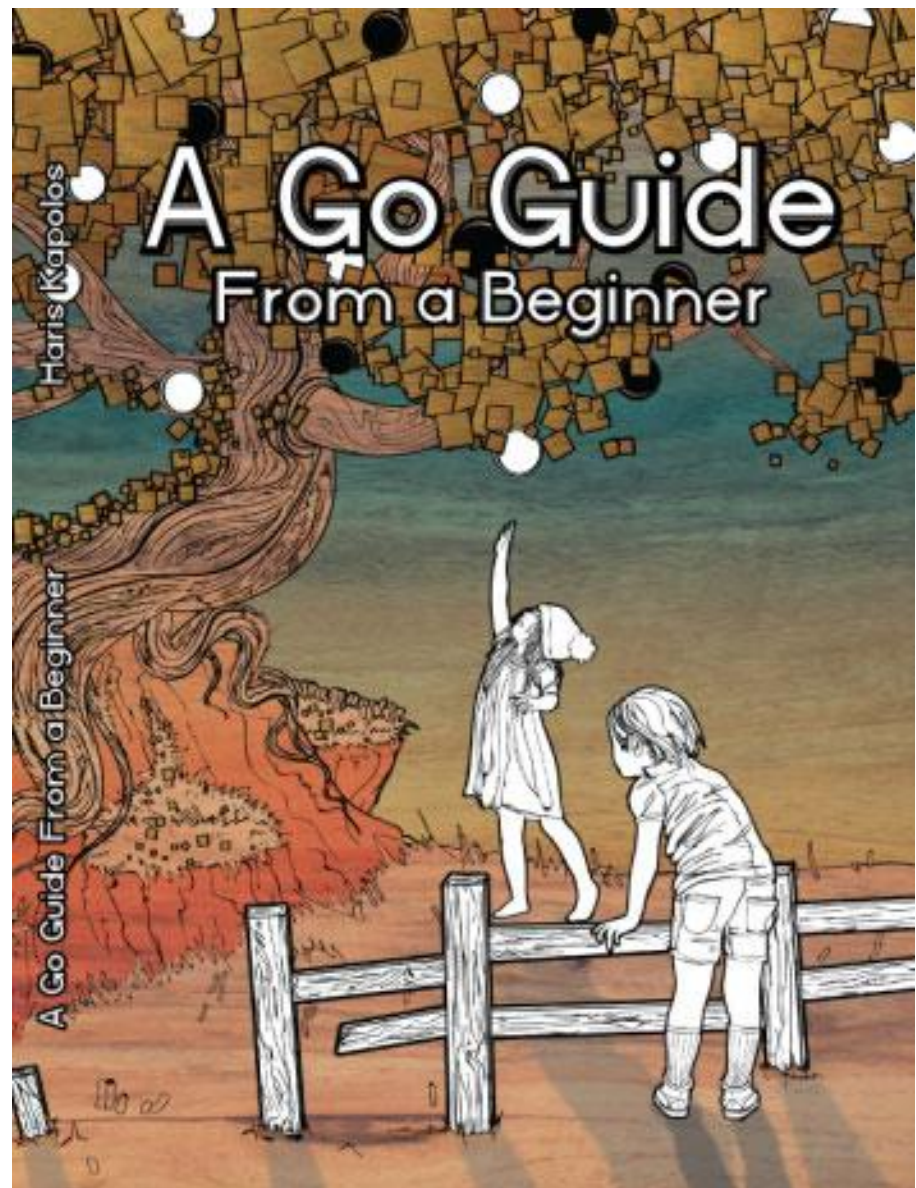


# Multilingual Go Book Project

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## INTRODUCTION



The book's original cover.

The project went public at the end of 2018 and, as the name implies, the goal of the project is to have a Go book that will be **translated to as many languages as possible**, in order to promote and spread Go in countries that do not have a Go tradition and the native language is not English.

The idea started in Greece where we needed teaching material that everyone could read, to introduce people to the game, so the solution was obvious. **We needed a book in our language.**

So, if we had this problem, it made sense that most countries where English is not their native language, would have had the same need, for a free Go book that could help introduce the game to the locals that wanted to start exploring this wonderful game.

