



# SMARTGO KIFU RELEASED FOR IPAD

April 10, 2010

Early adopters who have already picked up their iPads can use SmartGo Kifu to transform the just-released iPad into a go board with 33,000 professional gamerecords and 2,000 problems. “SmartGo Kifu also offers an innovative way to view and replay games using figures and diagrams like in go books,” says author Anders Kierulf. “Twenty games annotated by Alexandre Dinerchtein are included to showcase this feature, and you can import your own games to view them the same way.” \$19.99 <http://www.smartgo.com/>



## Guo Juan's Internet Go School



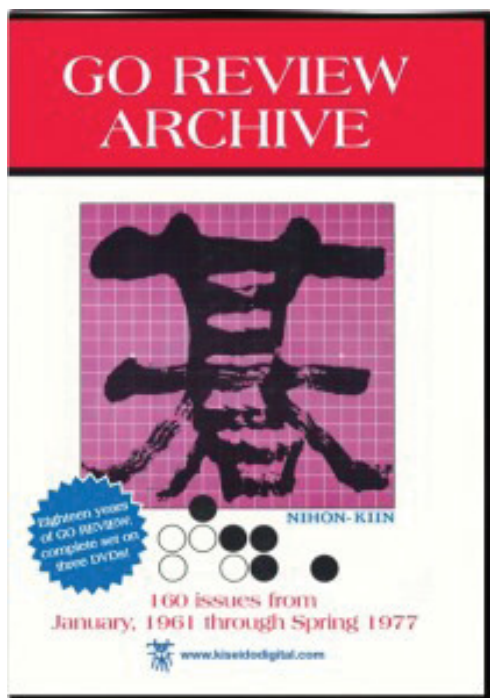
Complete training program 30k – 7d  
Pre-recorded audio lectures for only 1 Euro  
Group classes & private lessons  
Study Go in China  
Workshops

[WWW.INTERNETGOSCHOOL.COM](http://WWW.INTERNETGOSCHOOL.COM)

## DIGITIZED "GO REVIEW" TROVE NOW AVAILABLE

May 14, 2010

A digitized version of *Go Review*, one of the very first English go publications, is now available. *Go Review* was published monthly by the Nihon Ki-in from January 1961 to March 1973, then quarterly through Spring 1977. The 160 issues — comprising some 15,000 pages — are available on three DVDs (\$75 each) from Kunaki. The early issues on disks 1 and 2 — 60 issues each, from January 1961 through December 1965 and January 1966 through December 1970 — “represent the halting attempts of the Japanese go world in the early 60s to start spreading the game internationally,” reports Bob Myers of Kiseido Digital on GoDiscussions. “The content is basic and written in poor English. However, it’s still very interesting. There are more handicap games (often with famous Japanese pros) than tournament games, apparently in the belief that pro-pro games might be too hard



for foreigners to understand. There’s lots of go news, including about foreigners we all know well now. There are great teaching series by big names. Even the ads from big Japanese companies (which are included in the PDFs) are interesting.” Disk 3, — 40 issues from January 1971 through Spring 1977 — contains the last few years of monthlies and then the “meatier quarterly issues,” which are roughly equivalent to *Go World* (which succeeded *Go Review*) in terms of quality and content. A sample

of the June 1963 issue of *Go Review* is available for download at Kiseido Digital. **NOTE:** Disc 1 is shown as “Go Review Archive”, and the DVD cover art could mistakenly imply that this item contains all three discs. It does not. This item is Disc 1, and contains only the first 60 issues.

- includes reporting by Sensei’s Library

<http://www.kiseidodigital.com/>

## DAILY E-JOURNAL NOW AVAILABLE

May 10, 2010

Many of the stories in the weekly *E-Journal* originally appeared in our daily edition; if you’d like to get the latest world go news in brief clickable stories linked to complete reports on the AGA’s website, simply click on the “update my profile” link at the bottom of the *E-Journal* and choose the daily edition (you can switch back and forth at any time). To receive the Member’s Edition – including members-only game commentaries, problems from Yilun Yang and more — join here:

<http://www.usgo.org/org/application.html>



## GO REVIEW: The Go Consultants

May 25, 2010

*The Go Consultants* documents a unique event in go history, Kitani Minoru and Go Seigen's 1934-35 consultation game against their teachers Su-



zuki Tamejiro and Se-goe Kensaku. Authors John Fairbairn and T Mark Hall provide fly-on-the-wall observations of what each side was thinking at every stage of the contest, doing an excellent job of describing

the characters and putting their status into context for 21st-century readers. In fact the story is related so naturally that *The Go Consultants* reads like a hard-to-put-down novel, complete with amusing anecdotes as well as keen commentary on the actual progress of the game. It's like a show-within-a-show. On top of the pure entertainment value of the story, I found it insightful to learn how professional players approach serious games and a relief to discover that even professionals can be taken by surprise. I have always appreciated tightly-decided games more than landslides, because they tend to exemplify the ideal of 'balanced play', and without giving away the ending, this game was very closely fought indeed. Whether you're a novice historian or an obsessive student of go, you won't find a more thorough deconstruction of a professional game-in-progress. As a bonus, the book includes the players' own post-mortem analyses. \$18 from Slate & Shell

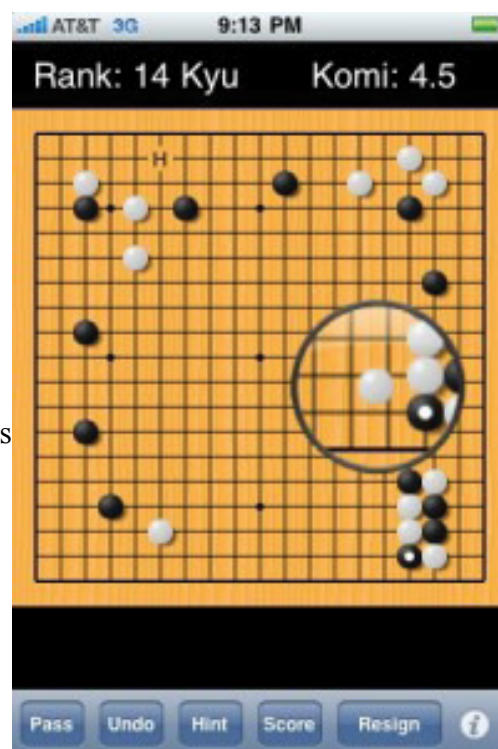
<http://www.slateandshell.com/>

- adapted from Tyler Reynolds' *Go For All* blog

## IGOWIN BRINGS "MANY FACES" TO IPHONE, IPOD & IPAD

June 5, 2010

The new Igowin Pro brings the features of "The Many Faces of Go" to the iPhone, iPod Touch, and iPad. Igowin's apps include Igowin Tutor – a free introduction to go– Igowin — 9×9 play — Igowin 13×13 — 13×13 play — Igowin Life – solve life and death problems — and Igowin Joseki, a joseki dictionary and tutor. "The playing apps adjust to your rank and can play a good even game against anyone from 19 kyu to 1 dan," says author David Fotland. "The knowledge-based engine allows the program to play human-like moves at the weaker settings, generally with good shape," while the Monte Carlo engine from the latest Many Faces of Go "gives the program great strength." \$4.99. available in the iTunes App Store.

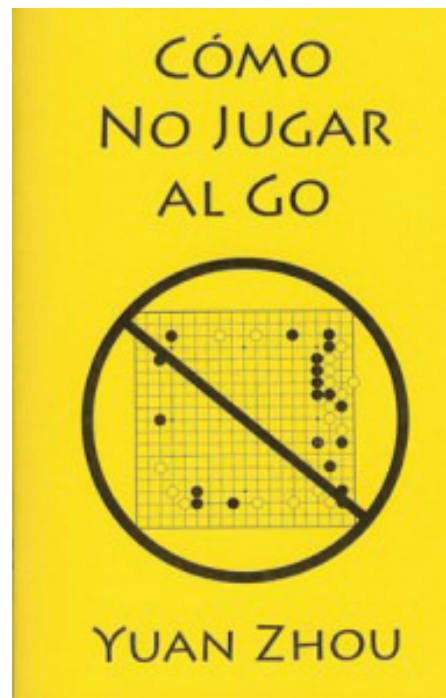




## SLATE & SHELL ISSUES SPANISH TRANSLATION OF YUAN ZHOU'S "HOW NOT TO PLAY GO"

July 12, 2010

“Uno de los atractivos de ser un jugador kyu es la facilidad con que puede mejorar su juego—algo mucho más difícil para jugadores dan,” says Yuan Zhou in *Como No Jugar al Go*, a just-issued Spanish translation of Zhou’s popular *How Not to Play Go* in which he clarifies the common kyu level misunderstandings of how to play which hold kyu players back from reaching dan level. Brian J. Olive of Orlando, Florida did the translation. Slate & Shell publisher Bill Cobb reports that “there are also plans to translate *How Not to Play Go* into other languages.” <http://www.slateandshell.com/>



