GOH
OR
WEI CHI

Handbook of G O H
or WEI CHI.

The Great Military and Stragetic Game of Eastern Asia.

Adapted for European Players.

Historical Notes and Appendix.

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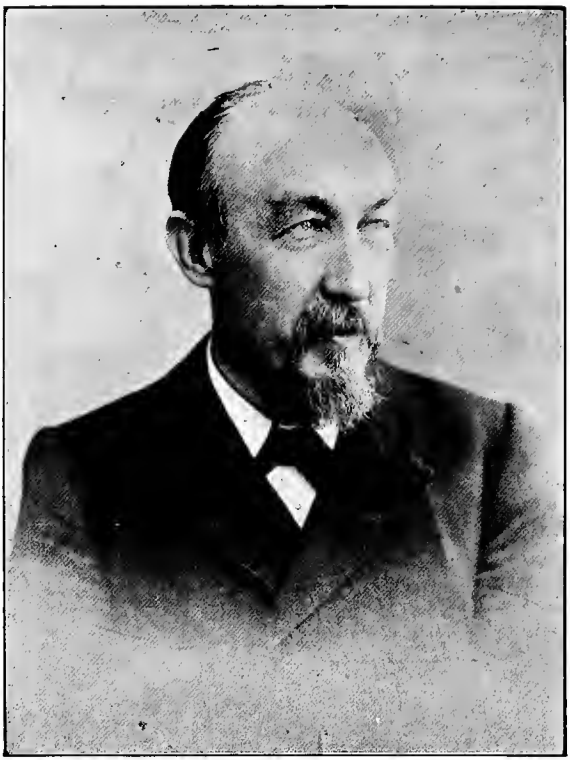

GOH

OR

WEI CHI.

A HANDBOOK OF THE GAME

AND

FULL INSTRUCTIONS FOR PLAY,

BY

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Lecturer to the Japan Society (London), Hastings Chess Club, Tunbridge Wells Chess Congress 1911, etc.,
Editor of The Hastings Tournament Book 1895.
Author of "Sociable Chess," etc.

INTRODUCTION & CRITICAL NOTES

BY

PROF. T. KOMATSUBARA,
of Japan and London.

DIAGRAMS AND PLATES (25), ILLUSTRATIVE GAMES (12), WITH NOTES JAPANESE AND ENGLISH, MANY POSITIONS AND PROBLEMS DISCUSSED.

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TO

WILSON CREWDSON, Esq, J.P., M.A.,

CHAIRMAN OF THE COUNCIL

THE JAPAN SOCIETY, LONDON,

The Author Respectfully Dedicates this Book.

PREFACE.

It scarcely needs an apology to have brought out a handbook on such a subject as the present, especially as nothing of the kind existed, available in this country. The game has only to be generally tried to become universally popular, and it gets fascinating to a degree to all who study it. It perhaps never will take the place of our evergreen chess with its infinite variety, but it should at least make a very worthy companion.

I can claim some acquaintance with chess and draughts, but have also played this game with considerable pleasure for over thirty years, and my information is from both Chinese and Japanese sources.

The game is treated stragetically, and in this respect in three degrees. The first part "How to play," is elementary, treated so as to leave no lurking doubt in the minds of beginners. the second part "Tactics" is more advanced, and the most advanced considerations come on later. A special marking of the board has been adopted and the rules have been drawn out with the greatest care and consideration for the Western mind. The new marking of the board should help to acclimatise the game by enabling it to be played on a smaller scale by those inclined. In fact it can be played on so small a scale as an ordinary draughts board with ordinary draughts men, and should appeal very strongly to draughts players generally. The game is quite simple in its preliminaries, and soon gets away from mere book knowledge, and a draw is extremely rare. Careful

attention has been given to the discussion and explanation of local positions designed to illustrate special points, avoiding in these cases the grand combinations, which to a beginner appear more like grand confusion.

The book is intended for the student, but I hope that all but the champions may find something interesting, and perhaps the originality of the treatment may interest them too, even if the Historical notes and the Appendix do not.

I would remind my critics also that I am trying to give a successful example of the art of the teacher. I want my readers to learn the game and with this intent, the principles have been generalized as far as possible to be helpful, rather than discuss a few *special* positions which may never occur.

The language has been made English and where it seemed desirable there has been no hesitation in supplying appropriate terms. Great care has been taken too in finding the best logical arrangement and in checking the positions and games. Criticisms and suggestions are freely invited.

I have the honour of offering my best thanks to Mr. Wilson Crewdson J.P., M.A. for doing so much to popularise the game and for allowing me to copy for the purpose of this work his valuable sword guard with its two Goh players, also to Professor Komatsubara for his appreciative introduction with the notes on the Japanese practice of the present day, nor must I forget Professor Joly's kindness.

H.F.C.

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PLATES.

DIAGRAMS.

INTRODUCTION.

BY

PROF. T. KOMATSUBARA,

(OF LONDON AND JAPAN),

WITH NOTES ON MODERN CUSTOM, ETC.

It is gratifying to hear that an English handbook is being prepared on the great tactical game of Eastern Asia. The venture will carry with it the good wishes of the Japanese people, who will hope to see it followed by a general adoption of this instructive and fascinating pursuit.

In our country it is treated as of the greatest importance and plays a considerable part in the mental training of the people. It is played by the comparatively educated middle and upper classes; especially it is a favourite game of persons who retire from active busy life.

Handicap is freely adopted and accepted to give equal chances and greater interest to the two players and the stronger player always gives at least the first move. But if the difference of strength is pretty great, the weaker player stations two to nine black men, according to the degree of inequality, on certain marked points before they commence the game. In that case White starts instead of Black.

The game is often compared with military manœvures and its principles are thought to be similar. Necessarily there are many differences in detail, but the detached battles at first apparently distinct, then spreading their influence more and more till they become one general whole; com-

pelling attention from the very beginning, to the ultimate effect of one on the other, reminds one very much of what must be in the mind of the General on the genuine battle field.

Good players are always giving heed to the general situation of both sides on the whole board, while bad players are very busy in one corner only. We must make a point of securing as great an enclosure as possible. It is also of great importance that we strengthen our own men on the one hand while we strive to make an attack on the weak points of the opponent on the other. As will be seen, the four corners are the strongest and most important places, so that if a player starts from the middle of the board it is a great disadvantage for him. The most common misconception for beginners is the idea that the occupation of the middle part will surely lead to victory. At first sight it seems to be a big field worthy of contending for (and certainly it is in some cases), but in reality the important dominion to be conquered lies in the corners and sides of the board.

As in a real battle, the connection of the moving men must be complete in order to effect a safe capture of the opponent's camp. Of course every line of moving men must have a safe base; otherwise it is sure to be taken prisoner. The safest way of establishing the connection between the moving men is what is called "bamboo knot moving." Suppose there are already men on d4 and d5, we move to f4 with one point between these two men. However much the opponent strives to break the connection he cannot do it. Again there are moves called "Knight move" and great Knight move." If there is a man on d4, f3 or f5 would be a knight move, two paces in advance

and one sideways. like a knight in the English game of Chess, whilst g3 or g5 would be a great knight move, with three paces in the advance. Sometimes in our anxiety to extend as quickly as possible, we move to the third or fourth point on the same line as to g4 or h4, when the support of other groups render it permissible.

In the beginning of the game, when we are busy in occupying the camps—I mean the establishment of the bases for action—these moves are often adopted and prove very effective. By studying the game of experts it will be found that they are almost invariably opened by taking possession of the corners, a little skirmish soon arises in one of them, but does not long remain confined to that quarter. Here are some specimens of the Japanese style played quite recently in Japan by very strong players with a translation of the criticisms by a champion on two of the games.

The game resulted in a win on Black's side by 5 points in the one case, while in the other it was stopped before the finish for there was no hope for Black. It was clear that White would win by more than 17 points.

We score by enclosed unoccupied points only, without counting the men played. We stop when there is no point left to be gained by either side. Otherwise both players must go on alternately; neither side is at liberty to omit his move while the opponent is going on. As strong players can forsee the final result—even the exact score—long before the finish, they stop much earlier than moderate players would do.

At the finish there may be some points or "me" left unoccupied on either side. These points are called "da me" which means "me" of no good. As these do not affect the score at all they can be filled by both sides

irrespective of their turns, simply for the sake of making the counting easier and *we* never deduct points for isolated camps.

Before counting up the "me" at the finish, the opponents fill the enclosures of each other's dominions with the prisoners. If there are some spaces left on both sides, then the difference in the numbers of "me" is the score of the game. For example, if the "me" of the White are 30 and those of the Black only 5, the score is 25 on the White's side. If again either side of the opponents fills up the other's enclosures with the prisoners taken and still has some more left, then the number of those left in his hand must be added to the number of points in the enclosures he occupied. For example, if White fills up the enclosures of the Black and still has seven more prisoners left in his hand, while the Black cannot fill up the White's enclosures, say leaving 20 points, then the score is 27 on the White's side.

The recognised form of the board itself is slightly oblong, 1 shaku 4 sun in length, 1 shaku 3 sun 8 bu in width. and 6 sun in thickness and they vary very slightly (1 foot = 1·0058 shaku ; 1 sun = $\frac{1}{10}$ shaku ; 1 bu = $\frac{1}{10}$ sun.) It is often made of the wood of icho (gingko biloba) or of the kaya (torreya nucifera).

The spaces between the lines are squares or slightly oblong and now there is no sentiment about the colour of the men. Fancy patterns are met with, such as small thin folding boards for travelling purposes and musical metal boards. Some of the noble families have even gold and silver men in place of the ordinary black and white ones.

ELEMENTARY AND DESCRIPTIVE SECTION.

GOH.

DESCRIPTIVE.

This brief title, short as it is, stands for a great deal. It is an English equivalent for the Japanese name of their great national game which nobly takes its place in the economy of that Oriental people as their Royal game, like chess does with us.

It has a truly aristocratic lineage, dating back some forty-two centuries, and like most of the ancient accomplishments is of Chinese origin, the invention, we are told, of one of their Emperors. About our Saxon times it filtered through into Japan and has become firmly implanted there and somewhat modified, being eminently suited to the thoughtful temperament of our friends. It has hitherto been little known in this country, though the author has played it for many years with a great deal of pleasure. The Hastings Chess Club was honoured by a demonstration on January 6th, 1911, by two Japanese experts through the good offiices of its president, Mr. Wilson Crewdson, J.P.

Besides its patriachal origin, it is a game of enthralling interest, destined to become more popular in this country for its own sake, in addition to the interest it must awaken as the intellectual practising ground of our brilliant allies.

Its rules are simple enough and can be easily understood and learnt ; any child can play it after a style, getting plenty of amusement out of it from the first, so that the

learner can start his practical play at a very early stage of his studies and leave the more subtle strategies for a later stage in his training. This is a quality of the game which will commend itself to all, and should be an effective factor when realised, in making it universally popular.

A very considerable influence in its sluggish introduction into Europe is the current exaggerated idea of the difficulties of the game, partly no doubt owing to its being compared with the Eastern form of chess which is very different to our game ; a form very complicated in its own way from the enrolment of prisoners, though falling far short of ours in the limited scope of the pieces. But it is in the complications and finesse introduced by the skilled player that the brain wracking thought-mazes of Goh arise, producing positions and cosiderations of most absorbing interest to those that way inclined.

It has been described as the most complicated board game known to civilised man. Its votaries claim that it is even more difficult than our chess to play well and that it admits of greater intricacies ; but as in all mental games it is largely whatever the players like to make it, simple or complicated according to the nature of the effort made and the attention given, or to the temperament of the player. Those who play such games lightly, find them simple if the preliminaries are simple, as in this case, and do not put more into them than is tasteful ; those who give more profound thought find in them all they desire. When once the learner is past the preliminary stage and begins to see a little into the tactical points of the game, he gets his pleasure out of it, pleasure suitable to his point of view. As he becomes more expert, rendering the shallower strategies obvious or insipid, he dips into the deeper recesses, sipping stronger nectar and profounder joys.

In the East proficiency in Goh is one of the best recommendations to high places. It is considered as good an indication of mental ability as a successful examination in our subjects of standard knowledge does with us. In fact classes are held to teach it and diplomas of advancement were till within the last few years, awarded in Japan, the people being ranged into nine classes or grades, according to the degree of their expertness. It is a great favourite in military spheres and is associated with all official life. A certain standard of excellence in the game was in ancient times almost essential to officials of every description, especially in China, and it still takes a high place.

In its original form, with the imagination characteristic of the Eastern nations, it was supposed to represent a contest between darkness and light, figuratively describing a struggle of a kind that is always going on in this world, not only on the physical earth, where night, symbolised by the black men, is overcome and dissipated by the day, whilst the night is always starting again to commence another tussle, but a struggle that is continuously going on more or less in every sphere.

The symbolic markings on the native boards show that day and night formed the primary idea, for the chief points of vantage on the field of battle, are not left to knowledge or memory, but are indicated on the board and given geographical or astronomical names. In the modern forms especially in Japan, these markings become mere landmarks, and the special names are practically lost sight of.

Goh differs from chess and draughts in some characteristic particulars. Not only is it, as we shall find, played on the intersections of the lines instead of in the squares, but the men are not shifted about, prisoners are taken for

subsequent use and above all we do not come to the board to find a camp already formed for us with a supply of men that cannot be reinforced. At the start, the board is a clear field; we have to form our own camps, attacking and defending the while. The army is continually augmenting and the fight ceases when there is no more territory to fight about. Prisoners are then returned and the reckoning made.

A careful study of the game will well repay the time and attention given to it, and the board and men may be bought or are easily made, so we will now proceed with :—

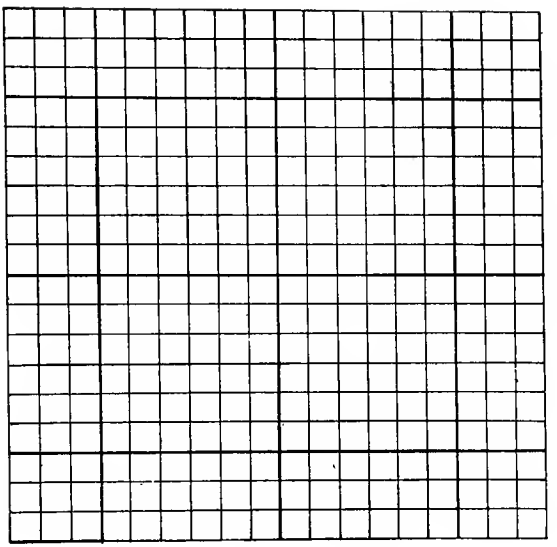
HOW TO PLAY.

THE BOARD.

Goh is played in this country on a board of the ordinary type, or with a special ruling, like our chess or draughts board, except that it is ruled into eighteen (or ten) squares each way, which were slightly oblong in the Eastern board, to give a fanciful significance to one direction, though their notation, to be given presently, carefully avoids any distinction. *(See diagram 1.)*

The two necessary perpendicular sets of parallel straight lines which form the squares, of course intersect at 19 multiplied by 19, that is 361 places (or 121). These intersections are technically called "me," or rather that is the usual English way of representing the Japanese word, it is pronounced something between a final syllable in German and an acute accented French "e." There is no suitable translation of the word "me" and the use of the imitation of the original, causes difficulties with the plural, so the author suggests "mee," plural "mees," as an English equivalent, and this will be used as an English word throughout this little handbook.

Diagram 1.



English form of the Goh Board.

The Eastern forms have no thickened lines, but variously placed dots, mainly on the points where the thickened lines intersect. See diagram 8 where the Japanese dots are given.

The quarter board has only ten squares each way.

It is more in accordance with Western sentiment to play on the squares, and there is no real reason why this should not be done if preferred. The ideas of direction that belong to the lines then become, along the rank and along the file, and the mee then becomes the square. The board also would have to be a little larger to yield the 19 (or 11) squares each way. In the East the larger board is almost invariably used, but there is also this smaller board used in China, known as a quarter board (with its 11 lines each way) which still allows of interesting play, and is preferable for beginners, whether they ever aspire to the larger fields or not. The special ruling that we have adopted enables what we call a "limited game" to be played on the centre twelve square board, ignoring the other three lines.

THE MEN AND THE MOVES.

The men are black and white or dark and light, but there is no distinction of rank amongst them, though those of the Eastern people often differ in size and shape amongst themselves, nor is there any idea of promotion of any kind. There is no real reason why green and yellow or any other colour should not be used by us, the more practical if less sentimental people, though it loses the old poetic idea of day and night, not that our friends now make any objection on the question of colour. One hundred and eighty men of each colour are supposed to make a full set, but about 150 will be found ample for the large board and 60 for the small one; beginners require more men than experts (they take more prisoners and fill up the board more).

The men are played onto the mees, not into the squares, alternately, the dark colour commencing (unless, of course, a board is being used for playing on the squares). *(See*

diagrams.) If in a one-sided game one colour should run short, it will be found that many men may be spared from a secure district, which is then marked off as won, that is to say, not liable to assault by the adversary, or prisoners may be exchanged in equal numbers.

When once a man is placed he never moves, though under certain circumstances he may be removed from the board by the adversary, such as when he has an adverse man on each of the four adjacent mees, but this will be given more in detail presently. A man never plays from one mee to another, and if he is taken off the board he goes into the box or ranks as a prisoner to be returned at a price into his camp at the end of the war, or to count in the score.

A placed man, as long as he can stop where he was put, takes possession of that mee for his side and the object is to capture as many of the mees as possible, placing one's own men and removing the adversary's as we shall find, by making prisoners and enclosing small districts into which it would be useless for the adversary to play. A man may be played on to any of the mees whether it is enclosed or not, the only restriction being that a position must not be exactly repeated, as would otherwise sometimes be possible, by playing a man on to a mee from which a man has just been removed by the adversary and at the same time picking up the adversary's man which he has just played. If this were allowed, a game might be drawn by repetition of move and position, or the player with the weaker position might force his more fortunate adversary to abandon some of his advantage to avoid the draw which would be threatened. This restriction may sound rather difficult, if so, ignore it till you come across it—no difficulty in recognising it then. Such a position is called a see-saw.

TAKING THE MEN.

Although the men never move, they are supposed to be able to, as it were, and every man must have an unoccupied mee next to it or be able to reach one by travelling in imagination along the line of its friends. The development of the camps by extending the lines is looked upon as a movement of the men and they must be free to thus develop.

To put it differently a man must be able to reach in imagination an unoccupied mee by travelling along the lines of the board without stepping on to or jumping over one of the adverse men. Men or a group of men so placed that they cannot do so, may be said to be arrested. If you are playing on squares the imaginary journeys are in the same directions, never oblique.

This is a great point of the game and one which gives rise to most intricate manœvuring; the preservation of and the blocking up of the unoccupied spaces so necessary to life, and keeping open the communication with the outposts. For whenever either of the players having placed his man, or before doing so, in his turn to play can shew that any adverse man or group of men are without open spaces in their midst and are wholly surrounded by his men, with or without the assistance of the edge of the board, that is that they are placed in a position of arrest, he picks up these men and retains them as prisoners as a part of his move, leaving the mees unoccupied. The unoccupied mees are immediately available and may be played onto by either colour, exactly as though they had never been occupied.

In *Diagram 2* we find certain groups of black men all arrested by white men. They would be immediately picked up by White. It should be carefully noted that in no case in this diagram could a black man reach the open air without crossing the enemy's lines.

Diagrams 2 to 5.

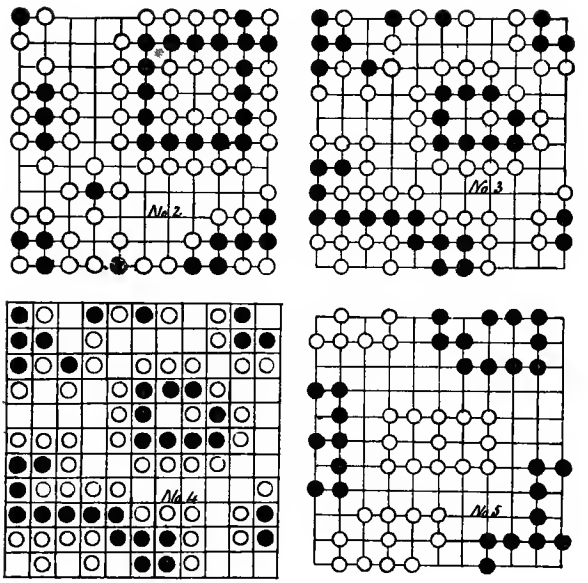


Diagram 2. *Groups of arrested men on the quarter board.*

,, 3. *Groups of nearly arrested men.*

,, 4. *Is No. 3 again on squares for mees.*

,, 5. *Types of continuous double eyes.*

We see here the somewhat rare case of an enclosure within a surrounded enclosure. The unoccupied mee in the centre is a protection to White but not to Black, for his men would not be able to get to it. His surrounded district is annular.

In *No. 3* we find some groups, not quite but nearly arrested, there is an unoccupied mee which should be readily found in each case. If it is White's turn to play he can pick up any of the black groups after placing a man on the right mee. In one of the groups there are seven detachments liable to immediate arrest.

We repeat this diagram as *No. 4* on squares and the reader who prefers that method will then have no difficulty in translating the other diagrams.

When there is an open space either player is at perfect liberty to fill it up partly or wholly, the one to strengthen his position and the other to bring about the downfall of an adverse camp.

GENERAL.

Thus the game proceeds, placing men, capturing the adversary's, and enclosing districts till neither party wishes to play another man. It is obvious that neither party will wish to put his camp into a position of danger (he may if he chooses) by filling up his own open spaces to spoil his score and to render his camp liable to capture by surrounding, nor can he be forced to do so by an adversary who claims that he wishes to go on.

When the game is thus complete, or a complete state is agreed upon, the count up begins. Each opponent picks up any prisoners, or opposing men that have been abandoned as such and after that usually returns the prisoners he holds

to their friends, filling up vacant spaces. Then each scores for every vacant mee (or square) enclosed by his own men and for any prisoners he may have over. When men have been borrowed an allowance must be made accordingly.

When the game is sufficiently far advanced, a good deal of time is saved by abandoning men that obviously cannot be defended, and agreeing that they be taken prisoners and that the mees they occupied should be counted to the opponent; but any doubtful cases should be fought out. Men which are inside an opponent's enclosure, not forming one themselves and that could not be defended, are picked up at the end of the game without a formal arrest.

In *No. 5 diagram* we see some continuous double eyes. They are all impregnable. They are said to be continuous when all the men composing the structure are connected along the lines and no part could be arrested without the others. Some of them are complete also, but this is a matter of little importance.

Small enclosed open spaces are technically known as "eyes," and it will be found that a camp, however large, that has only one open space or eye, with no prospect of forming another, can generally be captured, by first of all surrounding it, and then filling up the eye mee by mee (or square by square). When the last mee (or square) is filled the camp is arrested and may at once be removed as prisoners. It is true that in filling the eye the man or men doing so are themselves placed in a position of arrest, but there is no penalty for so playing, and as by picking up the camp, abundant open space is at once provided before it is the adversary's turn to play.

