

# The official Belgian go Library (07/2024) (books organized by subject) update 11/11/2025

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

## 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 Shōdan*, 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 Yoshiro \*\*.~~
- *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 Hayashi Genbi (adapted in English by Anti Törmänen) \*\*\*
- *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.\*\*\*
- *Attack and defense*, by \*\*\*
- *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 Huiren.\*\*\*
- *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 Fairnbank \*\*\*
- *Evergreen record (games played in 1682)*, by Fairnbank \*\*\*
- *Final Summit: Go Seigen vs. Kaku Takagawa*, by Fairnbank \*\*\*
- ~~Go Seigen vs. Archers of Yue~~, by Fairnbank \*\*\*
- ~~Evening Fragance Pavillion (games played around 1754)~~, by Fairnbank \*\*\*

- *Genjo vs. Chotoku (1788-1798)*, by Fairnbank \*\*\*
- ~~*Wizardy from the stone chamber (1590)*, by Fairnbank \*\*\*~~
- *Games of Shuei*, by Fairnbank \*\*\*
- *Retentless: Lee Se-Tol vs. Gu Li (2006)*, by Fairnbank \*\*\*
- *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* \*\*\*

## Other Books.

- *Fighting Ko*, by Jin Jiang \*\*\*.
- *Pair Go*, by the Japan Pair Go Association.
- *Meijin of Meijins, the life of Honinbo Shuei*, by Fairnbank

+ about 20 books in Korean, Chinese or Japanese.

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