

INVINCIBLE

THE GAMES OF SHUSAKU

Compiled, Edited & Translated

By JOHN POWER



KISEIDO PUBLISHING COMPANY

Contents

Preface	viii
The Four Go Houses & Holders of the Office of Meijin Godokoro	ix
Chronology	x
Statistics of Shusaku's Career	xi
Glossary	xii
Part One	
Chapter One: Go in the Edo Period	3
Jowa v. Akaboshi (1835)	11
Shuwa v. Gennan Inseki (1840)	13
Shuwa v. Gennan Inseki (1842)	13
Shuwa v. Inoue Matsumoto Inseki (1861)	14
Chapter Two: The Life of Shusaku	15
Chapter Three: The Shusaku-Style Fuseki	28
Chapter Four: Shusaku's Debut	33
Game One: Shusaku v. Ito Showa (1840)	33
Shusaku and Shuwa	36
Game Two: Shusaku v. Shuwa (1842)	37
Game Three: Shusaku v. Shuwa (1842)	40
Shusaku and Ota Yuzo	42
Game Four: Shusaku v. Ota Yuzo (1842)	43
Game Five: Shusaku v. Ota Yuzo (1842)	45
Game Six: Shusaku v. Ota Yuzo (1842) (Miyamoto Commentary)	49
Game Seven: Shusaku v. Yasui Sanchi (1843) (Miyamoto Commentary)	57
Game Eight: Shusaku v. Kadono Tadazaemon (1843) (Miyamoto Commentary)	66
Game Nine: Shusaku v. Kishimoto Saichiro (1843)	73
Game Ten: Shusaku v. Mizutani Junsaku (1844) (Miyamoto Commentary)	77
Game Eleven: Shusaku v. Ito Showa (1844)	85
Game Twelve : Shusaku v. Ito Showa (1844) (Miyamoto Commentary)	86
Game Thirteen: Shusaku v. Ito Showa (1844)	95
Chapter Five: The Encounter with Gennan Inseki	98
Game Fourteen: Shusaku v. Gennan Inseki (1846) (Miyamoto Commentary)	99
Game Fifteen: Shusaku v. Gennan Inseki (1846) (Miyamoto Commentary)	111
Chapter Six: Heir to the Honinbo House	119
Game Sixteen: Shusaku v. Shuwa (1846)	119
Game Seventeen: Shusaku v. Jowa (1847)	123
Game Eighteen: Shusaku v. Takegawa Yasaburo (1847)	125
Game Nineteen: Shusaku v. Yasui Sanchi (1847)	128
Game Twenty: Shusaku v. Shuwa (1847) (Miyamoto Commentary)	131
Game Twenty-One: Shusaku v. Yasui Sanchi (1847) (Miyamoto Commentary)	138
Game Twenty-Two: Shusaku v. Ota Yuzo (1849)	146