## BRITISH GO JOURNAL BACK ISSUES NOW AVAILABLE ON-LINE

June 10, 2010

The British Go Association (BGA) has recently completed a project to get all issues of the *British Go Journal* into an on-line archive. Each issue since 1967 is available as a PDF file, with many issues having some of their content translated into web pages. Making article web pages is an ongoing project, and issues will only become available to the general public once they become a year old. There are 148 issues currently available with games and instructional articles for kyu through dan-level players.

Early issues were produced on typewriters and used an algebraic notation to describe games and positions. Starting with issue number 4, pictures were added and the web page versions include SGF and GO format game records. News from the local, national, and international go scenes in the issues as well as 40+ years of “internal wranglings” of the BGA provide an amazing resource for anyone interested in go history, or just in improving their game. <http://www.britgo.org/pubs.html>

- EuroGoTV; photo: Jon Diamond, creator of the first BGA journal prototype in 1967; he was British Champion at the time and is the current BGA President





NEW WAY TO FIND GO PLAYERS DEBUTS

August 1, 2010

IgoLocal is a new way to find go players in your community or when you're traveling. Creator Chuck Thomas

— who also runs Shodan Imports — calls IgoLocal “the first physical go server and location service,” and the free online service — which just launched — makes it easy to find local go players who match your rank, challenge them to games at a specific time and location and create open games for anybody in your area to accept. IgoLocal is



also designed to help go players find and join local go clubs, create a go club that will be seen by the entire world and manage your local schedule of go-related activities. “Register now so that other go players in your area can find you!” urges Thomas. <http://igolocal.net/>

# GO WORLD

The quarterly magazine covering the world tournament go scene

Published continuously since 1977, Each issue is packed with 64 pages of information. You will find instructional articles on tactics and strategy for beginners and stronger players alike as well as articles on the background and history of the game. Detailed analyses of the top international title matches, featuring Korean, Chinese and Japanese players, appear in every issue.

[HTTP://WWW.KISEIDO.COM/GO\\_WORLD.HTM](http://www.kiseido.com/go_world.htm)





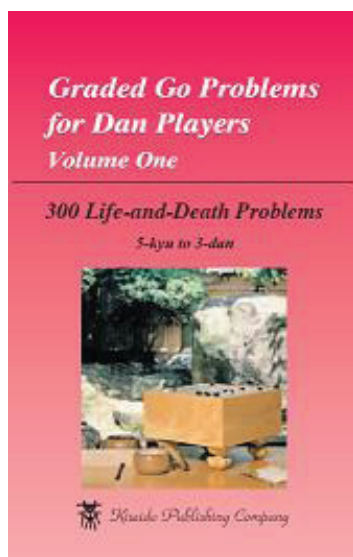
## ONLINE SOFTWARE FOR MANAGING YOUR CLUB

August 1, 2010

“Who wants to spend time organizing your go club when you could be playing go?” asked Santa Fe go club organizer Robert Cordingley. Cordingley conducted a presentation at the 2010 U.S. Go Congress on his online software GoClubsOnline, which simplifies the process of registering players for tournaments, sending email to club members, uploading data to the AGA, tracking a club library, and more. Clubs can register with GoClubsOnline for \$95/year for up to 30 members.

<http://www.goclubs.org/home.html>

- Jake Edge



## KISEIDO OFFERS VOLUMES OF PROBLEMS

August 23, 2010

There's theory and there's practice. In go, practice means studying problems. Kiseido is five volumes into an ambitious seven-volume series of problem books for dan-level players originally published in Japanese by the

Japan Go Association. Now available: *Graded Go Problems for Dan Players; 300 Life-and-Death Problems, 5-kyu to 3-dan; 300 Tesuji Problems, 5-kyu to 3-dan; 300 Joseki Problems, 1-dan to 3-dan; 256 Opening and Middle Game Problems, 1-dan to 7-dan*. These problems are designed to develop your intuition and to provide exercises for developing your ability to analyze positions deeply and accurately. “These are not problems that you can skim through in a couple of days,” Kiseido warns.