If an arrested camp is not picked up when it should be and subsequent moves are made, these must not be retracted,

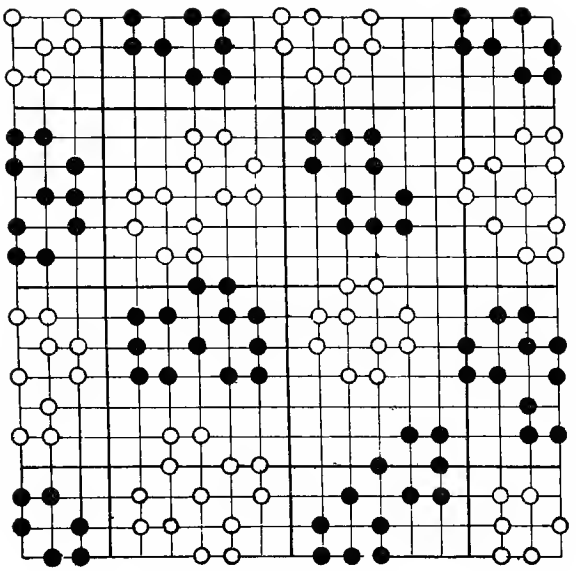
a move once made is final. Either player when it is his turn to play may pick up any arrested men however long they have been there, and in the meantime, such men, whilst on the board, have their full power in occupying mees or effecting the arrest of others and might gain their release in the process.

When you have occupied all but one of the mees (or squares) of an eye, the adversary may if he choose place a man there and pick up your men, opening the eye again and relieving the camp, but you could now start once more filling the eye, which has become smaller by one mee (or square) than before, and every time the adversary carries out the manœvure one is lost till at last the camp falls. In practical play however, such a tedious performance would only be possible with the veriest beginners.

On the contrary it will be found that a continuous camp, having two or more eyes, is always impregnable, however they are arranged, for to sieze it all the eyes must be filled. They cannot all be completed at the same moment, in one turn, therefore one must be filled absolutely before the second one is complete, but these men filling the eye will be in a position of arrest where they will be picked up by the adversary. Which ever one you first fill, that one is released before the second one can be filled, and so the camp, even without any care on the part of its owner can never be arrested,

A discontinuous camp, with two or more vacant mees may also be impregnable ; we may then call it a fortification. In *diagram 6* some small examples are given. The essentials are that the vacant mees must form two groups, not be all continuous one with another, and that the isolated parts, which may be single men, must all be adjacent to two of

Diagram 6.



Discontinuous fortifications.

All quite secure without attention.

It is good practice to try these to see that they cannot be arrested. One of them has a man more than is necessary. Which is it? (See the end of the book.)

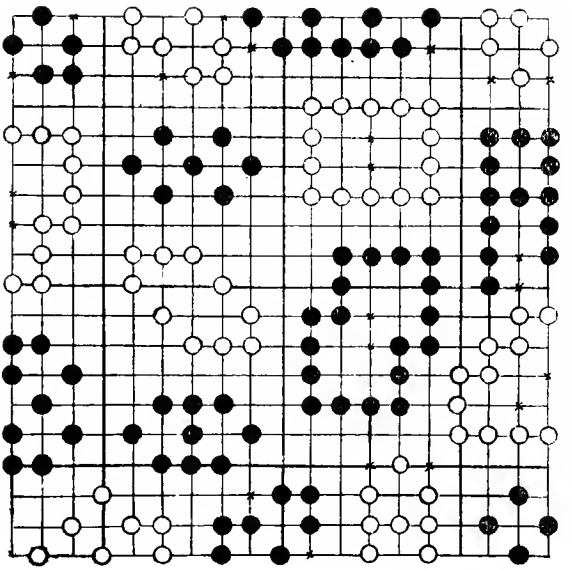
those groups. If any part is adjacent to one only of the vacant groups, it can be arrested, unless of course the structure can be sufficiently enlarged or strengthened while the siege is going on. Some of these camps will stand a little variety of structure and therefore they need not be completed at once, unless beset. They will all stand the enlargement of their spaces or eyes, though in some cases attention then becomes necessary. They are given in condensed form and should be carefully studied.

On diagram 7 are given some camps in which these alternative squares are marked with stars. Directly one of these starred mees is taken by the adversary the other must be taken by a friend. Others are more complicated and advanced but they can all be easily saved after the attack has commenced.

A later chapter will deal with the more advanced tactics of the game and some hints given towards playing well; at present we must be satisfied with how to play at all; but it will be only too obvious that the formation of double eyes forms an important part of the game, for anything not associated with at least two eyes can generally be arrested and anything directly joined to or sufficiently associated with two eyes cannot be arrested, and forms a part of one's permanent possessions, in fact the only part we can keep at all in the finish. These two eyes may be as far apart as we please, as long as they are sufficiently connected or can be connected when an assault comes.

Well! That is the game, described with a main thought to the quarter board, though all that has been said equally applies to the full one. The game does really depend largely on the size of the board and we have already given our opinion that the smaller board is large enough for

Diagram 7.



Any of these could be picked up if no attention is given but not with attention. Where there are two starred mees, the second one must be taken immediately whenever the first is taken by the adversary.

Their investigation makes good practice.

beginners or for an occasional short game. What is called the Inner board is a little larger and will be described later. The few diagrams will help to make the things clear and make sure that we know what we are doing; the positions could be set up on an actual board, or may be studied from the diagrams.

THE CENTRE of the board has a peculiar property in symmetrical positions which will be amply indicated by the following ancient story.

It is said that a certain Chinese Wei Chi champion, whose fame had spread far and wide, was sent for to Court to play with the Emperor and show his prowess. Rather a ticklish job, for to beat the Emperor was sacrilege and to lose was disgrace, it was in fact one of those delicate and exciting positions in which he was very liable to lose his head and to do so might be fatal. He might be quite willing to show his skill but not to kill his show; but the Emperor had laid his plans well. He wished to see the skill of the player, but quite realised the difficulties of the case, and had no wish to deprive the country of such an acquisition.

The Emperor started the game on the centre mee, for etiquette would naturally give him the initiative. The expert, doubtless with mixed feelings, placed his man, and the Emperor promptly placed one of his exactly opposed, and whatever the champion did the Emperor paid him the compliment of imitating him by taking the mirror position, the one on the line through the centre and the same distance the other side. He was thus able to watch the expert's manœuvres and at the same time to avoid defeat, for whatever advantage could be claimed by the champion in any part of the board could be claimed by the Emperor in the corresponding position opposite. Therefore, as far as the

game was concerned, honours were easy, except that the Emperor retained unpaired the centre mee and won by the odd point, according to the then method of scoring, honour and everything else was satisfied, the Emperor had won, and the champion had only yielded the odd point to the great Emperor, having taken the second move. According to the modern method of scoring this would be called a draw.

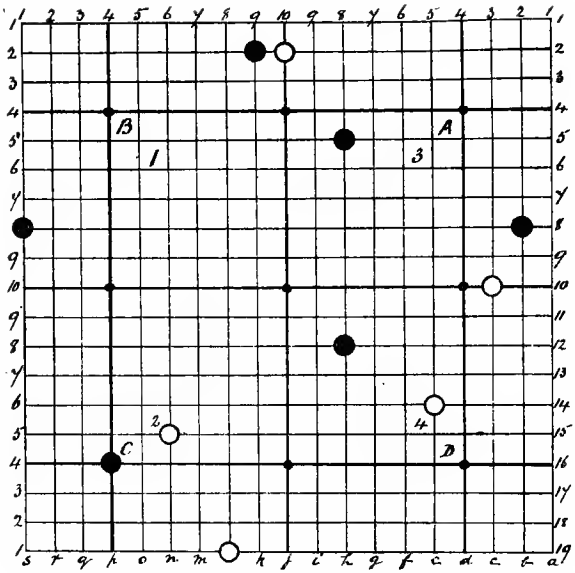
Unless there is some restriction this cannot be prevented either on the large or the small board. If the game is played for amusement only, or for study, this would not be done, but in a match where the sole aim was not to lose regardless of points, it might be. It is a defect in the game which in the East does not matter.

The difficulty could be got over if necessary by ruling that the centre mee was not to be played upon at any time when the position was symmetrical through the centre, or perhaps better still, within a certain number of moves. Bilateral symmetry is of no account, because the centre line, being single does not allow of duplication.

NOTATION.

We cannot discuss positions very well till we have a notation. Our Chinese friends first divided the board into four quarters and numbered the lines towards the centre, the outside lines being 1 and the middle ones 10. The quarters were named variously according to the times and the country, we will call them A, B, C, D. Everything rotated in the positive direction (the reverse way to the hands of a watch lying on its back). The top right-hand corner will be A, the left-hand B and so on. See diagram 8.

Diagram 8.



Full board marked for the three notations, Chinese, Japanese and English.

The Chinese takes the A B C D and the numbers 1 to 10 giving the files and ranks in rotation.

The Japanese takes the letters for files and the numbers 1 to 19 for ranks.

The English takes the districts 1 2 3 4 for hundreds, the numbers 1 to 10 (0) of the ranks for tens, and the files for units.

On the board are a number of men, the position of which will be C 4 4, C 5 6, C 1 8, D 3 10, D 8 8, D 5 6, A 5 8, A 8 2, A 1 1, B 10 2, B 1 6, B 9 2. It will be noticed that the men on the 10 or middle lines may be located in two of the quarters, D 3 10, is also A 10 3 and B 10 2 is also A 2 10. The middle mee is simply 10 10 and is equally located in all the quarters and could carry any of the letters. It must be noted that no preference is given to the horizontal or to the vertical lines, but that the numbers of the lines are always quoted in the positive direction. There is certainly an advantage in this method in that the mees with similar properties in different quarters are similarly indicated as regards numbers. The Chinese mark the centre and the 4 4 mees, the Japanese the 10 4 mees in addition and the Koreans add the 7 4 and 4 7 mees, making 17 marked points in all.

The modern Japanese have now broken away from this method and have adopted one on similar lines to what is known as the German Chess notation; they indicate the vertical lines or the files by the letters of their alphabet right to left (as is their custom) and the ranks or horizontal lines by their numbers downwards. To indicate a particular mee the letter of the file is given with the number underneath, for example if one sees an upright cross, like our plus sign, surmounted by a letter something like an Australian boomerang, it means the sixth file from the right and the tenth or middle rank. In other cases we actually see our Arabic numerals used for the files instead of their letters, somewhat in the same way as we might use Greek letters. In those cases we find a Japanese number surmounted by an Arabic number.

Western players would also prefer to look upon the

board as having sides home and away, and give up the rotary idea, and we here suggest and adopt the following convenient and concise notation :—

Number the four quarters 1, 2, 3 and 4, so that 2 comes under 1 and diagonally opposite to 3. Number the ranks and files of each quarter separately from outside towards the centre and reserve the nought for the middle lines, instead of 10. The centre line number for the smaller boards would be 6 (or 7),

In any quarter give the rank first and the file following and so indicate the mee by a number of two digits. When it is necessary to indicate the quarter also, prefix this, making three digits. The mees of the middle lines are referable to two different quarters, but we have now every mee numbered with a three figure number which is easy to find and easy to write and print.

The men of diagram 8 would then become 244, 256, 218, 403, 488, 465, 358, 382, 311, 120, 161 and 129.

This is the notation that will be used in this handbook.

The modern Japanese notation is also convenient, especially for the smaller boards ; letter the files from right to left and number the ranks downwards from 1 to 19, then for any mee give the file and rank ; the men on diagram 8 would then become p 16, n 15, l 19, c 10, h 12, e 14, h 5, b 8, a 1, j 2, s 6, k 2. Some of the illustrated games will be given in this notation.

In this and in our notation some might prefer to quote the sign of the rank and file in the reverse order or to treat the score as if it had been given so. There is no objection, the game comes out equally well, but in our notation initial 2 would have to be read for initial 3, and 3 for 2, so that

326 would become 226 and 252 would become 352 ; the ones and the fours of the hundreds would remain the same. When the quarter (or hundreds) is not indicated such as "78" there is no correction to make. Or better still simply change the places of Nos. 2 and 3 districts on the board. Put No. 3 district under No. 1 and read the next figure of the number for the file and the last one for the rank. The mees along the bottom row of the board from left to right would become 311, 321, 331 - - - 431, 421, 411. It has only the effect of turning the board over. The point is :— If the 1 and 2 districts are placed downwards the numbers must be read along but if 1 and 2 are ranged along the top the numbers must be read downwards. The men on diagram 8 would then be recorded as 192, 102 or 202, 285, 118, 228, 230 or 430, 488, 456, 365, 344 and 381. In the case of the Japanese notation also the letters can be put in our order if preferred which again only has the effect of turning the board over.

To convert our notation for the full board if you wish into the Chinese put A for 300, B for 100, C for 200, D for 400 and reverse the tens and units when the hundreds were 1 or 4, also put 10 for 0, and reverse the process to get the other way. To convert ours into the Japanese is more difficult. When the hundreds are 1 or 3 leave the tens figure as it is but when the hundreds are 2 or 4 subtract the tens figure from 20, putting in each case 10 for 0. For the unit figure when then the hundreds were 1 or 2 put s for 1, r for 2 - - - j for 0, etc ; when the hundreds were 3 or 4, put a for 1, b for 2, c for 3 - - - and j for 0 ; omit the hundreds altogether. In going the other way reverse the process and put 2 or 4 for the hundreds when the number of the rank is subtracted from 20 and put 1 or 2 when the letter was s to j and 3 or 4 when a to j. Somewhat similarly for the smaller sizes.

We recommend that for European players the board should have the middle and the 4 lines conspicuously marked with no special points at all as in diagram No. 1. They are efficient landmarks which never get covered over and save a good deal of counting up. They are particularly useful in playing over games or scoring one's own. The intersections of the lines give the nine points of the Japanese board. The Japanese black dots also act as landmarks, but they frequently soon get covered over, especially in handicap games. The "Four line" gives an "Inner board" which can be used for a limited game and we have found by experience that although the quarter board on account of its restricted area gives a game more resembling the play in one corner of the full board without the grand combination effects, the slight increase in size to the 12 square board alters the character of the game fundamentally. If then we use the "Four line" as the boundary of the "Inner board" we get a 12 square board and a game which is more a miniature of the full game and similar in character. Some games will be found given in that size at the end of this section.

As regards the rival notations, the original Chinese is somewhat confusing. The Japanese is the most simple to follow but letters fail to give to the average person a correc relative idea of position; and the four corners being differently noted, the similarity of play in them is masked. Our notation is perhaps slightly more difficult to follow but it brings out strongly the similarity of the different corners and the relative positions of the mees. It also avoids the objectionable mixing of letters and numbers. The illustrative games will be be given in these two last notations alternately.

In writing down a position our notation gives a concise method. For an example which will sufficiently explain itself the position after b 5 in game 5 is ;—B 1/367 445 556 64 7567 2 65 567 43457 25 3/26 3456 436 6456 746 4/53356 4345 3123 224 14 W 1/26 467 57 6567 734 2/6467 545 46 367 3/33 45 53 725 4/63456 54 46 3456 25 15. This means that the Black men are on 136 137 144 145 and so on.

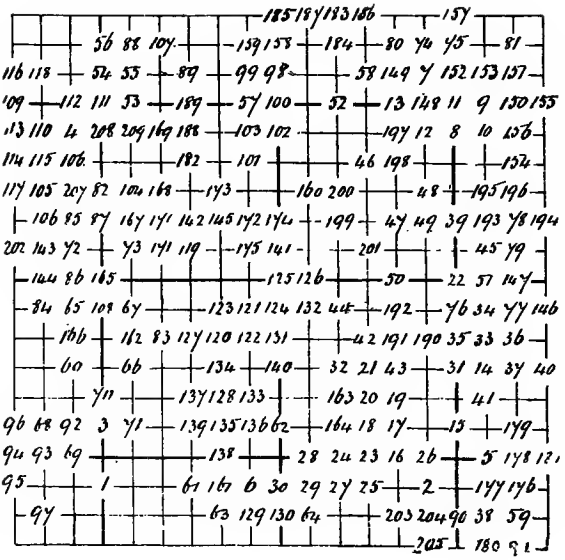
In writing down a game the successive squares are noted down as the men are placed on them, either in single or in double column ; preferably in double column, Black first and then White, or the two numbers may be run together as six figure numbers. The opening of a game might then appear as :—

Black	White		Black	White
234	143	234143	c 4	p 3
254	434	254434	e 4	c 16
353	334	or 353334	or o 17	q 16
393	454	393454	k 17	e 16
430	145	430145	c 10	p 5

The moves may also be written in line, then the comma should always follow the white move thus :—234 143, 254 434, 353 334, 393 454, 430 145, and so on. This method is convenient for recording analyses. If the numbers are run in together then no commas are necessary as 234143 254434 and so on. If in this case single moves are recorded they should be given thus—143, 254—. The colour of a move can also be indicated by placing "W" or "B" before it thus :—W 143 B 254.

Weak moves are commonly marked with a "?" whereas the "!" is used to indicate either a particularly strong one or a surprise.

Diagram 9.



Game 12 scored on to a paper board used for the purpose. This method is a very ancient one. The odd numbers are Black's moves and the even ones White's.

The Eastern people use a curious method for publication or recording purposes, they give a diagram of the board with each mee marked with the number of the move made on it. The odd numbers are Black's moves and the even ones White's, game 12 has been treated in that way as an illustration on *diagram 9.*

On your quarter board place black men as 223, 224, 225, 226, 425, 424 and 423, and white men on 222, 232, 242, 252, 263, 264, 265, 266, 465, 464, 463, 452, 442, 432 and 422. Here we have a somewhat artificial position but illustrative, seven black men in line with twenty different ways of fortifying on the outside line if they are left alone. Yet White can easily prevent them all. He plays 213 (or 413), 214, 216, 415, 413, preventing an immediate double eye, if now 212 412 (or away), followed by 211, 221, 231, and takes all the corner unless Black fills up, leaving one eye only. Should Black now play to prevent White forming a double eye on the edge in the 400 district he must commence with 421 next door but one as it were to the boundary which counts for either colour as a confining influence; White may follow on with 431, and can after Black's 451 form a double eye there without materially extending his line by say 461. If White followed 421 with 451 Black plays to 431.

But he probably would leave that alone and having obtained an eye on the outer edge would immediately commence the struggle inside the line; there is also room here, ample, if not interfered with, and as White was bound to attend to the outside promptly it will be Black's first move. First of all investigate it and then follow our analysis. Suppose 235 to form an eye either side of it, he only wants one and there appears to be plenty of room.

The eye need not be complete, one corner may be missing. White plays say 245, Black goes on with his idea 435 445, 244 243, 255 246, 455 465! Evidently we must be more bold if we would succeed. Try 245 246, 244 243, 236 234, 233 and succeeds. Try 245 246, 244 233, 234 236, 445 435! and stops him this time. Try 245 246, 236 234, 233 244, 445 456, 444 434, 433 443, 435! Instead of 456 try 444, 456 434, 455 255, 435 235! that's better. Let us try a more central position 246 256 (?), 245 445, 244! Try again 246 245, 445 444, 434 436, 235 and still succeeds. Another idea 246 236, 235 435, 434 445, 455 444! Instead of 434 how about 444 445, 455 456, 434 445, 435 454, 445 and again succeeds. Just one more, try, 246 236, 235 245, 435 445, 444 455, 255 244, ! ! !

It will be readily seen from this that the play in such cases is delicate and very difficult to forsee the correct result of a fight, especially true when the surrounding lines are rugged. One eye was formed on the edge of the board and the whole safety of the black camp depended on whether this second eye could be formed or not. This position will be referred to again in a later chapter and discussed more deeply.

It has been said that a position must not be exactly repeated and perhaps it would be as well now that we have a notation, to make this clear also by a position, and we again leave the student to set up his own. To take a simple case, place black men on 33, 35, 44 and 24, and white men on 45, 36 and 25, as a part of a larger position perhaps. White to play may place a man on 34 and pick up 35, but if Black then plays to 35 and picks up 34, White may object as it repeats the position. Suppose however,

after 34 picking up 35, say 43 for Black and 54 for White, now Black may play 35 picking up 34, as it does not repeat the position owing to the extra men and it is White who now cannot repeat with 34 picking up 35, until something else has been played. This we have proposed to call a see-saw and it will be discussed later in reference to its effect on the score. Sometimes a move that would otherwise repeat also arrests other men, it is then quite legal.

Except perhaps for reading the rules, which are to be found in a concise form at the end of this book, the student is strongly advised to play several practice games now, at first certainly on a small board only, even on an ordinary chess or draughts board, before proceeding further. He will not play perfectly but who does? It is all a matter of degree. He will get to see the idea of the game with some of its difficulties and beauties. When he feels more at home he may continue the book, and after reading the section on tactics, try the full board. A beginner plays so many more men than an expert that he would find the full board too wearisome at the start.

We therefore give for this purpose, eusuring that our readers shall start out with a right idea, three games on the quarter board (in the various notations) in which the play is intentionally made simple, all the deeper complicated manœuvres and open play of the expert are avoided and the easiest games are set first. The quarter and an inner board should be marked for the three notations. The middle lines will be "6" and "7" or "f" and "g" respectively.

Then follows four games of a better type played on the inner or 12 square board as marked on the full board.

We have given nothing on the ordinary 8 square chess and draughts boards but that is no reason why they should not be used extensively. In playing over the games for the first time it would be well to carefully follow the notes and after that play them over trying to see more into the plan of the game and to find the defects of the simple tactics. Try different variations and show how materially a small departure from the line given alters the subsequent moves. Note also should be carefully taken of the evil effect of playing too close up to the enemy when there is no proper support.

BEAR IN MIND.

You start with an empty board and unlimited men.

The men are alternately placed on the board, black or the dark colour commencing.

The object is, to surround areas and to take prisoners.

The game stops when there is nothing more to do or when both players are satisfied.

All surrounded abandoned men are then taken up as prisoners.

Prisoners and properly enclosed mees both count towards the game.

The player that has the higher score wins.

If the Chinese method which is more simple for small boards is adopted either player may miss any number of his moves, allowing his opponent to go on till he is satisfied and at the finish of the game all the mees occupied or surrounded count towards the game but the prisoners do not.

GAMES.

GAME NO. 1.

English notation, Quarter Board.

124	125	Black starts building a wall and White tries to hinder him.
134	135	
144	154	Going round to stop him.
155	164	Taking Black's line.
165	255	Quite satisfied.
145	136	To guard these.
335	346	With sinister designs.
345	356	Following one another up.
366	355	Threatening the two.
354	344	Going in behind.
334	343	To save his man.
365	364	Black has designs on the 125 group.
353	352	
363	454	Again to save his man.
333	342	Joining up.
362	332	After one another now.
322	452	Quite a skilled stroke.
461	451	Threatening the group. Black leaves them to their fate.
254	453	
245	256	Hoping to get Black into difficulties
455	446	
436	445	To join hands with his friends.
444	435	For safety and with designs on 444.
425	434	Compelling Black to save his man
443	442	The chase has changed hands.
433	424	Attack and defence.
432	351	Taking five.
414	325	An attack on the jailors.

423	324	Black took seven.
163	153	The 245 group is captured but so is this.
152	253	To start another camp.
143	243	Black took three.
252	242	Struggling on.
232	251	He must attack.
262	234	It should be hopeless, there is no room for a fortification.
233	222	
231	244	The only hope is to catch Black napping.
221	223	
212	224	Looks very hopeful now.
235	225	White captures the 221 group and saves his own.
226	216	
261	241	At the finish White takes up 5 more men
415	215	making 15 prisoners in all. Black has taken
115	116	10 prisoners. White's territory is worth 26
114	213	and Black's 27.
431	211	White wins by 4 points.

GAME NO. 2.

