

Josh Hoak
Younggil An
David Ormerod

Go vs Fujisawa

GPub

© 2015 by Foo Publisher
All rights reserved. Published 2015
First edition published 2015.

Foo Publisher
PO #1111
1111 Mainville Road Rd, Ste 120
Fooville
CA 90001
<http://www.fooblar.com>

1 2 3 4 5 6 7 8 9 10

ISBN: 2370000260451

Ⓢ This paper meets or exceeds the requirements of ANSI/NISO Z39.48-1992
(Permanence of Paper).

Created using LaTeX generated by GPub.js.

Contents

Foreword

This is an *example* foreword.

Preface

This is the preface.

With two paragraphs.

Acknowledgments

Thanks to everybody for making this happen.

Here are some “Quotes” and an em-daesh: —.

Introduction

A short intro to the book.

Introduction

This was the second game in a ten game match between Fujisawa Hosai 9p and Go Seigen 9p. It was played on February 25 and 26, 1943.

Go Seigen is regarded as the greatest Go player in the history of Go. We refer to him as a 'living legend' in Korea.

He was born on June 12, 1914, so next year (in 2014), he'll celebrate his 100th birthday. By the way, according to the way age is counted in some Asian cultures, Go Seigen will turn 100 this year (in 2013).

His style of play was so different from other top pros at the time, and he won nearly all of his ten game matches (jubango).

The only ten game match Go Seigen lost was this series against Fujisawa Hosai (4-6 in Fujisawa's favor). However, Fujisawa was taking black in all games and there was no komi. They played with a handicap called 'josen' (black in all games) because Go Seigen was 8 dan and Fujisawa was 6 dan at the time.

Fujisawa Hosai was very famous for his mirror Go. He kept experimenting with mirror Go because he wanted to learn all about it.

He didn't just mimic though, he spent more time than his opponents did, and he often got into byo-yomi situations (was short of time) in the middle game. He played with the sort of full concentration that Cho Chikun 9p does.

There were two famous players named Fujisawa in the Japanese Go world. Fujisawa Shuko (Hideyuki) 9p was the uncle of Fujisawa Hosai, even though he was 6 years younger.

Fujisawa Hosai was also the first professional player to be promoted to 9 dan under the Japanese Oteai system (Go Seigen was the second). They played two more ten game matches on even terms when they were both 9 dan (the only two 9 dans at the time) and Go Seigen won both of them.

Fujisawa plays black. There's no komi in this game.

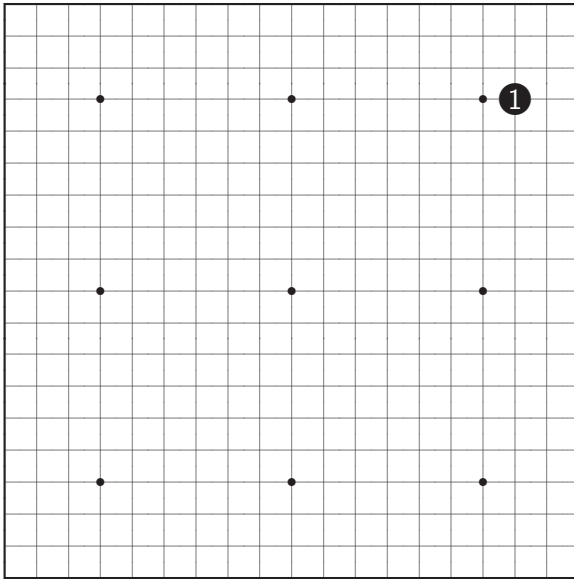


Diagram 1
(Move: 1)

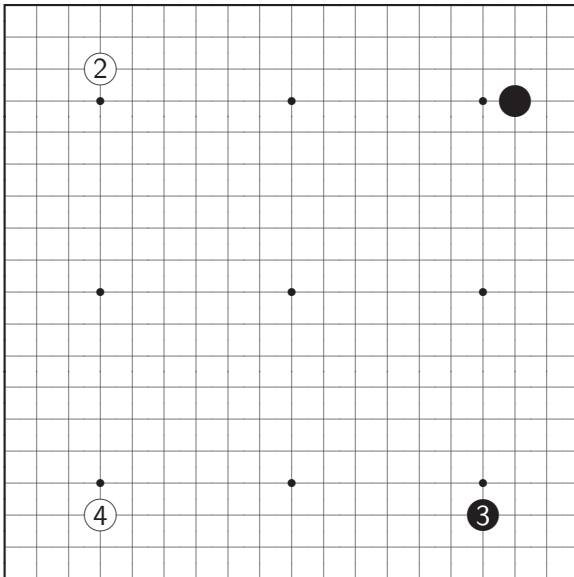


Diagram 2
(Moves: 2-4)

Even though many players, including (notably) Go Seigen and Kitani Minoru, had experimented with different openings in the 1930s (the shin fuseki period), the star point still wasn't especially popular during this period (1940s).

Compared to today's games, star point openings appeared much less often back then.

This opening seemed to be popular at the time.

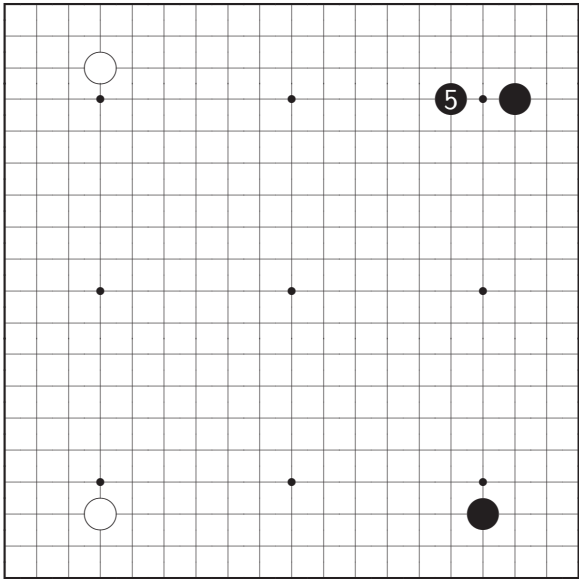


Diagram 3
(Move: 5)

An Old Fuseki

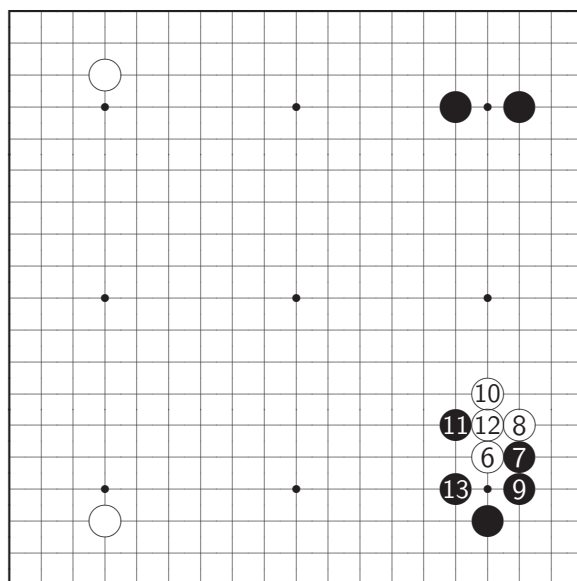
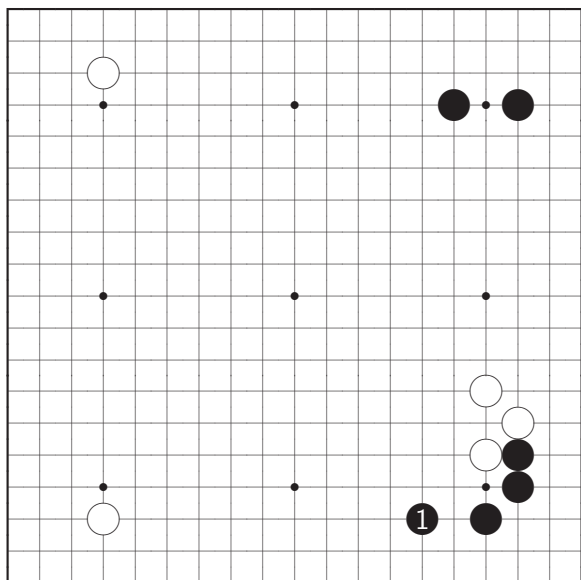


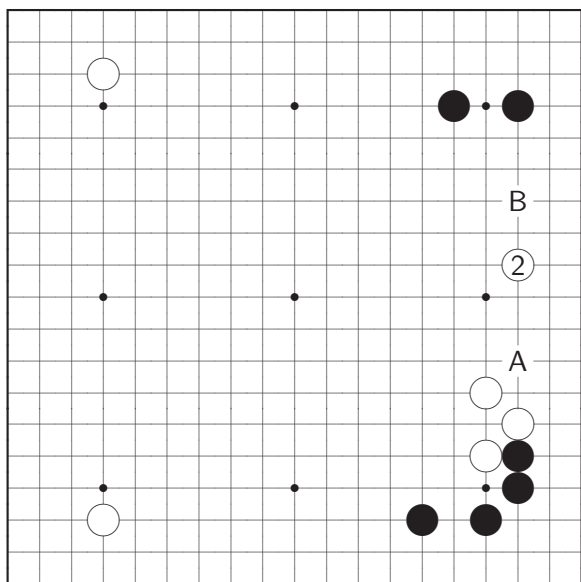
Diagram 4
(Moves: 6-13)

Even though it makes white's stones heavy, the peep at A is "aji keshi" — reduces black's future opportunities. Peeping like that is uncommon in modern games.



Variation 1 for ⑪

This is more common.

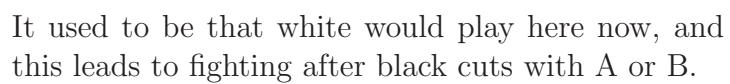


Variation 2 for ⑪

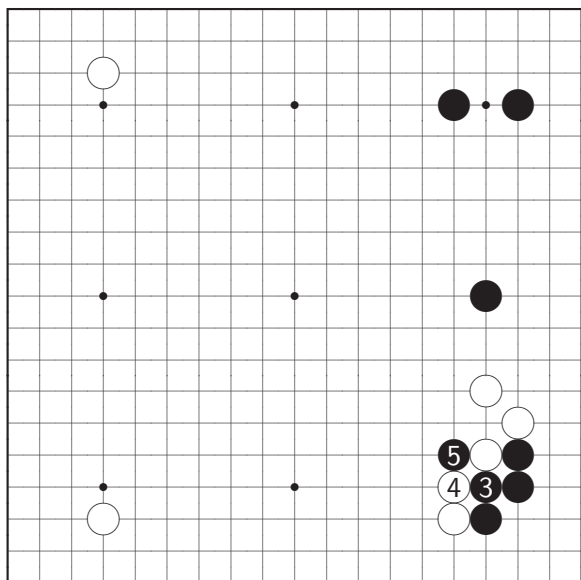
Black can aim to invade at A later. For example, after approaching at B.



Variation 3 for **11**

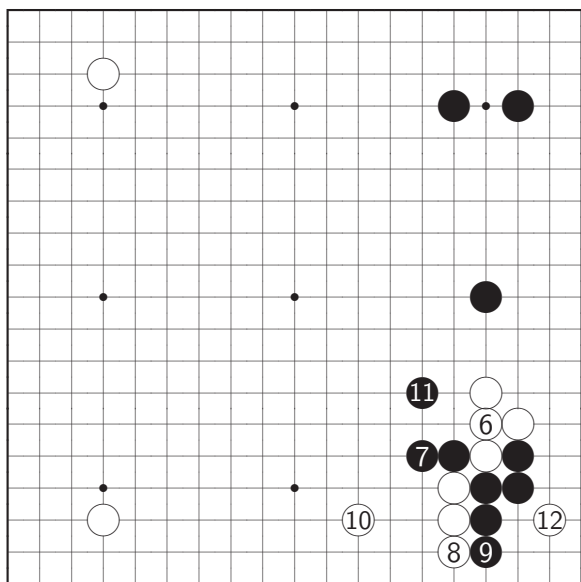


Variation 4 for **11**



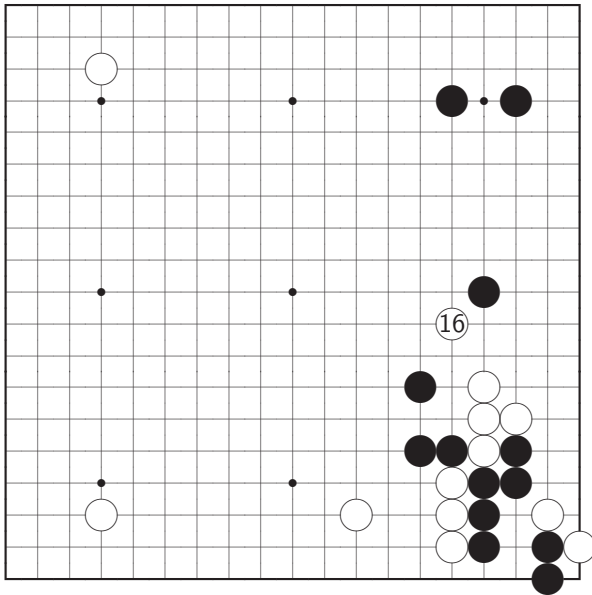
Variation 5 for 11

Black might cut and fight like this.



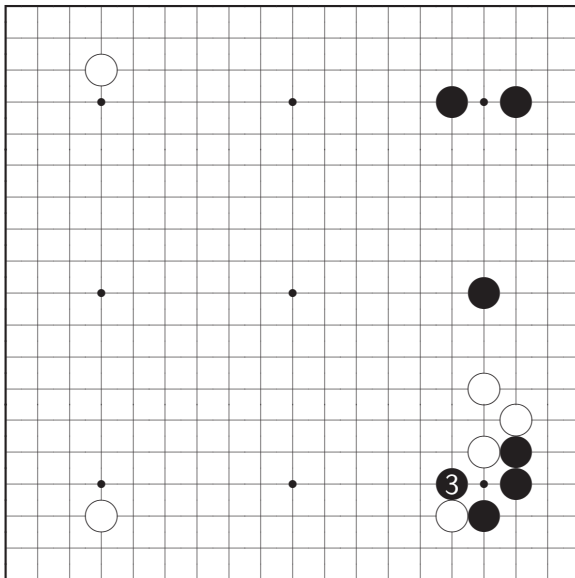
Variation 6 for 11

White should create some aji in the corner first.



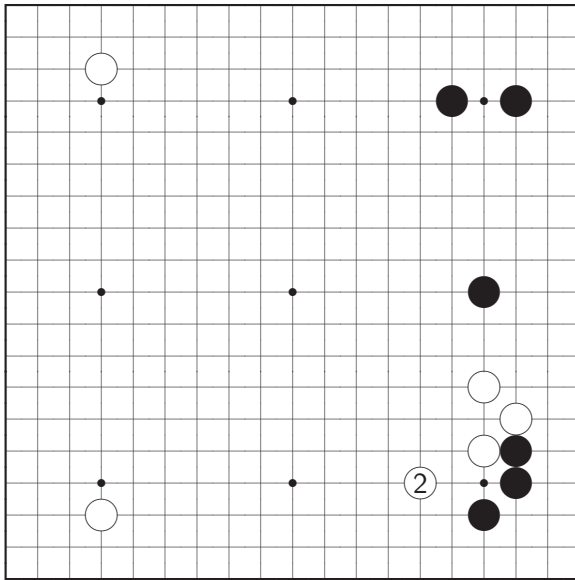
Variation 9 for **11**

White could also choose play here.



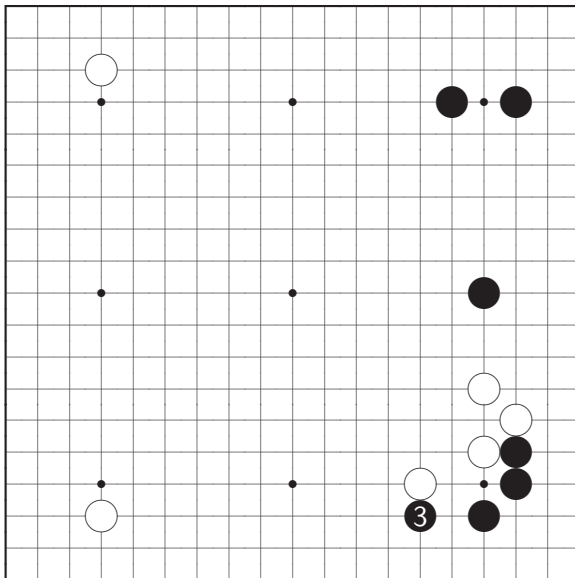
Variation 10 for **11**

Black could play here instead, which is also severe. I normally tell my students to play like this.



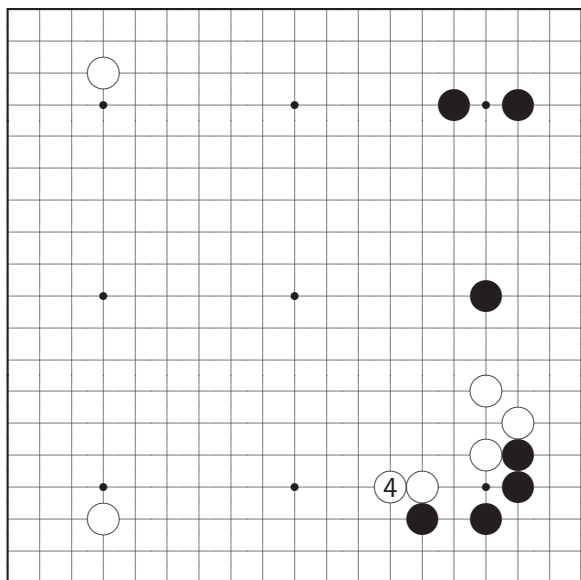
Variation 11 for ⑪

I think it's better for white to press more gently like this.



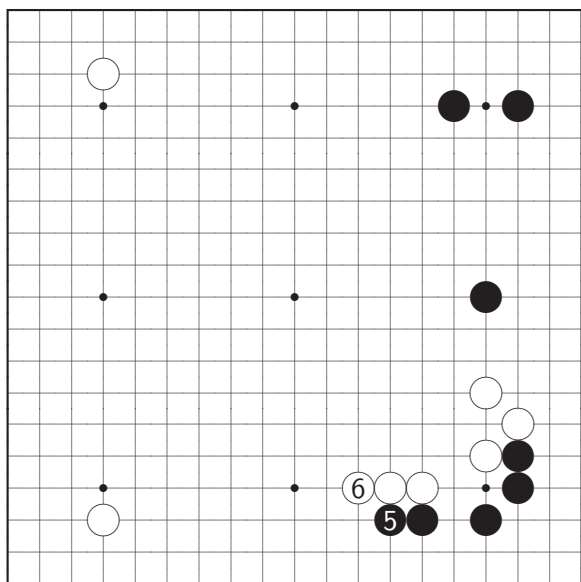
Variation 12 for ⑪

If black attaches,



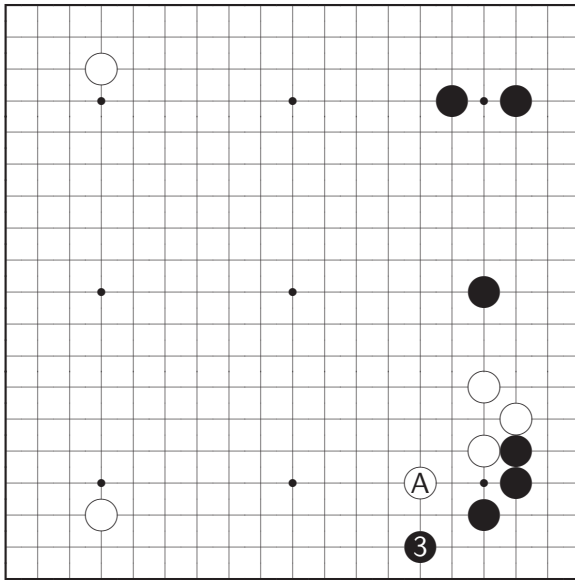
Variation 13 for 11

White can just extend.



Variation 14 for 11

This result is satisfactory for white.



Variation 15 for 11

If black plays here, then white A becomes a forcing move and white's happy.

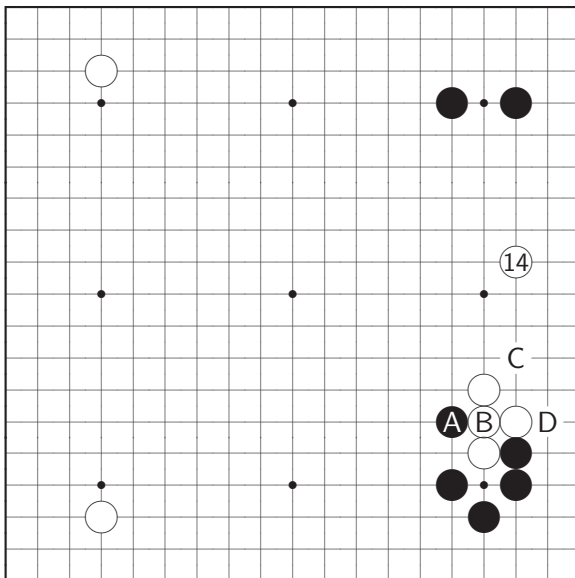


Diagram 5
(Move: 14)

If black hadn't exchanged A for B, he could aim to invade at C, planning to connect under at D or run away later. The forcing move at A reduced black's future potential for invading.

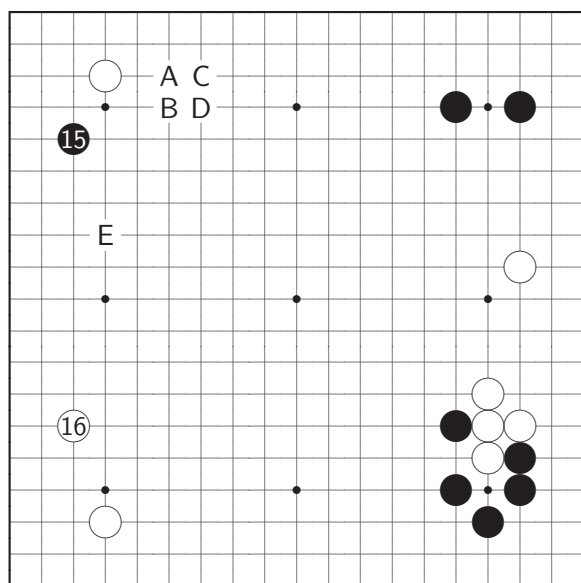


Diagram 6
(Moves: 15-16)

This large knight's enclosure was Go Seigen's favorite. You can see this enclosure a lot in his games. Since there's no komi, white should play more actively, to lead things towards a complicated game.

Black should double approach in the top left next and there are several options (A-D). If black plays elsewhere, white can play a pincer extension at E, creating a good relationship with his enclosure in the lower left.

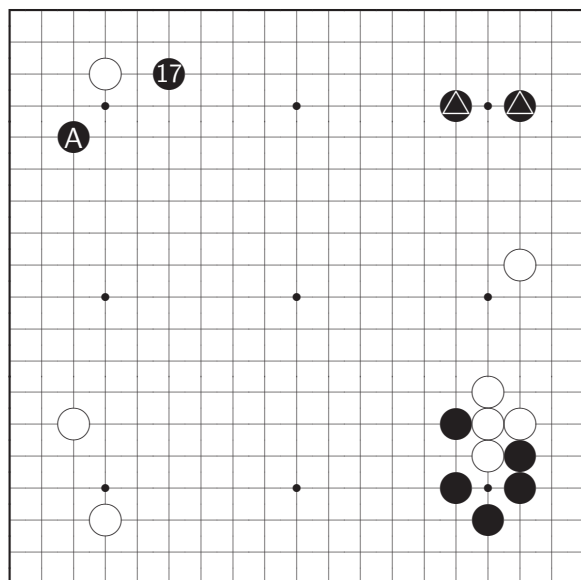


Diagram 7
(Move: 17)

Black chose this double approach. This is the most common move in this situation. Black aims to develop the top area while also helping his stone at A.

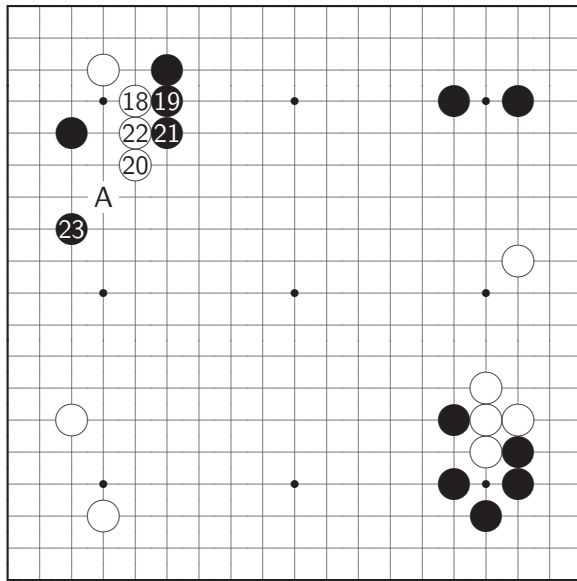
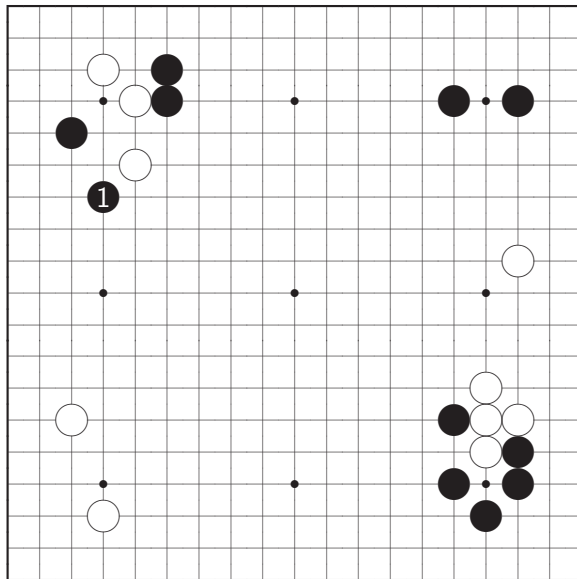


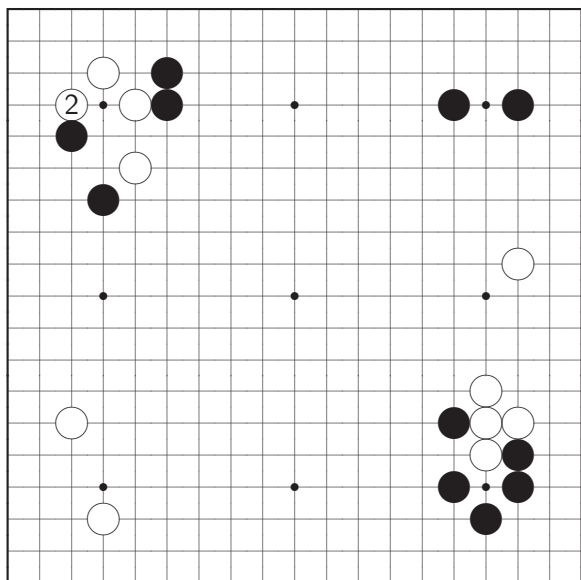
Diagram 8
(Moves: 18-23)

In this case, this extension is better than A, because white's stones are more solid now.



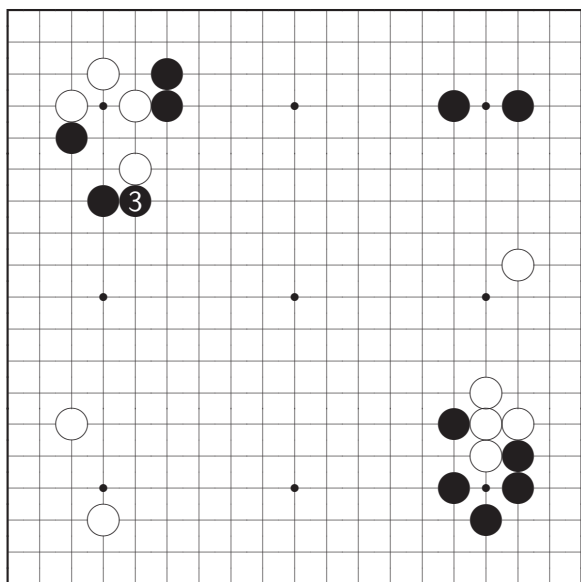
Variation 16 for 21

This is also conceivable.



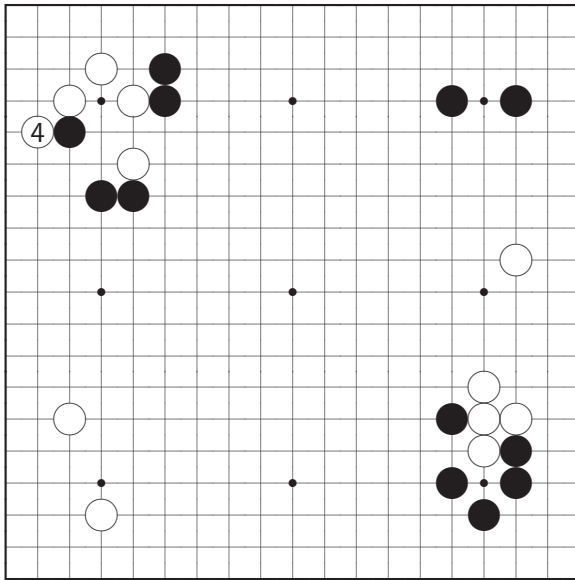
Variation 17 for 21

If white attaches here,



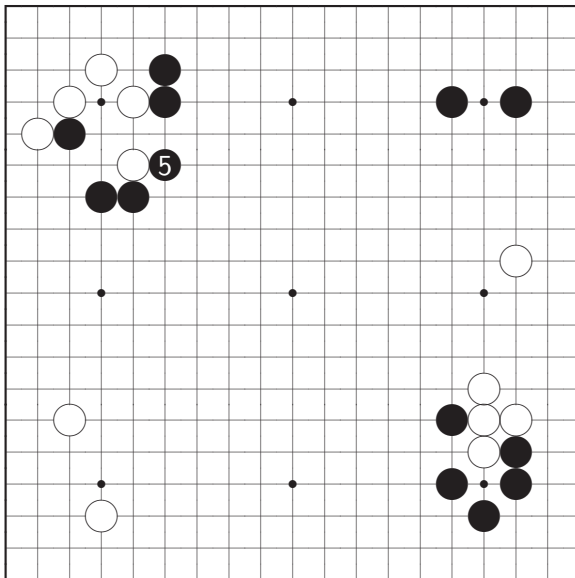
Variation 18 for 21

Pushing up here is good.



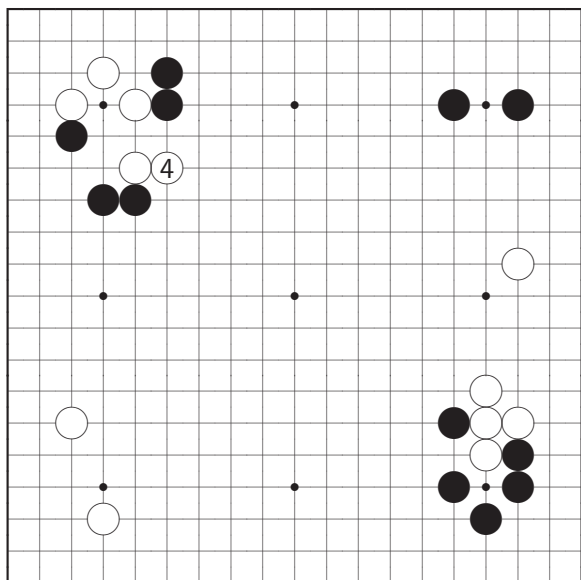
Variation 19 for 21

This hane is the right move for white.



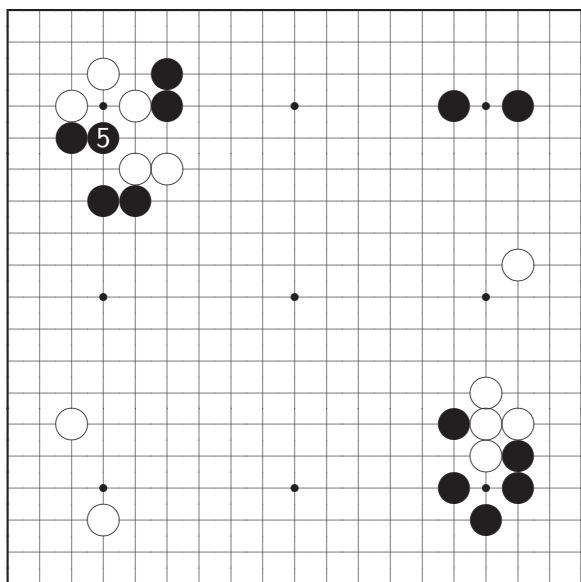
Variation 20 for 21

It's another game.



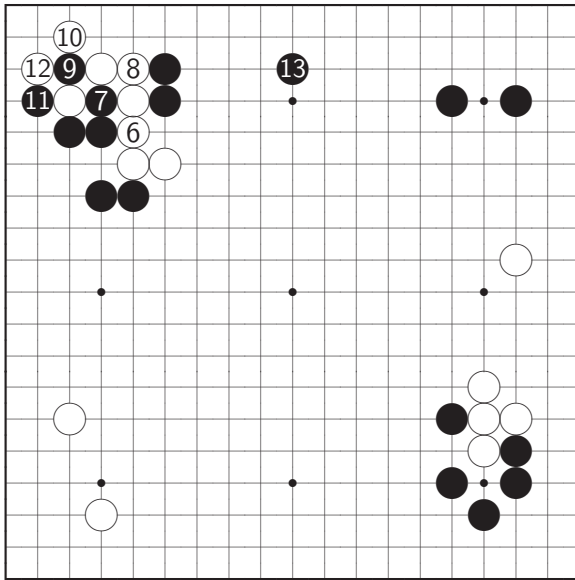
Variation 21 for 21

White shouldn't play here, because



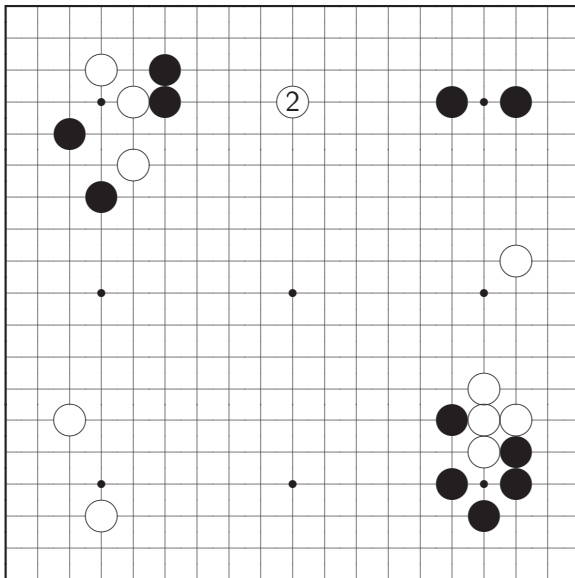
Variation 22 for 21

This is painful.



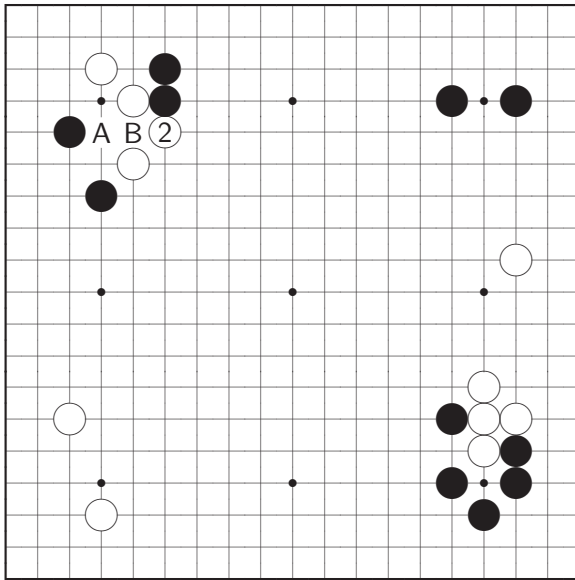
Variation 23 for 21

The result it better for black.



Variation 24 for 21

White would pincer here, and it's similar to the game.



Variation 25 for 21

If white plays here, white will have bad shape after black exchanges A for B.

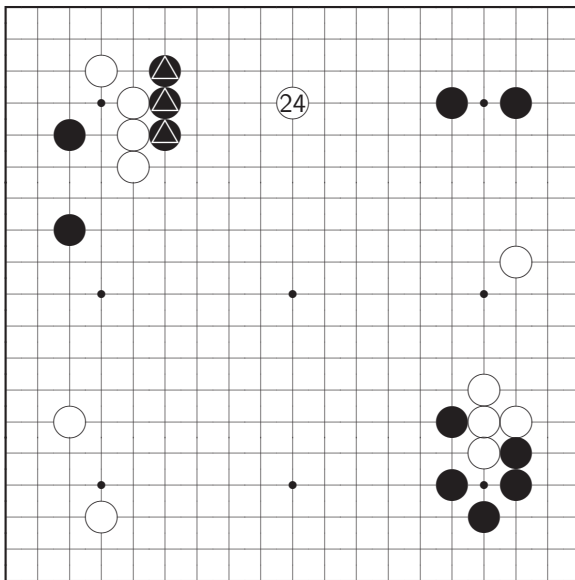
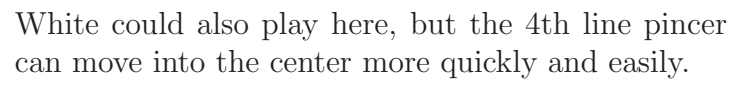


Diagram 9
(Move: 24)

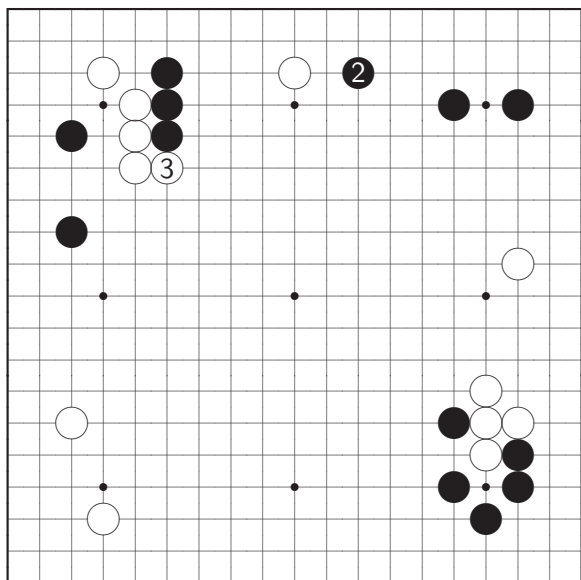
This move is to split the top area and pincer black's marked stones at the same time.



Variation 26 for (24)

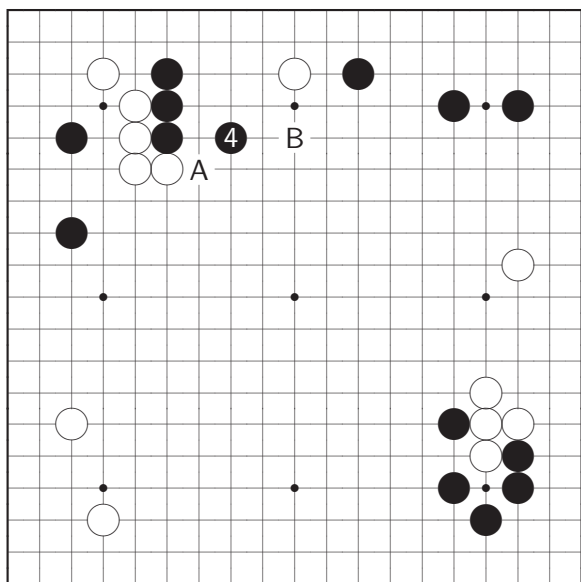


Variation 27 for (24)



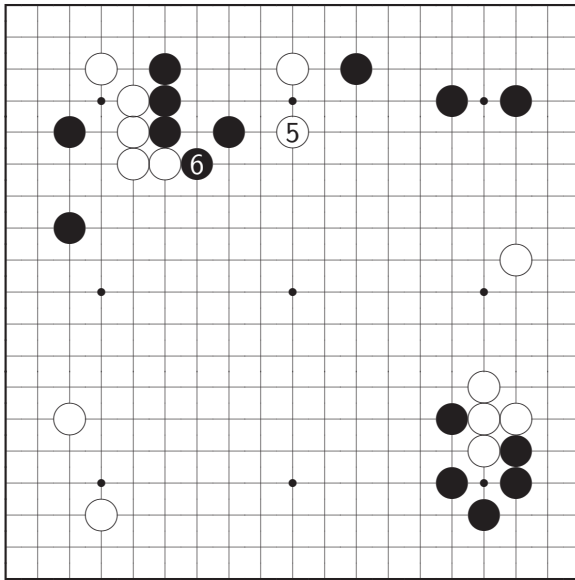
Variation 28 for ②④

If white still plays here,



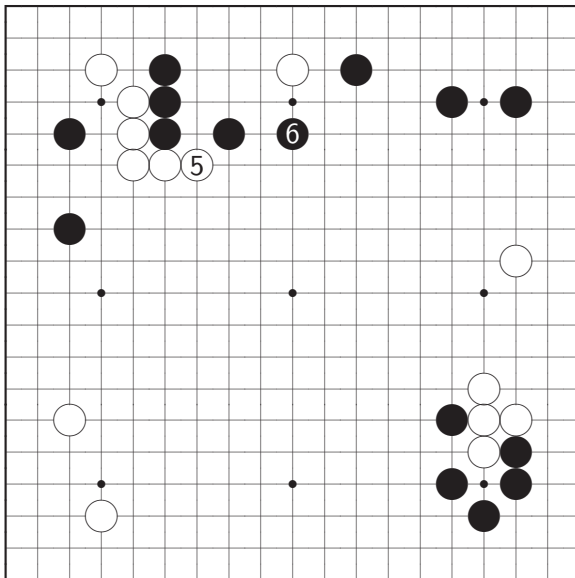
Variation 29 for ②④

Black would choose this shape now, which makes miai of A and B.



Variation 30 for ②4

Black moves out with good shape.



Variation 31 for ②4

Black can jump here and it's not easy for white.

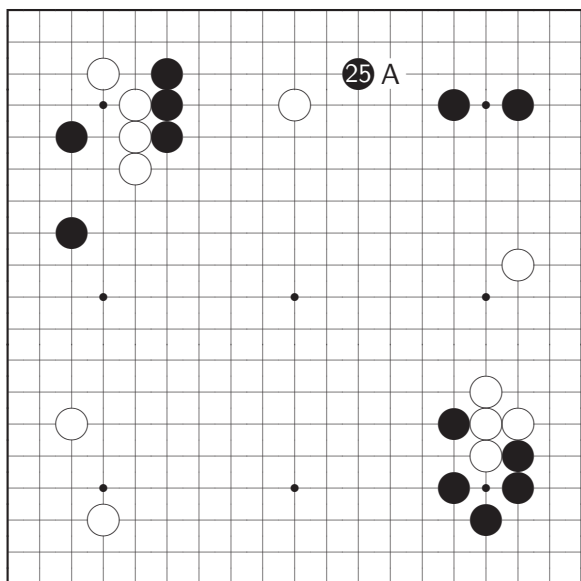


Diagram 10
(Move: 25)

This is the right move. If black doesn't play here, white's approach at A will be very good.

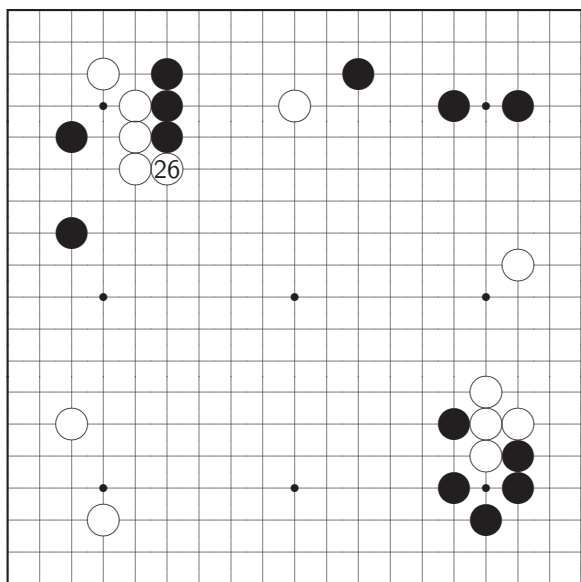


Diagram 11
(Move: 26)

This is a vital point.