## OBJECTIVES

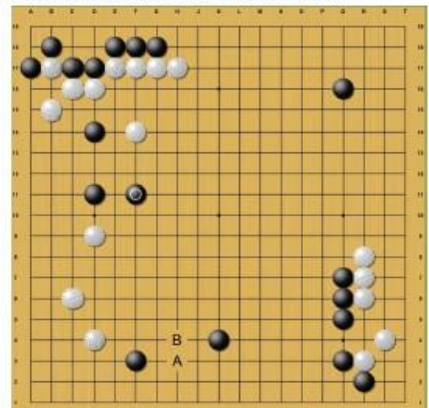
**The main objectives of the project were to:**

- Produce more translations of the project's book, with the help of other Go players who are native speakers of other languages.
- Eventually have the funds to print some physical copies and give them to the Go associations of each country, so they can distribute them as they see fit.

Considering that the project was thought and created by an amateur Go player, in a country that has no history or tradition in Go, starting such an endeavor on promises alone would probably have been catastrophic. Therefore the main idea was to **produce results first** and subsequently ask for the help of volunteers for the project's development. So, true to that goal, during the years 2017-2018 the only goal was to focus on generating the basic material of the project.

111 Attacking and defending

Earlier when we were talking about the types of connections between stones we mentioned that when stones get to be too wide apart then they have so many cutting points, that cannot really be considered to be practically connected. A practical application of that was the invasion point at the Kobayashi fuzuki which we mentioned earlier. Now is the perfect time to see what happens in the case of a knight's move extension with a three points gap:



As usual, we will review an example from a real game. In this case Black has played the Kobayashi fuzuki and the game progressed around twenty moves before White decided that it is time for him to attack at the Kobayashi's weak point at A.

Black B is a weak spot, but it is more of a reduction than an invasion since Black usually gets to keep his territory and White gets the outside, and it is a clean example which shows the difference between these two concepts. For now, let us see what happens in the invasion at A.

Left image: Once White invades at A, Black has almost no other choice other than play at B. If he wants to fight and keep his marked stones connected, White's stone is very hard to be captured and it has four liberties to respond here.

Right image: This is not a good idea. Black jumps away again and again and White simply follows. This is not very good for Black since he doesn't have two eyes, his stones are definitely split and the marked stone is now alone.

A sample page from the book.

## Original work/material:

- The book "A Go Guide from a Beginner" was written, produced and typeset from scratch, using examples of games that were played by the author, while he was learning the game himself. That ensured that the concept of providing the "beginner's mindset" was achieved, without getting into complex examples from high-level games (plus avoiding any complaints about copyright, duplicated problems and tsumego, etc).

The book was completed in August 2018 and is **192 pages** in content and contains around **700 diagrams**. It was originally written in English to help the author focus strictly on the content, while using established English Go terminology.

b) The book was translated in Greek during Sept.-Nov. 2018.

