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# Game Record Of Dosaku Honinbo Japanese Edition

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Black to Play!

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Japanese Edition*

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## **SELAH STEWART**

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Meijin of Meijins Japan Publications

Fundamental Principles is a clear presentation of the basic guidelines that you should follow in playing the game of go. Yilun Yang is the most famous go teacher in the US and this is an extremely popular book.

Aikido in America Simon and Schuster

This book is famous for ladder problems and their solutions one of which is illustrated on the cover. Here the author creates fantastic designs in the form of go problems and their solutions. An example of one of them is on the cover. There are many more inside. He created so many of these problems, puzzles and designs that with every reprinting of this book he would take out the old ones and put in new ones instead. This possibly creates a problem as we cannot be sure which ones to include. Nakayama Noriyuki ( ) was a professional 6 dan go player. He was born September 3, 1932. He lived in Kamogawa City in Chiba Prefecture, Japan. He was author, reporter and go writer. He wrote over 30 go books. He is best known for this book which has gone through four printings already in English, German and Japanese. He also ghost wrote books for top professionals." *Modern Joseki and Fuseki, Vol. 1* BoD - Books on Demand For centuries, business, political, and military leaders throughout Asia have had a secret weapon for success -- the philosophies and strategies found in an ancient game called Go. Now, Troy Anderson, an entrepreneur, knowledge management expert, Fortune 500 management consultant, and one of only five Americans to train at the Japanese Professional Go Academy, brings these philosophies and strategies to the West. Leaders and intellectuals such as Mao Tse-tung, Bill Gates, and John Nash (the game was featured in the movie A Beautiful Mind) as well as many CEOs and political leaders throughout Asia are among the 27 million people who have played this simple two-person board game known as the "game of geniuses." In this unique book, Troy Anderson shares the essential elements of strategy and

competition that define the game of Go and shows how these principles can be applied wherever strategy is called for: How to make use of limited resources and time to produce the largest gain Which initiatives to continue and which to abandon When to lead and when to follow your opponent How to weigh competing interests among different units How to enter a market where the competition is already well established How to proceed to ensure success if the competition enters your market How to create a strategic plan when the market changes quickly How to go global but think locally Go provides experience and understanding regarding basic strategic problems that no other art, science, or field, other than war, can readily claim. In addition to an enriching account of how the game of Go has influenced Anderson's life, the valuable lessons imparted here add up to a powerful prescription for success -- whether you are seeking professional achievement, better competitive understanding, stronger personal relationships, or simply a more rewarding life.

**Five Hundred and One Tesuji Problems** New Holland Australia(AU)

To help with the process of identifying those new and untested strategic concepts that merit further examination, the Strategic Studies Institute is publishing a special series called "Advancing Strategic Thought." This provides a venue--a safe haven--for creative, innovative, and experimental thinking about national security policy and military strategy. In this monograph, the author uses the ancient game of Go as a metaphor for the Chinese approach to strategy. He shows that this is very different than the linear method that underlies American strategy. By better understanding Go, he argues, American strategies could better understand Chinese strategy.

*Invincible* Tuttle Publishing

Of important historical notoriety, this Go guide is a must-have for enthusiasts of this ancient Asian strategy game Oscar Korschelt's treatise on the game of Go was the first published at the end of the nineteenth century, but fell into obscurity until the editors Samuel King and George Leckie rescued it, translated it from the German and added numerous illustrative diagrams. The result is a systematic analysis of the game, famous plays, problems and

theories of practice - an indispensable handbook for the novice as well as the experienced player.

**The Game of Go** BoD - Books on Demand

The Sanren-Sei, which consists of three stones played in a row on the star-points on one side, is the most powerful and dramatic of modern fuseki patterns, yet it is the easiest to master. He has enjoyed consistent popularity ever since it was invented because of its emphasis on developing a bold, attacking style. In this lucid explanation, Takagawa Shukaku helps you grasp its key concepts and shows you how to use it to secure center influence and build large moyos. He gives a comprehensive coverage of Sanren-Sei basics, then shows it in action in top-level professional play. Sanren-sai strategy is easy both to understand and to apply. The main themes of this opening are clear and compelling, and there are relatively few josekis to memorize, yet by the time you finish this book you will understand why it has been the favorite fuseki of so many great players.

