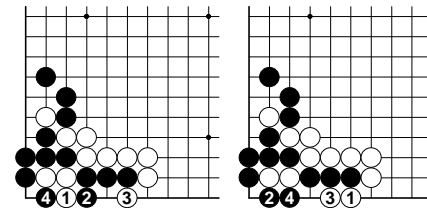


Diagram 9

Diagram 10

**Diagram 9** - Knowing that a descent can force a liberty shortage on the opponent, the reader should not blindly apply this tactic, and must consider carefully. A descent to white 1 does not work. Black descends accordingly to 2 and white fails through black 4.

**Diagram 10** - Without being exposed to this tactic, most beginners will directly atari at 1. The result through black 4 is similar to that of Dia. 9; White fails. So, how should white correctly force a liberty shortage on black?

**Diagram 11** - White 1 in is the correct measure. With sequence through white 7, the three • stones are captured.

Let's now look at the second tactic in which a threat to connect forces a liberty shortage on the opponent.

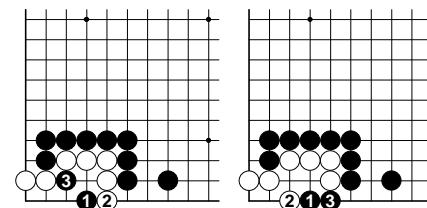


Diagram 12

Diagram 13

**Diagram 12** - Black's invasion at 1 threatens to connect. If white blocks at 2, then black cuts at 3, forcing a liberty shortage on white. Since white cannot play above or to the left of 1, white dies.

**Diagram 13** - If white tigers at 2 instead, black connects at 3 and white is still dead.

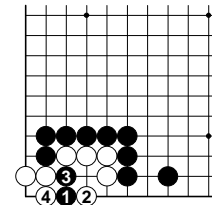
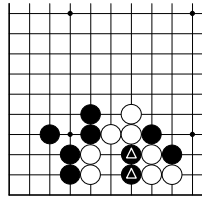


Diagram 14

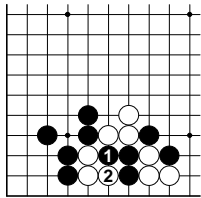
**Diagram 14** - What if black invades at 1 instead? White takes the vital point at 2. If black cuts at 3, white blocks at 4 and makes life unconditionally. Remember, a vital point to you is also a vital point to your opponent.



**Diagram 15**

We have shown some shapes in the examples above in which the tactics apply. Let us look at more shapes that often appear in actual games.

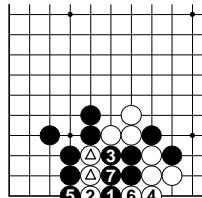
**Diagram 15** - This is a common shape. Black to play. How can he rescue his two • stones?



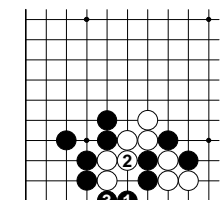
**Diagram 16**

**Diagram 16** - If black cuts at 1, white simply turns at 2 and captures black. Is there a better measure? Think carefully.

**Diagram 17** - A diagonal at 1 which threatens to connect is the correct solution. If white blocks stubbornly at 2, black cuts at 3. With the sequence through 7, black beats white by one liberty and captures the ) stones. Congratulations! If you picked black 1, you have become a stronger player!



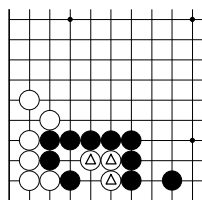
**Diagram 17**



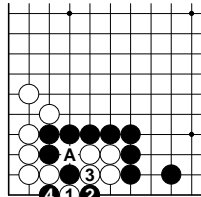
**Diagram 18**

**Diagram 18** - After black 1, white is forced to connect at 2. Black then connects safely at 3. Both sides correctly respond.

**Diagram 19** - The question is how to rescue the three ) white stones? With the knowledge gained from the previous examples, it is not difficult to come up with the correct answer here.



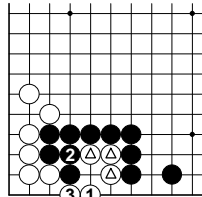
**Diagram 19**



**Diagram 20**

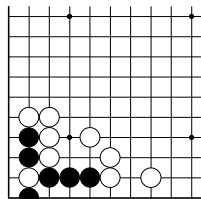
**Diagram 20** - If white hastily hanes at 1, black blocks fiercely at 2. With the sequence through 4, white cannot fill in at A and is dead.

**Diagram 21** - White's diagonal at 1 is brilliant! Both sides correctly respond in the sequence through 3, and white safely links his three ) stones.



**Diagram 21**

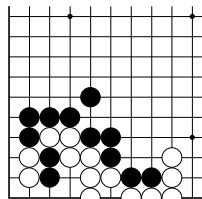
**EXERCISES**



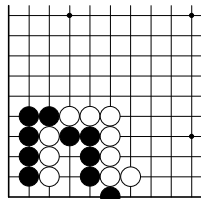
**Problem 1**

**Problem 1** - White to play. How can he capture the black corner?

**Problem 2** - Black to play. How can he rescue his two stones?



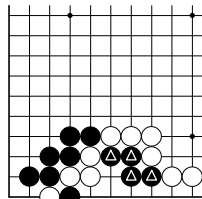
**Problem 2**



**Problem 3**

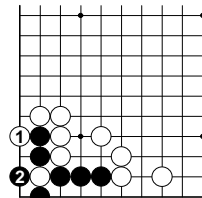
**Problem 3** - White to play. What is the best outcome for white?

**Problem 4** - White to play. How can white capture the four • stones?



**Problem 4**

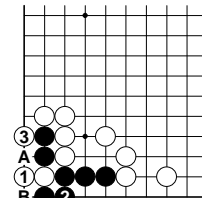
**ANSWERS**



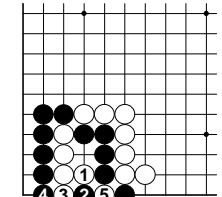
**Failure Solution 1**

**Failure Solution 1** - White 1 is hasty. After black captures at 2, the corner is alive. White gets nothing.

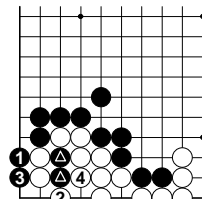
**Correct Solution 1** - White's descent to 1 is the key. If you picked white 1, it means that you have developed a good command of this tactic. Black cannot fill in at A or B and is dead after white 3.



**Correct Solution 1**



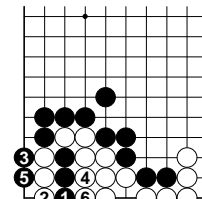
**Failure Solution 3.2**



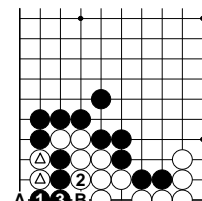
**Failure Solution 2.1**

**Failure Solution 2.1** - If black simply hanes at 1, white ataris the two • stones. After white 4, the two • stones are captured and black fails.

