



AT ITS HEADQUARTERS IN LEE CHUMLEY'S RESTAURANT IN GREENWICH VILLAGE, NEW YORK CITY, THE AMERICAN GO ASSOCIATION MEETS FOR ITS REGULAR MONDAY NIGHT MATCHES



GO EXPERT EDWARD LASKER MAKES AN EXPERT GO MOVE

GO

JAPS PLAY THEIR NATIONAL GAME THE WAY THEY FIGHT THEIR WARS

The national game of Japan is called Go. Like many Japanese things, it was borrowed from another country, from China where it originated 4,000 years ago. Today there are 10,000,000 Go players in Japan. When big matches are held between professional Go masters, scores are posted up on street corners and store windows just like U. S. World Series scores.

At almost any other time the game of Go would have only a casual interest for Americans, a fair number of whom now play and enjoy the game. But today the game has a special interest for Americans because the way the Japs play Go bears a striking resemblance to

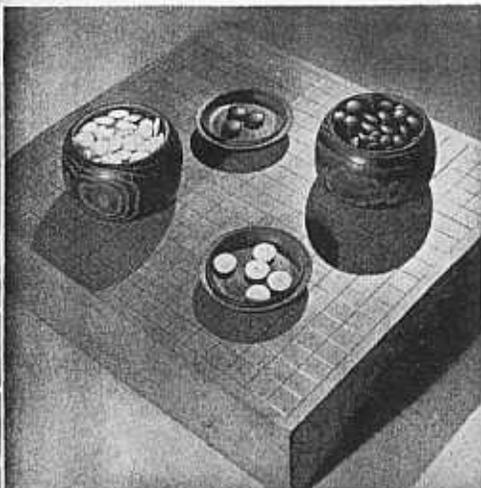
the way they fight their wars. Go is a military game. Its object is to capture enemy men and territory by envelopment and encirclement. The game is won, as wars are won, when one player can no longer maneuver or when he realizes that further maneuvering is useless. Japanese Navy and Army officers are almost all Go enthusiasts. The ability to play Go well has been a sure way for a young Jap officer to be marked for special attention and promotion.

Go is not hard to learn. Simple moves are explained opposite and on following pages. A reasonable study of these pictures will enable anybody to start playing Go.

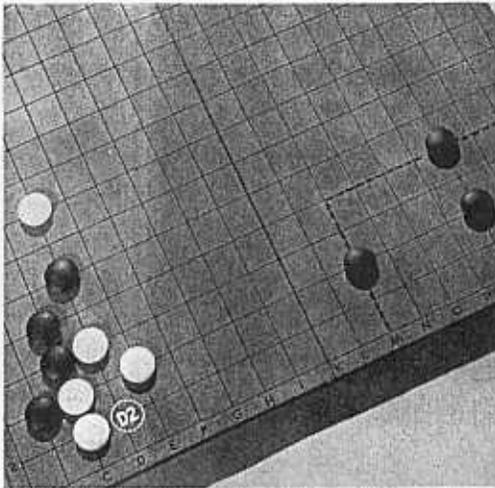
Game is played on a convex board. Stones are placed anywhere on the intersection of board. Objective is to capture enemy stones.

Suicide is allowed in K4 and O1 because D2 is taken made at le

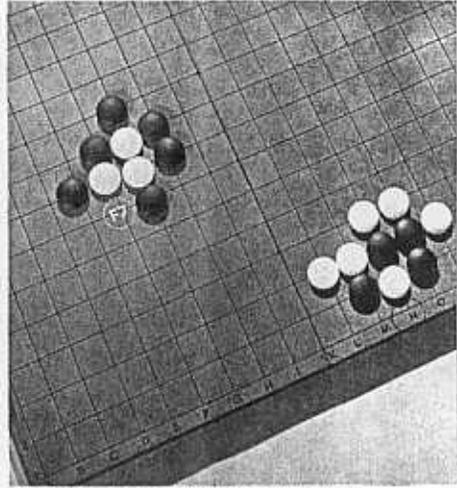
Defense is made, captured stones taken by (right) is



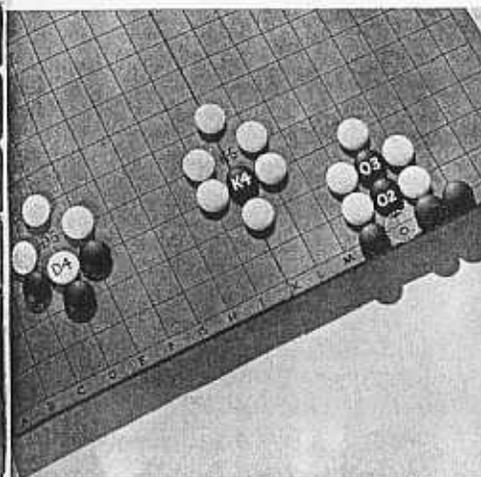
Game is played on board, ruled off each way with 19 lines. Pieces are convex on both sides, each player starting with 180 men. Play begins anywhere on empty board. Men are placed one at a time at intersection of lines, never moved except when captured and taken off board. Object is to surround and capture territory and enemy men.