Go Monthly Review Ishi Press

The techniques of attacking, along with tesuji and life-and-death, are part of the middle game, but, books that focus solely on creating or spotting vulnerable stones, then illustrating how to correctly attack them, are hard to find. This book is aimed at helping to alleviate this lack.

Learning from the Stones CRC Press

TRANSLATOR' S INTRODUCTION We would like to begin by thanking Doshu Ueshiba Kisshomaru and the Aikikai Foundation for making this family treasure available for publication. We also wish to express our appreciation to those teachers who gave their invaluable help in explaining difficult passages. Due to the historical nature of this work certain difficulties arose, especially in deciding to what degree we should try to produce clear and precise English. Any precise translation could easily become a personal translation, limiting the contents and range of the translator's individual understanding at this particular point in his or her training. Therefore, after consulting some of the highest Sensei in Aikido and other arts it was decided to strive for a translation that would both preserve the simplicity of the original expression and at the same time leave open to the reader at least

the possibility of coming up with the broad set of ideas and associations indicated in the Japanese. This book appeared in 1933 and is the first published account of O-Sensei's art. Although not actually written down by him, it is a transcription of lectures and explanations which was later reviewed by the founder and approved as a teacher's manual. The political and historical context of the times should be kept in mind. No attempt has been made to edit the text. The original copy has O-Sensei's title which was simply "Budo Renshu", i.e. "Budo Training". Later the second Doshu annotated this with the word "Aikido". The Dojo decided on using the original name here despite the fact that most Japanese copies are entitled "Aikijujutsu Ogi", or "The Secrets of Aikijujutsu". The latter is actually an interpretive heading used by the copyists. The original was hand-written and illustrated. Later this was copied out several times, using tracing paper to reproduce the illustrations. During this process errors easily crept in. By comparing various copies, most of the poems could be deciphered despite their flowery writing style. However only a few of the tracing mistakes have been corrected here. In other cases the terms 'left' and 'right' had been reversed. This seems to be the result of confusing Nage's point of view Uke's. In this edition these obvious errors have been corrected to match the illustrations. The poems presented the biggest problems. Much effort was spent to offer the reader a translation which presents as closely as possible the same degree of lee- ay for interpretation, insight and error, as appears in the original. Two versions are offered. One reflects the 5-7-5-7-7 syllabic structure of five line, Japanese Waka poetry. Each line in English contains the same groups of words found in the corresponding line of Japanese. The second attempt is to put the poem into a somewhat clearer English syntax. Another interesting point about the poems is that not all of them are original compositions of O-Sensei. At least a few can be traced to other martial traditions. Please note that the parentheses indicate the insertion, for your reference, of a Japanese word used in the text for the preceding English word (except for a few cases in the technique section where O-Sensei used parentheses in the original). Square brackets are the translator's insertions for the sake of the English. By simply deleting the sections enclosed by them, they allow readers to refer to O-Sensei's exact words, if they choose to do so. Although not for the beginner, it is hoped that access to this

historically important text will be useful in understanding Aikido and its origins for those who have taken Budo as their 'Way'.

Larry E. Bieri Seiko Mabuchi

**Opening Theory Made Easy** Tuttle Publishing

For more than four thousand years people have been fascinated by the Asian strategic board game Go. It has always been regarded as a beneficial way to foster creative thinking. This workbook is dedicated to players who would like deepen their understanding of the game. The exercises are limited to the most important topic: opening, capturing races, life and death, tesuji, invasions and endgame. The degree of difficulty of the exercises within each chapter varies from easy to challenging. You will train your perception of local positions and improve your skills for actual games accordingly. You will enjoy seeing your understanding of the game improve, and learn to surprise your friends and playing partners with deft moves.

*The Master of Go* Orchid Press

Best introduction in English to a great Japanese game. Detailed instructions provide valuable information on basic patterns, strategy, tactics, analyzed games. Used as text by generations of Americans, Japanese. 72 diagrams.

