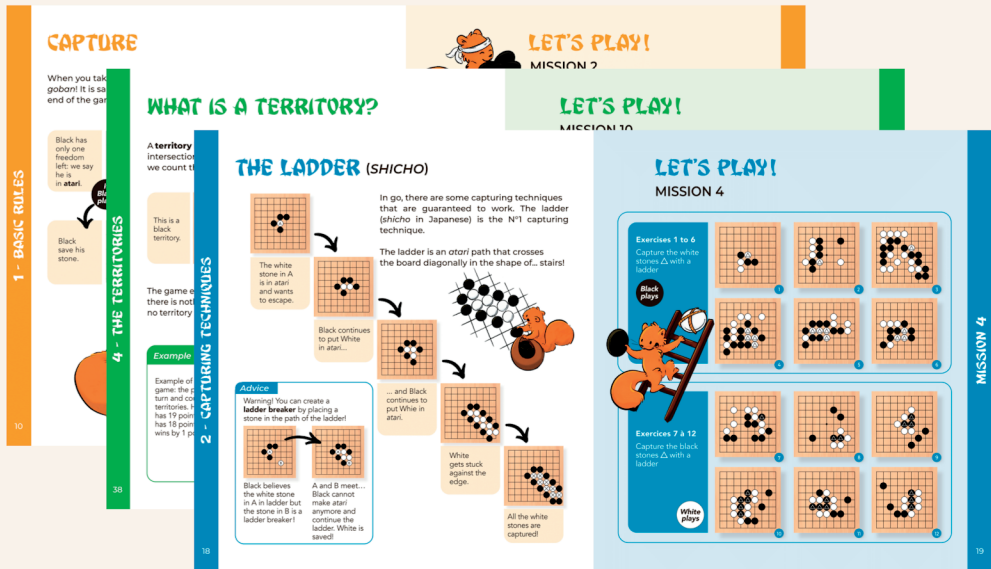


# GO, À TOI DE JOUER ! GO, LET'S PLAY !

A BEGINNER GO BOOK DESIGNED FOR CHILDREN, FROM AGE 5...  
PUBLISHED IN OCTOBER 2024 BY SYNCHRONIQUE ÉDITIONS.



## STRUCTURE

The book is 64 pages long and contains 207 exercises.

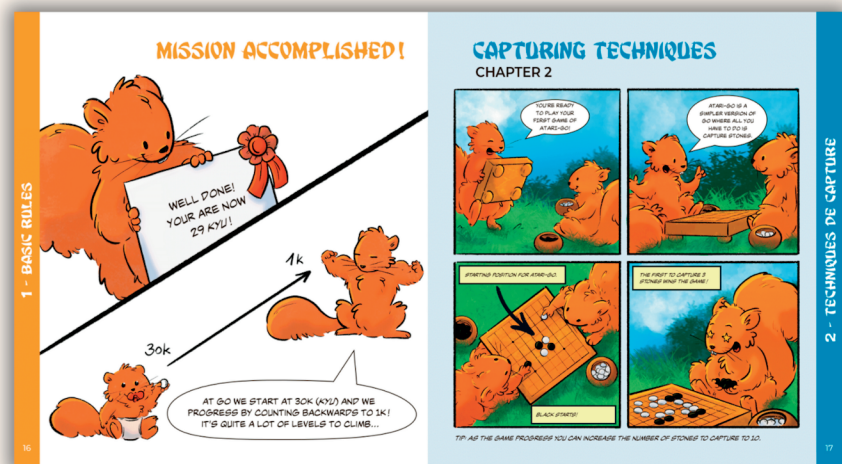
- It contains a 9x9 goban and 2 sets of board stones
- All the chapters are structured in 3 points, each with a double page (1 page of theory, 1 page of exercises)
- To make it more entertaining for children, we named the exercises « missions ». Eachtime a mission is lead successfully, the child levels up and gets a small diplomastarting at 29 kyu and going to 25 kyu !
- We developed in the book a pedagogical method that have proved itself efficient on the field during years of teaching. We begin with capture and « atari-go », so that the children can already start to play. Then we spend some time on capturing techniques. Theory is combined with practice and fun.. The two eyes come as the transition to the territory rule : the smallest territory is two eyes! Often territory is hard to explain to beginners, because it's quiet abstract, so we made sure to decompose well this themeand bring it in a very deductive way



## ILLUSTRATIONS

The book contains 48 illustrations and 5 whole page comics.