“Each problem requires serious thought to obtain the maximum benefit.” Click here for details and to order:

<http://www.kiseido.com/dan.htm>

## THE RETURN OF BADUKBOOKS

September 13, 2010

Alexandra Urban's Badukbooks is back in business. Badukbooks -- <http://badukbooks.blogspot.com/> -- specializes in a veritable treasure trove of Korean go books, many never seen – or very hard to find – in the West. A wide range of material, from the Baduk Nara book series for beginners to life and death books – choose from the just-published Hye-Yeon's *Creative Life & Death I*, the 4-volume Sahwal series or the 20-volume *Classic Life & Death* collection – to Lee Chang-ho's 2-volume *Brilliantly Beautiful Endgame*, and the *New Moves, New Shapes* yearbooks from 1999 and 2000. Though many of the books are in Korean,

some are in English, and each are clearly marked on the site. After a year-long hiatus, Urban says she's

back in Korea “this time at least for 3 years,” and is willing to try to track down any Korean go book Western players are interested in.



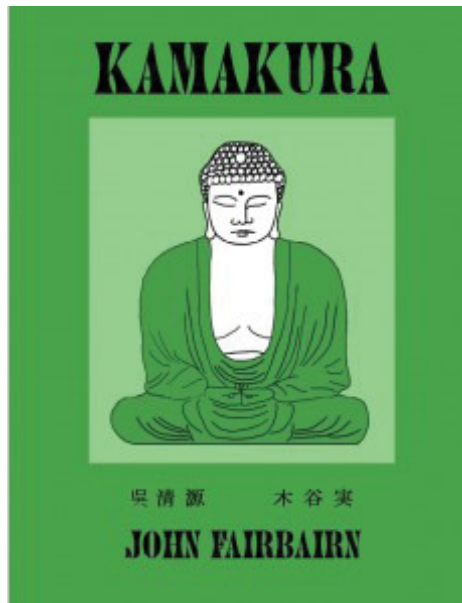
## NEW IN PRINT 2010 (PART 1)

## Classic Games

August 28, 2010

by Roy Laird

Strolling through the vendor area at this year's U.S. Go Congress, I realized that it's time for some updates on what's happening recently in the small but active world of go publishing. The first thing I noticed was that it's been a busy year for GoGoD co-author John Fairbairn, who has embarked on an ambitious project with his publisher, Slate and Shell: a series of books on the ten-game matches Go Seigen played when he was at the top of the go world. Drawing on multiple original sources, each book provides extensive historical material, and integrates game commentary from a variety of sources. *Kamakura*, covering Go's first matchup during WW II with Kitani Minoru, came out last spring. It was followed by *Final Summit*, describing the last jubango, against



Takagawa Shukaku in 1955-56. Then came *9-Dan Showdown*, focusing on two ten-game matches and two shorter encounters with Fuijisawa Kuranosuke (later Fujisawa Hosai), one of the great players of the 1940's and 1950's. In a change of pace, Fairbairn also translated *The Go Consultants*, in which Kitani and Seigen team up against Segoe Kensaku

and Suzuki Tamjiro for a "consultation game." Inspired by a similar practice among Western chess masters, in a "consultation game" the two-player teams discuss the game while it is in progress. Stay tuned — more exciting titles are on the way!  
<http://www.slateandshell.com/>

## NEW IN PRINT 2010 (PART II)

## A Beginner's Bonanza

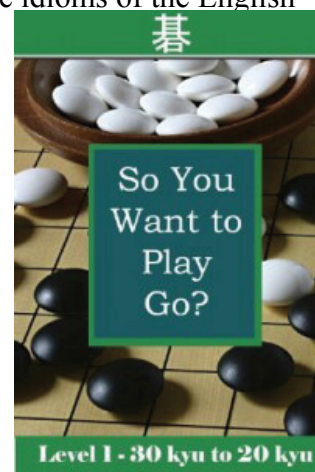
September 6, 2010

The past year has produced a notable bumper crop of books for beginners and newer players — the so-called DDK (double-digit kyu) range. Jonathan Hop, a 3D amateur, published *So You Want To Play Go?*, a three-volume series available on Amazon that aims to give the reader the knowledge to improve ten ranks per book; if it works, at the end you'll be ready to aim at shodan. Click Volume One, Volume Two and Volume Three to learn more about each book. *21st Century Baduk for Beginners* is the latest offering from Sung-rae Kim, the author of several other works in the growing number of English-language works from Korean publishers. Some of these early efforts suffered somewhat from clumsy English, but Diana Koszegi 3P helped with this translation,