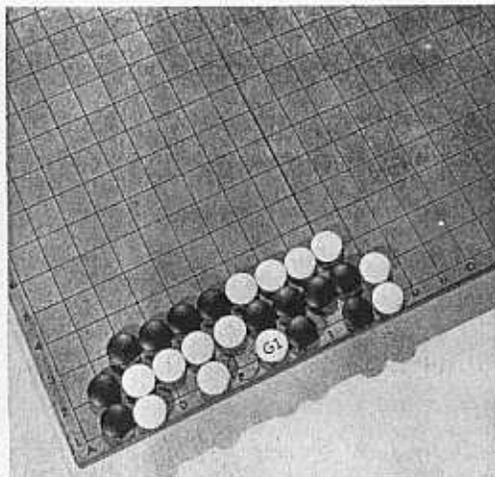
Play starts with Black going first. White next. Here men have started to stake out territory (unoccupied points) they will try to surround. Black starts operation at right in attempt to join men together along lines M and 5 to form a hollow block. By putting man on D2, White could surround and take D3 for time being.



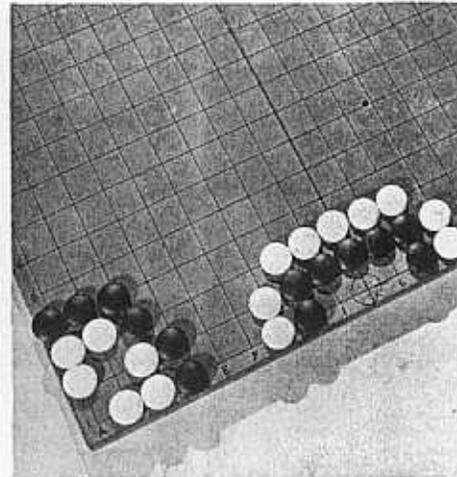
Capture is made by cutting off enemy from vacant points. Men are alive only if adjacent to vacancy by line on board. Black on N1 would take N2 by occupying only open space adjacent to N2. White F7 saves three men which Black F7 threatens.



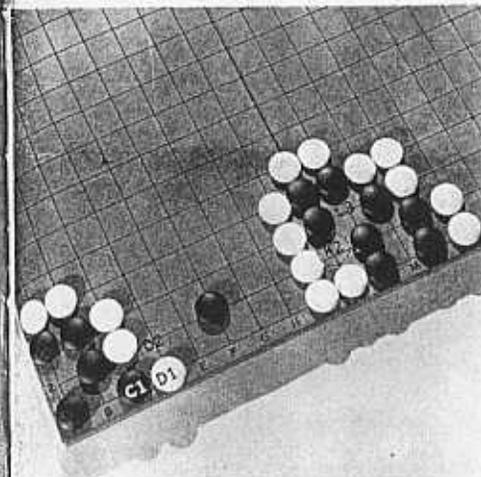
Suicide is not allowed. Black cannot move K5 because his own men on K4 and K5 would be surrounded, captured. But White can play O1 because he thereby captures Black's O2 and O3. If Black moves D5 to take D4, White can recapture on D4 but only after he has made at least one move elsewhere. This last position is called a Ko.



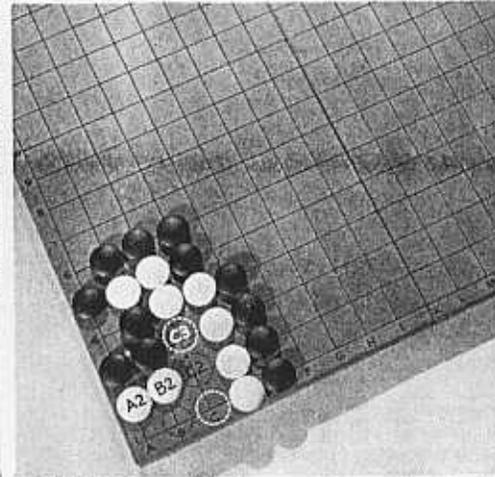
Ko can determine fate of whole group. Black on F1 could capture G1, peril six Whites who have D1 as "breathing space." (If men are linked to open space along line by comrades, they are alive.) Prevented by Ko from recapturing on G1, White must threaten elsewhere to divert Black, who otherwise will capture with D1.



