

My Book

GPub

Contents

Contents	1
forward	2

forward

This is a **great** foreward!

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.

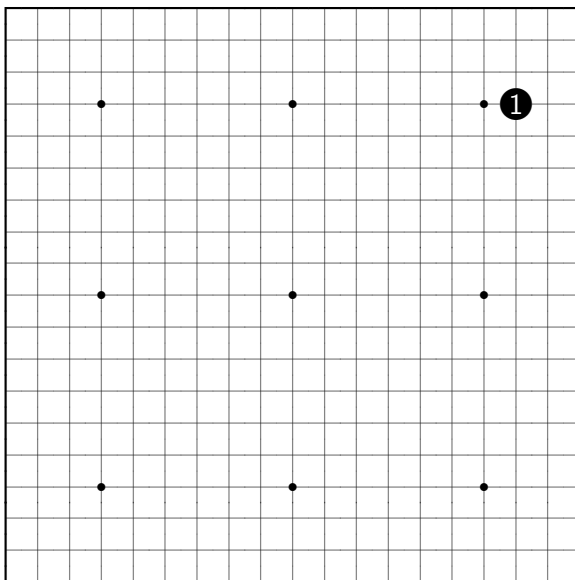


Diagram. 1
(Move: 1)

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

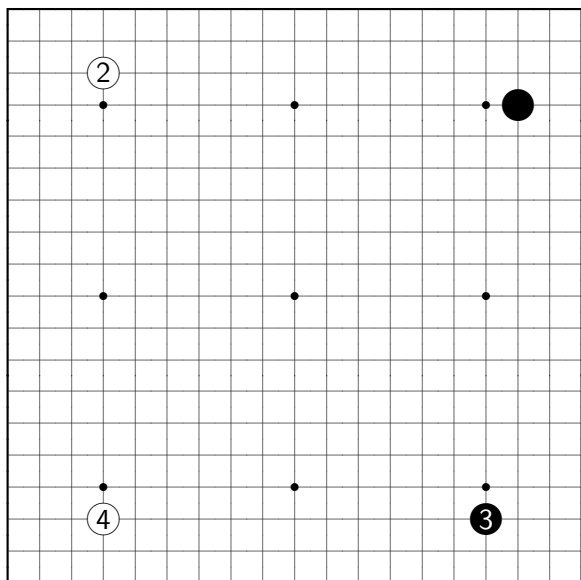


Diagram. 2
(Moves: 2-4)

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.

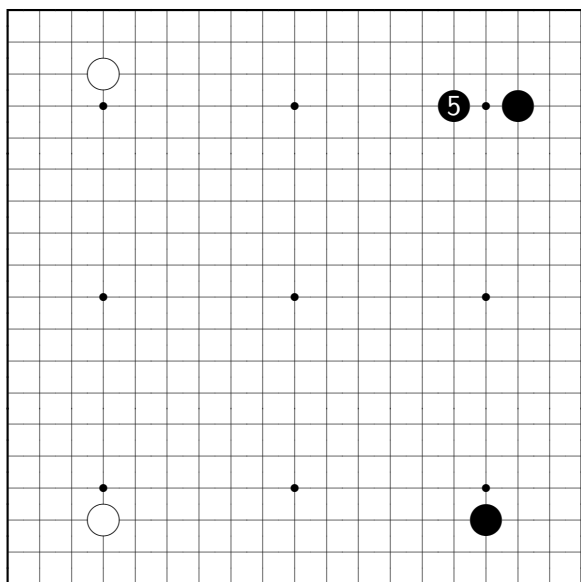


Diagram. 3
(Move: 5)

This opening seemed to be popular at the time.

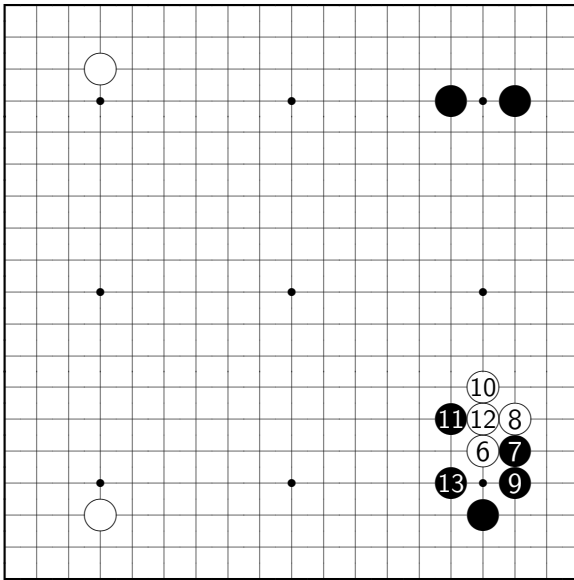
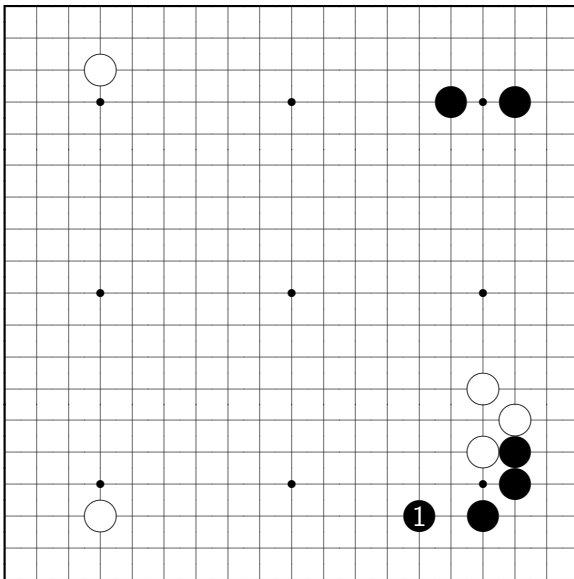


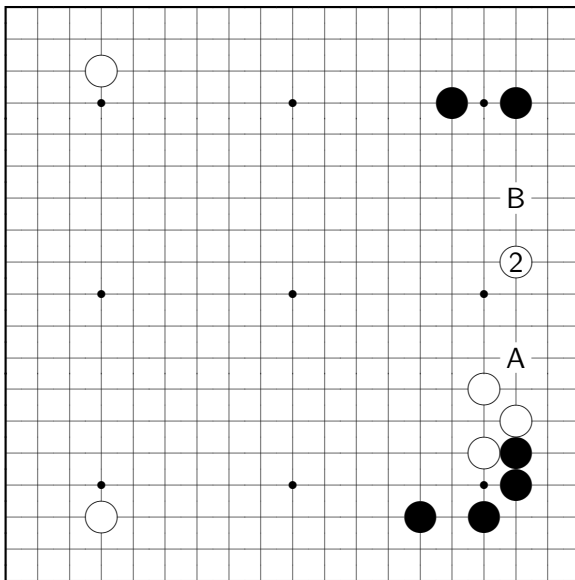
Diagram. 4
(Moves: 6-13)

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.



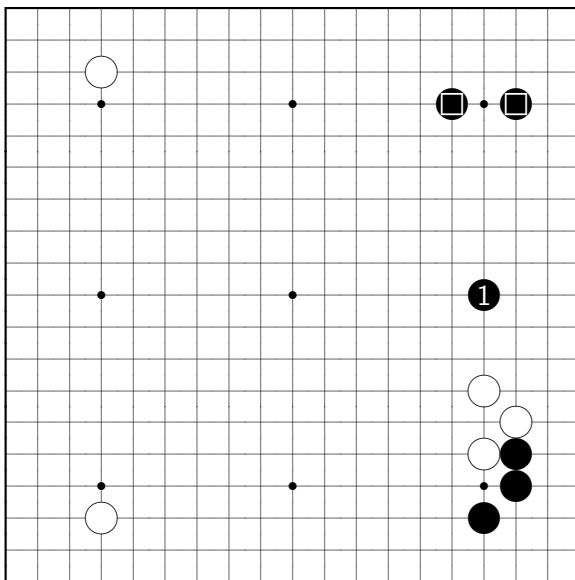
Variation. 1 from ⑩

This is more common.



