

Kato's Attack and Kill By Kato Masao The author Kato Honinbo is known and feared as one of the most aggressive attacking players in modern go and in this book he presents a thorough and practical analysis of all the elements essential for a successful attack. Katou Masao was famous for his ability to kill large groups even at the professional level but this book reveals that no esoteric talent gave him that skill: the techniques he applies are the same standard tactics that numerous Go books teach. Katou then runs through standard offensive tesuji: the eye-stealing tesuji the centre of three stones leaning attacks forcing moves (kikashi) in the lead-up to attacks and shape spoiling moves at vital points. The former are widely known - simultaneous assault on two weak groups - but the latter was my first encounter with the concept: diversionary attacks that create the conditions for attacks against other groups or to gain territory or life. However there is only so much one can learn about Go in the abstract and Katou does a good job of explaining the themes of offensive techniques and the reasoning behind particular moves and their alternatives. I finished the book over the winter holidays (2023-2024) and had a good time quizzing my father and chatting through his thinking for Section 2 so just due to that positive association I would consider giving this book a higher rating,

Attacking enemy stones is one of the most basic elements in any game of go yet surprising little has been written about any theory of attacking: Methods of attack selection of a target timing contriving a double attack - these are techniques which require a lot of trial and error to master. There are a numerous examples from actual play a problem section and a selection of Kato's own games which feature attacking and killing large groups. Kato's Attack and Kill Very entertaining I wish it could be simpler sometimes but anyway killing dragons is not a simplistic task, Paperback I was only able to read the first section of the book in which Katou goes through attack techniques, The second section is made up of exercises and the third is comprised of game records so I'm satisfied with what I managed: However Katou's aggressive approach - active pursuit of the application of these attacks - is a valuable pair of shoes to stand in: Katou starts off with an eye-catching example sacrificing a large tightly-packed group of 20 points in order to seal in and doom numerous opposing stones. Thus first lesson is on target selection: pick a heavy group an opponent can't afford to trade for something else, The second lesson naturally leads from the first: inducing heavy groups that can be then attacked, He demonstrates how an unsupported pincer accomplishes little but playing a kick beforehand can make a light group heavy and vulnerable, Katou deals with capping moves in a bit more depth with examples of how they cut off access to the centre and explaining how to follow up with large-scale attacks, The knight's move (frequently that large-scale attack) is also discussed either driving the opponent into thickness or creating territory (preferably both). Roundabout attacks present dilemmas for the opponent as the player can benefit with either the diversionary force or the contingent plan: I was initially disappointed that Katou's secrets weren't some kind of Go-style nuclear weapon merely the considered application of techniques that I'd mostly seen before: Paperback Good read - a copy was lent to me by the president of the Canadian Go Association, It was helpful but likely will not massively improve my Go level overnight. The Fundamentals of Attack: covers the concepts of choosing the right targets for attack identifying the vital points of attack capping knight's move and roundabout/splitting attack, Test Yourself: the reader is given a board position and presented with options for attack, The Birth of Killer Kato: sample tournament games from Kato Masao where there was a big fight. I found it most useful to play out the games on an actual board to gain a sense of the flow of the game, Paperback I bought this as a pdf download from Kiseido's digital bookshelf for 9\$ that is \$10-\$1 for new customer discount. "Kato's attack and Kill" offers an invaluable shortcut. Reading this book will transform your game. His final topics are splitting attacks and roundabout attacks. The book is divided into 3 sections: 1. Suitable for middle-SDK level players and above. 2. Suitable for upper-SDK and lower-Dan level players. 3. Paperback

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