**Failure Solution 2.2** - Knowing that a descent can force a liberty shortage on the opponent doesn't mean that one can blindly apply this tactic. Black 1 is an example. Black failed to flexibly apply this tactic and is captured in the sequence through 6.

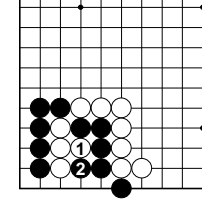


**Failure Solution 2.2**



**Correct Solution 2**

**Correct Solution 2** - Black 1 is brilliant! The atari at White 2 is useless. Black connects at 3. White cannot fill in at A or B and the two marked white stones are captured.



**Failure Solution 3.1**

**Failure Solution 3.1** - In reducing black's liberty at 1, white reduces his own liberty, and is dead after black turns to 2.

**Failure Solution 3.2** - If white reduces black's liberty at 1, black brilliantly diagonals at 2, a mutual vital point. Black resists stubbornly and turns it into a ko fight with the sequence through 5. This is not the best outcome for white.



# MA XIAOCHUN'S GO LECTURE 5

**Third game, 6th Tongyang Security Cup Finals** with Ma XiaoChun 9 dan as black vs Nie Weiping 9 dan, played 22 May 1995 in Seoul, Korea

Both Ma and Nie won their games in the semi finals of the 6th Tongyang Security Cup International Tournament, and earned the right to compete in the finals. This also guaranteed that the Chinese are going to capture their first international title. In this five-game tournament, Nie and Ma were tied 1:1 entering the third game.

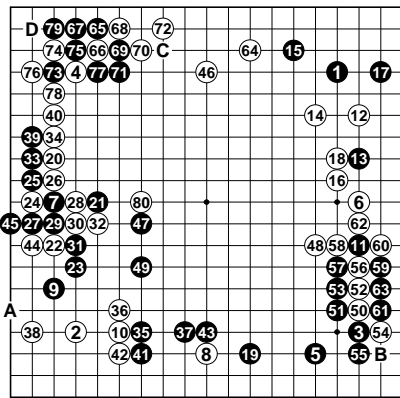


Figure 1 (1-80)

**Figure 1 (1-80)** The opening phase of this game is quite ordinary. Black strengthens the lower right with black 19, and indirectly prevents white from attacking at 52.

The first battle of this game was initiated by the invasion of white 22. With the sequence through white 34, black gets real territory and white gets outward influence. It's quite an even exchange.

The result of a white hane in reply to the attachment of black 35 is in **Diagram 1**.

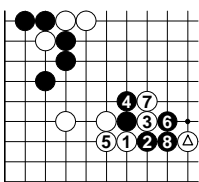


Diagram 1

**Diagram 1** - If white hanes at 1, then black hanes accordingly at 2. The ) stone is cut off with the sequence through black 8 and black can be satisfied.

White 36 in the actual game tries to correlate with white's influence in the center.

The results of white running towards the center in reply to black 37 is in **Diagram 2**.

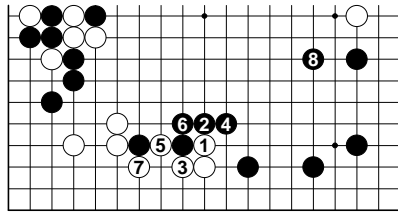


Diagram 2

**Diagram 2** - After the 1 - 2 exchange, black's, white 3 is a vital point. Allowing black to descend to 3 spells trouble for white. Black 4 is simple and straightforward. The sequence through 8 helps black build a magnificent framework.

White 38 in the actual game is a calm and collected defensive extension of great value. White can then atari at 44, forcing black to descend to 45 and threatening a diagonal at A. Through black 43, black cleanly captures white 8 and can also be satisfied. From a global point of view, the game is still up in the air.

Black 47 in reply to white 46 is a vital point. Not only does this attack reduce white's framework, it minimizes the value of white A.

If white 56 crawls along at B, black retreats to 57, forcing white to make life with gote. This outcome is not as favorable as that of the actual game.

Although white did not get much territory, in the sequence through 63, white did get to beef up his thickness in the center. Moreover, white gets sente. This can be considered an even exchange.

The invasion of black 65 into white's territory was the play which decided the game's outcome. White 66 is a powerful attachment. If 66 at 75, black replies at C and white fails to eliminate the invading stone. The sequence through black 77 is inevitable.

The result of white blocking at D with 80 is in **Diagram 3**.

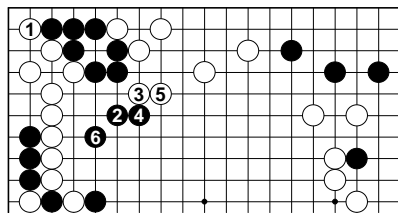
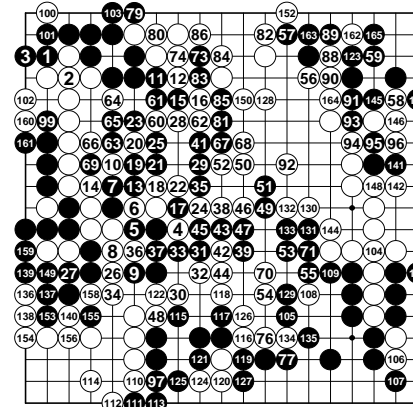


Diagram 3

**Diagram 3** - If white blocks at 1, black jumps out to 2. After the sequence from the peep at

white 3 to black 6, white's follow up attack on black fails.

In the actual game, white decided to maneuver to build up his central influence, by sustaining an entangling attack on black with white 80.



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### NIHON KIIN'S MINI FUSEKI ENCYCLOPEDIA

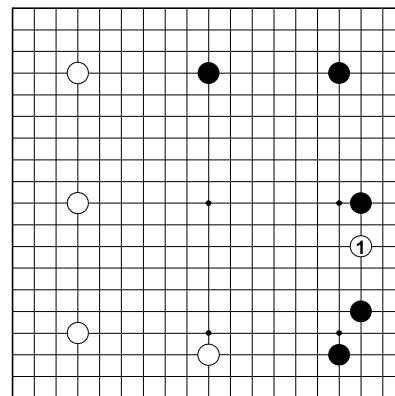
An index of the basic fuseki to help you understand the various opening strategies.

## CHO HUNHYUN'S RIGHT WAY TO GO

### Part 12

Instead of trying to win every game, I think one should try his best to make good plays and create game records that one can be proud of. In our lives, we are constantly faced with the opportunity of going the right way. Likewise, in the game of Go, the opportunity to make the right play appears at every turn. Life is beautiful and so is Go.

Cho Hunhyun



Attack

**Black to play** - There are still a lot of big territorial points left on the board, but white elects to invade at 1 on the right. A lot of beginners make the mistake of invading into the opponent's territorial frameworks during the fuseki stage. However, to handle this unreasonable invasion timely and effectively is no simple matter. What is black's most appropriate tactic for attacking white?