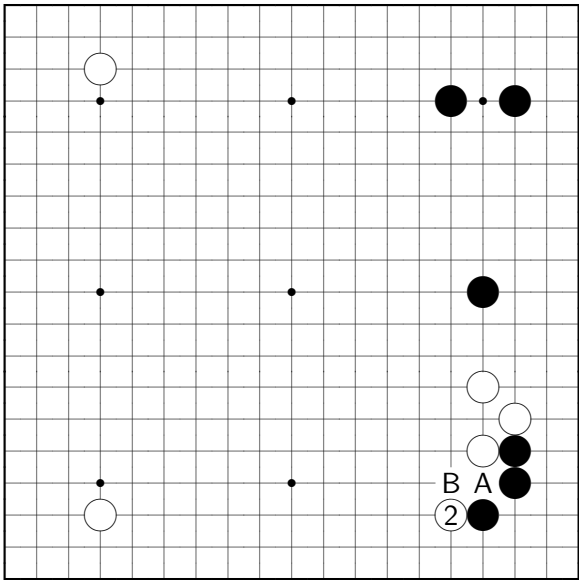
Variation. 2 from ⑩

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



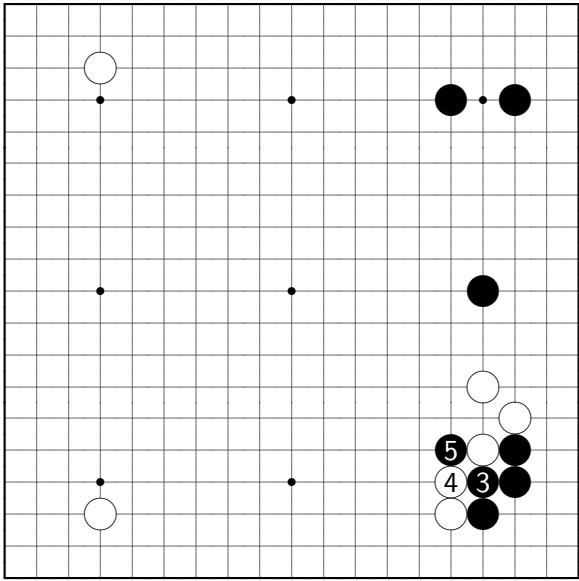
Variation. 3 from ⑩

Black might also consider pinching here, to make his stones in the top right corner work effectively.



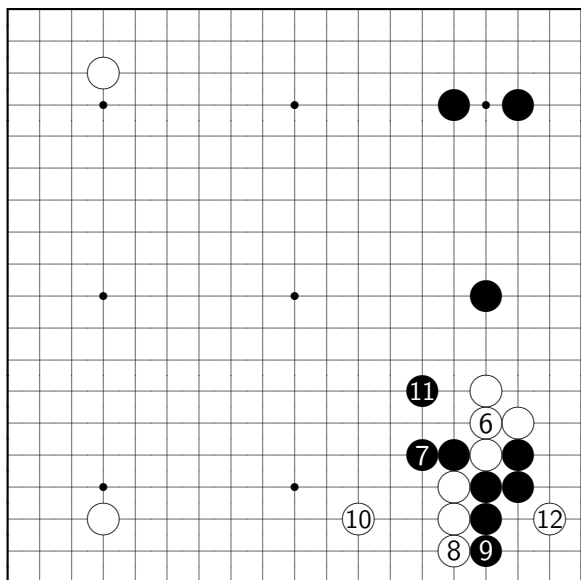
Variation. 4 from ⑩

It used to be that white would play here now, and this leads to fighting after black cuts with A or B.



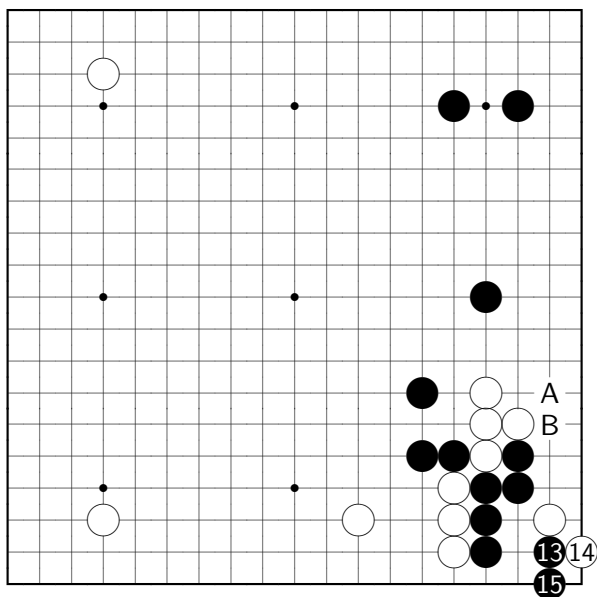
Variation. 5 from ⑩

Black might cut and fight like this.



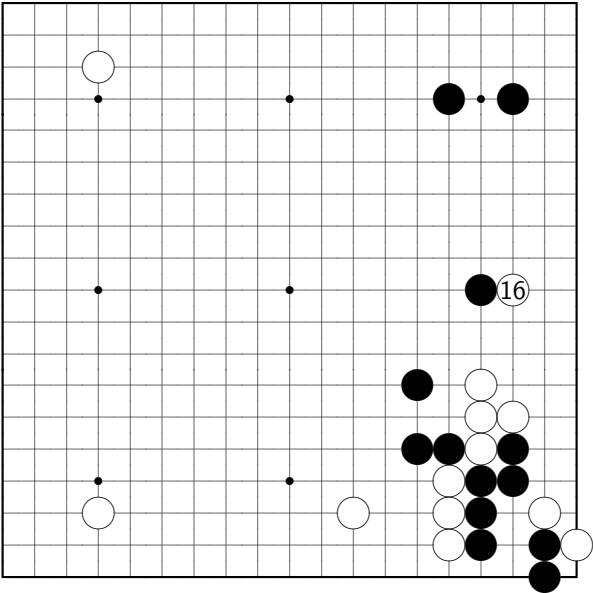
Variation. 6 from ⑩

White should create some aji in the corner first.



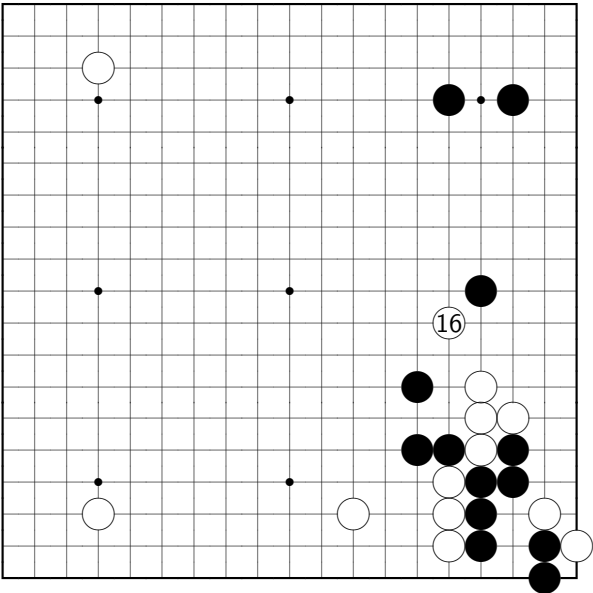
Variation. 7 from ⑩

Now moves like A and B will be sente for white later and white can use them to help his out four stones on the right side.



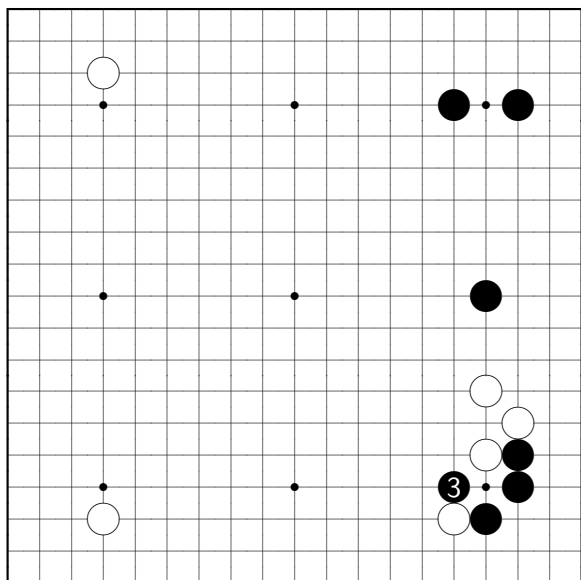
Variation. 8 from ⑩

White could settle his group like this.



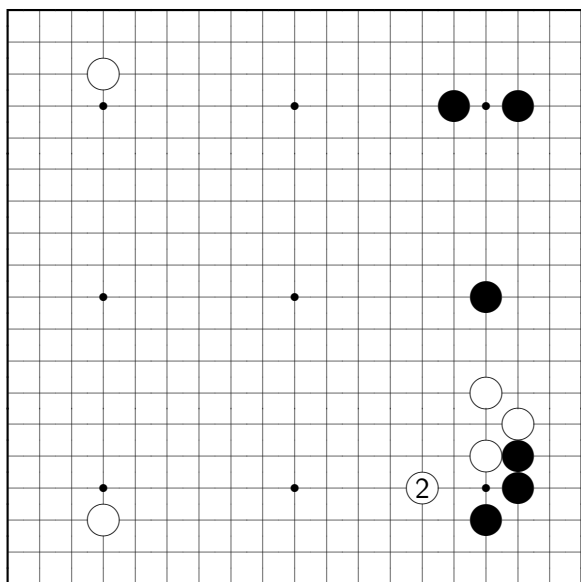
Variation. 9 from ⑩

White could also choose play here.