Japanese notation (English equivalent), quarter board.

h 3	f 6	Black starts a fortification in the corner, White apparently would like the whole board, but interferes later.
b 2	b 4	
c 4	b 5	Barkis is not willing.
c 5	h 6	Nor yet.
c 7	c 6	Black has a brilliant idea but White comes out.
d 6	b 7	
b 8	d 7	A palpable threat.
c 8	d 5	An acceptable recognition from his first love.
e 6	e 5	
e 7	d 8	To save his man.

e 8	d 9	Necessary to save his group. Black's next is weak; he should have played b 9 and perhaps got time in that case to arrest the group.
e 10	c 9	
b 9	b 10	With dire intent.
c 10	a 9	Strong.
e 4	a 8	Taking four men, but Black has been improving the shining hour too.
f 5	f 7	
d 4	f 8	Black took two men.
e 9	f 9	Following him down.
d 10	f 10	To shut Black off.
e 11	g 6	
c 11	g 5	Each playing his own game.
f 4	g 4	Creeping slowly along.
g 3	h 3	To secure as much of the corner as possible. His other camp can form two eyes when they are wanted.
h 4	i 4	
h 5	h 6	He should occupy the i column in preference.
i 5	j 5	
h 2	i 6	Taking three men.
i 3	h 4	For the purpose of holding h 3.
j 4	j 3	Attacking two at once, j 4 was weak.
i 2	k 4	Taking one.
i 9	g 2	After three. He leaves Black to his new pastures.
f 3	h 1	
f 2	g 1	White cannot live without support.
f 1	j 2	
i 1	j 9	Black has taken three more men and White comes to look after him in his new quest.
j 10	i 10	
j 8	k 9	
k 10	i 8	

k 8	h 9	Black has picked up two but he must not let White pick up i 9.
j 9	j 11	
i 11	h 10	
k 11	h 11	Black takes one
j 6	j 11	White does not see Black's ingenious idea to save i 8
i 7	h 8	
k 6	h 7	White could still have spoilt things by j 7, a vital square for the opponent, thus j 7, k 7 (taking one) h 7, j 1 perhaps (j 7 is useless as it blocks up the second eye absolutely) i 7 and captures the camp.
		To an expert the game is now quite finished, but
j 7	i 11	
j 1	a 3	Both combatants have 8 prisoners but Black
a 2	a 4	has 19 mees to White's 15, therefore Black
b 11	a 10	wins by 4 points.
f 11	g 11	a 11 and k 5 are neutral mees.
k 1	k 2	

GAME NO. 3.

Chinese notation (English equivalent), Quarter Board.

B 44	D 35	Each taking his own corner,
B 46	D 54	and fortifying it.
C 44	C 45	They clash.
C 55	C 56	White wishes to check Black and to keep up communications with his own forces.
C 35	C 46	
C 66	B 65	To drive Black if possible.
B 55	D 56	To relieve the pressure on his B 65.
B 56	B 54	Continuing the line.
B 53	B 64	63 was not sufficiently tempting.
B 63	A 35	Holding him in, all he can.
C 36	D 52	The attack has shifted ground. Both are anxious to get round now that they think White's other group is secure.

D 53	D 54	
A 25	A 24	Giving Black a chance at A 45 but he missed it.
A 14	A 13	
A 15	A 26	Winning three but still leaving A 45 open.
A 55	A 45	
D 62	A 16	Both declared themselves satisfied. White
D 51	D 42	picks up two men making five prisoners and
B 52	D 41	Black has none. Both have 42 mees so White wins by 5 points.
D 61	B 51	Black being the loser ought to have tried for
B 41		a fortification within White's lines.

GAME NO. 4.

English notation. 12 *square board.*

143	444	
147	145	He is rather bold and comes to grief.
155	135	Necessary support.
125	136	Steering towards the open field.
137	124	Gaining time by attacking 125 which cannot be saved.
134	144	
133	126	White is in terrible danger. This gives an
123	114	additional outlet and a threat.
154	127	
326	214	White finds local disaster inevitable so indulges
146	474	in ambitious schemes, elsewhere.
346	344	Constantly following his great idea.
334	333	
343	342	Starting another local fight. The position is desperate.
353	354	
352	332	Not too happy here.
323	324	White is anxious to get round here as there may be a chance of saving the lost group.
335	313	
355	365	

363	315	A bid to save his hopefuls.
316	364	
465	274	
275	265	To confine Black's range.
455	156	Just to hinder.
435	454	
464	165	Threatening the 155 group.
164	176	
157	166	Both are very dangerously placed. Neither have proper breathing space.
113	115	
117	345	

356	376	325	314	237	236	446	246	153	151
457	256	341	372	226	227	467	152	141	331
373	167	453	162	436	225	466	366	351	217
116	322	445	247	426	216	142	163	416	

Neutral mees are 177 266 375. Black wins by 16.

GAME NO. 5.

Japanese notation. 12-square Board.

d 3	i 11	They both take the corners. It's a good way.
j 4	c 10	
k 10	j 9	Starting the fight.
k 9	j 6	Exerting influence in two directions at the same time.
j 8	k 8	Friendless.
k 7	j 7	
l 8	i 8	Black took one man.
k 8	l 6	Suggesting the possibility of enclosing Black's men.
e 11	k 11	
d 9	c 9	For defence.
d 5	d 8	Running between the two Black camps to prevent the enclosure of a strip of territory.
f 5	d 6	

h 4	e 5	Under the support of friends but
e 6	e 4	Easily shut off.
d 4	f 6	An attacking defence.
e 7	f 4	As White's friends are near he hopes to get the better of this fight.
g 5	f 7	
d 7	c 6	No spaces are being enclosed but prisoners are at stake.
e 8	c 8	
e 9	c 7	Bidding for a central patch.
j 11	g 3	Quite time this was attended to.
d 10	f 10	Towards holding Black back.
c 11	b 10	
b 12	a 12	All right this time apparently.
a 13	b 13	
c 12	g 4	If a 13, c 13 a 11, b 10.
c 13	a 11	
a 13	h 5	A sharp counter threat.
g 6	b 13	
i 5	h 6	No time for a 13.
g 7	f 8	Nor has Black either.
i 6	h 7	A lot of hard hitting and no time left for either to play a 13.
g 8	f 9	
h 8	i 7	Which wins?
h 9	i 9	Black finds it necessary to defend his group also.
h 10	h 11	
g 10	f 11	Quite necessary.
g 11	g12	Just time for this.
k 6	i 10	Again quite necessary.
j 5	g 9	Taking ten.
l 11	l 12	
i 3	i 2	He guards against this incursion.
j 2	l 10	Good.
m 10	m 11	

m 9. e 5

d 2 b 3 A fortuitous after-thought.

b 2 a 2 Which however, Black meets correctly for the time being.

c 3 b 1

c 2 e 12 White realises now that the a line is hopeless unless he can capture a jailor which he now does. Black should have played here but in the pressure of minor worries which were serious enough in their way he missed it. This limb of the prison has no eye. It was secure while the white group could be picked up in a move or two but now that it has extended so much towards a 1, the arrest which looked sure enough has become a long process. Black cannot now save the e group and so gracefully resigns.

The position at this point is :—

B b 12 c 1123 d 3457910 e 678911 h 4 i 56 j 45811 k 678910 l 8. W a 112 b 103 c 678910 d 68 e 45 f 46789101 g 34912 h 56711 i 789101 j 679 k 11 l 6.

b 5 b 6

b 11 a 10 Black compels a 10 to reduce White's enclosure.

a 6 a 7 There is no time for a 13.

b 8 a 5 b 8 is the key square of this enclosure the only one that will allow it to be formed into a double eye.

b 4 a 4 Black is playing this part in first class style.

a 3 e 10

d 11 a 8 Another attempt.

b 9 h 3 White has given up his big group on the a line.

i 4 j 10

j 12 k 12 To shut off the two black men and save the white one.

The following games are again of a rather better type and again played on the 12-square or "Inner board." The full meaning of these may not be appreciated by the tyro until he has gained some experience. The notes are placed at the end of the game so as not to disturb the student and are of a less elementary character.

GAME NO. 6. *(read along the line.)*

134	445	244	344	246	155	446	466	146	346
157	266	267	257	277	167	366	166	176	265
165	164	175	174	156	145	264	254	263	253
255	256	245	262	456	273	447	264	465	365
144	375	376	154	135	464	153	152	143	233
435	454	444	455	466	434	443	425	436	433
355	364	345	335	336	337	326	327	347	325
356	354	316	126	116	115	117	125	124	315
346	235	234	426	427	416	417	424	243	242
223	142	132	232	453	463	432	442	452	462
441	422	122	131	121	141	162	171	231	241
221	161	151	172	163.					

The prisoners were now placed in their camps when it was found that

Black still had 23 vacant mees.

White still had 31 vacant mees and wins by eight points

NOTES.

366 Attack on the lower side because although there are white in easier proximity in this direction, on the whole Black is the stronger on the upper side. The next move is an attacking one with the idea of catching some of the white men. A player in a more cautious mood might play 376.

164 156 would not save the camp and only lead others into the mees.

264 Black was anxious not to let White get an encircling grip.

253 White is not strong enough to go further afield.

262 The only move. If 456, 252.

464 White judges that the gain is greater in this corner than in 100.

425 and 433 These keep possession of this corner. Black does not attack at 424 and the two men at 445 and 444 are doomed.

345 This keeps White out of 356 for the present.

347 It was necessary.

316 Indirectly protecting the important connection at 136 and securing this territory. White's reply threatens to break out and the subsequent manœuvre loses nothing to White

416 417 would be bad. 417, 216 416, 424,

442 A sacrificial check and it gives time under a threat to capture the whole contingent. Black gains one point by the manœuvre.

162 White has made a bad slip here. He reckoned that his prospective attack at 122 would suffice to protect him and to gain more territory.

161 Chipping bits off the opponent's accumulations.

The position after 466 434 was B 1/345 434 5367 6457 757 667 2/44 545 64 746 6456 536 44.

W 1/25 37 4567 545 3/64 567 44 2/26 335 456 56 656 75 545 4356.

GAME NO. 7. *(read along the line.)*

d 3 k 10	i 11 c 5	j 3 c 11	e 11 k 5	g 3 g 10
g 11 i 10	j 5 j 7	f 9 g 9	g 8 f 7	g 6 g 7
h 7 h 8	f 8 h 6	d 5 d 6	e 7 f 6	g 5 e 6
i 6 i 7	k 4 d 4	e 5 f 5	e 4 c 4	l 5 e 3
f 4 f 3	g 4 d 2	k 6 c 3	c 6 d 7	e 8 c 7
d 8 c 8	c 9 k 7	b 8 b 7	k 11 h 11	h 12 f 11
f 10 g 12	f 12 g 11	i 12 j 11	j 12 j 10	l 11 h 13
k 12 g 2	l 10 l 9	h 5 e 12	d 12 f 13	d 11 a 8
b 9 h 7	l 7 h 3	i 3 i 2	j 2 j 6	i 5 h 4 i 4 l 8
i 1 h 2	h 1 m 7	l 6 d 13	c 13 e 13	c 12 g 1
1 f 2	i 13 g 13	m 6 m 8	a 9 a 7	m 10.

NOTES.

g 10 As second player he is anxious to avoid a symmetrical division of districts which is liable to favour the first player.

j 5 And Black is shutting White off.

j 7 Having a friend here he can certainly take the four line.

d 5 If i 7 i 6, i 8 h 9, and the group falls presently.

c 4 This attack and counter attack on isolated units is difficult to calculate.

d 2 He has no time to defend k5, but counter attack is equally effective.

c 7 Perhaps better than d 8.

h 11 White hopes to cut off this section of the black claim.

f 11 Half measures are of no value.

j 11 Plunging into Black's game disturbing the eye formation.

Position after j 12 j 10, is B l 5 k 4611 j 3512, i 61112, h 12 (twelve) g 34568, f 4891012, e 457811, d 58, c 69, b 8, W b 7 c 3457811, d 2467, e 36, f 356711 g 79101112 h 6811 i 710 j 71011 k 710.

k 12 If i 13 then k 12, g 13 l 13 etc.

d 11 d 13 would come to grief.

h 7 The chief thing that made this worth closing was the pressure that would be brought to bear on White's position by Black after the capture of h 6.

i 5 He cannot allow this to be taken because of the g 3 group.

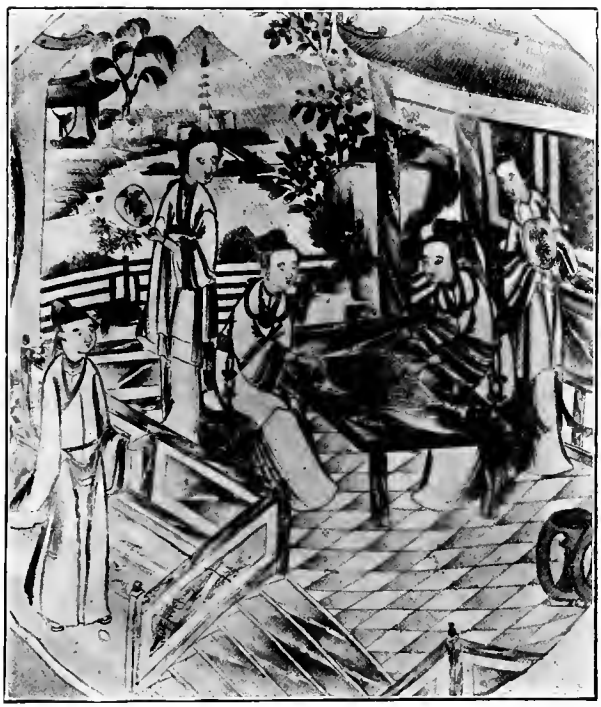
f 2 Necessary.

Black wins a good game by three points.

HISTORICAL NOTES.

The invention of this notorious game has been ascribed by Chinese Historians to two different Emperors and to a layman, all just about the same period, all dating back more than two thousand years before the Christian Era. The Emperors are both said to have taught their sons, and in one case in order to improve his mental powers. Looking at the nature of the evidence and the probabilities of the case not forgetting their strong ideas on parent and ancestor worship. it would seem likely that the layman was the real inventor and that it immediately, or at least soon, received royal favour, and it might have been devised for the former of the two Emperors and even submitted to the second in answer to an enquiry or demand. It is reasonable to suppose that an Emperor's part in any invention deemed to be important would be exaggerated a little, and an adoption of an obscure invention is very likely to grow to invention itself. The son portion of the story is far from doubtful but as handing down from father to son was the correct thing, more credit might have been given to the accuracy of the story on this score than is deserved.

Its imperial patronage would ensure its importance, especially in official circles and this as a reaction made it advisable that all officials even the Emperors, should be skilled in degree according to their rank. A story is reported of an Emperor, and given in another part of this book, that he summoned to court an expert player whose fame was over the land to play him a game. Rather an awkward position for the expert, who doubtless attended with much misgiving, but the Emperor had laid his plans so well that he neither robbed his country of a treasure nor lost his own dignity.



Goh in China.—See Appendix.

If the game is to be generally adopted in this country as seems likely, some title was necessary, and in these cases it is better if possible to avoid too great a multiplication of terms, Its title should be suggestive but not undignified.

For an English name it is proposed to use "Goh". Of the three modern Asiatic names the Japanese is the best known in this country and they are now taking precedence in the game itself, but "Go", the best representation of their orthography is obviously unsuitable to English speaking people, especially as it might well be taken as representing an incident of the game.

Various names have been given to the game of old, but the modern ones are, for China "Wei Chi"; (Wei to surround, Chi - a game, it is pronounced like "Way Key"; for Japan "Go" or "Goh", meaning five from the five points marked on the Chinese board, it is pronounced as spelt, and for Korea "Pa Tok", (pebble game). Stewart Culin and others, tell us of various ways in which it is said to have crossed to Japan, extending over a period of several hundred years. They are at first sight apparently contradictory, but these old records are probably all substantially correct. Although those people with their ancient civilization must not be judged by the condition of the Western world of that time; they still were distinct branches of the race, still with very conservative notions as regards innovations and it is not to be expected that a foreign game, however good, would firmly establish itself at once on the first introduction. The infiltration and acclimatization would take time, It would be rather extraordinary unless several visits were necessary before it was welcomed with opened arms and adopted. The strong hold that it had upon China would enhance its chance and the intercourse between the neighbouring peoples would inevitably cause it to be seen in Japan now and again.

The early board had but seventeen lines each way instead of nineteen, possessing some characters not common to the larger one. Taking into account the symbollic ideas held by the ancients concerning numbers, it was to be expected that an odd number would be chosen and in preference a prime. Now seventeen gives a middle line the ninth from the edge and it would be fought for as two rival camps approach from the sides; again a central line of importance between that and the edge on each side of it (the fifth) and so on till every line is taken up. This was probably a part of the idea.

It would very soon be found in practical play that the absolute bar of the edge of the board was so much stronger than the command of a central position that the vantage distance was somewhat upset or strained and that really the the fourth line from the edge became important instead of the third. Then after a time, somewhere about our Christian era, an additional line was added all round to restore the balance, so that the nineteen board may be looked upon as the old seventeen board with an extra line all round, at least that is a suggestion; it is difficult to build theories on events so long ago. It is quite possible that the sole idea was that of making the lines number one to nine to the centre and the subsequent increase simply to enlarge the scope of play, or perhaps the indefinite division of the sixteen squares was responsible for the first choice of number.

If a line has been added all round to both boards it fully accounts for the eleven line board being called a quarter, for whereas in the full one the centre line is the ninth, in the smaller one there were nine lines all told and the orignal small board was exactly a fourth of the size of the larger one. The quarter board seems not to have been adopted in Japan.

In any case the middle line has become the tenth, the vantage or important line from the boundary the fourth. The Chinese named the four corners of the board after the points of the compass, N.E., etc., and the centre point is the centre of the universe. The Japanese named their nine points after the sun and moon and the seven stars of "The Plough", the constellation which indicates the position of the Pole star. But now they are adopting a method very similar to what is known by chess players as the German method.

The Chinese boards are usually of paper and the same sheets may be used as scoring sheets by writing the number of the moves on the successive mees. The Japanese play on thick wooden blocks, sometimes mounted on feet; in Korea the favourite is a metal board on feet; it makes a metallic twang when played on. This would be a little irritating to Western nerves but it would have the effect of attracting the attention of the waiting adversary if necessary perhaps from a doze during his opponent's deliberations. This thickness and mounting enables the board to be used with comfort when they are sitting on their mats in native fashion, and it is obviously far more steady than the old paper ones. The board used for an exhibition game by the Japanese experts at the Hastings Chess Club, was kindly lent by the Japanese Consul General. It was a handsome piece of furniture of highly polished hard wood, with the lines regularly ruled, so that the outside measure of the board proper was 16⅝ inches one way and 15⅜ inches the other, giving oblongs approximately 12/14 by 13/14 of an inch. It was mounted on four handsome legs or feet. The boards vary a little in size but usually have somewhere about this extent. The men, contained in two handsome covered jars, were all exactly alike in form, being like a short focus

double convex lens. The white men were highly polished pieces of a shell and the black ones were of stone. This was placed on a low table and our friends sitting at it in the ordinary European fashion took the men as wanted neatly between two fingers and placed them where they were required. The play was rapid and consumed about thirty minutes each game. The first game, however, was played on a large wall show board which had been prepared, with two inch squares and men that could be easily attached.

The game is now occasionally played at the above Club.

The method of scoring has changed somewhat also since the early times. At first every mee captured by occupation or enclosure counted, and as there are an odd number of mees the win must always be by an odd number. This was tedious and it quickly becomes obvious that the difference of of the number of men on the board can be made out by counting the prisoners; for the difference of the prisoners will give the difference of the men on the board, or within one. The next step, to drop the one (an improvement) and count by adding the prisoners to the enclosed unoccupied mees was easy. Then by filling up the opponents enclosed spaces with the prisoners you have taken, the counting is easier still, and a drawn game has become possible and the uninteresting old filling up of the spaces between the camps at the conclusion of the game is avoided as not counting to either party. Originally too a point was deducted for each isolated camp, that is every camp that is separated from the main body. This has been quite dropped and makes an improvement as the deduction told less against Black than against White, who already suffers sufficiently from the second move. This difference in the method of scoring has made a slight difference in the tactics but not so much as might be supposed.

TACTICAL SECTION.

TACTICS.

A few minor points of tactics have already been brought out and we hope fully appreciated. Formerly our thought has been chiefly for the smaller board, now our thoughts must be chiefly for the larger one, where the finer points of the game are alone possible. It is evident that having to cover as much territory as possible the men must be placed to the greatest possible advantage where they exercise the greatest influence on the game. To find the most powerful posts is the problem of the expert, the result of brains, study and practice. Another most important consideration is the question of capture. If a man is so placed that it produces a threat, or increases one already existing to capture a group of men or even a single man, the opponent becomes constrained, and if the position requires special attention in one direction owing to the threat, it cannot be developed in another, his men cannot be played with freedom, the threat must be attended to or disregarded. If the former course be determined on, time and opportunities are lost; while a breach is being repaired at one point the attack of the adversary is being strengthened in another; if the latter course is adopted there is immediate loss of territory. The other side of the picture tells us that we must guard sufficiently against capture ourselves. The group at the upper right hand corner of *diagram 2* to occur in actual play must have been treated with extraordinary carelessness, as a man placed anywhere in the larger eye at any time during the lining process would have made its arrest impossible, for the lining must then have become a complete filling. Besides

which the lining could have been arrested the moment it was complete.

A man played where it is at all liable to a serious threat thereby acquires an element of weakness which must be balanced against any advantage attributed to its position. On the other hand it will admittedly sometimes pay well to plant a man or even a small group where its eventual capture is certain or practically certain, if it requires immediate attention and demands the playing of at least as many men on the part of the adversary to stop the mischief as are engaged in the manœuvre. Occasionally a man or even two or more can be left for capture to give time to surround or capture the capturing group. A forlorn hope is sometimes justifiable. For example, an attempt may on occasion be made with advantage to force a double eye somewhere, where with correct defence it cannot succeed, but the attention required must be demanded immediately. It is useless and a suicidal waste of effort, if the opponent can wait till he has finished a scheme elsewhere. All men played after the mainplay is finished, count as nothing. Even when two or three men must be placed before the threat has to be attended to, the manœuvre may easily become questionable. Judgement and experience alone can guide. The point is to hinder the opponent or to give him something to think about and attend to. He must not be allowed to work unmolested on any account, a judiciously placed man popped in here and there that demands notice may prove of the greatest value more particularly when two camps are approaching each other. Look out for the vacant spots vital to the adversary and consider the advisability of planting one of your own men there; it at least prevents its immediate occupation and the picking up of the man may mean the closing of an eye that it is necessary to keep open.

A threatening attack is often met by a counter threat, in fact one great difficulty in an attack with the idea of destruction, is to advoid getting a lot of little isolated bits which become more and more involved with the enemy's forces, more and more insecure, till the downfall of some indispensable part upsets the whole scheme and establishes the enemy's position. When you are sorely pressed by these active little flying contingents, go for them, make a raid amongst them; counter attack has saved many a camp. "The attacking party wins" has much truth in this game, liable as it is to lead one to "Death or Victory" where the former is tolerably certain. The more desparate the position the greater is the justifiable risk. Time and opportunity are easily lost, never to return.

There are then three main considerations in placing a man:— (1) Its attacking and constructive power forwarding your own game. (2) Constraining or hampering your opponent. (3) Its safety. The balance of these considerations is the power of the man or of its position.

It is evident also that a man on the outside line only exerts an influence on one side. It shuts off no space and with very little defensive power from its constrained position impossible of support on the offside, it is particularly liable to arrest. Men on the second line are distinctly better off in all these respects, and so on. But it is sufficiently apparent that as the space between the men and the edge of the board increases, it becomes increasingly difficult to defend the enclosed strip of territory and also increasingly difficult to defend loose men, rendering it necessary to build the fences more solidly. Experience and investigation of the pros and cons show that the fourth line is the important one in regard to the edge of the board and its early command becomes vital to success. If nearer the centre it takes longer to run

partitions to the edge and there is room to form up behind. Modern strong play tends to show that in face of attack it is generally better first to occupy the third line as perhaps safer than occupying the fourth at once. The points where the four lines cross at the corners, are known as the vantage points and are usually marked on the board when the whole line is not marked. Play generally commences by taking possession of the neighbourhood of the vantage points. As the rival camps approach, the central point becomes important and the mees or squares where the fourth lines cross the centre lines are also generally marked.