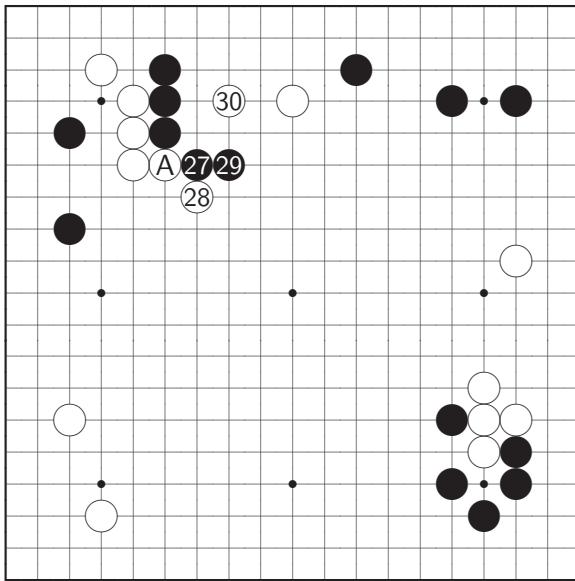
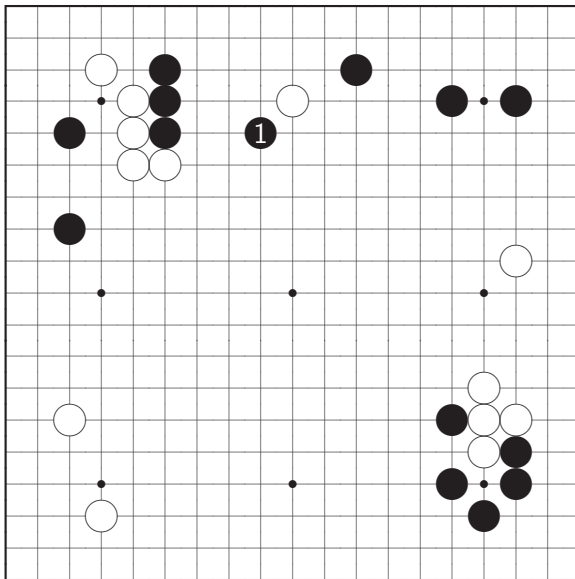


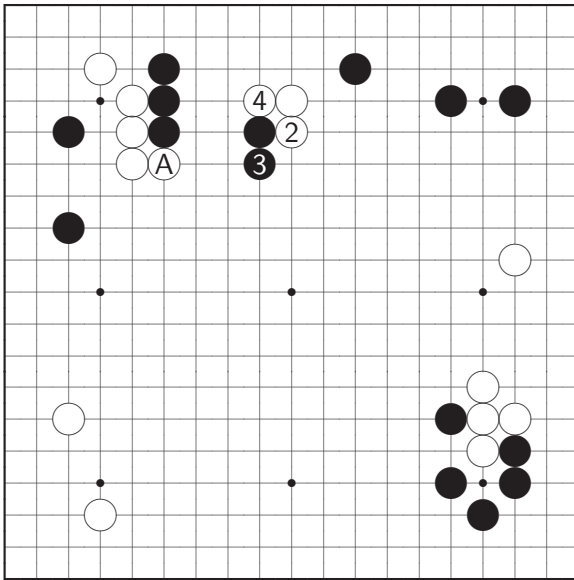
Diagram 12
(Moves: 27-30)

White hits another vital point. This has been white's plan since playing at A.



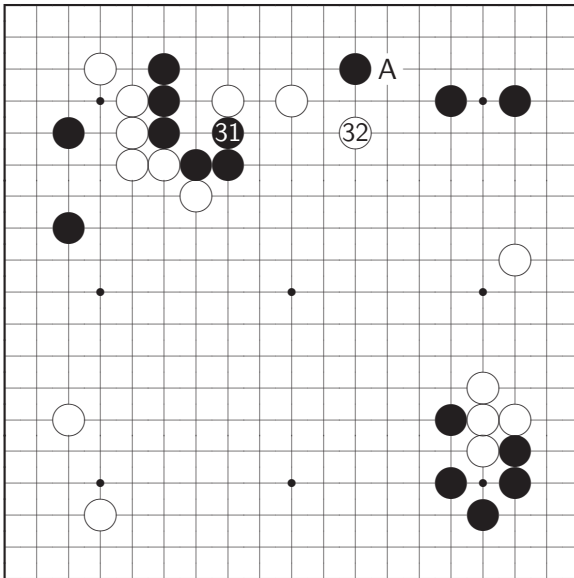
Variation 32 for 27

Sometimes it's good to move out by leaning on the pincer stone, with a shoulder hit like this. However, in this case,



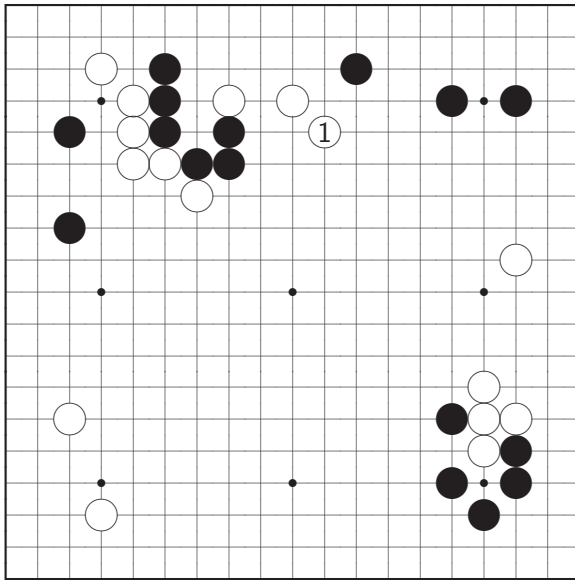
Black's shape becomes awkward after white plays like this and it's hard for black to find a good move now.

Variation 33 for **(27)**



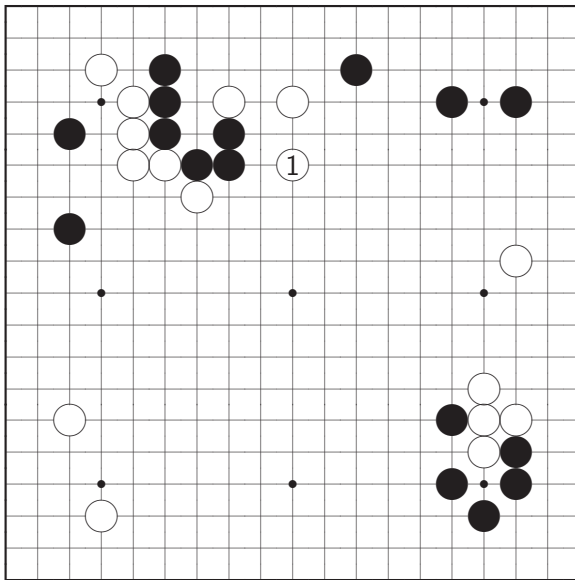
This move was fast and flexible. It shows Go Seigen's style. White's aiming at the attachment at A.

Diagram 13
(Moves: 31-32)



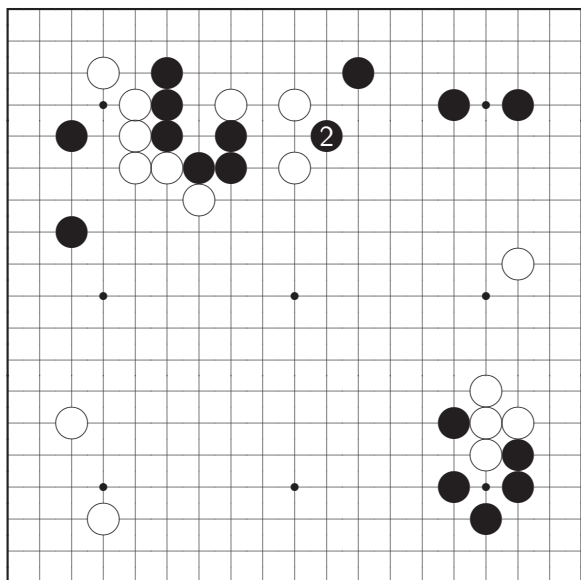
Variation 34 for ③2

White could also move out more carefully like this, but it's slower and Go Seigen thought the move he played in the game was better.



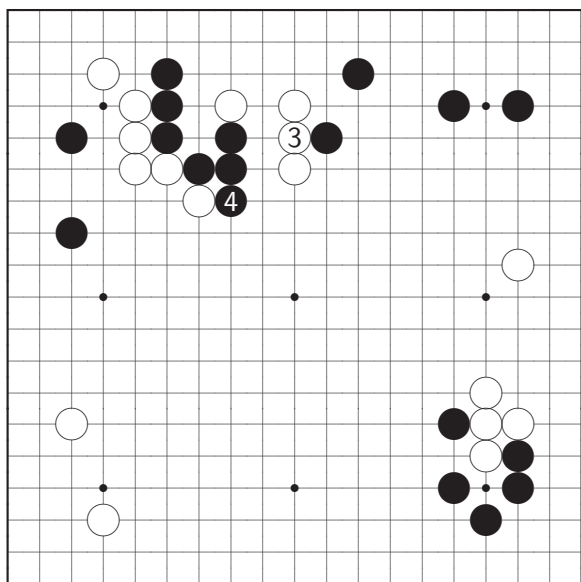
Variation 35 for ③2

If white jumps like this,



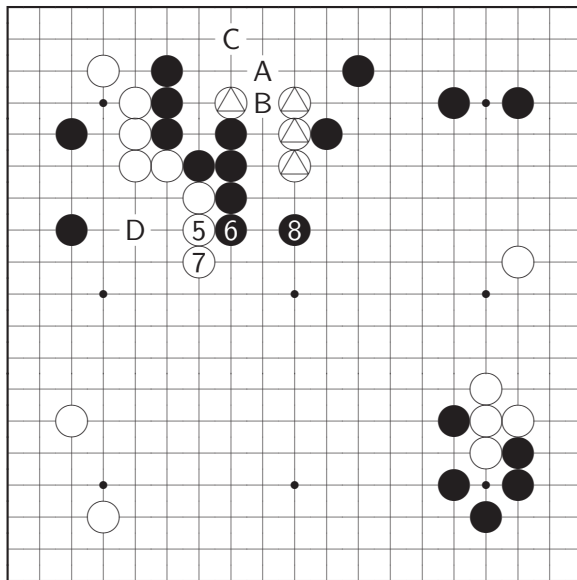
Variation 36 for ③②

Black will peep first, to make white heavy, then



Variation 37 for ③②

Lean against this group to build power.



Variation 38 for ③2

And cap here. Black's attacking in good form and white's group is heavy. Black still has the sequence A-C in reserve, so he can connect under or live easily if he has to later. There's also a vital point at D now.

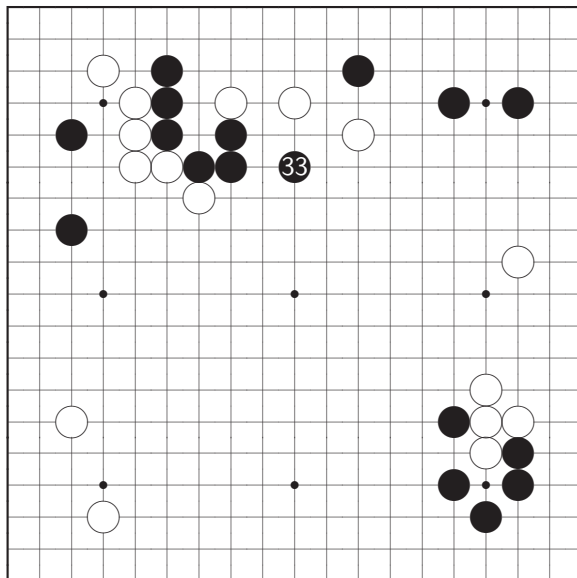
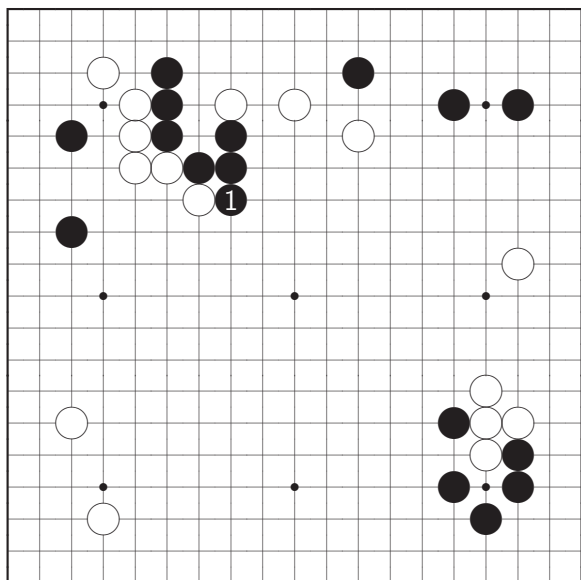


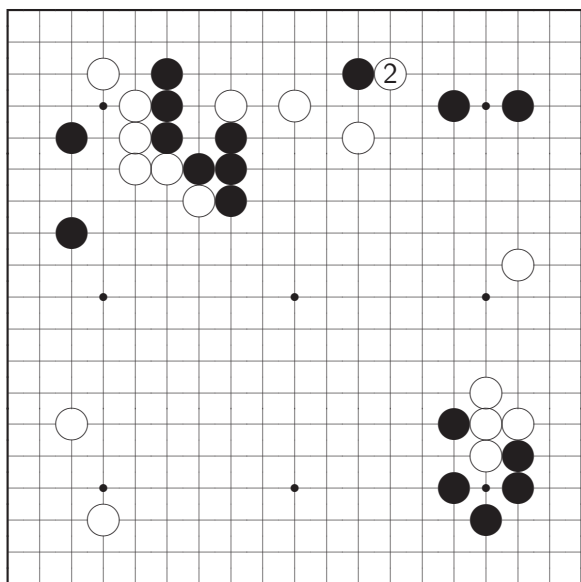
Diagram 14
(Move: 33)

This jump struck at a vital point in white's shape. Now black can aim to cut.



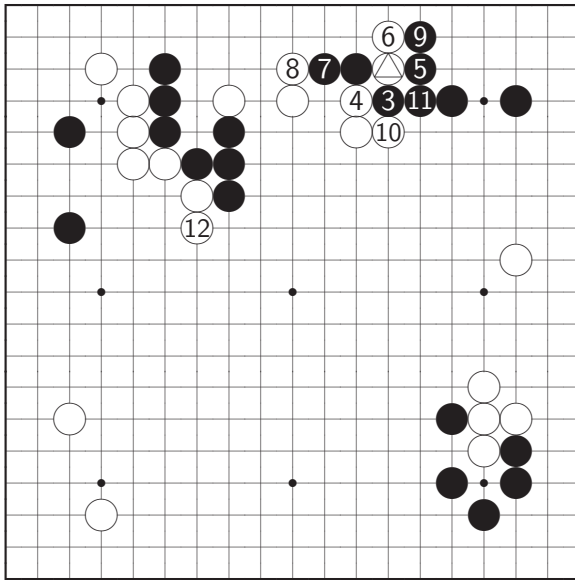
Variation 39 for 33

If black pushes here now,



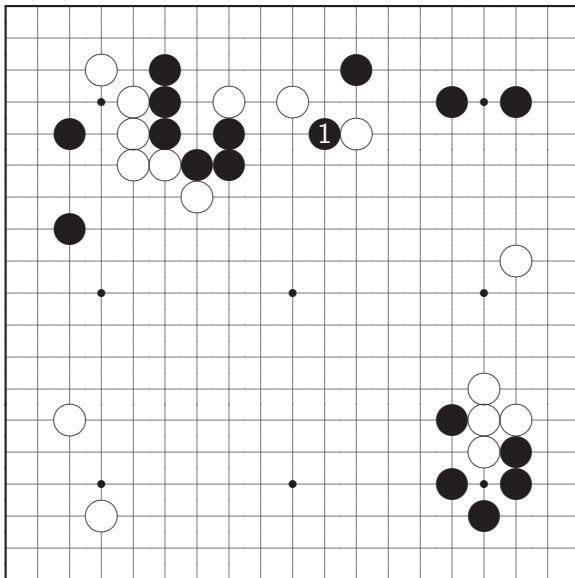
Variation 40 for 33

This attachment is good.



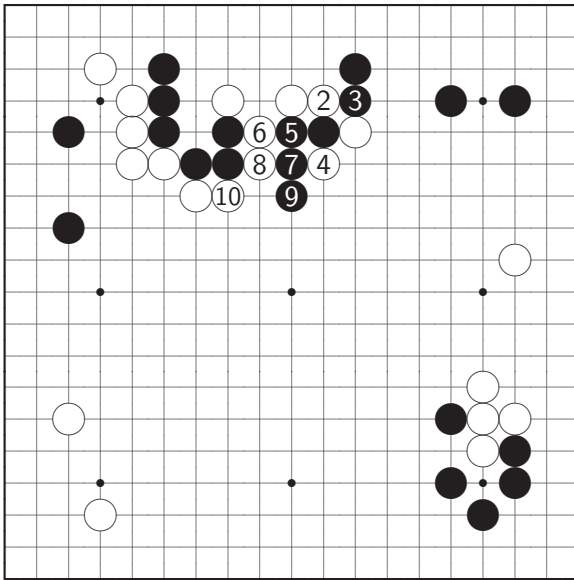
Variation 41 for 33

White's made good shape by sacrificing the marked stones.



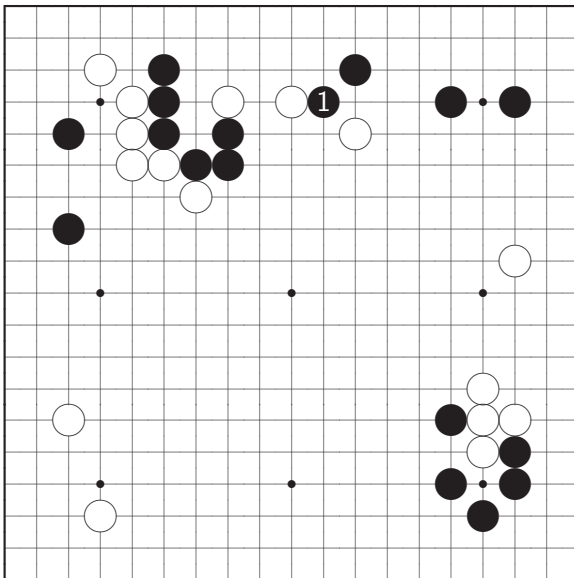
Variation 42 for 33

You might worry that black will cut here, but



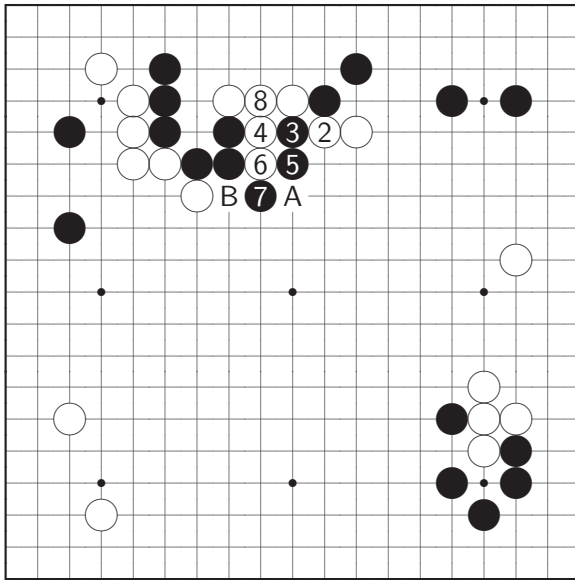
Variation 43 for 33

This would be a disaster for black.



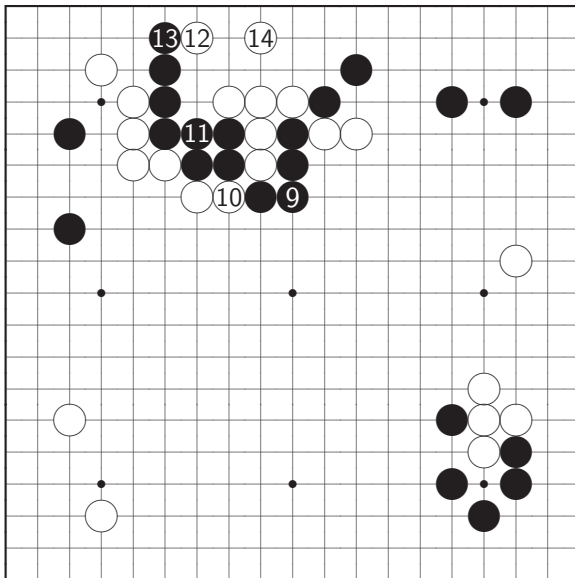
Variation 44 for 33

Cutting here isn't a good idea either.



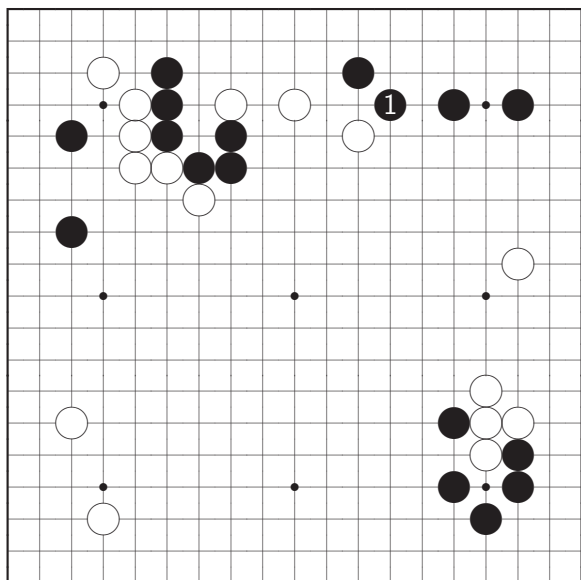
Variation 45 for 33

The ladder at A favors white, so A and B are miai.



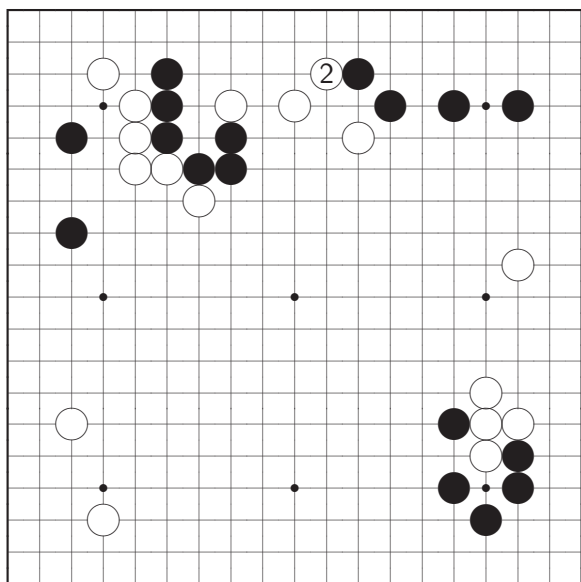
Variation 46 for 33

White will win this capturing race.



Variation 47 for 33

If black plays solidly like this,



Variation 48 for 33

White can start making shape by playing here.

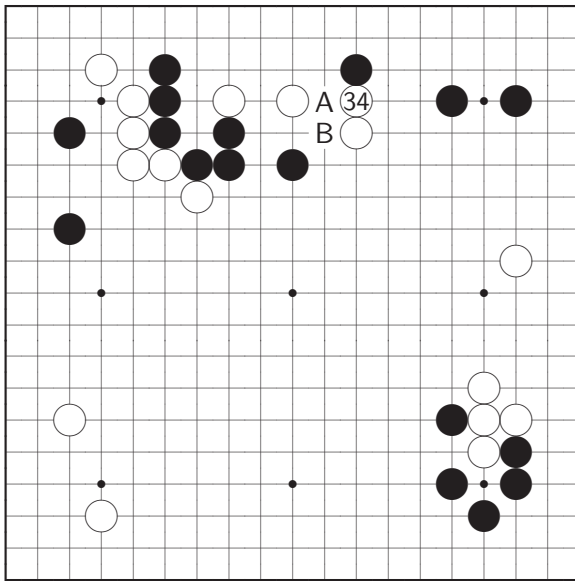
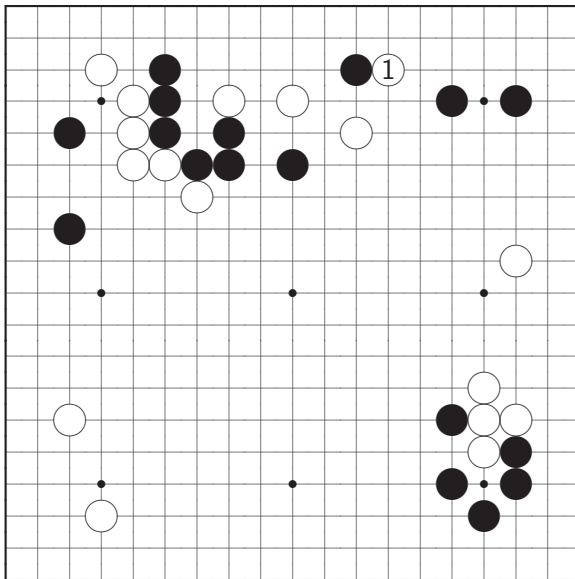


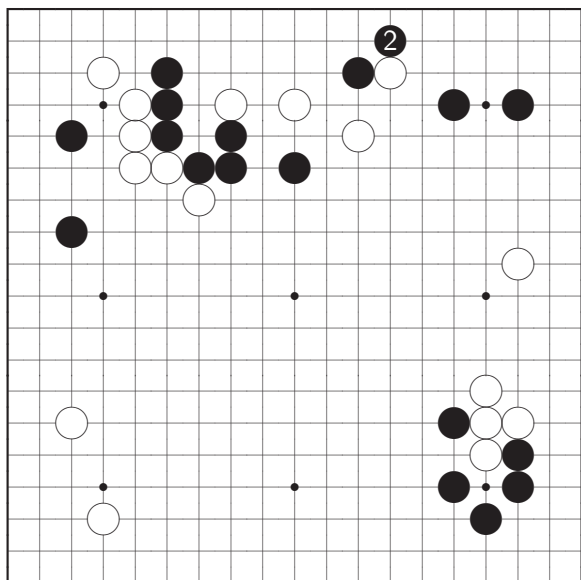
Diagram 15
(Move: 34)

This head-butt is a good response for white. It stops black from cutting at A or B.



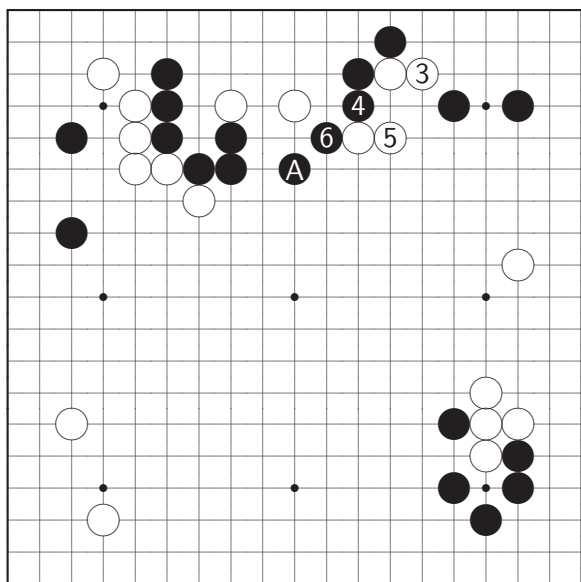
Variation 49 for ③4

If white attaches here now,



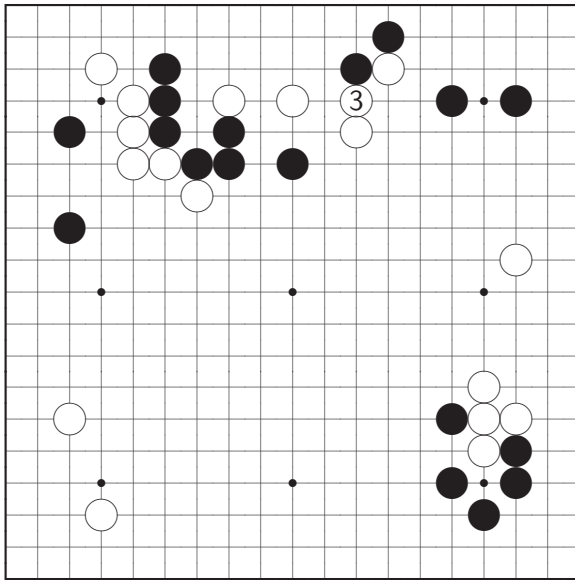
Variation 50 for ③④

This hane is a good response.



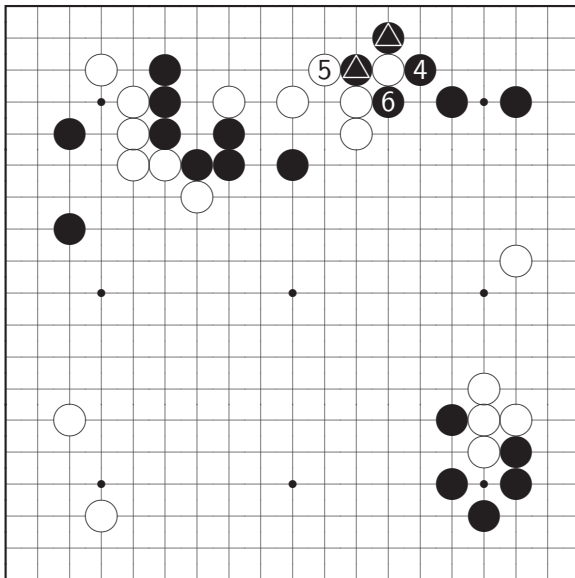
Variation 51 for ③④

White's in trouble. A is really helping black a lot.



Variation 52 for ③④

If white comes back here,



Variation 53 for ③④

Black's shape in the corner is very solid and strong. This is bad for white, even though white has sente.

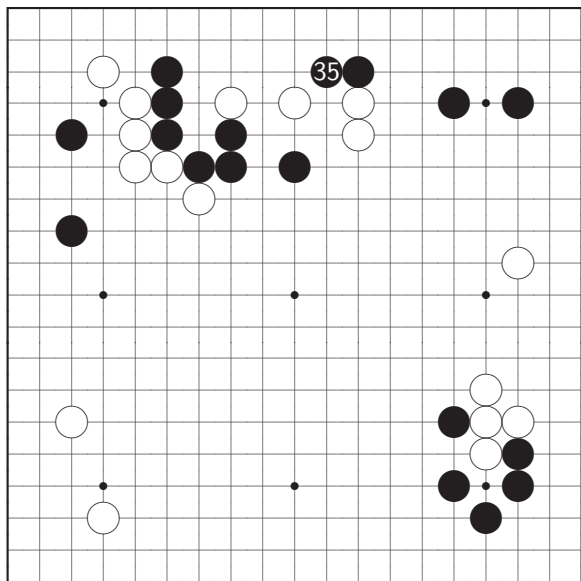
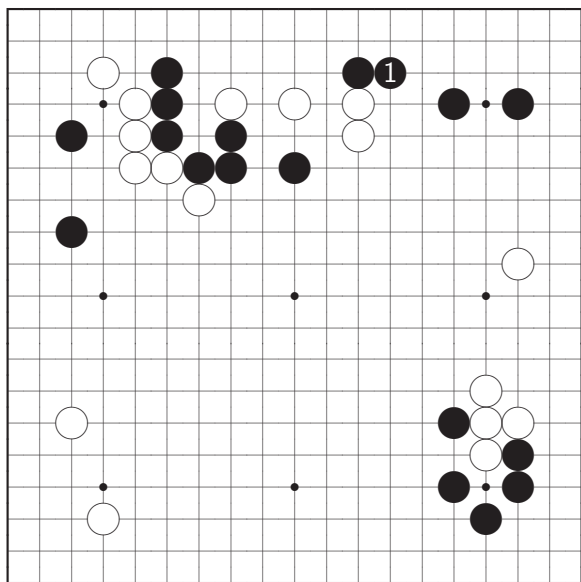


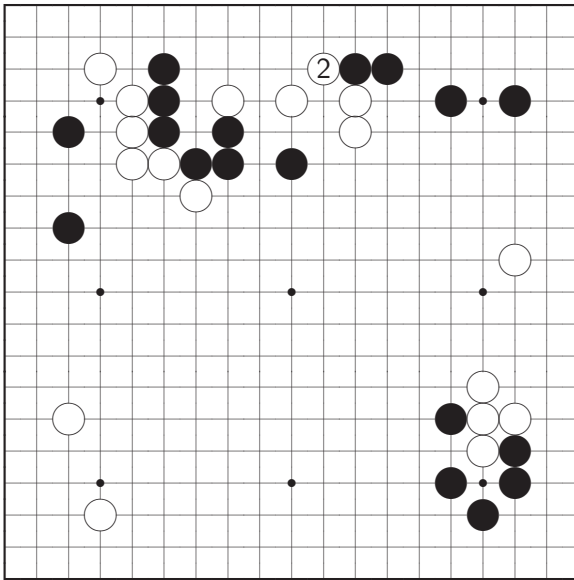
Diagram 16
(Move: 35)

Black extended here, with fighting spirit, but it was greedy.



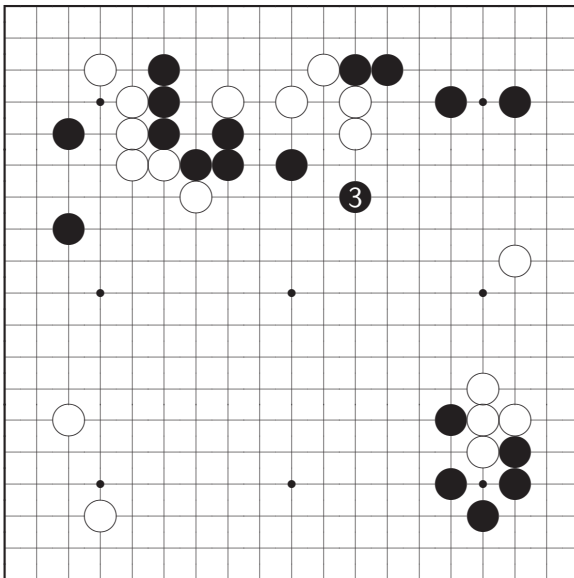
Variation 54 for 35

Black should have pulled back.



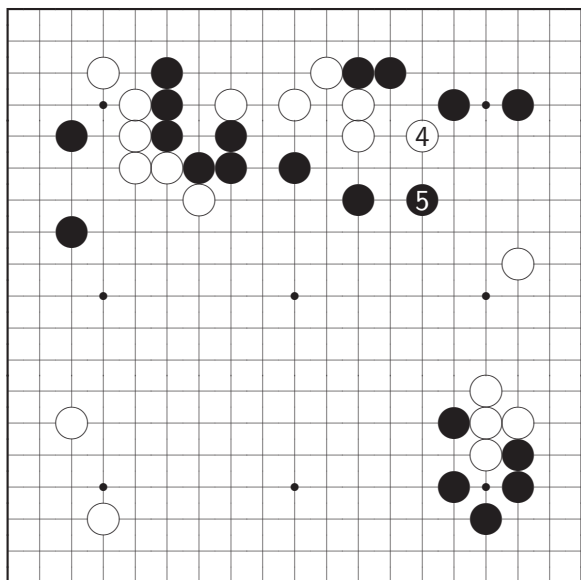
If white blocks here,

Variation 55 for 35



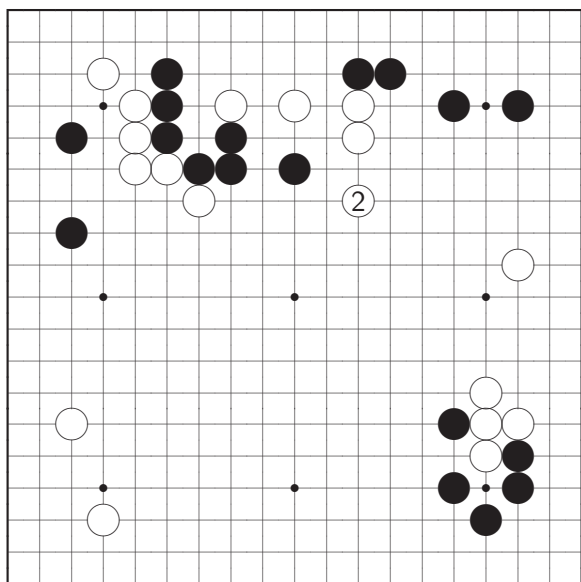
Capping here is nice.

Variation 56 for 35



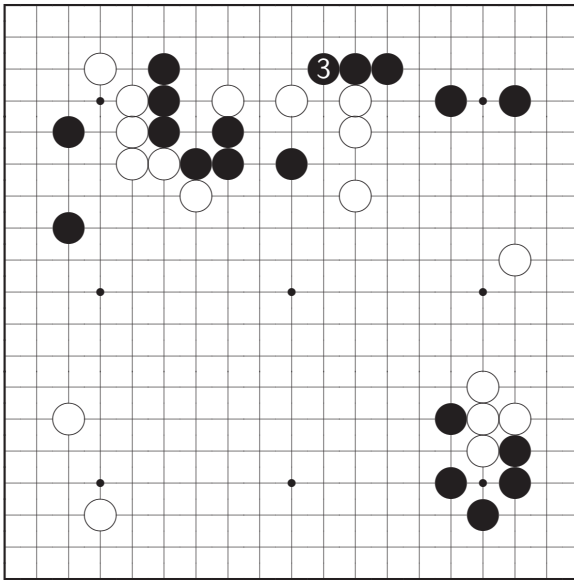
Variation 57 for 35

The flow of the stones is good for black.



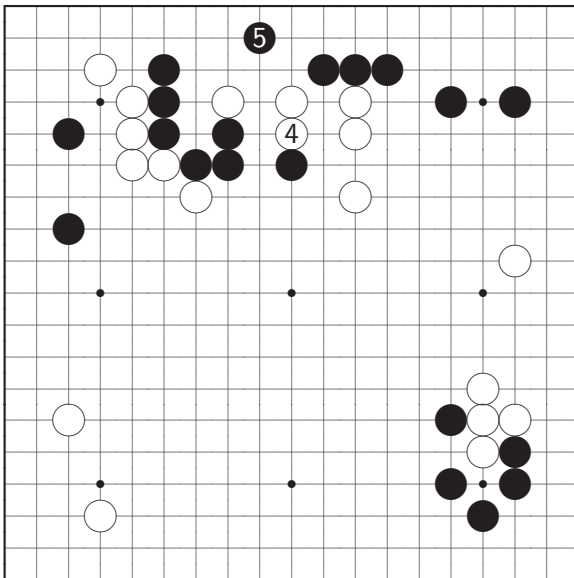
Variation 58 for 35

If white jumps here,



Variation 59 for 35

Now black can extend here and there are no problems for black.



Variation 60 for 35

Black can connect under like this.

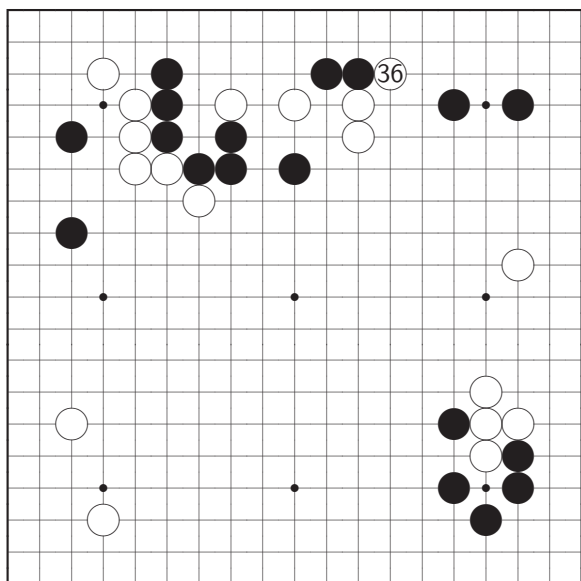


Diagram 17
(Move: 36)

White can hane here now. Go Seigen's play is very lively and sharp. He likes ko fights and trades.

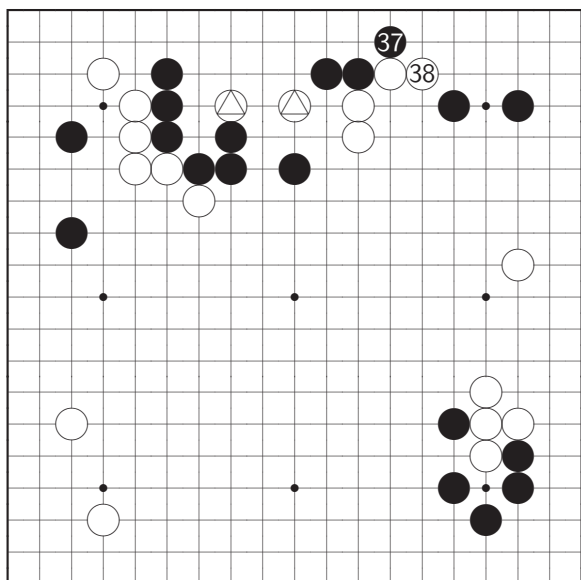


Diagram 18
(Moves: 37-38)

White's willing to sacrifice the marked stones, because he knows he can get compensation in the corner.

This was black's plan, but

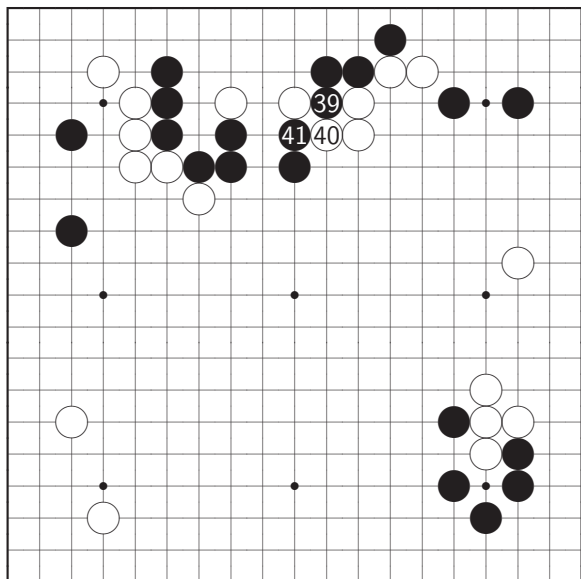


Diagram 19
(Moves: 39-41)

The Brilliant Peep

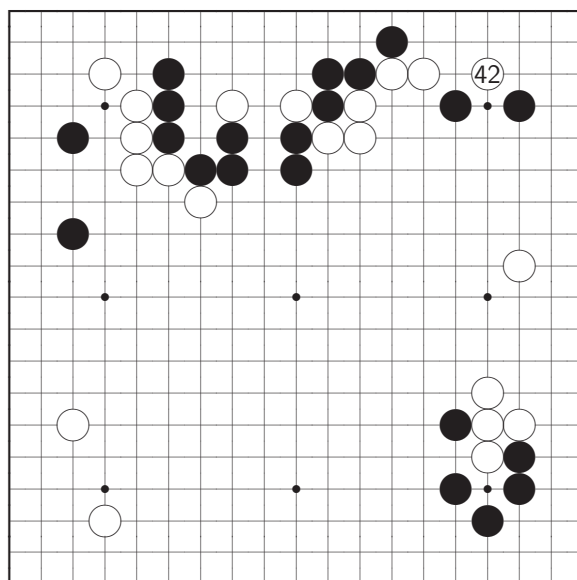
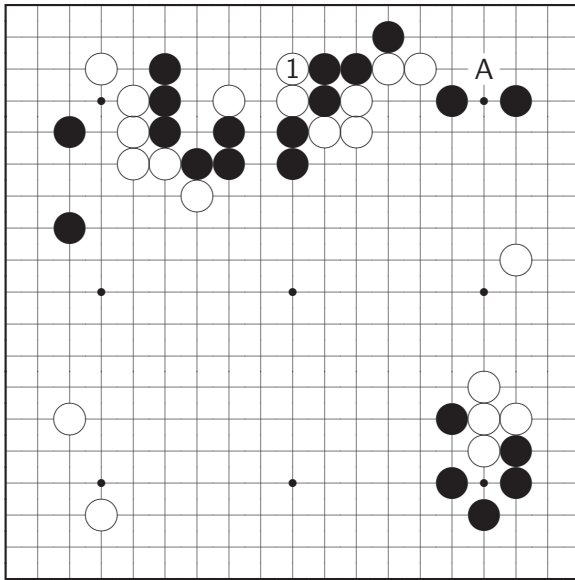


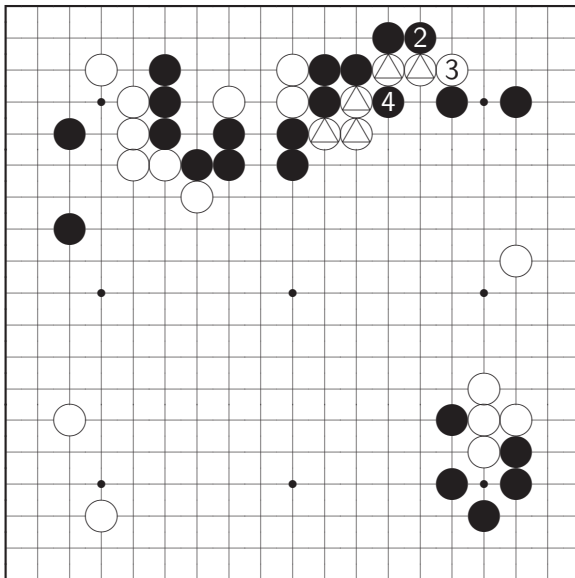
Diagram 20
(Move: 42)

This peep was brilliant!