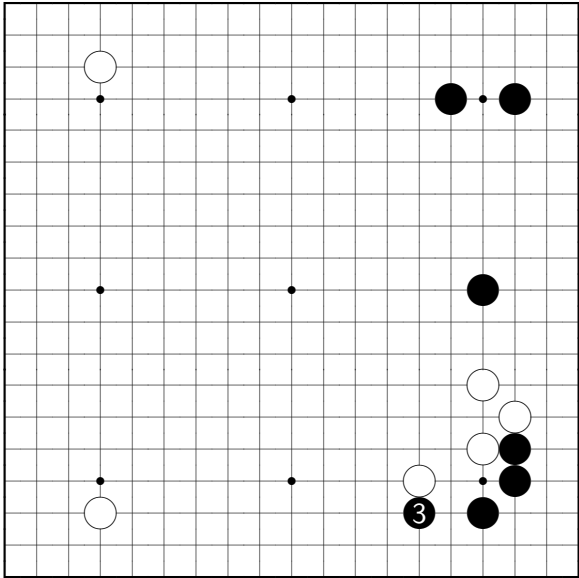
Variation. 10 from ⑩

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



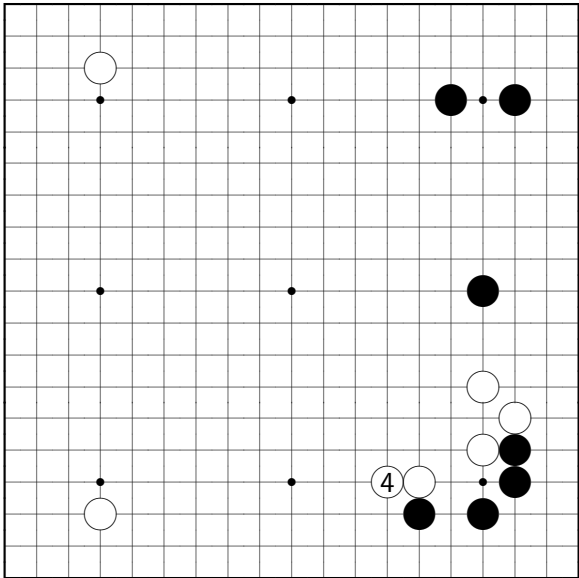
Variation. 11 from ⑩

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



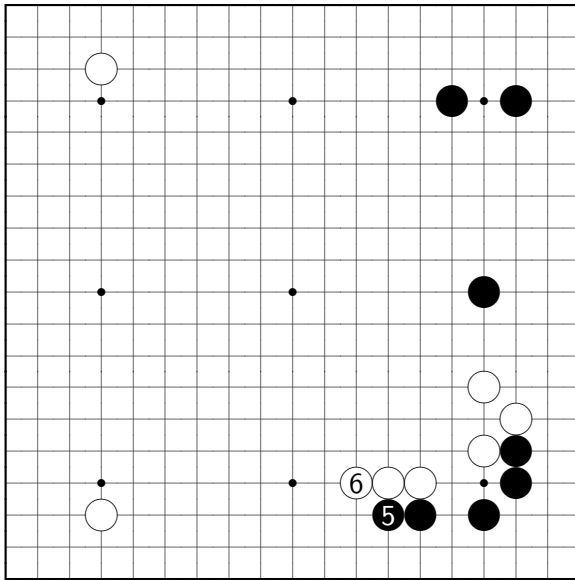
Variation. 12 from ⑩

If black attaches,



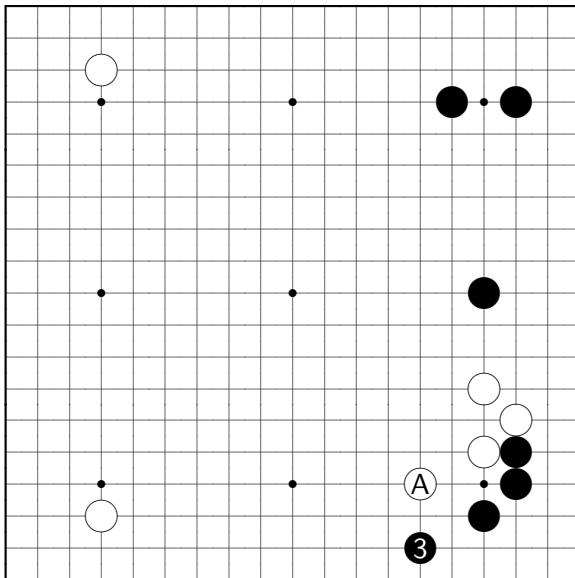
Variation. 13 from ⑩

White can just extend.



Variation. 14 from ⑩

This result is satisfactory for white.



Variation. 15 from ⑩

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

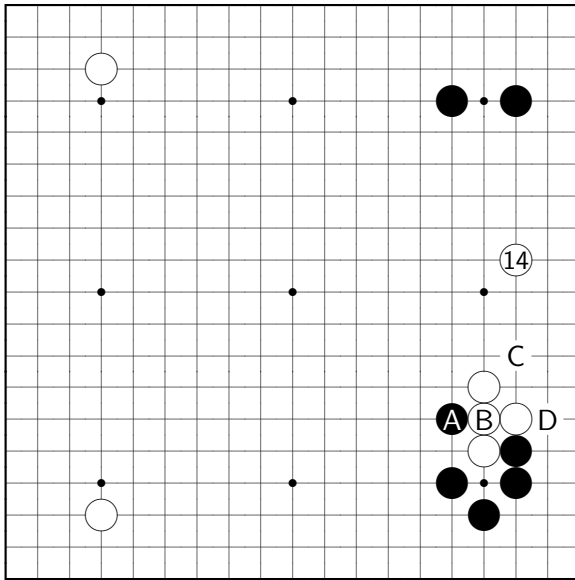


Diagram. 5
(Move: 14)

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.

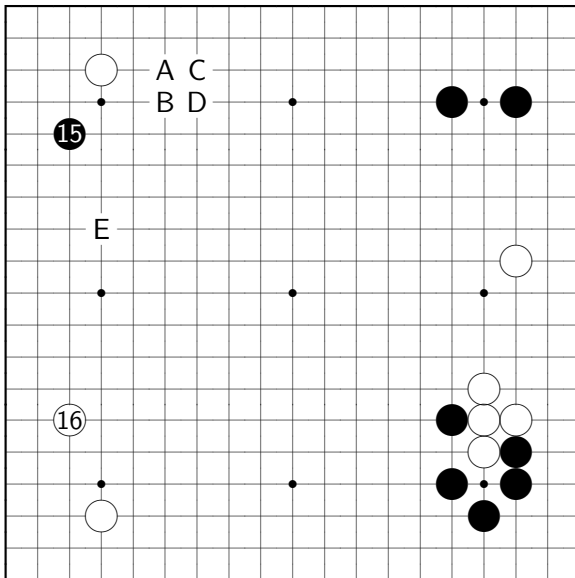


Diagram. 6
(Moves: 15-16)

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.

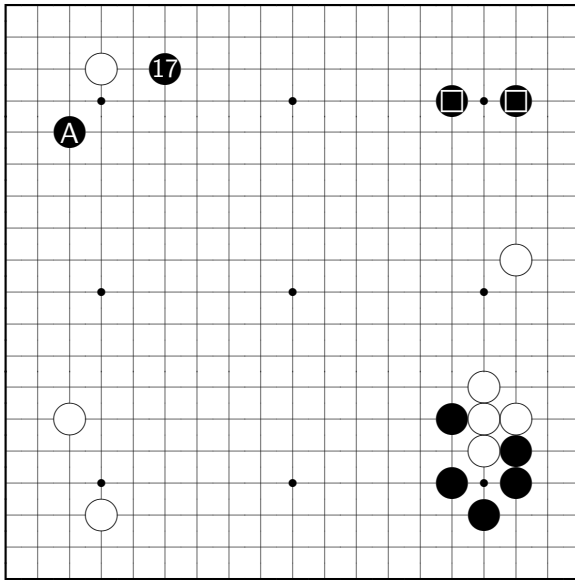


Diagram. 7
(Move: 17)

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.

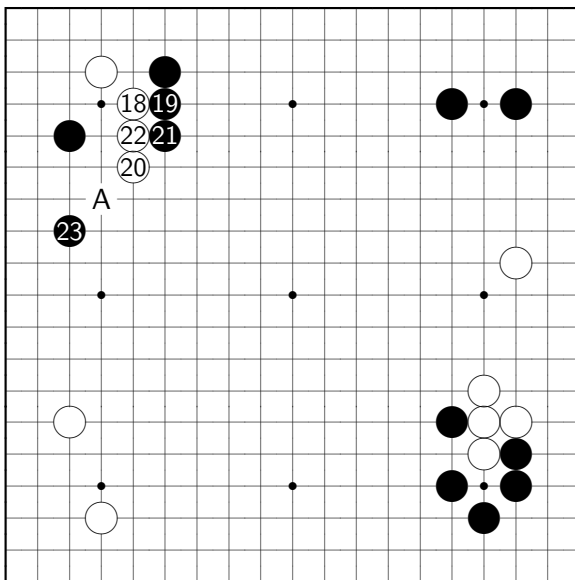
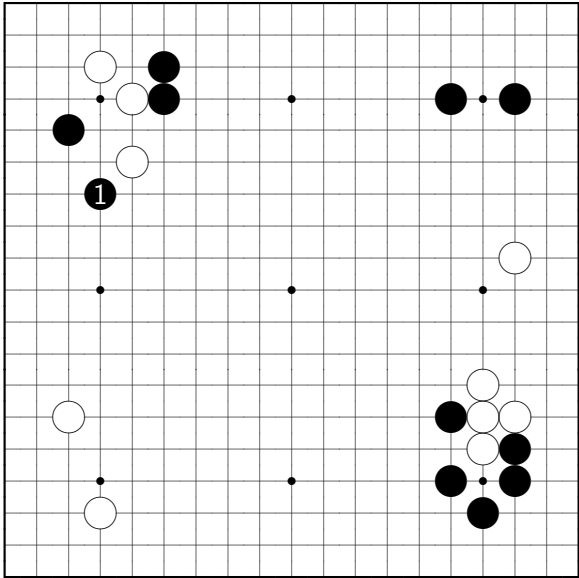