As the great aim is to enclose much territory not to build solid walls round small plots, the enclosing fences should be of the lightest possible make. As few men as can resist assault must be employed, with due regard to the chances of capture and collapse. The size of the enclosure must be guaged against the number of men necessary. The wider the strip the further removed is the fence from safety and the better built must it be. On *diagram 5* near the centre we saw a good solid completed double eye, perfect in make and serenely secure but taking thirteen men to enclose only two empty places. Such a structure, in one sense ideal is rarely if ever seen in practical play, it would take too many men: the object of the game is not to get peace of mind but territory, and while these solid structures are being built the opponent will be throwing a light fence round some extensive possessions.

If a lightly constructed fortification is somewhat doubtful in the matter of its security and is attacked, generally the best policy is not so much to strenghten its walls but to extend it and to counter attack the rival attacking forces. In this way other eyes may often be formed, flimsy perhaps

at first but serving the purpose of saving the situation and capable of being strengthened later. This question of attack on the attacking forces is never absent from the mind of the skilled strategist, but a well planned attack may compel the opponent to close an eye and make the fortress more vulnerable, which may well be worth the cost of a few men.

Place white men at 26, 37 and 46, with black ones at 25 34, 45 and 36. If it is White's turn, he may play 44 and pick up 45, but if it is Black's turn he is likely to close up the eye by playing 44 to connect the loose man.

On *diagram 6* we had some incomplete discontinuous double eyes, which, however, were quite secure.

Diagram 7 gives some still lighter structures which are not quite so obviously safe, but which are quite safe in reality. Directly there is any danger they can be joined up and made as solid as may be necessary. Without care they may fall, with care they never can and these are therefore equally reliable bases for attacking outworks. Positions might have been given of the very flimsy type much more often met with. It is always a question whether some of these last can survive an attack at all.

In high class practical play most of the enclosed spaces are at least at first scarcely more than imaginary, but within the light films must be the ability to form the all absorbing eyes when called upon, and the player who can make and defend his enclosures with the smallest number of men will get the most for his pains; for the men are played alternately and each get the same number of moves. Of course if the films are too flimsy some parts will get arrested, and every chance of capturing ill considered trifles belonging to the enemy must be eagerly seized upon. The destructive as

well as the constructive and defensive quality must be given full scope in this class of contest. It is astonishing how much territory may be affected by a break through a light wall.

The relative importance of districts must receive its due attention. In fighting a new district the stake is probably a large one, as the fight proceeds the issue becomes more definite and the undecided portion of the stake grows less. The wise player will then leave it for another battle-field where the stakes are higher or the attention relatively more urgent; as the position developes the original fighting ground again becomes the most important for a time, till everything is sometimes whittled down to a race for single points. A skilled player therefore often dots about over the board always giving his attention where there is most to be gained. The importance of a position may be enhanced by its neighbourhood to another critical one and its consequent influence over it. To a beginner this is distinctly puzzling and is one of the great reasons of the greater appreciation of a smaller board in the early stages of study.

Let us discuss the position of *diagram 17*, supposing that the other men are too far off to interfere. Black may have played three men away and then tried to form a fortification behind White, who has played one elsewhere, so we will clear the board of other men. Black has now, we will say 12 men on the board and White whose turn it is, 11. Black has a single eye nearly but not quite closed in. The White man at 12 has been wisely placed to prevent the formation of a double eye internally in the immediate corner. White may now at once bring about the arrest of the black camp by playing 11 and 13, Black not being able to offer any resistance quickly enough to be effective. But seeing that the battle at this spot is decided, he may

determine to make the best of his opportunities elsewhere and get a considerable start of White as compensation in another quarter of the board. For this reason White may wish to leave it to a later stage, but if so, he must not neglect to secure the loose man at 17 by playing to 27, or the position would be liable to a very serious attack. Having done so the position may well wait till the final stages or until it is seriously assaulted. Black's only even apparent chance of recovery is to be able to capture the four men of the right-hand section or of course the six of the other, which however could be joined up at 35. Should Black attempt to forestall this by placing one of his own men at 35, 46 would settle matters at once, but White's 36 or 45, if he chose to risk one of them for the chance of gain, would lead to some brisk play very dangerous to Black, but largely depending for its results on the position of other men on the board. The real danger to White, however, is practically nothing, as he can always arrest the 14 group in two moves. In an open board even after 36, Black's men fall as follows:- 27, 35 36, 45 55, 46 47, 56 66, winning in the far corner (if Black continued so far). If Black had a man placed suitably in the road, say on 244, it would save the situation in that variation. In such a case White might vary with 56 instead of 55, then perhaps 55 66, 65 75, 64 74, 63 (if 73 63, 53 62, 52 15, wins the group) 73, 72 (if 62 then 72 shuts them in, for if any serious attempt is made to capture the 41 group White picks up the 21 group) 82, 81 92. White by hugging more closely, would not get so good a game 27, 35 36, 45 56, 55 65, 54 63, 64 74, 66 75, 46 57, 47 (if 53 52 in time) 48, 58 67, 38 (76 is to slow and loses ground quickly) and White must give up something to save the 17 group; he is forced to make the two moves to pick up the 14 group at a critical juncture. White could with advantage give a wider

berth to Black. After 45 for 36, the play might go 36 47, 37 38, and settles it at once, or as before a more open formation could be adopted.

The position illustrates another point. If White's last move was 17 as the appearance of the board would suggest it was bad, 27 was much better; it does not close the enemy in quite so quickly, but it is more secure and more useful. Should Black then play to 17, White replies with 28 or 29, obviously keeping Black in, unless there are some Black friends along in that direction: in which case White would head off the line. If, however, after W 27, B 28 then 17, and uses the white base to support an attack against 28 and friends without loss of time or undue risk. Time rightly understood is a great element in this as in most games of skill. Not time in the sense of speed of play, but in the sense of the number of moves made. Making a few moves say to build a fence that might have taken more is gaining time. Lightness combined with strength is the aim of us all but the privilege of the few.

Examine carefully all the cases of enclosures near the fringe of security. Remember that sometimes a fortification can be destroyed by attacking an eye in detail, capturing a detached portion. Remember on the other hand that a single eye wide open may generally be doubled internally, and again very particularly that if there is only one way of doing it, the chance of bringing about the double may be spoilt by an adverse visitor dropped into the critical position.

FORTIFYING ENCLOSURES. In forming or leaving an unsupported enclosure not to be fortified till it is attacked, it is very necessary to know what will stand securely against assault. One with more than seven vacant mees is safe and it would be sheer waste to strengthen it,

(except to prevent neutralisation to be explained presently) always supposing of course, that the walls are continuous or could be made so when required, without reducing the vacant mees to less than 7, but when the number is not greater than 7 it must be examined.

Starting from the simplest case it is obvious that a camp with only a single mee, or with two, cannot be fortified internally. When we come to three mees (enclosed by friendly walls or the edge of the board) the case is quite different; with the move these can always be fortified by playing into the middle one of the three. So, when the move is against you the opponent can always prevent the fortification by playing on to the same spot: he has then only to fill up the enclosure to arrest a surrounded camp. Four mees depend entirely on their position, if they form a continuous line, straight as 33 34 35 36, or crooked such as 33 34 44 45 they can maintain themselves even against the move; for a man placed in either of the two intermediate mees will divide the enclosure into two. Whichever one the opponent takes, the other is available. But if they happen to be in a square form they cannot fortify even with the move! Into whichever corner a man is played the adversary has only to take the opposite one. Theretore although when a three enclosure is formed or is in formation it must be attended to at once, a four in a square may be left by an opponent as long as it remains a square. The weakness of the square formation is handed on to larger spaces containing it and it is curious to note that if an opposing man is played into the square leaving three mees unoccupied, this remaining part cannot fortify, though in a sense a three. A part of the wall is not friendly. A formation like a stunted "T" 33 34 35 44 can be fortified (at 34) with the move but not against it. Five men in line

(without doubling on themselves) will of course be as secure as four, and may even wait for action till there are two invaders, but when they take the form of a Greek cross as 33 34 35 24 44 they can be fortified (at 34) but cannot stand assault and the same may be said of a square with an extra mee at the corner; the critical mee this time being the corner of the square adjacent to the extra mee. In this last case, in filling up, caution begins to be necessary, care must be taken to leave the extra mee or the one diagonally opposite to the critical square till last or the four mees when picked up will leave a fortifiable enclosure. Now we come to a six mee space. There is one form in this set that will not stand against assault and this is like a square with the two extra mees adjacent to on the two sides of the same corner; the critical spot then being the said corner. The enclosure might be 24 33 34 35 44 45, the critical mee is 34. All other forms of six have at least two fortifying mees. In the case of two parallel rows of three whether evenly placed or not, the middle of each of the three gives what is wanted, to be backed up by any mee of the other set and so on. *Diagram* 19 collects these forms with some others.

In all cases as hinted above care must be taken as to the order of filling both by friend and foe, and the friend must be careful that he is not called upon to pick up a group that will leave an unfortifiable space. In sound forms it is always possible to form a double eye when the enclosure is clear of the enemy to start with. When there are more than 7 mees in the enclosure it is always possible to double and therefore to arrest any adverse men that are played into it.

It seems difficult to give a general rule but the following is the author's aid to memory:- "After the opponent has played his one man there must remain either three vacant

mees in line or an open pocket." An open pocket being a vacant mee surrounded by three triendly men and another vacant mee. Then a double eye can always be accomplished by playing to the centre mee of the three or closing the pocket.

When the space is already occupied by some adverse men as will often be the case especially if we have also been surrounding the enemy, the question becomes more complex but the same principles apply. If the number of mees is more than 7 we can simply wait events and fortify by defiance if we cannot get a double. Should the enemy go on filling up we could wait till there is only one vacant mee left and then arrest the invaders. It is never possible for the enemy to subdue the fortification by exhaustion from a large number as it is possible at any time to form a double till we get down to a 7 mee space. No clear 7 space camp can be arrested but there is one form in which a double cannot be secured. This is when the space is two squares of four superposed at one corner say 23 24 33 34 35 44 45; the enemy occupies 34 it cannot wait and we play 24 33, 35 (or 44) 44 (or 35) and in either case we hold the position by defiance for if he play another man we pick up and secure a four in line space. In all other 7's a double can be forced. If we are compelled to try the defiance method with not more than 7 mees (vacant or occupied) in the enclosure we must struggle to obtain a sound form for the pick up. If we get one, the camp is secured.

In securing camps and in many other cases the idea of open pockets is a useful one, they always add security, and a line space owes its strength to its having an open pocket at each end. In fact the whole line is simply a closed long pocket which may be cut in two at any time. Perhaps we may be forgiven for illustrating their influence on the game

generally by discussing briefly the formation of eyes within the larger enclosures. We take the intractible case of a square 16 with its corners say at 33 36 63 66. We first essay at 46 to form a pocket which must be closed by the adversary at 35, we then elongate our pocket at 45 ; it already has a man in it, but this does not matter, there is room for another. Once more it must be closed. Elongate again at 44 and finally play 43 or 33. Another scheme would be to play to 45 suggesting a long pocket two ways. Adversary goes to 46. We then take 56, following it up by 35 or 36 without leaving the corner and so on. When our space is partly filled by the enemy we must devise a plan which avoids him if possible.

Now for the purpose of further illustrating the principle let us consider a case from the other point of view. An eight is being formed of a square nine with one corner missing and we have the opportunity of planting two (or more) men in it while it is forming. Can we prevent a double eye? The enclosure may be 23, 24, 33, 34, 35, 43, 44, 45. It is clear that 34 is important. If we allow the adversary to occupy it he makes two pockets. Suppose we took 23 and 45 to close the pockets before-hand he could still take 34 followed by 33 or 34 doubling the space. No. We must take 34 for one ; 43 to spoil both threes is useless for the other, as he has 33 and 44 or 24. Try therefore 33 and 34 if he then plays to 35, 44 will prevent him forming an eye or or in any way doubling the space. He dare not play another man, he is thrown back on defiance at once. If we had the opportunity of placing more men it would be of no use unless we could tempt him to play another man within and reduce his space to 7, even then it must not be at 33, 34 or 44. In filling up a not more than 7 space we should if

possible adopt forms that will grow through the indefensible ones to the indefensible six.

We must not leave the question of fortification by defiance without pointing out the danger of allowing a one space camp to be lined and also the danger of allowing even a single eye to be formed within it.

If such a process is going on, projections should be thrown out. Suppose our square 16 above to be lined to the extent of 33 43 53 63 64 65 66 we play to 35 perhaps, bringing 46 then to 45 followed by 44 or 45 and there is no room for mischief, if 35 is replied to by 44, 55 must be played. If however it was still the opponent's turn to play and he occupies 35 the position is more delicate. It is no use trying to form a line so we occupy 45, 46 56, 36 34. Or if 35 45, 44 55! (to stop the eye) followed by 46 or 56, but in this case 46 for 55 would be fatal enough, for after 46, 55 36, 34 there is no fortification by defiance for when the enemy completes the lining at 56 a pick up is effected.

In conclusion then :—Any space of more than 7 mees with continuous walls is defensible whether occupied or not unless lined or with an opposition eye within it. All 7 mee spaces are defensible if clear at the start. Certain forms with less than 7 are not defensible against the move and as a further aid to memory, these are all included in :—A square nine with three or the four corners missing and any of the mees between the missing corners also. This will be found to include all these forms and no others. The only case in which the edge of the board materially interferes with any of the above considerations (except by breaking the continuity of the walls) is in the corner when it is sometimes very serious. This is more deeply dealt with at the end of the Tactics section. *See Diagram* 19 *and* 20.

When the adversary is trying to form up in any confined space, play men on to squares that are important to him, such as the corners, or better still the middles of the sides of his prospective eyes and the positions necessary to join up his men, especially when to pick up the man he must play into an eye that is better left vacant. It is often good to play into a mee (or square) next to one the adversary wishes to keep open.

A good deal of nice play often arises in fighting in enclosed spaces. When a space is temptingly large but irregular, there is room for a considerable amount of judgment as to whether the attack should be begun at once or be kept waiting till the play is complete in other parts.

If the attack demands immediate attention and counter-play within the same enclosure it is generally well to go ahead and to continue as long as it does command it or as long as the issue is still doubtful. When success is assured (or doubtful) and it becomes only a question of a few places, its importance must be weighed in the usual way against the prospect in other battles. If ultimate defeat is evident, of course no men should be wasted on the camp unless the play strictly involves one for one.

Another case in which it may be necessary to proceed at once is when the defence could quickly spoil the chance by a judiciously placed man or so, and has the time to do it, then to wait is to abandon it entirely.

After the general play is finished, there may be nothing to lose and a possible gain in attacking any open space in in which there is room to form a double eye or a chance of breaking through, but while there is anything else to go for, temptation must be borne quietly and not easily yielded to.

It has been said that when the first enclosures have

been made there are the points between them to be fought for, but when the frontier posts are thinly placed the disputed territory becomes very ill defined and as some sort of claim is at once thrown out, from the very beginning, almost the whole fight may be said to be really for the spaces between the ill defined boundaries and for the breaking down of the boundaries themselves. The modern scoring has avoided the tedious, one and one, picking up of the last points between the camps where there is no room for an enclosure.

Practice and experience show that a fence thrown out at about half strength is secure, that is, man and space alternately. The adversary generally cannot play between without loss, but if they are further apart a fight for the intervals is quite feasible, the prospect of success depending on the positions of the other groups. Of course if friends are near, the lines can well be thinner than when the enemy or the boundary has to be faced and there is no support to be expected.

In playing to hinder the development of an adverse man, in a clear field it is not generally good to play next to him, as he immediately begins an attack that may be disastrous to you; but it is better to leave a slight space between the men and then his attack would be too slow for complete success. For example, a lonely man is on 44, you may play to 46, 36 or perhaps 55, but 45 would be bad and 43 very bad. The proximity of other men introduces other considerations which may outweigh the one just given, and in crowded positions it is swamped. This is why in starting a game modern players tend to prefer 34 to 44, following it up presently with 54 if no adverse man has appeared to disturb the harmony. The 44 is on both vantage lines, but

being at the corner, having to guard both ways, often finds itself overtaxed and generally needs the support of 34 or 43 later on. The 34 is nearer the edge and can so much sooner form its eyes on the boundary, that this advantage, lessening the attention that is demanded, weighs heavily against the more commanding position. The more cautious move also will better bear leaving in the event of its being attached whilst urgent business is demanding attention elsewhere. The 34 is generally held in check with 53 and the 44 with 63 or 64. It should be noted in this connection, both for attack and defence, that for the formation of a double eye in the corner the possession of the 4 line is not necessary either way. A secure fortification can be built outside both these lines in two different ways (*see diagram 6*).

Don't be too easily led away from a profitable scheme to defend something which is of little value or is indefensible, especially if your opponent is the stronger player he may see that success awaits you and is bluffing. Even if he attacks a stronghold, let him go on, examine it carefully and don't disturb him until it is necessary if there is anything else to be done. On the other hand it is generally right to follow your opponent up and not leave him a free hand, at any rate when he changes quarters always look for what he seems to be up to and if you are doubtful take the best chance and follow him up. He has left the other district and when he goes back you can go too if you then think well of it.

It is very important not to get too absorbed in any local affair, every little bit is a part of the whole struggle and affects more or less the whole field, but guard against the other extreme, which is sometimes met with, of jumping about all over the place for the mere sake of doing so. Don't leave a keen struggle simply because it is keen or long

and you think it is time it slacked down or because you are anxious to open an account somewhere else. By all means give a good look round but deal efficiently with what you have in hand before leaving it for less urgent cases; lean towards friendly camps and even one solitary man in a corner is sufficient encouragement to steer the conflict into that direction, this slender promise of help is quite sufficient. When the ferocity of the fight calms down a little then is the time to look for opportunities to pop down a man here and there. This is often where the main advantage of a fight comes in, having the grip and so being able to spare a move now and then for other fields. Generally these corner fights divide honours in the way of giving a camp to one, and to the other the outside berth which is not to be despised, it is much more powerful than at first sight appears. Whichever way the predominance turns towards other corners or to the centre, it lends material assistance to all friendly forces in that direction, whether it is an attack or an extension in a superior position or a defence against an inferiority. If one player gets the outside berth at all the corners he has probably lost a considerable amount of property there, but he is sure of getting a very large share of the centre field. Besides capturing men and territory, one aims at driving the opponent's walls in to lessen his, and this is especially true when he is seizing the centre field.

The same principle applies to its not always being good to attempt to hurry on a capture too much but to play round at a respectful distance. The argument on the position of *diagram 17* shows it to some extent. White instead of playing to 27 had played to 17 to hurry on the arrest, rendering the weakness liable to serious attack. The consideration of influence indicates that 27, if feasible, is better then 17, taking a more outside berth (towards the centre). When

White plays on to the one line, Black is naturally forced on to the two line and a free field ; but if White is on the two line Black is driven in to the one line and a confined space, leaving the free field to White. If Black comes out into the open he still has to face a White line. The more the fight can be brought away from the edge, the more territory is involved and the greater the reward of success, in addition to the greater influence of the man played, but we must give the everlasting warning against over-doing it, success must not be thrown away. The play to defeat 35 in the position is also significant in this connection, 36 the move natural to a novice in direct continuity and defending the weakest side, is just good enough, 54 is distinctly better, but 46 still more outside and into the unfought field does the business at once. A rather larger ring round the black man is more efficacious still and encloses some acceptable territory.

USE OF NEUTRAL MEES.

When the game is practically finished, really you think quite finished, but your opponent is not satisfied and wishes to go on as you must do if he demands it, play as long as you dare into neutral mees between the territories as every man you play into enclosed territory of either side lessens your claim by one ; and although by playing men that are to be arrested eventually he is fully making up for the deduction by taking equally from his claim, you might just as well save what you can and so help the final differential score. If both go on playing into enclosed districts man for man the final difference is not affected, for although you are filling up your enclosures, the prisoners you take will fill up his to the same extent, or if you play into his enclosures your own men become prisoners to be handed over by your opponent to fill up yours. And similarly whether he plays into his own enclosures or into yours.

The modern scoring by enclosures only in the place of scoring by men and enclosures together as some readers will have been in the habit of doing, affects the tactics very slightly and not to the extent one might at first sight suppose. It might be imagined for example that the projection in such a formation as 64, 65, 76, 67, 68, was useless if it eventually became necessary to fill up the vacant mee by playing 66, but that is not so. It would not have been necessary to fill up the gap unless the adversary was at close quarters. Although the projecting mee does not count to you it pushes the adversary back and so impoverishes his territory. There is no serious difference in the tactics brought about by the different method of scoring. You can practically always play just as if the occupied mees scored just as much to you as the vacant ones Neutral mees are of course useless as regards the ordinary score, but sometimes by playing into them you may force your opponent to occupy a mee of his enclosure and save a point.

SEE-SAW.

Difficulties arise with the "see-saw" position sometimes, the position in which repetition is possible, and it is not easy at first sight to see how the score is affected. There is a natural disinclination to block up one's own enclosure, but under every circumstance of the score it will be found that it always pays to do so rather than let the opponent take another swing, unless there is more important work elsewhere. The vacant mee becomes occupied but the prisoner is held (or saved) and the opponent in general makes a corresponding move. In the middle of the game it makes a difference of two points whether you give or take a see-saw position. There is no question of vacant mees and you give instead of taking a prisoner. It however occupies moves, and may well not be worth while to take it when it *is* formed.

At the end of the game when all other districts are quite settled the taking of a see-saw already formed may mean one point only, or three. Let us examine the position on *diagram No.* 12. Suppose it is the end of the game and you, Black, seize the see-saw by 19 and ask White to continue, he plays to a neutral mee and you close by 18, holding the prisoner, on the other hand if you were last occupied on the other part of the board and White closes the see-saw, there is no prisoner ; a difference of one point only. Let us imagine with this position that there are some neutral mees with everything else settled and quits, with White to play. White hesitates to fill up his mee and make a draw we will suppose. So he plays to a neutral mee ; Black now seizes the position with 19 and calls upon White to continue, then plays to 18 and wins by one point, his prisoner. If, however, he also hesitates and lets White in again, we get a draw. If there are no neutral mees at disposal, or they are not used, it makes matters worse and two points are at stake. Should White hesitate to close and be foolish enough to play to an enclosure, there may be no neutral mees, he loses 3 points, two for the men he plays and one for the prisoner in the see-saw.

These arguments have shewn that when there is nothing particular about, it is always worth while to take or close a see-saw as the case may be, but its value may well be over-estimated. The point of view mostly presented in practice is :—Here is a see-saw already formed with play going on elsewhere. There is no question of territory or the safety of that particular group. What has been done is done with so far. What is it worth to take it and what is the cost? If I take it and let my opponent take it back again there is no direct effect on the score, only whatever disadvantage may arise in the matter of the order of the

moves—this may be very slight or serious. If I leave it my opponent blocks it at the expenditure of a move. If *I* take it and block it I gain one point (the prisoner) at the cost of two moves.

Therefore in such a case merely to take it and let it go again is not generally good and to take it and block it costs three moves, two for oneself and one saved to the opponent. In the early part of the game it can rarely be good to take a mere see-saw, but as the moves get less valuable it becomes more and more worth consideration.

In an ordinary case there is no question of security because the mees being filled up brings the rival camps into close proximity without spaces, whoever effects the block, but when it does occur the matter must be viewed in a different light.

