

CATALOGUE ON YUTOPIAN BOOKS

PAYMG- Go WINDS Go Winds is a quarterly magazine. Featured articles in the first issue include Nie Weiping's Introduction to Go, Ma Xiaochung's Annotated Games, Cho Hunhyun's Right Way to Go, and Lee Changho's Novel Plays and Shapes. Go Winds is \$3 per issue, or \$10 per year, or free with \$50 purchase of Yutopian products, or free by joining our book club. Book Club- Members of our book club will receive our new book automatically and receive a 10% discount plus our free magazine. There is no membership fee and one can cancel at anytime.

PAY01 - Killer of Go by Sakata Eio ISBN 0-9641847-0-2 **\$17.50**

"Razor-sharp" Sakata, so long at the forefront of the go world, produced, when he was at the height of his powers, a classic text on the theme of killing stones. This book is filled with murderous attacks, fatal stratagems and cutthroat technique, a special section tests the reader while analyzing in depth a classic game by the master himself.

PAY02- A Compendium of Trick Plays ISBN0-9641847-1-0 The Nihon Kiin

The variations explored in this book are to be encountered in any go club. They are sequence that have been played since time immemorial, and will continue to be played forever. **A Compendium of Trick Plays** is jam packed with classic "sleights of hands", cunning trickery and straightforward advice on how to meet these moves effectively. 900 diagrams in 220 pages!

\$17.50

PAY03-Nie Weiping On Go

The Art of Positional Judgment

ISBN 0-9641847-2-9

\$17.50

Using positions from his own games, one of the finest Chinese players shows how a grasp of full board principles is essential to effective play. This book is divided into eight chapters: The Opening, Positional Judgment, Timeliness of Initiating Battles, Finesse and Trade-off Decisions, Forcing Moves, Utilizing Thick-ness, Defending Weak Stones, and Applications in fully Annotated Games.

PAY04- Fighting Ko by Jin Jiang ISBN 0-9641847-3-7 **\$11.45**

This handbook catalogues the wide variety of ko situations that one is likely to encounter over

the board, as well as several that may not appear in the course of a lifetime of playing! But the reader will appreciate the concise and thorough treatment of the subject.

100 Problems for 100 Days \$17.50 The Nihon Kiin ISBN 0-9641847-4-5

This book contains a special selection of problems taken from Kido magazine's "Challenge Corner," which offers ranking diplomas to readers who mail in the correct answers to a number of problems. The book is divided into eight sections: The Opening, The Middle-game, Perception, Sabaki [Fancy Foot-work], Reading, Race to Capture [Semeai], Life and Death, and The Endgame.

PAY06- Tesuji and Anti-suji of Go by Sakata Eio ISBN 0-9641847-5-3 **\$17.50**

61 Model situations are examined, in which deadly hane, exquisite placements, and stunning attachments, among many other skillful finesse, are shown to be surprisingly effective. The flip side of the matter, crude moves (or "anti-suji") are offered in contrast, demonstrating how thoughtless play can throw away the chance for an advantage. The positions in the book are illustrated in more than 700 diagrams.

PAY07- Utilizing Outward Influence

ISBN 0-9641847-6-1

\$17.50

by Jin Jiang and Zhao Zheng

The author provides numerous examples of how to construct thick-ness (strongly connected strings of stones that can not be disconnected) and how to avoid thinness (weakly connected strings of stones that can be disconnected). Also included are abundant examples of sacrifice and ko tactics that can be used for constructing large territorial frame-works (Moyos) out of influence. Seizing control of the center is vital for gaining the most territory. Additional examples of using pivot points for seizing control of the center are provided.

PAY08- The Thirty-six Stratagems Applied to Go ISBN 0-9641847-7

by Ma Xiaochun

\$17.50

Ranked as the best player in the world in 1995, Ma Xiaochun has had a phenomenal career since turning professional just ten years ago. This book represents his first attempt at a major work of Go literature. It differs from the "usual" Go book in

that it examines the application of ancient military maxims to the game. Through careful analysis of 36 complex middle-game positions, taken from actual professional games, Ma shows how to formulate a plan and translate the plan into action on the board.

His choice of a military classic as the basis of his lessons is unprecedented in Go literature. We have all mused about the relationship between Go and warfare, and some authors have written books describing warfare as an extension of Go. But here we have a work that directly interprets military principles into maxims for Go.