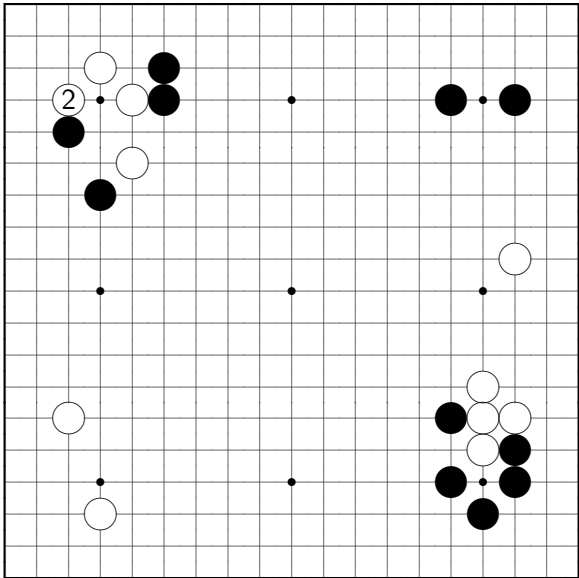
Diagram. 8
(Moves: 18-23)

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



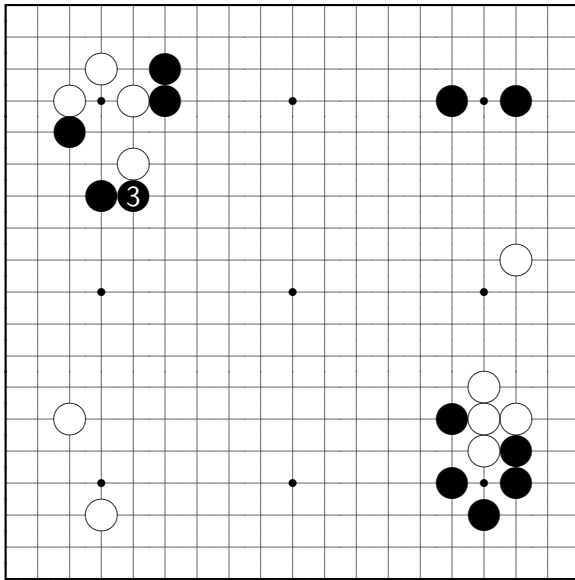
This is also conceivable.

Variation. 16 from ②0



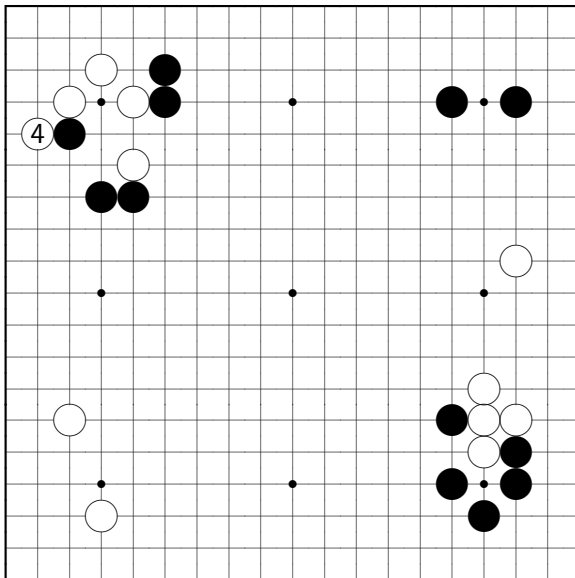
If white attaches here,

Variation. 17 from ②0



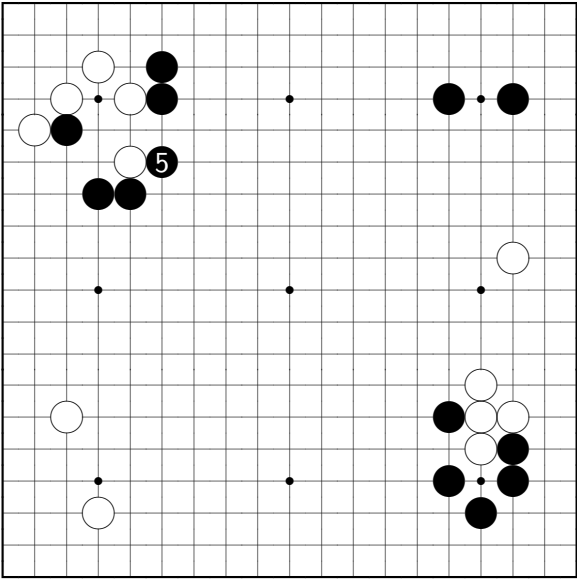
Pushing up here is good.

Variation. 18 from ②0



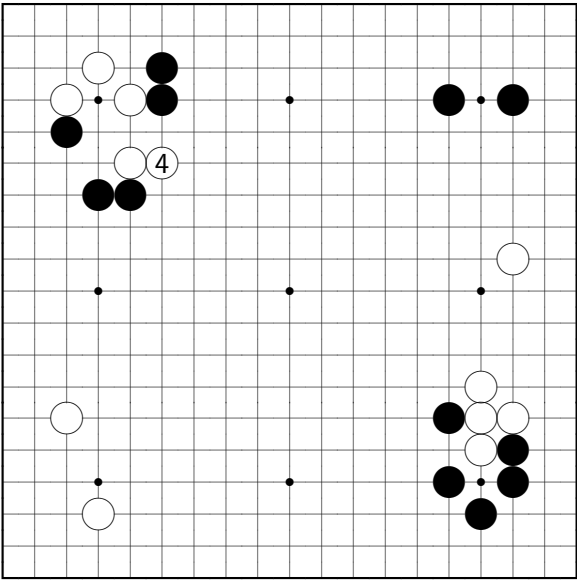
This hane is the right move for white.

Variation. 19 from ②0



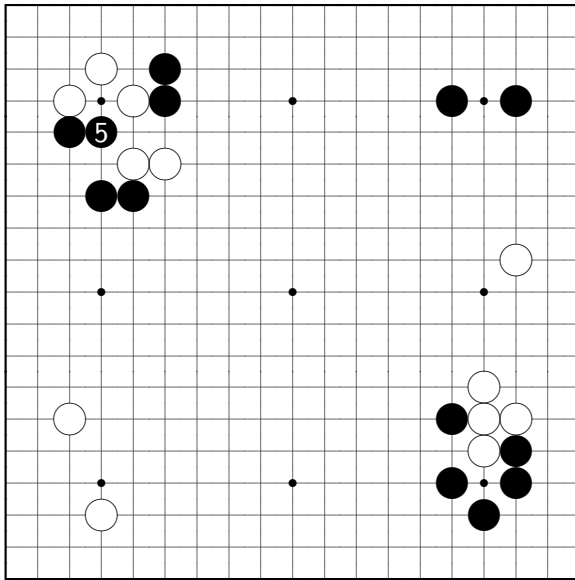
It's another game.

Variation. 20 from ②0



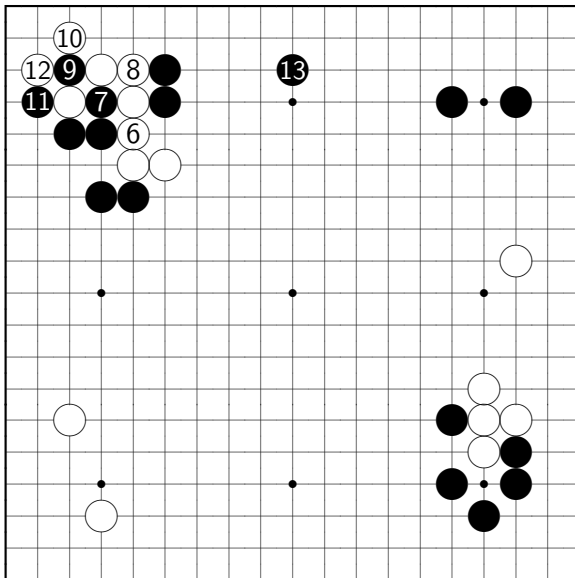
White shouldn't play here, because

Variation. 21 from ②0



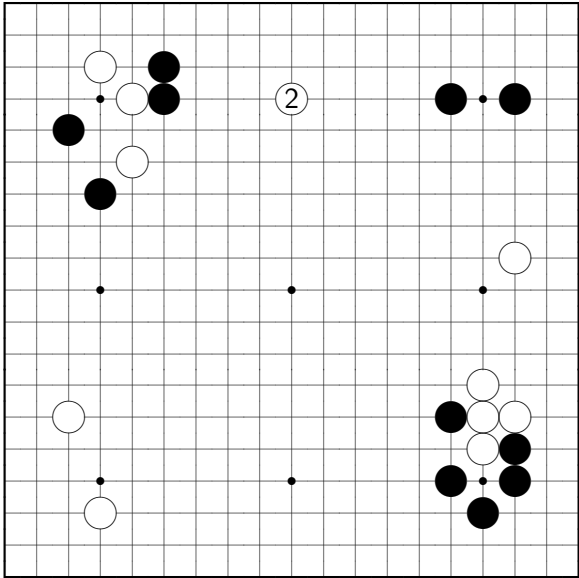
This is painful.