suiting it more fully to the idioms of the English language. Finally, we note the publication of *Go Made Easy* by Sam Sloan. Sloan, better known as the last non-lawyer to argue before the Supreme Court, and for suing the US Chess Federation, has also written beginner's books and DVDs on chess, shogi, Chinese chess and poker, while also delving into more, um, unusual subjects. Visit his home page for more information. All the new beginner books are available from Yutopian.

<https://www.yutopian.com>

- Roy Laird



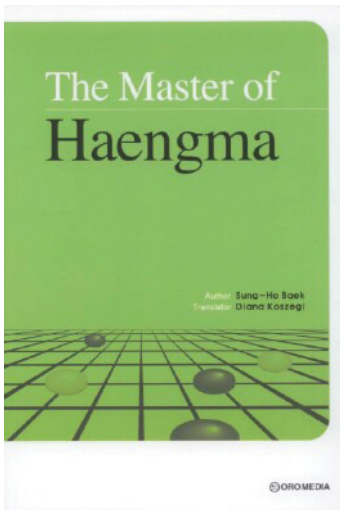
## NEW IN PRINT 2010 (PART III)

Six More Important  
New Works

September 20, 2010

First off, Slate and Shell added three more important titles to their catalog this year. *Magic On The First Line* is a compendium of eponymous oddities that only the great Nakayama could have come up with. In *Understanding Dan Level Play*, Yuan Zhou 7d continues his popular “Understanding . . .” series by analyzing his own games as the U.S. representative in the 2009 Korea Prime Minister’s Cup. And with *New Moves*, Slate and Shell adds an important new author to its roster — Alexander Dinerchtein, a 3P in the Korean system, better known as “breakfast” on KGS. By “new moves”, the author seems to mean trick plays. Dinerchtein charges \$3-\$5 per trick on his hamete.net site — by that measure, 25 plays for \$18 is quite a bargain.

The burgeoning Korean English-language publishing industry has produced a full thirty titles titles in the past few years, all of which are available from Yutopian. Now comes the first extended attempt to discuss haengma, a Korean construct that is difficult to translate, but has something to do with the natural flow of the game.

MAGIC  
ON THE FIRST LINE

NAKAYAMA NORIYUKI

Janice Kim called it “The Way of The Moving Horse.” *This Is Haengma* by Sung-rae Kim and Sung Ki-Chang, and Master of Haengma Sung-ho Beck, try to explain this elusive way of understanding the game. And the Korean titles keep on coming.

I’m on Yutopian’s “send-me-everything-as-soon-as-the-ink-dries” list, so a few weeks after the Congress, I got my copy of *21st Century New Openings, Volume 2*, also by Sung-rae Kim. It’s so new it’s not even listed on the Yutopian site yet, but it looks good. Kim continues his discussion of modern changes in opening strategy, with extensive discussion of the mini-Chinese opening and others. Now that komi is 7.5 points, some pros feel that Black has to play more aggressively, making many of the established openings obsolete.

This series is some of the fruit of that thinking. Possibly a must for the serious competitor. To see the AGA’s comprehensive annotated list of go books in English see Go In Print below.