Game Twenty-Three: Shusaku v. Ota Yuzo (1849)	151
Game Twenty-Four: Shusaku v. Yasui Sanchi (Castle Game 1, 1849)	155
Game Twenty-Five: Shusaku v. Sakaguchi Sentoku (Castle Game 2, 1849)	158
Game Twenty-Six: Shusaku v. Sakaguchi Sentoku (Castle Game 3, 1850)	162
Game Twenty-Seven: Shusaku v. Ito Showa (Castle Game 4, 1850)	164
Showa v. Shuwa (1841)	170
The Nijubango with Sekiyama Sendaiu	171
Game Twenty-Eight: Shusaku v. Sekiyama (Nijubango – 1, 1851)	173
Game Twenty-Nine: Shusaku v. Sekiyama (Nijubango – 2, 1851)	175
Game Thirty: Shusaku v. Sekiyama (Nijubango – 3, 1851)	178
Game Thirty-One: Shusaku v. Sekiyama (Nijubango – 19, 1851) (Miyamoto Commentary)	182
Game Thirty-Two: Shusaku v. Shuwa (1851 – 52)	190
Game Thirty-Three: Shusaku v. Ito Showa (1851 – 52)	196
Game Thirty-Four: Shusaku v. Hayashi Hakuei Monnyu (Castle Game 5, 1851)	199
Ito Showa v. Inoue Matsumoto Inseki (1851)	203
Game Thirty-Five: Shusaku v. Yasui Sanchi (Castle Game 6, 1851)	204
Game Thirty-Six: Shusaku v. Inoue Matsumoto Inseki (Castle Game 7, 1852) (Miyamoto Commentary)	208
Game Thirty-Seven: Shusaku v. Ito Showa (Castle Game 8, 1852)	216
 Chapter Seven: The Sanjubango with Ota Yuzo	219
Game Thirty-Eight: Sanjubango, Game One	220
Game Thirty-Nine: Sanjubango, Game Two	226
Game Forty: Sanjubango, Game Three	228
Game Forty-One: Sanjubango, Game Four	233
Game Forty-Two: Sanjubango, Game Five	235
Game Forty-Three: Sanjubango, Game Six	238
Game Forty-Four: Sanjubango, Game Seven	241
Game Forty-Five: Sanjubango, Game Eight	244
Game Forty-Six: Sanjubango, Game Nine	249
Game Forty-Seven: Sanjubango, Game Ten	253
Game Forty-Eight: Sanjubango, Game Eleven	257
Game Forty-Nine: Sanjubango, Game Twelve	260
Game Fifty: Sanjubango, Game Thirteen	262
Game Fifty-One: Sanjubango, Game Fourteen	267
Game Fifty-Two: Sanjubango, Game Fifteen	270
Game Fifty-Three: Sanjubango, Game Sixteen	273
Game Fifty-Four: Sanjubango, Game Seventeen	276
Game Fifty-Five: Sanjubango, Game Eighteen	281
Game Fifty-Six: Sanjubango, Game Nineteen	284
Game Fifty-Seven: Sanjubango, Game Twenty	286
Game Fifty-Eight: Sanjubango, Game Twenty-One	291
Game Fifty-Nine: Sanjubango, Game Twenty-Two	295
Game Sixty: Sanjubango, Game Twenty-Three	298
 Chapter Eight : Unvanquished	305
Game Sixty-One: Shusaku v. Sakaguchi Sentoku (Castle Game 9, 1853)	305
Game Sixty-Two: Shusaku v. Yasui Sanchi (Castle Game 10, 1853)	308
Game Sixty-Three: Shusaku v. Inoue Matsumoto Inseki (Castle Game 11, 1854)	312
Game Sixty-Four: Shusaku v. Gennan Inseki (1855)	316
Game Sixty-Five: Shusaku v. Shuho (1856)	318

Game Sixty-Six: Shusaku v. Ito Showa (Castle Game 12, 1856)	322
Game Sixty-Seven: Shusaku v. Mizutani Nuiji (1857)	326
Game Sixty-Eight: Shusaku v. Yasui Sanchi (Castle Game 13, 1857)	329
Game Sixty-Nine: Shusaku v. Shuho (1857) (Miyamoto Commentary)	332
Game Seventy: Shusaku v. Sakaguchi Sentoku (Castle Game 14, 1858) (Miyamoto Commentary)	338
Game Seventy-One: Shusaku v. Ebizawa Kenzo (1859)	344
Game Seventy-Two: Shusaku v. Ebizawa Kenzo (1859)	345
Game Seventy-Three: Shusaku v. Ebizawa Kenzo (1859)	346
Game Seventy-Four: Shusaku v. Ito Showa (Castle Game 15, 1859) (Miyamoto Commentary)	347
Game Seventy-Five: Shusaku v. Hattori Seitetsu (Castle Game 16, 1859) (Miyamoto Commentary)	351
Game Seventy-Six: Shusaku v. Hayashi Yubi (Castle Game 17, 1860) (Miyamoto Commentary)	357
Sakaguchi Sentoku v. Showa (1860)	364
Game Seventy-Seven: Shusaku v. Shuho (Jubango — 1, 1861)	365
Game Seventy-Eight: Shusaku v. Shuho (Jubango — 6, 1861)	369
Game Seventy-Nine: Shusaku v. Hayashi Monnyu (Castle Game 18, 1861)	373
Game Eighty: Shusaku v. Hayashi Yubi (Castle Game 19, 1861)	376
Part Two	
Other Games	379
Bibliographical Note	420