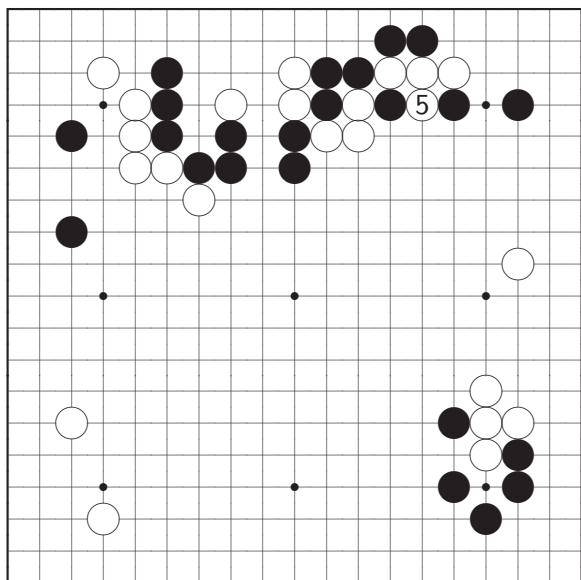
Variation 61 for ④2

If white blocks here, without peeping at A first,



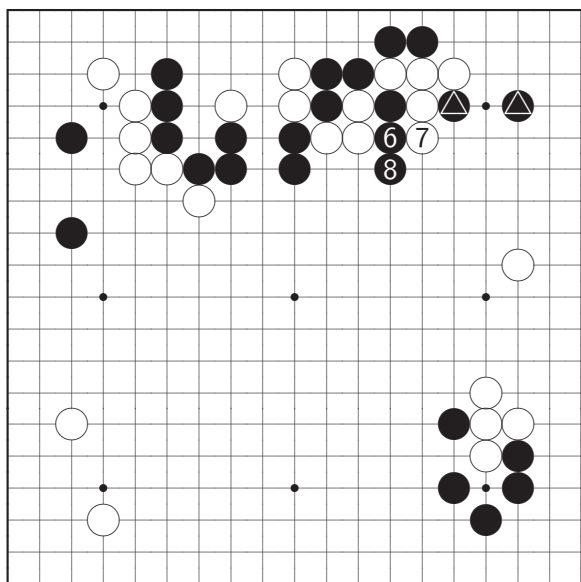
Variation 62 for ④2

Black can cut here now. White seems to be in trouble, but it's very complicated.



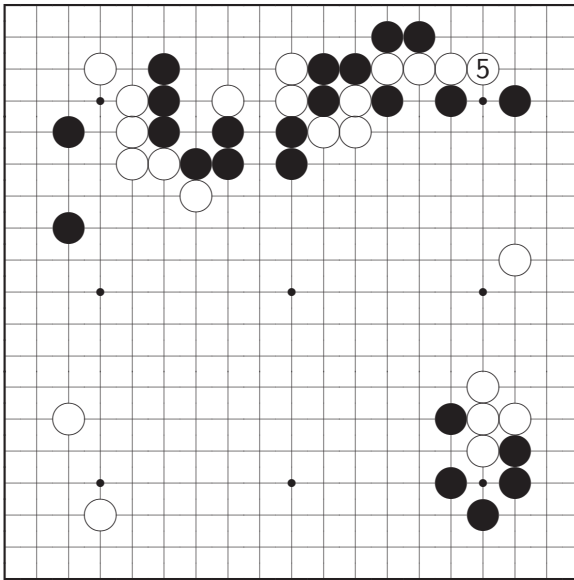
Variation 63 for ④2

If white plays here,



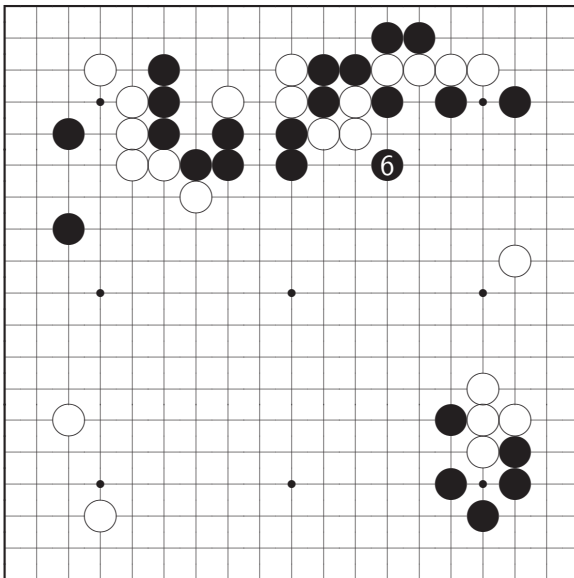
Variation 64 for ④2

It's hard for white to capture the marked stones, so it's good for black.



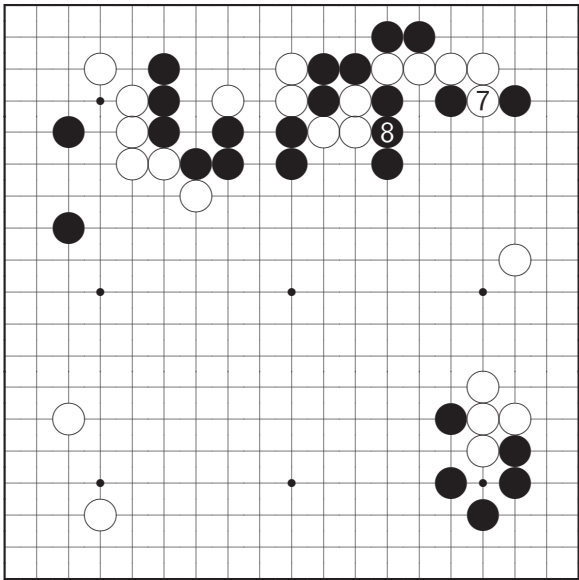
Variation 65 for ④2

This move looks similar to the game, but



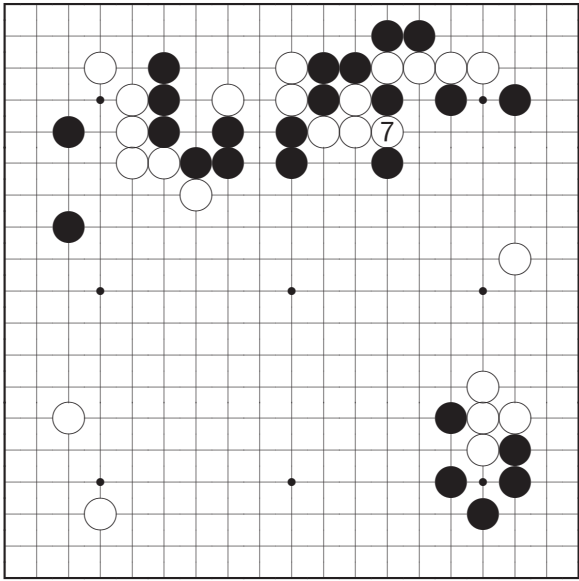
Variation 66 for ④2

This move is very nice.



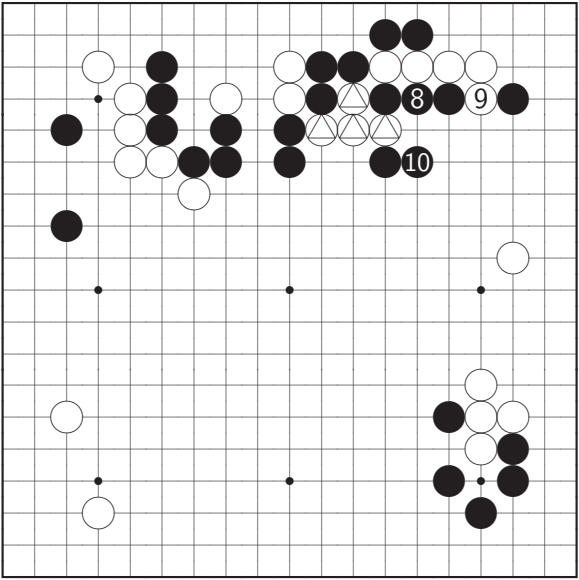
This is better for black.

Variation 67 for ④2



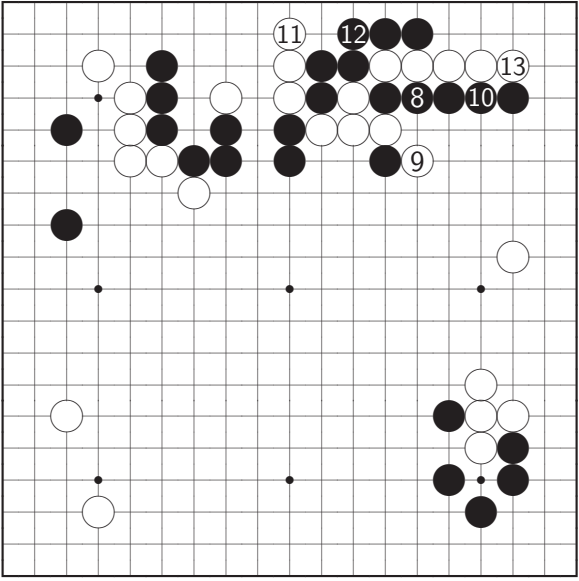
If white keeps going,

Variation 68 for ④2



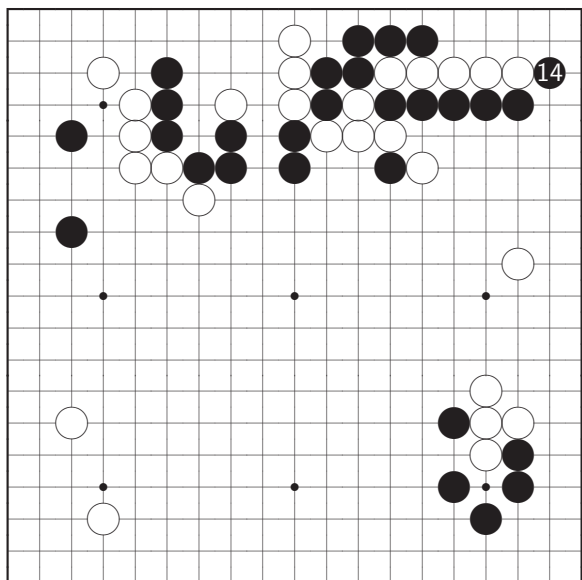
White still can't save the marked stones.

Variation 69 for ④2



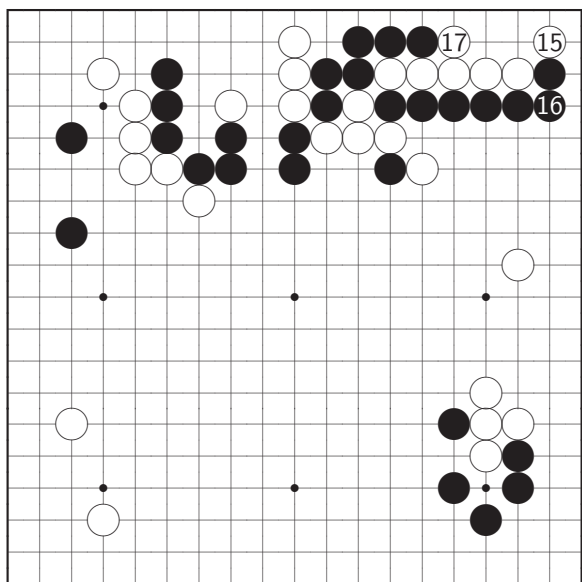
It looks complicated.

Variation 70 for ④2



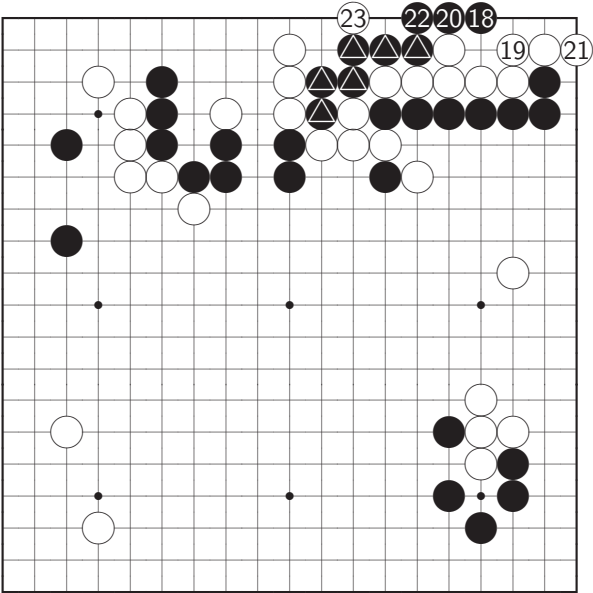
Variation 71 for ④2

This hane doesn't work well for black.



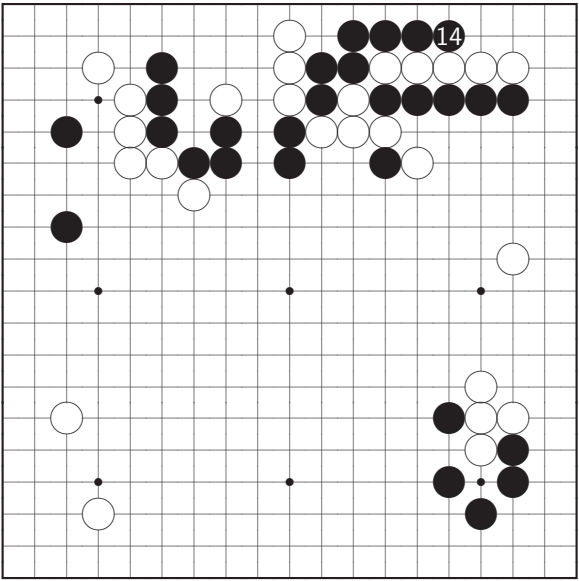
Variation 72 for ④2

It's a capturing race, but



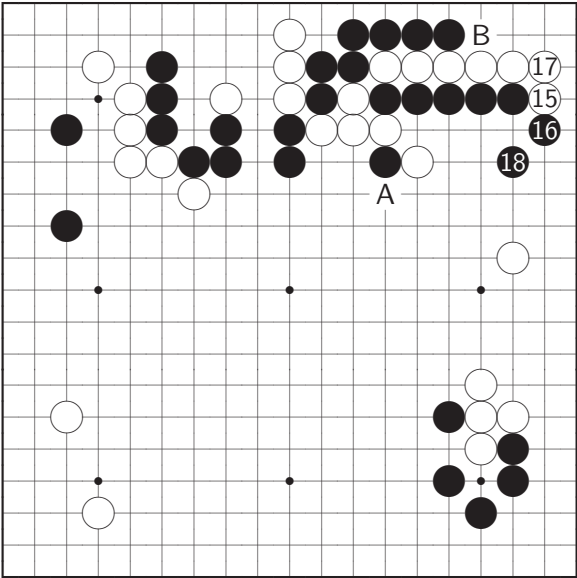
Black's short of liberties, so instead...

Variation 73 for 42



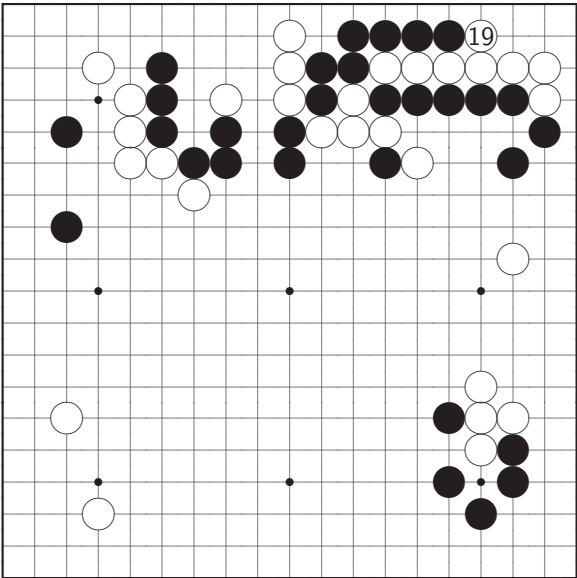
This push is right and,

Variation 74 for 42



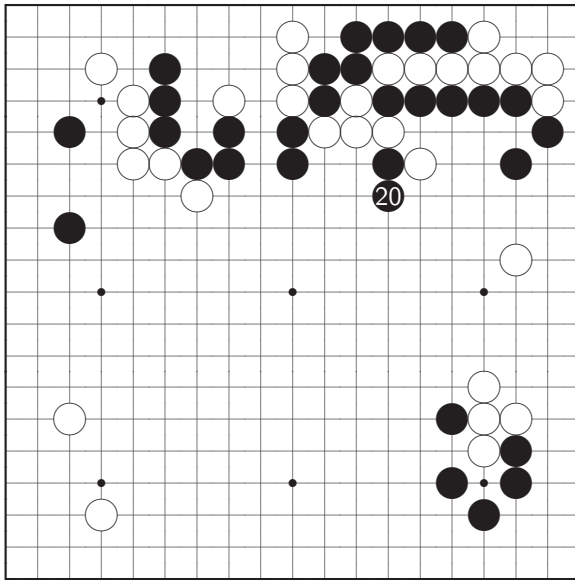
Variation 75 for (42)

Now, A and B are miai for black.



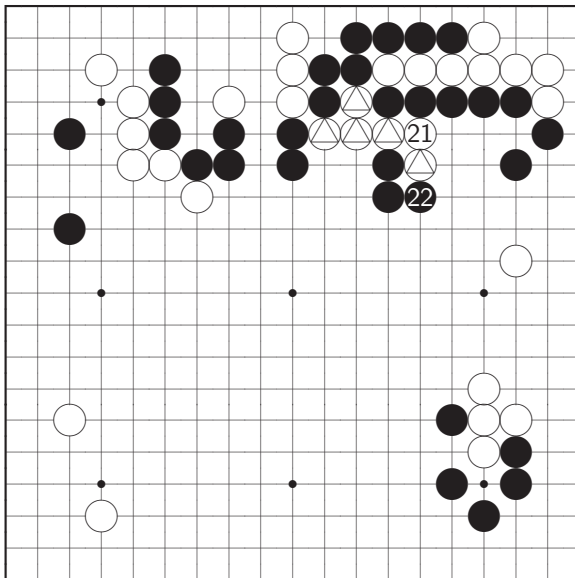
Variation 76 for (42)

If white blocks here to fight,



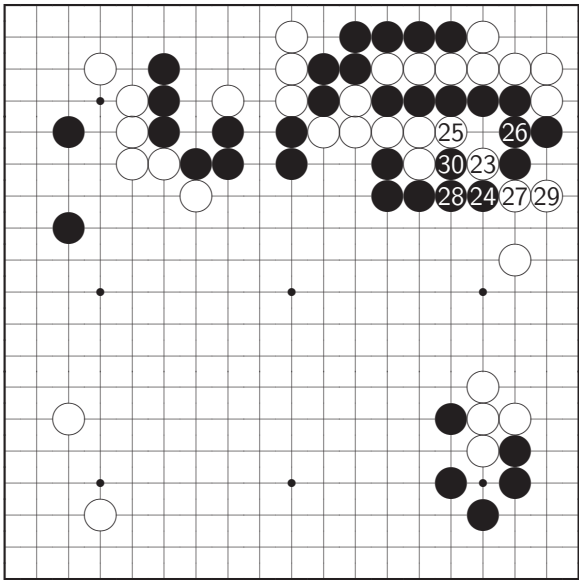
Variation 77 for ④2

This extension is good, and



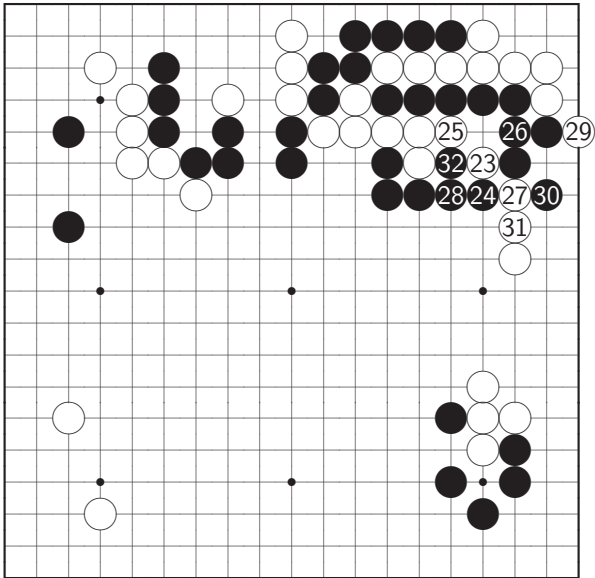
Variation 78 for ④2

White can't save the marked stones.



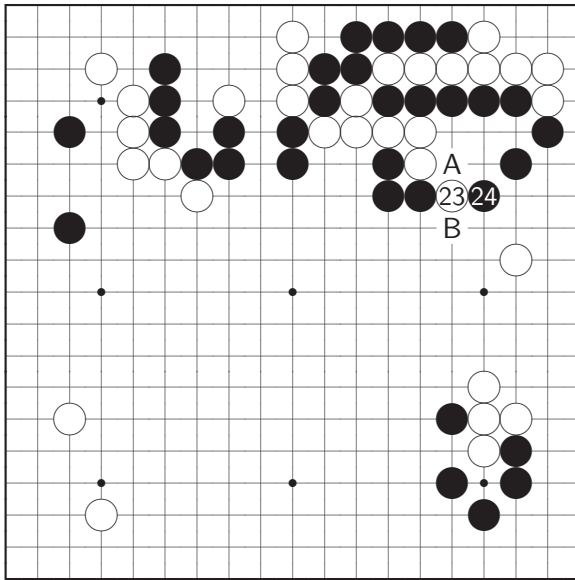
White dies.

Variation 79 for 42



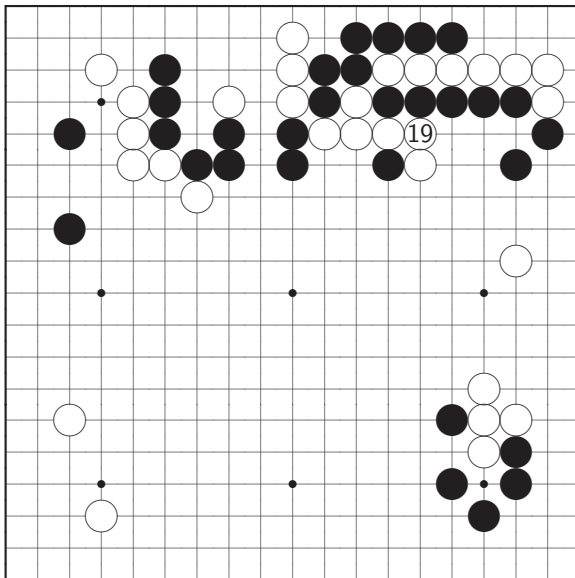
It's about the same. White's still dead.

Variation 80 for 42



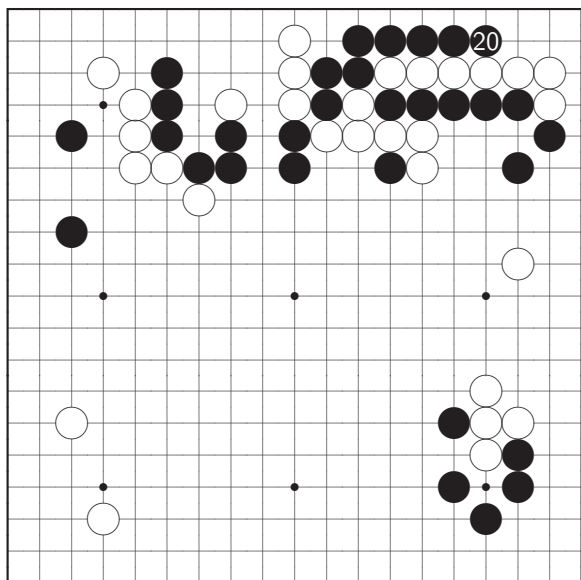
Variation 81 for ④2

A and B are miai for black.



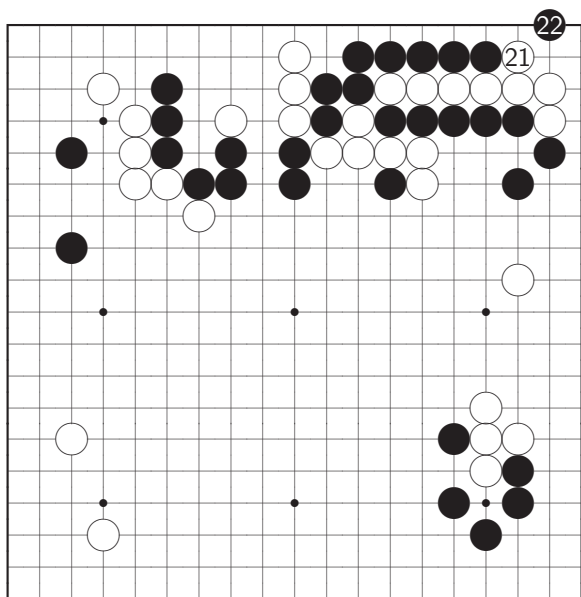
Variation 82 for ④2

If white reinforces here,



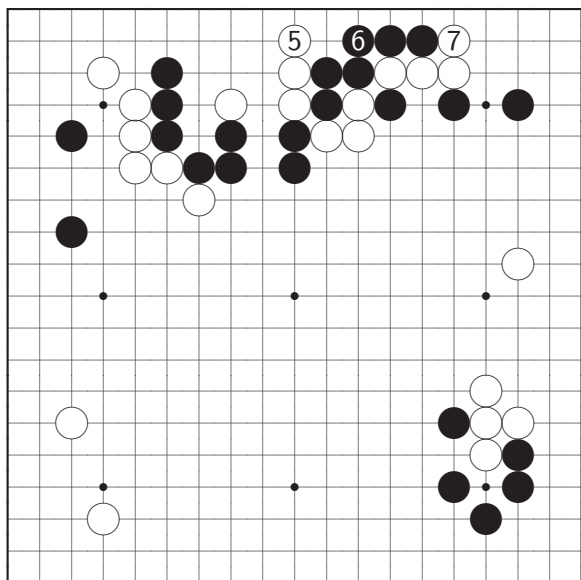
Variation 83 for ④2

Black can capture the corner. It's a catastrophe.



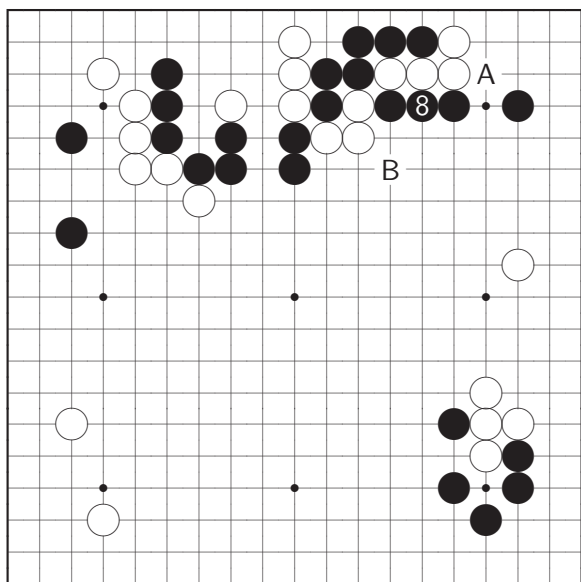
Variation 84 for ④2

This is a tesuji for capturing races, and white's corner stones are dead now.



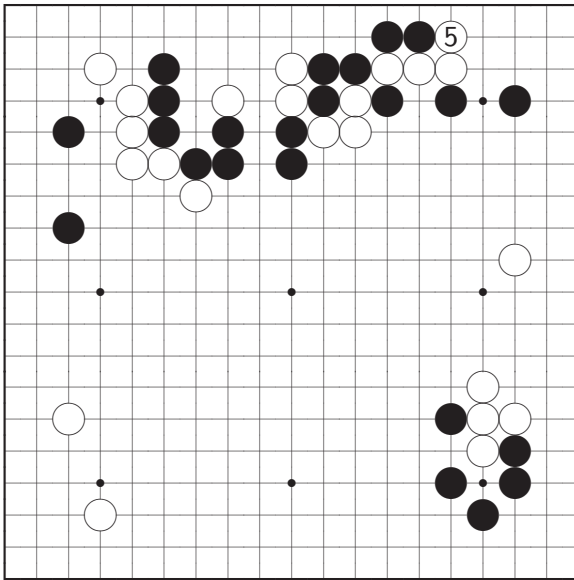
Variation 85 for ④2

If white plays like this, which isn't good,



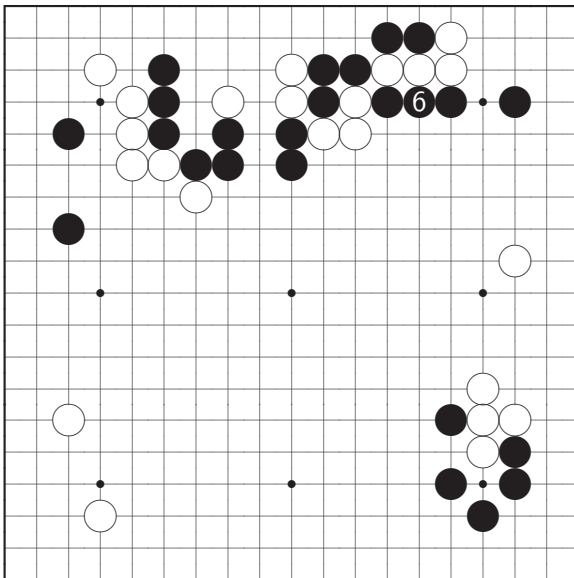
Variation 86 for ④2

This connection is good for black. A and B are miai for black now.



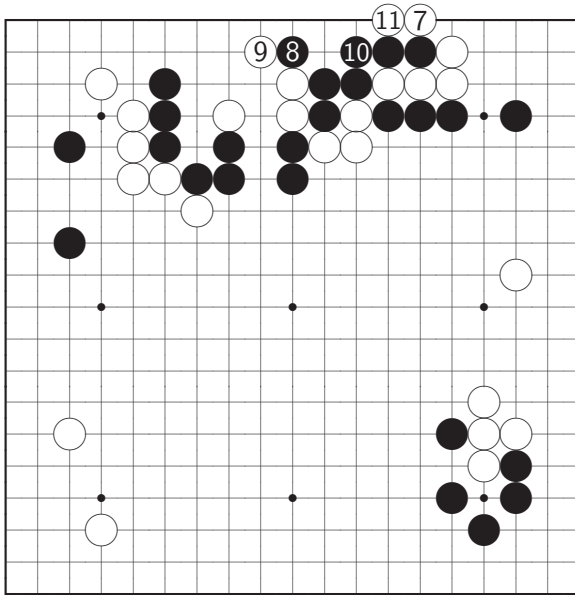
Variation 87 for ④2

Blocking here is the best white can do now, and



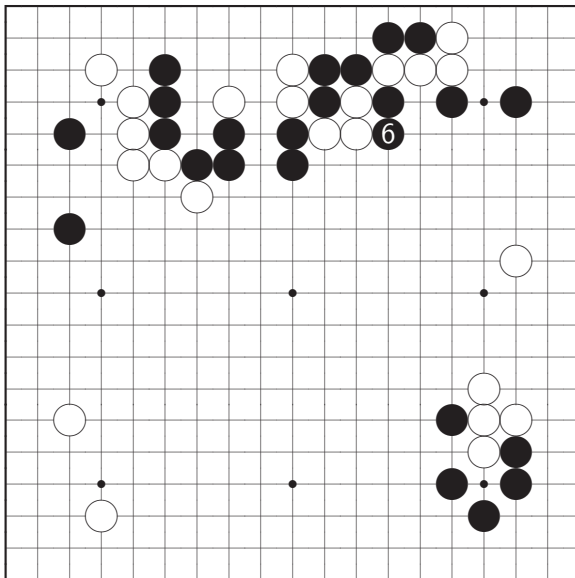
Variation 88 for ④2

This move doesn't work anymore.



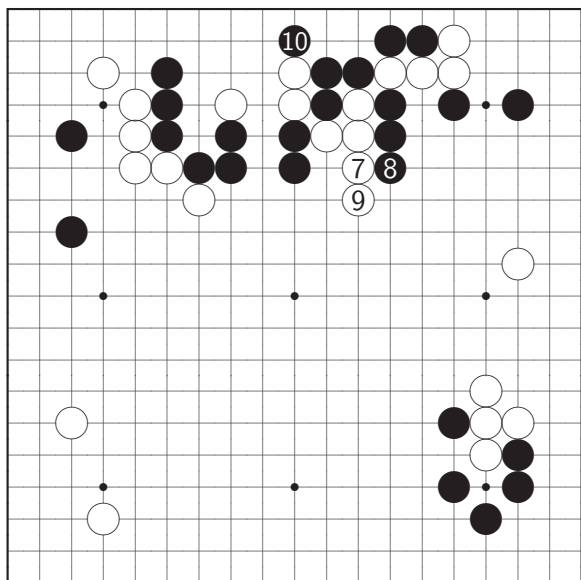
Variation 89 for ④2

Black can't extend his liberties. White wins the capturing race.



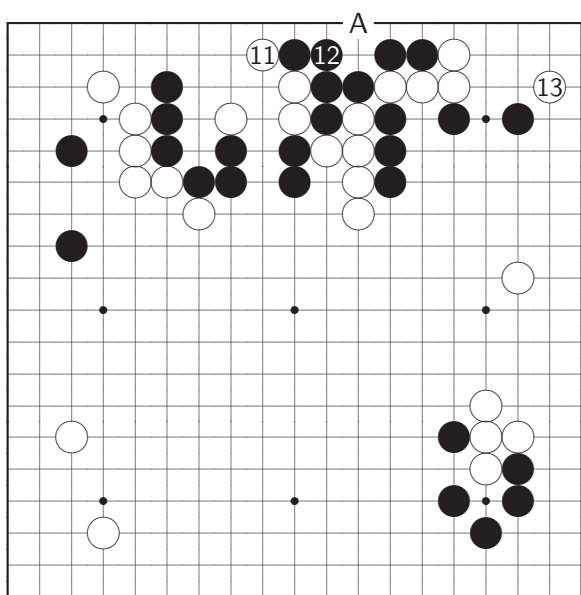
Variation 90 for ④2

Pushing here isn't good either.



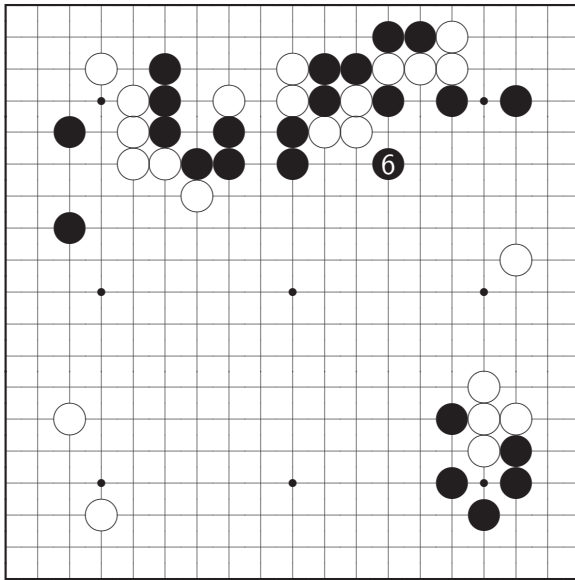
Variation 91 for ④2

Black has to come back here, and



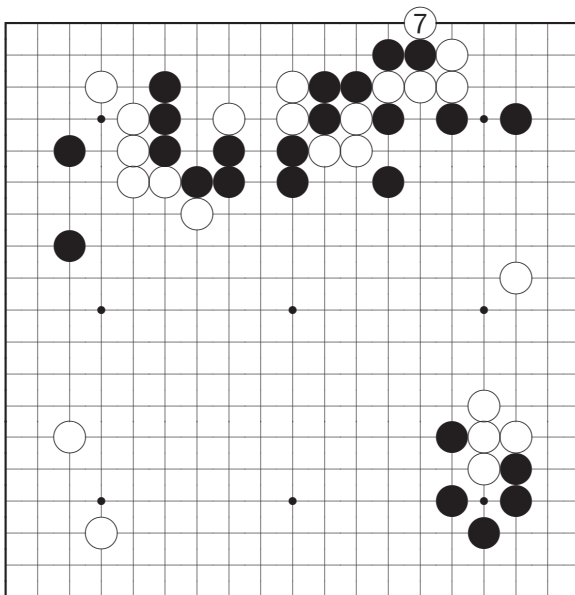
Variation 92 for ④2

Black needs one more move at A, so this isn't a satisfactory result for black either.



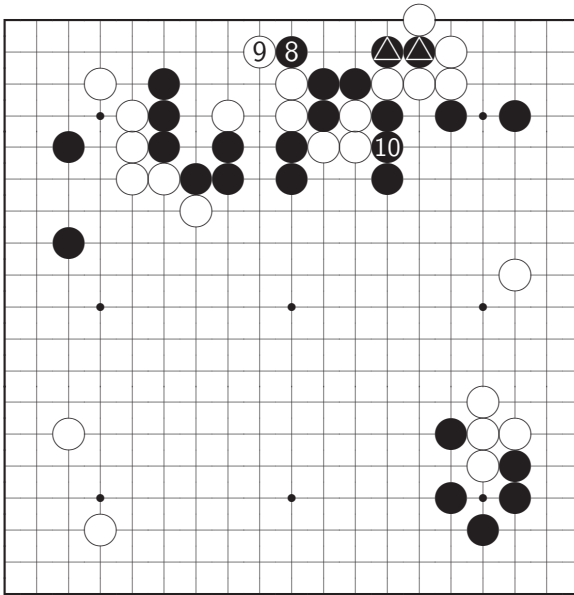
Variation 93 for (42)

If black caps here,



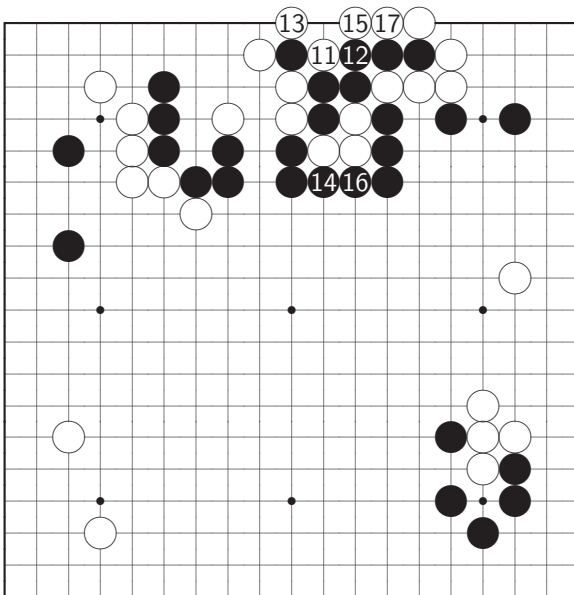
Variation 94 for (42)

This hane is wrong,



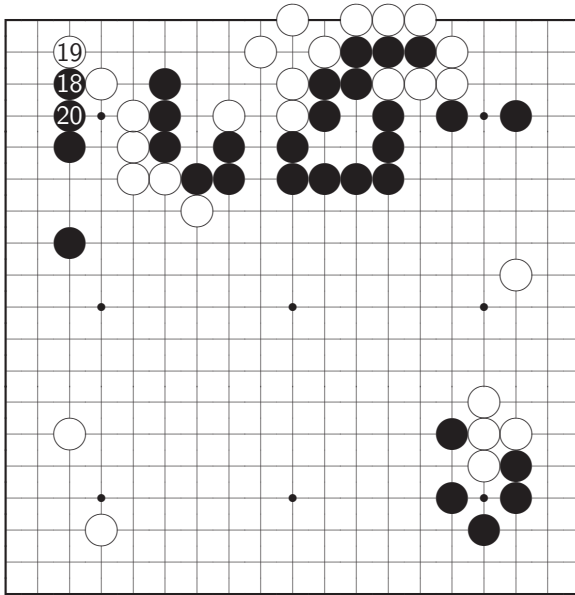
Variation 95 for ④2

White can capture either of black's marked stones, but black will still capture the three cutting stones. This result is good for black, because black's outside influence will be very powerful.



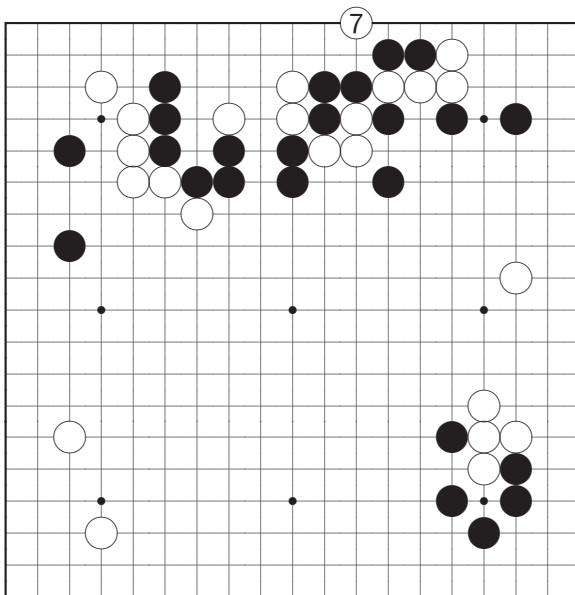
Variation 96 for ④2

White can connect under, but



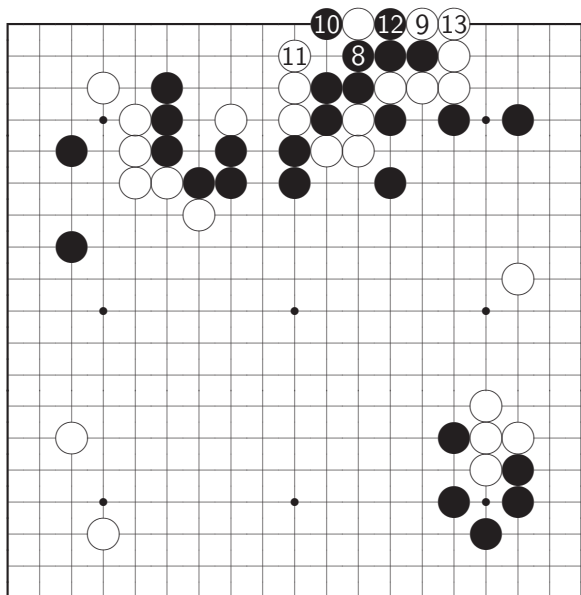
Variation 97 for ④2

Black can come back here to attack white. This is good for black.



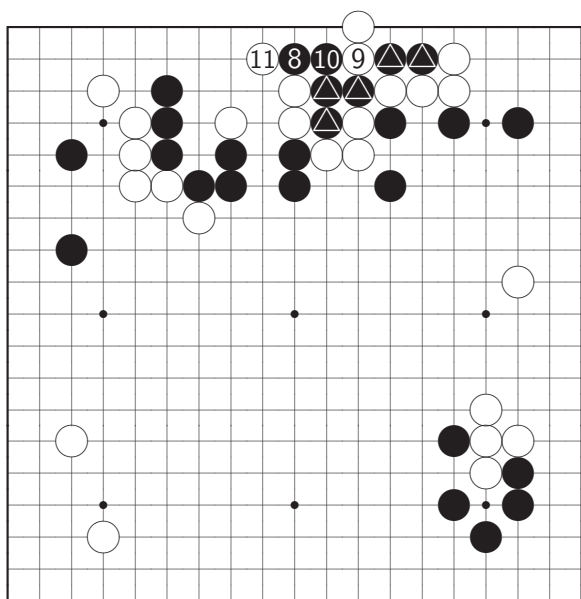
Variation 98 for ④2

This is the vital point, and black's captured.



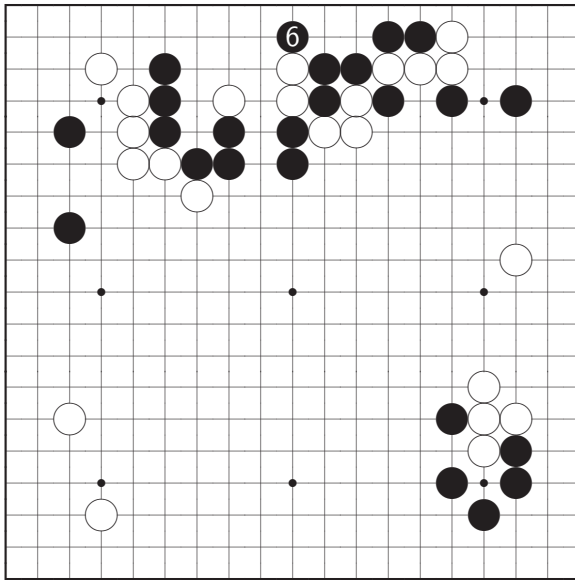
Variation 99 for ④2

The game's over.



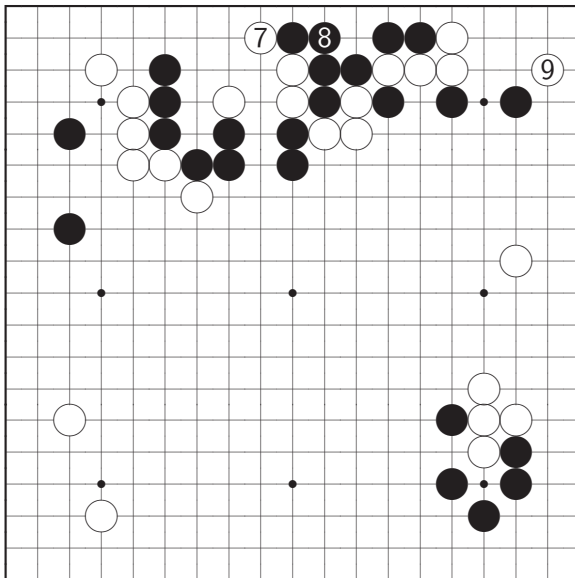
Variation 100 for ④2

Black can't atari on either side.