When a see-saw appears there is naturally a wish to get the chance of seizing it and its point, but it is necessary to be cautious. Suppose this see-saw above discussed were suddenly brought on in connection with position No 11 of the same sheet. White may not repeat the position with 18, but plays 32 in the other position, obliging 31 then seizes the see-saw to hold it, unless his opponent can make a similar manœvure in his turn elsewhere. Hence tentative positions of this character have their disadvantage, and should be closed (in this case by Black) as soon as a fitting opportunity arises.

Here is another interesting position also illustrating the question of safety, on *diagram* 13. Black plays to 12 taking the see-saw and threatens White's whole camp. White now searches for a forcing position to be able to play as before, a move that compels his opponent to reply on the spot ; if he succeeds, then he takes up the see-saw again, threatening

to establish his position by picking up Black's man on 23 and gives himself a nice double eye. But now it is Black's turn to find a forcing move against White if he can and so on, as long as such positions are to be found, and probably it will not be for long. The first one to fail loses the position. That is if White first fails he loses his camp and if Black first fails White secures his camp. The Japanese word for see-saw is " Ko."

We often come across what might be termed a half see-saw which only goes down at one end, If white men are at 56, 66, 65, 64, 54 and 53 and Black ones at 34, 35, 36, 46 and 55 as part of a larger position, Black may block as before at the cost of one move or White may take the man and secure the mee at the cost of one move only as he need not block. The bargain therefore is two points for at the most two moves, a much better speculation than a proper see-saw. In the above position 34 and 35 may be white men and the question is not affected. The question of security may well come in here also as the mee acquired is an eye and may be vital to White. The original vacant mee at 45 was neutral.

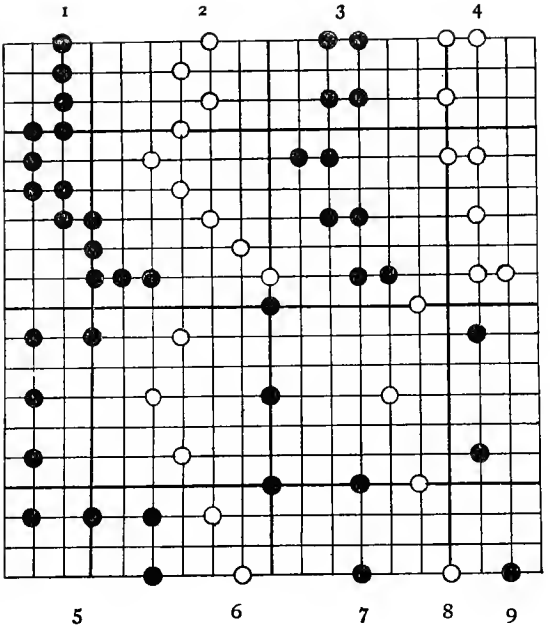
A see-saw at the end of a game sometimes swings backwards and forwards for many turns whilst each player in turn finds a forcing move that would not be worth while under ordinary circumstances.

These stragetic schemes for construction and destruction may be gathered into what may be called a

THEORY OF CHAINS.

It is required to connect two points having we will suppose, somewhat the relation of 21 and 04. What sort of chain can we use to make a fence across the gap? Nine patterns from the strongest to the most flimsy are given to choose from on *diagram* 10, and are discussed.

Diagram 10.



Chains; or strings of men of various forms connecting two points.

No. 1 is complete and continuous but elementary and extravagant. It is scarcely a chain at all but a good all round ready made permanent fence. Its solidity is unquestionable. It is absolutely secure against an assault, unless it can be entirely surrounded, and is equally reliable for attack or defence. Nothing can break it. It requires no attention whatever, but it costs many men, the full number for the route including the deviation from the direct line. It is so thoroughly stiff also that it would be difficult to build in the face of an active enemy. It is an ideal which, though always kept in mind, is seldom aimed at for any considerable length of chain and still more seldom obtained. In short pieces it abounds in every game and occasionally we do see it in longer lengths winding snake-like in and out of the adverse forces.

No. 2, a diagonal chain, is a revelation to a novice and should be carefully examined. We find here the other extreme of flexibility and freedom. Not one man is joined up, yet every line is taken possession of; the enemy cannot bridge it without destroying a part of it by picking up the men. Yet is quite secure, every pair has two vacant mees in the angles, the occupation of either of which joins up the men as in No. 1. If the enemy takes one we can occupy the other, even if it would not pay better to attack the intruder by threatening its arrest and so gain more territory, perhaps at the cost of a link or two of the chain, instead of joining up at all. Its angles form so many traps, and it is particularly entangling at the bends where it forms open pockets. One often uses the short length formation of three men as at the top end of the chain given wherever the pressure is not too great, it is better than a direct line as keeping the enemy more at bay and securing an extra mee if it can be maintained. It is wider in its influence on the

board, but as it does on occasion require support, it is not so strong as No. 1. True every addition that has to be made is in reply to the opponent's move, one for one, but the demand may come at a time of great pressure when the opponent's move means more than the mere threat on the chain, whilst if it had been complete as in No. 1, the supporting man could be available in another part of the board, even if the attack had not ceased to be worth the opponent's while. However, very little attention is demanded to keep it intact and there is a distinct saving of force owing to the deviation coming naturally.

We see from this that the angle men in No. 1 are not immediately necessary, they can be put in outside or inside of the angles whenever the pressure comes, if at all. In building a wall it follows from this that the next man need not be directly ahead, but may deviate to one side or the other giving a choice of three squares and relieving the stiffness. Short lengths of Nos. 1 and 2 work well together and form the staple of close fighting manœuvres.

No. 3. As the general principles of chain formation have been sufficiently discussed in the foregoing, it is only necessary to indicate the peculiarities of the remaining patterns.

Here we have a useful, open work form, using the same number of men as No. 2 and wider still in its influence, though it will not take a full diagonal course. When the line is direct the security is obvious. It seems to invite the enemy through, but he cannot accomplish the feat. In a clear field he may be allowed to go so far as to fill both the ntermediate mees and join on at one end, but he is stopped at the other by a man that immediately joins to one of the two sides. Nor is it much less powerful when oblique. In

the diagram, let White play 87, Black places a guard on 88 or 86 according to which is the dangerous side. With friendly neighbours White may be allowed to occupy 86, 87 and 88, but he is still caught. It is a very useful idea when working amongst the enemy, and it rarely wants patching, for the adversary dare not play into the meshes.

This lends some additional glory to two men side by side in any position, it shows that not only are they mutually supporting but that they form an effective part of a line practically in any direction.

No. 4. Still more economical; nearly as strong as No. 3, it is easily turned into it, and only uses three quarters of the men. If there are no adverse men actually amongst it at the time of building, it cannot afterwards be disturbed. Say an attack takes the form of 44 45, 43 42, 33 22! If one wishes to build a strong wall in front of a threatening fortification this is the pattern to adopt. In practice it proves even stronger than it appears on a cursory examination, there are so many ways of patching it up and of turning attacking parties on to its own base to be efficiently crushed.

No. 5. Those on the lower half of the board are lighter in character and as they belong to the nimble family less is expected in the way of sturdy resistance. Their use will depend on circumstances. This one is useful, being the strongest with so little material, it takes only half the complement of men and can quickly be augmented into No. 4 or any of the preceding. The mee between the two men cannot be seized by the enemy without adequate support. It is the form to adopt when a strong base is contemplated in some position where there is no pressure yet, but will certainly come, such as commencing in the corner. Two

men so placed constitute a splendid foundation for a base that cannot be overcome unless deserted by its captain for other loves. This form of development is in constant request. Three men say at 64, 44, and 46 are very strong, and another at 55 renders them impregnable.

No. 6. A much used modification of No. 5, allowing of deviation without waste of material. It bears somewhat the same relation to No. 5 that No. 2 does to No. 1, but without the great difference in strength. It may equally be filled in to become any of the upper forms, but there is less choice of method of change than with No. 5. It will be used when the fighting is already going on in the district, the deviation being made towards the danger side when the position is strong and towards the safe side when the position is weak.

No. 7 and 8. Still more rapid and slender and at the same time much weaker. A sort of giant stride, one direct and the other oblique. There is a great choice of places for inserting strengthening men, but it cannot withstand attack without them. Useful when sallying forth from a friendly base into a new field, perhaps the centre, or sometimes in throwing a rapid fence from corner to corner to enclose the side territory. Sometimes also by way of an advanced guard to meet an advancing foe. The stronger the base and the weaker the present opposition the longer the forward stride may be. It is attacked by placing a man each side of the gap and is liable to be used too freely.

No. 9. Scarcely more than an indication of claim to acquire territory, but often effective for all that, especially when it associates two friendly bases. (See remarks on Nos. 7 and 8). It has the advantage of readily becoming No. 5 or 6, being in fact a transition form. In using it we must

bear in mind that the longer the link the more necessary is it to incline towards the safe side. This is still more liable to be used too freely. In joining two friends at a distance by say three links, it is best to take the middle one first leaving the adversary less room than by taking an end one.

GENERAL. It need hardly be pointed out that chains may be and are, of necessity, forged of mixed patterns. We must fit in our links according to space and other circumstances, We use the lighter transition forms in open field and, as far as possible, the denser forms for the close fight. The great aim is to be able ultimately to construct a fence of sufficient strength without putting too much into it in the early stages. Needless attention, when there is anything else to do, means loss in another place. The whole art of the game lies behind that. The most important job must be done first. Which is the most important? "There's the rub." One difference that distinguishes a good player from a bad one is his ability to judge these things correctly. And the ability to judge is chiefly made up of knowledge and the mental power of the individual, the one can be got by study and practice, and the other by close attention during play. Never make a move without a reason and always work out as far as you can into the result of any contemplated manœvure.

CHECKING PLAY and destructive tactics are converse to development and construction and they are to a great extent directly opposed, but are in other respects intimately interwoven. This side of the play is the more difficult. We have the building and the defence to consider with almost as much attention as on the other side and much more besides. We use all the art of the builder for our own structure and learn from it how we can best get in his way. Perhaps we think our opponent would be assisted by the possession of a certain

mee, it is one reason and a strong one why we should play there. If the possession of the mee is vital to him this consideration becomes paramount. From its dangers to you, however, or from the more seductive attractions of another, you may be content with simply making it dangerous to him to occupy the mee. He replies, when and if policy dictates, by placing a support that would sufficiently increase the safety of the move. You then increase the danger till the position is either occupied by the one or the other or abandoned altogether.

The two pace oblique link of No. 6 chain is appropriate as a checking move in many cases, and especially when both the enemy and ourselves are weak or thinly represented as at the opening of the game. The man also ckecks the direct advance in two places and is itself sufficiently out of danger. It is the staple checking move. A direct two pace opposition (as 46 to 44) is a slightly greater check, as it also directly commands three places and it is in the direct line itself; on the other hand, though it completely checks the important two pace advance in one direction, it is in one direction only, not two like the oblique does. Experience shows that the direct opposition without support, whilst being very little more check than an oblique one, is in too dangerous proximity to the enemy, and this is certainly a question that experience must decide. From a self defensive point of view it is distinctly nearer to the enemy, being reached in one pace instead of two. If it is attacked it must be defended at once, not leaving its captain liberty of action elsewhere and to be bound down to take up a defence at the opponent's bidding as to time and place is a serious general weakness. When, however, there is but one fellow soldier in the district this closer opposition may be adopted. In all cases where there is more support, internal or external, the closer

oppositions are used till in a mixed medley or when a friendly contingent is within say two paces, the close up contacts, diagonal or direct, should be freely adopted, The diagonal contact (say 55 to 44) is available for checking purposes with very slight support in a thin field, it is not the same thing as a diagonal constructive chain.

If your opponent throws out a long link it may generally be threatened by placing a man somewhere in its midst not quite in the direct line, and probably a second man to the other side to cut off communications when there is no support near. The men must be attended to quickly or they will be able to break the chain. But when we think we see a weak spot somewhere or a bit of fencing too lightly constructed, we should attack it, but not clumsily, caution is a prominent virtue in these matters ; it is of no use challenging to an unequal battle and bringing about disaster.

The destruction of a short link open fence is, we have found, quite out of the question, unless we have friends at Court, but that does not prevent us sending the friends on ahead if it suits our plans elsewhere. Generally the support must be provided well before the attack is commenced to avoid the risk of a disastrous collapse and care may be taken not to alarm the enemy before it is too late for him to save the situation. He has much to consider all over the board and it is not wise to over advertise our schemes. With so many things he wants to do at the same time you may find it possible to attract him where you don't mind him, away from where you don't want him. Absence is often highly appreciated.

Sometimes in an attack to capture a whole camp, the question arises in reference to a roomy avenue for an escaping development. There should not be too much haste to

bar the way at close quarters. Choose a place of economy and as far from the enemy as practicable, as this not only encloses for yourself a larger territory but takes longer for the enemy to reach you. It requires a width of three mees to form an eye and they are easily stopped in that space with care, but there are many tricky little structures which require careful watching.

If your opponent begins running out a line in close formation into an open field, perhaps to escape suffocation from a one eye camp which you are surrounding, you can generally adopt the two pace direct advance with advantage, it turns him at once. *e.g.* Suppose Black has men at 12, 21, 22, and 31; White at 13, 23, 33 and 32. Black plays to 41, now if the force to be met in the distance is white, by all means play to 42, but if it black it would be fatal to allow the meeting and we (White) play to 52, bringing about an arrest of the camp, it leaves two outlets but both are under complete control. Another example away from the side of the board is met with in the discussion of No. 4 chain (22). Too much of this may bring trouble; suppose in the above after 14 25, 24 35, 34 45, 44 53, 43 42, 52! Detached men are also liable to attack, but a little practical play will shew this at once without exemplification here.

THE OPENING.

The discussion on the chains and checking moves will have given already a good idea of the opening of the game, but there are still some difficult considerations. On the opening the whole history of the subsequent game depends. There is the very troublesome question of the amount of attention that is desirable before leaving a camp temporarily for other fields, and the checking and counter checking of the first comers. It is clear that when two men hold the

fort they require no assistance till the enemy comes. But the player of the two men is two moves behind elsewhere and is probably already involved in a fierce fight. Each will strive to get ahead in some quarter and force the fighting; when the enemy begins to get tied up it will give an opportunity to put "a stitch in time" where the stitch is needed. Thus we must not be too hasty in establishing a two-man camp. On the other hand the two established occupants are ready to begin a fight to great advantage directly an enemy ventures into their neighbourhood. They form a dangerous group to tackle till support appears in the way of a growing base, and as such are generally better left alone by the opponent till such support arrives. The enemy being the two moves ahead should be able to get a predominance somewhere which will enable him to lay siege in a suitable manner.

When a claim is laid to a corner district, then we must decide whether we put in a check or leave it alone. Again perhaps 34 has been met by 53, 42 can now be played in diagonal contact as a counter check, constructive as well as restraining, being an important step towards a fortification and at the same time, though sufficiently safe itself owing to the company of 34, it renders 53 very unstable. The white man, besides suffering from a diagonal contact without support, is out-numbered, it demands immediate attention and if White does not respond to the call, local trouble is likely to follow.

If this or some other counter check is not played, White may take up the running by playing 45 with even greater effect. It is particularly important in the opening development to get in these double-barrelled moves. All our checking moves should assist our constructive schemes as

far as they can possibly be made to do so, and even in our purely constructive manœvures the restraining influence must be kept well in mind.

A camp of a solitary two, gives a great temptation to throw out a long link too early, perhaps 34 and 54, supplemented by 49. It is the correct way to treat it, but it should be a long time before an effort can be spared from other districts. Already two moves behind, every attention should be given to the other camps till the fury of the fight has abated.

In checking and making a guard in the corner, keep an eye for the outside berth and whenever you start with a preponderance of force it should be easy, as your opponent by reason of his weakness, is forced towards the side for fortification purposes ; in itself a sufficient reason for leaving a two man camp alone. You may be able to approach later on, with a strong base behind you.

Instead of giving an attacking check in such a case as after the 34 53, we may adopt a purely constructive policy with 45, which is equally useful in another way, bidding for the outside berth instead of a fortification in a cramped position. Let us see what the experts do, and to avoid complications we will dissect the opening used in the various corners in some games played by Japanese players, they form our best model and at present practically our only one. Later on there may be an English school as in other games of skill. A few running notes will help to extract the lessons and the removal of the other play will intensify the special part that we desire to illustrate. The numbers of the moves in the games are given to show whether the position was pushed along keeping others waiting, or was itself considered able to wait whilst others were in active play.

Having appreciated the local treatment of the corners, then the student will be better able to study with advantage the games given. It will be noticed that White often treats the opening more boldly than Black; this is partly due to necessity, White being behind wants to catch up, and sometimes White may have a feeling of superior tactical strength and so be prompted to be less cautious than Black would be. A·dash is used with the ordinary meaning of the move being made elsewhere.

No. 1. **1.** 34—, **2.** 54—, being well away from the enemy this formation is adopted: **3.** —39 approach from a distance, **30.** —73, **31.** 37 50, **32.** 28—, **33.** 93 75, **34.** 95—; White is strong below and has played to separate the Black forces. Black equally plays to prevent White from making an enclosure by leaving bare room.

No. 2. **1.** 34—, **2.** 54—, **6.** 03—. the camp this side is two of the enemy. **8.** 69 to meet a similar advance, 67, the first check and to prevent too easy a junction. **9.** 65 87, **10.** 05 47, fencing through, **11.** 78 77, and a furious contest raged around this position. White is forced into building a strong fence.

No. 3. **1.** 53—, a little variety, rather more enterprising, **3.**—34, the two friends were in the far corner. **4.** 93—, and it was now left till **55.** 37 45, **56.** 30 73. Practically two fights have developed in one corner.

No. 4. **1.** 34—. **2.** 54—, **3.**—39. **15.**—30, **25.**—06, **26.** 03 another respectful approach.

No. 5. **1.** 34—, **2.** —53, **4.** 93—, one white man in this direction. **12.**—45, taking the outside berth, **23.** 42 52, **24.** 44 54, **25.** 43 25, **26.** 55 24. White does not succeed in preventing the fortification but limits its extent.

No. 6. **1.** 34—, **4.** 54—, **7.** 83, the camp below is held by the enemy. **80.** 38—, and it was left for some time.

No. 7. As in No. 6 but **13.** 47 37 a fierce fight ensued.

No. 8. **1.** 34—, **2.**—53, **4.** 93—, **9.**—36 there is a friend near. **12**—45, a furious fight is going on in the far corner. **23.** 42 52, and now it begins here.

No. 9. **1.** —44, **6.** 63 46, **29.** —53, close contact as he is well supported. **30.** 64 84, **41.** 04—.

No. 10. **1.**—44, **13.** 83—, **38.**—63, **40.** 06 94, to localise the struggle as far as possible.

No. 11. **1.**—35, **3.** 43—, **7.**—73, there are three friends and four opponents in this direction. **8.** 54 46, **9.** 56 57, **10.** 66 67 and so the fight began,

No. 12. **1.**—43, **5.**—45, **7.**—83 three Black men in this direction. **27.** 84 75, Black has fairly near supports but White attacks. **28.** 96 97, **29.** 07—, **30.** 93—, **31.** —86, **32.** 95—, **33.** 98— a furious fight is going on, on this side. It was now left for a long time.

No. 13. **2.** 43—, **3.** 35—, **4.**—64, one white man in this direction. **5.** 45 44, supported on both sides he may boldly play in. **6.** 54 34 and some hard hitting ensues.

No. 14. **2.** 43 35, **4.**—30, two black men this way, **8.** 54—, 9.—93, two black and one white over here. **12.** 38 55, **13.** 65 56, **14.** 58 64, **15.** 63 74, **16.** 73 84 and so on.

No. 15. **2.**—53, **27.** 45 34 again a No. 6 support allows diagonal contact. **28.** 35 24, White being on the border side must play closer. **29.**49—, black friends in this direction. **36.** —93, **37.** 95—. **41.**—74, **43.** 83 03, **44.** 84 25, **45.** 37— when more attractive fields drew away the combatants.

No. 16. **2.** —34, **4.**—54, **5.** 30—, **6.** —93, facing an

opponent in the neighbouring corner. **7**. 37—, **25**. 89—, a desperate struggle is in progress in the lower corner and Black rightly or wrongly is taking opportunities. **71**. 64—, **72**. 53 43, **73**. 55 44, **74**. 45—, **75**. 52 42, **78**.—63, **79**. 83 62, **80**. 94 03, **81**. 96—.

No. 17. **3**. 34—, **13**.—54 the bulk of the men are in this direction. **14**. 73 44, Black might have played closer up. **15**. 35 33, **16**. 23 42, **17**. 32 43, Black takes a square useful to the adversary. **18**. 22 46 much better than close up. **19**. 75 36, **20**. 26—. **21**. —27, **22**.—25, winning 26, etc.

No. 18. **3**. 34—, **5**. 45 30, one white man this way. **7**.—37, **8**. —74, **9**. 43—, **10**. —54, **11**. 36 47, and was left for a very long time.

No. 19. **3**. 34 53, **5**. 45 30, **9**. 43—, **10**. —54, **11**. 36 47, the old story.

No. 20. **4**. 35 54, **5**. 43 53, **6**. 44 55, **20**. 84—, two black men and one white over here. **23**. 93 67, most of the men are this way. **24**. 86 75, **25**. 85 06, **26**. 03 38.

No. 21. **4**. 53—. **6**. —45, **7**. 34 35, **8**. 24 39, three black and four white this way, all well back.

No. 22. **3**. —35, **9**. 43 54, **10**. 53 74, **11**. 64 65, **12**. 63 75. **13**. 83 30 two black in this direction. Now left.

No. 23. **1**. —34, **2**. 53 73, **4**. —54, **5**. 43 44, **6**. 33—, **15**. 24 25, **16**. 23 36 and left.

No. 24. **1**. 43—, **2**. —35, **4**. —64, **5**. 45 44, **6**. 54 34, **7**. 55 53, **8**. 63 52, **9**. 74 37, **10**, 65 42 and left.

No. 25. **3**. 43— **11**. —35, two black men over here. **12**. 39 54, **13**. 53 64, **14**. 63 74, **15**. 73 84, **16**. 93 39 in the next corner, **17**. 34 84, **18**. 23 44, **19**. 33 59 in the next corner,

20. 36 26, **21**. 45 25 **22**. 37 46, **23**. 47 56, **24**. 57 20, **25**. 66 55, **26**. 29 78, **27**. 68 77, **28**. 79 and it receives no more attention yet awhile.

It will be seen that a close contact check is never made in the early stages. Should it be adopted it should be immediately countered ; say 43 44, 45 and Black must benefit by White's difficulties.

One learns that there is a great choice of play not only as regards the squares to play to but in general treatment. One may adopt the old 44 opening or the more cautious 34 or the more enterprising and consequently more risky 35 or even 45 without infringing much on good taste. Certain formations are more urgent of treatment and others can wait. In any case it wants an appreciable disadvantage to mean serious disaster. A camp can generally be fairly easily saved, with careful play, and experts rarely for that reason get the opportunity of taking any considerable batch of prisoners. Nevertheless it pays to attack a weak position to curtail its influence as a saving of vacant mees is as useful as acquiring them. Prisoners of course count double in a way, one for the man and one for the mee acquired, this doubling being discounted by the mees you have to fill up in effecting the arrest.

One lesson that the study of the local treatment of the openings strongly exemplifies is that in playing a man two mees off you are preparing the formation of an eye, whereas in playing two mees off the adversary you hinder him from carrying out a like manœvre, by curtailing his space. Don't make a close up assault unless you believe it will succeed. Defeat loses ground. Make a finessing move to bring up reinforcements or an attacking one to compel a defence that will give you time. The exception is the planting

of a man into the midst of a hostile camp to force local attention.