Preface

Shusaku has a unique position among the go players of history: for the past century there has been a firm consensus among go professionals that he is the greatest player of the historical period and the one whose games most repay serious study. In a recent poll, the results of which were published in the January 1982 issue of *Igo Club*, leading professionals and go writers were asked to name the top three players of the historical period (that is, up to and including the 21st Honinbo, Shusai, who died in 1940), and Shusaku easily took first place. (The other players in the top ten were, in order: Shuei, Dosaku, Shuwa, Jowa, Shuhō, Shusai, Dochū, Ota Yuzo, and Mizutani Nujī.) Shusaku also took first place in a similar poll of *Igo Club* readers, so there is no discrepancy in his evaluation by amateur and professionals.

Polls aside, a more significant indication of the high regard that professional players have for Shusaku is the amount of time they devote to studying his games. There must be very few professionals indeed who have not gone through his *Complete Games*, and in fact this is invariably one of the first tasks assigned to insei or apprentice professionals. There is also the enduring popularity of the Shusaku-style fuseki, which, it is generally recognised, is one of the main foundations of modern fuseki theory. The inescapable conclusion is that studying Shusaku's games is essential for all players seriously interested in the game.

This book is an attempt to present as wide a selection as possible of Shusaku's games to the Western reader. The original inspiration for compiling it was the enjoyment I found in reading the commentaries by Miyamoto Naoki 9-dan which were published as supplements to *Igo Shincho* (the now-defunct magazine of the Kansai Ki-in) from January 1978 to April 1979. These commentaries, which impressed me with their clarity and insight, are meant to be the core of this book, but a large variety of other sources have been drawn upon to make the book comprehensive, and in addition a number of new commentaries — those by Sanno Hirotaka 9-dan — were commissioned specially for this book to complete the coverage of Shusaku's castle games. I wrote the background sections linking the games and also wrote the three introductory chapters.

I would like to express my gratitude to David Thayer, who generously gave an immense amount of time to the manuscript. I would also like to thank James Kerwin, James Davies, and William Pinckard for their invaluable help with proofreading. However, I claim full responsibility for any mistranslations, factual errors or stylistic inelegancies which remain.

John Power

Notes

1. As a rule players have been referred to by one name throughout to avoid confusion, though in fact go players in the Edo period (and even now) changed their names at different stages of their careers. In this book Shusaku is referred to as Shusaku throughout, although he did not take the name Shusaku until 1841. He is called Honinbo Shusaku after becoming the heir in 1848, for, although he did not live to succeed to the title, it was customarily extended to the heir as a courtesy. The sole exception to the 'one name' rule is the player who appears in this book as Kadono Tadazaemon, Mizutani Junsaku, and Inoue Shutetsu — he set a record for name-changing (and incidentally developed schizophrenia). At various stages in his career he was known as Todani Umetaro, Dowa, Kadono Tadazaemon, Mizutani Junsaku, Inoue Shutetsu, the 12th Inoue Inseki, and, in retirement, Setsuzan. Such extraordinary nomenclatural fickleness seemed to deserve recognition.
2. Dates have not been converted to the Gregorian calendar (strictly speaking, 'March', for example, should read 'third month' and so on). The actual discrepancy can vary from a few days to a few weeks. Occasionally, an additional, 'intercalary month' had to be inserted into the Japanese calendar to harmonise it with the solar year.
3. Most game records are presented from Shusaku's point of view, but no attempt at consistency has been made.

The Four Go Houses

Terms of office as head of the house are given in brackets.

Honinbo

1. Sansa, Meijin (1612 – 23)
2. Sanetsu 8-dan (1630 – 58)
3. Doetsu, unofficial Meijin (1658 – 77)
4. Dosaku, Meijin (1677 – 1702)
 - Doteki 7-dan (heir 1684 – 90)
 - Sakugen 7-dan (heir 1692 – 99)
5. Dochi, Meijin (1702 – 27)
6. Chihaku 6-dan (1727 – 33)
7. Shuhaku 6-dan (1733 – 41)
8. Hakugen 6-dan (1741 – 54)
9. Satsugen, Meijin (1754 – 88)
10. Retsugen 8-dan (1788 – 1808)
11. Genjo 8-dan (1809 – 27)
12. Jowa, Meijin (1827 – 39)
13. Josaku 7-dan (1839 – 47)
14. Shuwa 8-dan (1847 – 73)
 - Shusaku 7-dan (heir 1848 – 62)
15. Shuetsu 6-dan (1873 – 79)
16. Shugen 4-dan (1879 – 84)
17. Shuei 7-dan (1884 – 86)
18. Shuhu 8-dan (1886)
19. Shuei, Meijin (1887 – 1907)
20. Shugen 6-dan (1907 – 08)
21. Shusai, Meijin (1908 – 40)