Variation. 22 from ②0



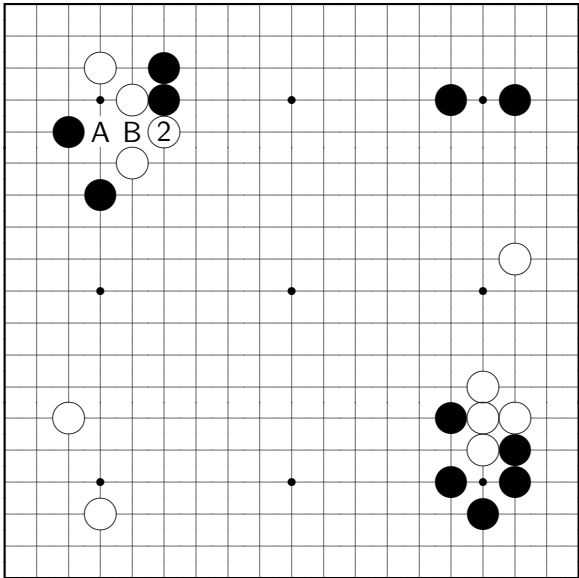
The result it better for black.

Variation. 23 from ②0



Variation. 24 from ②0

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



Variation. 25 from ②0

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

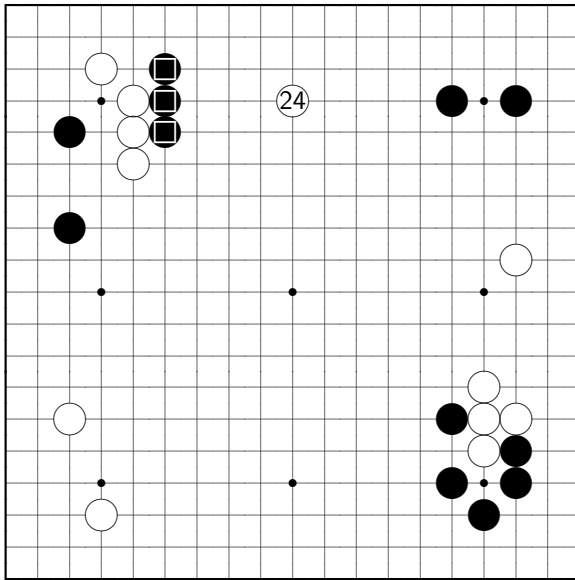
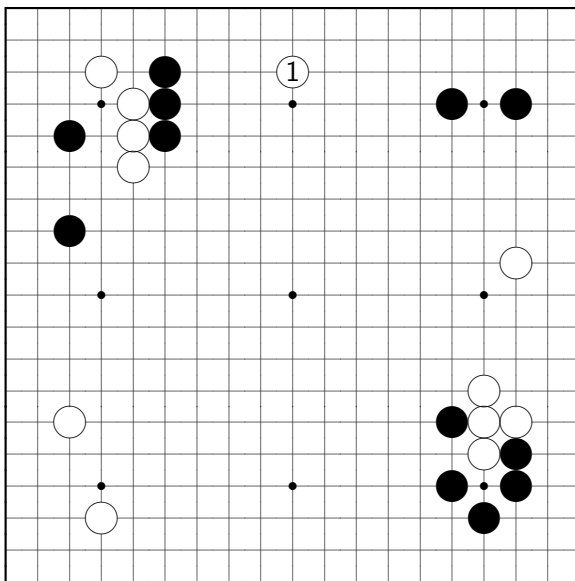


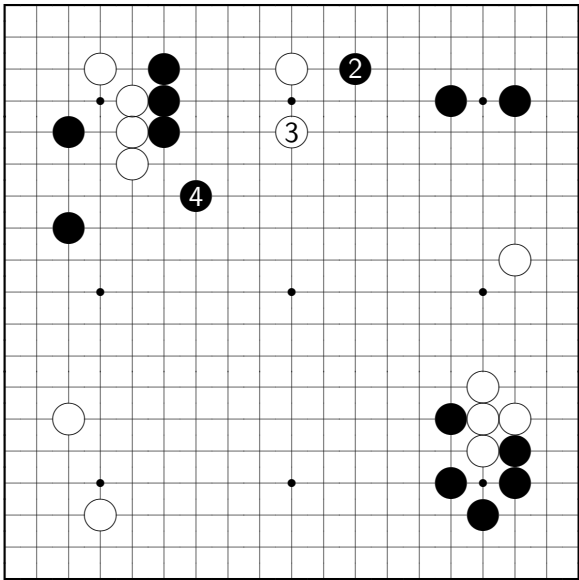
Diagram. 9
(Move: 24)

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



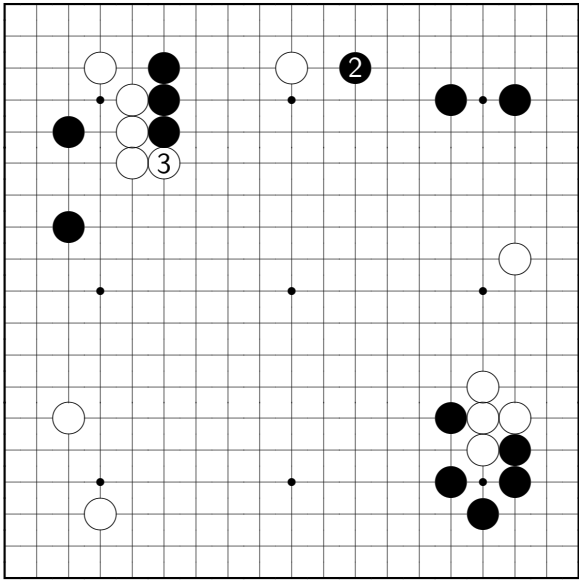
Variation. 26 from 23

White could also play here, but the 4th line pincer can move into the center more quickly and easily.



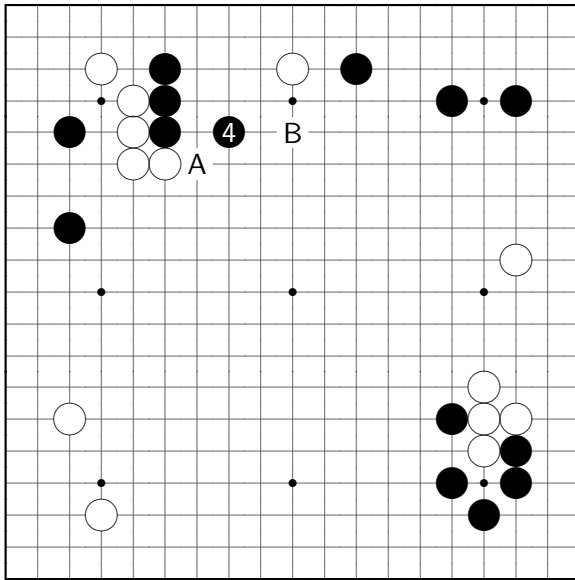
The game might continue like this now.

