

The New York Go Center

Member Pre-Order Book List

(See publisher web sites for details)

list updated 1/4/07 – prices subject to change without notice; verify with vendor

KISEIDO (www.kiseido.com)

ID #	TITLE	PRICE
K50	Go –A Complete Introduction to the Game by Cho Chikun	12.00
K31	The Second Book of Go	15.00
K46	Graded Go Problems for Beginner Volume I	15.00
K47	Graded Go Problems for Beginner Volume II	15.00
K48	Graded Go Problems for Beginner Volume III	15.00
K49	Graded Go Problems for Beginner Volume IV	15.00
K36	Opening Theory Made East	15.00
K02	Basic Techniques of Go	15.00
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K17	Kage's Secret Chronicles of Handicap Go	15.00
K11	Elementary Go Series Vol I: In the Beginning	15.00
K12	Elementary Go Series Vol II: 38 Basic Joseki	15.00
K13	Elementary Go Series Vol III: Tesuji	15.00
K14	Elementary Go Series Vol IV: Life and Death	15.00
K15	Elementary Go Series Vol V: Attack and Defense	15.00
K16	Elementary Go Series Vol VI: The Endgame	15.00
K71	Mastering the Basics Volume I: 501 Opening Problems	15.00
K72	Mastering the Basics Volume II: 1001 life and Death problems	18.00
K73	Mastering the Basics Volume III: Making Good Shape	18.00
K74	Mastering the Basics Volume IV: 501 Tesuji Problems	15.00
K75	Mastering the Basics Volume V: Basic of Strategy	18.00
K51	Get Strong at Go Volume I: The Opening	18.00
K52	Get Strong at Go Volume II: Joseki I	15.00
K53	Get Strong at Go Volume III: Joseki II	15.00
K54	Get Strong at Go Volume IV: Joseki I	15.00
K55	Get Strong at Go Volume V: Invading	15.00
K56	Get Strong at Go Volume VI: Tesuji	15.00
K57	Get Strong at Go Volume VII: The Endgame	15.00
K58	Get Strong at Go Volume VIII: Life and Death	15.00
K59	Get Strong at Go Volume IX: Handicap Go	15.00
K60	Get Strong at Go Volume X: Attacking	15.00
K69	Cosmic Go: A Guide to Four Stone handicap Games	15.00
K26	The Direction of Play	15.00
K29	Reducing Territorial Frameworks	15.00
K33	The Chinese Opening	15.00
K45	Positional Judgment	15.00
K21	Dictionary of Basic Joseki Volume I	20.00
K22	Dictionary of Basic Joseki Volume I	20.00
K23	Dictionary of Basic Joseki Volume I	20.00

K81	Dictionary of Modern Fuseki: The Korean Sytle	30.00
K01	Invincible: The Games of Shusaku (soft cover)	40.00
K01H	Invincible: The Games of Shusaku (hard cover)	75.00
K07	The 1971 Honinbo Tournament	15.00
K70	The World of Chinese Go	18.00
PP01	Tournament Go 1992	25.00
K40	The Go Player's Almanac 2001	30.00

Slate and Shell (slateandshell.com)

SS01	200 Endgame Problems: Winning Tactics	18.00
SS02	200 Tesuji Problems	18.00
SS03	400 Years of Go in Japan	25.00
SS04	4-4 Point Joseki: A Brief Introduction	6.00
SS05	ABC's of Attack and Defense	22.00
SS06	All About Joseki	15.00
SS07	The Best Play: In-Depth Game Analyses	11.00
SS08	Come Up to Shodan	10.00
SS09	Contemporary Go Terms	40.00
SS10	Counting Liberties and Winning Capturing Races	22.00
SS11	Cross Cut Workshop	13.00
SS12	Dictionary of Basic Tesuji Volume 1: Tesuji for Attacking	25.00
SS13	Dictionary of Basic Tesuji, Volume 2: Tesuji for Defending	25.00
SS14	Dictionary of Basic Tesuji, Volume 3:	25.00
SS15	The Fundamental Principles of Go by Yi-lun Yang	25.00
SS16	Go as Communication: The Educational and Therapeutic Value of the Game of	12.00
SS17	Go Proverbs by David Mitchell	12.00
SS18	Go Problems for Kyu Level Players Volume 1: Life and Death	6.00
SS19	Go Problems for Kyu Level Players Volume 2: Uplifting Exercises	6.00
SS20	Go Problems for Kyu Level Players Volume 3: Whole Board Opening Problems	6.00
SS21	Go Problems for Kyu Level Players Volume 4: Whole-Board Problems	6.00
SS22	Go Problems for Kyu Level Players Volume 5: Tesuji Challenges	6.00
Ss23	Go Problems for Kyu Level Players Volume 6: Tactical Problems	6.00
SS24	How to Play Handicap Go	18.00
SS25	Improve Your Intuition 1: Intuition in the Opening	7.00
SS26	Improve Your Intuition 2: Intuition in the Middle Game -- Attack and Defense	7.00
SS27	Improve Your Intuition 3: Intuition in the Middle Game -- How to Reduce a Moyo	7.00
SS29	Keshi and Uchikomi: A Study of Reduction and Invasion in Go	24.00
SS31	Learning from the Masters: Kyu Level Commentaries on Professional Games	6.00
SS32	Let's Play Go! A Simple Introduction to the Game of Go	10.00
SS33	Life and Death: Intermediate Level Problems	14.00
SS34	Liping Huang's Problem Series, Volume 1	10.00
SS35	Masterpieces of Handicap Go Volume 1, Second Edition	18.00
SS36	Masterpieces of Handicap Go Volume 2	18.00
SS37	Mastering the Basics of Go	18.00
SS38	Monkey Jump Workshop	18.00
SS39	Punishing and Correcting Joseki Mistakes	15.00
SS40	Reflections on the Game of Go: The Empty Board 1994 – 2004	15.00
SS43	The Treasure Chest Enigma, Second Edition	25.00
SS44	Understanding How to Play Go	22.00