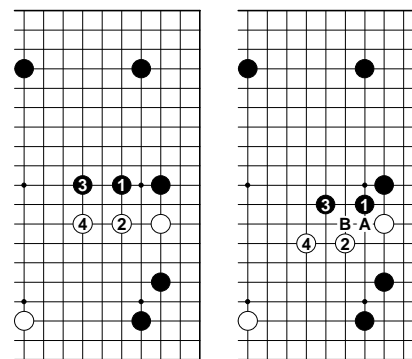


Diagram 1

Diagram 2

**Diagram 1 - Failure** Black's jump to 1 expands black's framework on the upper right. However, after white jumps out to 2 and 4, it's a pity black can no longer attack white. Is there a better tactic for a more severe attack and taking the initiative.

**Diagram 2 - Similar Result** Black diagonally jumps to 1, hoping white will extend to A and black will hane at B. Black's plan fails when white knight jumps to 2. The sequence through 4 is similar to the previous diagrams result, however, here white's pace is one step ahead of black.

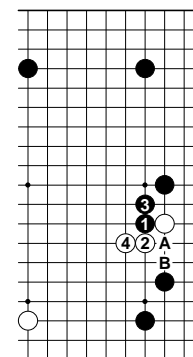


Diagram 3

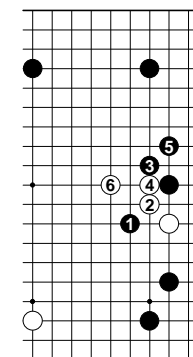


Diagram 4

**Diagram 3 - A Reckless Attachment** Black's attachment at 1 is another tactic for attacking white. White's hane at 2 and extension at 4 brilliantly counters black's attack. Although black can trap a white stone by cutting at A, a white atari at B will leave black with nothing. Generally speaking, attachments are not effective attacking tactics.

**Diagram 4 - Running Towards the Center** Black's cap at 1 is another common attacking tactic. However, white plays sente at 2 and 4, and runs towards the center at 6. Black's attack cannot keep up with white and achieves nothing.

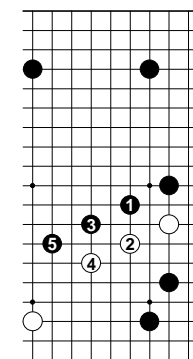


Diagram 6

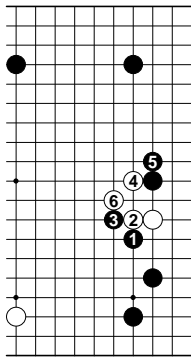


Diagram 5

jump.” Black’s knight jump at 1 is the correct solution. Black attacks white at will, while building up his framework on the upper right. When white escapes to 2, black forces at 3, and when white escapes to 4, black forces at 5. Black’s tactics here manage to take initiative early in the game by keeping the attack on white alive.

**Diagram 5 -**  
**Difficult for Black**  
 Beginners think that black’s tactics of 1 and 3 trap the white stone. However, white 2 and 4 are vital points. White settles his shape with a tiger at 6 and again black’s attack fails. Allowing white to live in black’s area of influence is difficult for black accept.

**Diagram 6 -**  
**Correct Solution**

The proverb says, “Attack with a knight’s

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# LEE CHANGHO'S NOVEL PLAYS AND SHAPES THE CHOICE FOR FUTURE GAMES

By Lee Changho

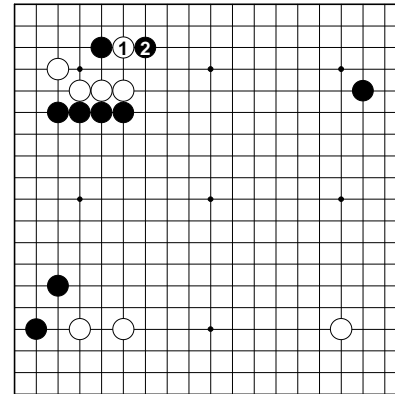
The CHRONOS features the byo-yomi timing methods: Japanese, ING, Canadian (used in the IGS) Progressive and AndantGo. The satisfaction by Joysaki, popular in the US, is the domain of the server. What are the professional players in Spain and the only difference has shown they help you do so. It get a lot better. Accurately and in official CHRONOS handles your play and record the time on its digital display.

By only sticking to popular joseki, it's difficult for the to get a lead in a game. The book is packed with illustrations and explanations from the amateur players point of view, with progressing levels of difficulties. Studying the novel plays and shapes in this book will help you improve your reading, strategical and tactical skills.

The outcome of applying a novel play is often unsatisfactory due to unforeseen factors in actual games. Even if one succeeds, it still takes concerted study and analyses to perfect the play. The novel plays introduced in this book were established by a number of professional player's after painstaking research efforts and analyses. The book is packed with illustrations and explanations from the amateur players point of view, with progressing levels of difficulties. Studying the novel plays and shapes in this book will help you improve your reading, strategical and tactical skills.

We hope the reader will have fun getting strong. Enjoy! Price: \$14.95 s/h: \$1

# LEE CHANGHO'S NOVEL PLAYS and SHAPES Part 12 A Novel Clamp



A Novel Clamp

This shape is from the first round of the Korean-Japanese New Players Tournament. Otani of Japan took white against Kim Sung-chun of Korea. Although this Sept 1993 tournament was unofficial, the contestants can be considered as representing the best young innovative players in both Japan and Korea. Both countries agreed this tournament was a test of future Japan and Korea Go strength. In using a novel clamp, Kim was able to take the initiative in the game which ended prematurely in merely 165 plays. With this game, the Korean team beat the Japanese 11 to 9. Let us concentrate on analyzing this interesting novel clamp.

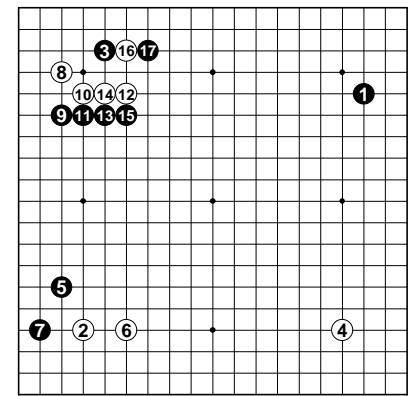


Diagram 1

**Diagram 1 - Game** White counters black's consecutive 3-5 fuseki with two consecutive star points opening. The 3-5 fuseki is Kim's favorite opening. When white approaches the corner at 8, black pincers at 9. The sequence through 15 is correct order. In reply to white's attachment at 16, black 17 is a novel clamp.

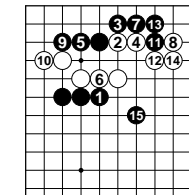


Diagram 2

**Diagram 2 - Black Is Better Off** White's attachment at 2 is an effective tactic for handling the potential cut imposed by black's peep at 1. Black settles his shape in sente with 3 to 13, before taking the mutual vital point for attack and defense at 15. This result favors black. White's shape is far from perfect since it's vulnerable to a black attack.