- Roy Laird

Magic On The First Line

<http://www.slateandshell.com/SSRM001.html>

Understanding Dan Level Play

<http://www.slateandshell.com/SSYZ012.html>

New Moves

<http://www.slateandshell.com/SSAD001.html>

Yutopian

<https://www.yutopian.com/yutop/cat?category=PAK>

This Is Haengma

<http://tinyurl.com/3lkulwv>

Master of Haengma

<http://tinyurl.com/3celz8z>

Go in Print

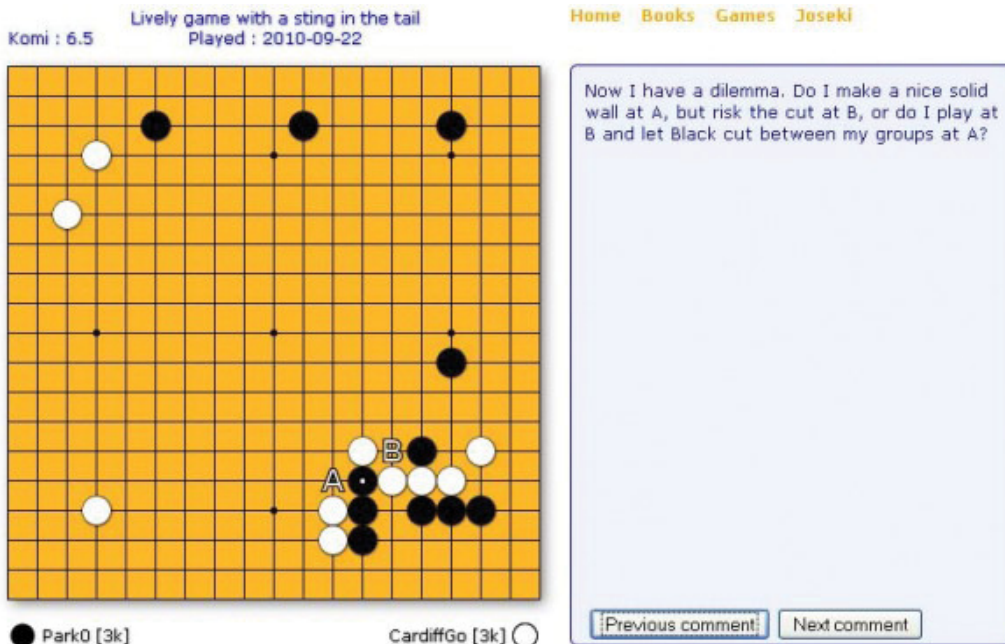
<http://www.usgo.org/resources/books.html>



### NEW GO GAME VIEWER DEVELOPED

October 4, 2010

Neil Moffatt reports that he's developed an "HTML5 canvas based go game viewer and rudimentary editor." Says Moffat, Secretary of the Cardiff Go Club in Wales, UK, "It embraces ideas such as access to key moments in games via a list of clickable position descriptions, and a list of alternative move sequences by description." The site includes games for beginners, josekis, "guess the next move" and game commentaries. In most games, a list of key game positions is presented. Click on 'Black has now created a large moyo', for example, and you will be taken you to that exact board position. Moffatt adds that "The site as it stands is in essence a kind

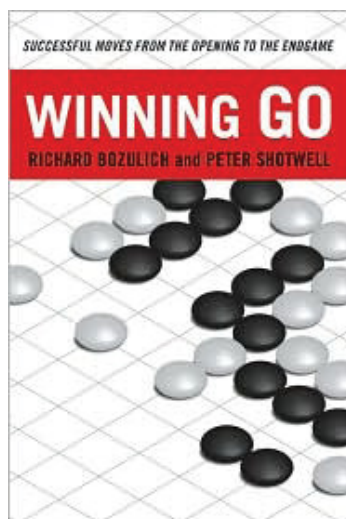


of go blog, but it may develop beyond this" and notes that it does not work with Internet Explorer. "It may or may not be palatable to a large audience," he says, "The user testing to date seem to be relatively happy with it." Click here <http://www.learn-go.co.uk/GoViewer/ListGames.php> to check it out and let Moffatt know what you think at [moffatt.neil@gmail.com](mailto:moffatt.neil@gmail.com)

### TUTTLE PUBLISHES BOZULICH'S "WINNING GO"

October 9, 2010

Tuttle, the mainstream publisher of three books on go by Peter Shotwell, has added another title, but this time, he is only the co-author, while the principal author is none other than Richard Bozulich, the architect of the Kiseido catalog. *Winning Go*, like his Kiseido publications, is a problem book. But whereas other problem books usually focus on a single subject — joseki, tesu-