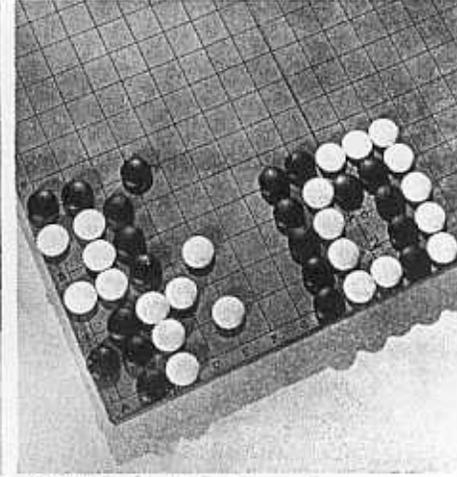
Impregnable positions are possible. At left White army seems surrounded but has two separate interior breathing spaces which Black cannot occupy without committing suicide. Hence White is safe. Black on K1 makes army there impregnable.



Defense can be accomplished by offensive move. Black C1 is threatened, cannot be defended by play on B1 because White on A2 could then take whole group. But Black D2 attacks White D1, saves situation by throwing position into Ko. Defense of other Black group (right) is made with Black on K2, safeguarding breathing space I3.



Annihilation is accomplished by preventing enemy from forming two separate breathing spaces. This annihilation of apparently safe White group is devilish: Black plays C2, White replies with C1. Black answers with B1. White captures Black's C2 with C3. Black reoccupies C2 thus capturing nine men (all except A2, B2).



Stalemates develop when both players share same breathing spaces, as above, A3, K2 and K3. If either player occupies these spaces, he is left with only one breathing space, can be captured on next move. This territory becomes no man's land.

T. MAYCHEL

GAME WARS

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THIS IS THE WAY THE GAME ENDS

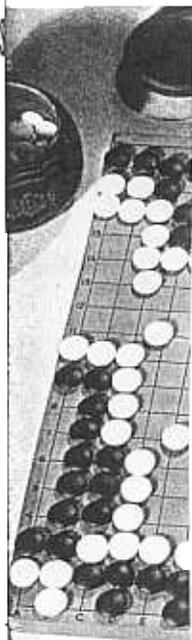
If the reader is a little dizzy from looking at Go patterns, the fundamentals of the game will be repeated here.

The object is to surround territory (unoccupied intersections) and opponents. But at the same time, the safety of the men must be insured by giving them access to open breathing spaces. These spaces are the army's life. Take them away and the army is captured. Each army must have two separate breathing spaces to survive. A man has access to a breathing space by 1) being adjacent to it on a straight line or 2) by being one in a chain of his own men which eventually is joined by a straight line to a breathing space. The score at the end of the game is counted by adding the number of surrounded points of territory (intersections) to the number of captured enemy men.

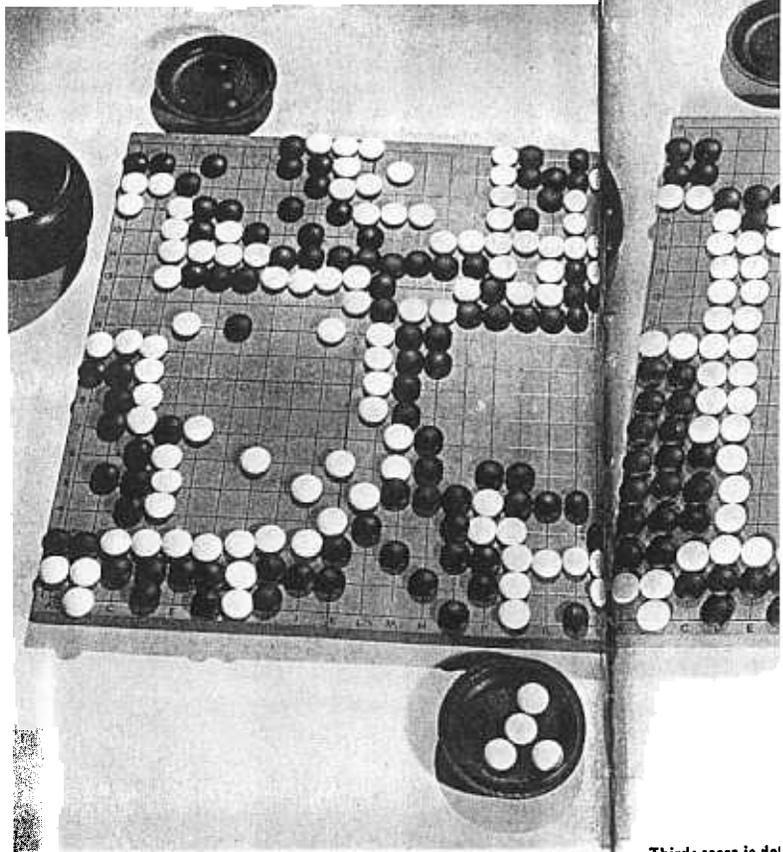
The good Go player attacks at widely separated points, threatening in half a dozen places at once. He must not attack too small a piece of territory, yet he must not try to take too much. He worries less about lines of communications than about establishing strong outposts. Once established he joins them together in big encircling moves to capture territory and enemy. Each move has two objects—to place men in chains to surround territory and, at the same time, to squeeze the opponent with pincer movements.