Of course the whole treatment, especially after the first few moves is sublimely influenced by the position of other camps, but the first thing to learn is local government, the imperial may follow.

The general management of the full board will be illustrated by the games which follow, but it is exceedingly difficult to dictate about the opening moves which are very largely a question of fancy and style. The test of a good opening is a good position to follow and the general command of the board, and the central position must be balanced against extra mees acquired by the other side.

The game after all is in three stages ; the opening is but to lead to the middle game where the main play arises, sometimes quite general and sometimes patchy, followed by the end game or scramble for the few odd points remaining, which with experts is a very short affair. All we need say is, if you hold enough to win, play safe and hold it. If you are behind, then is the time for risk. The middle game will soon show for example whether, between any particular pair, 43 or 44 is better ; the safe, or the more enterprising. What pays in one case is not permissible in another.

THE LAST WORD.

(AND A FEW OTHERS!).

Practice! Read, but practice! In writing this handbook an honest endeavour has been made to make the principles clear but nothing can avail without practice. If you find it tiring because too complex on the full board, as well a beginner may, play on a draughts board. The practice on the smaller one will soon make you want the full one. If on an occasion, after having attained some proficiency, you have no time to play a steady game on the full board, and have no taste for the lightning style. play the limited game as before advised on the inner board, your boundary is clearly indicated by the special ruling.

On the sheet now presented, have been gathered a few positions for study or illustration. They are more or less critical or interesting, some of them have already been discussed, and all will repay attention. The analyses of such as will be worked out are given in such a way as to show how positions should be examined. They have each been composed with the idea of shewing some point of importance or interest, and of giving a further insight into the intricacies of practical play.

No. 11. Black has two eyes but they are not connected. He can do this at any time and there is only one point at stake. He can play to 32 and enclose three mees in all, at the cost of one move, or he can wait till White plays to 32 and still remain with two mees by playing to 31 at *no* cost in moves. That is, as far as the score is concerned he need not attend to it till other fields do not involve a stake greater

Diagrams 11 to 18.

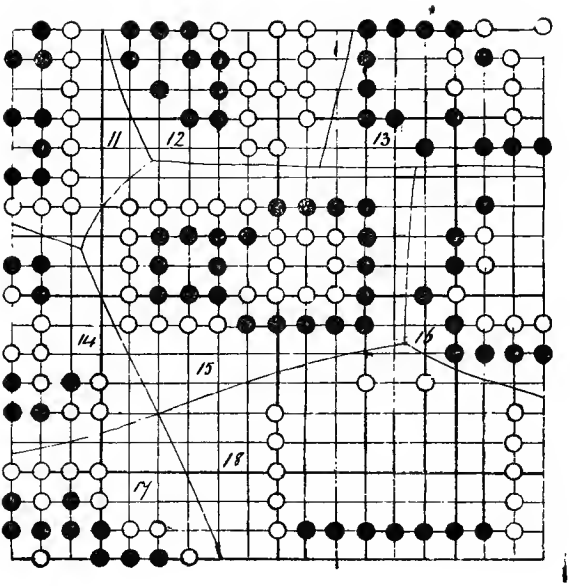


Diagram 11. *A useful forcing position.*
Diagram 12. *A see-saw between fortified camps.*
Diagram 13. *A see-saw on a tottering camp.*
Diagram 14. *A critical position to shew treatment.*
Diagram 15. *Neutral territory.*
Diagram 16. *Can White fortify?*
Diagram 17. *A nearly arrested camp that can shew fight.*
Diagram 18. *Can Black save himself against the move?*

than one point, but in this class of position the immediate score is not the only consideration, for its being left open gives White an option that may come in useful. If it is White's turn to play he can at any time go to 32 and force, in general, an immediate reply, move for move, docking Black of one point at no expenditure of moves. It would therefore seem that there is no reason why he should wait, especially as by doing so, he gives Black the opportunity of saving the point. On the other hand, by leaving this class of position as long as Black ought not to avail himself of the chance given, he not only gives Black the opportunity of doing badly, a consideration which may perhaps not be objected to as unworthy in handicap play, but he also keeps the opportunity of forcing Black, should an important see-saw come along.

No. 12 is a see-saw attached to a fortification. It means one point only and would generally be left till the game is practically finished.

No. 13 is a see-saw attached to a tottering camp whose life depends on securing it. It has been discussed in the article "See-saw."

No. 14. This position supposed to be unassailable from the sides, as it generally would be in practical play, may give a little further help. White is in danger, and could save the situation at once by 63, but unless pressure from without forbids, 84 or 93 must be better, not only in playing out more into the field and so gaining influence, but in tending to enclose more space. 94 would in general be better still, depending on the neighbours near and far ; Black could not venture into 83 at once, nor even after taking the man by 91, because of 93 in reply. After any of three moves suggested for a preliminary White suggests to block the

see-saw by 91. Say after 94, Black plays away, then 91, 83 93.

White may ignore the position for a time, it will wait, yet he has scarcely time for 91 at once, 83 93, 84 94, 85 86, 95 and if 05, 04 : but if the mee 91 had at this point been vacant for a breathing space, then now 96, 75 65, etc. Breathing spaces must be kept open until they are done with.

No. 15 is a curious position. There are within the enclosure three vacant mees and nine unfortified men of each colour, 21 in all, yet the first one to play into it loses the camp, the whole 21 points, to the adversary. Eleven by way of mees and ten by prisoners. The position is neutral in its own right without any question of eyes elsewhere, and it was constructed to illustrate this possibility.

If the position be opened out one space and two men of each colour be filled in so as to make the halves exactly alike, then a see-saw man placed in the centre will give a position in which the first to play into it wins the camp instead of losing it. (The ten inside men on one half of the position would be on 85678 957 05678). See the end of this chapter "Neutral territory."

No. 16. Here we have again an interesting problem. The student should examine it very carefully before looking at our analysis. Can White fortify or must he lose his camp? Like most of the positions of its class, it is capable of a good deal of play. Try 03, 82 92 (nothing bettter), 72 and White is helpless. There is no time for 03. Try 72 (82 is useless as it only encloses a square) 03 (time for this as it forces 02) 02, 04 as Black now threatens to play to 92 winning a section, White must go to 92 or 91, 62 71, 81 or 82 accordingly wins. If instead of 71 White try 61, then 51 71,

81 or 82 and it is not much better ; but if instead of 71 White is less ambitious and is content with 81, he saves his camp. There is therefore no time for 04, he was right in taking the see-saw because it forced a reply and drove a a man into the camp ; also if White has to take it back he has lost time unless the 02 forced on him was quite useful. Try (de novo) 72, 03 02, 62 63, 74 61, and White is all right, but if we plump right in, as it is often good to do, and for 62 play 92 04, 82 White is crushed. Black is a little too strong for White. Let us shift 73 of the diagram back to 74 or nearly the same thing, imagine that Black stops to strengthen his position at 74 after White's first move of 03. We then get 03, 74 72, 62 71, 61, 63, 82 81, 91 Black wins. No time for 63 try 92, 91 01 (not 81), and succeeds ; or again 82, 81 92, 91 01, and again succeeds ; or 92, 82, 81, 91, 01 or 92, 81 82 and wins. It is now for Black to improve his play if he can. For 61 try 92 91, 82 02. and still White wins, but after 91 92, 81 82, 01 02, 91 63, 53 Black wins. Going further back, if instead of 71 White tries 91, we get 03, 74 72, 62 91, 82 71, 61 81 and still White wins. And so on.

No. 17. Let us take another look at this position and suppose it is Black's turn to move. It has been discussed somewhat before. We may get 27 18, 28 19, 29 and evidently Black gets another eye and fortifies : 18 was bad ; try 27 28, 18 19, 37 17, 36 35, 38 39, and Black's inside camp falls. In this last, instead of 38 try 18 38, 17 (must) 47, and again there is a fall. Once more, 27 28, 37 47, 36 35, 18 38, as before. A more open style for White is even stronger, 27 28, 18 37, now if 17 38, 19 20 or if 36 then 17 and 27. It is increasingly evident that Black has no time for the 18 so try 27 28, 36 35, 37 18, and White can still pick up the camp, but Black will be much better placed.

In this instead of White's last move of 18, try 48, 18 38, 17 19, and Black is much better shut in. Instead of Black's last 18, try 47 57, 38 39, 18 (must) 29, 58 49, 56 67, 66 and Black is out again.

Of course instead of White's 57 he could have played 17 and picked up the inner camp. Or 19 instead of the 49.

No. 18 has already been discussed somewhat except that the White line has now been put further off and only indicated. The two men however are quite sufficient to keep off interference from outside. It has been shewn that White with the move can prevent Black from forming more than one eye on the first line, it will then be Black's turn to commence operations on the inside of the arrangement. It will be evident by now that 46 is the best try, being a central position and standing towards the enemy. Then if 46 45, 36 47, and there is no room. Try 46 45, 47 48, 38 36, 35 and succeeds. But if 46 45, 47 35, 36 (if 48 36, or if 39 48) 38, 39 48, 55 44 and stops him. Accomplished without help from the top line by occupying mees important to the opponent especially the middles of the sides of his contemplated eyes. After 46 White could also try 36, but 47 35, 44 45, 55 and succeeds. It is instructive to note that Black is the strongest on the margin side.

NEUTRAL TERRITORY. In a territory that is mutually abandoned as dangerous, or neutral, the vacant mees do not count, as they are not surrounded by men of one colour, the walls are mixed but it is not always easy to see when a position is liable to be neutralised, or what is the effect on the score.

This important consideration occurs in the fortification by defiance when neither double nor arrest can be effected. The camp has been saved but the territory is lost. Neither

party can be forced to play into it and neither will choose to. The men occupying it may have scored indirectly but the mees left vacant are neutral. It is quite possible that a tyro may agree to a position as neutral that could be won one way or the other as some care and insight is needed, and still more likely that a camp may be allowed to lapse that should have been secured.

An enclosure that should be neutral may easily be lost by trying to win it or to arrest some prisoners. In these cases the ultimate result is largely dependent on whether the camp is wholly invested or not and the neutrality of the mees is not quite so absolute as with those between camps. We will now consider a one space position with the conception that it may not be wholly invested.

Suppose 11, 12, 13, 21, 22, 23, 31, 32, 33 form the territory of a sole enclosure in our white camp which is surrounded or destined to be. We know by the size, 9 mees, of the enclosure that the camp is safe (even if it is occupied by several men not able to form an eye). It is quite necessary to watch the enemy when he begins to play into it as an eye is possible here in the corner. It is clear that if he be allowed to take 12, 22, 32, cutting the enclosure in halves, we cannot double and our only chance is in defiance. With that idea perhaps we play 21 with the idea of preventing an eye, then 31 clearly brings down the camp, unless we have at least four moves margin from the incomplete investiture, whether he arrests 21 or not. If he refuses to occupy 31 we do so and defend by defiance if necessary, as he cannot assume an indefensible six. Even if the margin is ample we cannot arrest his three men for the sake of the score and defy on the resulting positions as would at first appear, and if we allow the eye at 21 the camp evidently falls with or without a margin. This should be looked at very carefully ;

if the investiture is not complete, he first completes and then fills the space, or if you arrest his four he immediately plays to 22.

If he is only allowed two men start, he may occupy two of 12, 21, 23, 32, to prevent you doubling by pocket by occupying one of them yourself. Say he takes 12 and 32 you play 22, 23 21, 33 31, winning. It will be found that the only two mees that give him any real chance of subduing the camp are 12 and 21, and as these form an eye they are dangerous especially if the investiture is complete. We play 22, 32 23. 31 forming a defiance if there is no margin, but a margin of one point gives White the victory by 33, even if 31 is not played, owing to his three men being separated and not forming part of a indefensible shape on account of 22 being occupied. If this were in the centre of the board, 11 would now win for White, as it would be in continuity with the walls. Separation of the intruders is generally a weakness. Even if Black starts on a clear field White's play must be correct. Suppose 12 21, 22 32, 23 11, 31 21, 11 and defiance by 31 is all that is left for the investiture is supposed complete. If instead of the first 11 we tried 13 we could not arrest his men and still nothing better than defiance is left. No. The play of the defence is wrong. We had a large enclosure free of the enemy and a double must be possible. We must answer the 12 attack by 23, 32 22, followed by 31 or 12, or by 22, 21 13. To secure the neutralisation simply, 22 is the strongest and is effective, 22 23, 12 32, 21.

In large spaces so much hampered by the opponent's men that a double is not possible, it is necessary to fall back on a neutralisation of territory but the opportunity for a double should not be allowed to slip.

It therefore in general often becomes a sort of debtor

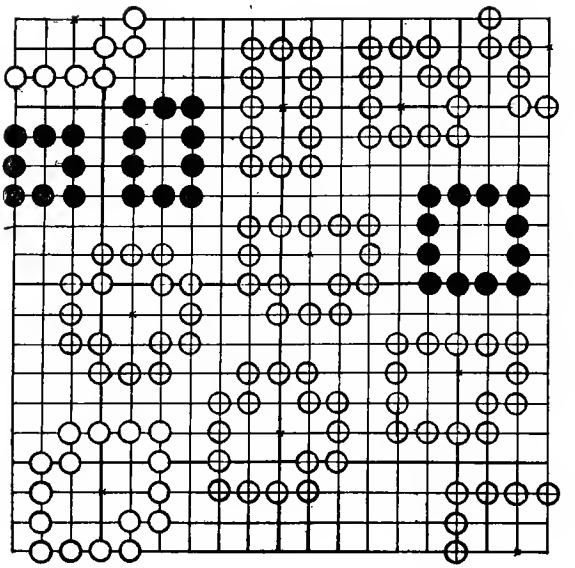
and creditor account between the arrest within the camp and the completion of the investiture outside. When the latter is complete both sides get pulled up when two vacant mees are left. The only point that can arise for scoring purposes is :—What is the nature of the group that can be taken up as prisoners and what territory is to count? But it is really more simple than it looks. If the camp has a double and no part has been made neutral it takes everything. If a double is possible it should be made (or shewn). If there are intruders that form an eye or one dare not pick up they cannot be claimed. If one enclosure is within another the inner one counts but not the space, if any, between the rival walls.

The treatment of neutral territory is the only case which has been much affected by modern modifications. For beginners there is no effect on the score in playing out a doubtful position if both play into enclosures. A local position can be tried, if it is wished, without interfering with the general position or the score, by using coloured counters or anything different to the men.

We give diagrams showing the principal forms concerned in this neutralisation.

On *diagram* 19 are collected all the single spaces already discussed that cannot double against the attack if closely invested, and in addition the corner positions (not dependent on the square nine) which are altered in their character from the fact of their being where they are. They should all be well known and attention must be drawn especially to the three using the boundary at the corner, the results are curious and unexpected. In all cases as an aid to memory the property of the enclosure is indicated on the diagram by the character of the men forming it and the critical mees are indicated. The play of the four in the corner is easy when

Diagram 19.



The set of single space enclosures that cannot be doubled against the attack.

If they are closely surrounded :—

The black ones are indefensible even with the move.

The crossed ones are indefensible against the move but could double with it.

The white ones could double with the move and neutralise against it.

the possibilities are pointed out. The play of the six is 12 22, 13! If then nothing, the fill up continues by 11 and 21, then after the arrest by 23, 12 kills. The play of the seven is very touchy; say 13 12, 22 11, 21 12, 11 and the camp falls: the only way is 13 22, 12 and then the only chance is 11, 21 and he must not play another. If Black starts in with 22 he will fail to neutralise. To make this set really complete there should be added from amongst the higher forms the square nine or three rows of three in the corner, the eights derived from it by putting an additional man in any one of the corners and certain of the sevens. In these cases the attack can neutralise but not capture the position by starting at 22 the middle mee. Those sevens formed by the extra men being placed in the nine at 11 and 12, 11 and 33, 13 and 33 or 22 and 33, and their inversions are capable of neutralisation, all the others can clear themselves.

When the extra man to form an eight is at 33 the position is very weak and the defence difficult. It is so left as problem No. 2 with the solution at the end of the book. Also in a variation of the above positions a very curious result can be obtained, a sort of paradox. It is left as problem No. 3. An enclosure of more than nine mees is never liable to neutralisation if clear at the start wherever it is located.

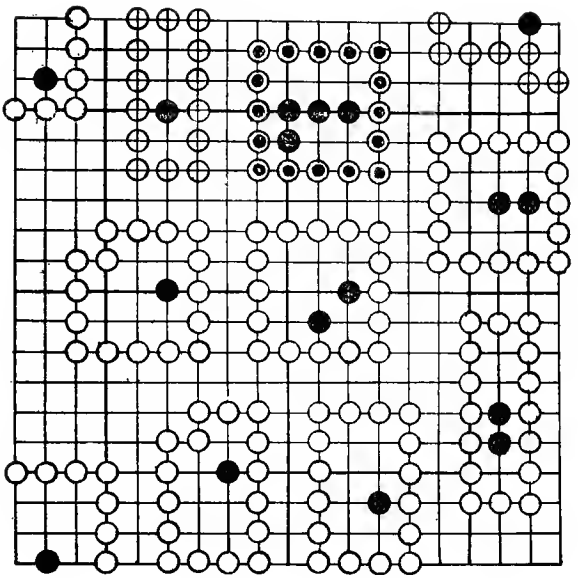
The effect of the corner is very striking and these positions should be carefully noted as the greater part of the close play in a game occurs in this region. The peculiarity mostly arises from the eye 12 21 which becomes possible to the attack and weak for the defence as it has not the direct support of the walls. Although the corner square is generally weak and should be left as an eye it must not be taken for granted that is always so, occasionally it is strong play to occupy it especially if 22 is occupied by a friend. It may prevent the effective adverse occupation of 12 or 21.

If an enclosure gets surrounded before the walls are complete there may be great danger of collapse. In general, if any part of the wall could be cut off by two adverse men played successively it is fatal unless the enclosure is large enough to admit of internal fortifications after securing the section of the wall by playing to the second of the two places, the opponent having taken the first. If three successive men would be necessary the camp may generally be saved, or if it is very small, such as a zig-zag four, it can be neutralised.

On *diagram* 20 will be found some illustrative positions up to nine mee spaces with intruders, making them incapable of doubling against the attack when closely invested. Again the properties are indicated by the nature of the men and again those using the corner are of special interest. The partly occupied six mee space is curious, although the form is one that could be arrested in the ordinary way, the presence of a man already in the corner proves an effective hindrance instead of a help as might have been expected; the neutralisation and the defence of the camp are left for the student to work out as problem No. 4. How is it done? The solution will be given in the "Answers" with the others. In all the cases the attack must be careful to select the right moves and play them in the right order.

Neutralisation and reductions may cost men as prisoners or rarely gain them. It may therefore become doubtful with some whether they are worth while, making it necessary to calculate the profit and loss. Now a neutralisation is always at least just worth it, for it cannot cost so many men as the number of points neutralised. But a reduction by exhaustion when the opponent obstinately defends becomes somewhat appalling in the number of men that must be thrown into the morass, so that it wants looking at.

Diagram 20.



Single space camps with intruders.

If they are closely surrounded :

The crossed ones are indefensible against the move but can double with it.

The white ones can neutralise against the move and double with it.

The spotted one is neutral in any case.

The corner is the most economical place for the enemy and allows of the most extensive destructible enclosures. Here the largest enclosure that can be brought down is one of six mees in the corner of diagram 19, or the one of seven in the opposite corner when one man of the attack is already in occupation. Let us calculate these as a test and to show how to calculate in similar cases. The reduction of the six will require $5+4+3+2+1$ men, total 15. The opponent must play 5 men and the least number of men to form his enclosure is 6, we gain these with 11 mees into the bargain and rob him of 6, total 28 points showing a handsome profit.

In the seven, the mees required will be 21 less $1=20$, and the gain is obviously greater.

There is just one other consideration; a filling up in one stage costing men may become a neutralisation in the second stage perhaps costing more men; but it will be found that no form costing more than one prisoner to reduce it, is a possible outcome of the previous filling which always has a margin. It can then confidently be stated that these processes whether neutralisations or actual winnings are always worth while and cost in all cases less than they gain.

ILLUSTRATIVE GAMES.

Two Sword-guards.—See Appendix.

GAMES.

The following are by Japanese experts and played recently in Japan. The notes to the last two are Japanese also. They were sent by Professor T. Komatsubara and are mentioned in his introduction at the beginning of the book. The notation is alternately English and Japanese.

It is good practice for learners to finish out these games to what they consider completion and to make out the score. *Diagram* 21 in the "Rules" may help in this.

If any difficulty is found in following the score of the long games correctly it is a good idea to use two boards and men. Play on one up to say 20 moves, then on the other board play the same 20 moves perhaps more deliberately and compare the two positions and correct any errors on both boards and play another 20 and so on. It is a good and instructive plan in any case and variations can then be freely tried on one of them. In Goh it is not so easy to replace a position as in Chess and Draughts.

A few simple notes have also been added to the first three games with the idea of helping the young student rather than criticising the play, and different phases of the tactics have been given prominence in each case.

GAME 8.

English notation which may be taken either way. If it should be preferred that 134, 135, 136, should read downwards No. 3 corner is in the S.W. If they are to read along the row, No. 3 corner is in N.E.

1.	334	444.	18.	123	145.	35.	368	357.
2.	143	135.	19.	144	150.	36.	374	363.
3.	234	253.	20.	160	348.	37.	353	364.
4.	354	130.	21.	347	337.	38.	365	362.
5.	245	230.	22.	327	336.	39.	375	355.
6.	463	446.	23.	349	358.	40.	332	386.
7.	383	237.	24.	339	359.	41.	304	369.
8.	154	274.	25.	340	326.	42.	379	170.
9.	243	193.	26.	159	356.	43.	169	180.
10.	338	254.	27.	176	166.	44.	399	397.
11.	236	247.	28.	177	175.	45.	389	352.
12.	138	155.	29.	328	453.	46.	342	405.
13.	165	156.	30.	464	484.	47.	494	495.
14.	158	164.	31.	378	324.	48.	483	190.
15.	163	174.	32.	335	325.	49.	100	198.
16.	173	184.	33.	323	377.	50.	109	178.
17.	134	124.	34.	387	376.			

The position after 50 moves is :

Black 1/32467 4345 67 77 835 9560 0460 934789 82367 7248 5367 43570 3258 234 2/34 43 54 63 4/496 386

White 1/39 42678 53745 656 879 035789 956 845 73579 623578 5250 426 36 256 2/35 475 743 03 64 59 484 35.

NOTES.

It will be seen the Black opens cautiously taking the corner districts where it is easier to form enclosures on account of the assistance accorded by the boundary. An early attempt to form a large enclosure in the centre is bound to be frustrated by the enemy breaking in on one of the four sides. White is a little bolder with his 44 and he elects to start checking his opponent and separating the black forces at the second move thereby giving up the initiative in three out of the four corners.

Black's third move fairly establishes that camp but leaves him in arrears in the others. This corner is likely to be left alone for some time.

White's fourth and fifth are a little extraordinary so early in the game and aim both at attacking the enemy and long enclosures for himself.

B 7. Black might have continued in the 4 district with 47 or with 35 threatening 45; 145 would also have been useful but he prefers to strengthen his position elsewhere. Amongst so many good things choices differ.

W 7. Not too closely as there are two blacks to face.

B 9. Black must be careful to keep sufficient control to avoid being crushed and his eleventh move is double barrelled, threatening to break into White's claim at the same time. This is the first close contact with the enemy justified by the ample support.