PAY09-Art of Connecting Stones

ISBN 1-889554-16-2

\$17.50

by Wu Piao and Yu Xing

The important concept of connecting stones cannot be over-emphasized in the game of go. This crucial subject is discussed in detail in the Art of Connecting Stones, through which, one also learns the vital techniques of how to cut the opponent's stones apart. In chapter one, the art of connecting from the underneath is illustrated. In chapter two, examples of the linking up technique that involves the capturing of stones are introduced. Chapter three shows the techniques of linking up stones by utilizing friendly forces. Chapter four summarizes the end-game techniques of connecting stones. The last chapter (chapter five) consists of problems designed to test one's understanding of the concepts presented in the previous chapters.

PAY10-Dramatic Moments on the Go Board ISBN 0-9641847-9-6

by Abe Yoshiteru

\$14.90

In this book, Abe Yoshiteru 9 dan, a born raconteur, relates fascinating, behind-the-scenes stories of unique and unusual occurrences in the world of professional go, as well as the blunders and misreadings that sometimes arise at even the highest levels of play. Go Seigen, Sakata Eio, Fujisawa Shuko, Rin Kaiho, and many others make their appearance in this volume. Amateur players will be amused at the mistakes committed by geniuses and prodigies, and perhaps reassured that even the greatest names in the history of the game sometimes make the same silly blunders that amateurs do.

PAY11- Master Go In Ten Days

ISBN 0-9641847-8-8

\$17.50

by Xu Xiang/Jin Jiang Zheng

Master Go In Ten Days provides ten lessons on the basic tactics and strategy in Go. The first day's lesson begins with the basic rules to include both the Chinese and Japanese counting methods. From there, additional lessons cover tactics for capturing stones, opening strategy, the tactics and strategy of corner engagements, the tactics of life and death, fighting tactics, sacrifice tactics, attack and defense, endgame tactics, and finally three famous games are provided with comments.

PAY12- Golden Opportunities \$20.65

by Rin Kaiho ISBN 1-889554-00-6

"The weak wait for opportunities to arrive. The strong search for and grasp opportunities. The wise create their opportunities - and read this book." Game positions are explained through compelling analogies with historical events in a way that will repay re-reading the book many times. New insights will be found each time.

The author prepares the ground thoroughly with an introductory chapter on techniques before launching into the Battle of Leuctra. On the way we meet Napoleon, Davy Crockett, Joseph Pulitzer, William III, the Japanese Sherlock Holmes and many others. The translator has provided extensive notes on the historical and literary allusions, and has striven to present the book almost entirely free of go jargon.

PAY13 -Pro-Pro Handicap Go ISBN 1-889554-08-1 The Nihon Kiin **\$20.65**

Subtitled "invincible Play with 3, 4, and 5 stones," this book is designed to teach the reader how to get the most out of handicap stones placed against stronger players. Model play with handicap stones is illustrated in easy to understand game figures and explanatory diagrams.

All of the games in this book are analyzed in terms that weaker players can easily comprehend, and tests are included to measure the reader's real strength. A special feature is the use of graphical symbols to indicate the moves that the reader should work hard to understand and incorporate into the reader's own game in order to improve.

PAY14 - Yang Yilun's Ingenious Life and Death Puzzles vol. 1 **\$17.50**

ISBN 1-889554-06-5

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A first volume of some 200 life-and-death problems designed and developed by Yang Yilun (a professional 7 dan player residing in the U.S.) By studying these wonderful and intriguing puzzles, one can greatly improve one's reading and fighting abilities, and also develop an appreciation for the beauty of the game. Moreover, one gets the opportunity to learn from one of the greatest and most well-respected masters in the Go world.

PAY15 - Yang Yilun's Ingenious Life and Death Puzzles vol. 2 \$17.50
ISBN 1-889554-07-3

By studying these wonderful and intriguing puzzles one can greatly improve one's reading and fighting abilities, and also develop an appreciation for the beauty of the game. Moreover, one gets the opportunity to learn from one of the greatest and most well-respected masters in the Go world.

PAY16 - Igo Hatsuyo-ron vol. 1 \$17.50
ISBN 1-889554-02-2

The book is hailed as the highest authority on life and death problems (Tsume Go). The book contains 183 problems of which the first 63 problems will be found in this volume one. In this first Chinese edition, in order to accommodate amateur readers at the intermediate level, the reader is guided from failure to the correct solution with increased complexity. At the same time, the reader can also experience and appreciate the method and procedure professionals use to tackle problems.

