

Invasions

Raise

Awkward

Questions

[♩=120]

In - va - sions spell dan - ger with a - ny op - po - nent, Don't play in his a - rea if there's a - ny doubt.
Be sure to leave plen - ty of time for in - spec - tion, As once you've in - va - ded, it's hard to pull out.

CHORUS
Con - si - der the con - se - quence of your in - va - sion; It may look at - trac - tive be - fore it's been played.
In e - ne - my a - reas lurks dan - ger a - plen - ty, Think once and think ten times be - fore you in - vade.

Invasions spell danger with any opponent,
Don't play in his area if there's any doubt,
Be sure to leave plenty of time for inspection,
As once you've invaded, it's hard to pull out.

CHORUS:

*Consider the consequence of your invasion;
It may look attractive before it's been played.
In enemy areas lurks danger a-plenty,
Think once and think ten times before you invade.*

You think you're so strong that once you have invaded
Your problems are over; but they've just begun,
For then starts the enemy's war of attrition,
He'll pick the invading stones off one by one.

Perhaps your opponent won't play like a sportsman,
Perhaps he learned Go in an alien school,
Perhaps his rules may not be those that you're used to,
Perhaps he's not playing the Suicide Rule.

Maybe you've established yourself in his area,
Maybe you're ahead in the territory race.
You think your group's settled, but then comes the danger,
A placement attack may explode in your face.

So how many stones had to die in the process,
And did you count in all the influence you lost?
How long will your game last till you reach the endgame?
You made your invasion, but what was the cost?