W 12. Black's last move suggested the smothering of two different White outposts which were weak, the after play continues the suggestion and the first serious battle commences. White getting the outside is able to involve the No. 3 district and except for No. 2 the fight becomes general.

GAME 8—*continued.*

51.	307	394.	68.	461	462.	86.	120	258.
52.	393	384.	69.	491	451.	85.	222	128.
53.	373	396.	70.	482	126.	87.	218	229.
54.	498	398.	71.	467	466.	88.	273	272.
55.	289	167.	72.	477	458.	89.	127	486.
56.	297	108.	73.	445	435.	90.	475	476.
57.	298	479.	74.	434	433.	91.	454	424.
58.	106	186.	75.	293	242.	92.	487	276.
59.	104	226.	76.	232	262.	93.	277	286.
60.	225	246.	77.	227	228.	94.	287	270.
61.	235	255.	78.	216	128.	95.	280	128.
62.	267	269.	79.	129	137.	96.	182	148.
63.	489	478.	80.	118	117.	97.	127	309.
64.	278	452.	81.	127	231.	98.	308	128.
65.	455	456.	82.	221	128.	99.	139	147.
66.	485	481.	83.	196	187.	100.	149	461.
67.	472	471.	84.	127	241.	101.	492	113.

NOTES.

W. 51. The communication through to 324 is now secure and this move looks to the possibility of saving the 352 group. If he can cut off 383 from 304 the former camp falls. In any case he compels defence and strengthens his own position in doing so.

W. 53. To play 304 would be premature with 394 unsupported and this move makes a bid for joining on at 373.

W. 53. Securing both 397 and 394 now that Black has joined forces. It would be of no use to attack at 344 or 345 as Black can always form an eye by 344 or 343 in conjunction with 345. But the 323 possibility as a preparation is worth keeping in mind; at present it would be useless. The point is that Black can pick up the 352 group in less time than White could take the 342 group.

B. 58. Looking towards his two men in here. Also closing round the White forces but with no hope of winning them, for they have 169 or 168 besides the move chosen, hence the respectful distance of 106. Had White been weak in that camp, closer play would have been desirable. There is as well, the idea of cutting off White's growing line from their friends in No. 2. His next move caused a little attention to be given to the slighted corner which was then drawn into the general melée.

There is plenty to do at the other end of the board still, but the undecided prizes are greater in this district for the present.

W. 65. Of course White designs a large territory here leaving the smaller bits to the adversary.

W. 66. This slip-in behind Black's forces robs him of some valuable mees, especially if he waits to pick up 484. The student should examine this carefully as similar opportunities often occur, and as often have to be guarded against. Such a manœvure may even bring down a camp by reducing its eye-making power. The power of such an outpost to join the main body is extraordinary and to a beginner quite unexpected. Black could have avoided it by 462.

W. 70. The take at 461 is not so valuable as it looks, as White immediately counters and each fill a mee, but for all that it was left too long, as White must counter at once or lose three points by Black's two moves 461 and 471, and further, when White closed, it practically forced the reply 428 or something of the same nature at once.

B. 81. This provides an interesting see-saw which involved more than the one point on account of the isolated men on the boundary line.

GAME 9.

Japanese notation which may however be taken either way. Either set of lines may be marked with the letters A to S, beginning at either end and the other set 1 to 19 backwards or forwards. The various positions obtained are inversions and equally intelligible.

1.	c4	c15.	**26.**	j17	p12.	**51.**	b12	b10.
2.	e4	o3.	**27.**	p5	q4.	**52.**	c16	c17.
3.	d17	c9.	**28.**	q5	r4.	**53.**	c18	d16.
4.	q15	o16.	**29.**	p9	q13	**54.**	c14	b15.
5.	p17	o17.	**30.**	b18	g3.	**55.**	d9	d10.
6.	p16	o15.	**31.**	c7	e10.	**56.**	m14	n14.
7.	p14	g17.	**32.**	b8	b11.	**57.**	o4	o9.
8.	e16	d14.	**33.**	i3	g5.	**58.**	f6	o7.
9.	e14	e13.	**34.**	i5	e2.	**59.**	n5	m5.
10.	f14	f13.	**35.**	d3	f4.	**60.**	n12	o13.
11.	g13	j16.	**36.**	e5	k3.	**61.**	o18	n18.
12.	d13	d12.	**37.**	k5	r15.	**62.**	o19	m16.
13.	c13	d15.	**38.**	r16	i16.	**63.**	m17	n17.
14.	c12	d11.	**39.**	i18	l18.	**64.**	m18	n19.
15.	c11	c10.	**40.**	k18	r14.	**65.**	q18	m19.
16.	g16	g12.	**41.**	r18	m4.	**66.**	l17	l19.
17.	h17	i17.	**42.**	h6	i2.	**67.**	k13	i19.
18.	h16	h18.	**43.**	l3	j3.	**68.**	j18	k19.
19.	g18	b17.	**44.**	l4	r5.	**69.**	j19	h3.
20.	l16	g19.	**45.**	q7	b16.	**70.**	i4	r6.
21.	f17	h13.	**46.**	a18	e3.	**71.**	r7	e9.
22.	g14	i12.	**47.**	d2	d1.	**72.**	d8	g6.
23.	k17	n13.	**48.**	c1	e1.	**73.**	m6	e8.
24.	l14	m15.	**49.**	b2	q10.	**74.**	e7	f7.
25.	l15	j14.	**50.**	q9	p10.	**75.**	i11	m12.

NOTES.

This was a fragment of 50 moves only, so we have suggested a completion and taken the opportunity of illustrating some of the points in end game strategy.

W. 18. A confining move but also to give stability. This corner is very critical especially in regard to the d13 and d14 groups and demands attention from both sides.

W. 25. Splitting in between the two camps to jeopardise and prevent enclosures.

W. 49. To prevent c2.

B. 53. Allowing the capture has fatally weakened any chance of saving d13 group.

W. 54. To b14 was much better, threatening to pick up in two more moves and giving more space.

B. 61. He could have encroached at n19 with advantage.

B. 65. Something was necessary to save o18 and 19.

The position after 75 moves is :—

B. a18, b28128, c14712348, d2389137, e457146, f6147, g13468, h6167, i345118, j1789, k51378, l3414567, m61478, n512, o4189, p591467, q579158, r7168.

W. b101567, c91057, d11012456, e12389103, f4713, g356129, h3138, i212679, j3146, k319, l189, m4512569, n134789, o37913567, p102, q4103, r456145.

It will be seen that in giving the position we have used a contracted form such as would be used in writing. For example, p591467 stands for p5, p9, p14, p16, and p17 : in the event of 1 occurring without tens it should be indicated as by a comma or underlining.

GAME 9—*concluded.*

76.	n11	n10.	**98.**	k7	k8.	**120.**	c8	b9.
77.	m11	l10.	**99.**	j8	k6.	**121.**	a8	a17.
78.	l11	k11.	**100.**	j6	f12.	**122.**	l1	m1.
79.	k10	j10.	**101.**	e15	k14.	**123.**	s10	s11.
80.	k9	l12.	**102.**	l13	j4.	**124.**	s9	s7.
81.	j11	m13.	**103.**	j5	j2.	**125.**	s8	s6.
82.	k12	h11.	**104.**	h15	h4.	**126.**	q3	q2.
83.	h10	f11.	**105.**	g7	f8.	**127.**	r3	r2.
84.	g10	g9.	**106.**	h8	f10.	**128.**	s3	s2.
85.	m10	h9.	**107.**	g8	f9.	**129.**	o1	p1.
86.	i9	m9.	**108.**	n3	n2.	**130.**	k2	j1.
87.	l9	m8.	**109.**	p4	o2.	**131.**	s15	s14.
88.	l7	n8.	**110.**	n4	m2.	**132.**	s16	d18.
89.	o11	o10.	**111.**	p2	p3.	**133.**	e17	e18.
90.	p11	q11.	**112.**	i13	i14.	**134.**	f18	c19.
91.	o6	p7.	**113.**	j13	h14.	**135.**	e19	b19.
92.	q6	q8.	**114.**	j12	h12.	**136.**	d19	f5.
93.	r8	p8.	**115.**	n7	g11.	**137.**	e6	p15.
94.	r9	m3	**116.**	i10	k1.	**138.**	q14	r13.
95.	l2	l5.	**117.**	i15	j15.	**139.**	p13	o12.
96.	k4	l6.	**118.**	a9	r10.	**140.**	q16	o14.
97.	m7	l8.	**119.**	a10	a11.	**141.**	a15	b14.

NOTES.

W. 78. White is striving to confine Black, and Black to get out or join up another force.

B. 84. Black is not gaining much territory but he has driven very far into the ground that White was hoping to enclose.

W. 92. An important cut.

W. 94. Both sides are probably watching the communication of the p9 group. Only one eye is possible on the margin and if White started blocking off, no further eye would be possible in the neighbourhood of o5, but in the event of violent play m4 and 5 would be weak. Therefore White strengthens these at the same time forwarding his game towards the margin. The only possible break in Black's line however, is at n6, but White cannot play into it without preparing at n7, which would be too glaring. If he sacrificed a man at n6 he could not afterwards close the eye. He presently suggests to break in at m7.

B. 99. The natural k6 would give White a line across.

W. 109. Not necessary yet, i9 was better.

W. 115. This forces move for move but serves no immediate purpose. The eye could be forced to close at any time and the move might have become useful in a "see-saw" struggle. In addition to this he throws away k9 which he now cannot close by o8.

W. 116. And here l1 was much better. Why not?

B. 118. But here, a10 could be answered by a9.

B. 120. If b9 c8 spoils it.

W. 126. r3 would lose by q2 followed by o1 and n1.

W. 127. p1 would lose by s4. Black loses nothing by the try.

B. 131. h2 is met by k5.

W. 132. Another of those tries that cost nothing but only want to be carefully met.

W. 138. Threatening r13.

W. 141. a14 would lose this camp.

GAME 10.

English notation which may be taken either way. If it should be prefered that 134, 135, 136, should read downwards No. 3 corner is in the S.W. If they are to read along the row, No. 3 corner is in N.E.

1.	234	144.	26.	255	224.	51.	428	432.
2.	443	253.	27.	223	232.	52.	416	298.
3.	334	435.	28.	251	261.	53.	296	426.
4.	293	464.	29.	241	272.	54.	125	134.
5.	445	444.	30.	222	213.	55.	416	149.
6.	454	434.	31.	212	231.	56.	414	147.
7.	453	455.	32.	221	284.	57.	170	386.
8.	465	446.	33.	294	285.	58.	396	387.
9.	456	236.	34.	442	393.	59.	385	389.
10.	445	433.	35.	324	316.	60.	380	399.
11.	447	455.	36.	395	372.	61.	350	367.
12.	467	245.	37.	331	383.	62.	493	404.
13.	183	354.	38.	311	163.	63.	496	495.
14.	373	344.	39.	239	256.	64.	487	486.
15.	335	333.	40.	106	194.	65.	497	473.
16.	323	342.	41.	295	193.	66.	357	356.
17.	332	343.	42.	186	184.	67.	368	366.
18.	322	346.	43.	286	426.	68.	138	139.
19.	375	336.	44.	427	417.	69.	129	148.
20.	326	475.	45.	425	415.	70.	120	137.
21.	445	327.	46.	416	235.	71.	349	339.
22.	436	325.	47.	233	426.	72.	330	340.
23.	242	252.	48.	276	265.	73.	338	359.
24.	244	254.	49.	416	297.	74.	348	328.
25.	243	225.	50.	207	426.	75.	329	360.

NOTES.

B. 22. By giving up trifles White hopes to be more than recompensed elsewhere. His policy is to concentrate attention here where he is letting things go, whilst he gains elsewhere.

B. 28. This sort of thing early in a game is bad, unless either the forced move (241) is otherwise necessary or a further move is forced on the opponent. In this case both considerations apply.

B. 32. White has lost nothing by the attack. The prisoners are more than compensated for by mees occupied. 233 cannot be held.

W. 37. He could still have won Black's camp by 312, 313 (315 is no better) 311, 321, 315. Black's save is a good example of taking the corner square to guard the adjacent ones. 314 was useless.

W. 44. It was to tempt Black to lose time but 416 was better.

B. 46. Better 424 and if then 416 (?), 414 418, 428 419, 429 210, 219 220, 230.

W. 52. A preparation for entering 296.

W. 54. Being isolated he must hug the boundary.

W. 57. As Black essays to join camps White prepares to cut.

W. 60. Against two blacks and more near, he is not strong enough for 390, and he dare not risk letting in No. 3 corner.

B. 62. Probably 494 was better to make sure of the cut in.

W. 64. Stronger than 485, it prepares 497.

B. 67. Black is squeezing White up to lessen or destroy the enclosures.

W. 75. The manœvuring here about has been very delicate and complicated. The black camp is nearly cut off. The new eye at 329 is in imminent danger of being forcibly closed. Black is compelled to ensure his safety by his next move. What is it to be?

The position after the 75 moves is :

Black 1/38 52 680 70 83 92 023578 924 8346 75 69 53789 423 327 223 113 2/1542 2421 39432 4943 59 6987 93 4/82 798642 69531 5642 451 3954 24.

White 1/369 43489 734 84 934 046 9589 82 7268 61 34568 52 4450 33489 246 2/16 275 351 4852 586432 653 79 89 4/71 68 5973 4643 373 23.

GAME 10—*continued.*

76.	379	300.	99.	412	128.	122.	229	228.
77.	127	128.	100.	362	363.	123.	250	270.
78.	118	126.	101.	138	258.	124.	479	289.
79.	138	136.	102.	116	128.	125.	290	499.
80.	199	128.	103.	374	352.	126.	489	460.
81.	472	278.	104.	138	109.	127.	469	127.
82.	369	159.	105.	197	128.	128.	269	279.
83.	178	482.	106.	166	117.	129.	259	157.
84.	462	483.	107.	182	172.	130.	167	165.
85.	102	192.	108.	127	175.	131.	156	155.
86.	191	181.	109.	138	179.	132.	283	273.
87.	101	173.	110.	168	169.	133.	275	274.
88.	476	249.	111.	189	128.	134.	498	409.
89.	230	176.	112.	378	388.	135.	119	485.
90.	177	195.	113.	138	319.	136.	345	355.
91.	108	196.	114.	282	128.	137.	315	326.
92.	299	277.	115.	281	117.	138.	268	267.
93.	280	238.	116.	382	361.	139.	240	271.
94.	397	398.	117.	127	187.	140.	218	217.
95.	138	150.	118.	188	117.	141.	219	214.
96.	358	128.	119.	492	491.	142.	314	185.
97.	376	377.	120.	127	414.	143.	187	405.
98.	138	421.	121.	313	117.	144.	286	146.

W. 76. He is cutting through the centre and he may save something for himself. He still wants to join via. 278 or somewhere thereabouts.

W. 78. This, by forcing 138 secures the termination of Black's territory.

W. 83. Each with his own devices. White here is not only forming an enclosure but there was some chance of getting sufficient support at 462 etc., to save the 432 group by playing 441.

B. 86. Here 101 was desirable to prevent the enemy slipping across and joining with the other detachment, so he first plays 191 gaining at least one point thereby.

W. 90. Purely to cut into Black's enclosure who should have closed 196 in preference to 108.

B. 99. If he is to pick up these at the end of the game, he must prevent an enclosure which 412 would form.

B. 107. An extraordinary looking move, but 183 was already gone, and 182 is compensated for by 172.

W. 116. He might have blocked the see-saw instead of this.

B. 119. Threatening 481.

W. 120. Again very forcible and may gain a point for time. If he allows the capture and occupation of 314 there is neither gain nor loss, but he may hold it gaining a point for two moves net, as against Black occupying 314.

B. 122. If 228, 227 threatening 219.

W. 136. He dare not allow White here.

B. 139. Absolutely necessary.

A few moves have been added for greater completeness.

Japanese notation which may however be taken either way. Either set of lines may be marked with the letters A to S, beginning at either end and the other set 1 to 19 backwards or forwards. The various positions obtained are inversions and equally intelligible.

1.	c4	p3.	**21.**	c5	c3.	**41.**	e1	f1.
2.	e4	c16.	**22.**	b2	d5.	**42.**	h1	i2.
3.	o17	q16.	**23.**	d6	b3.	**43.**	j2	g1.
4.	k17	e16.	**24.**	d3	c2.	**44.**	g3	g2.
5.	c10	p5.	**25.**	h11	i6.	**45.**	i1	j1.
6.	j3	i17.	**26.**	g5	j6.	**46.**	i1	l7.
7.	c13	l3.	**27.**	l4	m3.	**47.**	m4	l2.
8.	f9	f7.	**28.**	k6	k7.	**48.**	k1	n4.
9.	f5	h7.	**29.**	j7	i5.	**49.**	m5	e6.
10.	j5	d7.	**30.**	k3	i4.	**50.**	c6	n6.
11.	g8	g7.	**31.**	i3	l6.	**51.**	n5	m6.
12.	e8	e7.	**32.**	k5	i7.	**52.**	o4	o5.
13.	j8	d9.	**33.**	k8	b6.	**53.**	n3	n2.
14.	d8	c8.	**34.**	b8	h3.	**54.**	k4	o3.
15.	c9	h9.	**25.**	g4	g6.	**55.**	q13	p15.
16.	c7	f8.	**36.**	b5	e2.	**56.**	q10	m17.
17.	e9	g9.	**37.**	d2	d1.	**57.**	m18	p13.
18.	i8	h8.	**38.**	a4	a2.	**58.**	q14	l18.
19.	j10	h5.	**39.**	b1	h2.	**59.**	l17	n18.
20.	h4	b4.	**40.**	f3	f2.	**60.**	m16	n17.

NOTES.

Translated from the Japanese.

B. 5. This was apparently played to secure a large dominion but it would have been better to occupy the point q5.

B. 7. It should have been o3 and the game would probably proceed as follows :—o4, n3 p2, n4 n5, m5 n6, m6 n7. Here Black takes the opportunity of occupying q13. If White comes out to p15, Black may well move to q10 leaping over two points. But if White takes the step of obstructing the movement at m7 instead of n7 when Black has moved to m6 then Black must break White's connection at n7.

B. 8. Better to have taken j5

B. 11 to 13 are not good. First he should come out diagonally to d9 ; then he can send out a scout to g13 to observe the opponent's movements.

B. 21 to 23 are also bad. He had only to obstruct the opponent at b3 and if the reply was to c5 he should move to d4 to keep his connection unbroken.

W. 25. This should be g5 ; and if the opponent repels the attack at g4 he should make an invasion at b6. But if the opponent connects the line at c6 then he can also connect his line at b5. There is no risk of losing his men in the middle field. If again the opponent comes down to b8 instead of connecting the line at c6 then the moves would be as follows :—c6, e6 f6, e5 b5. In this case, too, the big white group in the middle field is quite safe and the disadvantage is on the opponent's side. Suppose for a moment that when White moved to g5 the opponent moves to b8 instead of g5, then White can himself go to g4 and he has no disadvantage.

The result of White's moves 25 to 35 prove to be bad, especially 33 (b6) which is very bad. He should have moved to g6 which would save his men.

W. 36 to 54. These also are not good. He ought to attack the opponent at n4 or save his man at a2, or come out to p15

The position after 60 moves is .

Black a4 b1,258 c45679103 d2368 e489 f359 g345 h411 i1,38 j2357810 k13456817 l417 m45168 n35 o417 q1034.

White a2 b346 c2316 d1,579 e26716 f1,278 g1,2679 h235789 i2456717 j6 k7 l236718 m3617 n26178 o35 p35135 q16.

GAME 11—*continued.*

61.	n16	k18.	**73.**	e15	d16.	**85.**	j14	k12.
62.	o18	m19.	**74.**	f15	l16.	**86.**	l13	n9.
63.	o16	p14.	**75.**	e18	d18.	**87.**	m8	n10.
64.	m13	q12.	**76.**	l14	n14.	**88.**	n8	o9.
65.	r12	p12.	**77.**	l15	k16.	**89.**	p9	o11.
66.	q11	q8.	**78.**	n13	f17.	**90.**	o12	p11.
67.	q9	p8.	**79.**	h17	f18.	**91.**	p10	m11.
68.	n11	r15.	**80.**	i16	j17.	**92.**	n12	k10.
69.	r14	s14.	**81.**	i14	k14.	**93.**	k9	r9.
70.	o10	q18.	**82.**	k13	m10.	**94.**	s10	l11.
71.	f16	k15.	**83.**	o8	o7.	**95.**	j11	s12.
72.	e17	d17.	**84.**	m9	j13.	**96.**	r8	r7.

97. s11 q15 and Black resigned.

NOTE.

B. 74. He should have played to l15 and would have been crowned with a decided victory if he had only aimed at the safety of his men. It is a great pity that he challenged the opponent to an unnecessary battle which turned the wheel of fortune and precipitated him from the glorious heights to miserable depths.

The fight has been largely round the black n11 group and the white n10 group, both of which were insecure but only one could fall. N14 prevents the eye but he could not sever connection at m15 on account of the reply n15. The white camp can be cut off on the j or i line. White's last move however wins the o10 group and so saves the other. If now 13 r10, r11 s8 or if s8 r10 followed by q3. [Ed.

English notation which may be taken either way. If it should be preferred that 134, 135, 136 should read downwards No. 3 corner is in the S.W. If they are to read along the row, No. 3 corner is in N.E.

1.	234	435.	9.	456	457.	17.	483	493.
2.	254	153.	10.	466	467.	18.	484	482.
3.	443	239.	11.	477	404.	19.	472	423.
4.	335	354.	12.	447	448.	20.	384	471.
5.	343	353.	13.	437	445.	21.	463	487.
6.	344	355.	14.	438	449.	22.	476	498.
7.	346	473.	15.	439	430.	23.	393	367.
8.	454	446.	16.	474	478.	24.	386	375.

NOTES.

Translated from the Japanese.

B. 14 and 15. These are bad. He must obstruct the opponent's movement at 474. In that case the opponent could not come to 478, he had nothing else to do but 438. Then Black moves to 483. That would be a better plan than that which Black adopted; for the situation thus created is almost equal to that which would come out when Black 12 plays to 474, White to 448 and Black to 483. Black's gain is probably more than his loss; he gains 445 and 438 while he loses 447 and 437.

W. 22. This is very bad. 489 is the point he must move to, at least he ought to establish the safest connection at 488. If he did not move to 489 his 26th move might be omitted and he could move to 134 instead, one move earlier. Indeed he has left many other bad effects. To say that this move was the cause of the defeat may be an exaggeration; still there is no doubt that it brought about a great disadvantage.