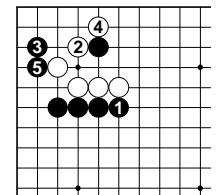


Diagram 3

**Diagram 3 - Black Is Slightly Favored** Following black's extension to 1 and white's tiger at 2, black's attack at 3 is excellent timing. When white hanes at 4, black connects at 5, reaping up real territory. Black is slightly favored.

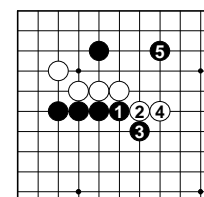


Diagram 4

**Diagram 4 - Black Is Fast-paced**

If white hanes at 2 in reply to black 1, black hanes at 3 with sente, before strongly jumping two points to 5. As a result, black successfully settles his two groups. On the other hand, white's shape is heavy and white will face difficult maneuvers ahead.

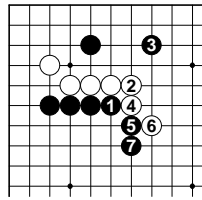


Diagram 5

**Diagram 5 - White Is Slack** White's extension to 2 in reply to black 1 is too slack. When black jumps to 3, white has fallen behind. Although white 4 and 6 solidify white's shape, black naturally strengthens his group with 5 and 7. This does not favor white.

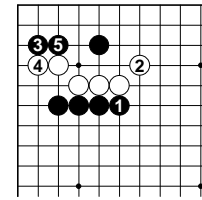


Diagram 6

**Diagram 6 - Perfect Timing** If white diagonals at 2, black attacks at 3 with perfect timing. When white blocks at 4, black secures real territory at 5. If white 4 and black 5 are reversed, it still favors black.

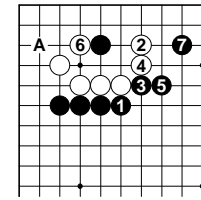


Diagram 7

**Diagram 7 - Weakness** If white jumps to 2, black strongly solidifies his shape with 3 and 5. White defends the weakness at A with a tiger at 6 trapping one black stone. However, black confines white with 7 and the result does not favor white.

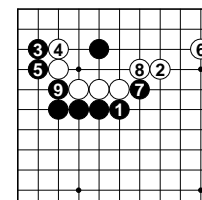


Diagram 8

**Diagram 8 - It's Difficult For White** White jumps to 2 trying to secure territory in the corner. Black attacks white's weakness in the corner at 3. After the 4 - 5 exchange white tries again to gain territory with 6. Unfortunately, white's formation collapses after black 7 and 9.

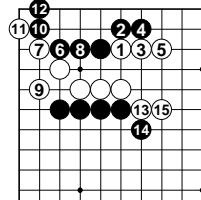


Diagram 9

**Diagram 9 - The Conventional Development** Due to the previous discussions, white's attachment at 1 is the only tactic. Black hane and extends in sente at 2 and 4, before attaching at 6 to secure his group. This is the conventional approach. The sequence from 7 to 15 is a joseki. Both sides can be satisfied.

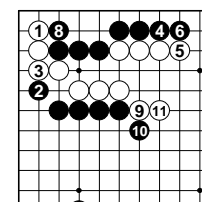


Diagram 10

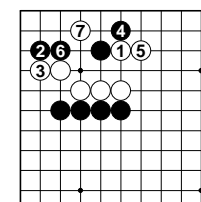


Diagram 11

**Diagram 10 - White Miscalculated** If white extends to 1 instead, black takes advantage with the maneuver from 2 to 8. White miscalculated. White settles his shape with 9 and 11. After black reinforces at 12, the result favors black.

**Diagram 11 - Black Dies** Black's attack at 2 in reply to white's attachment at 1 is premature. White's block at 3 is strong. Black desperately tries to make life with 4 and 6, but falls short after white's raiding peep at 7.

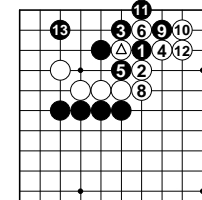


Diagram 12 (7@)

**Diagram 12 - The Intention of the Novel Clamp** Black's attachment at 1 in reply to the attachment at ) is a novel clamp. When white hane at 2, black hane at 3 and seizes real territory through 13. White's outward influence is clearly inferior to black's territory. Black's novel clamp is successful.

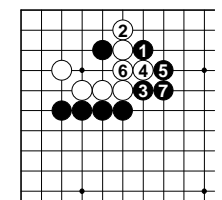


Diagram 13

**Diagram 13 - The Result Of The Novel Clamp** White's descent to 2 in reply to black's attachment at 1 is strong. Black confines white with 3 and makes the best connection at 7. Although white's corner is big, black has overwhelming outward influence and both sides can be satisfied.

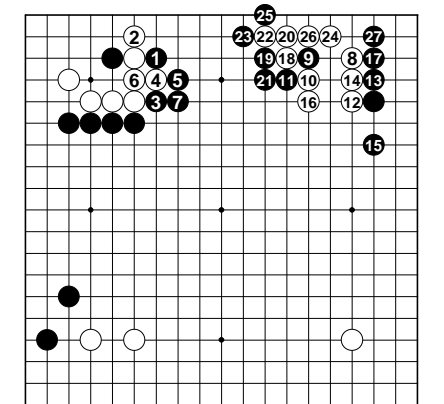


Diagram 14

**Diagram 14 - Actual Game** After black's novel clamp at 1, the sequence from 2 to 6 is the best choice for both sides. When white approaches the upper right corner at 8, black's



pincer at 9 is the only choice of joseki. Black won by resignation in 165 plays.

# KOBAYASHI KOICHI'S FUSEKI CHARISMA

Part 4

By Kataoka Satoshi

## Large Knight Approach Continued

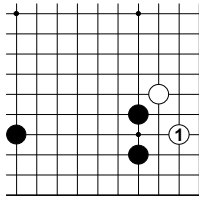


Diagram 15

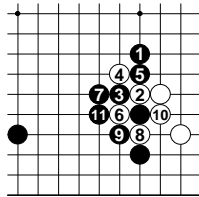


Diagram 16

**Diagram 15 - Small Knight Jump** Continued from Go Winds 3:3, what if white small knight jumps to 1? How should black respond to white 1? This is the topic of this lesson.

**Diagram 16 - Common Tactic** From a local point of view, the black's pincer which forces white to run outward is a common tactic. However, the question is, does this tactic conform to the Kobayashi style? The sequence from white 2 to black 11 shows the proper responses, followed by...

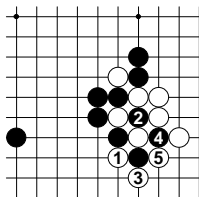


Diagram 17

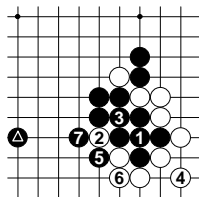


Diagram 18

**Diagram 17- Wrapping Tactics** White cuts at 1. The wrapping tactics of white 3 to 5 is tesuji. Following white 5...

**Diagram 18 - Black is not Favored** After the sequence of black 1 to 7, white gets real territory and black gets outward influence. However, this does not favor black. Why?

