

The Master Of Go Yasunari Kawabata

The fourth book in a multivolume history of modern Japanese literature by one of the world's most accomplished translators and scholars of Japanese culture and literature, this volume offers unparalleled insight into Japanese poetry, drama, and criticism. The Old Capital is one of the three novels cited specifically by the Nobel Committee when they awarded Yasunari Kawabata the Nobel Prize for Literature in 1968. With the ethereal tone and aesthetic styling characteristic of Kawabata's prose, The Old Capital tells the story of Chieko, the adopted daughter of a Kyoto kimono designer, Takichiro, and his wife, Shige. Set in the traditional city of Kyoto, Japan, this deeply poetic story revolves around Chieko who becomes bewildered and troubled as she discovers the true facets of her past. With the harmony and time-honored customs of a Japanese backdrop, the story becomes poignant as Chieko's longing and confusion develops. In this extraordinary stand-alone novel, the authors and translator of Vita Nostra—a "dark Harry Potter on steroids with a hefty dose of metaphysics" (award-winning author Aliette de Bodard)—return with a story about creation, music, and companionship filled with their hallmark elements of subtle magic and fantasy. Late one night, fate brings together DJ Aspirin and ten-year-old Alyona. After he tries to save her from imminent danger, she ends up at his apartment. But in the morning sinister doubts set in. Who is Alyona? A young con artist? A plant for a nefarious blackmailer? Or perhaps a long-lost daughter Aspirin never knew existed? Whoever this mysterious girl is, she now refuses to leave. A game of cat-and-mouse has begun. Claiming that she is a musical prodigy, Alyona insists she must play a complicated violin piece to find her brother. Confused and wary, Aspirin knows one thing: he wants her out of his apartment and his life. Yet every attempt to get rid of her is thwarted by an unusual protector: her plush teddy bear that may just transform into a fearsome monster. Alyona tells Aspirin that if he would just allow her do her work, she'll leave him—and this world. He can then return to the shallow life he led before her. But as outside forces begin to coalesce, threatening to finally separate them, Aspirin makes a startling discovery about himself and this ethereal, eerie child.

The power of love and illusion shape the lives of a young geisha and a rich Tokyo dilettante

First Kyu

How the Great Master of Go Trained His Mind

Rashomon and Other Stories

Go Basics

First Snow on Fuji

The Ninth Metal

A new translation of the only work not currently available in English by a Nobel-Prize winning author and the best known Japanese writer outside of Japan.

In this new collection of essays, Andrew Feenberg argues that conflicts over the design and organization of the technical systems that structure our society shape deep choices for the future. A pioneer in the philosophy of technology, Feenberg demonstrates the continuing vitality of the critical theory of the Frankfurt School. He calls into question the anti-technological stance commonly associated with its theoretical legacy and argues that technology contains potentialities that could be developed as the basis for an alternative form of modern society. Feenberg's critical reflections on the ideas of Jürgen Habermas, Herbert Marcuse, Jean-François Lyotard, and Kitaro Nishida shed new light on the philosophical study of technology and modernity. He contests the prevalent conception of technology as an unstoppable force responsive only to its own internal dynamic and politicizes the discussion of its social and cultural construction. This argument is substantiated in a series of compelling and well-grounded case studies. Through his exploration of science fiction and film, AIDS research, the French experience with the "information superhighway," and the Japanese reception of Western values, he demonstrates how technology, when subjected to public pressure and debate, can incorporate ethical and aesthetic values.

Go is a game of strategy in which two players attempt to surround each other's black or white stones. Simple in its fundamentals, infinitely complex in its execution, Go is an essential expression of the Japanese spirit. And in his fictional chronicle of a match played between a revered and heretofore invincible Master and a younger, more modern challenger, Yasunari Kawabata captured the moment in which the immutable traditions of imperial Japan met the onslaught of the twentieth century. The competition between the Master of Go and his opponent, Otaké, is waged over several months and layered in ceremony. But beneath the game's decorum lie tensions that consume not only the players themselves but their families and retainers—tensions that turn this particular contest into a duel that can only end in death. Luminous in its detail, both suspenseful and serene, The Master of Go is an elegy for an entire society, written with the poetic economy and psychological acumen that brought Kawabata the Nobel Prize for Literature. Translated from the Japanese by Edward G. Seidensticker

A heartfelt portrait of President George H.W. Bush—and his post-presidential life—by the confidante who knew him best.

