



Learn to Play Go, Vol. 5: The Palace of Memory

By Janice Kim



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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 thier use in fighting. Contains guides to the opening. Shows how to calculate the size of endgame moves. Includes self-test section.

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