Because the • stone is a bit too close to the influence on the right, resulting in an overdeveloped shape. Moreover, there are still weaknesses at the bottom.

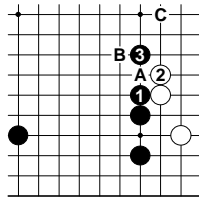


Diagram 19

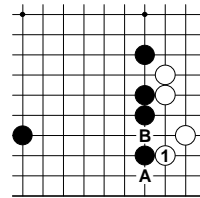


Diagram 20

**Diagram 19 - Kobayashi Style** When white approaches with the small knight's jump, black plans to counter with Kobayashi style by attaching at 1 and capping at 3 to maximize black's moyo.

If black 3 extends at A instead, white hanes at 3 and it is not desirable for black. Black 3 jumping to B, allowing white to defend at C is not good either. The jump to black 3 exquisitely presses on white while building up black's moyo.

**Diagram 20 - Probing Move** After black's pressing attack in the previous diagram, white's diagonal jump at 1 cannot be neglected. It is a sente probe with follow up tactics, depending whether black descends to A or connects at B.

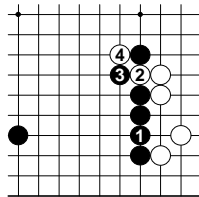


Diagram 21

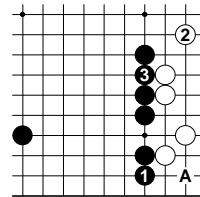


Diagram 22

**Diagram 21 - Connects Solidly** Black connects solidly at 1. Since white is settled in the corner, white can afford to thrust and cut at 2 and 4. From black's point of view, black welcomes this kind of battle.

**Diagram 22 - A Descent** Black's descent to 1 threatens to jump in at A to seize white's base. Thus white should not stubbornly fight, but jump out to 2 instead. Black connects at 3 and counters white's territory with his moyo.

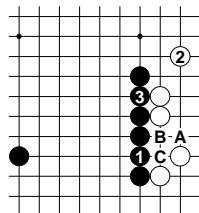


Diagram 23

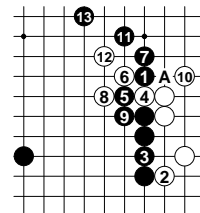


Diagram 24

**Diagram 23- A Questionable Move** White's jump to 2 in reply to 1 is questionable. After black connects at 3, the attacking points created at A, B, and C, don't favor white.

**Diagram 24 - Actual Game Example 1** This game was played between Sugiuchi Masao 9 dan and Iwata Tatsuaki 9 dan. Black connects at 3 after white 2. White then thrust and cut with 4 and 6 and black attacked white with the sequence from 7 to 13. Black 7 can also block at A instead.

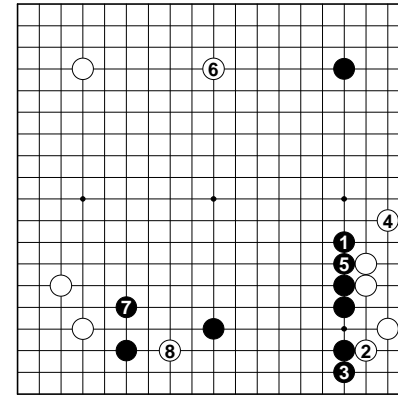


Diagram 25

**Diagram 25 - Actual Game Example 2** This game was played between Cho Chikun 9 dan and Kato Masao 9 dan. Black descends to 3 in reply to white 2. White carefully jumps to 4. Black then expands his framework with 7. White invades at 8.

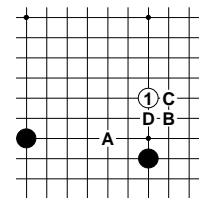


Diagram 26

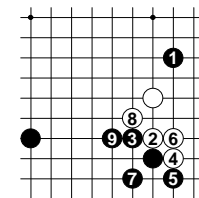


Diagram 27

**Diagram 26 - Two Space High Approach** Although white's high two space approach at 1 is seldom seen in actual games, it does occasionally occur. Black A is not the only reply. Black can also reply at B, followed by white C, black D, leading to the variation in Diagram 14 (in the previous issue of Go Winds 3:3).

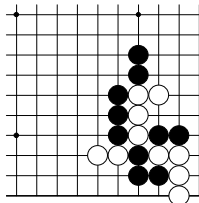
**Diagram 27 - Black's Attack** Black can also counter attack with a pincer at 1. The sequence through black 9 is not bad for Black, who can keep up the attack on white.

# TACTICAL PROBLEMS

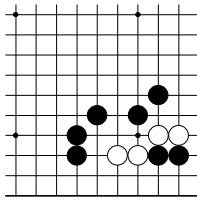
From Nihon Kiin's *Pocket Tesuji 200*

Black to play in the following tactical problems. What is the mission, potential options, and courses of action? Enjoy improving your reading skills!

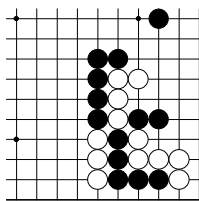
Solutions are on page 16.



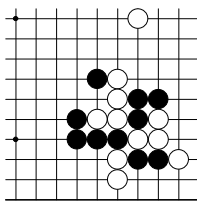
Problem 1



Problem 2

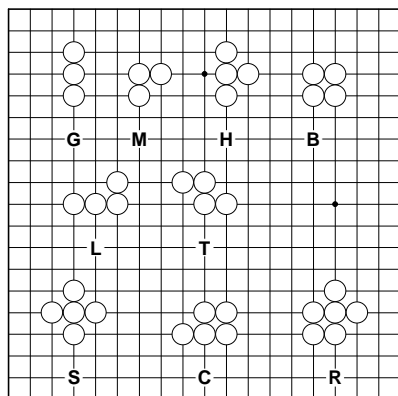


Problem 3



Problem 4

# SHAPE NAMES



Here are some names that are in use for the above shapes to help your visualization of what is happening on the board. **B**: Box, Square Four; **C**: Clever, Knife Five; **G**: Log, Straight Three; **H**: Hat, Pyramid, T-Four; **L**: L; **M**: Mouse, Bent Three; **R**: Rabbit, Flower, Grape Six; **S**: Star, Flower Five; **T**: Step

# GO STORIES

Part 4

## Suddenly Losing Cool Over Losing Weiqi

Go lovers will tell you that the attractive power of Go is not less than that of money, wine or sex. People who are gentle and laid back may suddenly become rude and aggressive on the Go board. A lot of people in history were composed and gentle, but not when they were fighting a ko on the board. There were countless examples of weird stories that happened on the Go board. Because of this, a famous poet in the Qing Dynasty, Yuan May wrote in one of his poems, "Suddenly losing cool over losing Weiqi..." The thought of these well composed famous people in history losing their cool over a game is quite funny.