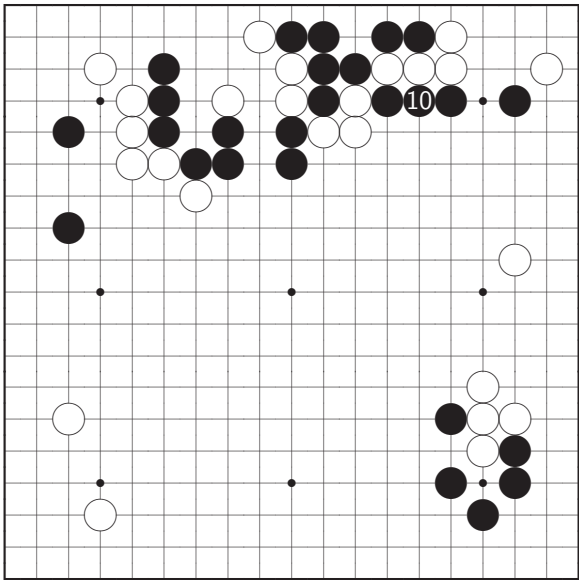
Black should answer here.

Variation 101 for ④2



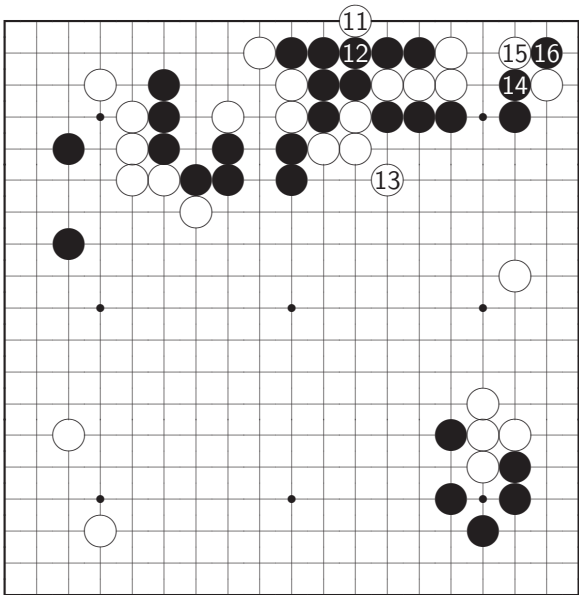
If white plays here,

Variation 102 for ④2



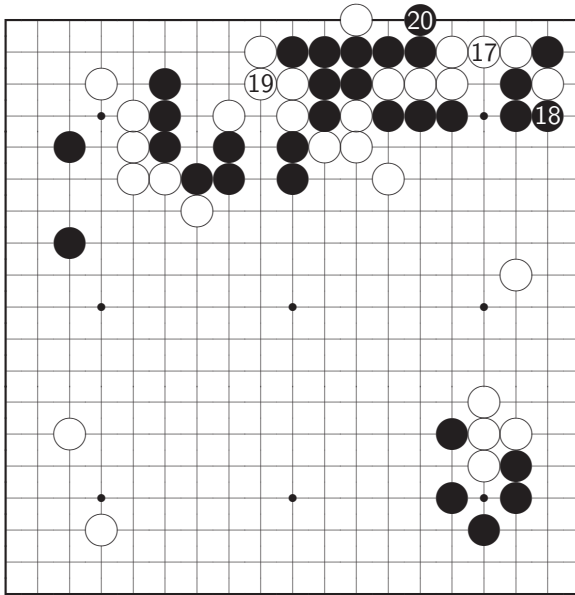
Black can connect here now.

Variation 103 for ④2



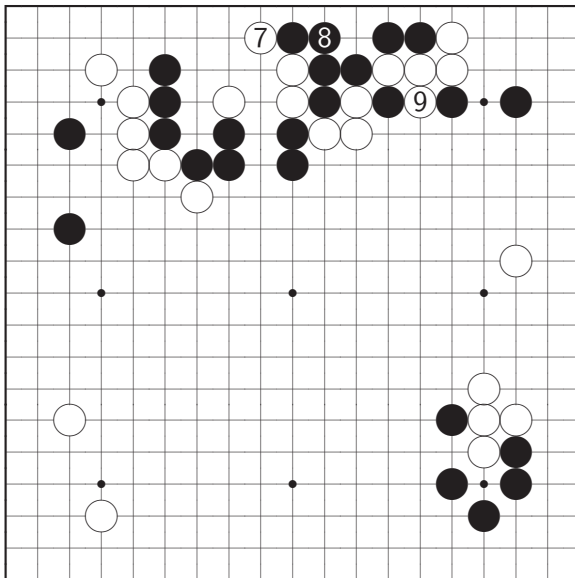
This is good for black.

Variation 104 for ④2



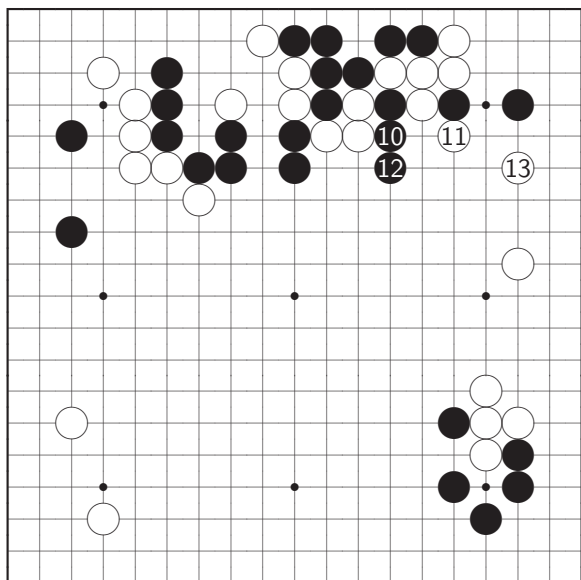
Variation 105 for ④2

This is good to avoid ko, and white's short of liberties.



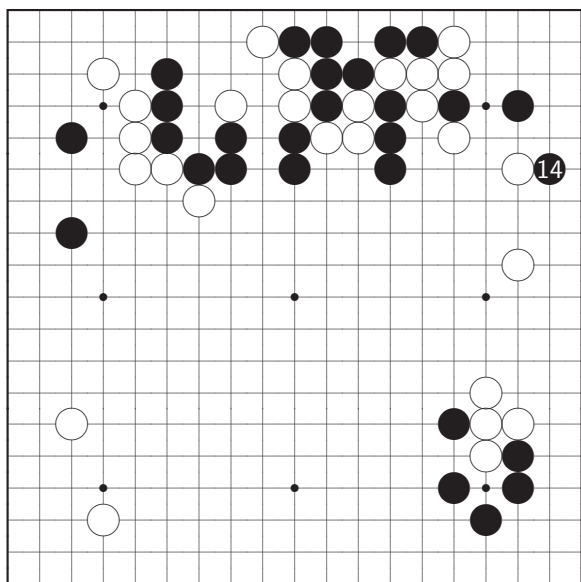
Variation 106 for ④2

If white wants to trade,



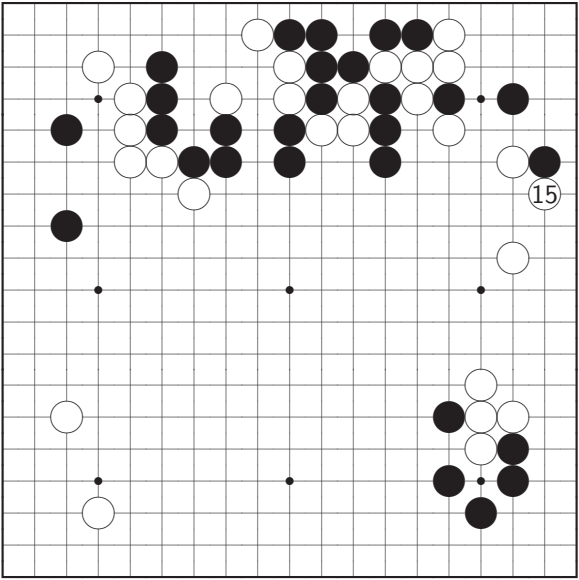
Variation 107 for ④2

It looks good for white, but there's bad aji in the corner.



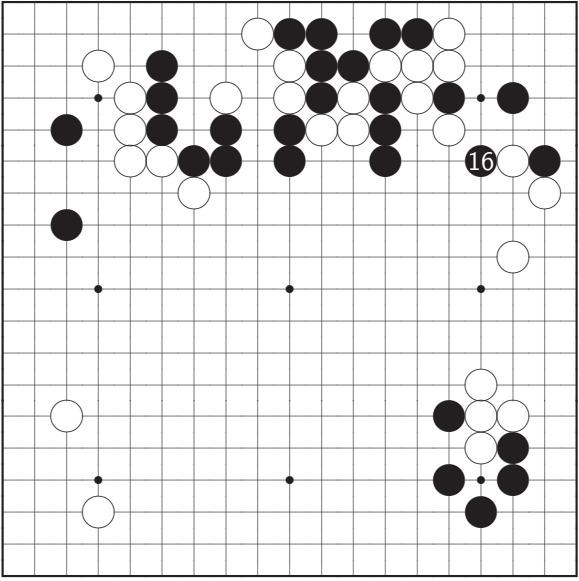
Variation 108 for ④2

White can't simply capture the corner.



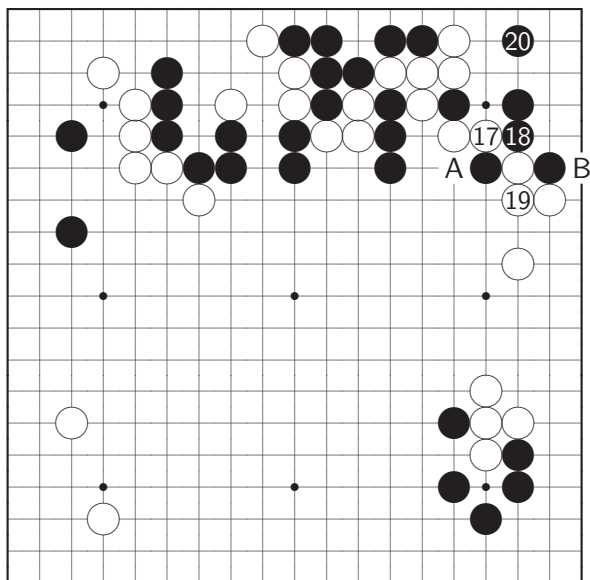
If white answers like this,

Variation 109 for ④2



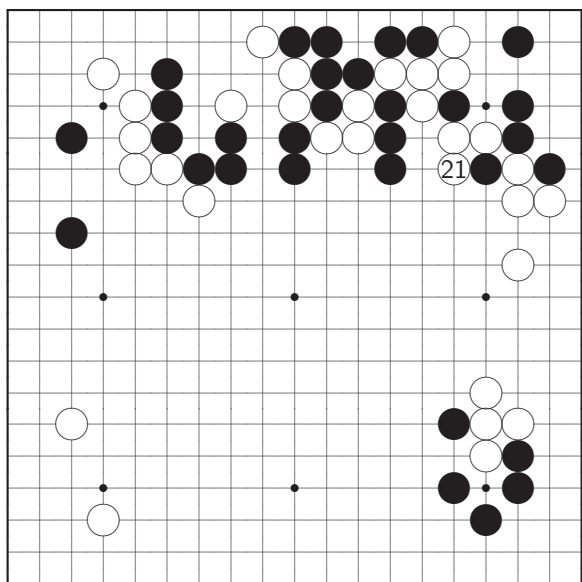
This attachment is good.

Variation 110 for ④2



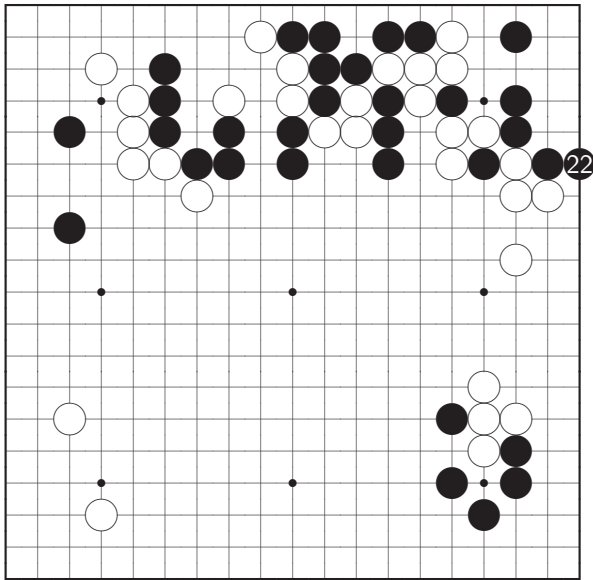
A and B are miai for black.

Variation 111 for ④2



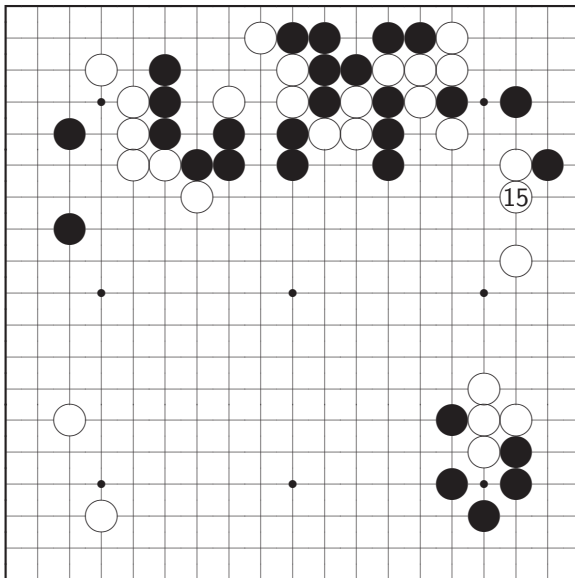
White need to play here, and

Variation 112 for ④2



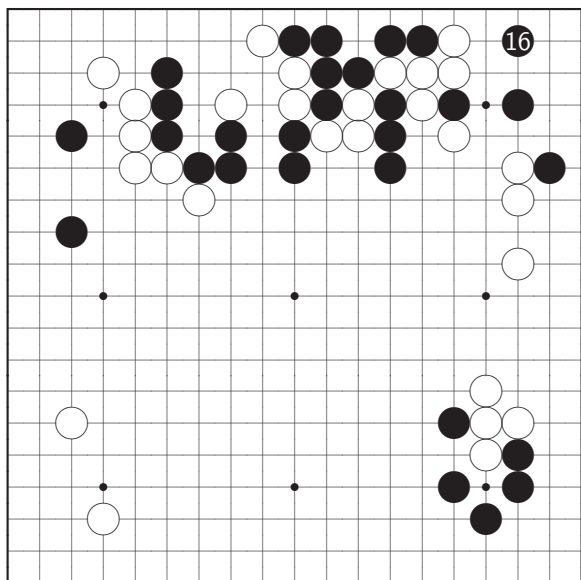
Black can live.

Variation 113 for ④2



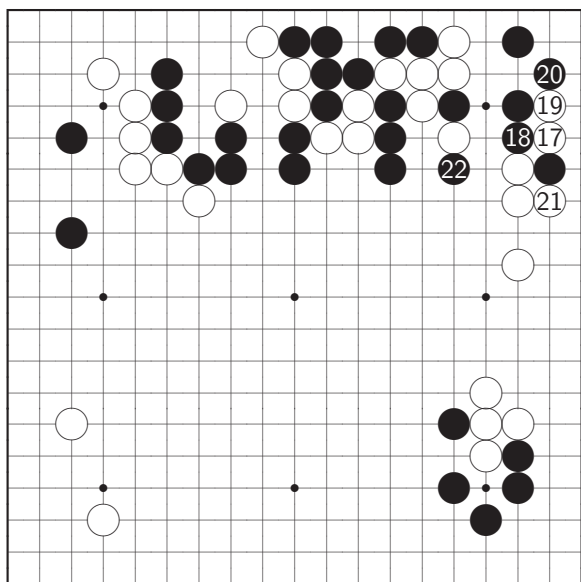
If white extends solidly,

Variation 114 for ④2



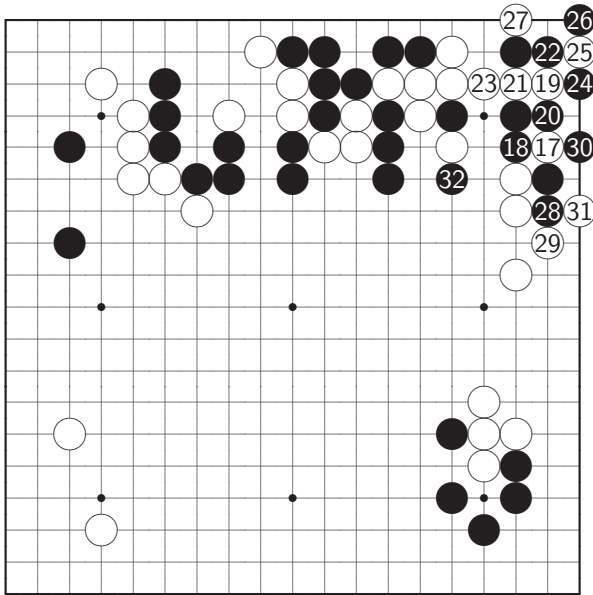
Variation 115 for ④2

Black's shape is flexible, and not easy to kill.



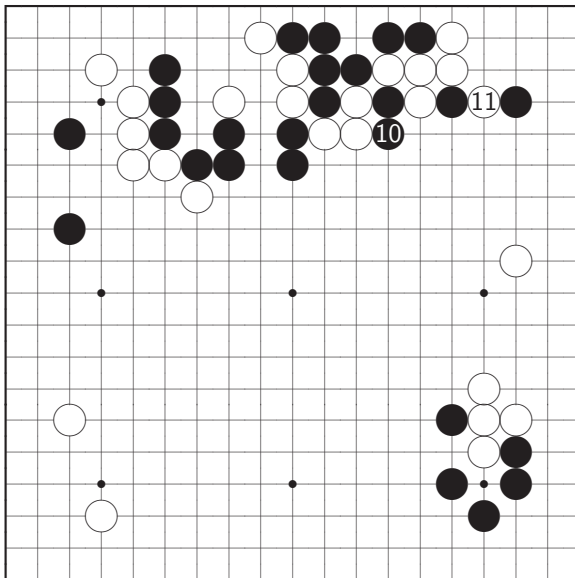
Variation 116 for ④2

White is cut off and in trouble.



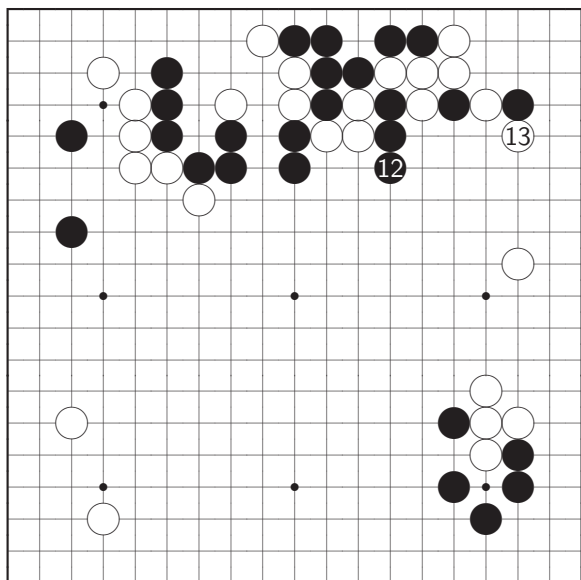
White is in trouble like this too.

Variation 117 for ④2



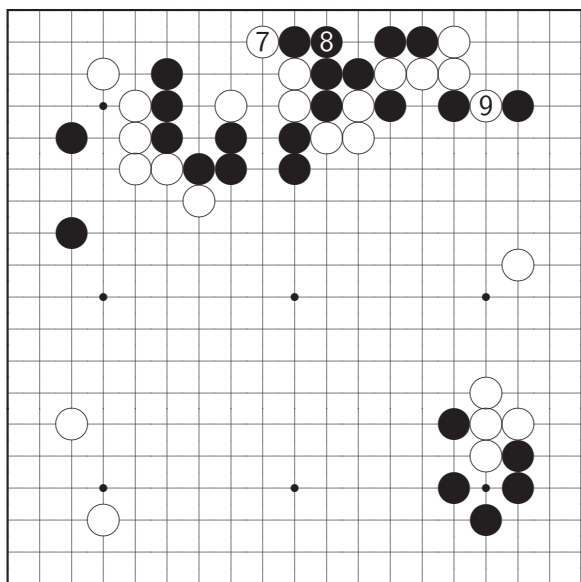
This should be the best for white,

Variation 118 for ④2



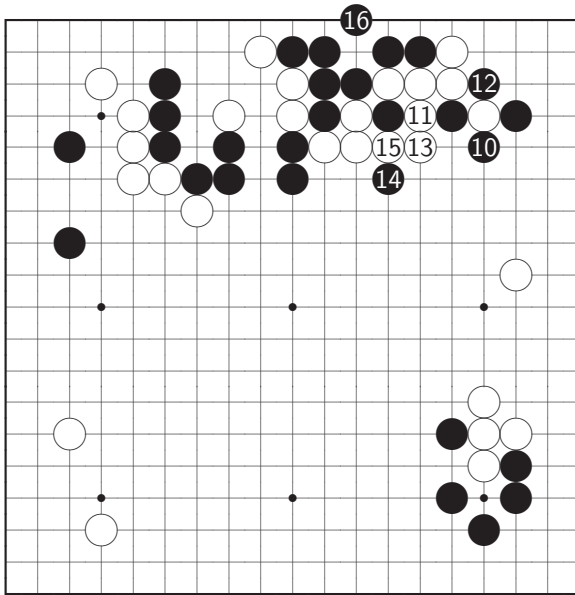
Variation 119 for ④2

However, this is still better for black than in the actual game. That's why Go Seigen's move in the game was brilliant.



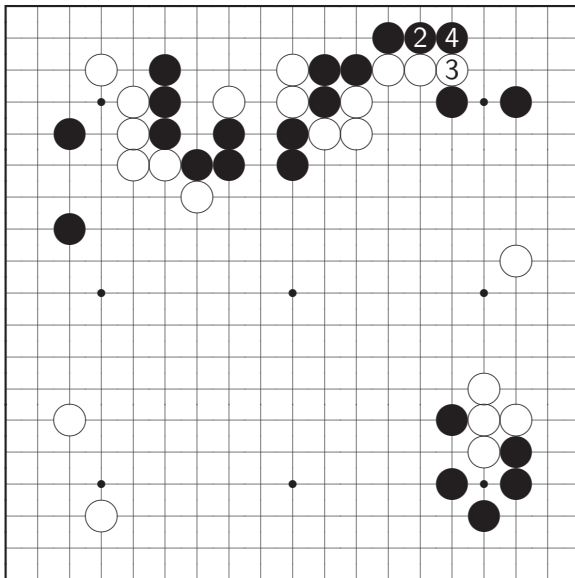
Variation 120 for ④2

If white wedges here first,



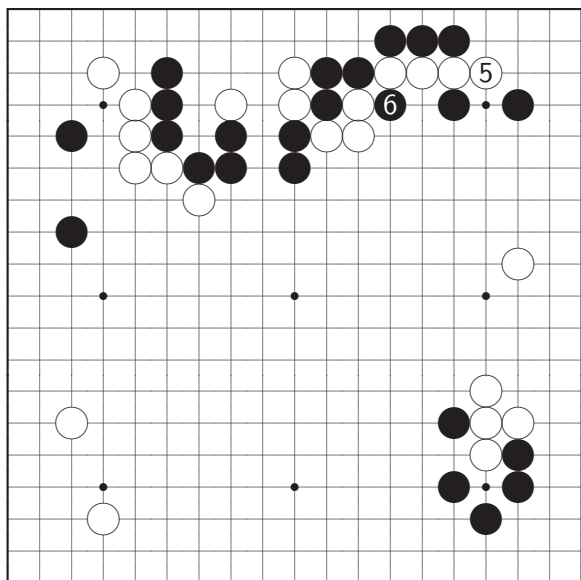
This is playable for black.

Variation 121 for (42)



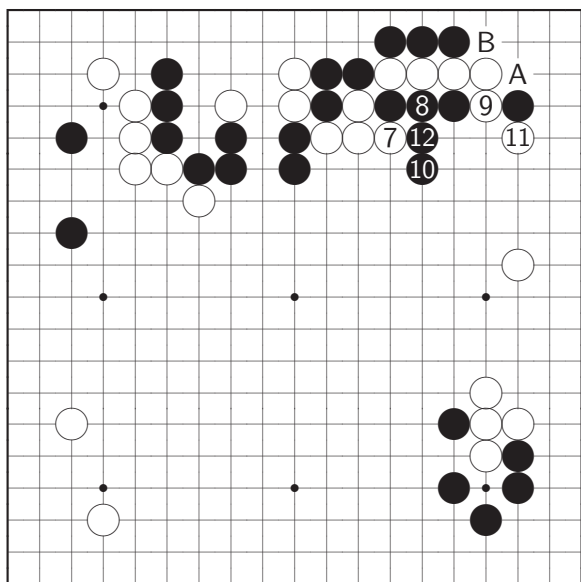
Black can also push here first, and

Variation 122 for (42)



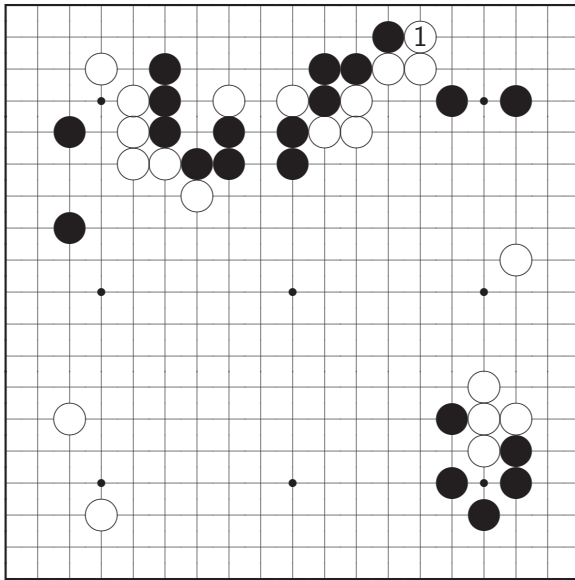
Then cut here.

Variation 123 for ④2



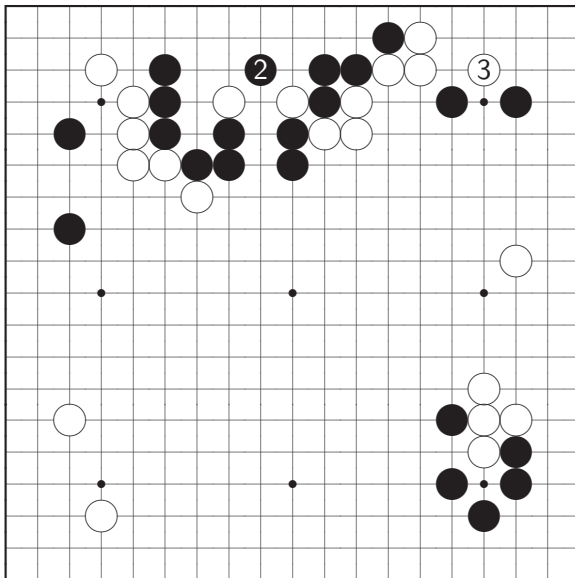
It's similar to the actual game, but there's no exchange of A for B. White's corner is small now.

Variation 124 for ④2



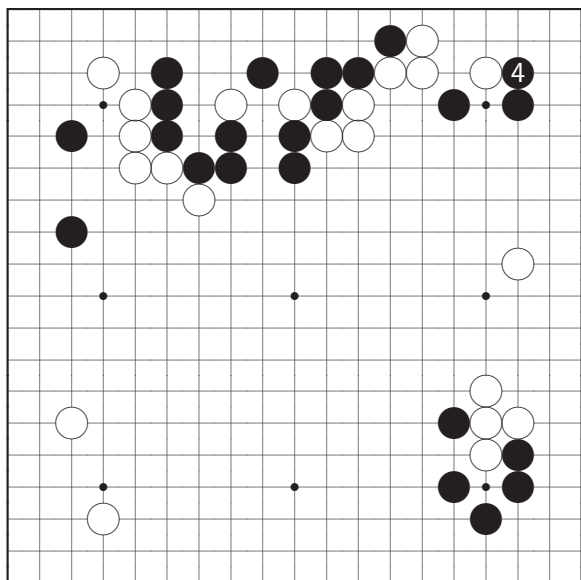
If white turns here now,

Variation 125 for ④2



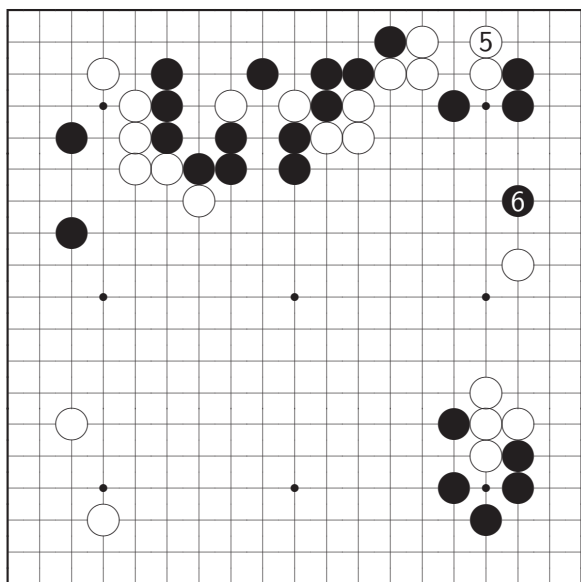
And then peeps here,

Variation 126 for ④2



Black will just block off the corner now.

Variation 127 for ④2



And black can make a base like this. The move order in the game was better for white.

Variation 128 for ④2

Black played here in the game, but now

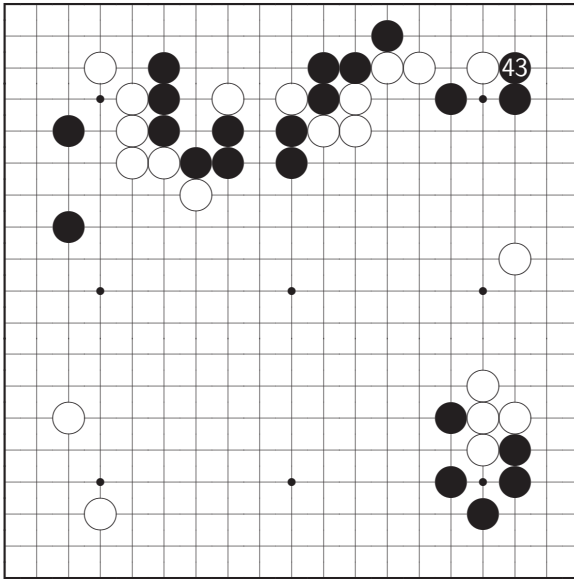
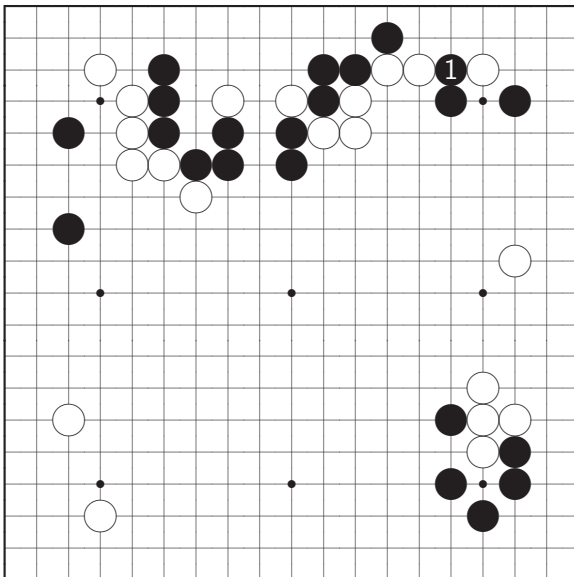
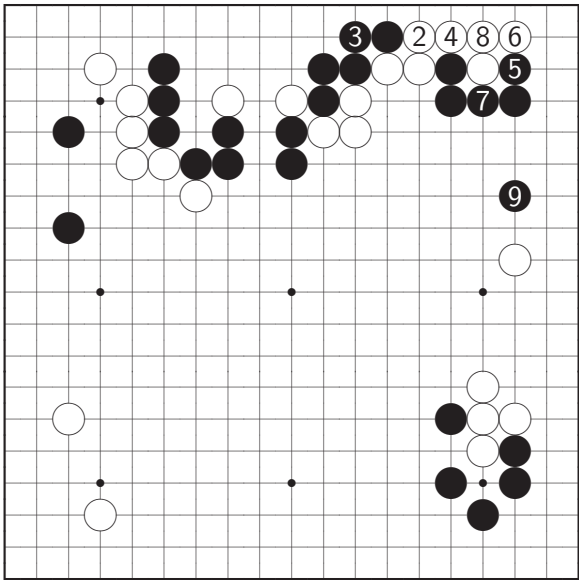


Diagram 21
(Move: 43)



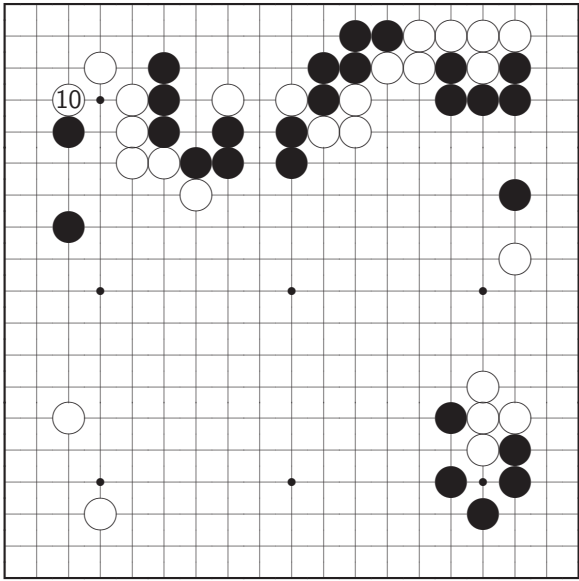
Variation 129 for 43

If black pushes down here,



The result looks ok for black, but

Variation 130 for 43

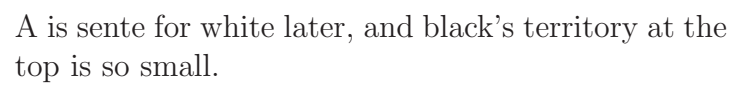


White can come back here, and

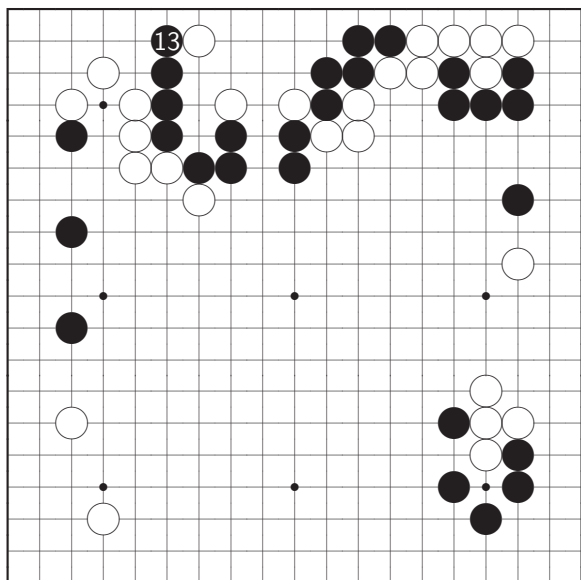
Variation 131 for 43



Variation 132 for **43**

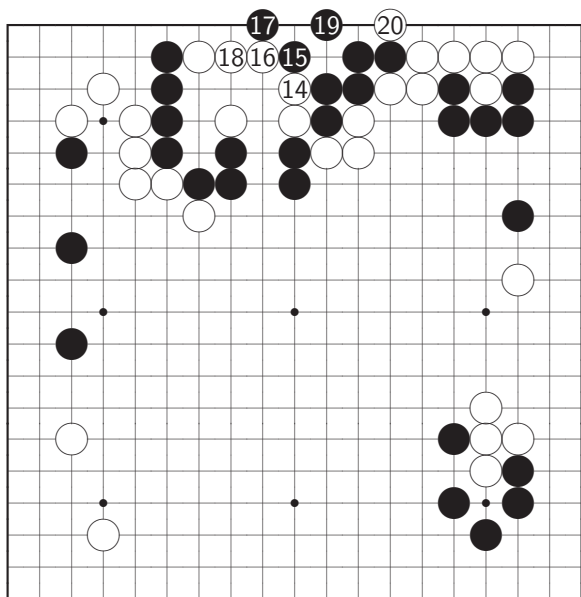


Variation 133 for 43



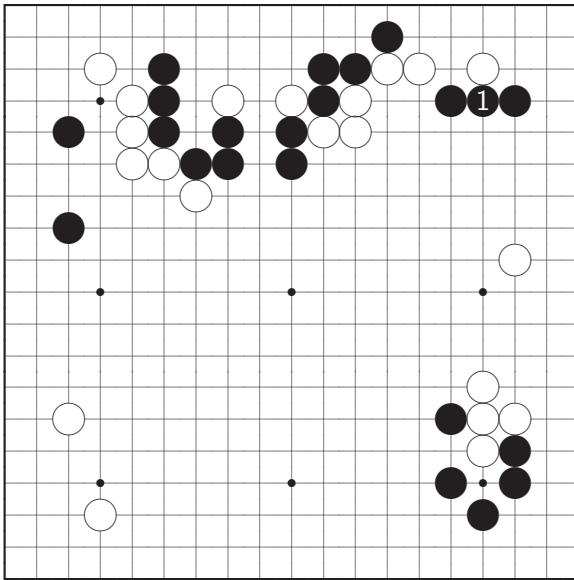
Variation 134 for 43

Black can't block here,



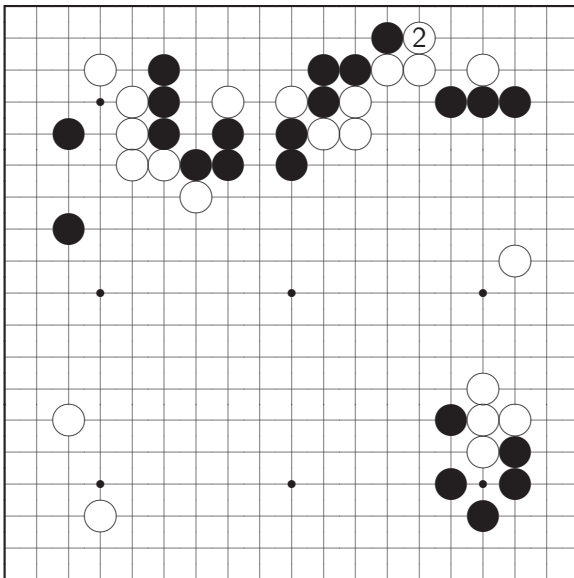
Variation 135 for 43

It's a ko, and black's in trouble.



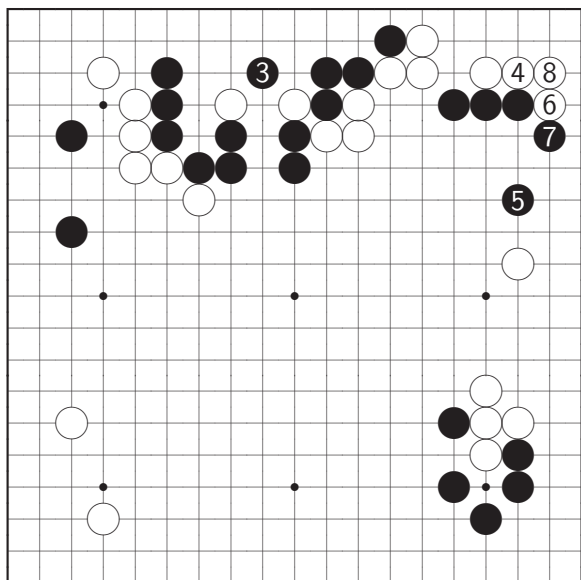
Variation 136 for 43

If black simply connects,



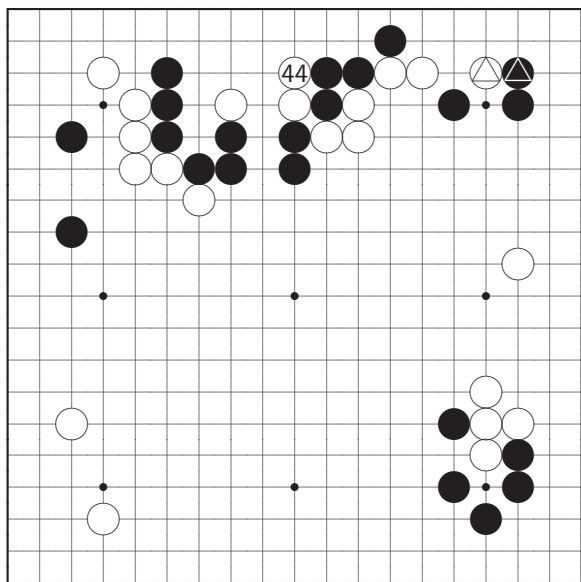
Variation 137 for 43

Go Seigen said he planned to trade like this.



White lives comfortably in the corner and black's top right group is still unsettled.

Variation 138 for 43



The marked exchange will help white with the fighting at the top.

Diagram 22
(Move: 44)

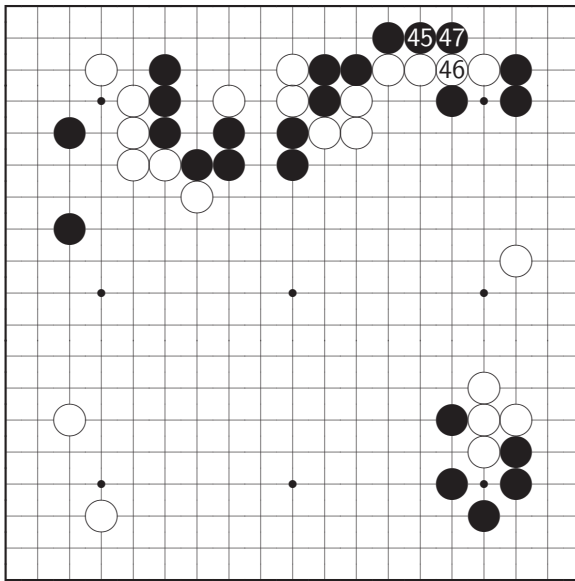
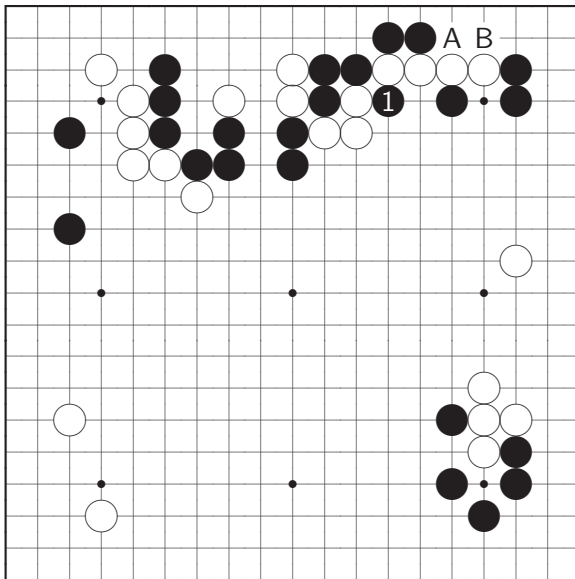


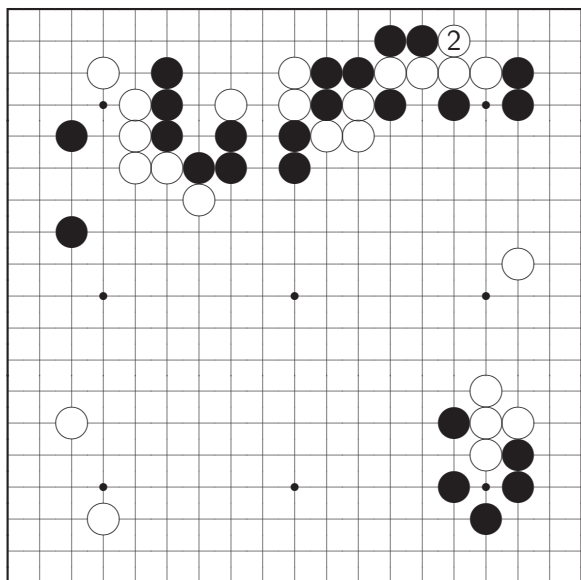
Diagram 23
(Moves: 45-47)

In general, this sort of move is bad, because it damages the corner, but it was inevitable in this case.



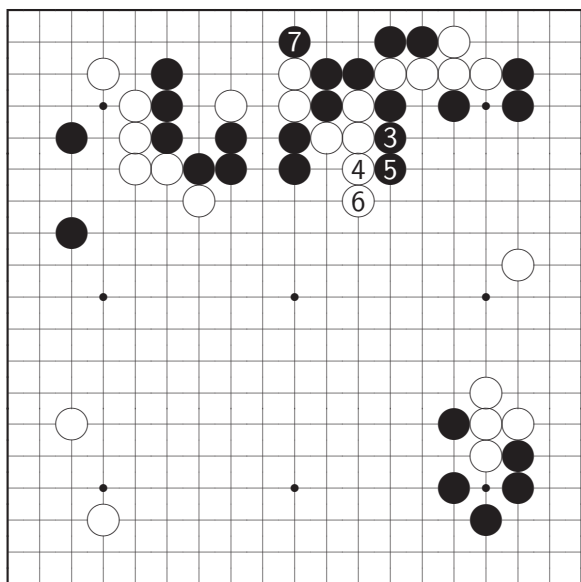
Variation 139 for 47

If black cuts here, without exchanging A for B first,



Blocking here is good.