Yasui

1. Santetsu 8-dan (1612 – 44)
2. Sanchi, Meijin (1644 – 96)
 - Shunchi 6-dan (heir 1674 – 86)
3. Chitetsu 7-dan (1696 – 1700)
4. Senkaku 8-dan (1700 – 37)
 - Chisen 6-dan (heir 1727 – 28)
5. Shuntetsu Senkaku 8-dan (1737 – 75)
6. Sentetsu 7-dan (1775 – 80)
7. Senchi Senkaku 8-dan (1780 – 1814)
8. Chitoku Senchi 8-dan (1814 – 38)
9. Sanchi (Shuntetsu) 7-dan (1838 – 58)
10. Sanei 7-dan (1858 – 1903)

Inoue

1. Nakamura Doseki, Meijin (1612 – 30)
2. Genkaku Inseki 7-dan (1630 – 73)
3. Dosa Inseki 7-dan (1673 – 92)
4. Dosetsu Inseki, Meijin (1692 – 1719)
5. Sakuun Inseki 8-dan (1719 – 34)
 - Yuseki 5-dan (heir 1720 – 26)
6. Shunseki Inseki 8-dan (1734 – 72)
7. Shuntatsu Inseki 7-dan (1772 – 92)
8. Intatsu Inseki 7-dan (1792 – 1805)
9. Shunsaku Inseki 7-dan (1805 – 10)
10. Insa Inseki 6-dan (1810 – 24)
11. Gennan Inseki 8-dan (1824 – 46)
12. Setsuzan Inseki 6-dan (1846 – 50)
13. Matsumoto Inseki 7-dan (1850 – 91)
14. Otsuka Inseki 8-dan (1891 – 1904)
15. Tabuchi Inseki 5-dan (1906 – 17)
16. Egeta Inseki 7-dan (1917 – 61)

Hayashi

1. Monnyusai 8-dan (1612 – ?)
2. Monnyu 6-dan (? – 1685)
3. Genetsu Monnyu 5-dan (1685 – 1706)
4. Bokunyu Monnyu 8-dan (1706 – 26)
5. Incho Monnyu 8-dan (1727 – 43)
6. Monri Monnyu 7-dan (1743 – 46)
7. Tennyu Monnyu 7-dan (1746 – 57)
8. Yugen Monnyu 7-dan (1757 – 89)
9. Monetsu Monnyu 7-dan (1789 – 1816)
10. Tetsugen Monnyu 6-dan (1816 – 19)
11. Gembu Monnyu 8-dan (1819 – 48)
12. Hakuei Monnyu 7-dan (1848 – 64)
 - Yubi 5-dan (heir 1856 – 62)
13. Shuei 5-dan (later Honinbo) (1864 – 84)

There were also three minor go houses: Sakaguchi (associated with Yasui), Hattori (Inoue), and Mizutani (Honinbo; note that Mizutani Nuiji was not a member).

Holders of the Office of Meijin Godokoro

Meijin Godokoro	Period of office
1. Sansa, 1st Honinbo	1603 – 23
2. Nakamura Doseki, 1st Inoue	1623 – 30
3. Sanchi, 2nd Yasui	1668 – 76
4. Dosaku, 4th Honinbo	1677 – 1702
5. Dosetsu Inseki, 4th Inoue	1710 – 19 (1708 became Meijin)
6. Dochi, 5th Honinbo	1721 – 27
7. Satsugen, 9th Honinbo	1770 – 88 (1767 became Meijin)
8. Jowa, 12th Honinbo	1831 – 39

The office of Meijin godokoro was abolished with the fall of the Tokugawa government in 1868, but two players subsequently became Meijin. They were Shuei, 17th and 19th Honinbo, who was Meijin from 1906 to 1907, and Shusai, the 21st and last hereditary Honinbo, who was Meijin from 1914 to 1940.