It was mentioned in *Nan Shi- Ji Gao Di Ben Ji* (Biography of Emperor Ji Gao Di of the Southern Kingdom), Emperor Ji Gao Di (479-502 A.D.) was very good in Go. His strength was 2 pin (Note that the pin system is still used in Taiwan. Nowadays, a 2 pin is about 8 dan in professional strength, and a 1 pin is 9 dan. However, whether the ancient ranking system is equivalent to that of today is not clear. Go Seigen once commented on a Chinese player, Huang LongShi of the Qing Dynasty; if Huang were alive today, he would be 13 dan!) Any rate, Emperor Ji Gao Di loved to play Go with a general called Zhou Fu. General Zhou was a big Go fan and was totally absorbed in the Go game while he was at it. One day, while playing a game with Emperor Ji Gao Di, the emperor made a bad play and tried to retrieve it. Zhou frantically grabbed onto the Emperor's wrist and wouldn't let go, not letting him to take back his play. Zhou actually forgot that he was playing against the Emperor. (Note: Chinese Emperors in history were regarded as of divine nature; the Chinese word for Emperor actually means Son of Heaven. Thus touching an Emperor could result in a death penalty, not to mention grabbing on the Emperor's wrist and refusing to let go.) After the game, it must have sent cold chills up Zhou's spine when thinking about this incident. On the other hand, Emperor Ji Gao Di must also be a righteous person not to punish Zhou for showing no respect for his kingship.

Stories like this are both interesting and funny, thus they have been passed on from one generation to the other. Although funny, the outcome might have been a sad one if Emperor Ji Gao Di was also absorbed in the game like Zhou. There was another story in which the Emperor had confused the issue about killing stones and killing a person, because he was

mesmerized in the game of Go. Emperor Liang Wu Di (502-557 A.D.) was crazy about Go as described in *XiYang ZaZu- Fu XiuZhi*. There was a famous and knowledgeable monk called the Kowtow Monk, whom the Emperor respected very much and summoned him often to chat with him. One day, Kowtow Monk paid a visit to the palace when the Emperor was playing Go with an official. The Emperor surrounded a big group of stones on the board and was so excited that he yelled, "Kill!" All of a sudden, guards rushed into the palace, seized the Kowtow Monk and executed him outside the palace gate. Unfortunately, the Emperor was so absorbed in the game that he didn't even know what had transpired. After the game, he remembered the monk and summoned him. The Emperor's guards reported to him that the monk was executed per his order, and the Emperor regretted deeply. On the other hand, Kowtow Monk didn't know why he was executed, and thought that it was the judgement for killing an earthworm when he was young.

The talk of retribution is nonsense. The monk should put the blame on the Emperor, who was too absorbed in the game to rescue his life. After chasing his opponent's stones around the board, the word "kill!" was half way out of the Emperor's mouth already. It would have been okay if it did not involve the life of a human being. Actually, the conduct of the Emperor wasn't too bad besides the yelling part. As far as bad conduct is concerned, a good example is Wang AnShi of Bei Song (960-1026 A.D.). As recorded by Fan ZhengMin in *TunJiXianLan*, Wang often made impulsive plays when playing Weiqi. However, when he saw that the game was not going his way, he would wipe all the stones off the board with his sleeve and say, "One plays Weiqi to relax, and might as well forget the game if one has to concentrate and waste so much effort." Wang was the Prime Minister of the Song Dynasty. Prime Ministers are known for having big hearts. There is a Chinese saying, the heart of a Prime Minister is so big that one can sail a boat in it. However, it's a different story while playing Go.

An interesting point is that people who lose their cool in playing Go can be classified into two categories, those who did it in style and those who did it with no class. People who did it in style got their names into the history book, while people who did it with no class became laughing stocks.

# SANGIT'S COLUMN

## Part 4

In the past, we have talked about 4-stone handicap strategies. From this issue on, I will be switching to 3-stone handicap games. But remember, there is a vast difference between the two. In *Cosmic Go* we managed to adequately cover the 4-stone strategy in one volume but this is not possible for 3-stone games. Our book on 3-stone handicap Go is in four volumes, called *Galactic Go*. Volume 1 covers black's knight move approach (black 2) to the initial white play of 1 on a komoku point as shown in **Dia.1**. All the material I present here is from my games with my teacher Mr. Yang Huiren, a professional Go player and a co-author of *Galactic Go*.

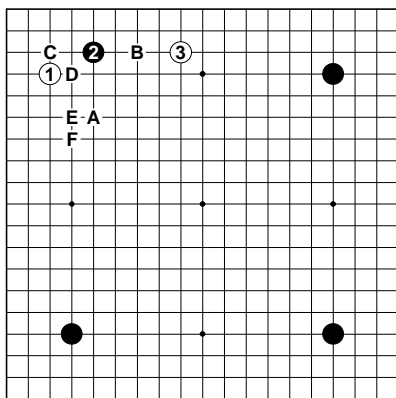


Diagram 1

**Diagram 1** - White plays the now-popular 3-space low pincer at 3. This is an ancient pincer from the Edo period but had gone out of use. It has made a come back and new moves are being added steadily. Black has options at A to F, plus tenuki. We study Black D, a difficult play. Play D if you want to learn hand to hand fighting.

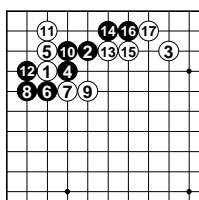


Diagram 2

white 17 is the common joseki. What should be black's next play?

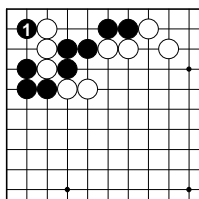


Diagram 3

**Diagram 3** - **Solution** Black's jump to 1 is joseki. Black 4 in **Problem 1** is risky. Complicated variations may arise from the white draw back to 5.

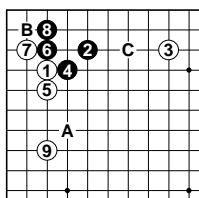


Diagram 4

**Diagram 4** - **A Variation** If white draws back with 5, then the joseki up to 9 or A will be played. The points B and C are miai for black. Black has sente. Do not expect this result in 3-stone games. It makes the game too easy for black.

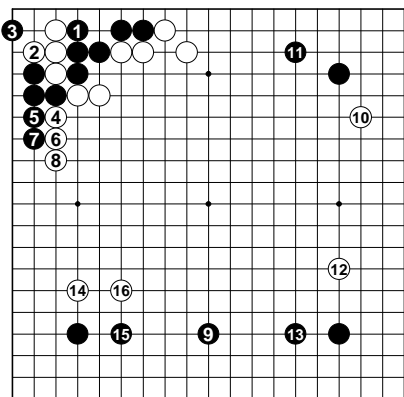


Diagram 5

**Diagram 5** - **Problem 2** Black 1 is wrong. The plays through white 8 cost black dearly. Black then made a sanrensei with 9. White exchanged 10 for 11. Considering white's outside influence, black 11 can one point jump instead. The plays to 16 threaten a huge center. Where should black play?

