# Gokyō Shumyō 碁経衆妙

Brilliancies from Go Classics

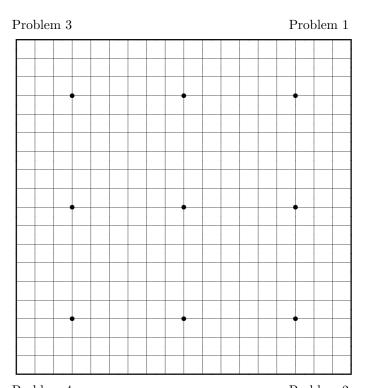
Hayashi Genbi, 林元美 1812

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# Preface

#### Problem Order

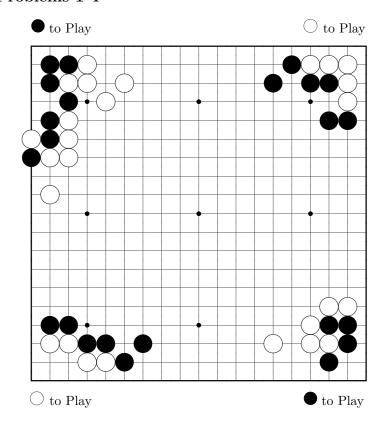


Problem 4 Problem 2

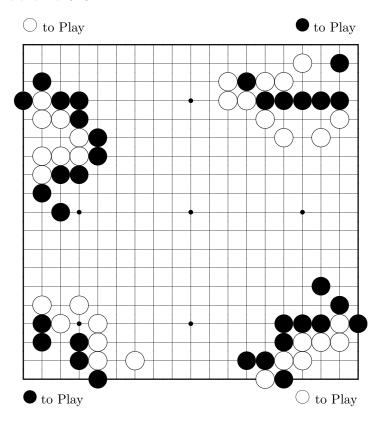
# Chapter 1

# Living - 生之部

#### Problems 1-4



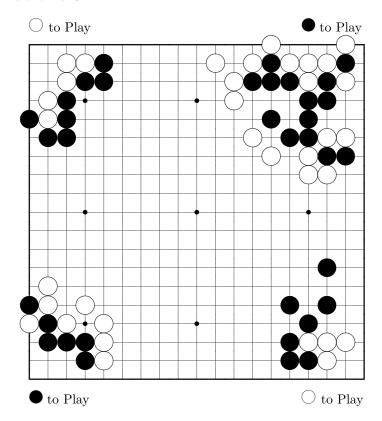
#### Problems 5-8



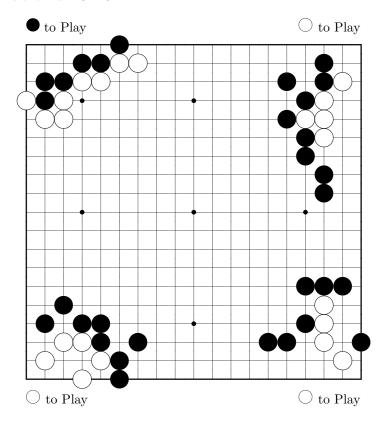
PROBLEMS 9-12

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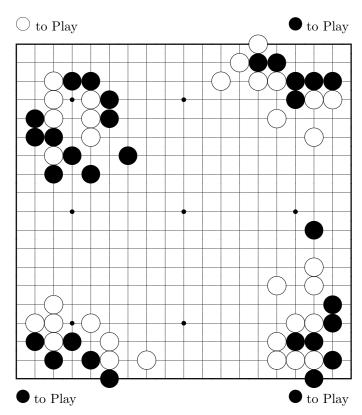
#### Problems 9-12