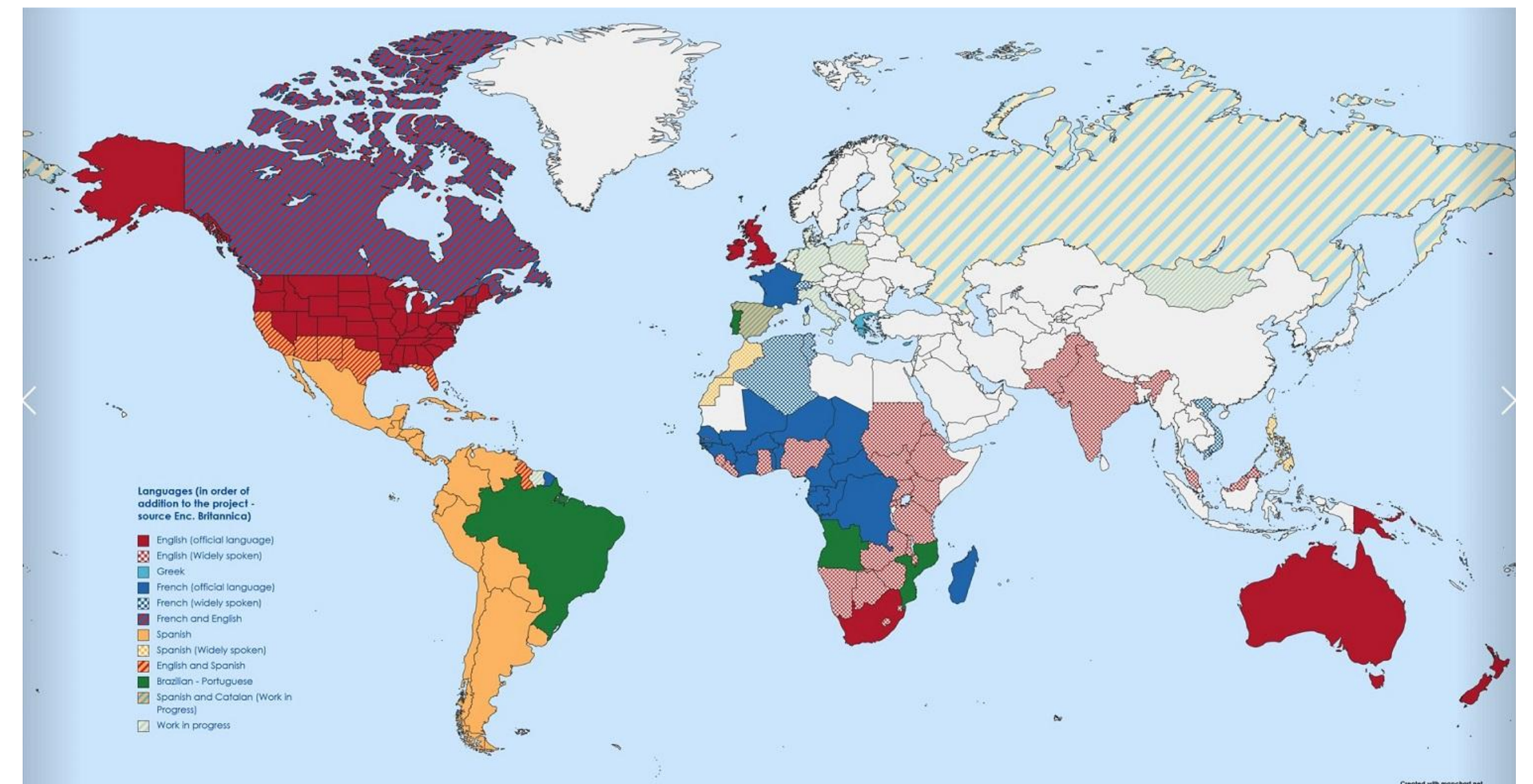
c) The Project's website ([www.gobook.eu](http://www.gobook.eu)) where people could download the books **for free** was launched in Dec. 2018

After all those things were completed, the project finally announced its existence and went public at the end of 2018.

## ACCOMPLISHMENTS

Since its publication the project has achieved all its goals and has expanded upon them. To be more specific:

a) Including the original English and Greek, **full translations** have been produced for the book in **French, Brazilian Portuguese, Spanish, Catalan** and by the time of this presentation **Romanian and Russian** might also be completed. The achieved global language coverage currently looks like this:



Countries/areas covered by the book's available languages

b) Printed copies of the books have been printed or delivered **for free** to Go players across the globe. From providing book copies to the Go club to Alaska (North America), to a club in Goya (South America) to the presentation and creation to a new Go Club in Catalunya (Europe), the project has been active in promoting Go and spreading the knowledge of the game world-wide. A total for 100 printed copies have been distributed **for free** (25 in Greek, 25 in English and 50 in Catalan) and the cost is covered by donations and the project creator.



A new Go club in Vilanova i la Geltrú was created by Joan Lluís (left image). The Catalan version was presented and free printed copies were distributed.

c) Other languages are in various states of completion, with some of them being actively worked on (Romanian and Italian) while others are on pause due to the volunteers currently having other obligations (Serbian, Polish, German, Danish, Mongolian).

## ACKNOWLEDGEMENTS and FUTURE WORK

None of those things would have been possible without the amazing effort that was made by **all the volunteers** that gave their precious time to help with the translation. The success of this endeavor puts a spotlight on how interested people might be for helping and getting Go content in their own language and, hopefully, this project will provide some inspiration for more Go books to be translated in other languages so that Go can be promoted more actively by local players and national organizations.

The Project's goals remain the same, more translations and printed copies for the promotion of Go world-wide, with the additional future goal of **writing a new book** within the coming years, aimed to help the readers with the transition from DDK to SDK.