Chronology

- 1578: Nikkai, the strongest go player of the day, had an audience with Oda Nobunaga.
- 1582: Nikkai played the 'triple ko' game with Kashio Rigen at Honnoji temple.
- 1588: Nikkai won a go competition organised by Toyotomi Hideyoshi and was awarded a stipend. Nikkai changed his name to Sansa and later founded the Honinbo school.
- 1600: Tokugawa Ieyasu won a decisive victory over his enemies at the Battle of Sekigahara.
- 1603: Tokugawa Ieyasu became shogun. Sansa was appointed as the first Meijin godokoro, a post which he held until his death in 1623.
- 1605: Ieyasu abdicated and retired to Sumpu Castle (in Shizuoka). Soon after, Sansa and Kashio Rigen played the first castle game in his presence.
- 1612: The Tokugawa government awarded stipends to the leading players. Four go schools – Honinbo, Yasui, Inoue and Hayashi – were founded.
- 1628: The castle games were transferred to Edo Castle and made an official annual ceremony.
- 1677 – 1702: The 4th Honinbo, Dosaku, the Saint of Go, held the office of Meijin godokoro.
- 1716: The 17 November was set as the date of the castle game ceremony.
- 1829: Birth of Shusaku on 5 May in Tonoura, In-no-shima; given name was Torajiro.
- 1831: Jowa, the 12th Honinbo, outmanoeuvred his main rival, Gennan Inseki, and became Meijin godokoro without fighting a sogo.
- 1834: Shusaku's aptitude for go discovered by Hashimoto Yoshubei, who became his patron.
- 1835: Shusaku played with Lord Asano of Mihara; received instruction from the Abbot Hoshin. Jowa defeated Akaboshi Intetsu on 19 July at the Matsudaira Go Party.
- 1837: Shusaku played Ito Showa in January; went to Edo to become a Honinbo disciple in November.
- 1838: Hayashi Gembu, a former ally of Jowa, challenged him to a sogo and revealed the details of his machinations to become Meijin godokoro (because Jowa failed to keep his promise to make Gembu 8-dan). The jisha-bugyo made several investigations.
- 1839: Jowa compelled to retire as Meijin godokoro on 30 November; the previous day he granted Shusaku a 1-dan diploma, one of his last official acts as Meijin godokoro.
- 1840: Shusaku made first visit home; was granted a stipend by Lord Asano. In November Shuwa defeated Gennan in the first game of a supposed four-game sogo, so the latter withdrew his application for Meijin godokoro.
- 1841: Shusaku returned to Edo in August and the next month was given the name of Shusaku and promoted to 2-dan (16 September).
- 1842: Gennan lost to Shuwa in May and in the November castle game and finally gave up all hope of becoming Meijin godokoro. Shusaku promoted to 3-dan on 10 July.
- 1843: Shusaku promoted to 4-dan on 6 October; began using the Shusaku-style fuseki.
- 1844: Shusaku left Edo for second visit home in October, won three games out of four v. Ito Showa in Nagoya. In November Jowa's son, Kadono Tadazemon (then Mizutani Shunsaku), became heir to Gennan, took the name of Inoue Shutetsu.
- 1846: Shusaku left home in April, played Nakagawa Shunsetsu on black in Osaka in May and won four straight; won three games against Gennan Inseki on black in July (including the 'ear-reddening' game on 21 – 25 July). Gennan later commented that he was already of 7-dan strength. Promoted to 5-dan in September; refused Honinbo request to become Shuwa's heir.
- 1847: The Asano clan waived its claim on Shusaku, so he agreed to become Shuwa's heir. In September Shuwa and Shusaku completed a series of seventeen games begun in October 1846. Death of Honinbo Josaku on 18 August and of Jowa on 10 October.
- 1848: Shusaku officially became Honinbo heir on 22 November; had an audience with the shogun on 15 December. Married Jowa's daughter Hana. Promoted to 6-dan during 1848. Ota Yuzo promoted to 7-dan. Gennan Inseki retired.