Variation 140 for 47



Black needs to come back here, but

Variation 141 for 47



Variation 142 for 47



Variation 143 for 47

Black cut here, to counter-attack.

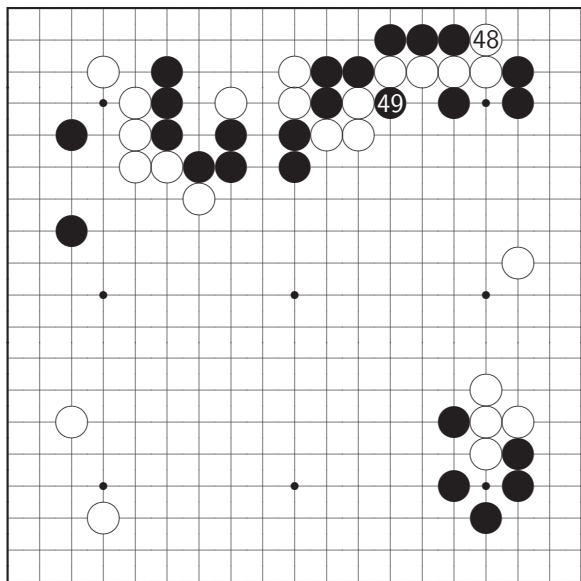


Diagram 24
(Moves: 48-49)

This atari was the right move, and

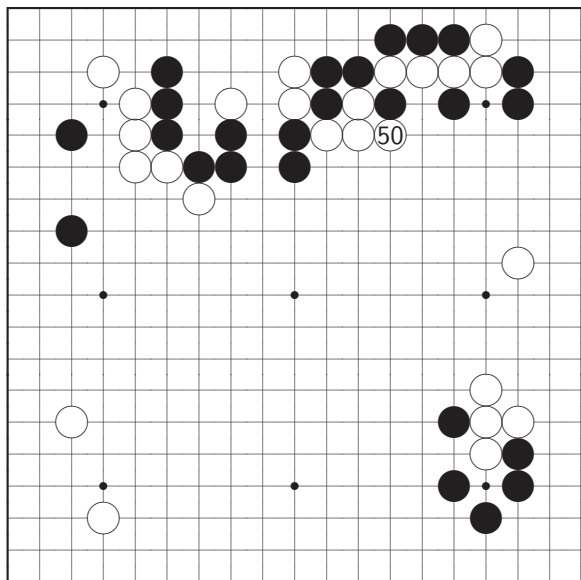
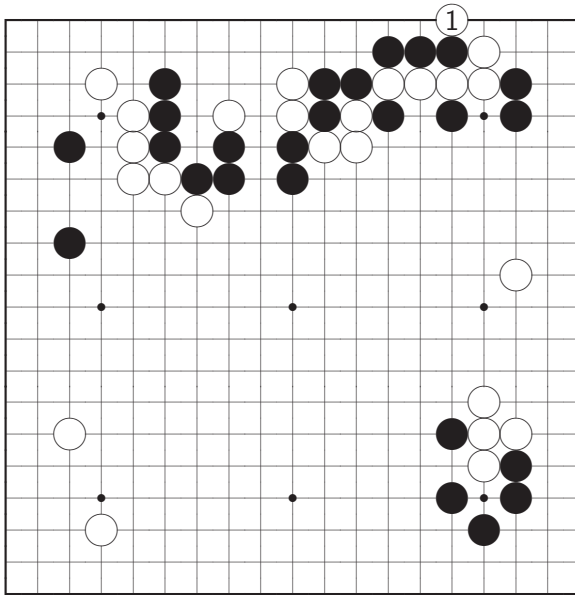
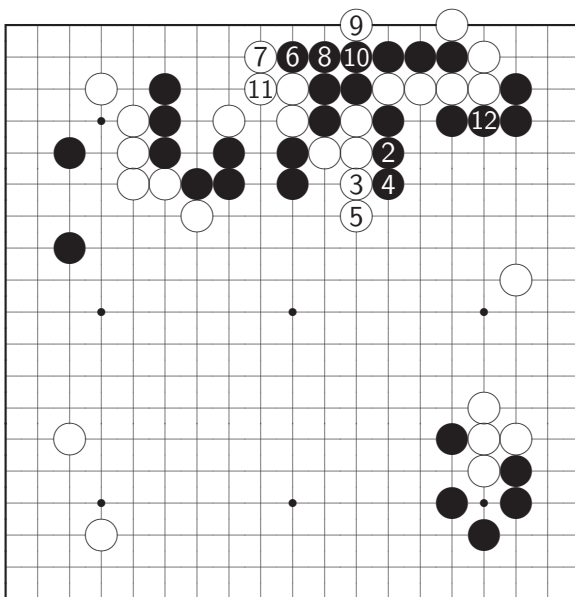


Diagram 25
(Move: 50)



If white still tries to capture black,

Variation 144 for ⑤0



White can't extend his liberties now, so black will win this capturing race.

Variation 145 for ⑤0

This is the right sequence.

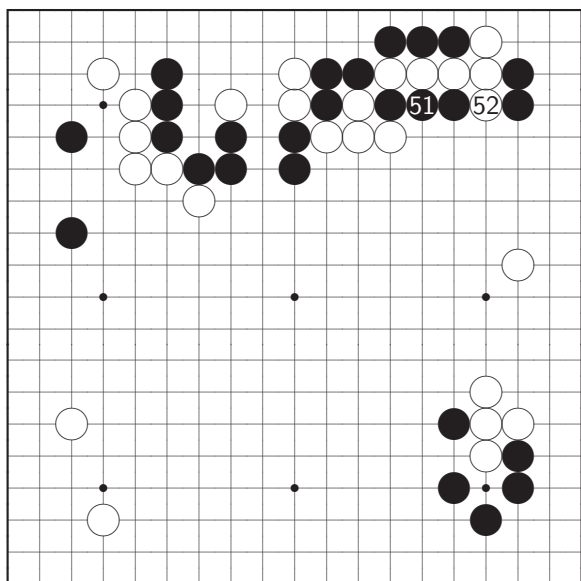


Diagram 26
(Moves: 51-52)

This jump is the only move for black, and

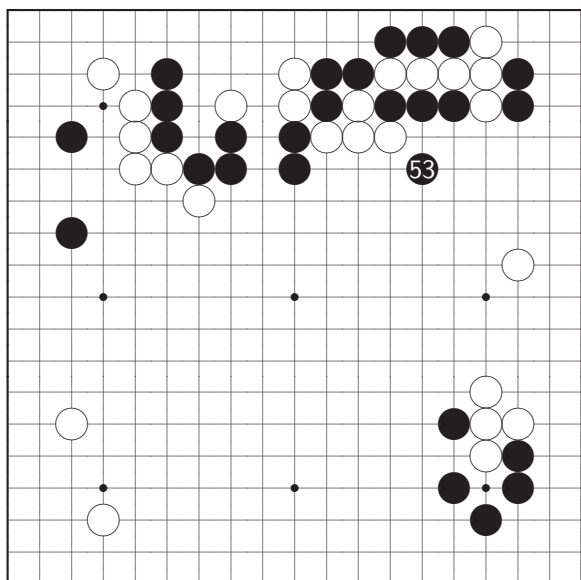


Diagram 27
(Move: 53)

This hane aims at A.

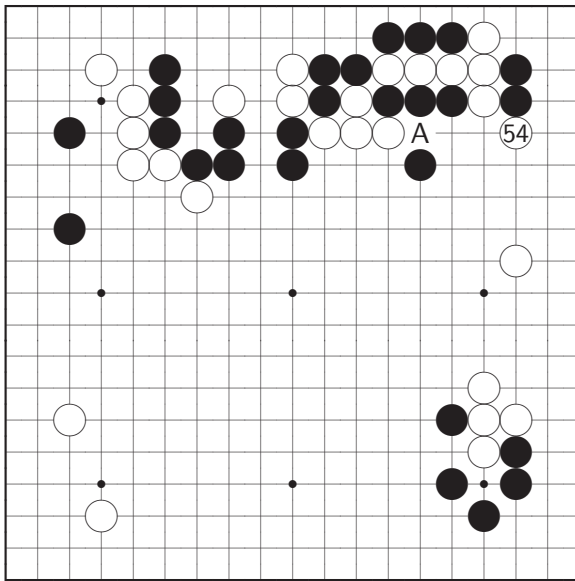


Diagram 28
(Move: 54)

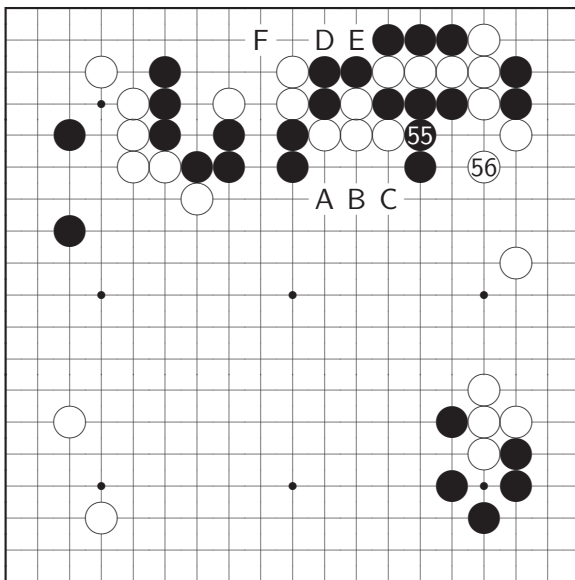
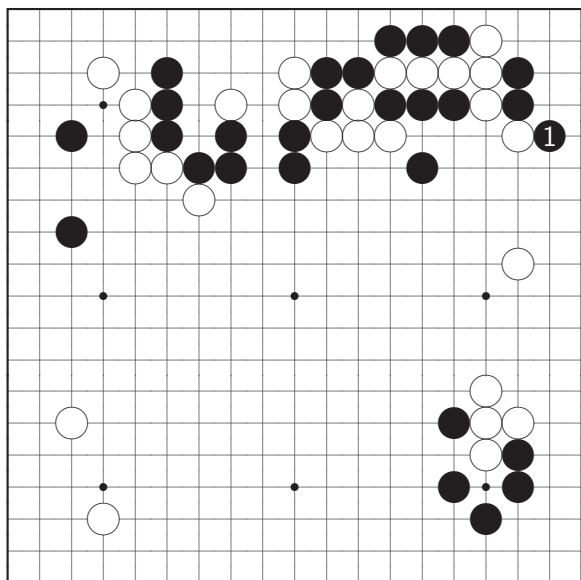


Diagram 29
(Moves: 55-56)

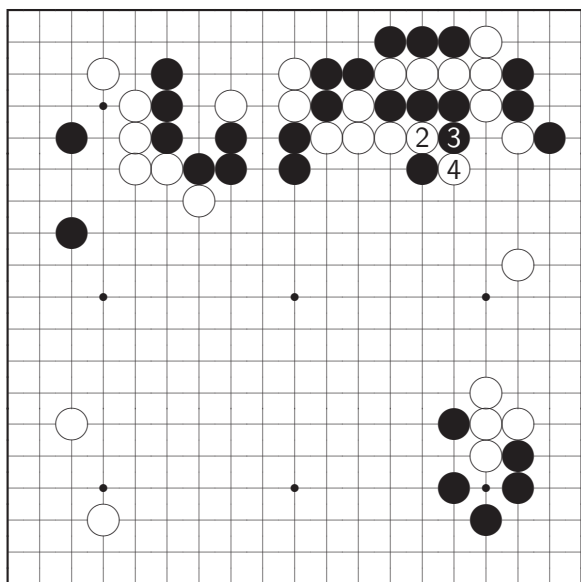
It ended with a big trade. Black got the top and the center stones, but black's top right corner turned into white's corner. The result was favorable for white, because white can still exploit aji at A-C later, or play at D-F, so black has bad aji at the top.

White caught up a bit here, but black's still slightly ahead on the board and white doesn't have komi.



If black plays here, for example,

Variation 146 for 55



White captures the cutting stones.

Variation 147 for 55

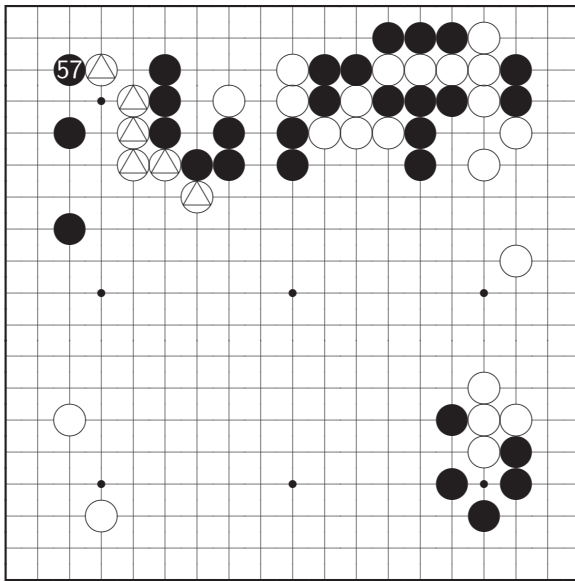
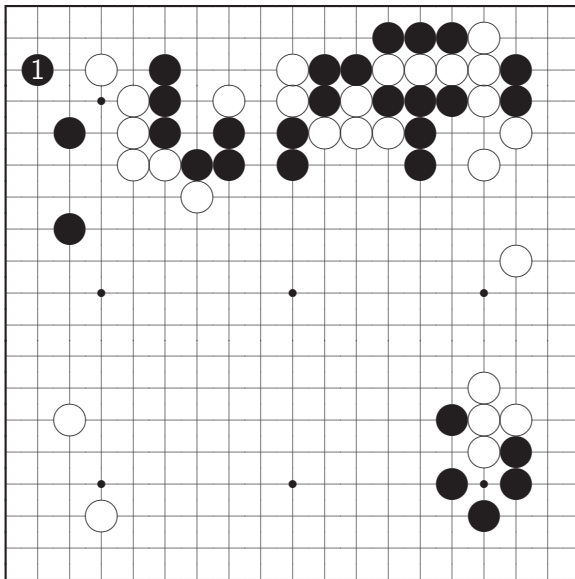


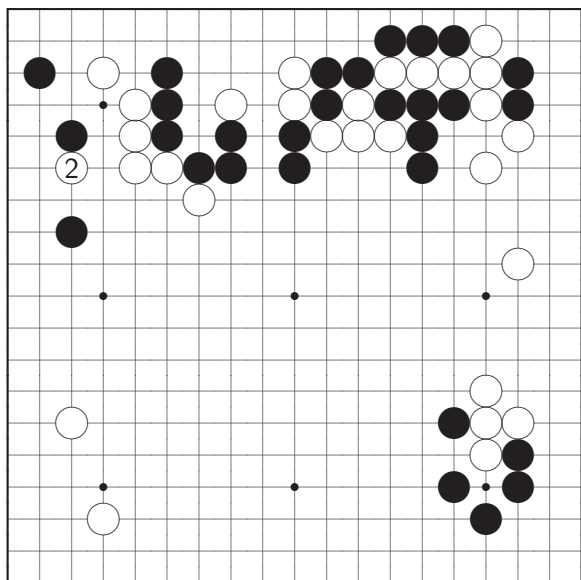
Diagram 30
(Move: 57)

This attachment was good. Black should attack white's marked group to get compensation now.



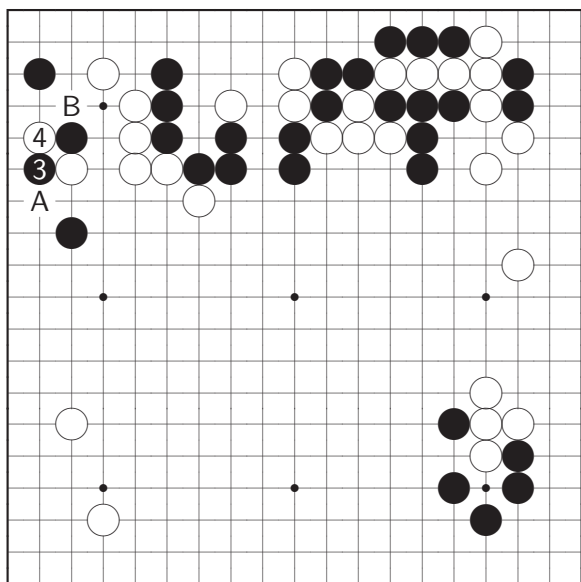
Variation 148 for 57

This knight's move might look good, but it's too loose.



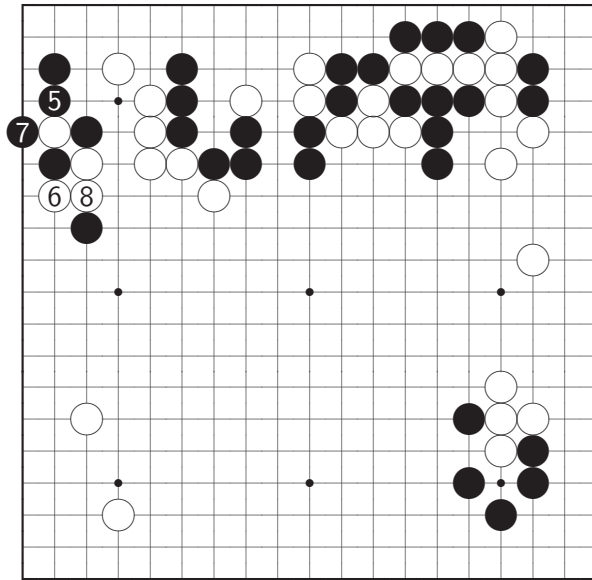
Variation 149 for 57

White can attach here and crosscut.



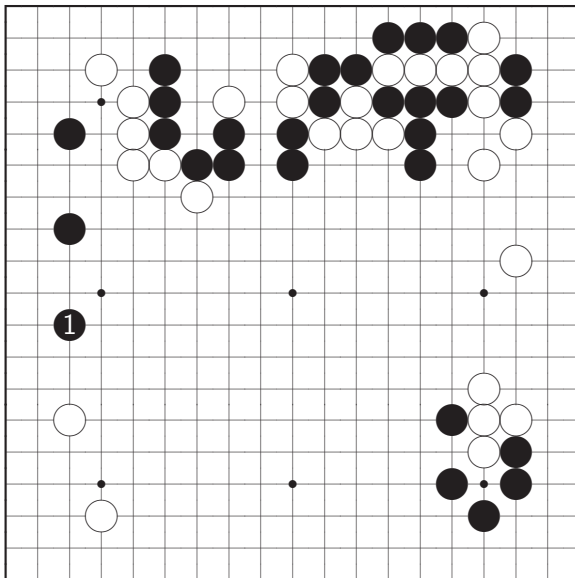
Variation 150 for 57

White makes miai of A and B.



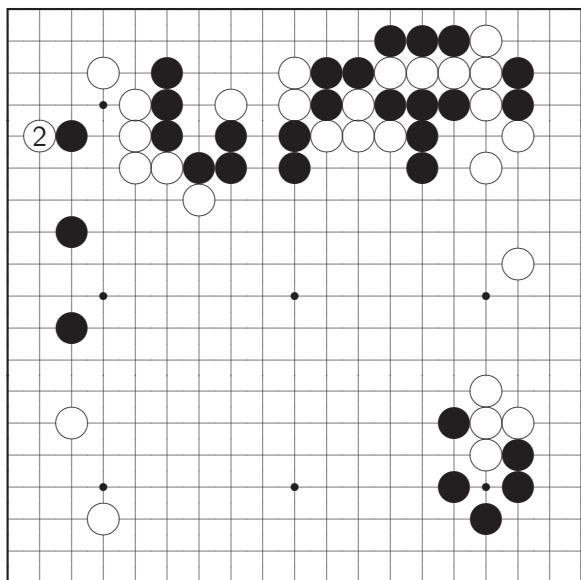
Variation 151 for 57

Black won't be happy with this result.



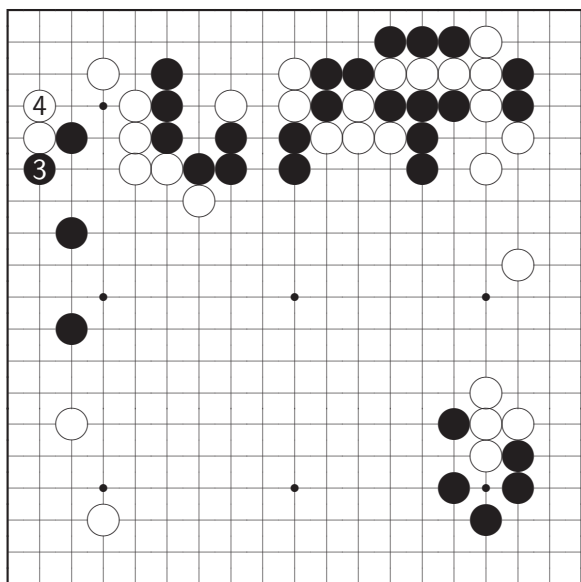
Variation 152 for 57

If black extends here instead,



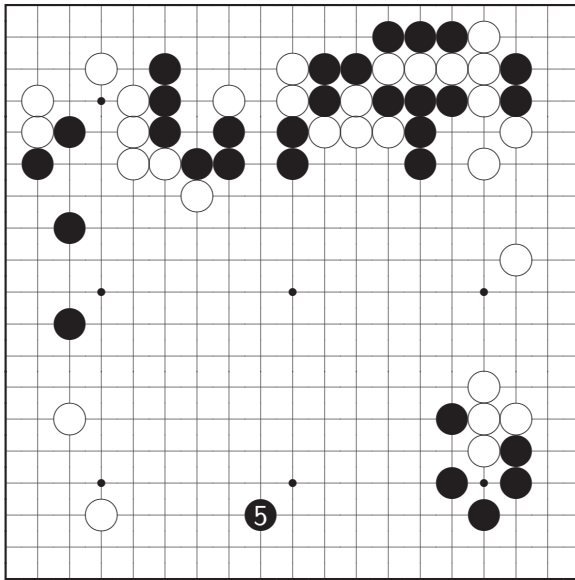
Variation 153 for 57

This attachment is good, and



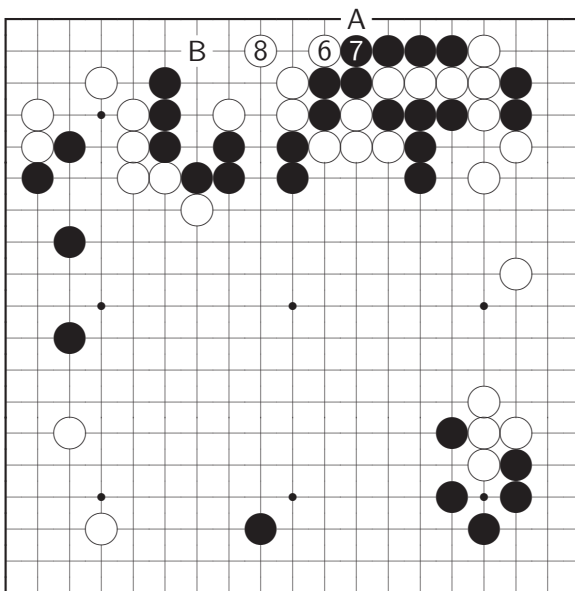
Variation 154 for 57

White can make a base for his group in the corner.
Next...



Variation 155 for 57

If black takes a big point, like this,



Variation 156 for 57

White will bring his stones at the top back into play, making miai of A and B. It's quite annoying for black.

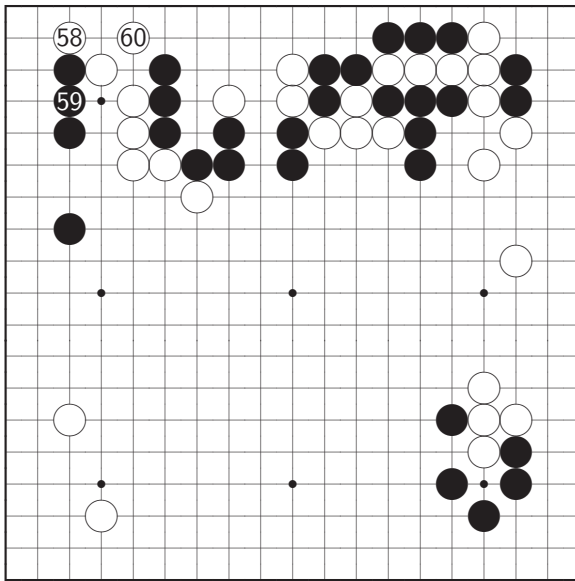


Diagram 31
(Moves: 58-60)

White exchanged these moves in order to settle his group.

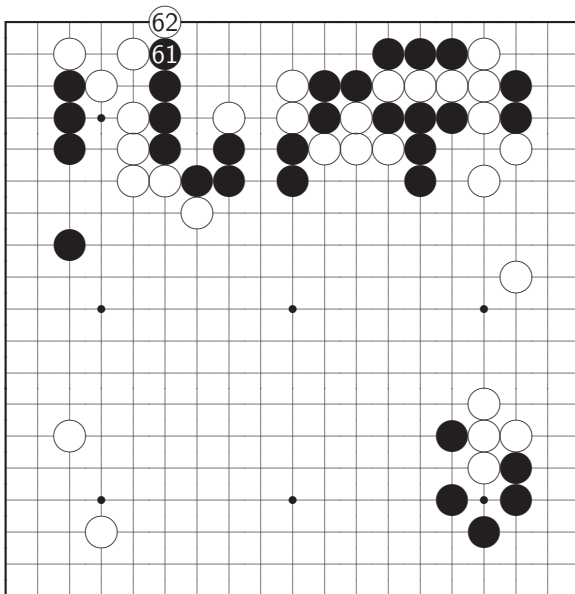


Diagram 32
(Moves: 61-62)

It looks like it's too early to play here, but it helps white to settle the top left group.

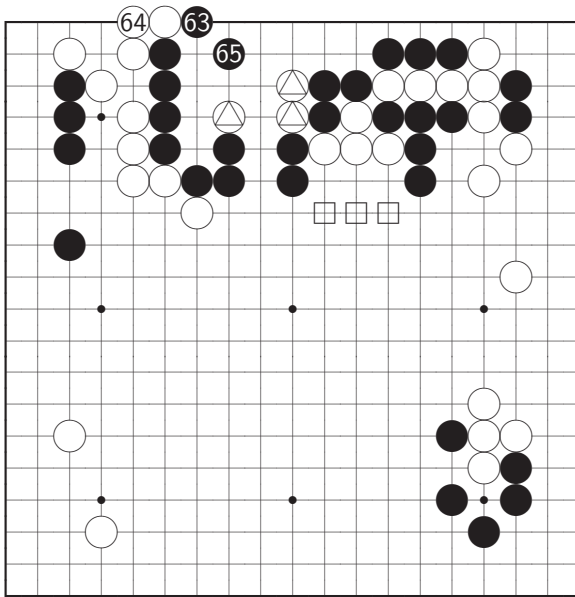


Diagram 33
(Moves: 63-65)

Now, the aji at the top's gone, but white can still make use of the marked stones with the forcing moves in the center (marked).

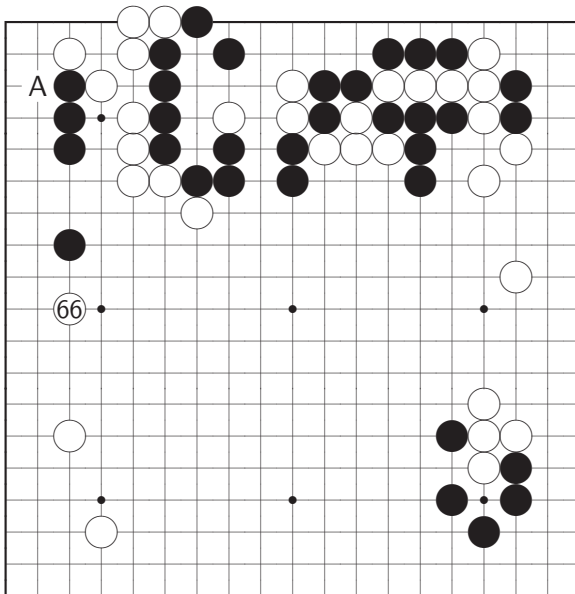


Diagram 34
(Move: 66)

The hane at A would be the normal move now, but white played more actively here because it was a no komi game.

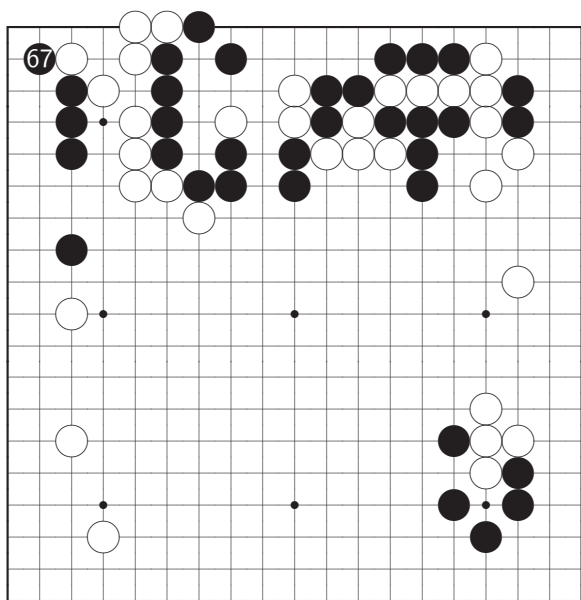


Diagram 35
(Move: 67)

This might look small, but it's the key point for the eye space of both groups and that makes it the key point for power in this part of the board. You should learn to spot these kinds of urgent points.

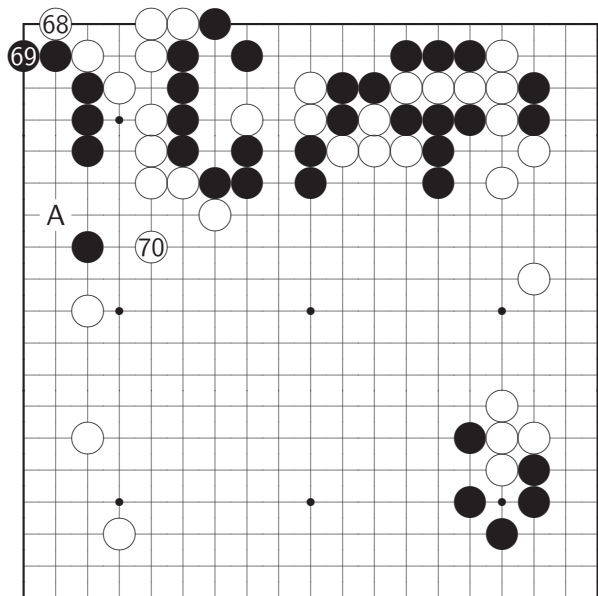


Diagram 36
(Moves: 68-70)

This jump was very good. White aims to make a placement at A later.

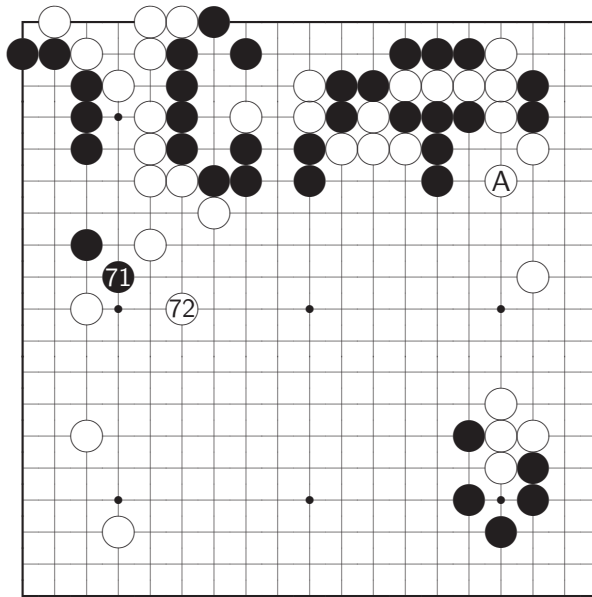


Diagram 37
(Moves: 71-72)

The opening up to A was good for white, but the game's still ok for black because there's no komi.

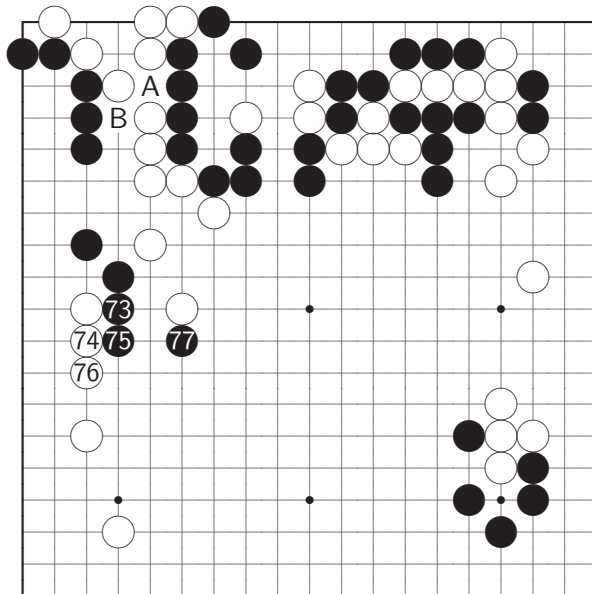
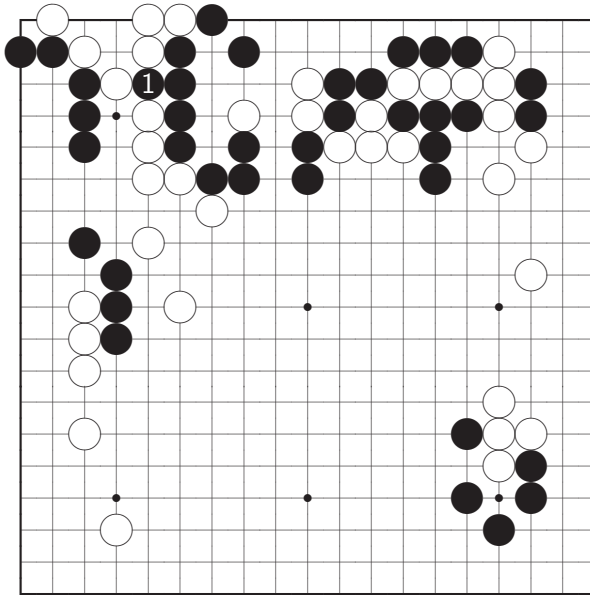


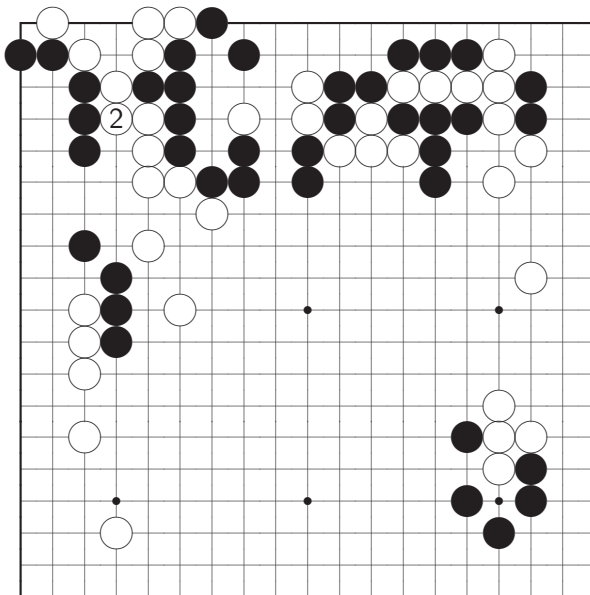
Diagram 38
(Moves: 73-77)

Black should have exchanged A for B, before attaching here.



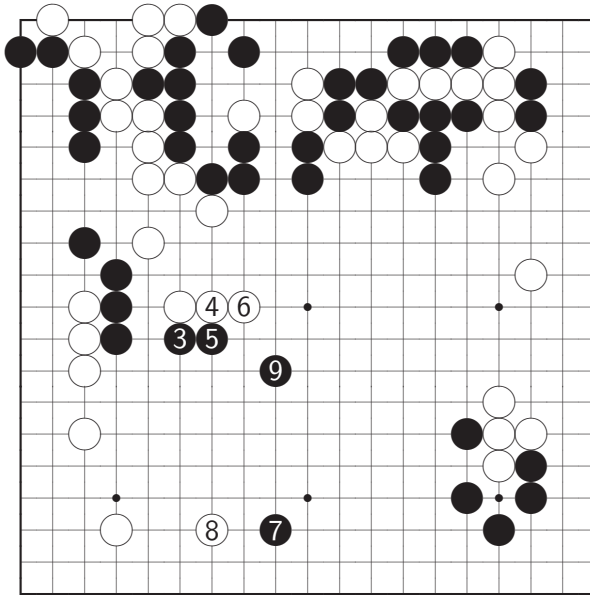
Variation 157 for 77

If black had played here now,



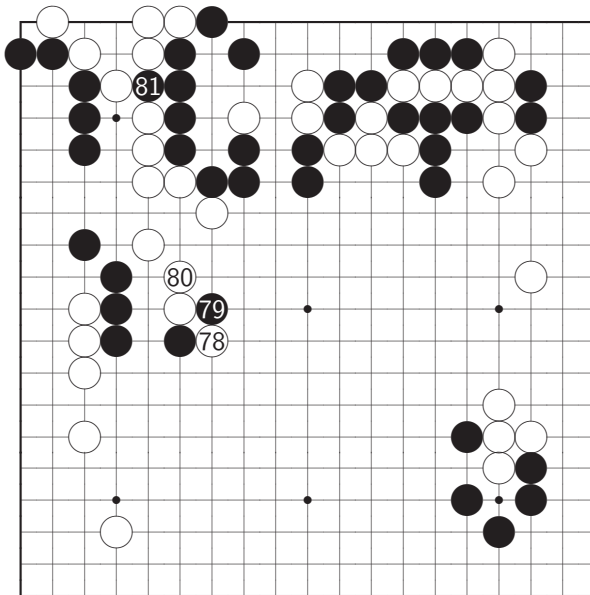
Variation 158 for 77

White would answer and,



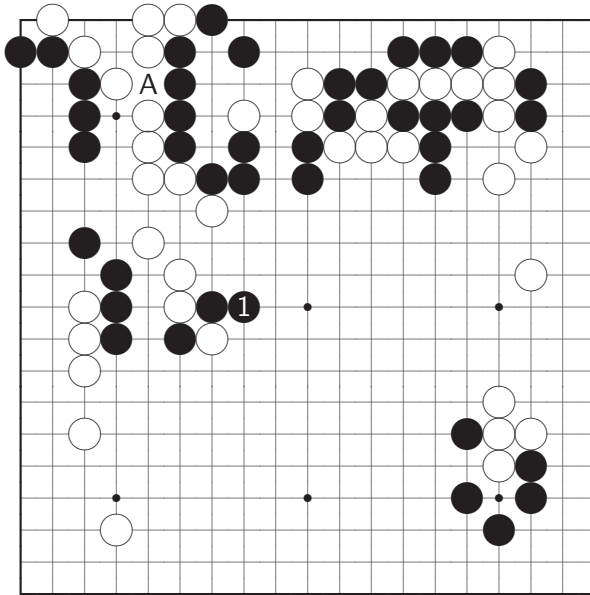
The game could continue like this. Black still has a small advantage (because there's no komi).

Variation 159 for 77



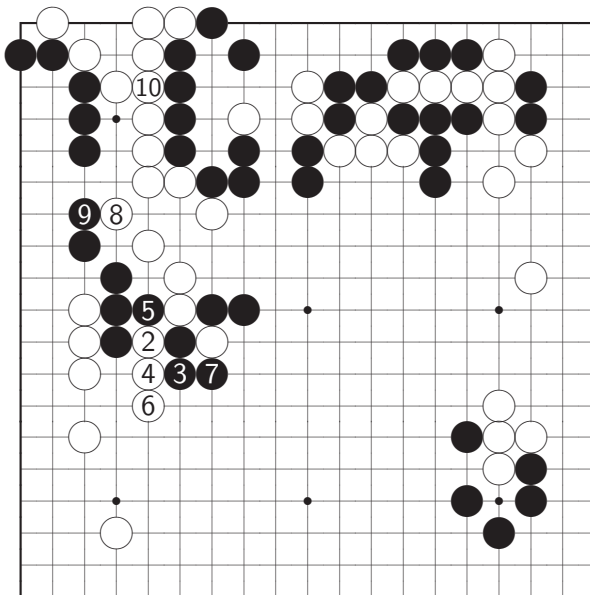
This was a probe, but it was a bit too late.

Diagram 39
(Moves: 78-81)



If black extends here, instead of playing at A,

Variation 160 for 81



White can live here, and it's ok for white.

Variation 161 for 81

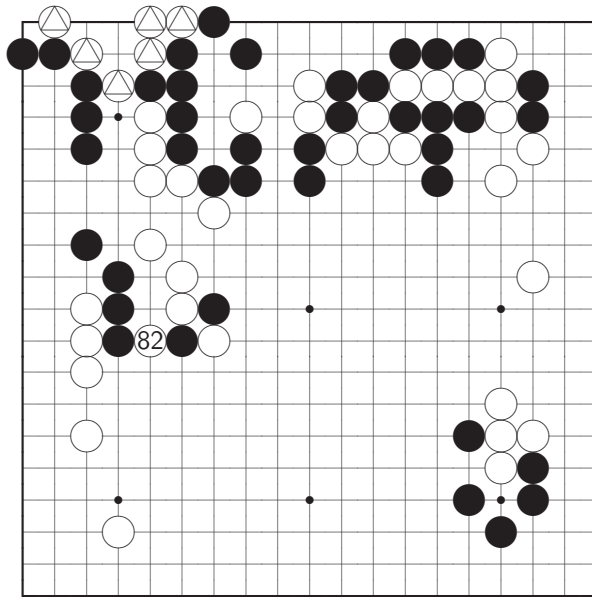
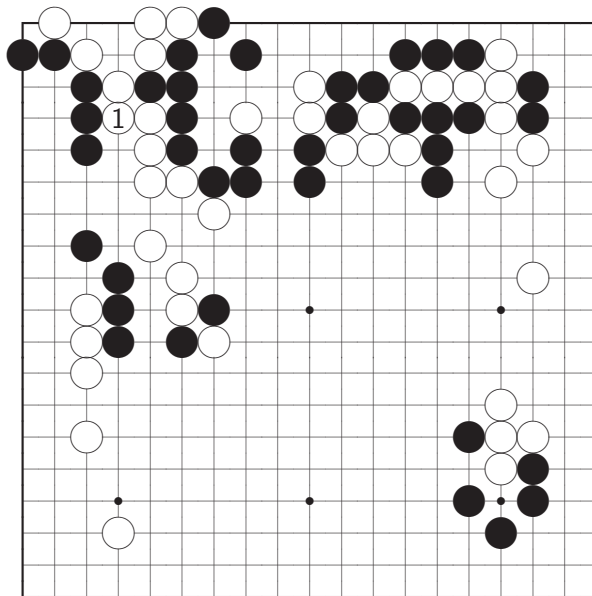


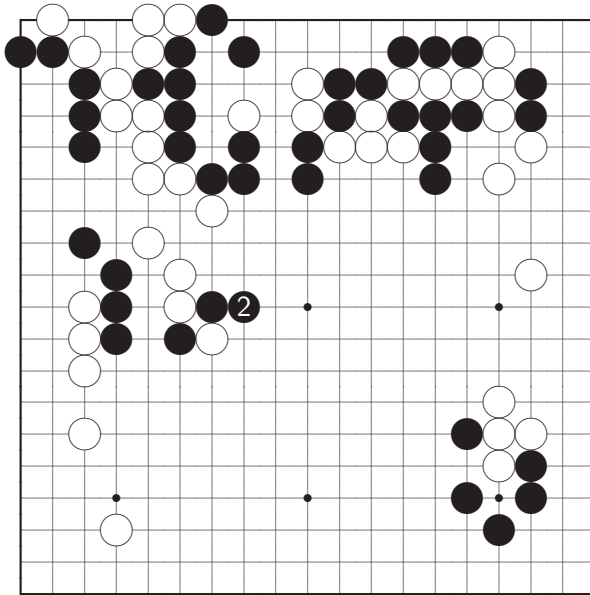
Diagram 40
(Move: 82)

Go Seigen decided to give the marked stones away.



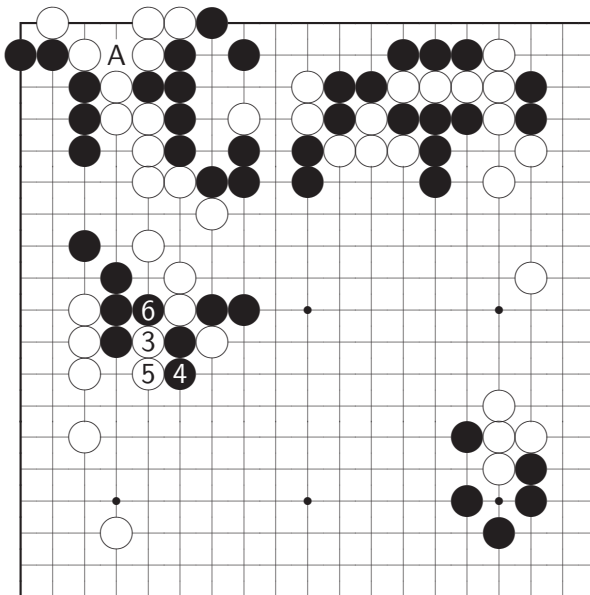
Variation 162 for 82

If white answers,



Black can extend here to fight.