Palm-of-the-Hand Stories

The Master of Go

Go with the Flow

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After Darkness

An Artist of the Floating World

Winner of The 2014 Australian/Vogel's Literary Award.

Learn the fascinating game of Go with this expert guide. Go is a two player board game that first originated in ancient China but is also very popular in Japan and Korea. There is significant strategy and philosophy involved in the game, and the number of possible games is vast—even when compared to chess. It's not surprising that Go is one of the oldest games still being played today—it's also one of the most challenging, stimulating, and fascinating games around. With its easy-to-follow instructions and over 600 diagrams showing examples of how to play, you'll be ready to enjoy this classic game right away. It starts by focusing on smaller 9 x 9 games, making it easier to understand and learn Go tactics and techniques, and introduces fundamental game winning strategies and tips. It also explains Go's unique handicapping system, making every game even those between beginners and experts exciting. Useful go strategies include: Invading Sacrificing Using ko Thinking territorially And many more! Go Basics also includes downloadable material developed by the American Go Association that will help you build your skills before testing them against other players.

Master the fascinating game of Go with this expert guidebook. Go is a two-player board game that first originated in ancient China but is also very popular in Japan and Korea. There is significant strategy and philosophy involved in the game, and the number of possible games is vast—even when compared to chess. Go has enthralled hundreds of millions of people in Asia, where it is an integral part of the culture. In the West, many have learned of its pleasures, especially after the game appeared in a number of hit movies, TV series, and books, and was included on major Internet game sites. By eliciting the highest powers of rational thought, the game draws players, not just for the thrills of competition, but because they feel it enhances their mental, artistic, and even spiritual lives. Go! More Than a Game is the guidebook that uses the most modern methods of teaching to learn Go, so that, in a few minutes, anyone can understand the two basic rules that generate the game. The object of Go is surrounding territory, but the problem is that while you are doing this, the opponent may be surrounding you! In a series of exciting teaching games, you will watch as Go's beautiful complexities begin to unfold in intertwining patterns of black and white stones. These games progress from small 9x9 boards to 13x13 and then to the traditional 19x19 size. Go! More Than a Game has been completely revised by the author based on new data about the history of early Go and the Confucians who wrote about it. This popular book includes updated information such as the impact of computer versions on the game, the mysterious new developments of Go combinatorics, advances in Combinatorial Game Theory and a look at the current international professional playing scene.

The successful writer Oki has reached middle age and is filled with regrets. He returns to Kyoto to find Otoko, a young woman with whom he had a terrible affair many years before, and discovers that she is now a painter, living with a younger woman as her lover. Otoko has continued to love Oki and has never forgotten him, but his return unsettles not only her but also her young lover. This is a work of strange beauty, with a tender touch of nostalgia and a heartbreaking sensitivity to those things lost forever.

Dawn to the West

Twenty Strategic Principles to Improve Your Opening Game

The master of go (Meijin, engl.) Transl. from the Japanese by Edward G. Seidensticker

The Amazing Story of George H. W. Bush's Post-Presidency

Opening Theory Made Easy

Tokyo Before Tokyo

From the winner of the Nobel Prize in Literature and author of the Booker Prize–winning novel The Remains of the Day In the face of the misery in his homeland, the artist Masuji Ono was unwilling to devote his art solely to the celebration of physical beauty. Instead, he put his work in the service of the imperialist movement that led Japan into World War II. Now, as the mature Ono struggles through the aftermath of that war, his memories of his youth and of the "floating world"—the nocturnal world of pleasure, entertainment, and drink—offer him both escape and redemption, even as they punish him for betraying his early promise. Indicted by society for its defeat and reviled for his past aesthetics, he relives the passage through his personal history that makes him both a hero and a coward but, above all, a human being.

Nobel Prize winner Yasunari Kawabata felt the essence of his art was to be found not in his longer works but in a series of short-stories which he called Palm-of-the-hand-stories - written over the span of his career. In them we find loneliness, love and the passage of time, demonstrating the range and complexity of a true master.