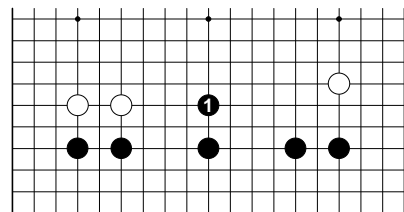


Diagram 6

**Diagram 6** - **Solution 2** Jumping with 1 is nice. It develops the bottom, aims to invade the right side and reduces the influence of the white center.

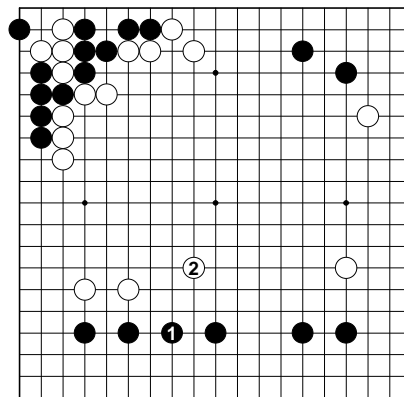


Diagram 7

**Diagram 7** - **Problem 3** Black jumped at 1 which is a passive play. White staked out a gigantic center with the large knight jump at 2. How should black continue?

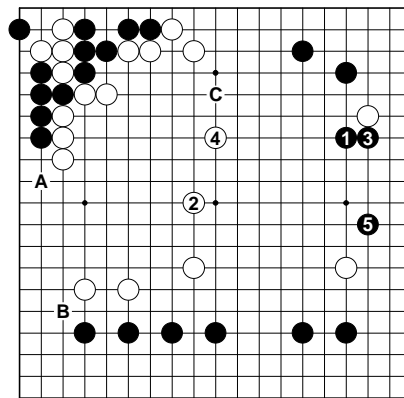
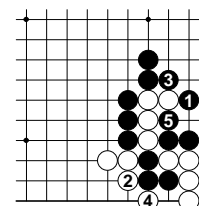


Diagram 8

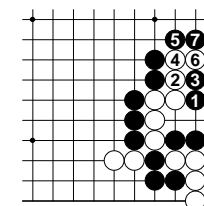
**Diagram 8** - **Solution 3** Black should reduce with 1, and not be overly concerned with white's center. If white encloses with 2 and 4, black will make territory with 3 and attack with 5. White's center is open at A, B and C, even after white plays 2 and 4.

We will stop our analysis here but you can see how a 3-stone game is so much more difficult to study systematically because the vast number of games that are there. In this game, you saw a way to handle white's thickness. Black made white make territory with his thickness and this was a strategic success.

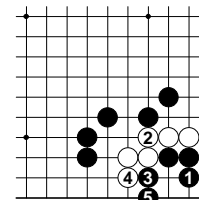
# TACTICAL PROBLEM SOLUTIONS



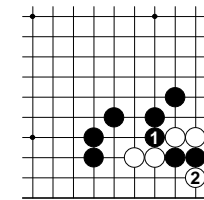
Solution 1.1



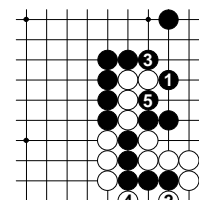
Solution 1.2



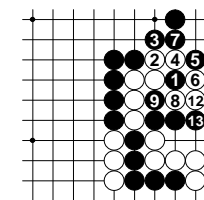
Solution 2.1



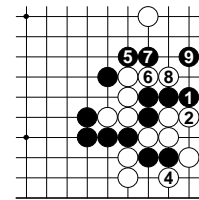
Failure 2.1



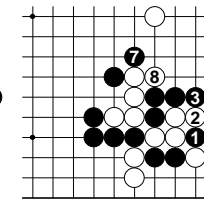
Solution 3.1



Solution 3.2 (10@1)



Solution 4.1



Failure 4.1

# GO — AN APPLICATION OF THE PRINCIPLES OF WAR

Part 12

Excerpts from *Go Notes* by Craig R. Hutchinson

## THE MISSION

What is the Mission? Where am I going? In a nutshell this mission statement is a restatement of the Objective principle provided in *Go Winds* 1.2.

In playing go one must keep in mind what the objective is. The objective is to have at the end of the contest a larger total of stones and liberties on the board than your opponent (Chinese scoring). To accomplish this objective, there are primary and secondary strategical and tactical missions in the beginning, middle, and end stage of the contest for each stone placed on the board.

**BEGINNING STAGE** In the beginning stage **Bases, Links, and Walls** are constructed with one of three primary strategical missions: **1 - Territory, 2 - Influence, or 3 - Territory/Influence Combined.** Is the deployment of your stones into Bases, Links, and Walls for immediate territory or for influence to acquire territory during the middle stage? The initial points selected for occupation in the corners and their relationship with points in other corners and sides should be consistent with your chosen overall board strategy. The *Mini Fuseki Encyclopedia* book by the Nihon Kiin, soon to be published in English by Yutopian Enterprises, will help you understand the relationships of the corner points in the opening stage for initial territory and influence strategies.

In the beginning stage there are a number of primary tactical missions for creating the Bases, Links, and Walls: **Threaten or Succeed** to locally **Establish** for your stones or **Destroy** for your opponent's stones: **1 - Liberties/Life, 2 - Connection/Mobility; 3 - Potential/Influence; 4 - Territory.** The subsequent tactics applied in the joseki chosen in each of the corners or sides should be consistent with the chosen beginning stage strategy of territory, influence, or territory/influence combined. In addition to the Joseki books currently published in English, the *Mini 4-4 and 3-3 Joseki Encyclopedia* and *Mini 3-4, 3-5, and 4-5 Joseki Encyclopedia* by the Nihon Kiin soon to be published in English by Yutopian Enterprises will help you develop your corner tactical knowledge.

In the beginning stage there are a number of secondary strategical and tactical missions for the constructed Bases, Links, and Walls. The **secondary strategical missions** include: **Reconnaissance, Frontal Assault, and Exchange.**

The **secondary tactical missions** include: **1 - Building a Base or Wall with their associated Influence and Potential missions; 2 - Insuring Mobility with its associated Lines of Connection and Linking missions; 3 - Contention with its associated Approach missions; 4 - Freedom/Capture with its associated threats for Blocking, Cutting, and Life/Death missions.**

**MIDDLE STAGE** The middle stage **primary strategical missions** are **maintaining life and mobility, using influence and potential to gain or expand your territory and/or destroy or reduce your opponents territory.** In other words, **Defending/Invading or Expanding/Reducing** areas, and **Freedom/Capture** of stones.