These pictures show the end of a Go game. The game below has ended with Black holding upper left-hand territory. White has upper right hand space in which a small Black force, though still alive, is certain to be caught and hence has given up. White group in lower right hand is sure to fall so Black takes it along with most of the right-hand territory. White has surrounded big left-center space, leaving too little room for successful Black maneuvering, so the space is White's. Black has the small uncontested territory at left edge. At bottom left a stalemate has developed. Since neither player can now make any profitable move, the game ends.

A New York firm, Richard Howell Exhibits Inc., is now producing Go games in quantity. Most books on Go are hard to get. One text is *ABC of Go*, by Walter de Havilland, father of Olivia de Havilland and Joan Fontaine. Another is *Go and GoMoku* by Edward Lasker, famous American chessmaster and author of the recent *Chess for Fun and Chess for Blood*, who finds plenty of fun and blood in Go.



Second: the board is into territory oppon



First: the game is over. Men which are certain to be captured (as Blacks in upper right) are taken prisoner, removed from board to join other prisoners kept in small traps

Third: score is delier counting. Vacar

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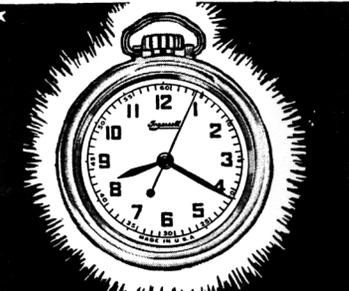


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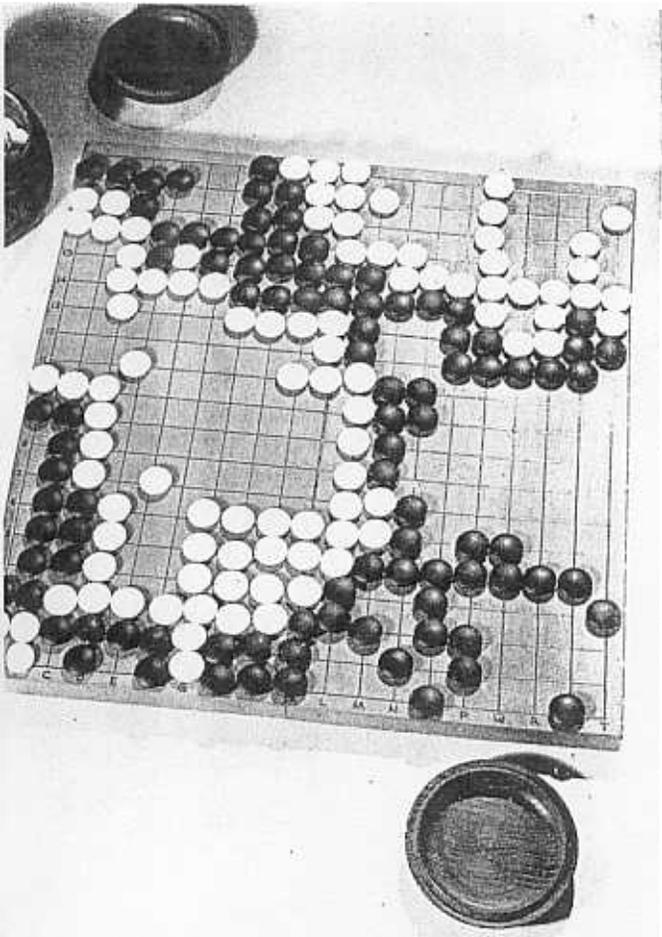
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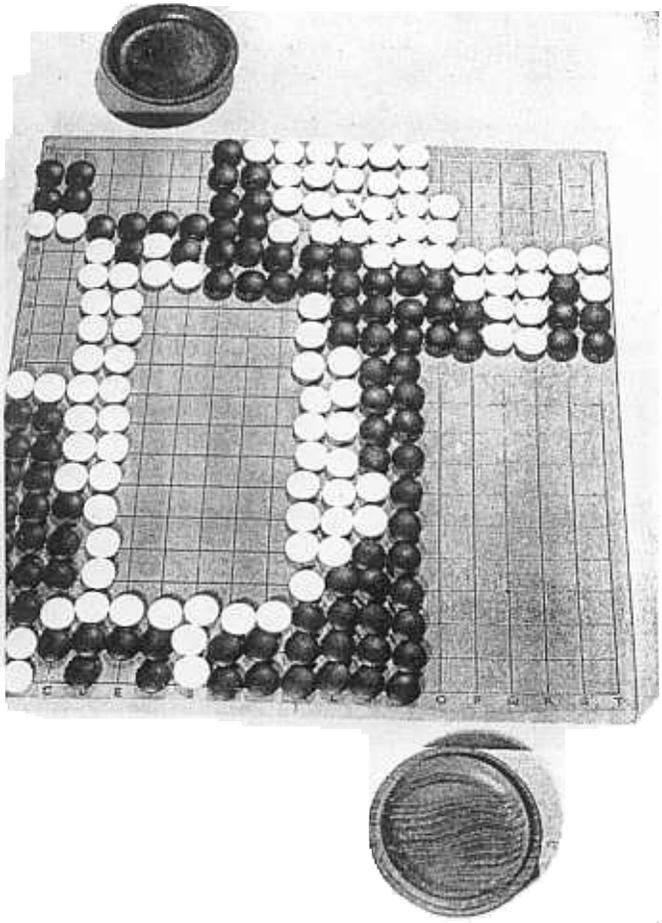
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Second: the board is filled in with prisoners. White and Black put captured pieces into territory opponent has taken, thus reduce spaces (points) that opponent scores.