- 1849: Shusaku reached tagai-sen v. Ota Yuzo on 8 October (there is a theory that he was then promoted to 7-dan); played first two castle games on 17 November. Ito Showa promoted to 7-dan.
- 1850: Shusaku made third trip home from February to October. Shuwa promoted to 8-dan. 12th Inoue, Shutetsu (Kadono Tadazaemon), killed an Inoue disciple in a fit of insane jealousy, forced to retire. Matsumoto Kinshiro became the 13th Inoue.
- 1851: Shusaku played a nijubango (20-game match) with Sekiyama Sendai in Matsuyo, won 13 – 7.
- 1853: Shusaku began a sanjubango (30-game match) with Ota Yuzo on 27 January, forced him to sen-ai-sen in the 17th game on 21 June; series suspended after Yuzo's jigo with white in the 23rd game on 29 November. Shusaku promoted to 7-dan.
- 1854: Party celebrating Shusaku's promotion to 7-dan held on 20 August. O-konomi go cancelled due to an earthquake on 4 November. Hayashi Gembí retired, awarded 8-dan.
- 1855: Large earthquake on 11 November caused the cancellation of the castle games.
- 1856: Death of Ota Yuzo at an inn in Echigo (Niigata) in April. Death of 12th Inoue, Shutetsu.
- 1857: Shusaku made his fourth and final visit home from January to September; played Mizutani Nuiji in April.
- 1858: Death of Yasui Sanchi on 8 July.
- 1859: Death of Gennan Inseki and Sekiyama Sendai. Shusaku lost a jubango with Ebizawa Kenzo (2 stones) 3–7. Shuwa applied for Meijin godokoro in December, but his application was shelved.
- 1861: Shuwa lost a crucial castle game to 13th Inoue, Matsumoto Inseki, which in effect put an end to his hopes of becoming Meijin godokoro.
Shusaku lost a jubango with Shuho (black) 3–7–1 jigo; played his last two castle games.
- 1862: Death of Shusaku from cholera on 10 August. A fire at Edo Castle caused the cancellation of the castle game ceremony, though the actual games (shitauchi) had already been played.
- 1863: Shuwa resigned hope of making Shuho his heir, made son Shuetsu heir in November. Castle games (shitauchi) played, but ceremony cancelled. Thereafter, no castle games at all.
- 1867: Ishigaya Kosaku had a memorial stone to Shusaku erected in his home province.
- 1868: Fall of the Tokugawa government, beginning of Meiji period.
- 1879: Founding of Hoensha, Shuho first president.
- 1900: Publication of *Kogyoku Yoin*, a selection of one hundred of Shusaku's best games.
- 1904: Publication of *Zain Danso*, a history of Edo go which revealed details of Jowa's intrigues.

Statistics of Shusaku's Career

There are 388 games given in the *Complete Games of Shusaku*, but of these two are rengo (team games) and 38 are unfinished games, mainly being uchikake games which perhaps were never intended to be played to a finish. Many of the records of the remaining 348 games are incomplete, but the results are recorded and enough moves are given to make it clear who is winning. Of these 348 games, Shusaku won 228 (65.5%), lost 109 (31.3%) and drew 11 (3.2%). His year-by-year results are given below.

- 1840 – on three stones: 1 win; 1841 – on two stones: 5 wins (total 6–0)
- 1842 – on two stones: 12 wins – 5 losses; on black: 3 wins (total 15 – 5)
- 1843 – on two stones: 1 win; on black: 14–5–1 jigo; on white: 5–7 (20–12–1)
- 1844 – on black: 14–2–2 jigo; on white: 3–1(17–3–2)
- 1845 – on white: 2–1; giving two stones: 1 win (3 – 1)
- 1846 – on black: 18–5–1; on white: 3–1 (21–6–1)
- 1847 – on black: 18–5; on white: 4–2; giving four stones: 1 win (23–7)
- 1848 – on black: 5–1; on white: 9–2; giving two stones: 1–1; giving three: 5–4 (20–8)
- 1849 – on black: 10–2; on white: 2–2 (12–4)
- 1850 – on black: 4–1; on white: 7–3; giving two stones: 3 wins; giving three: 1 win (15–4)
- 1851 – on black: 4 wins; on white: 15–7; giving two stones: 2 wins; giving three: 1 loss (21–8)
- 1852 – on black: 3 wins; on white: 1–3 (4–3)
- 1853 – on black: 9–0–2 jigo; on white: 6–8–1 jigo; giving two stones: 5–5 (20–13–3)