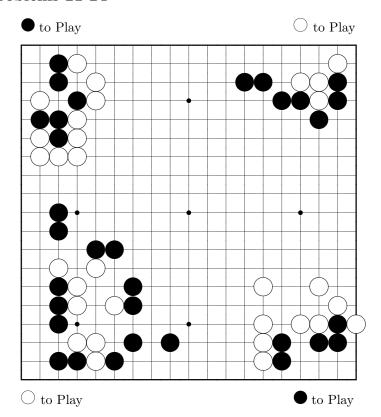
#### Problems 13-16



## Problems 17-20



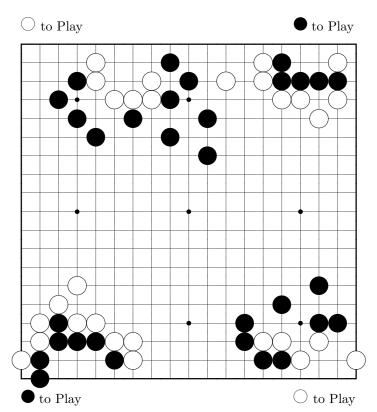
## Problems 21-24



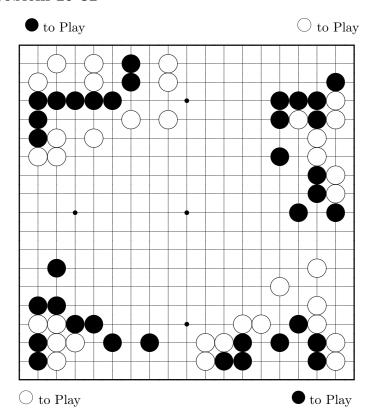
PROBLEM 25-28

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## Problem 25-28



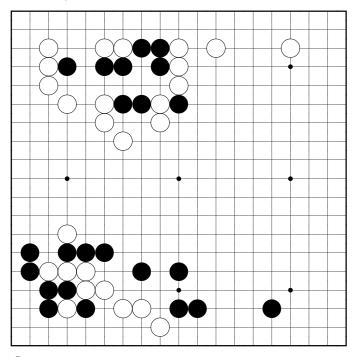
## Problem 29-32



PROBLEM 33-34 13

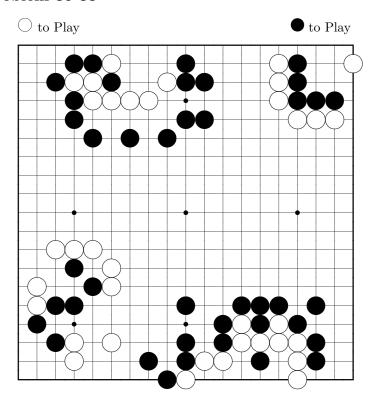
## Problem 33-34

• to Play

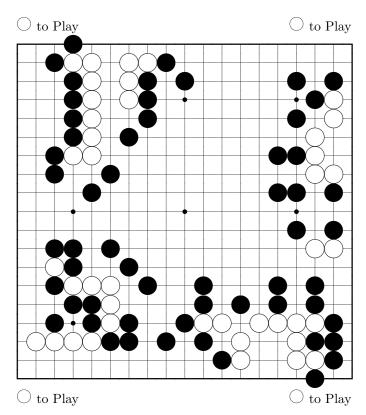


 $\bigcirc$  to Play

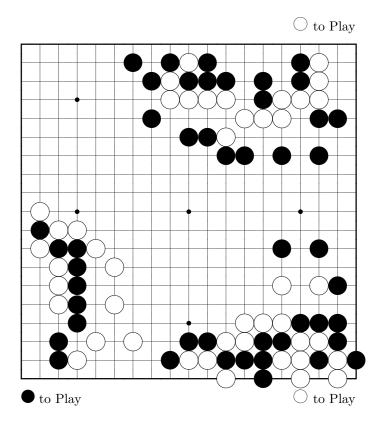
# Problem 35-38



## Problem 39-42

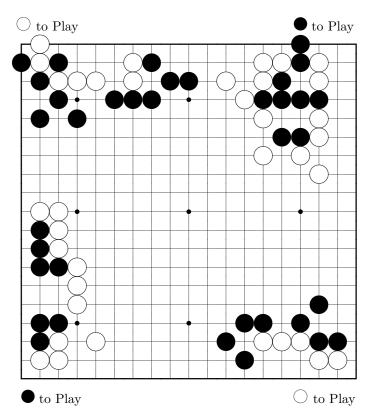


#### Problem 43-45



PROBLEM 46-49 17

## **Problem 46-49**



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"Go is not about winning because you made a good move, it is about losing because you made a bad move."

Sakata Eio 9-dan

"The tactic of the soldier, the exactness of the mathematician, the imagination of the artist, the inspiration of the poet, the calm of the philosopher, and the greatest intelligence."

Zhang Yunqi, listing qualities to excel at Go

"The greedy do not get success"

Wang Jixin, The Ten Golden Rules of Go

"At which point is it more important to study Go than to play it?"

Nie Weiping 9-dan

"Becoming one stone stronger is the supreme enjoyment."

Go Seigen 9-dan

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"Go uses the most elemental materials and concepts – line and circle, wood and stone, black and white – combining them with simple rules to generate subtle strategies and complex tactics that stagger the imagination."

Iwamoto Kaoru 9-dan

"Timidity, foolhardiness, jealousy, inconstancy, impatience.... just as in day to day life, in Go too, these emotions drive the course of encounters between players. Their relative strengths are insignificant, in comparison."

Awaji Shuzo 9-dan

"All you are is the go you play."