Thereare 4 characters : a squirrel, a turtle, a fox and an owl. Each of them is associated to a theme : the squirrel gathers nuts like go stones (capture), the turtle is strong in defense (the two eyes), the fox watches its territory and the owl is the master of the wood. They also interact in comics pages to explain the rules or a part of the go culture, such as the ranking system or the rules of politeness. The choice of the animal is to have characters which are not male, nor female to make the identification processeasier. The animals accompany the reader during all the book.



## AUTHORS

Lucas Neiryck is 6 dan, Belgian go champion and French open champion. He teaches go in Paris in many schools and supervises the French youth go team for the French go Federation.

Camille Lévêque is 2 dan. Illustrator, she draws and develops tools to promote go in Europe, America and Asia. She also teach go in Grenoble at the largest go school in France.

## CONCEPT

We realized that there were very few books for children willing to learn go in Western countries, not to say none... Usually the books about go game are manuals giving advices to adults willing to teach go children. None of them was actually adressing directly to the children. Even in the Chess literary world, it's very hard to find ! We teaching go for many years and sometimes initiating children or families in schools, clubs or cultural events we and we wanted to be able to advice some literature to the children and families who wanted to learn at home. We created this book so that any child who is able to read can learn and practice on its own. We kept the writing and the structure simple and easy. Thereare many drawings and comics to help the understanding and make it more playful. There is no need for the child to get a real board and real stones at the beginning. The book includes a 9x9 board at the end and cardboard stones. On the back cover, we highlight all the benefits that go can bring to children in a pedagogicalway, in order to make of this book a a great ambassador in schools. « Go has many cognitive virtues: it helps for concentration, memory, quick decision making ; it facilitates abstract reasoning and mathematical calculation, all while having fun; it teaches the respect of the opponent with codified rules of politeness ».

## PLAN

HOW TO USE THIS BOOK ?		CONTENTS	
This book is a step-by-step guide to learn the rules of the game of go. Each chapter reveals the secrets of this age-old game. You can distinguish the different chapters by their colour.	2	3 - THE TWO EYES	27
<b>Orange:</b> Basic rules	8-9	The two eyes	28-29
<b>Blue:</b> Capturing Techniques	10-13	False eyes	30-31
<b>Red:</b> The Two Eyes	12-13	Seki	32-33
<b>Green:</b> The Territories	14-15	Bonus exercises	34-35
<b>Yellow:</b> Follow Master Owl's Game!	16	Mission accomplished!	36
Each page contains a different mission for you to complete. These are very varied go exercises that will help you progress quickly. At the end of each chapter, once you've completed your missions, you'll earn a level and a diploma!	17	4 - TERRITORIES	37
To check your answers to the exercises, you'll find the solutions at the end of the book.	18-19	What is a territory?	38-39
To do the exercises, follow the game with Master Owl or have fun with your friends, you'll find a goban (the game board) and black and white stones (the pawns) in a pocket at the back of the book.	20-21	Neutral points	40-41
	22-23	Dead stones	42-43
	24-25	Bonus exercises	44-45
	26	Mission accomplished!	46
		5 - FOLLOW MASTER OWL'S GAME!	47
		Follow master owl's game!	48-55
		25 kyu diploma	56
		SOLUTIONS	58-65
		VOCABULARY	66

## PROSPECTS

Our aim with the publication of GO À toi de jour ! is to promote the game of GO in the Western world to the general public, targeting young players in particular, by means of a book :

- aimed directly at children, whether or not they are familiar with the game of Go
- easy to read
- attractive in appearance
- widely available to the general public in bookshops and games shops
- easily translatable into many languages for international use.

To achieve this, we have

- capitalised on the popularity of Manga culture and Japanese culture in general in France
- inserted a mini-goban and stones to make it attractive and immediately fun to play
- developed a strong message aimed at parents, teachers and leisure centre leaders, emphasising the cognitive virtues of the game of Go, in particular the development of mathematical reasoning so dear to the French mind.