Variation 163 for ⑧2



White can't make an eye at A, so it's no good for white.

Variation 164 for ⑧2

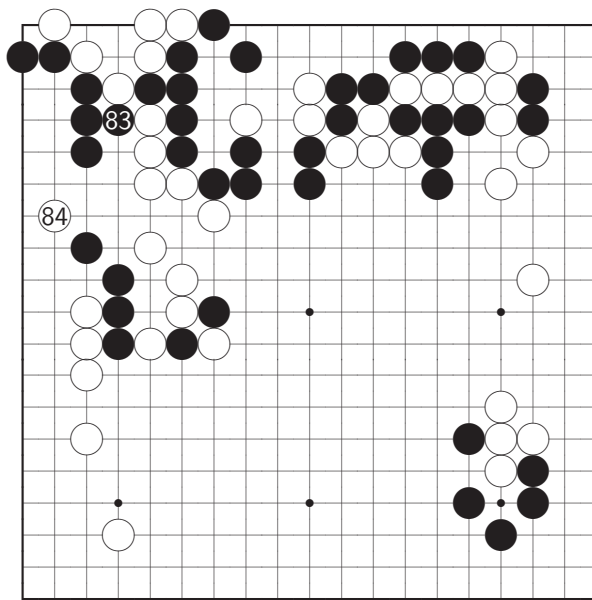


Diagram 41
(Moves: 83-84)

This placement was very sharp. The timing was perfect.

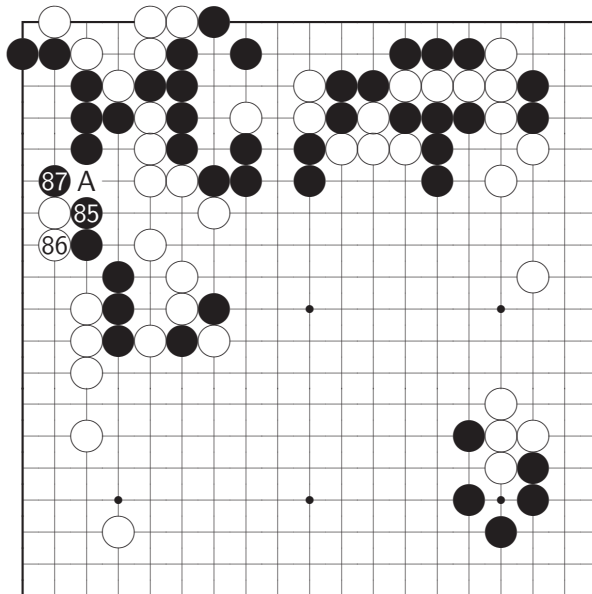


Diagram 42
(Moves: 85-87)

Black has to answer here, otherwise white can wedge and cut with A.

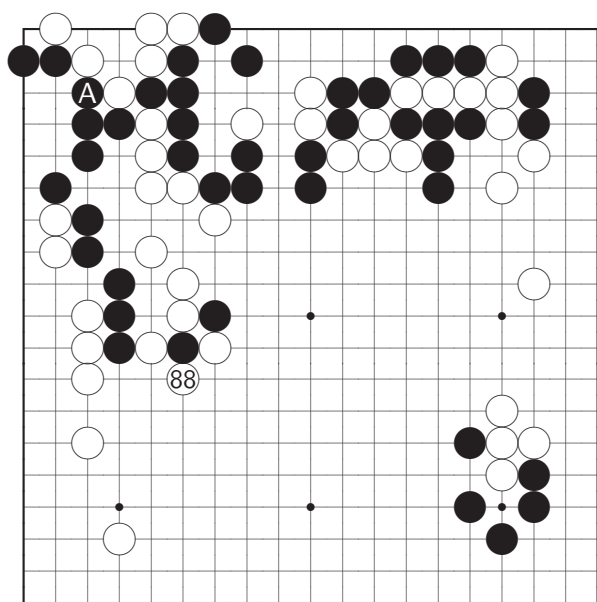


Diagram 43
(Move: 88)

This ponnuki is very nice. The result from A up to here was also good for white, and the game became even now. That means white had already caught up by as much as komi (i.e. 6-7 points).

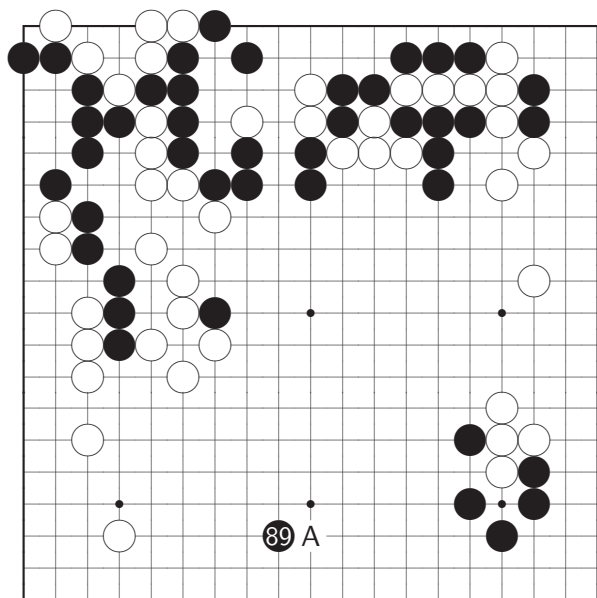


Diagram 44
(Move: 89)

This was the right extension. It's better than playing at A, because black wants to limit white's influence in this game.

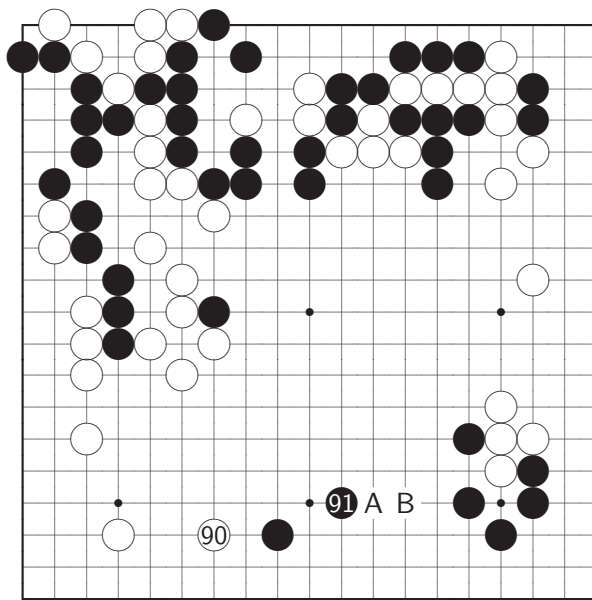
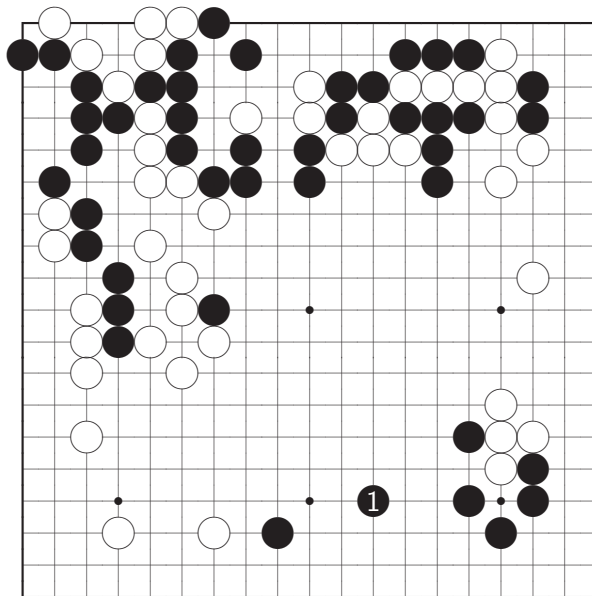


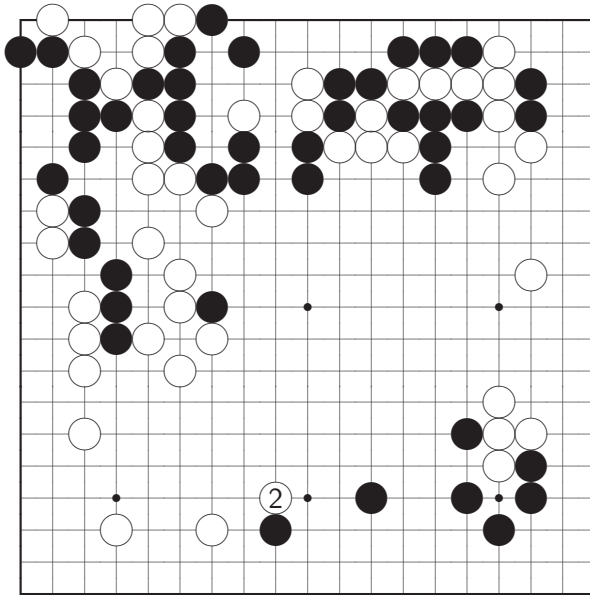
Diagram 45
(Moves: 90-91)

This was the proper move in this case. It's better than A because white can't easily invade at B in this case.



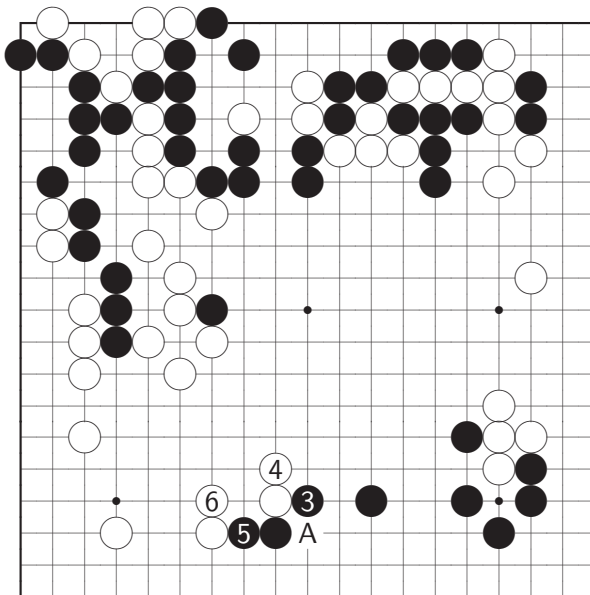
Variation 165 for 91

If black plays here,



Variation 166 for 91

This attachment is good.



Variation 167 for 91

White can cut at A to squeeze black later, and the result is good for white.

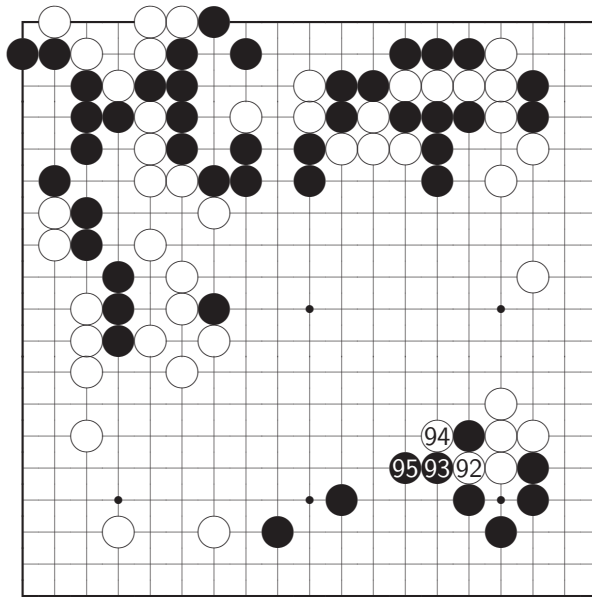
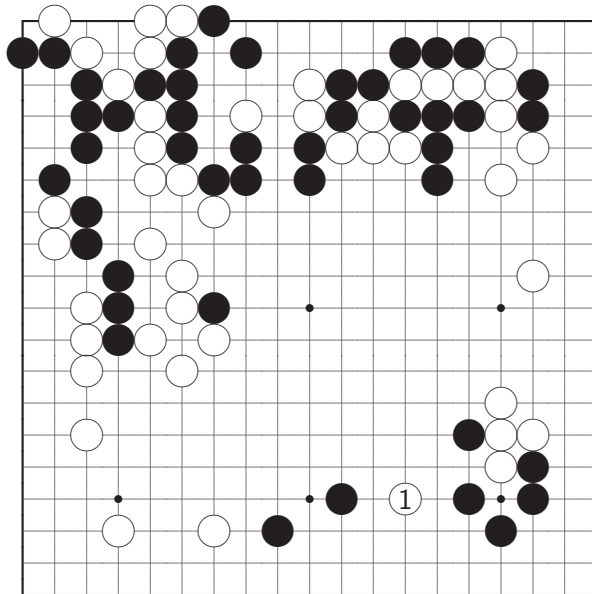


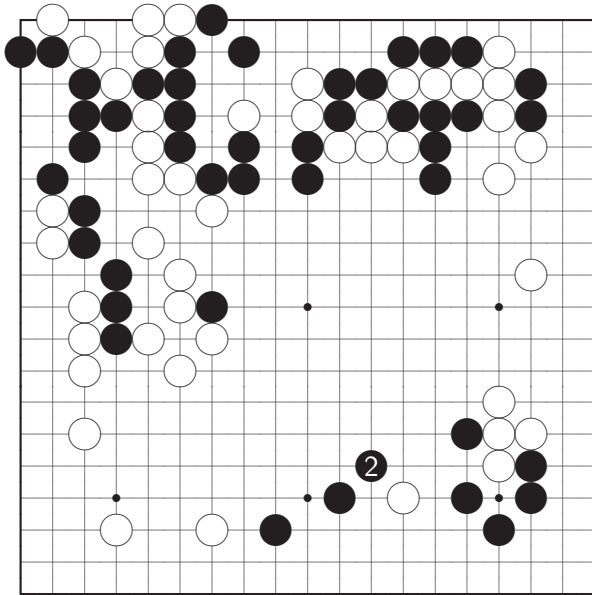
Diagram 46
(Moves: 92-95)

The game's even now.



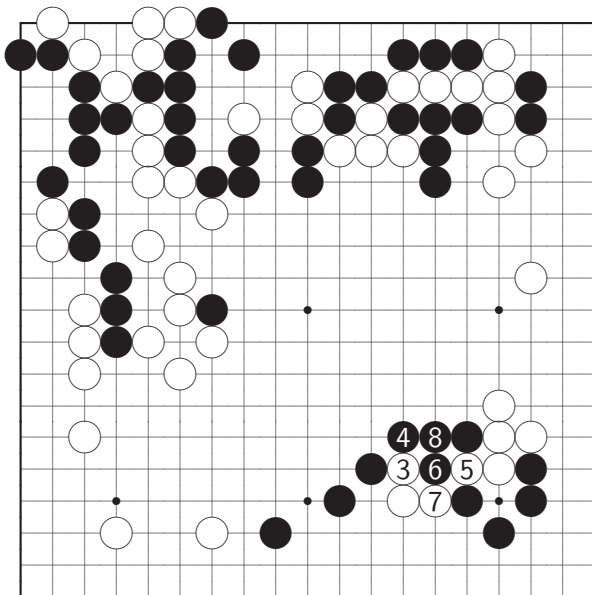
Variation 168 for ⑨2

If white invades here,



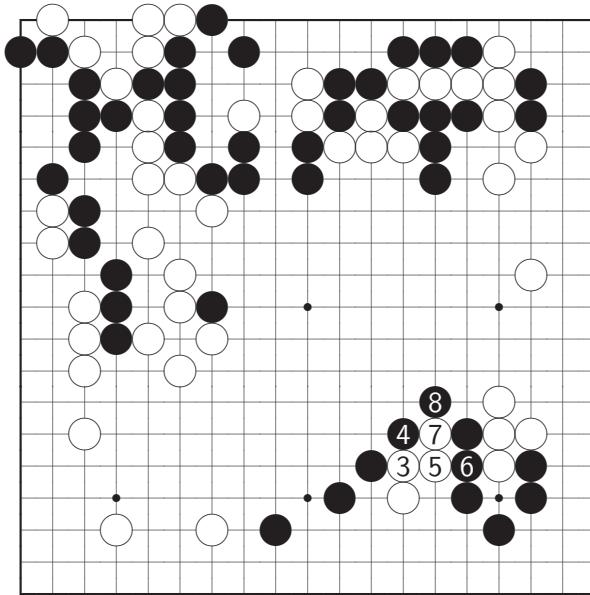
This is a good response, and

Variation 169 for ⑨2



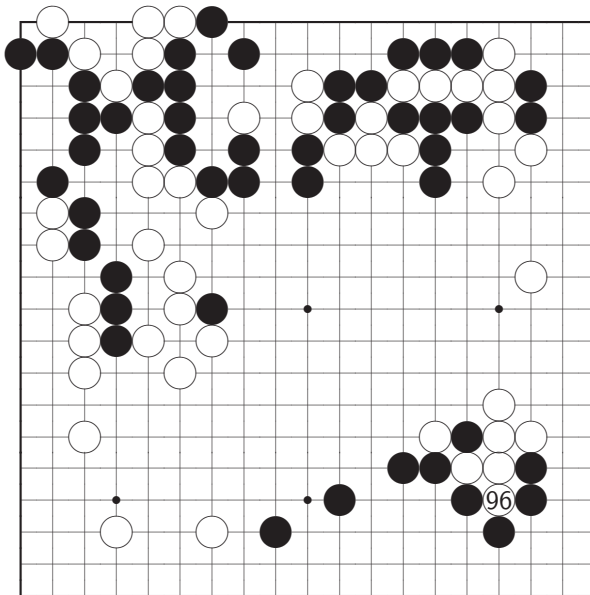
It's hard for white to fight or live.

Variation 170 for ⑨2



White can't escape like this.

Variation 171 for 92



It's a very good time to probe.

Diagram 47
(Move: 96)

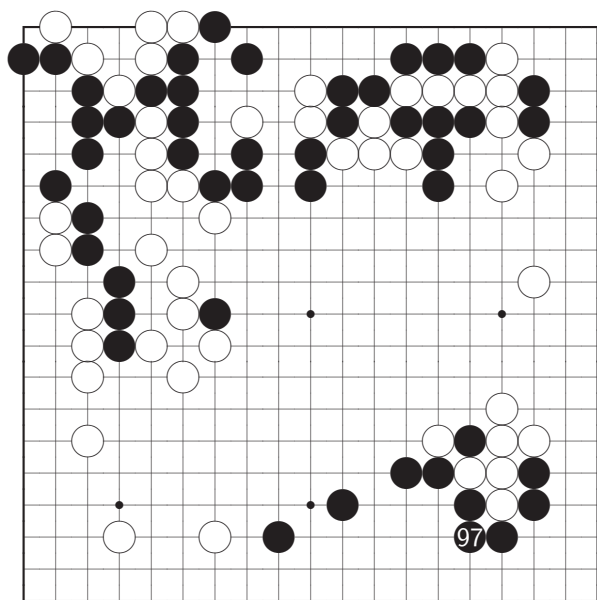
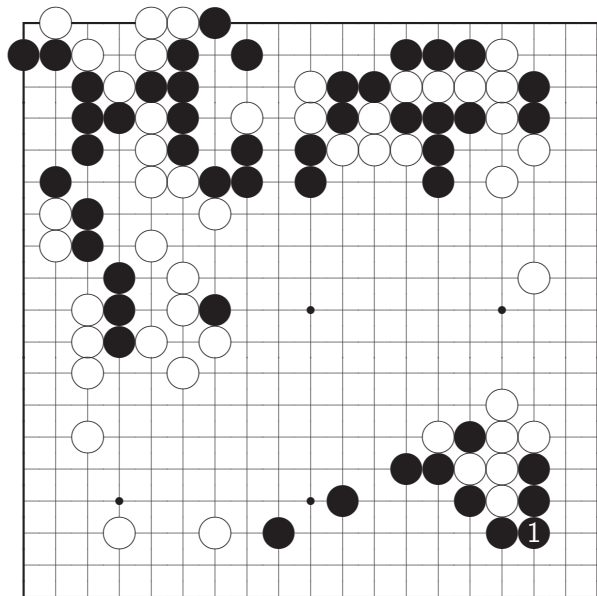


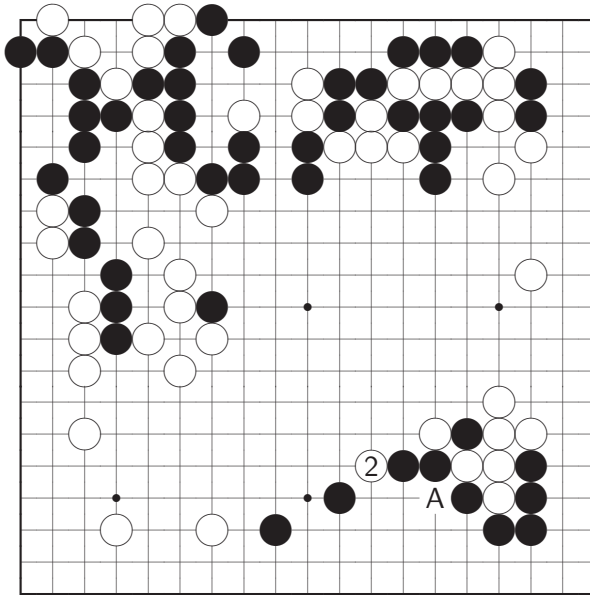
Diagram 48
(Move: 97)

This connection was right.



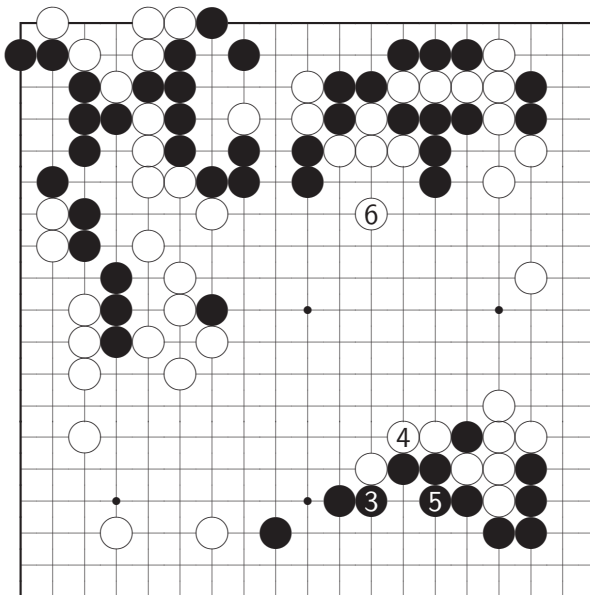
Variation 172 for 97

If black connects here,



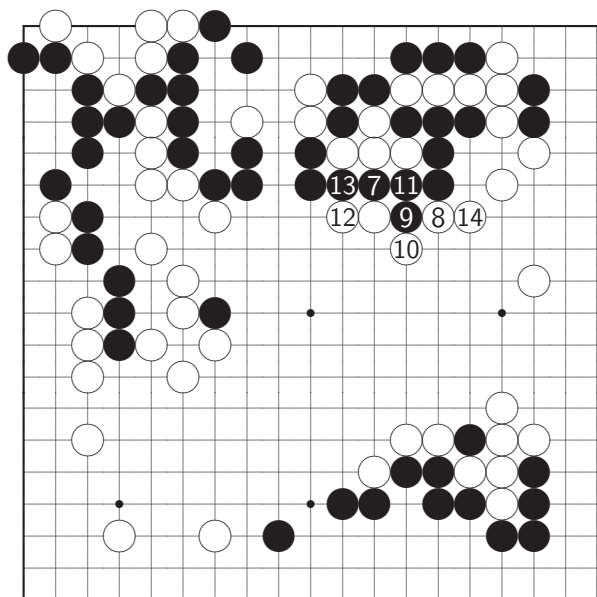
Variation 173 for 97

This attachment (aiming at A) is good and,



Variation 174 for 97

White gets sente, and plays here.



White's right side becomes very big, and white's winning now.

Variation 175 for 97

A Small Mistake

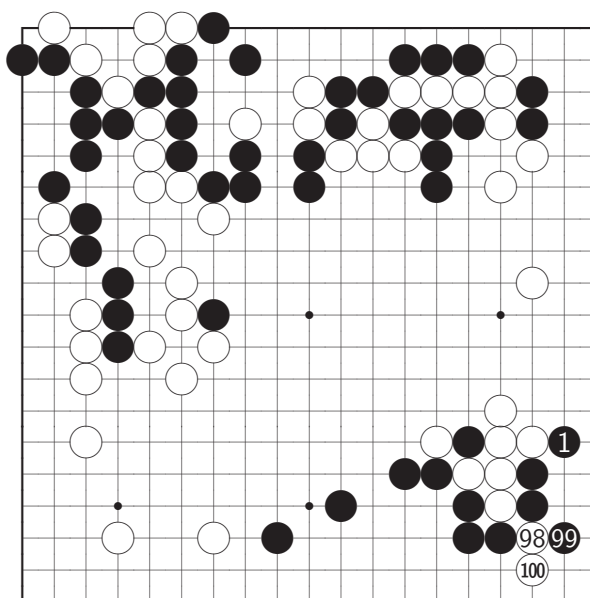
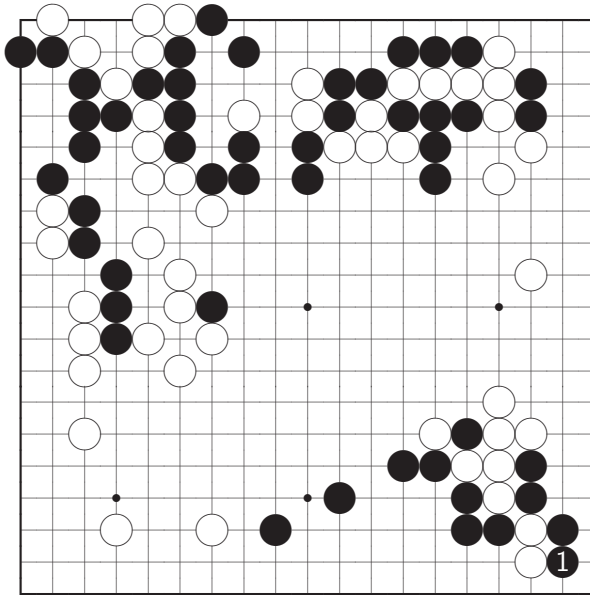


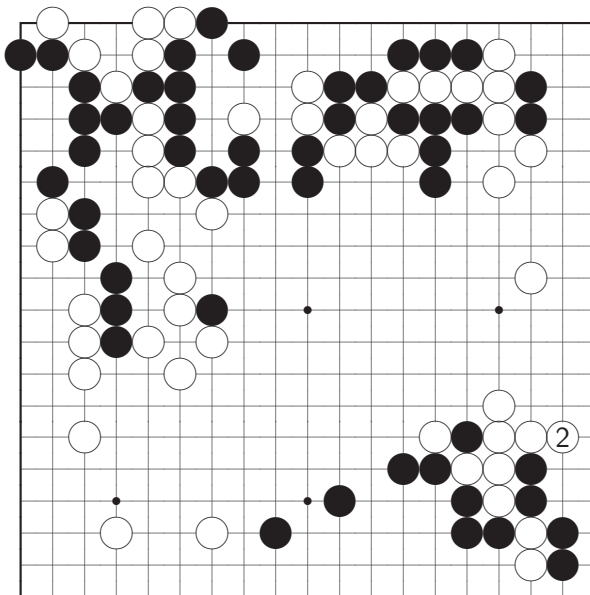
Diagram 49
(Moves: 98-101)

This hane showed fighting spirit, but it was too much.



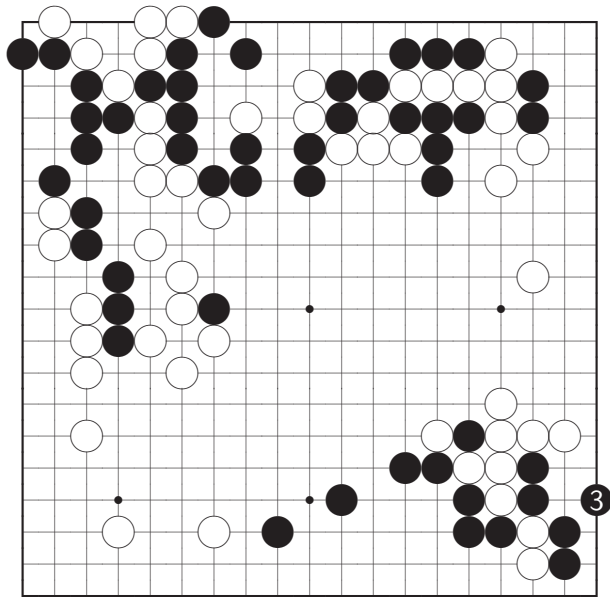
Variation 176 for 101

Black should have played here,



Variation 177 for 101

White gets to force here,



Variation 178 for 101

But the game's still very close.

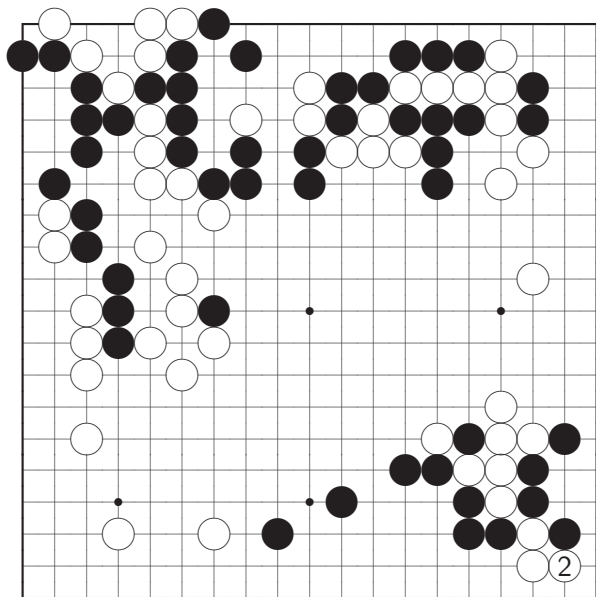


Diagram 50
(Move: 102)

White seized a good chance here. Go Seigen doesn't miss his opponent's tiny mistakes.

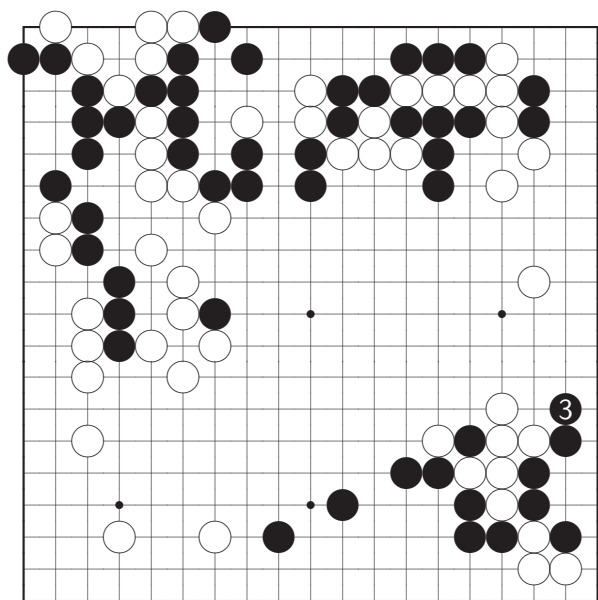
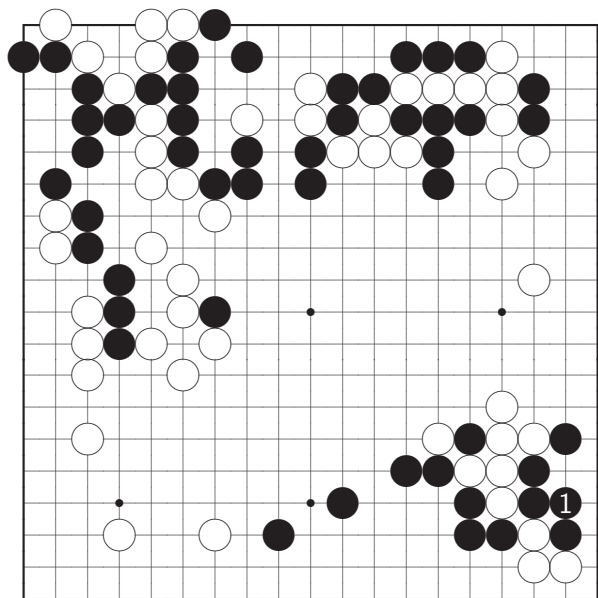


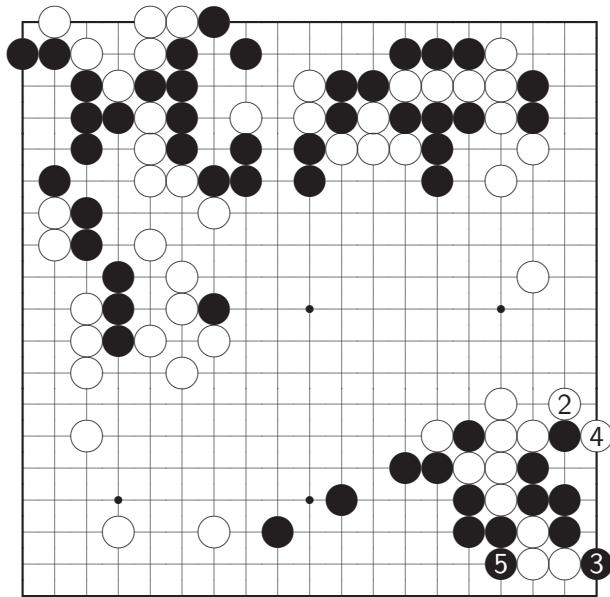
Diagram 51
(Move: 103)

This is the only choice for black.



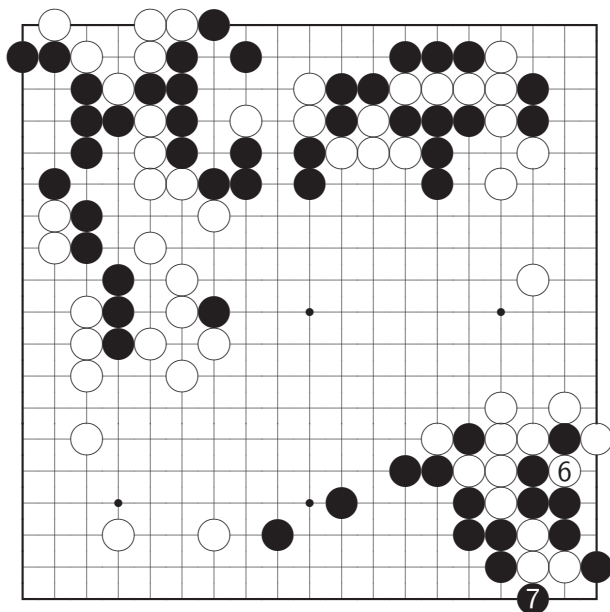
Variation 179 for 103

Black can't connect here, because



Variation 180 for 103

Even though it's no problem to capture the corner,



Variation 181 for 103

Black would lose four points compared to the variation I showed at move 101. That's why black couldn't play like this.

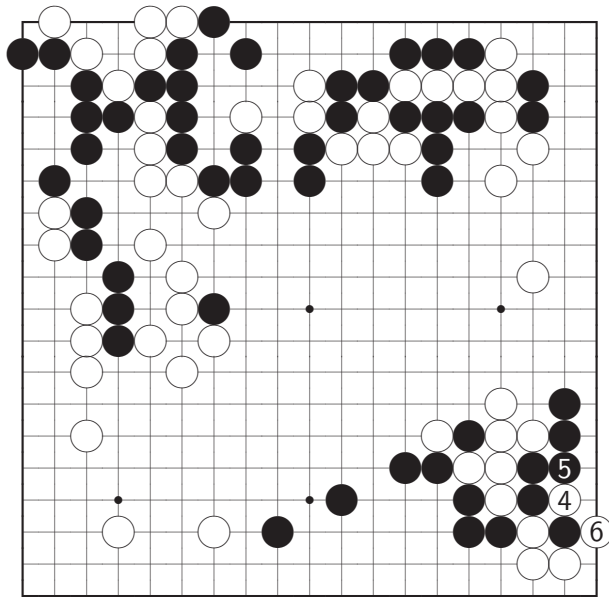


Diagram 52
(Moves: 104-106)

White lived in the corner, and black's lower side became thin.

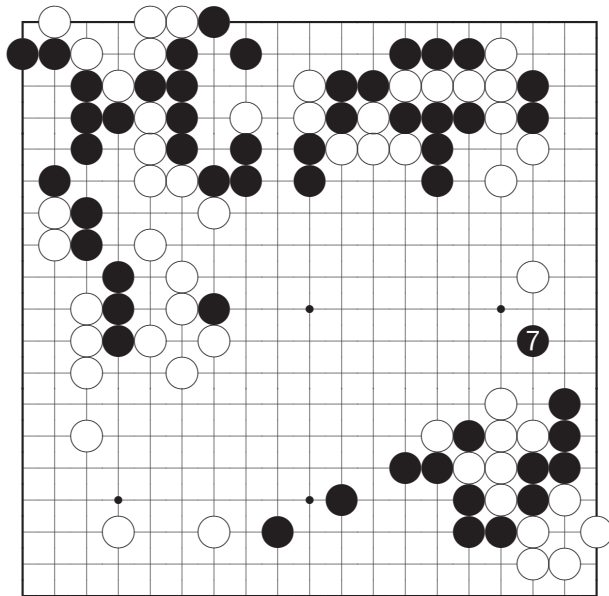


Diagram 53
(Move: 107)

Black has to look after this group now.

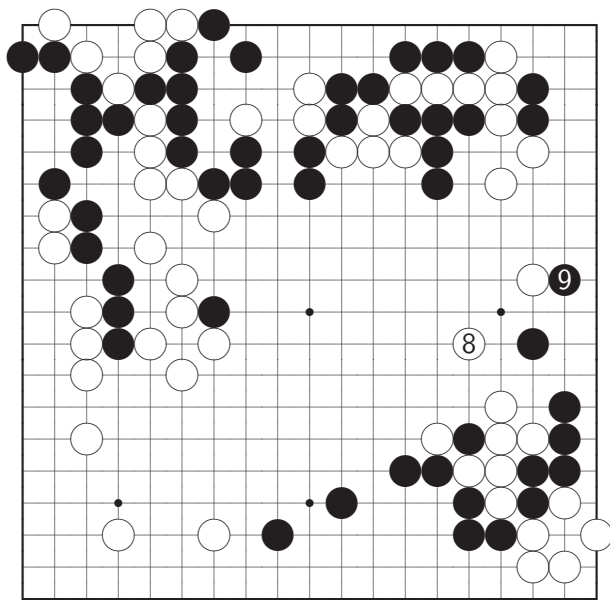
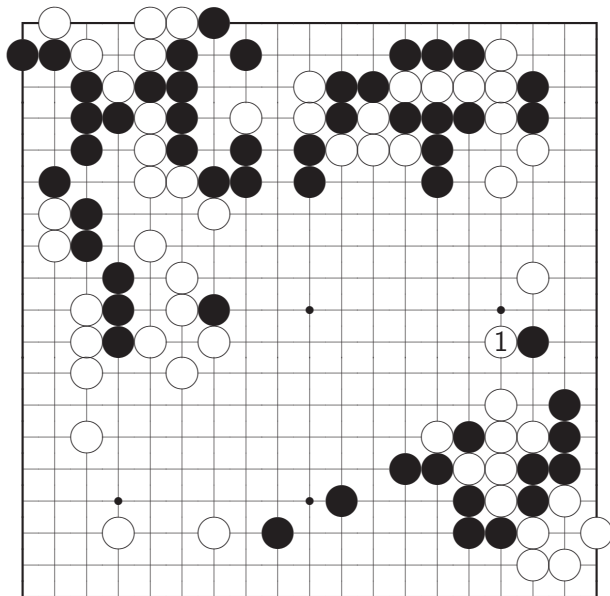


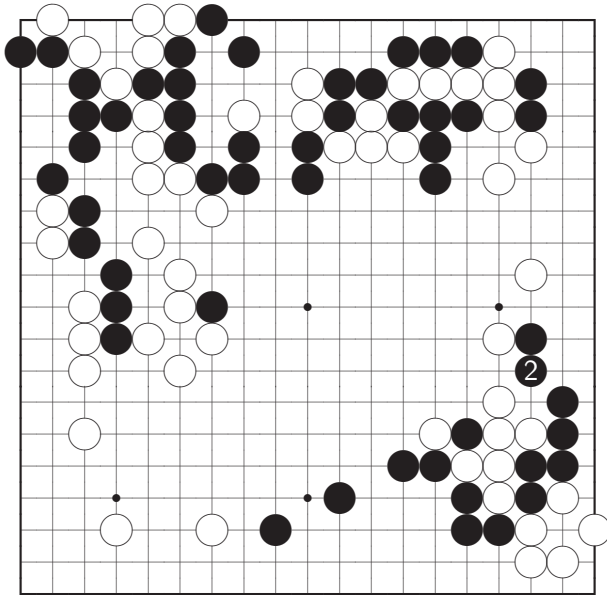
Diagram 54
(Moves: 108-109)

Attaching like this is a good way to settle or make shape.



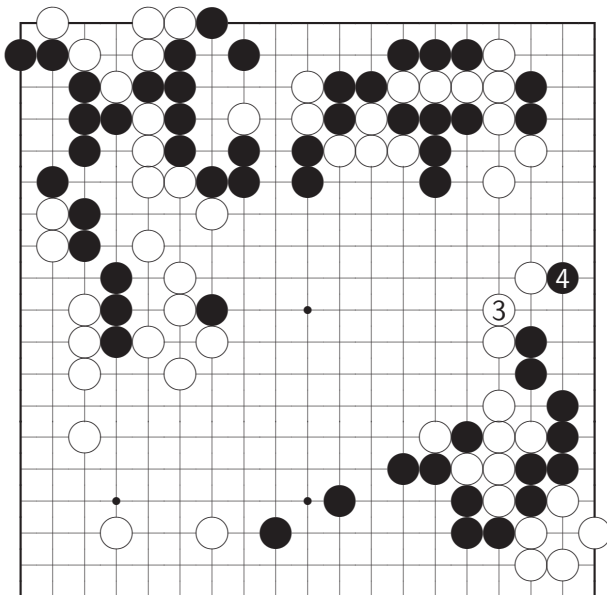
Variation 182 for ⑩8

If white attached here,



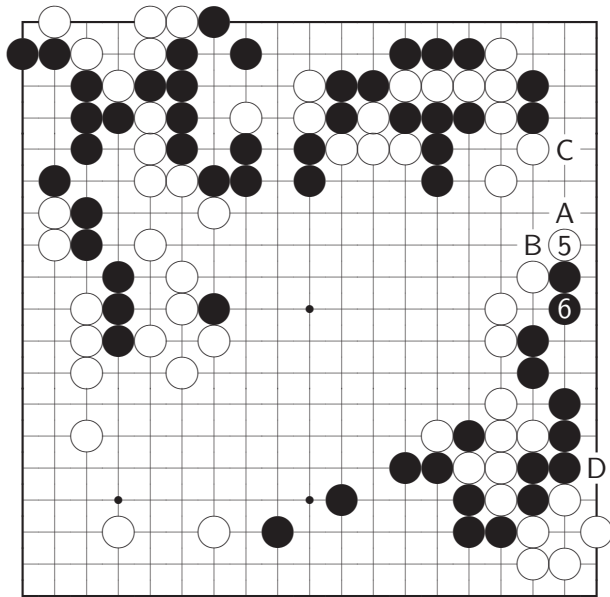
Variation 183 for ⑩⑧

Black can just pull back,



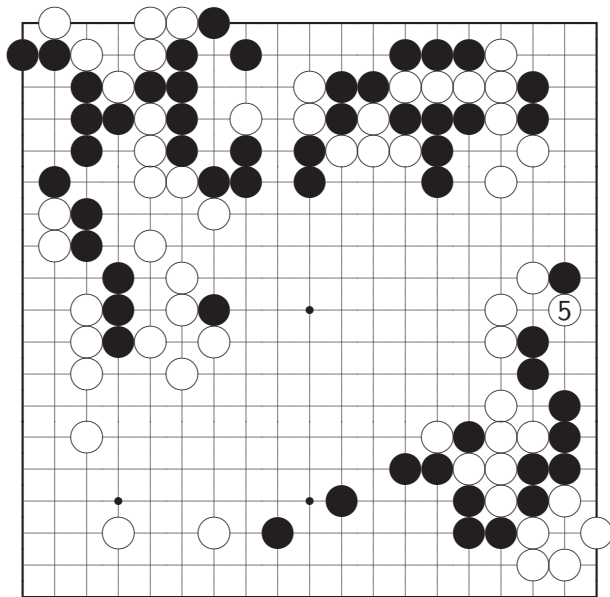
Variation 184 for ⑩⑧

And attach.