SS46	A Way of Play for the 21st Century	25.00
SS47	Whole Board Thinking in Joseki Volume One: 3-4 point, low kakari	26.00
SS48	Whole Board Thinking in Joseki Volume Two: 3-4 point, high kakari & far kakaris	26.00
SS49	Yi-lun Yang's Workshop Lectures Volume I	14.00
SS50	Yi-lun Yang's Workshop Lectures Volume II	15.00
SS51	Yilun Yang's Go Puzzles, Volume 1: Life and Death by the Numbers	14.00
SS52	Yilun Yang's Volume 2: Life and Death in Chinese Characters	14.00

Samarkand (samarkand.net)

S1	Learn to Play Go Volume I: A Master's Guide	17.95
S2	Learn to Play Go Volume II: The Way of the Moving Horse	14.95
S3	Learn to Play Go Volume III: The Dragon Style	14.95
S4	Learn to Play Go Volume IV: Battle Strategies	14.95
S5	Learn to Play Go Volume V: The Palace of memory	17.95
S6	First Kyu	12.95

Yutopian (www.yutopian.com)

PAY03	Nie Weiping on Go	20.00
PAY04	Fighting Ko	11.45
PAY05	100 Challenging Problems	20.00
PAY07	Utilizing Outward Influence	17.50
PAY08	The 36 Stratagems Applied to Go	20.00
PAY09	Art of Connecting Stones	17.50
PAY25	Art of Capturing Stones	17.50
PAY10	Dramatic Moments on the Go Board	14.90
PAY11	Master Go in Ten Days	17.50
PAY12	Golden Opportunities	20.65
PAY13	Pro-Pro Handicap Go	19.00
PAY16	Igo Hatsuyo-ron	17.50
PAY17	Beauty and the Beast	17.50
PAY18	Rescue and Capture by Yi-lun Yang	13.75
PAY29	Tricks in Joseki by Yang Yilun	13.75
PAY19	Power Builders Volume 1	17.50
PAY35	Power Builders Volume 2	17.50
PAY20	Cho Hun-Hyeon Lectures on Go Techniques	17.50
PAY21	Go Seigen's Winning a Won Game	17.50
PAY22	Essential Joseki by Naiwei Rui 9dan	17.50
PAY24	Strategic Fundamentals of Go	17.50
PAY25	Art of Capturing Stones	17.50
PAY26	Lee Changho's Novel Plays/Shapes	17.50
PAY27	Galactic Go	17.50
PAY32	Galactic Go - Volume 2	17.00
PAY31	Go for Kids	17.50
PAY34	A Scientific Introduction to Go by Yang Yu-Chia	22.00
PAY37	Step Up to a Higher Level by Abe Yoshiteru 9 dan	16.00
PAY38	Dictionary of Basic Fuseki Volume 1 by Rin Kaiho	17.50
PAY40	Dictionary of Basic Fuseki Volume 2 by Rin Kaiho	17.50
PAY39	Whole Board Living Tesujis by Sangit Chatterjee & Yang Hui ren ..	17.50
PAY41	Weiqi in Culture v. 1 by Wu SongSheng 9 dan	14.00

PAY43 A Journey in Search of The Origins of Go	20.00
PAY42 New Go Proverbs Illustrated by Milton Bradley	17.50
PAY44 Cho Hun-Hyun's Lectures - Opening Volume 1	17.50
PAH01 Vital Points and Skillful Finesse for Sabaki	20.00
PAI05 Modern Joseki and Fuseki Volume 2	22.00
PAY23 Nihon Kiin Handbook of Proverbs	17.50
PAY28 Nihon Kiin Handbook of Fuseki	19.50
PAY30 Nihon Kiin Handbook of Star Point Joseki	17.50
PAY33 Nihon Kiin Handbook of Handicap Go	17.50
PAY36 Nihon Kiin Handbook of Even Game Joseki	17.50
PKB02 Korean Style of Baduk	24.00
PKB03 Jungsuk in Our Time	22.00
PKB05 Speed Baduk 1	16.00
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PKB09 Speed Baduk 3	16.00
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PKB11 Contemporary Go Terms	28.00
PKB15 Train Like a Pro v. 1	16.00
PKB17 Train Like a Pro v. 2	16.00
PKB13 Train Like a Pro Answer Book for v. 1 & 2	4.00
PKB19 Train Like a Pro - Haengma	16.00