

The official Belgian go Library (07/2024)

(books organized by subject)

* 25K-10K ** 12K-4K ***6K-1D ****2K-7D

No color: asked/to ask guarrantly: 15 €, Yellow: 20 €, Blue: 25 €, Mauve: 40 €

Beginners' Books.

- *Learn to Play Go, Vol. 1: A Master's Guide to the Ultimate Game*, by Jeong Soo-hyun and Janice Kim. *
- *Learn to Play Go, Vol. 2: The Way of the Moving Horse*, by Jeong Soo-hyun and Janice Kim. *
- *Learn to Play Go, Vol. 3: The Dragon Style*, by Jeong Soo-hyun and Janice Kim.*
- *Learn to Play Go, Vol. 4: Battle Strategies*, by Jeong Soo-hyun and Janice Kim.**
- *Learn to Play Go, Vol. 5: the Palace of Memory*, by Jeong Soo-hyun and Janice Kim.**
- *The Magic of Go*, by Cho Chikun.
- *Teach Yourself Go*, by Charles Matthews.
- *Die Mitte des Himmels*, by Michael Koulen.
- *Basic Techniques of Go*, by Haruyama Isamu and Nagahara Yoshiaki **.
- *The Second Book of Go*, by Richard Bozulich.*
- *Go: The World's Most Fascinating Game*, by the Nihon Kiin (2 tomes).*

General Principles.

- *Strategic Concepts of Go*, by Nagahara Yoshiaki **.
- *The Breakthrough to Shodan*, by Miyamoto Naoki ***.
- *Lessons in the Fundamentals of Go*, by Kageyama Toshiro. X2 **
- *Strategic fundamentals of go*, by Guo Tisheng & Lu Wen **
- *All about Thickness*, by Ishida Yoshio **.
- *Beyond Forcing Moves*, by Takagi Shoichi ***.
- *Positional Judgment*, by Cho Chikun **.

- *Mastering the basics T3: Making Good Shape*, by Rob van Zeijst and Richard Bozulich **.
- *Nie Weiping on Go*, by Nie Weiping ***.
- *The Thirty-six Stratagems Applied to Go*, by Ma Xiaochun.***
- *Golden Opportunities*, by Rin Kaiho.***
- *Beauty and the Beast*, by Shen Guosun.***
- *Winning a Won Game*, by Go Seigen.***
- *Proverbs*, by the Nihon Kiin.**
- *Korean Style of Baduk* by Lee Chang-ho & Sung Rae Kim ***
- *Mastering the basics T5: the basics of go strategy*, by Richard Bozulich **
- *Bien conduire sa partie de go*, by Lim Yoo Jong and Jean-Pierre Lalo **
- *Traité du jeu de go : T 1 : stratégie*, by Roger Girault **
- *Perfectionnement au go*, by Pierre Aroutcheff **

The Opening and Joseki.

- *Dictionary of Basic Joseki*, by Ishida Yoshio (3 books !) ****
- *The Direction of Play*, by Kajiwara Takeo.***
- *The Power of the Star-Point*, by Takagawa Shukaku.***
- *The Chinese Opening*, by Kato Masao.***
- *The 3-3 Point*, by Cho Chikun.***
- *Get Strong at the Opening*, by Richard Bozulich.***
- *Get Strong at Joseki*, by Richard Bozulich (3 books !).***
- *Mastering the Basics T1: Five Hundred and One Opening Problems*, by Richard Bozulich in collaboration with Rob van Zeijst ***.
- *Dictionary of basic fuseki*, by Rin Kaiho (3 books !) ****
- *Fuseki encyclopedia*, by the Nihon Kiin ***
- *Pattern of san ren sei*, by Michael Redmond ***
- *Graded problems for dan players: T3: Joseki* ****

Tesuji.

- *Tesuji*, by James Davies.**
- *Get Strong at Tesuji*, compiled by Richard Bozulich.***
- *Mastering the basics T4 : 501 tesuji problems*, by Richard Bozulich ***
- *Classic tesuji problems*, by Hayeshi Genbi (adapted in English by Anti Törmanen) ***
- *Mastering the basics T6: All about ko*, by Richard Bozulich and Rob Van Zeijst ***
- *Fighting ko*, by Jin Jiang ***
- *Graded problems for dan players: T2: tesuji* ****
- *Traité du jeu de go : T2 : tactique*, by Roger Girault ***

Life and Death.

- *Life and Death*, by James Davies.**
- *All About Life and Death*, by Cho Chikun.***
- *Get Strong at Life and Death*, by Richard Bozulich.***
- *Mastering the basics T2: One Thousand and One Life-and-Death Problems*, by Richard Bozulich.***
- *Graded problems for dan players: T1: life and death* ****

The Middle Game.

- *Enclosure Josekis*, by Takemiya Masaki.****
- *Kato's Attack and Kill*, by Kato Masao.***
- *Reducing Territorial Frameworks*, by Fujisawa Shuko.***
- *Get Strong at Invading*, by Richard Bozulich.***
- *Get Strong at Attacking*, by Richard Bozulich.***
- *Killer of Go*, by Sakata Eio. X 2 ***
- *Mastering the basics T7 : attacking and defending moyo*, by Richard Bozulich ***

The Endgame.

- *Get Strong at the Endgame*, by Richard Bozulich.***
- *Endgame: T1 : fundamentals* ***, *T2 : value*, **** *T3 : accurate local evaluation*****, by Robert Jasiek
- *Endgame problems T1*, by Robert Jasiek ***

Handicap Go.

- *Handicap Go*, by Nagahara Yoshiaki and Richard Bozulich.***
- *Kage's Secret Chronicles of Handicap Go*, by Kageyama Toshiro.***
- *Get Strong at Handicap Go*, by Nagahara Yoshiaki and Richard Bozulich.***
- *Cosmic Go*, by Sangit Chatterjee and Yang Huiaren.***
- *Pro-Pro Handicap Go*, by the Nihon Kiin.***
- *Handicap Go*, by the Nihon Kiin.***

Collections of Games.

- *The 1971 Honinbo Tournament*, by Iwamoto Kaoru.***
- *Invincible*, compiled, edited, and translated by John Power.(X 2) ***
- *9-dan showdown: Go Seigen vs. Fujisawa*, by Fairbank ***
- *Evergreen record (games played in 1682)*, by Fairbank ***
- *Final Summit: Go Seigen vs. Kaku Takagawa*, by Fairbank ***

- *Go Seigen vs. Archers of Yue*, by Fairbank ***
- *Evening Fragrance Pavillion (games played around 1754)*, by Fairbank ***
- *Genjo vs. Chotoku (1788-1798)*, by Fairbank ***
- *Wizardy from the stone chamber (1590)*, by Fairbank ***
- *Games of Shuei*, by Fairbank ***
- *Retentless: Lee Se-Tol vs. Gu Li (2006)*, by Fairbank ***
- *Commented Games (tome 2)*, by Lee Se-Tol ***

General collections of problems.

- *Graded problems for dan players:*
*T1: life and death *****,
*T2: tesuji, *****
*T3: Joseki *****
- *Graded problems for beginners*, by Kano Yoshinori
*T1 introductory problems **
*T2 elementary problems **
*T3 intermediate problems ***
*T4 advanced problems ****

+ about 20 books in Korean, Chinese or Japanese.

+ copies of 10 issues of the quarterly “Revue Française de Go” (2016 to 2023)