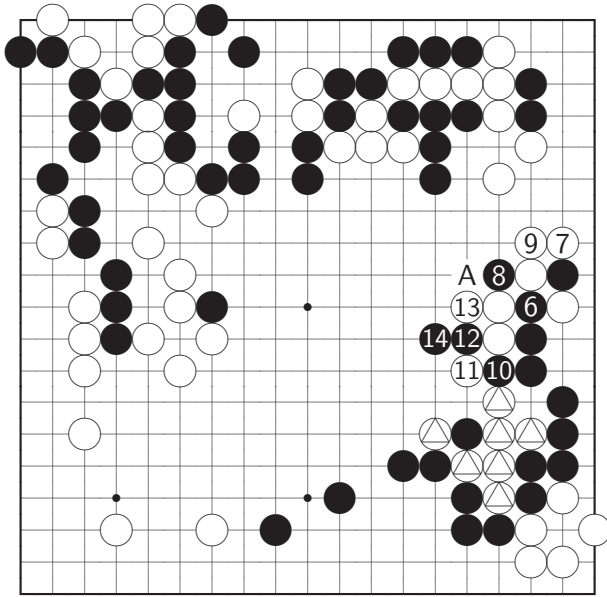
Variation 185 for ⑩

White wouldn't like to leave black the aji of A-C and black's group is already alive because D is sente.



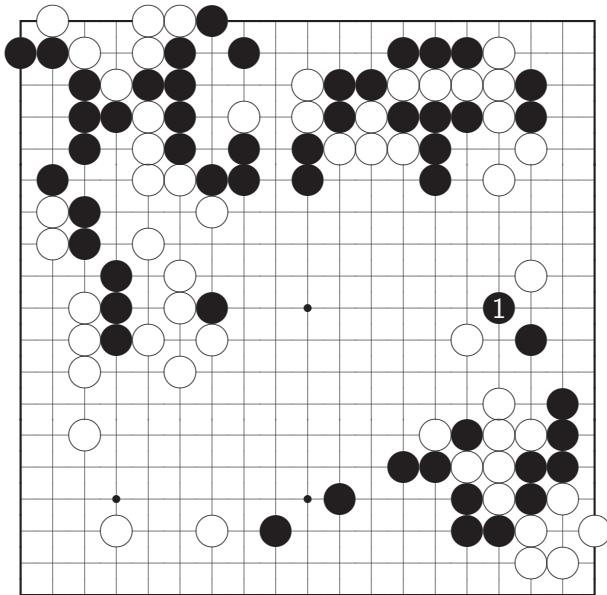
Variation 186 for ⑩

If white cuts here,



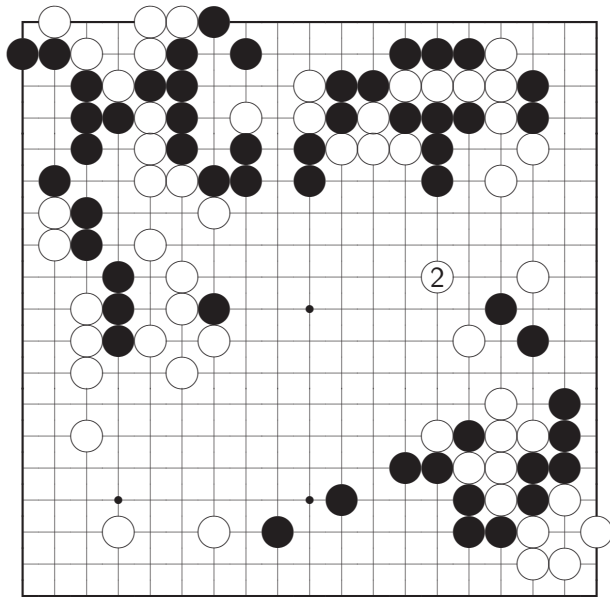
Variation 187 for ⑩

Black will break through and white will lose control of the fight. Black can ladder at A next or capture white's marked stones.



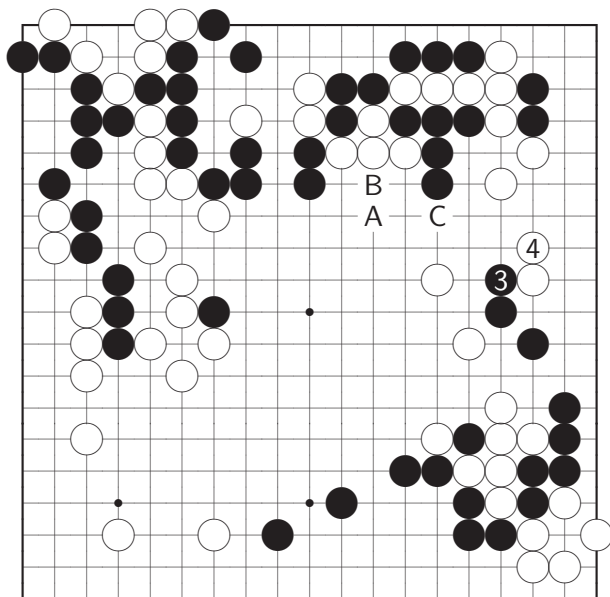
Variation 188 for ⑪

Moving out like this would be dangerous.



Variation 189 for 109

White can keep attacking like this and,



Variation 190 for 109

Black's in trouble because white has forcing sequences like A-C

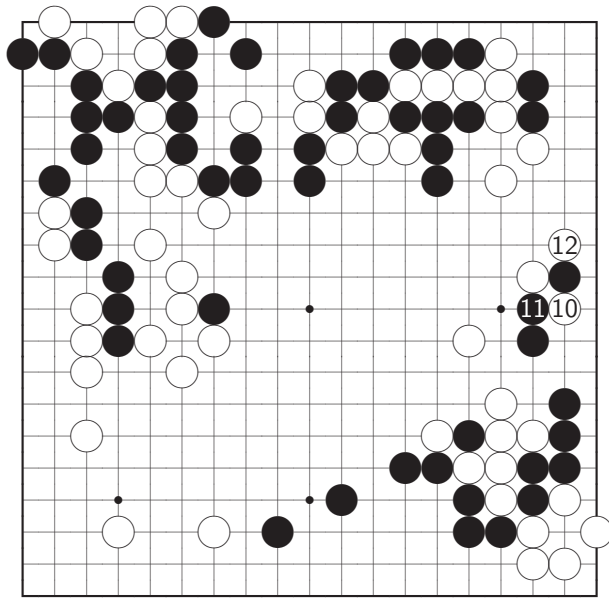
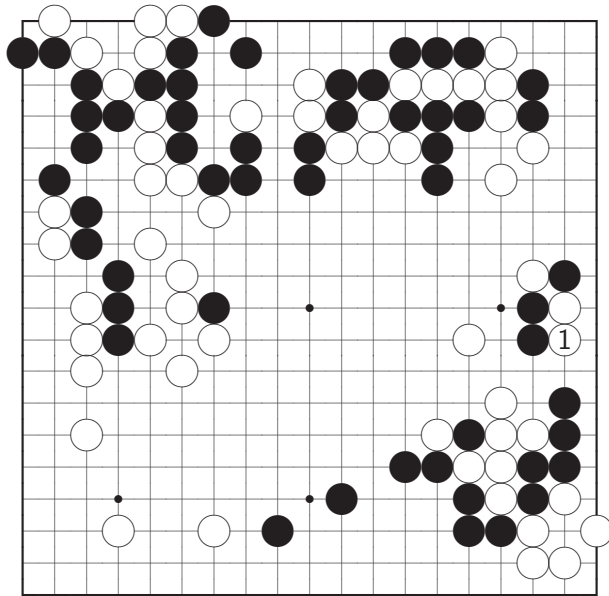


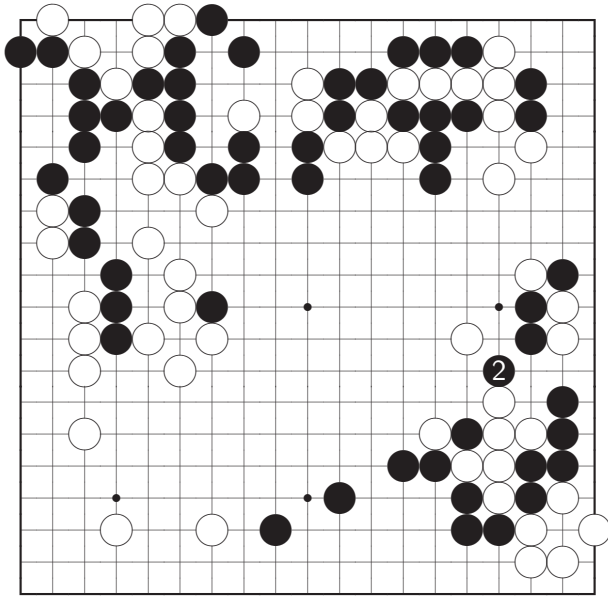
Diagram 55
(Moves: 110-112)

This atari was right.



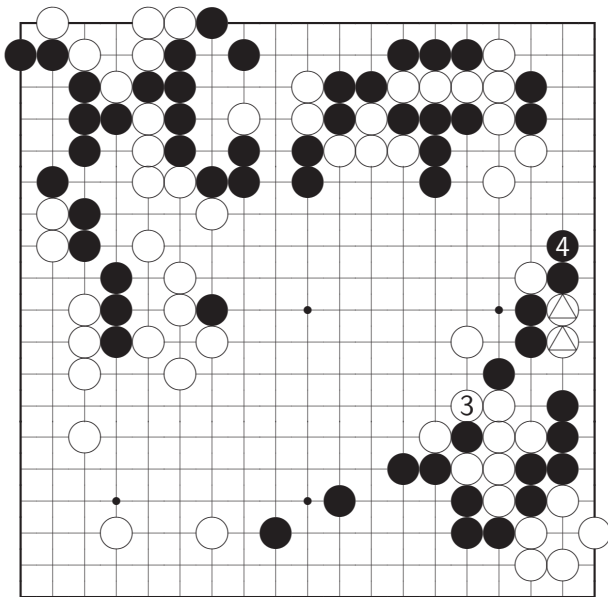
Variation 191 for ⑪⑫

Pushing here doesn't work, because



Variation 192 for ⑪⑫

This attachment is very good, and



Variation 193 for ⑪⑫

White can't save the two stones.

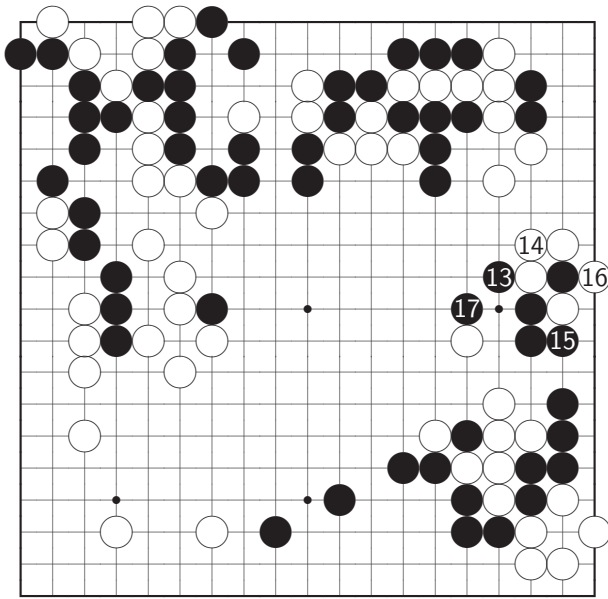


Diagram 56
(Moves: 113-117)

Black makes good shape and the game's still close, but white's slightly ahead now.

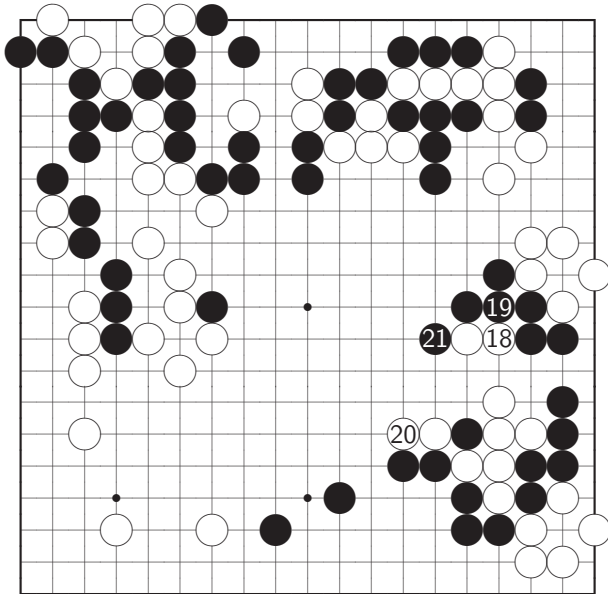


Diagram 57
(Moves: 118-121)

The hane at the head of two stones is nearly always good.

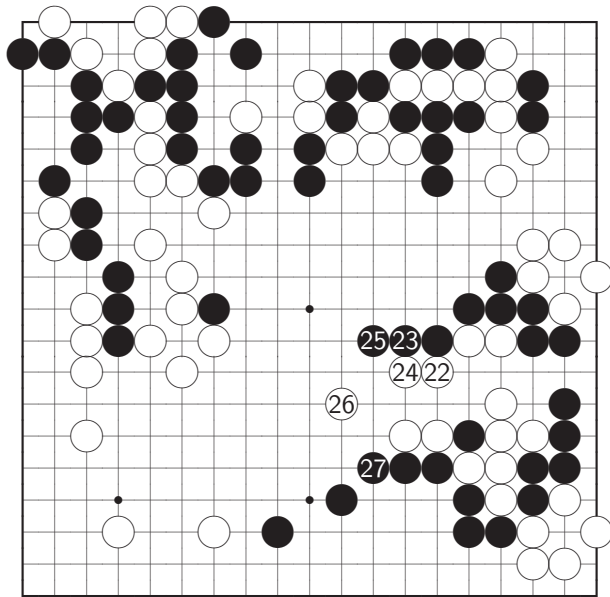
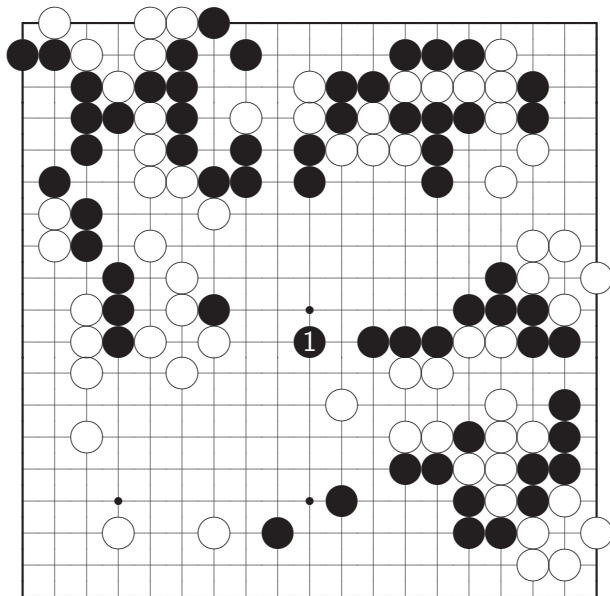


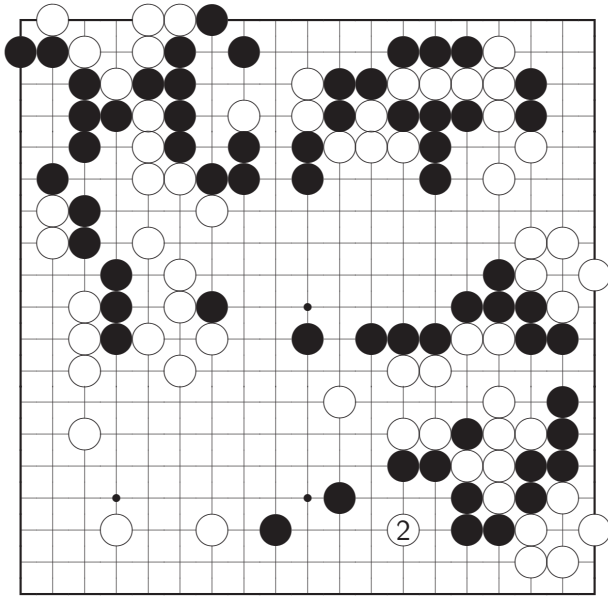
Diagram 58
(Moves: 122-127)

This move looks small and slow, but it was necessary.



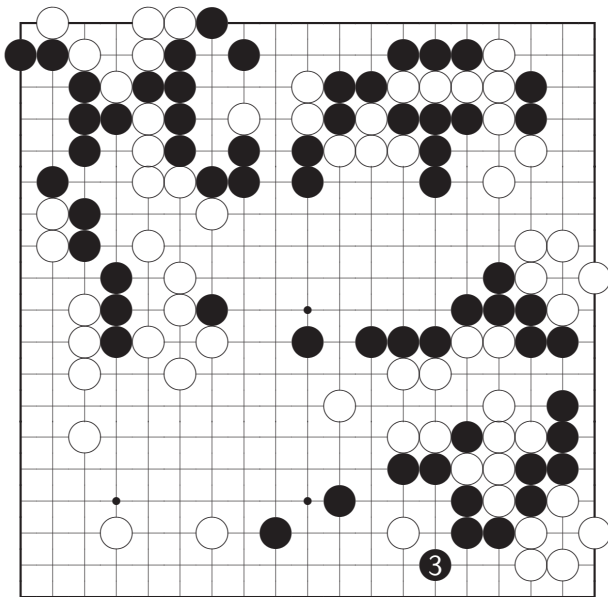
Variation 194 for 127

If black doesn't reinforce at the bottom,



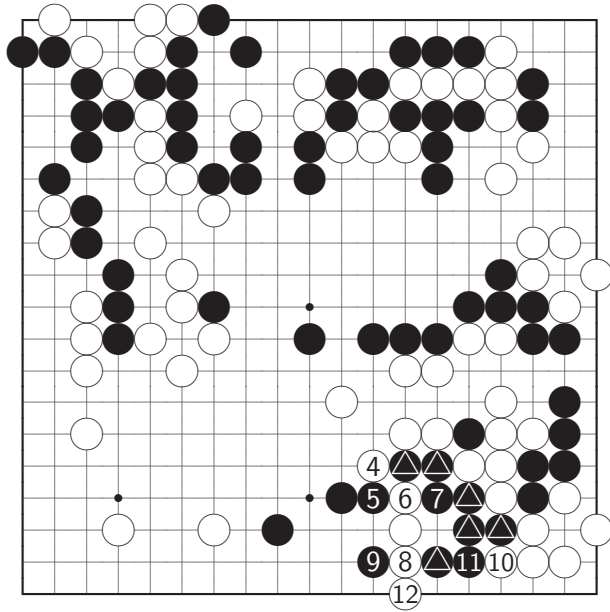
White can invade here.

Variation 195 for 127



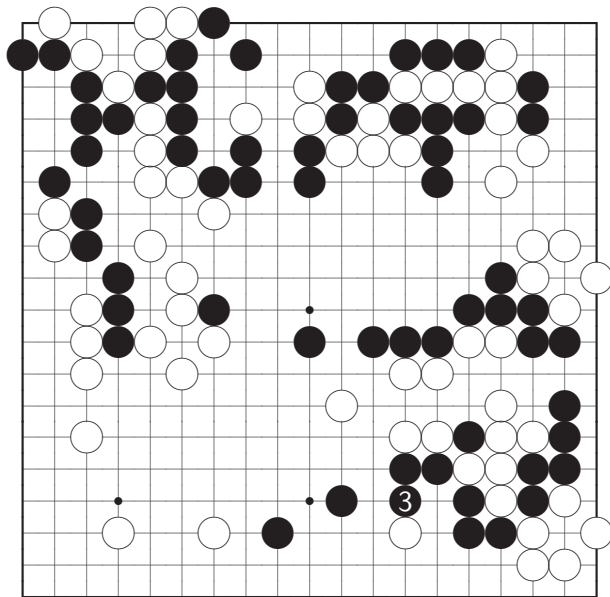
If black responds here,

Variation 196 for 127



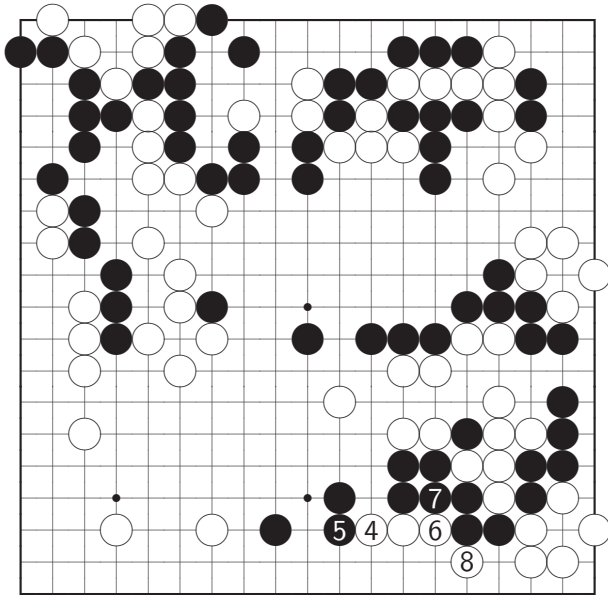
Variation 197 for 127

Black's marked stones are captured.



Variation 198 for 127

If black answers here,



Variation 199 for 127

White can easily connect under like this.

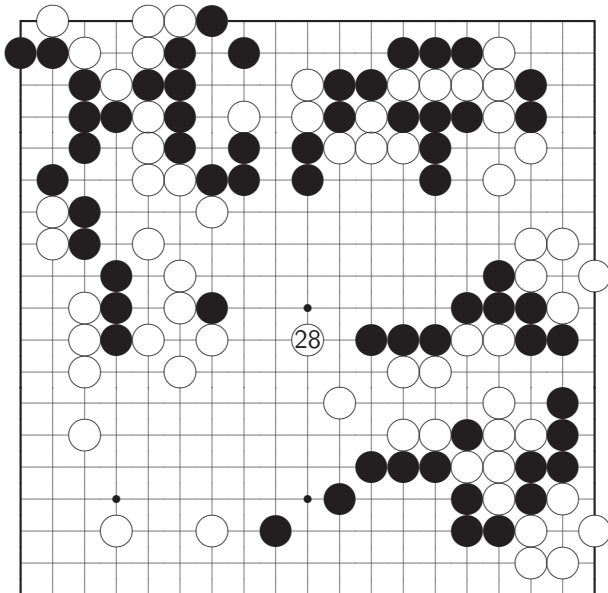


Diagram 59
(Move: 128)

This knight's move was very good, and it's hard for black to make territory in the center now. The game's still slightly better for white.

The Losing Move

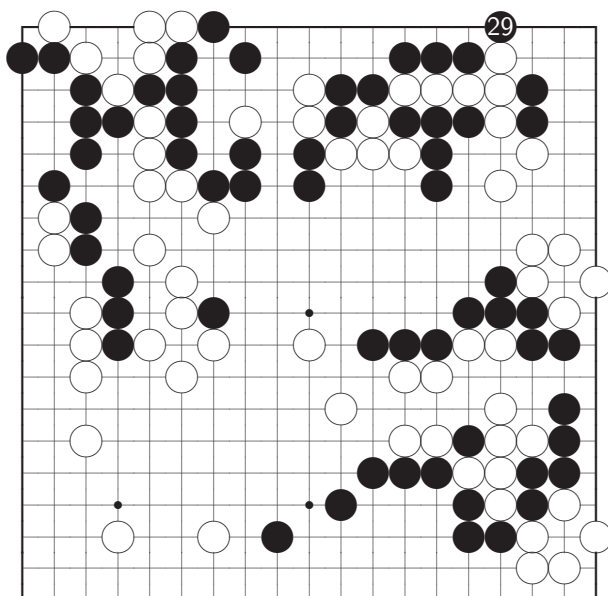


Diagram 60
(Move: 129)

This hane was a probe, but it was premature, and it became the losing move.

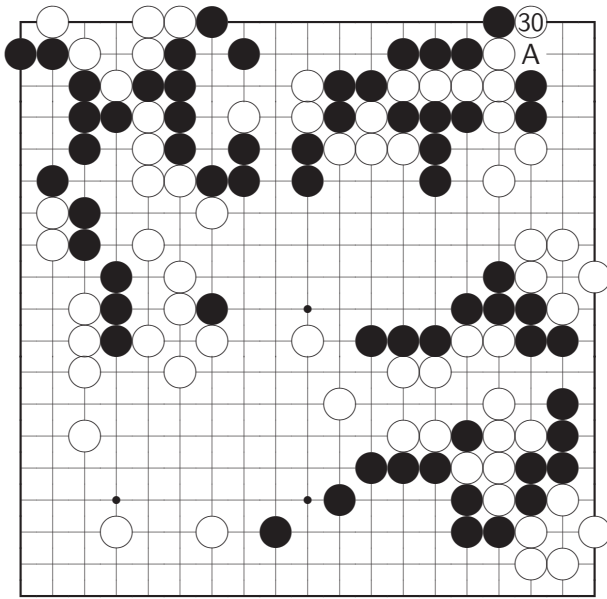


Diagram 61
(Move: 130)

White doesn't want to pull back at A, because the game's very close.

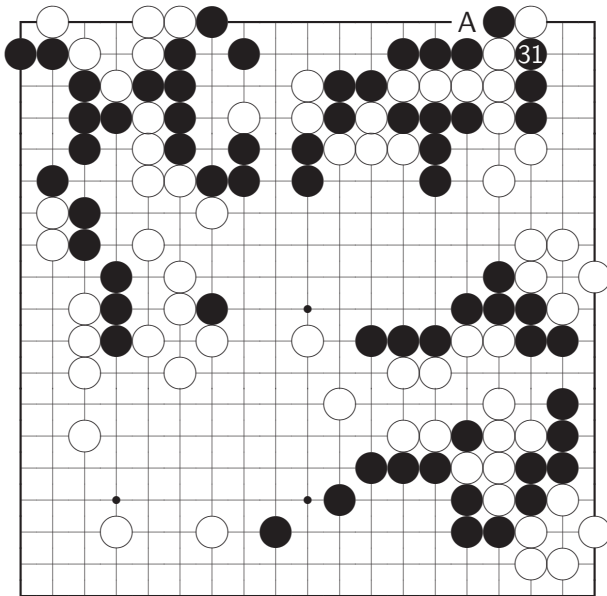
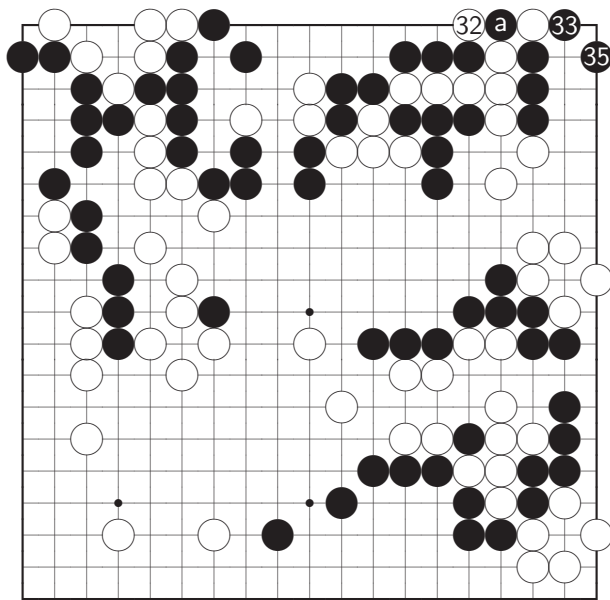


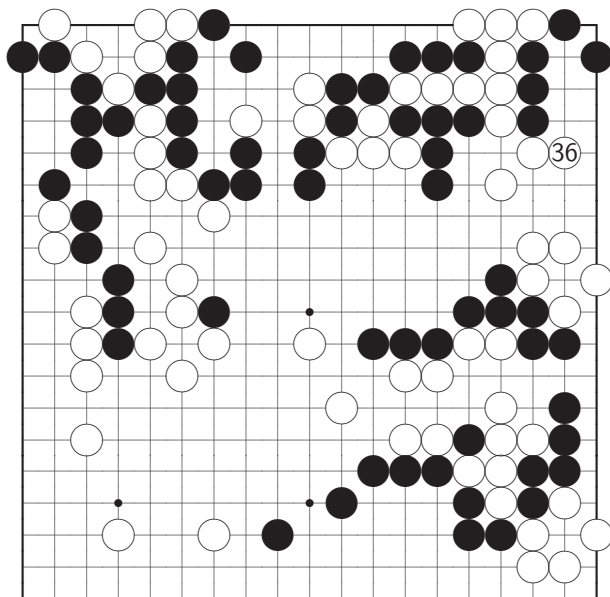
Diagram 62
(Move: 131)

Black can't connect at A, because he'd lose two points, so he cut here.



Black lived in the corner. It appeared to be very successful for black, but white had a plan at the top.

Diagram 63
(Moves: 132-135)
⑬④ at **a**.



The timing of this forcing exchange was exquisite.

Diagram 64
(Move: 136)

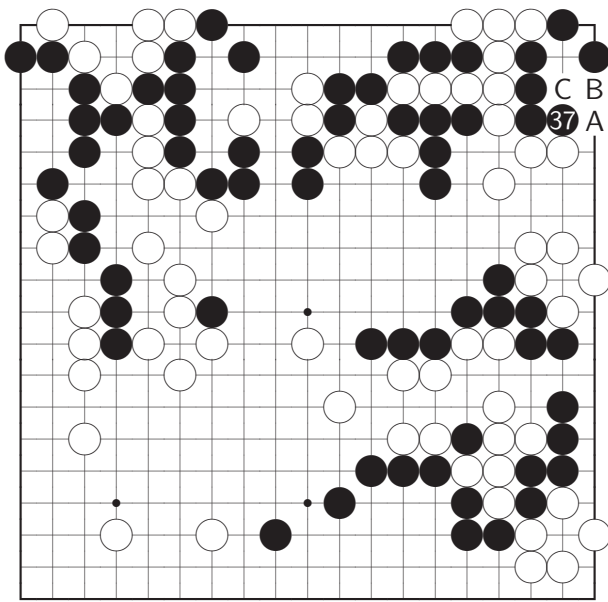


Diagram 65
(Move: 137)

Black has to answer, otherwise white can capture black's top right group with A (which makes miai of B and C).

White fights back

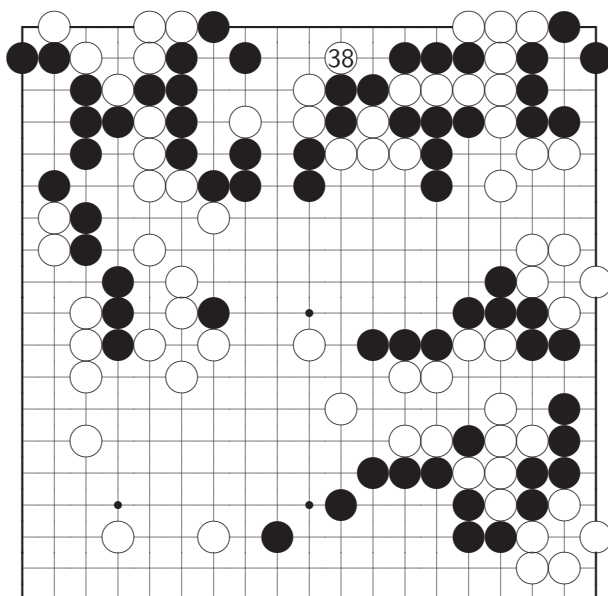


Diagram 66
(Move: 138)

This is what white was aiming at.

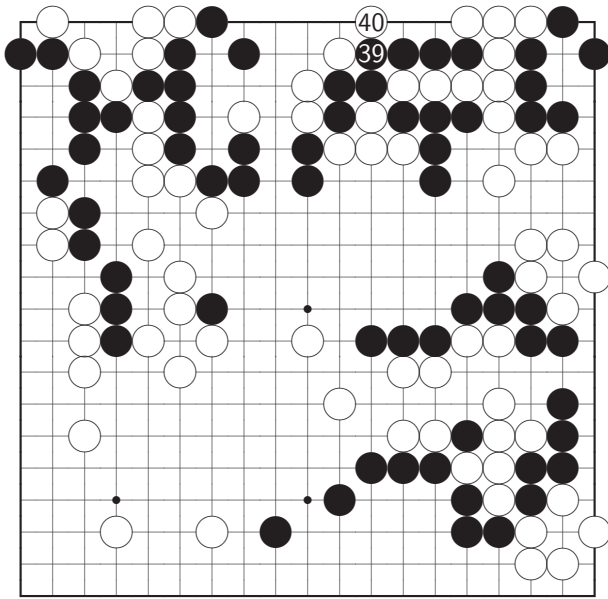


Diagram 67
(Moves: 139-140)

This double hane was brilliant, and white created a big ko.

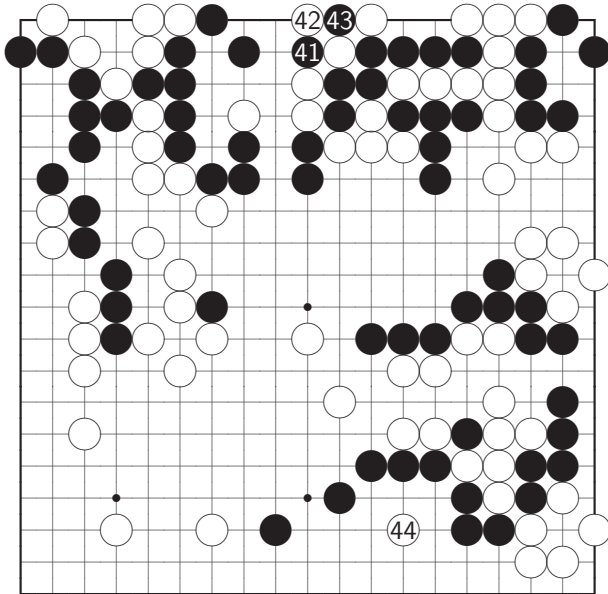


Diagram 68
(Moves: 141-144)

It was very unfortunate for black that this area was a ko threat factory for white.

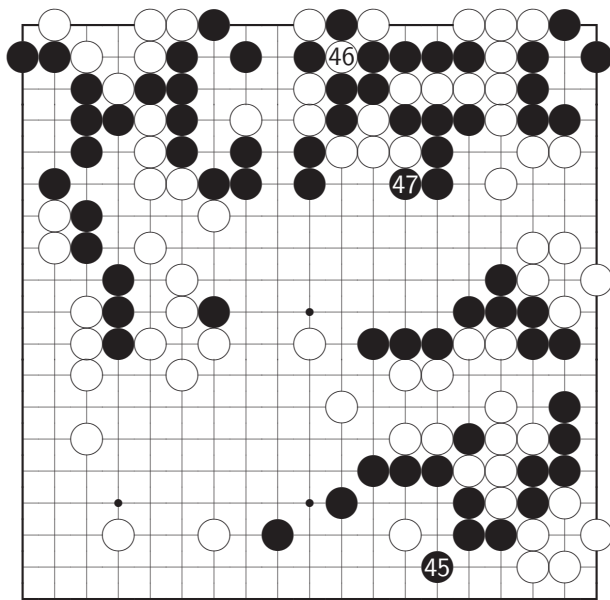


Diagram 69
(Moves: 145-147)

This was a good move for black, and now, white has two options.

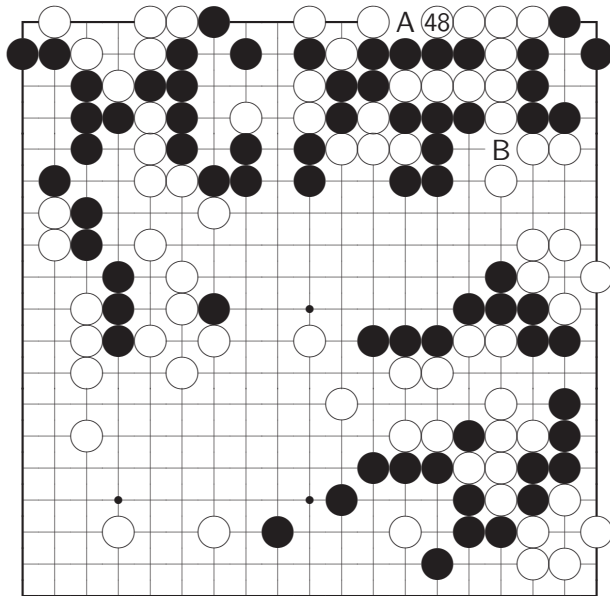
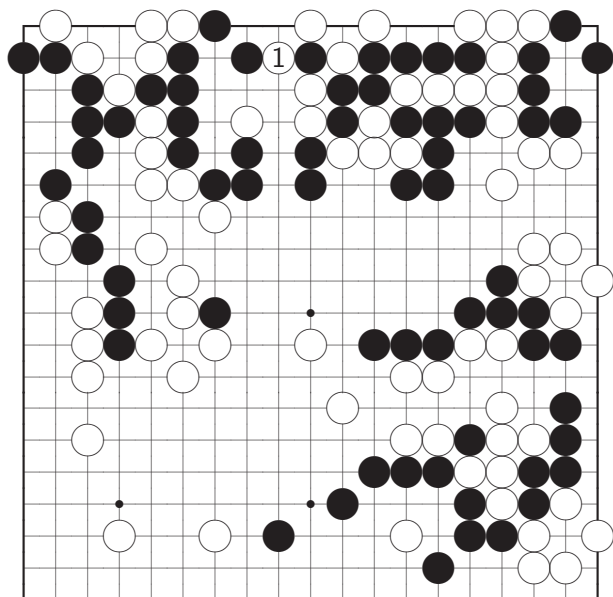


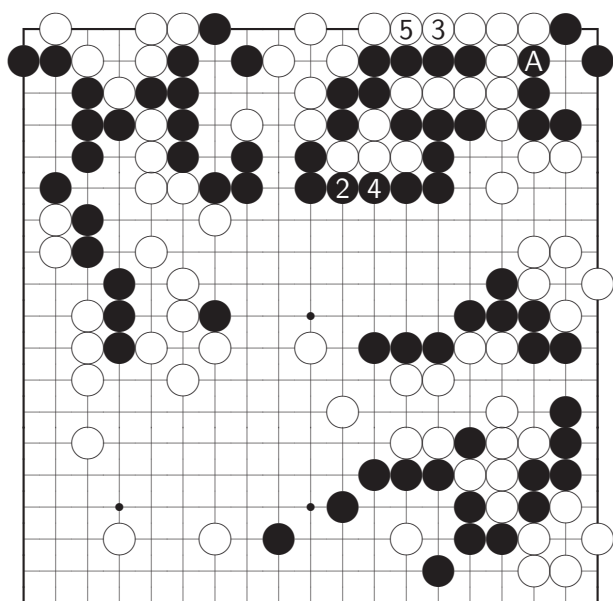
Diagram 70
(Move: 148)

White played atari here instead, making the ko even bigger. Go Seigen is extremely good at ko fights and trades, and he must have been sure that he was winning at this stage.



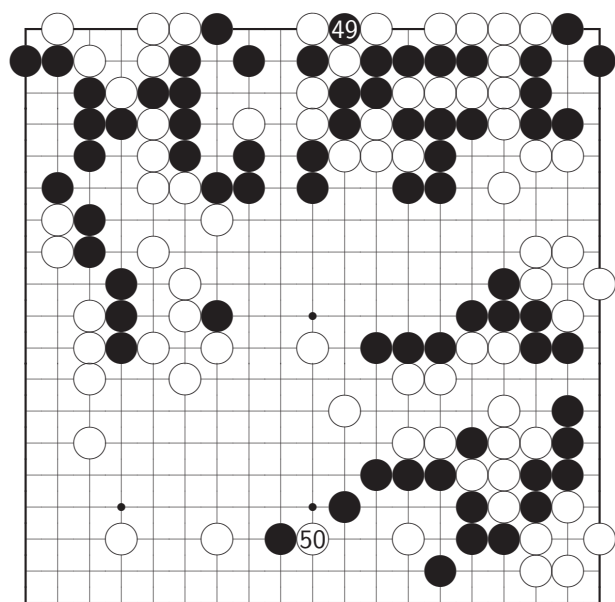
This is possible, and

Variation 200 for ⑭



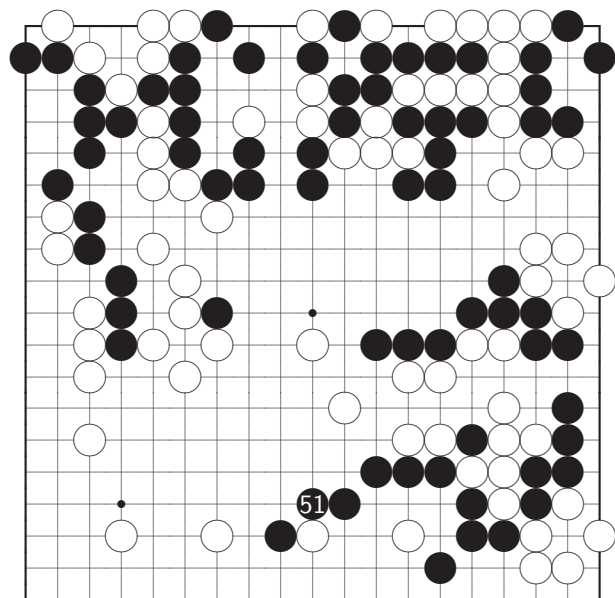
White can connect under, but the game's still very close. Black lived in the top right corner, and white saved the stones at the top. The result is pretty even from A up to here.

Variation 201 for ⑭



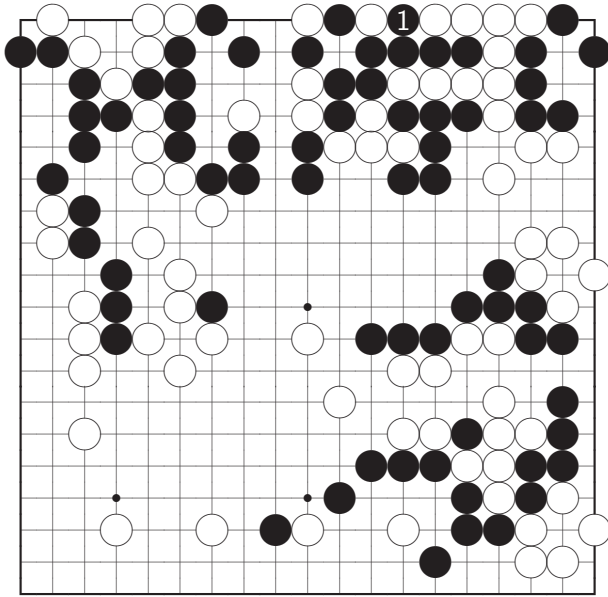
This was a good ko threat.

Diagram 71
(Moves: 149-150)



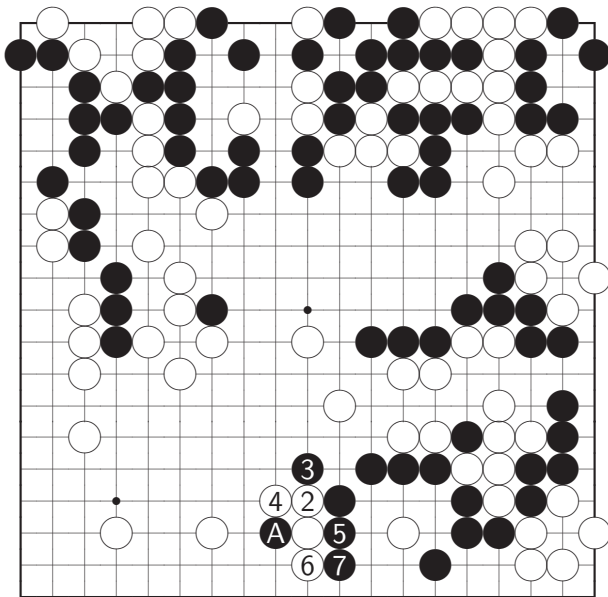
Black must answer here.