PAY17 Beauty and the Beast \$17.50
Exquisite Play & Go Theory by Shen Guosun 7 dan
ISBN 1-889554-22-7

This book treats the major facets of go theory from two perspectives: historical and practical. Classical Chinese treatises on go are referenced, and the development of the concepts in modern play is described in detail. Each theoretical concept is shown applied to practical situations on the go board, so that the readers can quickly apply the concepts in their own play. Examples of theory-in-action are centered in important tournament games.

PAY18 -Rescue and Capture by Yang Yilun, 7 dan
ISBN 1-889554-35-9

The Pocket Skills Series has been written by Mr. Yang Yilun 7 dan, based on more than ten years of teaching Go in the United States, and is devised to help the reader to achieve strength of 1 dan. Rescuing and capturing stones are two vital techniques in the game of Go. In this first volume, these two techniques are introduced in depth through eighty exercises. \$13.75
PAY19 - INTERMEDIATE LEVEL - Power Builder, V. 1 \$17.50
ISBN 1-889554-39-1

This book emphasizing on basic concepts, theories, and techniques, the lessons are intended for an audience of intermediate level players. These lessons were carefully chosen to help the reader excel. Thirteen lessons are included in this first volume, with topics ranging from opening to invasion.

PAY20 - Cho Hun-hyeon's Lectures on Go Techniques v.1 \$17.50
ISBN 1-889554-43-X

Cho Hun-hyeon Lectures on Go techniques provide an understanding of the basic fundamentals of Go. Basic shapes are analyzed covering Sur-rounding, Escaping, Connecting, Cut-ting, Attachments, Diagonals, Tigers (Hangs), Empty Triangles, and Hanes at the Head of Opponent's Stones.

PAY21 - Go Seigen's - Winning A Won Game \$17.50
ISBN 1-889554-15-4

This book provides three Golden Rules with examples of their application in actual games and seven Go Seigen games highlighting Seven Examples of Success. In professional games, one often encounters situations where a game is lost after building up a commanding lead, or a game is won by turning the tables on the opponent.

PAY22 - Essential Joseki by Naiwei Rui 9 dan
ISBN 1-889554-47-2 \$17.50

The series is designed for "mid-level" players, but there is material in all four volumes that will challenge amateur dan level players. For each variation, the author provides sage advice on when to choose to play that line based on the whole-board situation. Potential ladders, ko fights, and seki are all explained in details.

PAY23 Proverbs by The Nihon Kiin
ISBN 1-889554-24-3 \$17.50

This book collects and explains over a hundred fifty proverbs that have arisen over the centuries to help players remember various aspects of the game. For example, there are sayings pertaining to the life and death of groups and to a variety of fighting techniques. Some proverbs help remind players how to play certain josekis, and others provide advice about one's general approach to the game, philosophy, and fighting spirit.

Proverbs provides a wealth of basic Go knowledge in its eleven chapters: Basic Moves and Concepts; Good Shape and Bad; Playing Ko; The Opening; Joseki; Territorial Frameworks; Life and Death; Running, Connecting, and Capturing; Clever Moves, Forcing Moves, and Sacrifices; A Guide to Fighting; and a Potpourri of Proverbs. Hundreds of informative diagrams illustrate the concepts

PAY24 - Strategic Fundamentals in Go \$17.50
ISBN 1-889554-50-2

Ten lessons frequently encountered in Go are presented, namely, sente vs. gote, big vs. small points, attack vs. defense, life vs. death, big vs. small territories, saving vs. sacrificing stones, light vs. heavy shapes, slack moves vs. urgent points, standard moves vs. flexible variations, and persistence vs. playing safe.

PAY25 - Art of Capturing
ISBN - 1-889554-

S1 - Oriental Secrets to Weight Loss, Beautiful Skins and High Energy \$17.50
ISBN 1-889554-29-4

Lose up to 40 pounds in a few weeks. The secret of using Chi Kung (simple breathing exercises) to reduce weight has only been unveiled recently to the West. The merit of acupuncture has been confirmed by the Western Medical World. Like Acupuncture, Chi Kung has been practiced by Chinese for thousands of years. However, unlike Acupuncture, Chi Kung does not require instruments and is a safe exercise. Chi Kung has been used by millions of Chinese to effectively combat High Blood Pressure, Hepatitis, Heart Disease, Ulcers, Impotence, back pain, allergies, Cancer and more. It is also an effective way to reduce weight. The theory behind how Chi Kung help to reduce weight is explained in detail in the book.