GAME 12—*continued.*

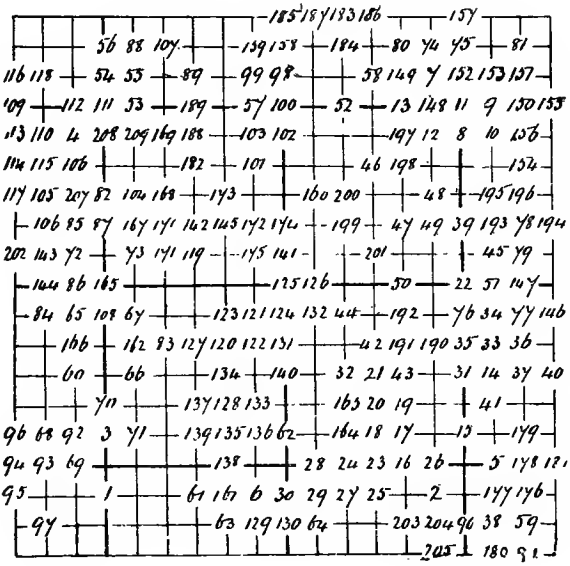
25.	385	306.	53.	172	163.	81.	238	285.
26.	303	348.	54.	126	294.	82.	468	458.
27.	145	134.	55.	141	152.	83.	204	283.
28.	135	124.	56.	144	143.	84.	185	176.
29.	149	337.	57.	151	161.	85.	156	186.
30.	422	273.	58.	162	131.	86.	196	189.
31.	237	250.	59.	171	132.	87.	178	180.
32.	228	429.	60.	197	288.	88.	199	432.
33.	293	275.	61.	299	289.	89.	433	442.
34.	295	252.	62.	298	290.	90.	452	413.
35.	243	264.	63.	200	409.	91.	441	167.
36.	255	193.	64.	287	268.	92.	318	328.
37.	195	325.	65.	229	220.	93.	310	317.
38.	324	494.	66.	280	499.	94.	319	157.
39.	492	382.	67.	269	278.	95.	147	485.
40.	392	326.	68.	258	259.	96.	486	496.
41.	322	174.	69.	267	248.	97.	383	381.
42.	286	292.	70.	257	270.	98.	373	372.
43.	183	103.	71.	190	187.	99.	356	366.
44.	184	125.	72.	192	102.	100.	388	378.
45.	137	424.	73.	188	491.	101.	397	191.
46.	412	253.	74.	402	345.	102.	426	425.
47.	242	241.	75.	336	342.	103.	415	182.
48.	231	251.	76.	332	334.	104.	173	154.
49.	222	130.	77.	333	362.	105.	155 and	
50.	139	140.	78.	341	352.	wins by 5 points.		
51.	169	150.	79.	314	320.			
52.	159	175.	80.	129	379.			

NOTES.

W. 30. 236 was better. Then the opponent might move to 283 and White must come out diagonally to 164. As it was, White lost 237 and 228 while he only gained 450 and 429. Was it not a great loss?

W. 52 and 53 are also bad. For the 52nd, 162 was better. In short at first Black committed a gross mistake in his 14th and 15th moves and the situation of White was rather good. But as the game went on White incurred a heavy loss as you can see from the criticism I have just made and became the loser of the game by 5 points.

No. 9 is a diagram of the foregoing game in the Eastern style as mentioned in the article on notation. Each mee is numbered with the number of the move played on to it. Black and White play alternately in the usual way and the moves are numbered seriatim. It enables the position to be set up at any move. We repeat it below. [Ed.



HANDICAP,
RULES, INDEX, Etc.

HANDICAP PLAY.

There is very little to say under this heading. Let no one be too proud to receive the odds that would make the chances about equal, it is much more interesting to both players, especially to the stronger one. There is not much glory or pleasure either, in flogging a lame horse; the game is not spoilt in any way by the odds.

In giving odds it is of course necessary to play a more forward game than when on equal terms; greater risks can be and should be run; a fortification that would not be good enough for an equal, may be quite good enough against the play expected of the odds received. The extreme of running bad risks, however, should not be indulged in unless the game is desperate. The risks should generally be on small stakes and numerous, rather than on long ones, small in number. One or more risky shots may then receive punishment without disaster. Especially should the odds-giver run for enclosing long strips.

If, and when the odds-giver equalizes the position so that the odds disadvantage has disappeared, then steady going is the thing.

In the opening, the small odds-giver can freely take the 44 instead of 43, or he may take 53 or even 54. A common opening in such cases is 53, 34, 45.

The odds receiver should play his ordinary game, avoiding risky play, but he should hang on to the skirts of his opponent rather more than usual and try to make his extra men tell. He should be able to balance his opponent's forces everywhere and outnumber them somewhere. Don't be led away from your extra forces altogether and if you cannot bring your opponent to them, throw out outworks to enclose territory. Above all don't if you can help it let your opponent gain a preponderance somewhere to crush you.

The positions for the odds men may be :

1 man (the move) anywhere.
2 ,, ,, 144, and 444.
3 ,, ,, 144, 244 and 444.
4 ,, ,, 144, 244, 344 and 444.
5 ,, ,, 144, 244, 344, 444 and 100.
6 ,, ,, 144, 244, 344, 444, 100 and 104.
7 ,, ,, 144, 244, 344, 444, 100, 104 and 304.
8 ,, ,, 144, 244, 344, 444, 100, 104, 304 and 340.
9 ,, ,, 144, 244, 344 444, 100, 104, 304, 340 & 240.

Some give the centre mee when an odd number of men is given but not when an even number is given. The stations for 6 men for example would thus be 144, 244, 344, 444, 104 and 304.

RULES.

1. The Board is ruled into squares, 18 each way for the full board but one of any size may be used, and it may be marked according to the fancy of the players. The intersections of the lines are called mees.

The men are of two colours, unlimited in number, and are played alternately, the black or dark colour first, on to the 361 (or other number) mees.

NOTE. For European players it is recommended that on the full board the middle lines and the fourth from the edge should be conspicuous. A "limited game" can then be played on the "inner board" of twelve squares each way. If it is preferred to play on the squares, it does not affect the game, but the board should then be 19 squares each way for the full size.

2. If a group of men (or a single man) is blocked up by the adversary so that it has no vacant mee adjacent to it (along the lines) internally or externally, it is said to be arrested. *(See diagram 2).* The group is taken as a whole.

Either player may remove any arrested men of the opposing colour as a part of his move, either before or immediately after placing his man.

NOTE. The test is that the space enclosed by the opponent with or without the help of the side of the board and of whatever shape, must be wholly filled.

3. A man may be placed on any vacant mee with the one restriction that a position must not be exactly repeated in the same game.

NOTE. It frequently happens that immediately after one man has been removed, except for this restriction the opponent could play into the now vacant mee and by picking up the opposing man just played, exactly repeat the position.

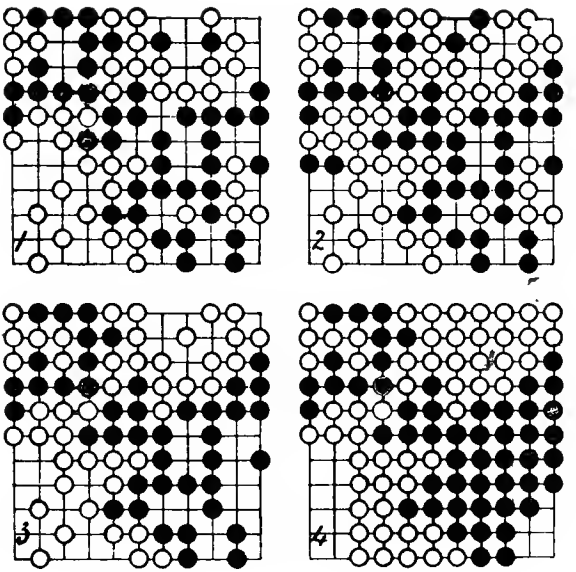
4. When there is mutual agreement, or there is obviously nothing more to be gained on either side, the game stops and each player picks up the prisoners left for him. He then counts one for each prisoner, and one for each vacant mee enclosed. The balance is the score for the winner. Whilst there is anything undecided a player must continue as long as his opponent wishes to play another man.

NOTE. There is nothing more to be gained when there are no longer any doubtful points that are not agreed upon, and when none of the enclosures contain enough space for a fortification. There is no hardship in having to continue play at the wish of an opponent, you cannot be forced to play to your damage by an opponent declaring that he is not satisfied. In scoring it is usual to fill up spaces in the opposing camps with the prisoners held, before counting up, and then to score by the vacant mees remaining. *(See diagram 21).*

5. The prisoners are those men arrested during the progress of the game and such as are abandoned or in a hopeless position at the end, within the enemy's enclosures, neither on neutral territory nor in themselves forming an entire enclosure.

Neutral territory is that between rival boundaries or being enclosed and containing men of both colours, is such

Diagram 21.



Position No. 1. The finish of a game. Black to play.

,, *2. The same, more complete to satisfy a beginner.*

,, *3. The same with the abandoned men taken off the board and the neutral mees filled up.*

,, *4. The prisoners filled in and the remaining enclosures tidied up for easier counting.*

that neither party wishes (dares) to force it. It scores nothing and the men within it are not prisoners.

NOTE. An enclosure is entire when there is no break in its walls, when every man is in contact, direct or oblique, with its neighbour or the boundary on each side *(see chains 1 and 2)*.

It follows that if at the end of the game, two entire enclosures mutually overlap, the whole territory is neutral, but that if one is wholly within the other, the inner one scores to its owner but the space between the rival walls is neutral.

6. Handicapping is done by giving the move, or two or more men. When two men are given they are placed on obliquely opposite intersections of the four lines, the next two on the other two, the fifth on the centre, the sixth and seventh on two opposite intersections of the four and middle lines, and the next two on the remaining two of these, making up the nine points of mutual intersections of the three lines each way. White follows on.

NOTE. Any system of handicapping may be adopted that is mutually agreed upon or is arranged by committee. The time element forms a convenient means. One player having to move faster than the other.

SPECIAL RECOMMEDATION.

A difficulty sometimes arises (rarely with experts) especially on small boards in the finishing up ; when one player wants to play a number of men, perhaps to arrest a rival eye of doubtful score within his fortification whilst the other has no call to play. The adoption of the following rule simplifies matters very much and there seems to be no objection to it.

"Either player may at any time in his turn to move, and as often as he pleases, pass, instead of playing a man, even after he has picked up prisoners."

ANSWERS.

No. 1.—*Diagram 6.* The superfluous man is on 481.

No. 2. The position is saved (neutralised) as follows :— 22 12, 21 23, 11—, 13—, 12—, neutral, but if now 31 32, 12 21, 22 13, or if 32 31, 22 12, 21 32. The slightest departure on the part of the defence loses the camp altogether.

No. 3. The invested eight space 11, 12, 21, 22, 23, 31, 32, 33 can form two eyes, one of which is free and the other neutralised. The play to bring this about is natural, but not good ; 22 21, 12 32, 23. White dare not play anything but 11, and if he play away Black dare not play into the enclosures. If White chooses to play 11 he only loses a point by 31 21, so he would be content to score the one point for the 31 mee, leaving the neutral position in the other eye ! Black's 12 should have been 32 12, 31 winning ; and White's 21 should have been 12 to stop the eye and then wait.

No. 4.—*Diagram 20.* Black must not play the natural 21 22, 31 11, 31 21, the presence of the intruder at 32 actually assisting the defence ; but 22 12 or 21, 21 or 12 neutral, though 22 would be useless without the man at 32. The camp cannot be arrested against a correct defence,

Japanese Sword-guard.—See Appendix.

APPENDIX.

APPENDIX.

EXPLANATION OF THE PLATES.

THE PROBABLE ORIGIN OF CHESS AND DRAUGHTS.

The importance and general acceptance of the game of "Go" * amongst the cultured classes of the far East is shewn by our special plates. The first of these facing page 143 is associated with the official or military side of life It is a representation of a valuable Tsuba or Japanese sword guard in the possession of Wilson Crewdson Esq., J.P. of St. Leonards, who has been kind enough to lend it for reproduction to illustrate this book.

Formerly every Japanese gentleman carried two swords, one being the large one, now made familiar to us by illustrations, and the other a smaller one. These swords had as a rule, guards and other sword furniture that are amongst the triumphs of the metal workers' art. The one illustrated belongs to the large sword and is reproduced about its natural size. The workmanship is certainly exquisite and it is beautifully inlaid in gold and other metals. Its beauty needs to be seen to be fully realised. These guards were the pride of the Japanese and nothing was considered too fine for them. The guard of the smaller sword of this pair is in the possession of Chas. P. Peake, Esq.

* Though we have adopted "Goh" to be the name of the English game, we here give what is now preferred by the authorities as the best Western equivalent of the real Japanese name, since we are speaking of the Eastern game.

The following is the technical description given by H. L. Joly, Esq., the author of "Legend in Japanese Art."

"Tsuba. Hikonē style. Iron perforated and inlaid.

On a verandah Watanabē no Tsuna and another of Yorimitsu's retainers have fallen asleep over a game of "Go." In the background on a huge spider's webb (cut á jour) appears in high relief a Bakemono (Japanese Ghost) carrying a Kanabo (iron Club). This is the spider devil which Watanabē was to slay later."

It will be seen that the board or "ban" is of the usual type, a thick block on four legs and beneath it will be noticed one of the boxes used for the men with the men spilled about. The reverse is equally beautiful with the front, shewing the foliage of the trees and the plants growing on the ground.

The opening in the centre is of course where the sword blade passes through and the two small openings are for the reception of the Kodzuha, a knife, and the other for the Kogai Kodzuka.

On Mr. Joly being appealed to, he magnanimously sent some more illustrations, and with full permission to extract anything on the subject (and there is a great deal) from his unique work for the purpose of this book. Two guards have been selected and appear on another plate facing page 113 The first represents Kibi no Mabi (Kibidaizin) playing his life against the Calendar, helped by the ghost of Nakamaro. The method of handling the men is well shewn. In the next, Sate Tadanobu is using his "Go ban" as an effective check to the murderous propensities of two enemies. He has his foot on the neck of one he has knocked down, whilst the

other is for the moment reclining gracefully under the deftly thrown board. The whole is a scene of activity, even the "Go" stones are flying about. It would not be fair to take further advantage of Mr. Joly's kindness, but our readers will find a fuller account of these guards and many others in his interesting book. It takes a special place amongst art books in this country, it is thought highly of by the Japanese themselves, and it is very entertaining to the ordinary reader. There will be found amongst many not associated with our game, legends of sages playing "Go" in the mountain fastnesses and receiving unwelcome visitors, players being found in an enormous orange, horseback experts standing on a "Go" board, games lasting several centuries, and such like interesting items all shewing the important and predominant place taken by "Go" in the life of the Japanese nation. With the adoption of Western methods the granting of diplomas for proficiency in "Go" has now ceased but the game has scarcely lost any of its importance or veneration.

The next plate facing page 52 is of rather different type, it connects the game with the social life, and this time with China. It is a reduced reproduction of an old Chinese saucer measuring in the original about six inches across. It will be seen that it represents two *ladies* playing the game whilst two others are looking on evidently interested, and a servant stands at a short distance shewing no concern. The perspective of the board is incorrect according to our ideas but the position shews that the game is in the early stages and has been opened on somewhat normal lines, though the middles of the sides have perhaps received over much attention.

This picture on an ordinary tea saucer at once removes the game from a mere recondite study and brings it down to the level of the ordinary human being. To the cultured classes "Go" or rather "Wei Chi," for this is Chinese, was, and is almost an essential part of their life, just as truly as it is in Japan. One would hardly expect a scene of a game at Chess to be used for such a purpose in this country, especially for ladies to be playing it.

It seems far from improbable that this game has given rise in the dim and distant past to Draughts and perhaps Chess. This game of "the four directions" itself has been modified but little since its commencement, at any rate so far back as it can be traced, the slight change in the size of the board and in the system of scoring being about all. The game must however have had other trial modifications, some of which would have died out and others perhaps survive. Some of these modifications would be in the way of increased complications and some of simplifications, or these two may occur together so that the game becomes more complex in one direction and more simple in another. Now, one tendency that is noticeable in many of such progressions or evolutions, is an attempt to save time at the commencement. Impatient people want to get to work at once and grudge the time necessary for the opening. In our modern games we find the position already set up, the opening has been partly played for us as it were. Even in the old Indian form of Chess in which the pieces are on the board, but have a very limited range compared to ours we find that the players might play a certain number of moves with necessary restrictions, but regardless of each other

before the real fight begins. This tendency to save time leads in the first place to the men being put on to the board, giving us a start well into the game.

Draughts is played on an eight or a ten square board and these are the sizes of the quarter boards for "Wei Chi" of China before and after the enlargement which was made, probably within about one hundred years or so of the Christian era. The original quarter board was an eight square one and the later one had ten squares on the side. The shifting from the mees on to the squares was natural enough especially when the rectangular idea of direction was abandoned for the diagonal one. Take Goh on the old quarter board and place some men on it, change the direction and make the men really move instead of in imagination. Now decree that for the old idea of keeping open the four directions which have disappeared on account of playing on the squares, it shall be necessary for an attacked man to be supported on the further side, reinforcements as it were, on pain of capture and you have something very like our Draughts. The changes are all natural.

The games it must be admitted are essentially different in their present forms, quite enough for a distinct origin but it still seems probable that the one may have been derived from the other by the *gradual* changes through forty odd centuries, more or less helped by the *sudden* changes, perhaps through errors that may arise in passing from one nation to another. When a game is satisfactory, changes are likely to be slow but any radical change may not work smoothly at first and the innovation will die unless further changes come quickly as they would naturally do, till some-

thing of a satisfactory, in other words stable, nature is arrived at, when the changes are likely to be very slow again. We may thus see a slight change produce from its very nature a modification essentially different from the original type. A new game is produced. Again, changes are much more likely on a small board than on a large one where the complications are already sufficiently great, and ever so slight a change may upset the entire affair making it unworkable. Whilst in the more simple board game there is a great incentive to try experiments.

The possibility of slipping away on to the square is further exemplified in the Chinese and Japanese Chess, both played on nine square boards, which certainly suggest the quarter board of eight squares but nine lines with the men now naturally put on to the squares in the place of intersections when the rectangular direction ceases to be paramount ; at the same time retaining the correct number on a slightly enlarged board. In Chinese Chess, the older form, the movements of the men are simple and there is a river across the board between the two rival positions. The introduction of the river may have been the beginning of the break away. The battle field of the Goh board is uniform, free from obstacles. This addition of the river being decided upon, the placing of the men, one group on each side of it was inevitable. The men being placed with a definite obstacle to overcome it was an easy step to the appointment of a leader and officers who would require diverse powers. In the Japanese game some idea of districts is still retained but the river is missing and the movements of the men become freer. Prisoners are taken but instead

of obliterating them as dead men as in "Wei Chi" or using them to plump down into the enemy's camp as in "Go" they may be compelled to fight for their captors. In our Chess we have come down to the eight square board and the captured men are treated as dead but the complexities are enormously increased again by the much increased powers of the men themselves. We see greater modifications, both in Chess and in Draughts of the present day than is necessary to account for its origin from Goh.

Draughts has many varieties as well as Chess, a fact which even strengthens the belief that both are off-shoots of Goh. They commenced in ancient times when there was not the commercial stimulus to the invention of new (?) games that there is now. A game was looked upon seriously and had a meaning. It was a training rather than an amusement. The chief incentive to change would be in the direction of being more natural as in adding the river. There is no account as one might reasonably expect of the invention of Chess or Draughts to be found anywhere, but if they were originally modifications of Goh unstable in their early stages, this is amply explained. True, it may be urged that the early record is accounted for by the invention of Goh being attributed to a Chinese emperor who ended his reign in B.C. 2256, and a little later to another, but the argument really cuts the other way. A new game is invented, a new mental exercise is available to develop the minds of the people. It is to be expected that it should sooner or later receive royal favour and it is also to be expected that its invention would be attributed in the records to the emperor who accorded it that favour. It is a natural exaggeration and

just exactly as one must expect. If Chess and Draughts had been distinct inventions one might well look for some records of such important events, old as they were.

Another small but important circumstantial evidence is the Chinese custom of calling check (I'll eat you) as a warning to any man or group that was in danger of capture. The custom, though dying out , still applies to the King in our Chess, and within the memory of some of us, to the Queen also—records say in earlier times to the other pieces also.

Nor is this the only evidence of the kind that is forthcoming. In all the disputations it is pretty generally agreed that our particular form of the game comes to us from India through Persia. There have been discussions as to whether the Persians or Hindus first played it, but the evidence strongly points to the latter, and for our purpose it does not much matter which is to have the honour of priority ; it is the question of language we have to deal with. The early Hindu word for Chess was Chaturanga. Now looking at this word as one having a meaning in Hindu, or the parent Sanscrit, it is a bit of a puzzle as far as Chess is concerned. The first part of the word evidently means "four," there is no getting away from that. The whole word is used by the poets to signify an army, why, no one quite knows. What does anga mean, to us? It has been suggested by the desperates that Chaturanga means the four forces of the army or of the game—the elephants, horses chariots, and foot soldiers—rather a stretch, but justifiable as a suggestion in the lack of something better. There is no suspicion that the early Chess was four handed or that there was in any way four centres of strength.

The early Chinese game was "the game of the four

directions," played on boards of two sizes, and especially on the larger board, invariably started by the formation of four camps or centres of strength in the four corners. Four battles ensued, which merged at length into a general fight. The four corners or battle fields were separately named and marked and separately indicated in the notation. What could be a more appropriate name for the Chess form of it as it went through into India than Chaturanga, and Chaturanga has been used to indicate an army because it was distinctly a military game, a mimic war with its mimic battles.

True, the Japanese word "Go" means five, from the five points marked on the board, but the Japanese took this game after the centre point had been added, which was possibly done at the time the board was enlarged.

The experts seem anxious to cradle Chess on to Hindustan, but why? What is to be said about the evidently more primitive Chinese Chess? We cannot claim that there have been two separate inventions of two separate forms, or that Chinese Chess is derived from the Hindu. Surely not.

The present suggestion is not that Japanese Chess forms a connecting link, but that it is an off-shoot illustrating the changes that may take place, a cousin as it were, but that our Chess comes from Hindustan where it filtered through (Tibet perhaps) from China, where it was a modification of the early form of "Wei Chi" on the quarter board by the introduction of a river that was afterwards abandoned somewhere in its history. Draughts probably came later.

Is it not again just possible that some of the early accounts of the passage of "Wei Chi" into Japan may really have referred to the Chess form?

We venture to suggest that the invention of Goh might have been somewhat on the following lines. We see around us a struggle continually going on between good and evil, between the powers of light and the powers of darkness, amongst human beings also, between those who are right, ourselves, and those who are wrong, our neighbours, and, before the introduction of long range weapons, we wish to represent this. We map out a field of battle, and as evil is generally the aggresor we place a black man to occupy a bit of territory or sphere of influence on behalf of darkness and then a white man on behalf of light alternately. This would not make a contest so we allow each to encompass territory. The idea for a game now exists but we must define some limit or test as to the efficiency of the occupations, or enclosures will be made by more and more delicate fences till the first man played may claim the whole board. In real life if two rival, but friendly nations were to be contending for the territory of an uncivilised tribe, a hinterland we will suppose, by sending small detachments to occupy and claim various positions, some test would have to be decided on as to what was to be considered effective occupation; for a couple of men and a flag might be effective enough against the unarmed natives but not when considered as against their powerful rivals; so in our game there must be some test as to the limit of thinness as it were of the occupation. It is clear that the force must be capable of maintaining its freedom, against attack, it must maintain some degree of

freedom of movement, so we decree that a force must be able to preserve an outlet in some direction, internally or externally, on penalty of becoming prisoners and our game is made. It is found to work satistactorily, minor points are soon settled and the invention is complete. Later on it receives the royal recognition and becomes a part of the life of the people.

It is very much like this with nations, they must either have their outlets free or their internal resources. China has its internal resources and may long rest content. Japan is striving to keep up outlets in all four directions and her internal resources as well.

It is rather interesting to note how closely the strategy of Goh is reflected in the military tactics of the Chinese people, their great aim is to cut off communication and to surround the enemy. If the enemy is too strong for them they let them go on, apparently most successful, scarcely showing any resistance, then they slip in behind and the enemy is surrounded and overwhelmed. Another great lesson of Goh is the necessity for strong bases and well preparing an attack before making it, not being too eager to capture small detachments. Perhaps a careful study of the last great war of the Japanese people may also reveal the influence of their great game.

INDEX.

THE END.

GOH MATERIAL.

Finding that it is difficult to get material to play at Goh with, Mr. Cheshire has made arrangements to supply such at reasonable prices till the regular makers add this game to their lists.

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