“The apparently fixed constellations of family relationships, the recurrent beauties of nature, the flaming or flickering patterns of love and lust—all the elements of Kawabata’s fictional world are combined in an engrossing novel that rises to the incantatory fascination of a Nô drama.” –Saturday Review Few novels have rendered the predicament of old age more beautifully than The Sound of the Mountain. For in his portrait of an elderly Tokyo businessman, Yasunari Kawabata charts the gradual, reluctant narrowing of a human life, along with the sudden upsurges of passion that illuminate its closing. By day Ogata Shingo is troubled by small failures of memory. At night he hears a distant rumble from the nearby mountain, a sound he associates with death. In between are the relationships that were once the foundation of Shingo’s life: with his disappointing wife, his philandering son, and his daughter-in-law Kikuko, who instills in him both pity and uneasy stirrings of sexual desire. Out of this translucent web of attachments—and the tiny shifts of loyalty and affection that threaten to sever it irreparably—Kawabata creates a novel that is at once serenely observed and enormously affecting. Translated from the Japanese by Edward G. Seidensticker

From one of our most preeminent writers, a tale that captures the shifting meanings of the past and how our experience colors those meanings, now alongside four previously uncollected stories In Antiquities, Lloyd Wilkinson Petrie, one of the seven elderly trustees of the now-defunct (for thirty-four years) Temple Academy for Boys, is preparing a memoir of his days at the school, intertwined with the troubling distractions of present events. As he navigates, with faltering recall, between the subtle anti-Semitism that pervaded the school's ethos and his fascination with his own family's heritage--in particular, his illustrious cousin, the renowned archaeologist Sir William Matthew Flinders Petrie--he reconstructs the passions of a childhood encounter with the oddly named Ben-Zion Elefantin, a mystifying older pupil who claims descent from Egypt's Elephantine Island. Included alongside this wondrous tale, touched by unsettling irony and with the elusive flavor of a Kafka parable, are four additional stories in Cynthia Ozick's brilliant, distinctive voice, weaving myth and mania, history and illusion: The Coast of New Zealand, The Bloodline of the Alkanas, Sin, and A Hebrew Sibyl.

Go! More Than a Game

The Man I Knew

An International Anthology of Poetry

The Grass Library

Daughter from the Dark

Modern Joseki and Fuseki, Vol. 1

A collection of twenty-three stories from one of the most influential figures in modern Japanese literature. Yasunari Kawabata is widely known for his innovative short stories, some called "palm-of-the-hand" stories short enough to fit into ones palm. This collection reflects Kawabata's keen perception, deceptive simplicity, and the deep me written between 1923 and 1929, and many feature autobiographical events and themes that reflect the painful losses he experienced early in his life.

Tokyo today is one of the world's mega-cities and the center of a scintillating, hyper-modern culture—but not everyone is aware of its past. Founded in 1590 as the seat of the warlord Tokugawa family, Tokyo, then called Edo, was the locus of Japanese trade, economics, and urban civilization until 1868, when it mutated into Tokyo and be presents important sites and features from the rich history of Edo, taken from contemporary sources such as diaries, guidebooks, and woodblock prints. These include the huge bridge on which the city was centered; the vast castle of the Shogun; sumptuous Buddhist temples, bars, kabuki theaters, and Yoshiwara—the famous red-light district. A fascinating discovery, Kawabata's unfinished final novel Dandelions is a great master's last word A fascinating discovery, Dandelions is Kawabata's final novel, left incomplete when he committed suicide in 1972. Beautifully spare and deeply strange, Dandelions explores love and madness and consists almost entirely conversations between a man who loves Ineko and wants to marry her. The two have left Ineko at the Ikuta Clinic, a mental hospital, which she has entered for treatment of somagnosia, a condition that might be called "seizures of body blindness." Although her vision as a whole is unaffected, she periodically becomes unable to see her lover Kuno. Whether this comes between Kuno and Ineko's mother: Kuno believes Ineko's blindness is actually an expression of her love for him, as it is only he, the beloved, she cannot see. In this tantalizing book, Kawabata explores the incommunicability of desire and carries the art of the novel, where he always suggested more than he stated, into mysterious and strange.

the first Japanese winner of the Nobel Prize.

The Old Capital is one of the three novels cited specifically by the Nobel Committee when they awarded Kawabata the Nobel Prize for Literature in 1968. With the ethereal tone and aesthetic styling characteristic of Kawabata's prose, The Old Capita...

The Sound of the Mountain

Satori

Snow Country

Translated from Japanese by Edward G. Seidensticker

Alternative Modernity

The Scar

A collection of stories explores characters broken by war, loss, and longing

A collection of the world's greatest poetry from the past two thousand years brings together five hundred works by more than two hundred poets, along with commentary by the editor

Critically-acclaimed author Don Winslow introduces a prelude to Trevanian's classic thriller Shibumi, the story of genius, mystic and the perfect, formidable assassin Nicholai Hel. It is the fall of 1951, and the Korean War is raging. Twenty-six-year-old Nicholai Hel has spent the last three years in solitary confinement at the hands of the Americans. Hel is a master of hoda korosu, or "naked kill," is fluent in seven languages, and has honed extraordinary "proximity sense": an extra-awareness of the presence of danger. He has the skills to be the world's most fearsome assassin and now the CIA needs him. The Americans offer Hel freedom, money, and a neutral passport in exchange for one small service: go to Beijing and kill the Soviet Union's commissioner to China. It's almost certainly a suicide mission, but Hel accepts. Now he must survive chaos, violence, suspicion, and betrayal while trying to achieve his ultimate goal of satori: the possibility of true understanding and harmony with the world.