- 1854 – on white: 6–1; giving two stones: 1 loss; giving five stones: 1 win (7–2)
 1855 – on black: 1 win 1856 – on white: 2–0–2 jigo; giving three stones: 1 loss (2–1–2)
 1857 – on black: 1 win; on white: 2–4; giving two stones: 2–7–1 jigo; giving three: 1 loss; giving four:
 2 losses (5–14–1) 1858 – on white: 1–1
 1859 – on black: 2 wins; on white: 3–1; giving two stones: 4–7 (9–8)
 1860 – on white: 1–2; giving three stones: 1 loss (1–3)
 1861 – on white: 5–6–1 jigo

Total: 228 wins – 109 losses – 11 jigo

Glossary

- aji:* potential, latent possibilities
ajikeshi: erasing or destroying the potential
amashi: a strategy for white in no-komi games in which he lets the opponent take good points but as compensation takes territory, aiming to 'outlast' the opponent
atome: heir
bango: match consisting of a set number of games
furikawari: swap, trade
gakia: a go player either not belonging to or not a direct disciple of one of the four main houses (literally 'an outside house')
godokoro: a player of Meijin rank appointed as head of the go world by the Tokugawa government
haya-go: a fast game of go
honte: the proper move (though it may sometimes appear slow)
iemoto: the head of a school
jisha-bugyo: the Commissioner for Shrines and Monasteries, who had jurisdiction over go (three commissioners were appointed at one time and served a month in office in rotation)
josen: black in all games – the handicap for a 2-dan difference
jozu: 7-dan (literally 'skilful')
jubango: a ten-game match
jun-Meijin: 8-dan (literally 'quasi-Meijin')
kadoban: a game which could lead to a change in handicap or the loss of a series (lit. 'corner game')
karami: attacking two groups simultaneously, a splitting attack
Kisei: Go Saint (Dosaku is known as the former Kisei and Shusaku as the latter Kisei)
Meiji: the period from 1868 to 1912
Meijin: 9-dan, the top player (lit. 'master, expert')
nijubango: a twenty-game series
oba: a large point in the fuseki or the endgame
o-konomi-go: an unscheduled castle game played at the personal request of the shogun
o-shiro-go: a castle game
- rengo:* a team game (the players on each team play in turns without consulting each other)
ryo: a gold coin, worth approx. \$70
sabaki: settling a group (by creating a flexible and resilient shape)
sanjubango: a thirty-game match
semeai: a capturing race, i.e. a fight to the death between two groups
semedori: being forced to add the extra stones necessary to remove a captured group from the board.
sen-ai-sen: black-black-white (the handicap for a 1-dan difference)
senban: playing on black (when the teai is tagai-sen)
sen-ni: alternating between black and two stones (the handicap for a four-dan difference)
senzensen: see sen-ai-sen
shinogi: saving a group under attack
shitauchi: the practice of playing the castle games before the date of the castle game ceremony
sogo: a challenge match (lit. 'fighting go')
tagai-sen: even – alternating black and white
tane-ishii: the pivotal stone(s)
teai: the conditions on which two players play each other, i.e. the handicap
tedomari: the last meaningful point in the fuseki or in the endgame
Tempo Shiketsu: the Tempo Era (1830 – 44) Top Four (Sakaguchi Sentoku, Ota Yuzo, Yasui Sanchi, Ito Showa)
tenuki: ignoring the opponent's move and switching elsewhere
uchikake: suspending play during a game (it was White's privilege to suspend play on his move)
uchikomu: 1. to invade; 2. to force an opponent to take a handicap (or force him to a higher handicap) by taking a lead of four games (six games at the beginning of the Edo period)
warikomi: wedging in between two enemy stones
wariuchi: an invasion which has room to extend in both directions