Variation. 27 from 23



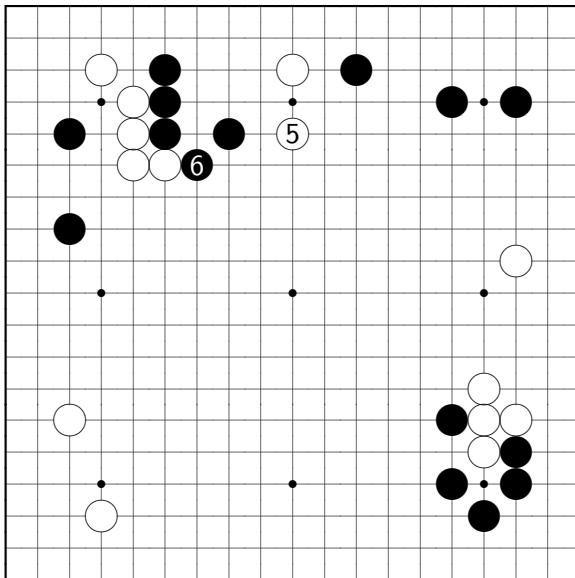
If white still plays here,

Variation. 28 from 23



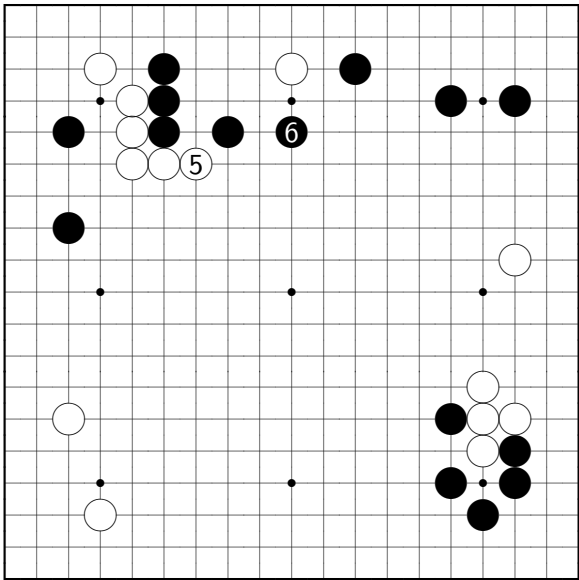
Variation. 29 from 23

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



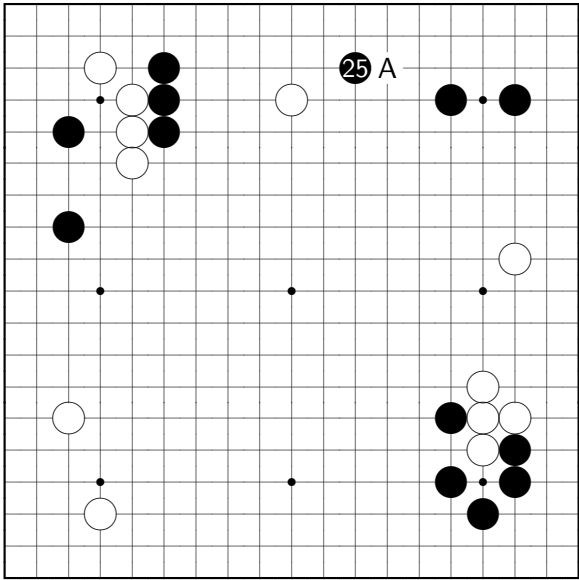
Variation. 30 from 23

Black moves out with good shape.



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

Variation. 31 from 23



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

Diagram. 10
(Move: 25)

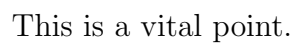


Diagram. 11
(Move: 26)

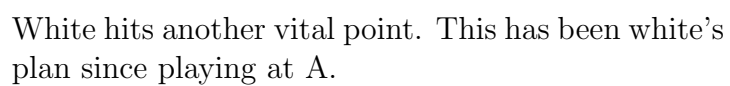
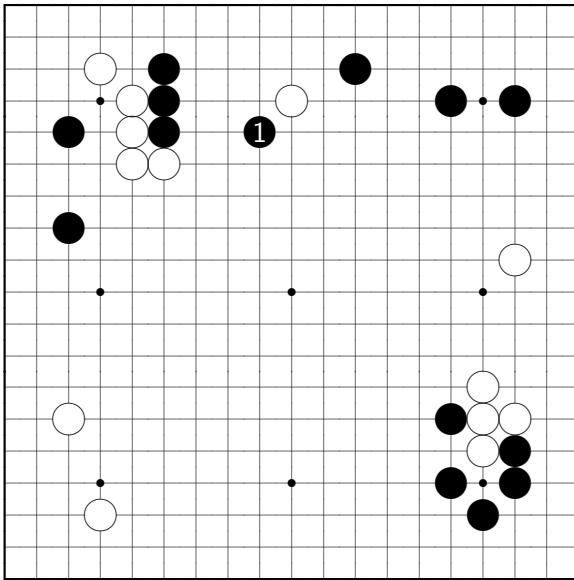
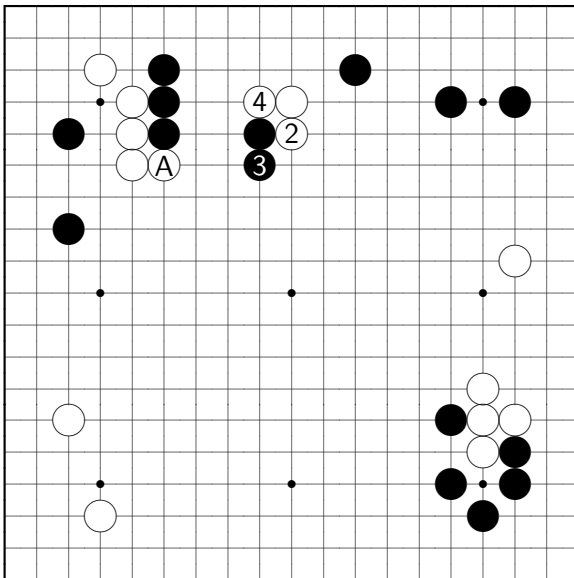


Diagram. 12
(Moves: 27-30)



Variation. 32 from ②6

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



Variation. 33 from ②6

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

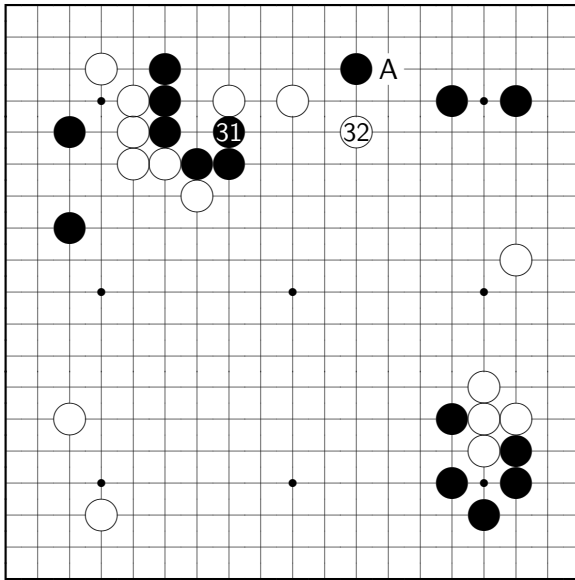
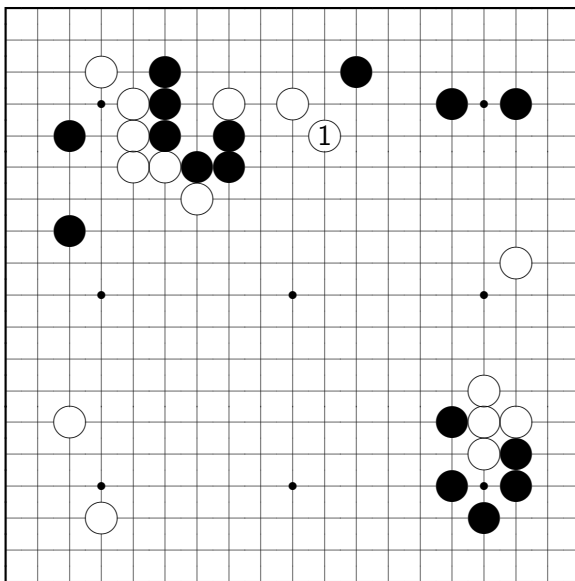


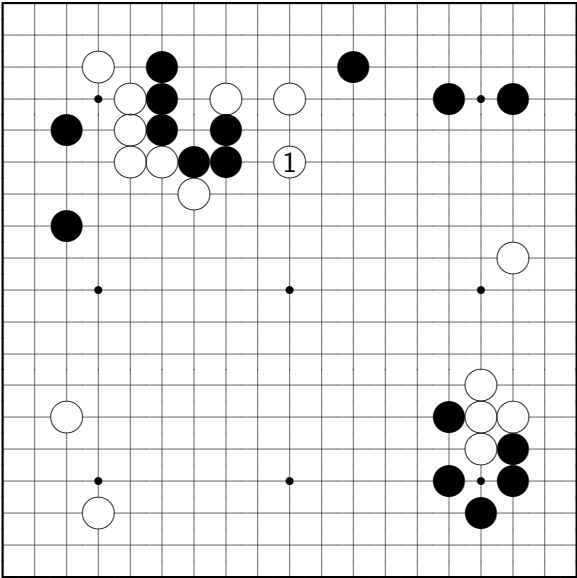
Diagram. 13
(Moves: 31-32)

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



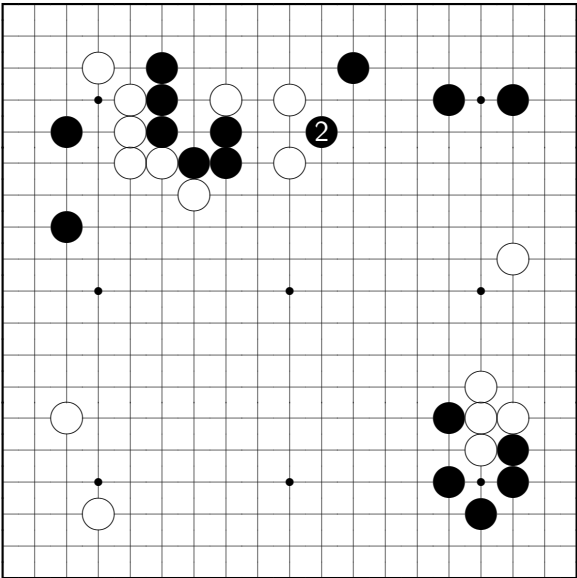
Variation. 34 from 31

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.



