The national game of Japan is called Go. Like many Japanese things, it was borrowed from another country, from China where it originated 4,000 years ago. Today there are 16,000,000 Go players in Japan. Big matches are held between professional Go masters, scores are posted up on street corners and store windows just like U.S. World Series scores.

At no other time the game of Go would have only a casual interest for Americans, a fair number of whom play and enjoy the game. But today the game has a special interest for Americans because the way the Go game is played bears a striking resemblance to the way they fight their wars. Go is a military game. Its object is to capture enemy men and territory by maneuver and coordination. The game is won, as was the war, when one player can no longer maneuver or when he realizes that further maneuvering is useless. Japanese Navy and Army officers are almost all Go enthusiasts. The ability to play Go well has been a sure way for a young Jap officer to be marked for special attention and promotion.

Go is not hard to learn. Simple moves are explained opposite and on following page. A reasonable study of these pictures will enable anybody to start playing Go.
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A New York firm, Richard Howell Exhibits Inc., is now producing Go games in quantity. Most books on Go are hard to get. One is ABC of Go, by Walter de Havilland, father of Olivia de Havilland and Joan Fontaine. Another is Go and Gooku by Edward Lasker, famous American chessmaster and author of the recent Chess for Fun and Chess for Blood, who finds plenty of fun and blood in Go.

THIS IS THE WAY THE GAME ENDS

If the reader is a little dizzy from looking at Go patterns, the fundamentals of the game will be repeated here.

The object is to surround territory (unoccupied intersections) and opponents. But at the same time, the safety of the men must be insured by giving them access to open breathing spaces. These spaces are the army's life. Take them away and the army is captured. Each army must have two separate breathing spaces to survive. A man has access to a breathing space by 1) being adjacent to it on a straight line or 2) by being one in a chain of his own men which eventually is joined by a straight line to a breathing space. The score at the end of the game is counted by adding the number of surrounded points of territory (intersections) to the number of captured enemy men.

The good Go player attacks at widely separated points, threatening in half a dozen places at once. He must not attack too small a piece of territory, yet he must not try to take too much. He worries less about lines of communications than about establishing strong outposts. Once established he joins them together in big encircling moves to capture territory and enemy. Each move has two objects—to place men in chains to surround territory and, at the same time, to squeeze the opponent with pincer movements.

These pictures show the end of a Go game. The game below has ended with Black holding upper left-hand territory. White has upper right-hand space in which a small Black force, though still alive, is certain to be caught and hence has given up. White group in lower right-hand is sure to fall so Black takes it along with most of the right-hand territory. White has surrounded big left-center space, leaving too little room for successful Black maneuvering, so the space is White's. Black has the small uncontested territory at left edge. At bottom left a stalemate has developed. Since neither player can now make any profitable move, the game ends.

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Second: the board is divided into territory opponents

Third: score is determined Vacar
I'll never be satisfied until I open this case, Whitey.

You're no different from anybody else who gets a case of Black & White, Blackie.

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The Trail Pipe Smoke

stood behind a man today
left a trail of smoke
that I touched by the shoulder—and I spoke:
"pardon, sir," I said,
"would you mind telling me what brand you smoke—it's such a

"manly, it's Edgeworth"—and
I saw a friendly grin.
reached into his pocket the famous blue tin, and
when I started chuckling—he asked me:
"what's the joke?"
"Edgeworth," I informed him
is the brand I always smoke!

now, there's a special bond of
ship among Edgeworths—a sort of mutual respect wherever they are, or wherever they
the famous blue tin marks members of that contented
circle, of pipe-lovers who enjoy America's Finest Pipe Tobacco. Ever Edgeworth yourself.

America's Finest Pipe Tobacco

Jap war moves follow pattern of smart Go game, as shown by game drawn on the map. Japanese (black) strike in quick succession, gain strong points, entice enemy.

Jap soldiers carry Go games with them. When these fighters in China got a breathing spell, they pulled out boards and played in midst of the rubble they had wrought.