*Mathematical Go* Strategic Studies Institute

The Palace of Memory is the fifth volume of the award-winning Learn to Play Go series. Covers some principles of the opening and the endgame and of something called "shape." Good shape is an intersection between tactics and strategy. Shows some of the templates of basic shape and their use in fighting. Contains guides to the opening. Shows how to calculate the size of endgame moves. Includes self-test section.

*The 1971 Honinbo Tournament* Vintage

This book, "Modern Joseki and Fuseki, Vol. 1", was Sakata's first book published in English. It is now regarded as a classic in Go literature. It is also the first book published by The Ishi Press. Published in 1968, this book along with two follow-up volumes by Sakata Eio, made The Ishi Press the world's leading publisher on the game of go. The cover photo of this book is historic. It shows the three leading go players in the world at that time, plus the strongest female go player in the world at that time.

*Appreciating Famous Games* Elementary Go Series

Buzan and Keene, themselves holders of some of the world records in this volume, cover such topics as man vs machine

contests, mind sports, memory feats, creativity, IQ, mental calculation, mind mapping, financial records and speed reading.

**Positional Judgment, High-speed Game Analysis**

Createspace Independent Publishing Platform

For more than four thousand years people have been fascinated by the Asian strategy board game Go. It has always been regarded as a beneficial way to foster creative thinking. This exercise book is aimed at players who can't let go of this fascination and now want to work towards a better understanding of the game. The degree of difficulty of the tasks is thus beyond a beginner - here begins the training. The book contains challenging tasks from all the fundamental areas: opening, middle game, tesuji, life and death, and endgame. It is rounded off by three special sections dedicated to the topics of shape, reading and ko. Within each section, the tasks vary from easy to tricky.

**The Second Book of Go** Ishi Press International

Interviews with two generations of American martial artists.

**The Lore of the Chinese Lute** Ishi Press

A unique introduction to the game and culture of GO, and the first book in a series by Chikun, this step-by-step approach takes readers from the basic rules to advanced play, and includes fascinating information about the game itself.

**Black Belt Judo** D&B Publishing

Attack and Defense lays down a few clear principles, then goes through a wealth of applications: examples, problems, and case studies from professional play.

**The Way of Go** Kiseido

Honinbo Shuei (1852 1907) is the go player that masters of the calibre even of Go Seigen and Takagawa Kaku professed to admire the most. Many consider him the Meijin of Meijins, and in his late years no-one could play without a handicap against him. Yet he achieved his dominance only in middle age, having several times disappeared from the mainstream go world for months on end. He lived at a time of enormous upheaval and uncertainty in the Japanese go world, seeing tragedy strike his father, his brother and his mentor. His own life was marred by a debilitating disease. But he compounded his problems by choosing to struggle - with some success - to uphold the Honinbo name and the game's traditions in the brave new world represented by the rival Hoensha organisation. This book is a ground-breaking, detailed biography of Shuei set within the background of the tumultuous

times he lived through. It is sympathetic but candid.

The Go companion : Go in history and culture Courier Corporation  
Go is a game of strategy in which two players attempt to surround each other's black or white stones. Simple in its fundamentals, infinitely complex in its execution, Go is an essential expression of the Japanese spirit. And in his fictional chronicle of a match played between a revered and heretofore invincible Master and a

younger, more modern challenger, Yasunari Kawabata captured the moment in which the immutable traditions of imperial Japan met the onslaught of the twentieth century. The competition between the Master of Go and his opponent, Otaké, is waged over several months and layered in ceremony. But beneath the game's decorum lie tensions that consume not only the players themselves but their families and retainers—tensions that turn this particular contest into a duel that can only end in death.

Luminous in its detail, both suspenseful and serene, *The Master of Go* is an elegy for an entire society, written with the poetic economy and psychological acumen that brought Kawabata the Nobel Prize for Literature. Translated from the Japanese by Edward G. Seidensticker

**The Magic of Go** Ishi Press International

A comprehensive illustrated manual to the sport.