



## GOES WHERE NO GO BOOK HAS GONE BEFORE

“EZ-GO - Oriental Strategy in a Nutshell” by Bruce & Sue is a 280 page book packed with illustrative diagrams to aid your understanding of the fully unfurled and unexpurgated Wilcox Theory of Go. Aimed for all kyu players and low dan players. To order send a check or money order payable to us to: Bruce & Sue Wilcox 860 Halekauwila St #2906, Honolulu, HI 968113 USA (or order it from Amazon.com or Amazon.co.uk for \$35). If sending pounds Sterling, make the check payable to Sue Wilcox only.

Book Price is \$25 or 18 pounds sterling + shipping (cash or check, no plastic)

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As one of our readers wrote: *“You are one of the few Go writers ever to explain the game in terms of very basic principles. I can now read other books and understand them, rather than memorizing them.”*

WS- Bellevue, WA

Although this work builds on the theories first published as ‘Instant Go’ it is a completely new publication and includes concepts never before aired at Wilcox lectures or in print. The metaphorical style of explanation has grown out of the more memorable aspects of the Wilcox Go lectures and is now a unique approach to teaching Go.

Inside the book you will find:

**Metaphorical Go:** Explores metaphors for war, business, and Go, including the Go board as Brownie. Covers the first half of the rules of Go and an overview of the game phases: opening game, middle game, and end game.

**The Dinosaur's Hind Brain:** Completes the rules and describes the primitive formations of strings, links, territories and groups and their associated reflexes.

**The Wolf Pack:** Explores the dangerous dynamics of hunting strings, from enclosure and liberty filling through to ladders and capturing races.

**Call of the Wild:** Alerts you to the dangers of enclosure and shows how sector lines are an early warning system for groups and define potential territories.

**Danger Radiation Area:** Examines the dangerous influence of stones on nearby intersections and the use of walls for territory or attack.

**4,3,2,1, Contact:** Teaches finding one's balance, advantage and purpose while next to enemy stones.

**Yin & Yang:** Describes the dynamics between strategy and tactics and provides some meta-rules about both.

**A Question of Balance:** Compares American and Oriental traditions of fighting and competition. Considers balance and consistency, looking at styles. Uses 'The Great Wall' opening as an example of how to disconcert established players with the psycho style.

**Winds of Change:** Considers the need for anticipation when riding an elemental force.

**Sacrificial Lamb:** Tells when to abandon stones and shows how different Go board entities can be traded away for greater value.

**Flight and Fight:** Extols the virtues of running and explains its interdependence with counter-attack.

**The Great Escape:** Provides a no-lookahead formula for trying to break out of containment.

**Darwinian Evolution:** Lays out fundamental shapes and how to evolve them. Covers the basics of survival with two eyes.

**Buy Wholesale, Sell Retail:** Reveals a simple secret for better strategic play by showing you when not to attack or defend.

**Rampant Machiavellism:** Educates you in the sophisticated pleasures of attacking enemy groups without trying to kill them.

**The Dark Side:** Explains the Magical techniques for finishing off enemy groups.

**Fools Rush In:** Addresses the attack and defense of large potential territories, including light reductions, and invasions.

**Quibbling:** Discusses the final moves of the game and how to adroitly shift the balance of territory in your favor.

**Go Sharping:** Treats the subjects of board assessment, local expectation, and exploiting your opponent's human weaknesses.

**Variations on a Theme:** Uncovers merits in games closely related to normal Go.

**The Road Less Traveled:** Catalogs the rare and not-so-rare Go board phenomena of ko and seki.

**Who was that Masked Man?** Glamorizes the histories of the authors.

**Where was that bit about... ?** Indexes concepts

**What does that mean?** Describes some Go jargon.

**Want More?** Good methods for tracking us down or joining our mailing list.

+ parenthetical pages on computer go, internet go, go & philosophy, kid's go, go & business, a go song ...

So, if you want to experience the most radical book ever written about Go, improve your perceptions about what is really happening on the board, and increase your strength — get ordering.

Bruce & Sue Wilcox