Third: score is determined after pieces have been arranged in squarish units for easier counting. Vacant spaces held by each side are totaled. Score: White—82, Black—80.

CONTINUED ON NEXT PAGE

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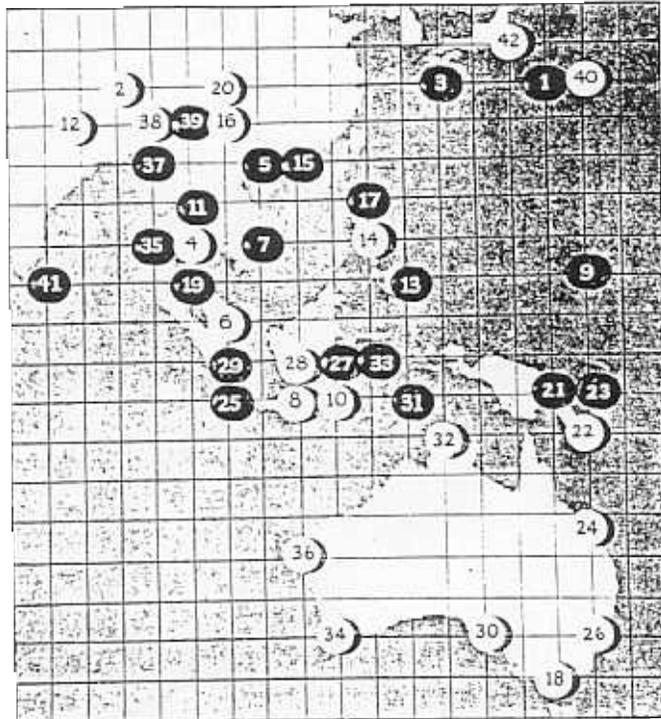
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STRATEGISTS AND SOLDIERS PLAY IT

Go is a favorite game of Japanese soldiers and a source of inspira-
tion for Japanese military strategists. It is a game of fluid moves, of
threat and counter-threat over large areas, of quick-shifting tactics.
Jap strategy in this war has been based on these same dangerous, quick-
moving methods. Like Jap war-making, Go has few hidebound rules,
adapting itself to circumstance rather than to textbook regulation.



Jap war moves follow pattern of smart Go game, as shown by game drawn on Pacific map. Jap armies (black) strike in quick succession, gain strong points, encircle enemy.



Jap soldiers carry Go games with them. When these fighters in China got a breath-
ing spell, they pulled out boards and played in midst of the rubble they had wrought.

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