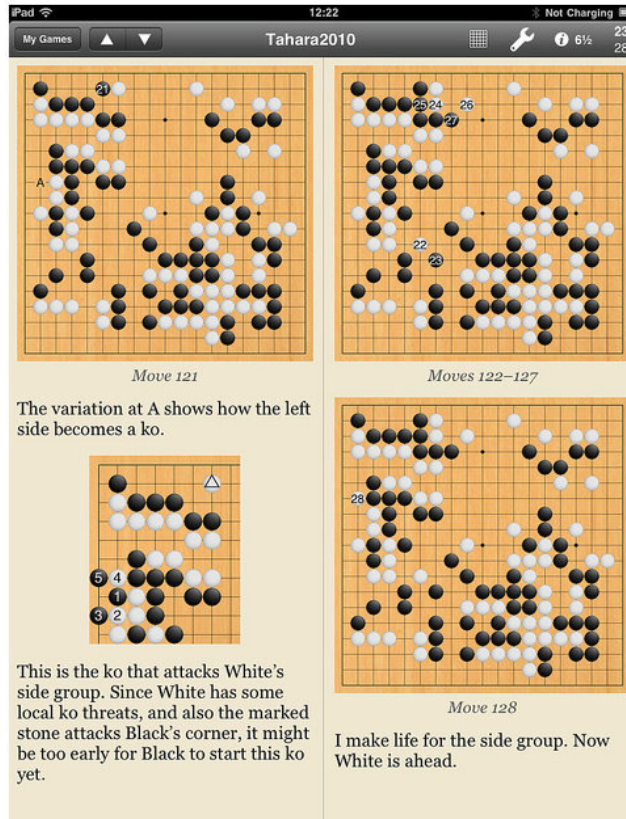
ji, life-and-death — *Winning Go* gives us a little of everything. Problems from all aspects of the game are organized into one book, designed to help kyu-level players discover their strengths and weaknesses, with suggestions for further study. Personally, I prefer the Kiseido format, where several problems appear on one page, and you turn the page to see the answers. Here the answers appear below the problems—cheaters beware! If you have made it solidly into the SDK range, you should easily solve most of the problems; but it's a unique resource for advanced beginners. I've been playing a friend some nine-stone games, and I'm putting it on his Christmas list. <http://www.tuttlepublishing.com/>  
— Roy Laird

### MANY FACES

### RELEASES IPAD APP

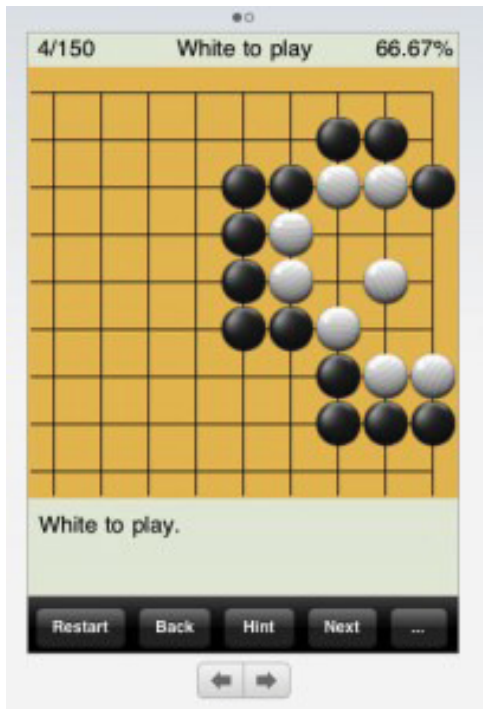
*October 24, 2010*

The Many Faces of Go iPad app, “Igowin HD” is now available in the iTunes app store. The app plays with an adjustable AI strength ranging from 18 kyu to the full-strength Many Faces of Go engine of “about 1 dan on 9×9 and about 3 kyu on 19×19,” says author David Fotland. Users can set their strength, or have it adjusted automatically by the app, which plays on 9×9, 13×13, or 19×19 boards. Handicap and opponent strength can be adjusted or chosen automatically. “It includes an sgf editor that supports variations, comments, and marks, so you can analyze your games



when they are finished,” Fotland adds. You can try out a variation and continue the game against the AI from a new position. Games can be saved and restored, or emailed as attachments. At any time you can ask for a score estimate or a hint. This is the seventh mobile app from Smart Games, all under the Igowin brand. Igowin Tutor is a free introduction to the game. Igowin 9×9, Igowin 13×13, and Igowin Pro let you play go against the AI. Igowin life is for practicing solving life and death problems, and

Igowin Joseki is for learning Joseki.



### GOGRINDER FOR IPHONE RELEASED

*October 24, 2010*

“As we all know, practicing your reading is one of the best ways to get stronger,” writes programmer Tim Kington. “To that end, the popular program GoGrinder has just been released for iPhone and iPod Touch. Now you can have thousands of go problems in your pocket and fit a little practice in whenever you have a few minutes to kill.” The iPhone and iPod Touch versions of GoGrinder are available in the iTunes store.