In this book, Otake presents 20 principles for opening play. You will find a discussion of the fundamentals of the opening and strategy. Almost a third of the book is devoted to the important topic of shape, a subject not well understood by most western go players. Otake explains sophisticated concepts in a simple and accessible way, making the book easy to digest regardless of your playing strength. By applying these principles when you make your strategic decisions, you will improve your game enormously. There are many things about the opening that are a bit difficult, but a little study of opening principles can pay big dividends in your win/loss record
The book is divided into three parts: Chapter One: Fuseki Fundamentals Chapter Two: Shape Chapter Three: Strategy

A Book of Luminous Things

Power and Magic in the Shogun's City of Edo

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Yasunari Kawabata. Translated from the Japanese by Edward G. Seidensticker

A Novel

Antiquities and Other Stories

This Japanese literature collection contains four translated stories from two of Japan's most beloved and acclaimed fiction writers. The Izu Dancer, Yasunari Kawabata's first work to bring him recognition as a writer, is a novella about six Izu Peninsula travelers. As the six travelers journey together, intimacy develops and friendship overcomes class differences. Capturing the shy eroticism of adolescence, The Izu Dancer is a charming picture of the times. Yasushi Inoue's The Counterfeiter, although set in modern times, poses universal questions that transcend culture an era. Abasute and The Full Moon both explore themes of separation, loneliness, and isolation. Through the gloomy tales, Inoue's compassion shines, revealing yet another aspect of an author known for his vivid precision and economy of words. Inoue's stories are at least partially autobiographical, and Inoue's attitudes toward human destiny and fatalism are strongly influenced by his separation from his parents at an early age—yet all of his stories reveal his great compassion for his fellow human being.

Three surreal, erotically charged stories from Nobel Prize winner Yasunari Kawabata. In the three long tales in this collection, Yasunari Kawabata examines the boundaries between fantasy and reality in the minds of three lonely men. Piercing examinations of sexuality and human psychology—and works of remarkable subtlety and beauty—these stories showcase one of the twentieth century’s great writers—in any language—at his very best.

"This is an important addition to body of books in English about Go."_ Andrew Okun, President, American Go Association"Go with the Flow is a collection of anecdotes from the life of one of the game's great masters."_ Will Lockhart, Film Director, The Surrounding GameIt is often said that shifting perspectives makes all the difference, but it's easier said than done. How can we find a peace of mind even when we are cornered by imminent threats while time and plans are running out?Cho Hunhyun is one of the greatest Go masters in history, who has been held in respect in not only Korea but also Japan and China. Since he became a professional Go player at the age of nine, he has won 1,935 matches and taken various championship titles as many as 160 times over 56 years, achieving unprecedented record in the world Go history. Now, he gives what he has learned through his life, the essence of how to train our heart and mind. Go is a strategic board game for two players who take turns placing a white or black stone on the board in order to secure more territory than the opponent. No stone has a specific role to play nor has the board a defined path to follow. The number of cases in which a player can make by putting stones is deemed greater than the number of atoms in our universe, which means that the game requires a huge brainpower and strength to win while resisting tremendous psychological pressure. That's why Go is known as a game of genius and a Go master is respected as a master of life.This book tells us about his life-long training, which has contributed his amazing achievement in Go. What is his secret? "Victory comes to us when we contemplate with steadfast focus on the essence," the great Go master shows us the way to find inner peace.He has never stopped training his heart and mind to win games and his attitude toward life gives us an epiphany. Leading a satisfactory life comes down to becoming a true master of our own mind. Contending for victory in life is possible only when we gain control of our heart and become unmoved by anything. Becoming a bestseller in Japan and China as well as Korea right after publication, Go with the Flow: How the Great Master of Go Trained His Mind is now ready to meet more readers all over the world.