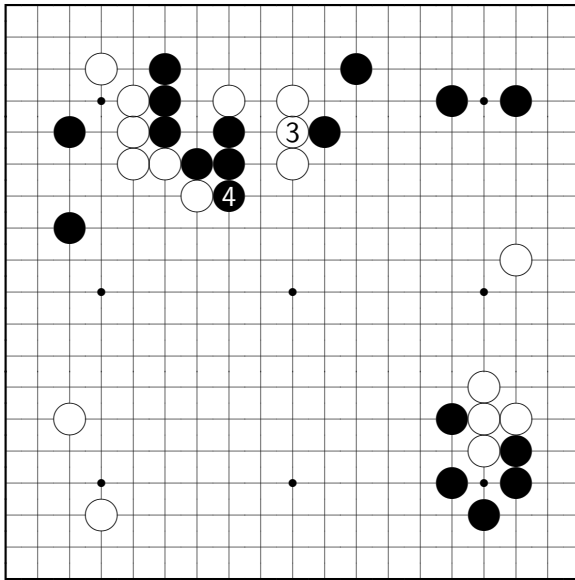
Variation. 35 from 31

If white jumps like this,



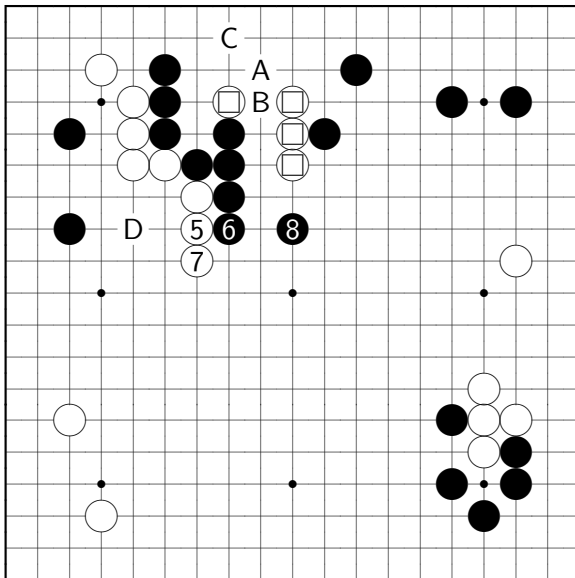
Variation. 36 from 31

Black will peep first, to make white heavy, then



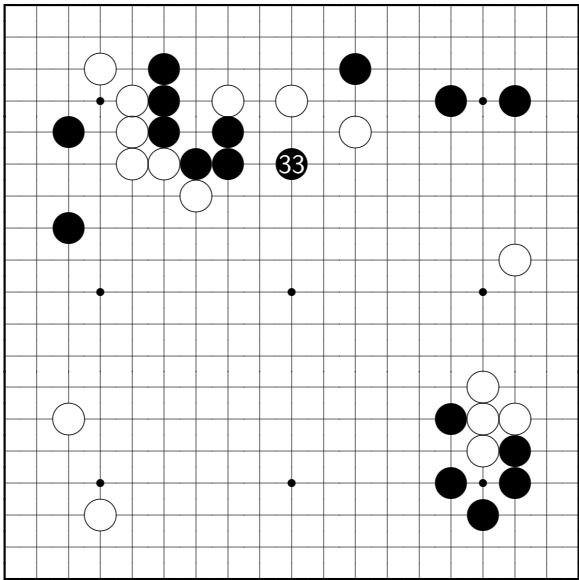
Variation. 37 from 31

Lean against this group to build power.



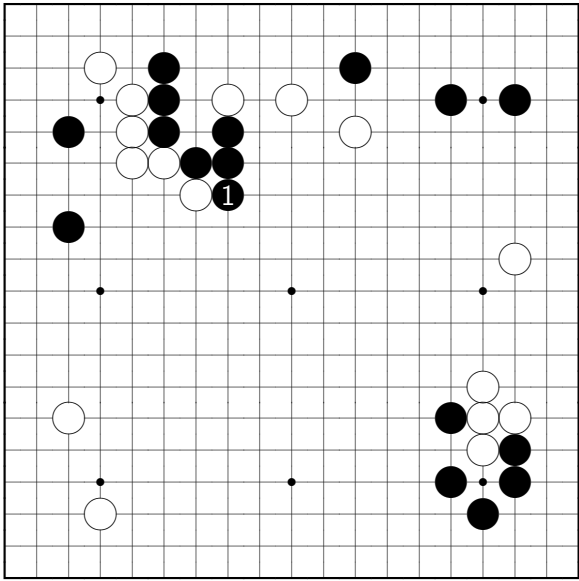
Variation. 38 from 31

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.



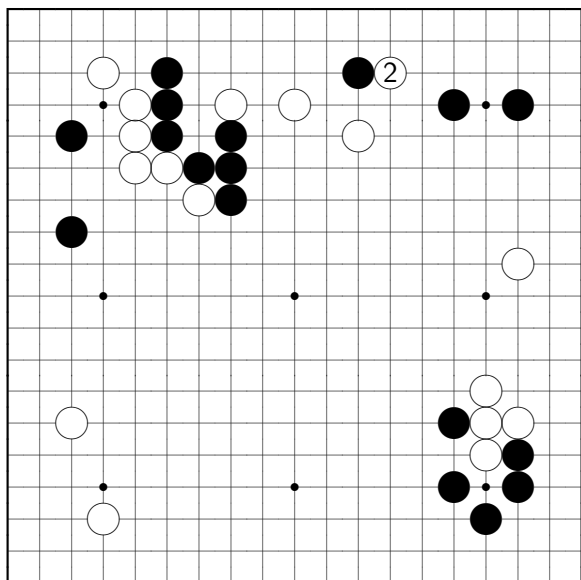
This jump struck at a vital point in white's shape.
Now black can aim to cut.

Diagram. 14
(Move: 33)



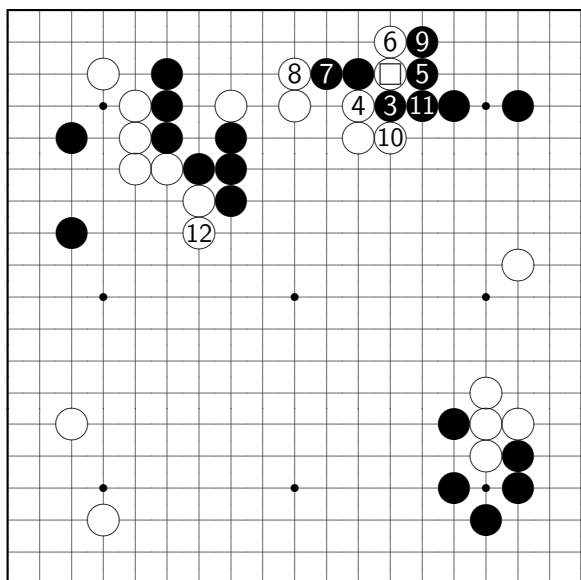
If black pushes here now,

Variation. 39 from ③2



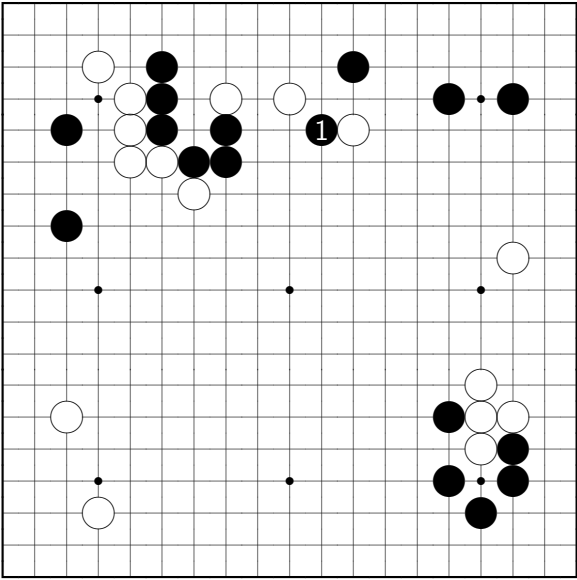
This attachment is good.

Variation. 40 from (32)



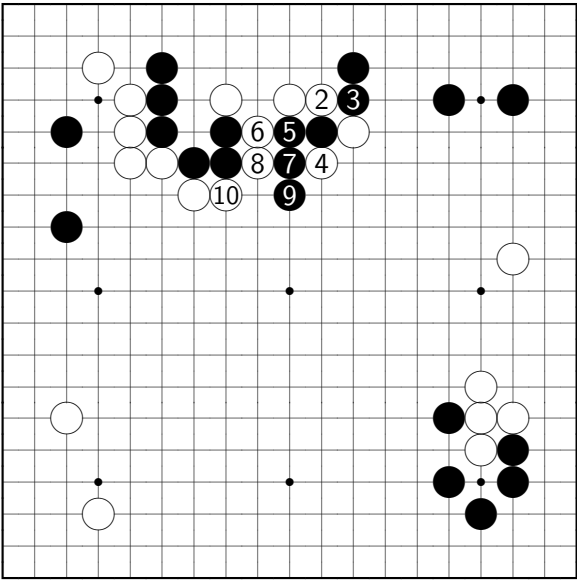
White's made good shape by sacrificing the marked stones.