In the middle stage the player now has the influence and potential deriving from the initial bases, links, and walls to work with, and the **primary tactical missions** are essentially the same as in the beginning stage: Using existing formations and their associated influence and potential to continue to Threaten or Succeed to Establish or Destroy **1 - Liberties and Connection; 2 - Life and Mobility; 3 - Walls and Potential; 4 - Influence and Territory.**

The **secondary strategical missions** are: **Reconnaissance, Frontal Assault (Block, Reduce, Invade (Sacrifice, Escape, Connect, Capture Race, Live)), Envelopment, Penetration, Pursuit, Infiltration, Exchange, Sacrifice, Defense.**

The **secondary tactical missions** are: **1 - Building more Formations (Bases, Links, Walls) with their associated Influence and Potential missions; 2 - Insuring Mobility with its associated Lines of Connection and Linking missions; 3 - Contention with its associated Approach, Fighting, Invasion, Reduction, Escape, Forcing (potential elimination) and Defense missions; 4 - Capture with its associated Blocking, Cutting, and Life/Death missions.**

**END STAGE** The end stage **primary strategical mission** is to **fix and close the borders** of the stone formations by maintaining life and connection, and using influence/potential on a much smaller scale to gain or expand your territory and/or destroy or reduce your opponents territory.

In the end stage the **primary tactical missions** to accomplish the strategical missions are essentially the same as the middle stage but on a much smaller scale: Again using existing

formations and their associated influence and potential to threaten or succeed to defend or destroy **1 - Liberties and Connection; 2 - Life and Mobility; 3 - Walls and Potential; 4 - Influence, and Territory.**

The end stage **secondary strategical missions** are similar to the middle stage but are employed on a much smaller scale serving to fix and close the territorial borders.

The end stage **secondary tactical missions** to fix and close the territorial borders are the same as in the middle stage and also are employed on a much smaller scale.

**CONCLUSION** The mission of each play is to threaten or succeed to create or destroy Life, Connection, Influence, or Territory. The objective is to find and occupy the point on the board at each turn that combines as many of the implied and accomplished strategical and tactical missions as possible for maximizing the possible score in each of the beginning, middle, and end stages.

**POTENTIAL** What is potential (Aji in Japanese)? The shape of strings of stones (connected stones) and their number of liberties is potential for life or death. The shape of groups of stones and the possible cuts in their links is potential for life or death. Recognizing and understanding the options in the potential is a key element in the art of Go.

The art of Go is to deploy your formations creating influence and potential with multiple options and flexibility for using the influence and potential to threaten, or succeed to defend, or destroy: **1 - Liberties and Connection; 2 - Life and Mobility; 3 - Walls and Potential; 4 - Influence, and Territory.**

When you look at stone formations on the board, you need to be able to recognize and understand their influence and potential in addition to their missions, and that is no easy task. In addition to playing stronger opponents it takes practice, and practice, and more practice in the study of openings, joseki, tesuji, and life/death problems to learn to read many plays ahead.

Fortunately today there are now many books available as well as internet sites to help us along.

(To be continued with **The Situation and Courses of Action**)

## CLEARANCE SALE ON GO GAP GO GAMES AGAINST PROS (GO GAP)

Everyone would like to get strong in a hurry. If you are among these people, here's the solution: Games Against Pros (GAP) lets you play a professional game as if you were in the game. Choose to take black or white against your favorite professional or play as if you were him. The program grades your performance and ranks you from beginner (>30 kyu) to professional (>7 dan) level. You will be graded separately in opening, middle, and end game. The program also recommends areas that you need to improve. Challenge your friend to a match! Yes, this program can be played by two people (black and white), and graded separately! A typical game takes about 15 minutes on a Pentium PC.

Warning! This game is addicting!  
There are 18 titles with 100 games per title for **Sale Price of \$6.95 each** (<7 cents per game). Runs on Windows 3.1 and Windows 95.

Famous Collection Takemiya Masaki  
Lee Chang-ho  
Cho Hun-hyun  
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Go Seigen  
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Kobayashi Koichi

## NEW FROM YUTOPIAN ENTERPRISES

### GO GAMES ON DISK (GOGO) SOFTWARE

Play over 1000 professional games to reach 1-dan, it is said. How about 6-dan? Games of Go on Disk now offers over 6000 professional games on disk, games that span the gamut of go history - featuring players that helped define the history.

All game collections come with DOS or Windows 95 viewing software, and most collections include the celebrated Go Scorer in which you can guess the pros' moves as you play (with hints if necessary) and check your score.

The star of the collection may well be "Go Seigen" - the lifetime games (over 800) of perhaps the century's greatest player, with more than 10% commented. "Kitani" 1000 makes an ideal matching set - most of the lifetime games of his legendary rival, Kitani Minoru.

Stars of the past feature in a monster collection covering Japanese go throughout the Edo period up to modern times - 1250 games "Sansa to Shusai". 300 games (out of just over 400 known) of Honinbo Shusaku form the "Shusaku" set. All the games in *Invincible* are there, but this disk includes corrected or extended versions of many of those games, using the latest discoveries.

Modern masters are not neglected. Two of the West's favorites appear in sets of over 300 games each - "Yi Ch'ang-ho" (Lee Changho) of Korea and "Takemiya Masaki" of Japan. Both sets include their earliest and latest games.

Recent sets have focused on "How the pros play the ...". So far there are sets covering the "Chinese Fuseki" Volume I (a second volume is in preparation), and "Nirensei", Volumes I and II. A "Sanrensei" volume is also in preparation. All these disks typically contain 300 games.

The latest addition to this series is a "specialty" item - so special GoGoD invented a new term for it. It is the "Sideways Chinese" fuseki, which incorporates the Mini-Chinese pattern. Very rarely seen in western publications yet played by most of the top pros, this opening is illustrated by over 130 games from Japan, China and Korea. Over half have brief comments. The next specialty item in preparation is a set of games featuring unusual fusekis - this will include rare New Fuseki games.

The more serious student who wants to see "everything" is also catered for. Between 200 and 400 games covering the tournaments for various years in Japan and Korea are provided on disk.

The above files are in GO or Ishi format. GoGoD also has special collections in a GMX format. Volume 1 offers the complete games of Huang Longshi, the "Chinese Dosaku", plus 50 games (about 40 per cent of those known) of Honinbo Dosaku. Volume 2 offers the complete games of Honinbo Shuho. GMX games come with a viewing program containing proverbs that you can call up - a unique and valuable study aid.

Available on Disk in GO or Ishi Format for Windows, DOS or Mac

Go Seigen - \$ 45	Huang Longshi - \$30	Yearbooks	Fuseki
Lee Changho - \$20	Chinese Fuseki - \$ 20	Kido 80-84 - \$39 ea	Mini Chinese - \$20
Sansa to Shusai - \$35	Takemiya - \$20	Kido 90-95 - \$39 ea	Nirensei - \$20
Shuho - \$20	Shusaku - \$20	Korean 92-93 - \$25 ea	

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