This book, "Modern Joseki and Fuseki, Vol. 1", was Sakata's first book published in English. It is now regarded as a classic in Go literature. It is also the first book published by The Ishi Press. Published in 1968, this book along with two follow-up volumes by Sakata Eio, made The Ishi Press the world's leading publisher on the game of go.The cover photo of this book is historic. It shows the three leading go players in the world at that time, plus the strongest female go player in the world at that time.

Parallel Fuseki

A Study Guide for Yasunari Kawabata's "Grasshopper and the Bell Cricket"

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The Counterfeiter, Obasute, The Full Moon

Izu Dancer and Other Stories

Thousand Cranes

A Study Guide for Yasunari Kawabata's "Grasshopper and the Bell Cricket." excerpted from Gale's acclaimed Short Stories for Students. This concise study guide includes plot summary; character analysis; author biography; study questions; historical context; suggestions for further reading; and much more. For any literature project, trust Short Stories for Students for all of your research needs.

Disfigured and cursed by a mysterious man after killing a student in a duel, Egert, an egotistical member of an elite guard, embarks on an odyssey to undo the damage he has caused and seeks forgiveness from the student's grief-stricken fiancée.

Nobel Prize winner Yasunari Kawabata's Thousand Cranes is a luminous story of desire, regret, and the almost sensual nostalgia that binds the living to the dead. While attending a traditional tea ceremony in the aftermath of his parents' deaths, Kikuji encounters his father’s former mistress, Mrs. Ota. At first Kikuji is appalled by her indelicate nature, but it is not long before he succumbs to passion—a passion with tragic and unforeseen consequences, not just for the two lovers, but also for Mrs. Ota’s daughter, to whom Kikuji’s attachments soon extend. Death, jealousy, and attraction convene around the delicate art of the tea ceremony, where every gesture is imbued with profound meaning.

A philosophical and poetic journey recounting the author’s relationship with his four sheep and other animals in his home in the Blue Mountains. Both memoir and eloquent testament to animal rights. 'One of the most beautifully written books about animals I have ever read. I know of nothing else like it published in this or any other country. Deep, sensitive, charming, instructive and above all, humble. I cannot imagine anyone reading it without coming away in some profound sense altered.' — Jeffrey Moussaieff Masson, author of When Elephants Weep '...a gorgeous book. Anyone who loves animals will be enchanted...but it's a book that will challenge your thinking as well...highly recommended.' — ANZ LitLovers LitBlog

Dandelions

The Old Capital

House of the Sleeping Beauties and Other Stories

Japanese Literature of the the Modern Era - Poetry, Drama, Criticism

Master of Go, The

From award-winning author Benjamin Percy comes an explosive, breakout speculative thriller in which a powerful new metal arrives on Earth in the wake of a meteor shower, triggering a massive new "gold rush" in the Midwest and turning life as we know it on its head. The first of a cycle of novels set in a shared universe.

"Clear-eyed glimpses of human behavior in the extremities of poverty, stupidity, greed, vanity... Story-telling of an unconventional sort, with most of the substance beneath the shining, enameled surface." —The New York Times Book Review Widely acknowledged as "the father of the Japanese short story," Ryunosuke Akutagawa remains one of

the most influential Japanese writers of all time. Rashomon and Other Stories, a collection of his most celebrated work, resonates as strongly today as when it first published a century ago. This volume includes: In a Grove: An iconic, contradictory tale of the murder of a samurai in a forest near Kyoto told through three varying accounts

Rashomon: A masterless samurai contemplates following a life of crime as he encounters an old woman at the old Rashomon gate outside Kyoto Yam Gruel: A low-ranking court official laments his position all the while yearning for his favorite, yet humble, dish The Martyr: Set in Japan’s Christian missionary era, a young boy is

excommunicated for fathering an illegitimate child, but not all is as it seems Kesa and Morito: An adulterous couple plots to kill the woman's husband as the situation threatens to spin out of control The Dragon: A priest concocts a prank involving a dragon, but the tall tale begins to take on a life of its own With a new foreward by noted

Akutagawa scholar Seiji Lipitt, this updated version of a classic collection is a an excellent, readable introduction to Japanese literature.

A retelling of the early Heian-period prose work about a supernatural beingound by a bamboo cutter and brought up as his daughter. He urges his "aughter" to marry but she sets fantastic quests to her suiters. All fail.ventually she reveals she is from the Palace of the Moon and departs.

The Master of GoVintage

Beauty and Sadness

Concepts & Strategies for New Players (Downloadable Media Included)

The Dancing Girl of Izu and Other Stories

The Technical Turn in Philosophy and Social Theory