Diagram 72
(Move: 151)



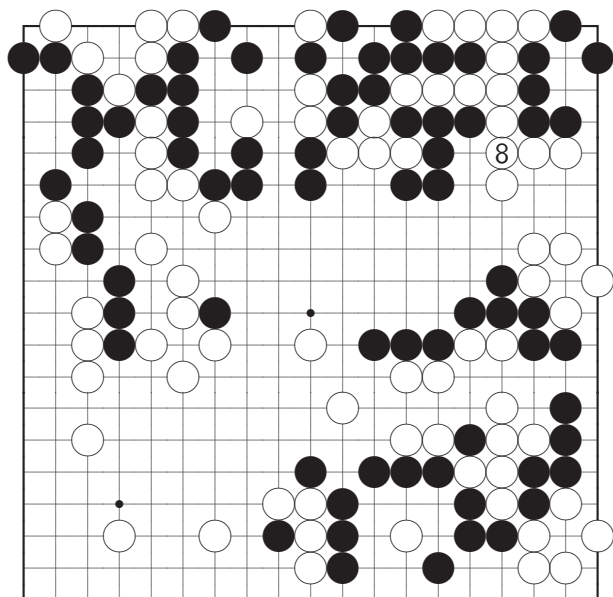
If black doesn't answer,

Variation 202 for 151



White captures the stone at A in sente, and

Variation 203 for 151



Variation 204 for 151

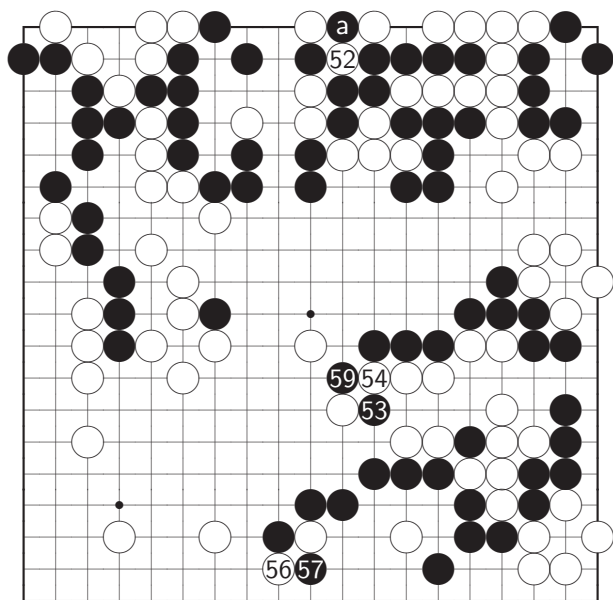
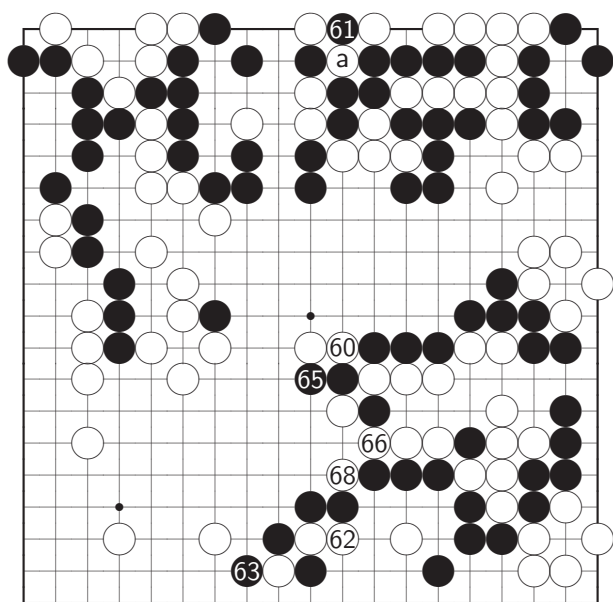


Diagram 73
(Moves: 152-159)

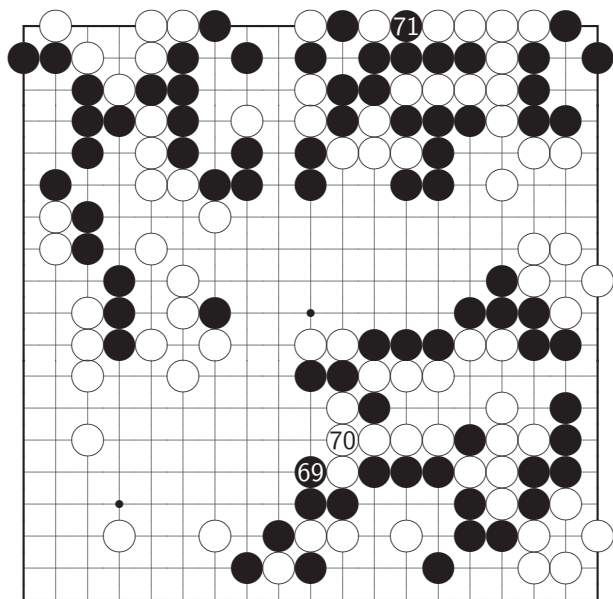
155 *at* a,
 158 *at* 152.



This was a good ko threat, and black doesn't have any ko threats after this.

Diagram 74
(Moves: 160-168)

①64 at (a),
②67 at ①61.



So black had to end the ko, but black wouldn't have felt happy about that.

Diagram 75
(Moves: 169-171)

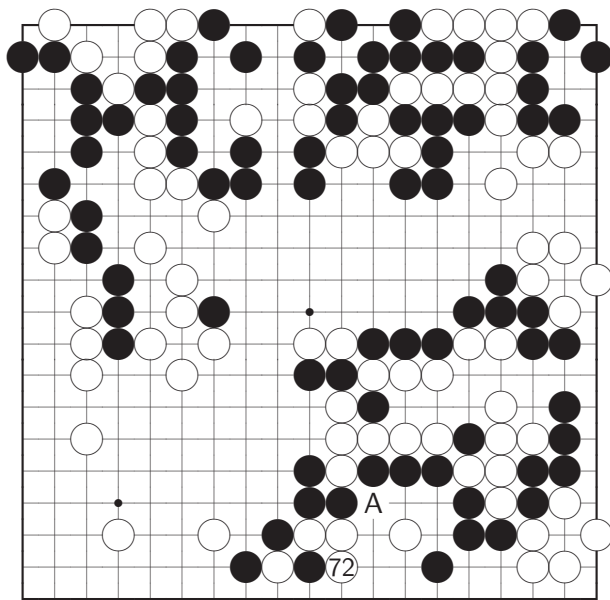


Diagram 76
(Move: 172)

This atari was right. If white just cuts at A, black can atari at this point.

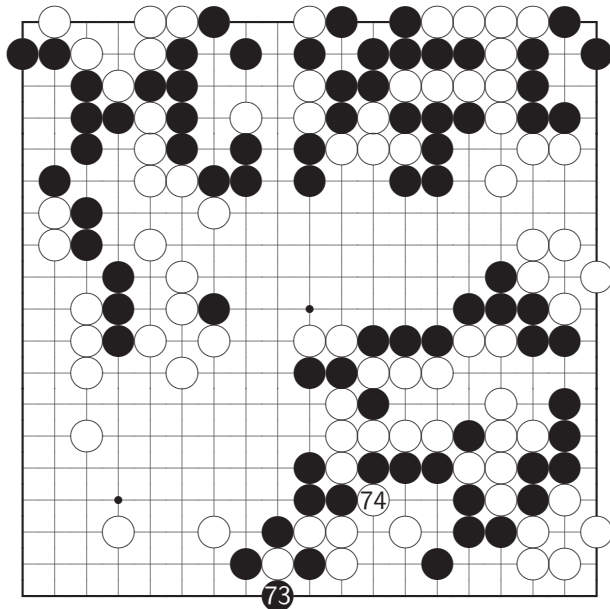
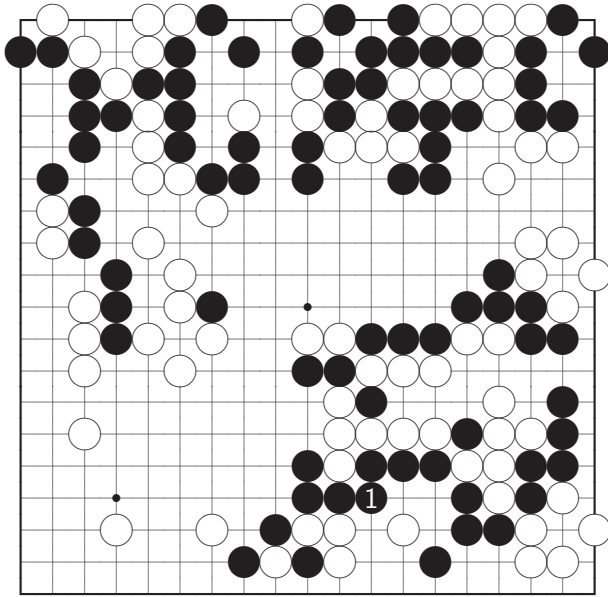


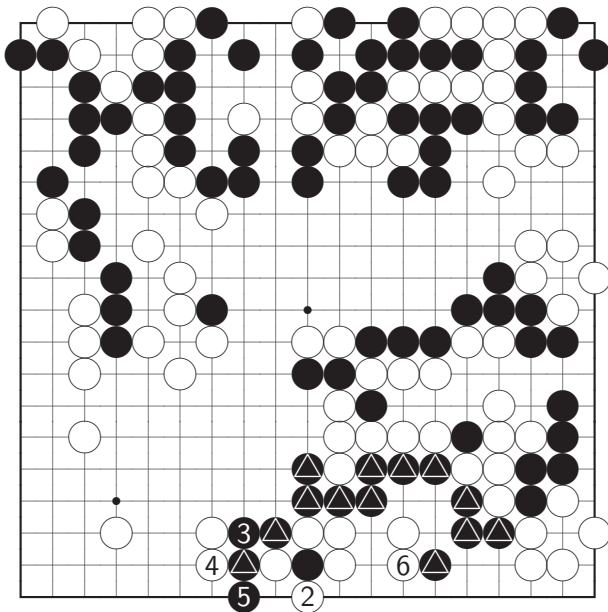
Diagram 77
(Moves: 173-174)

This was so big, and it was big enough to get compensation for losing the ko at the top.



Black can't connect here, because

Variation 205 for 173



There's no way for black's marked stones to live.

Variation 206 for 173

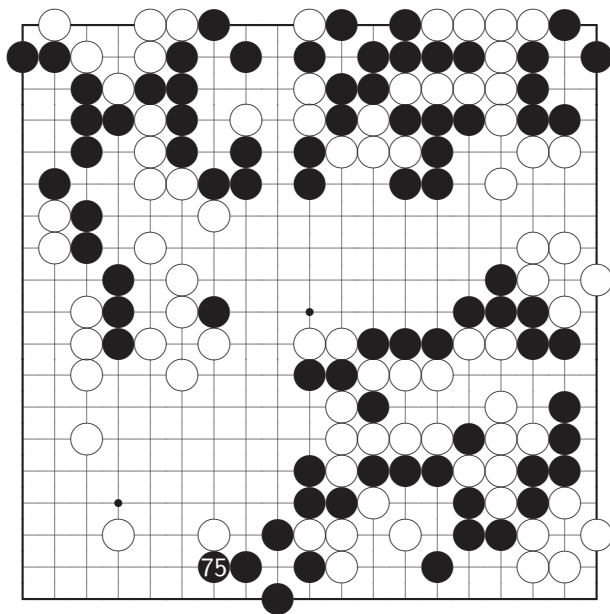
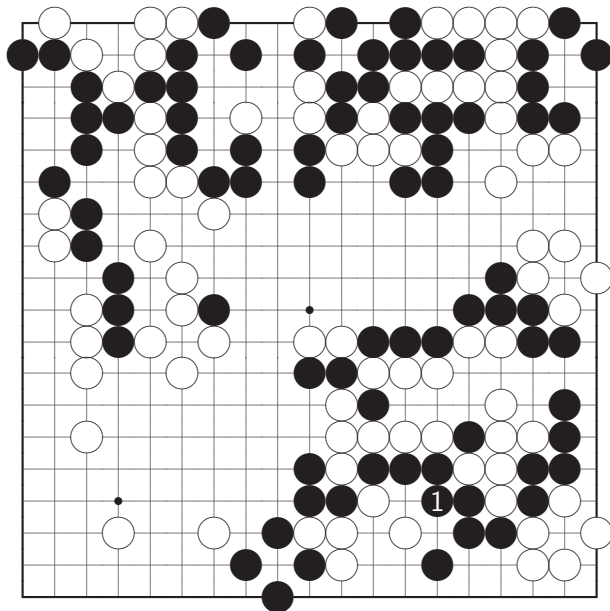


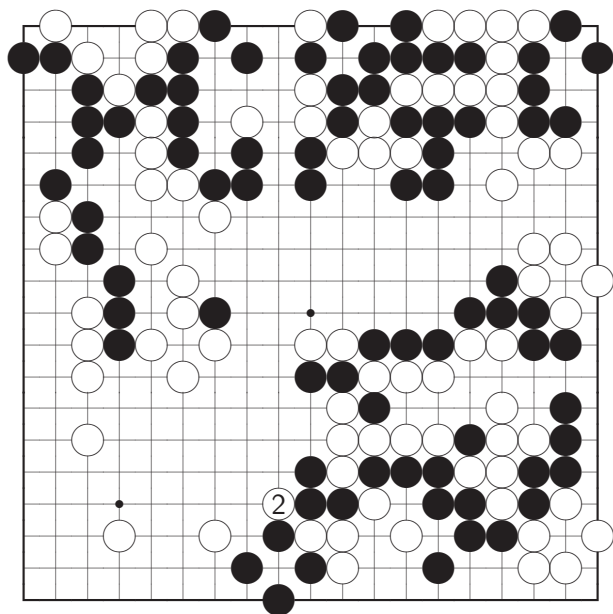
Diagram 78
(Move: 175)

Black pushed here to live,



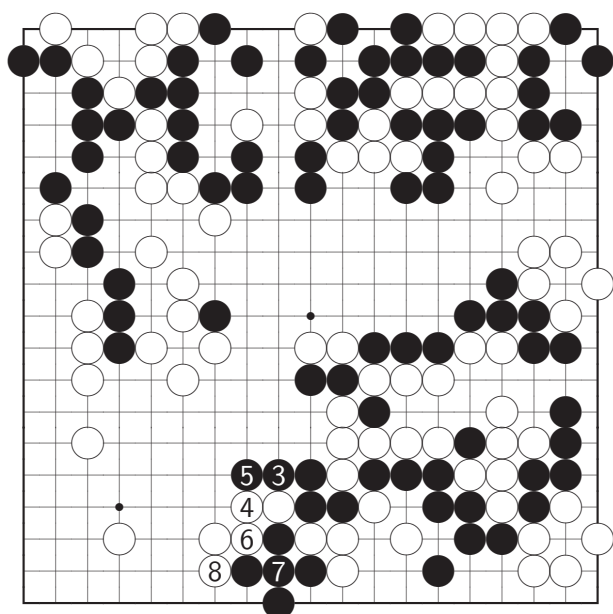
Variation 207 for 175

If black connects here to fight,



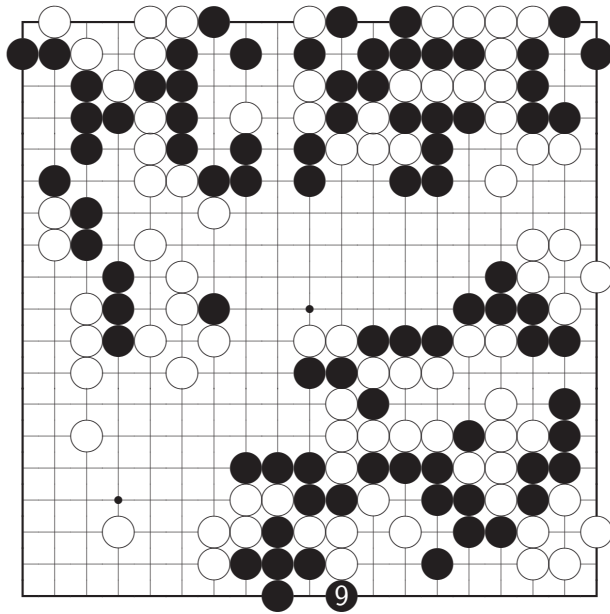
This cut is good.

Variation 208 for 175



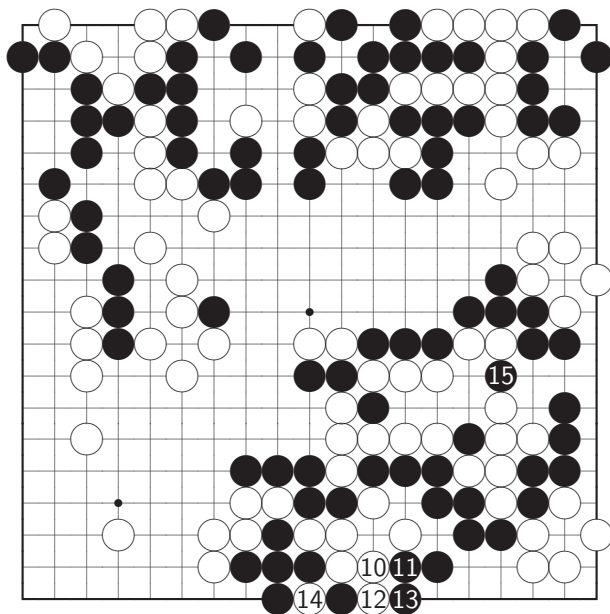
Black's in trouble.

Variation 209 for 175



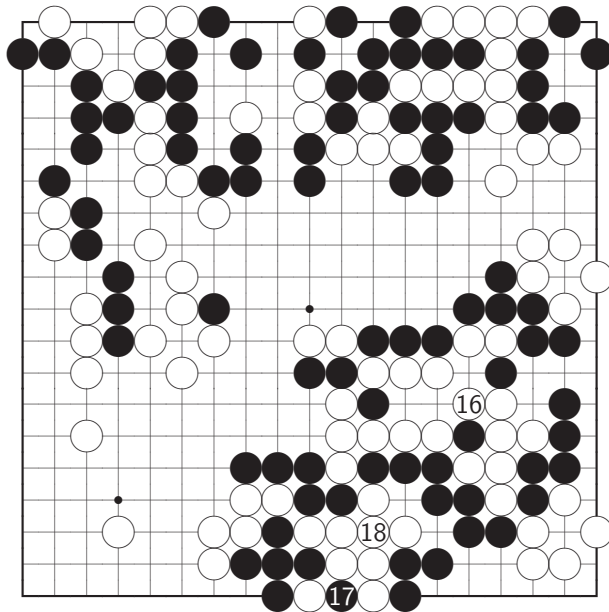
Variation 210 for 175

If black keeps going,



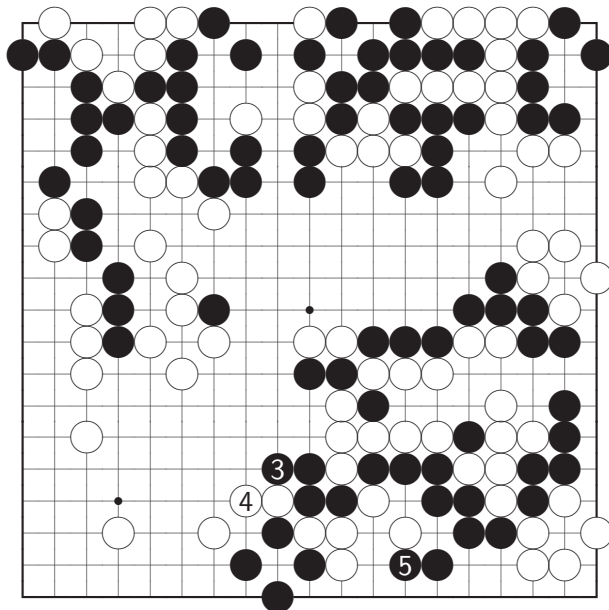
Variation 211 for 175

This is black's only big ko threat.



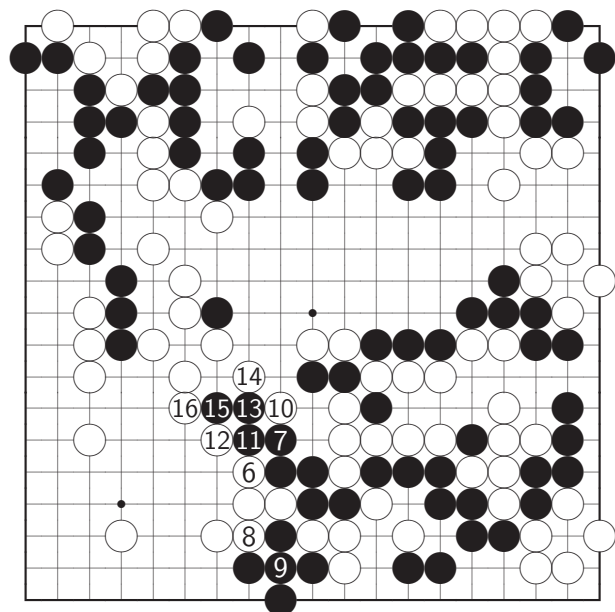
Variation 212 for 175

But white can connect here now. Black needs another ko threat, but he doesn't have any that are big enough.



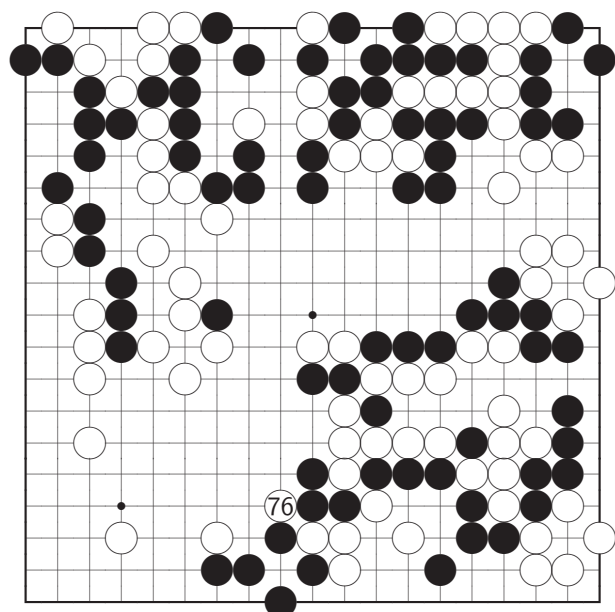
Variation 213 for 175

If black plays here,



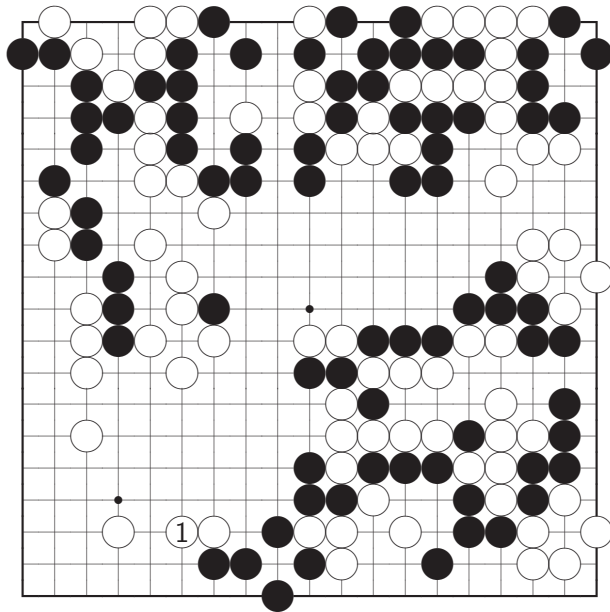
Black's cutting stones can't escape.

Variation 214 for 175



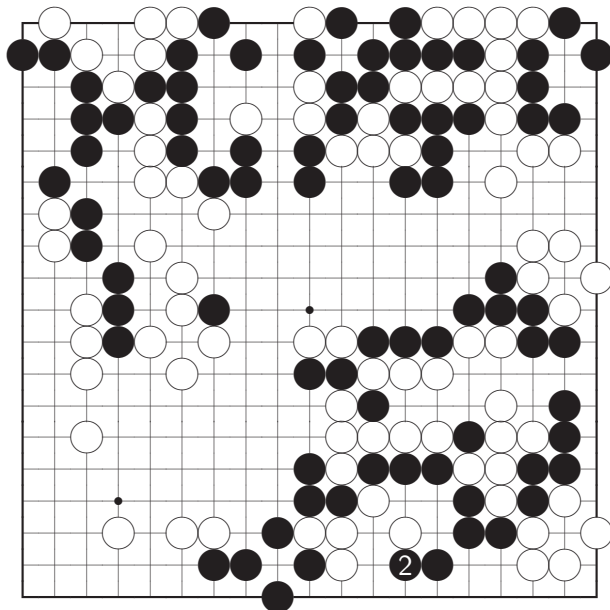
This cut was good.

Diagram 79
(Move: 176)



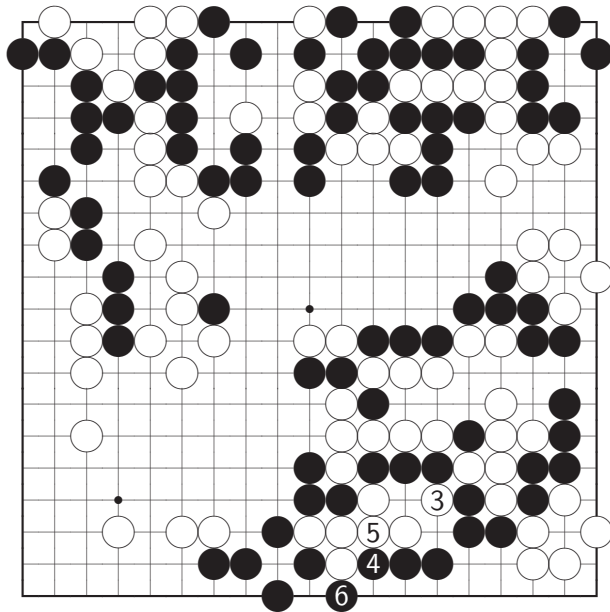
Variation 215 for ①76

If white just answers here,



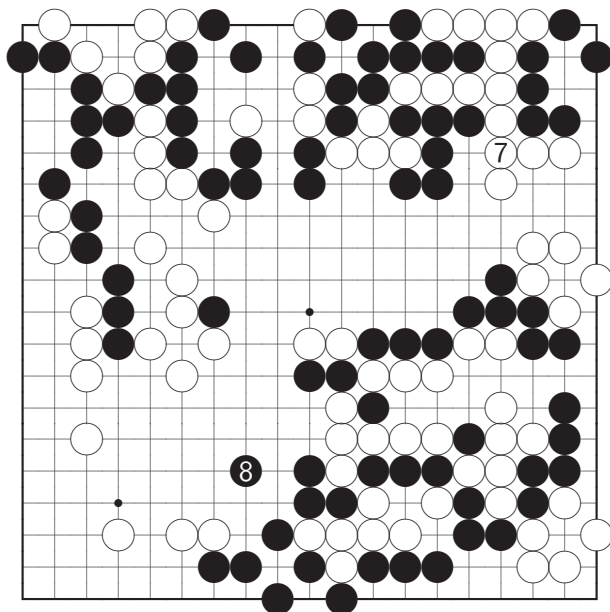
Variation 216 for ①76

Pushing in here is good, and



Variation 217 for ⑪⑦⑥

Black can connect under to catch up.



Variation 218 for ⑪⑦⑥

The game becomes close again.

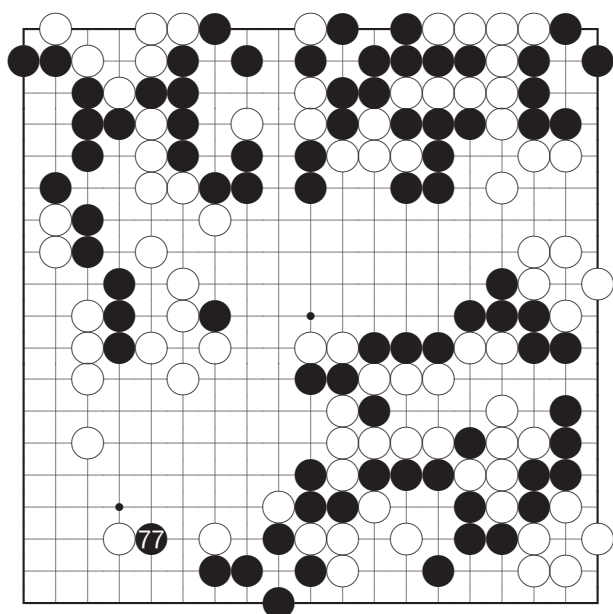
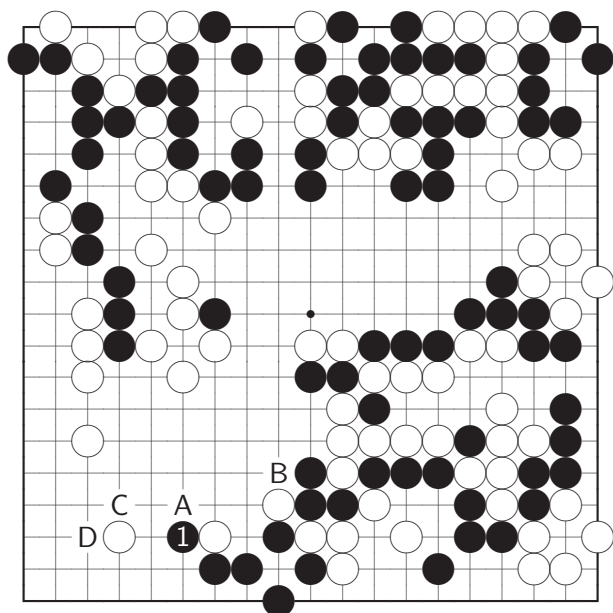


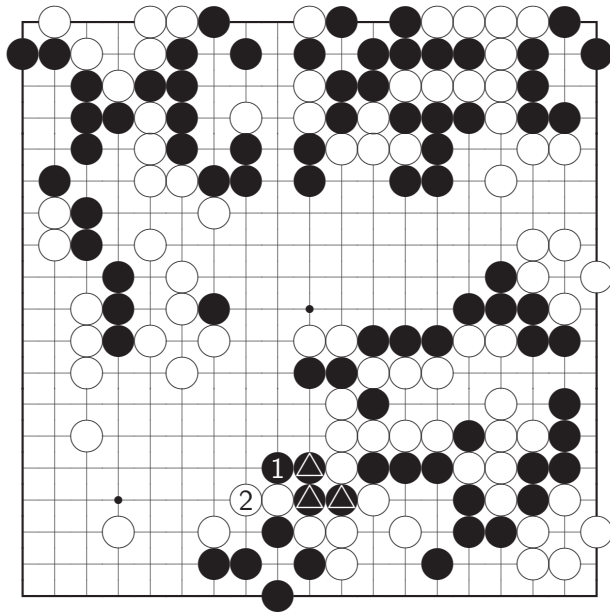
Diagram 80
(Move: 177)

Black attached here to take sente, but it was questionable.



Variation 219 for 177

Black should have played here instead. A is sente (because it aims to play B), so black can attach at C or D later. This way would have been more complicated than the game. Since black's already losing, he should look for a way to complicate things.



Variation 220 for 177

There's no way for black to save the marked stones.

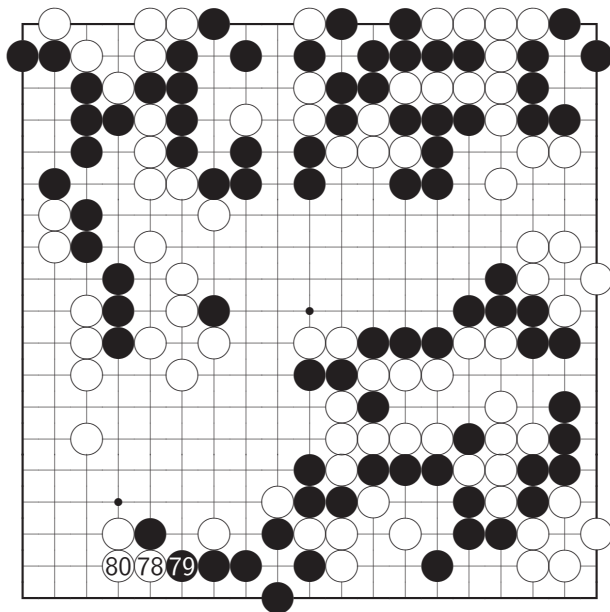


Diagram 81
(Moves: 178-180)

White's corner became solid territory, and the game became easy for white.

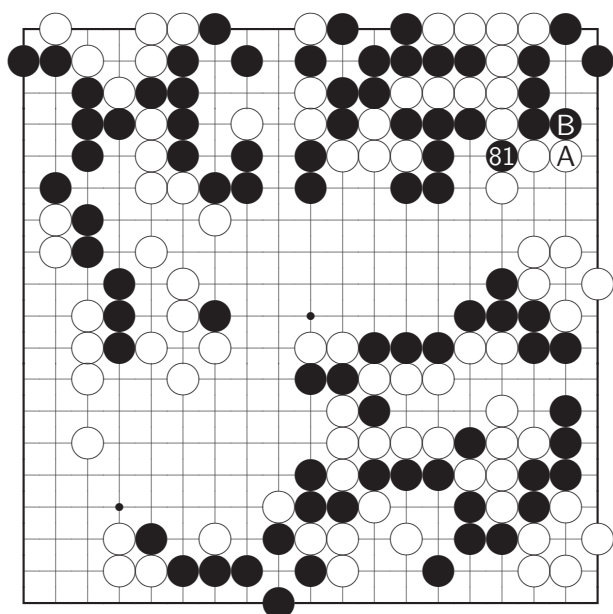


Diagram 82
(Move: 181)

This move was very big, but black's bottom group wasn't alive yet. And now, you can see that the exchange of A for B earlier was very far sighted and good for white.

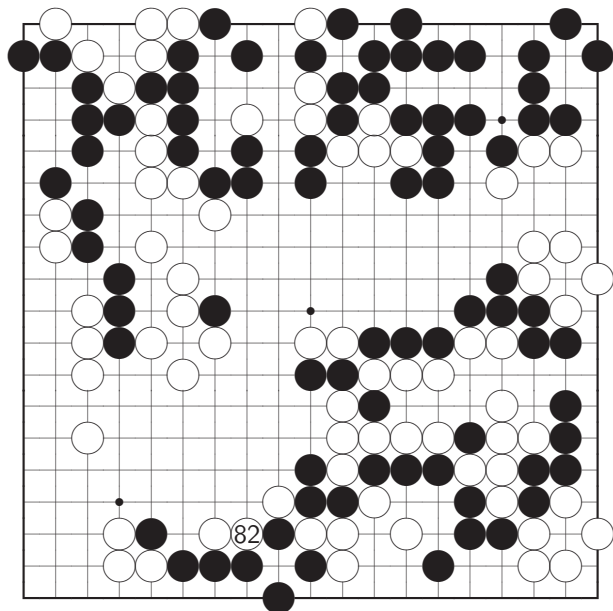


Diagram 83
(Move: 182)

This atari was good, and it's painful for black because he's of short of ko threats.

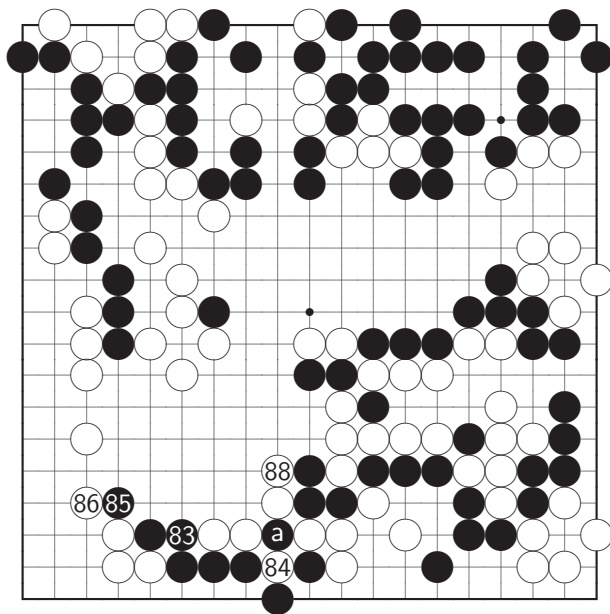


Diagram 84
(Moves: 183-188)
187 at a.

White's position was already good enough, and black still wasn't alive.

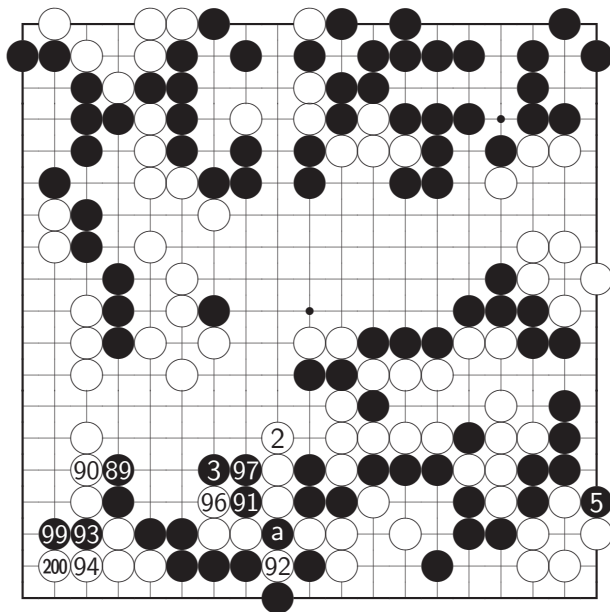
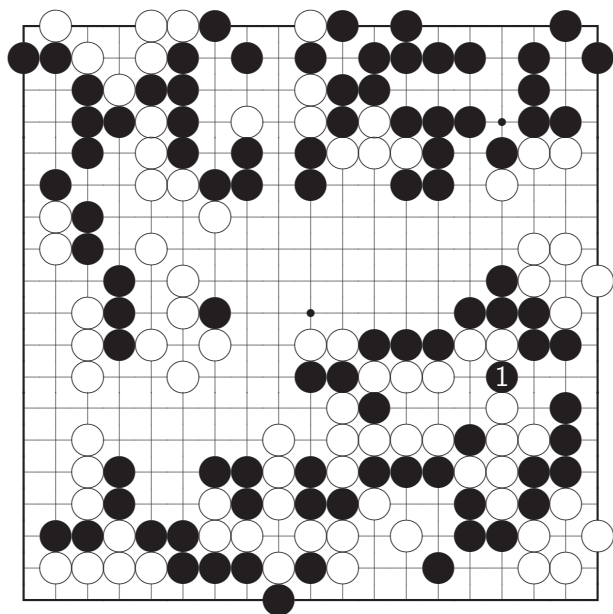


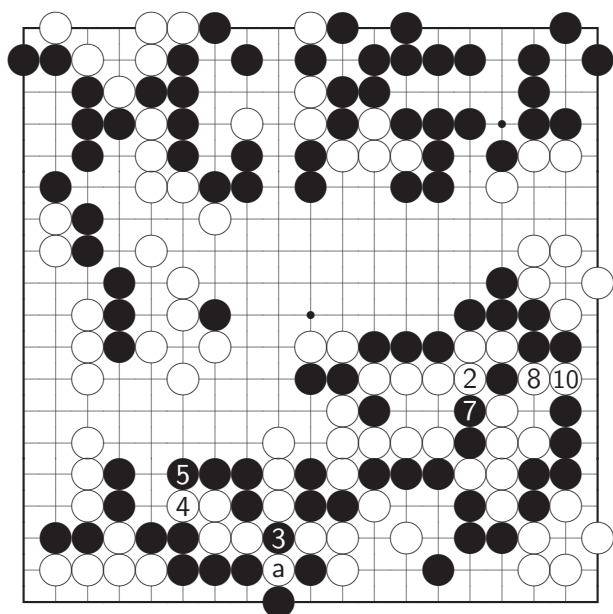
Diagram 85
(Moves: 189-205)
195, 201 at a,
198, 204 at 192.

This ko threat was too small, but it couldn't be helped.



Variation 221 for 205

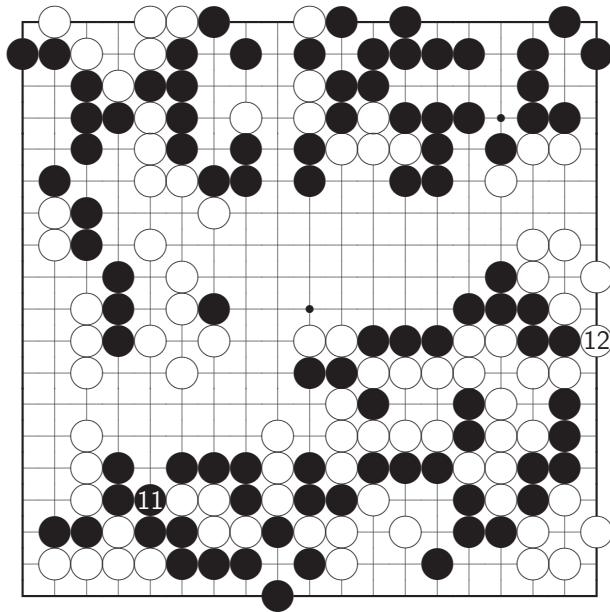
This is a good ko threat, but



Variation 222 for 205

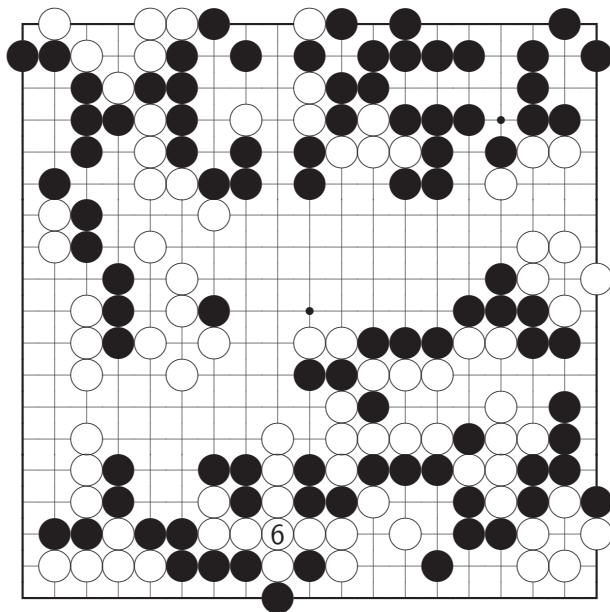
⑥ at ①,
⑨ at ③.

Even if Black takes at ①, Black can't answer this ko threat, and



Black lives, but White's winning by about 10 points.

Variation 223 for 205



White eliminated the ko, and the game was practically over now.

Diagram 86
(Move: 206)

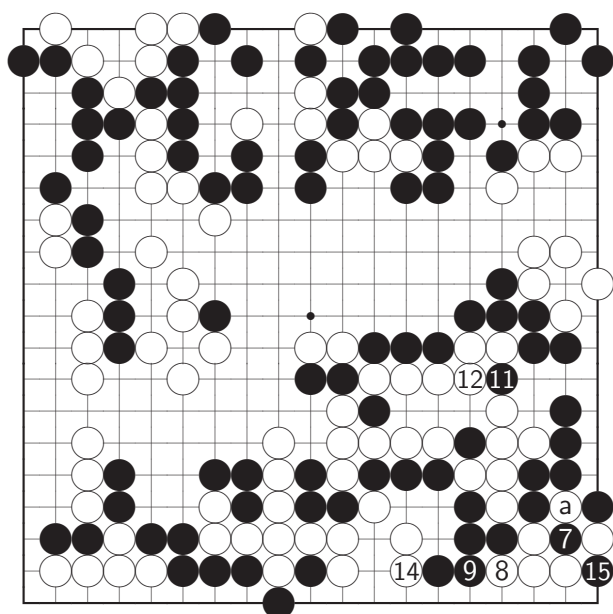


Diagram 87
(Moves: 207-215)

⊙210 at (a),
●213 at ⊙207.

Even though black won this ko, white's lower side territory was huge.

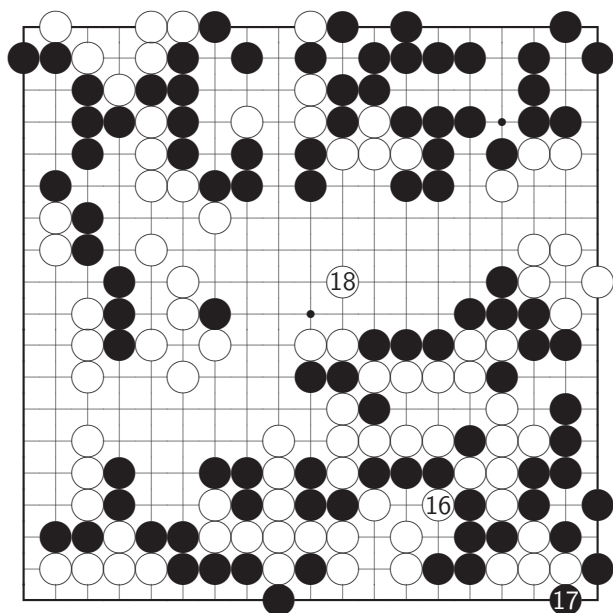


Diagram 88
(Moves: 216-218)

White's winning by about 15 points.

Black resigns

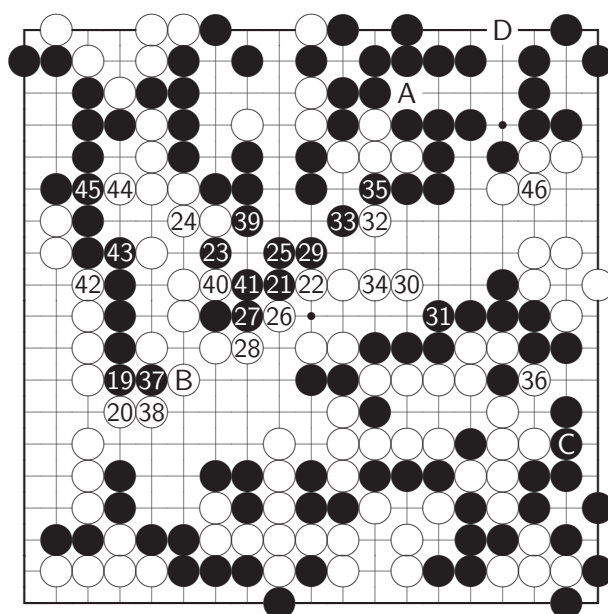


Diagram 89
(Moves: 219-246)

It was an interesting game.

The first fight, starting with A, was very interesting, and the result of the trade was good for white.

The second fight, ending at B, was also good for white, and the game became even (without komi).

● C was a questionable move, and white took the lead in the game.

● D was a bit too early, and Go Seigen showed one of his specialties - fighting ko. He was able to use the ko to finish the game decisively.

Throughout the whole game, I couldn't find any mistakes or bad moves for white, and that's very impressive.

Top players today still make lots of mistakes. Even though the short time limits of today's games can partially explain this, it doesn't diminish Go Seigen's greatness and uniqueness.

Fujisawa Hosai was also one of the best players of his generation, but because Go Seigen was too special, Fujisawa's moves don't seem to be that special in comparison. His greatness was overshadowed by Go

Seigen.

However, we should remember that he was the only player who ever managed to defeat Go Seigen in ten game match.

I hope you've enjoyed seeing this classic game and can feel some of the differences between this game and modern games. :)

Thanks,

Commented by An Younggil 8p

<http://gogameguru.com/>

Glossary

This is an example glossary

- **A term:** A definition