Variation. 41 from (32)



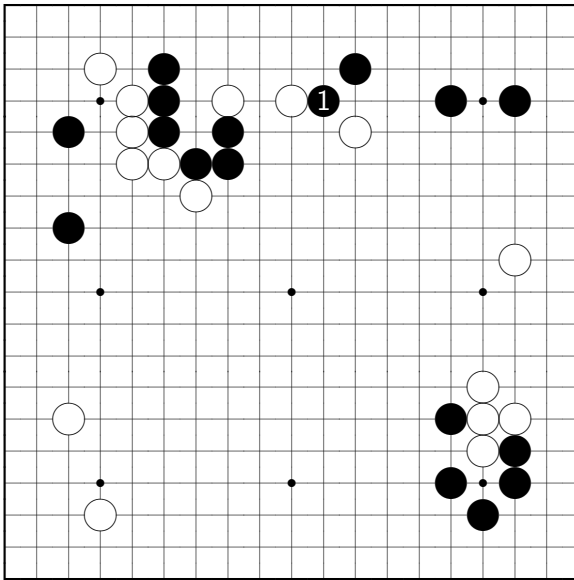
You might worry that black will cut here, but

Variation. 42 from 32



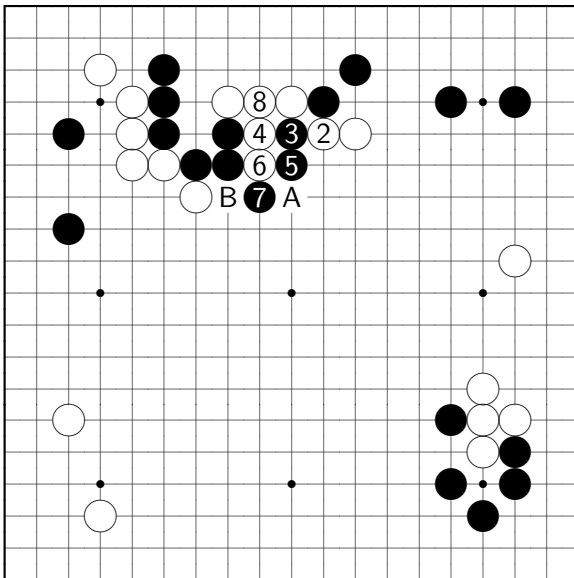
This would be a disaster for black.

Variation. 43 from 32



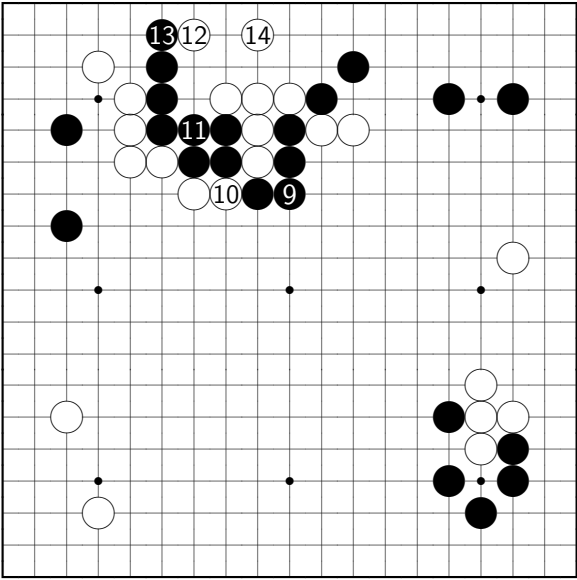
Variation. 44 from ③2

Cutting here isn't a good idea either.



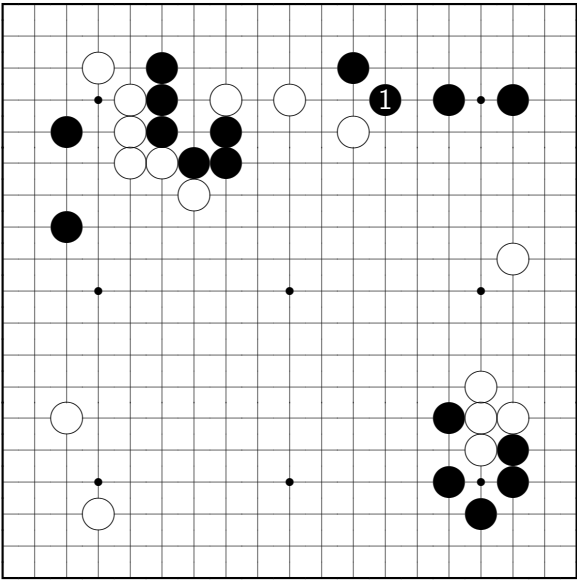
Variation. 45 from ③2

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



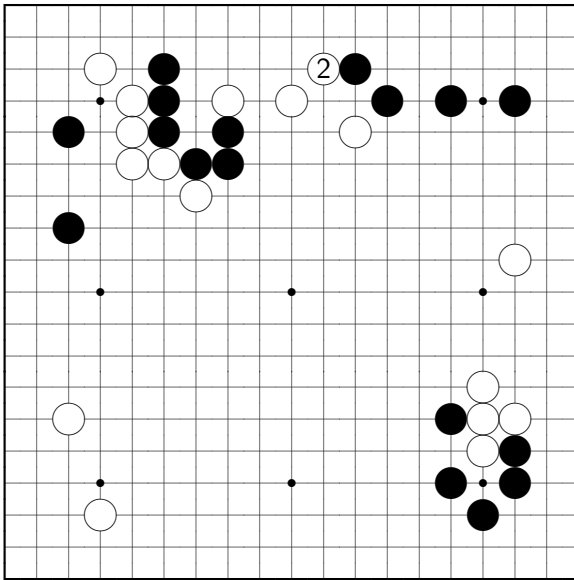
White will win this capturing race.

Variation. 46 from ③2



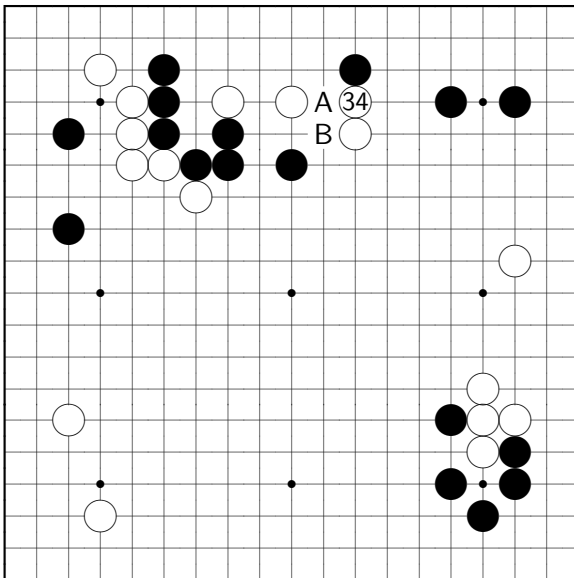
If black plays solidly like this,

Variation. 47 from ③2



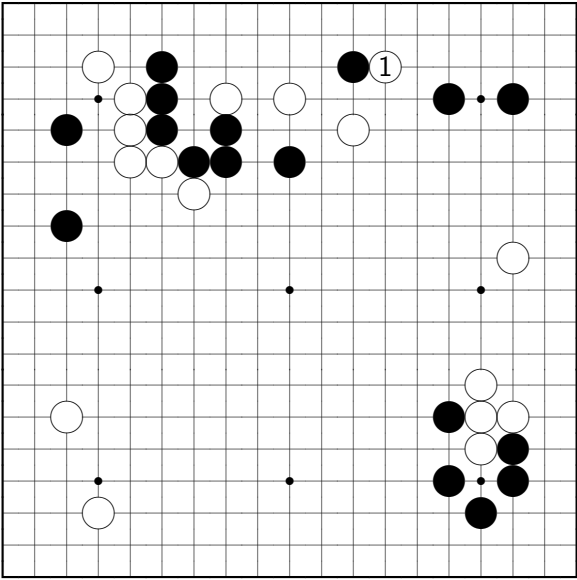
White can start making shape by playing here.

Variation. 48 from ③2



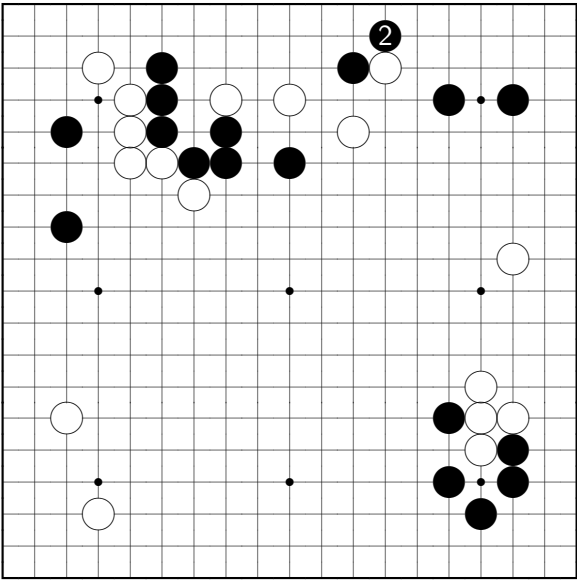
This head-butt is a good response for white. It stops black from cutting at A or B.

*Diagram. 15
(Move: 34)*



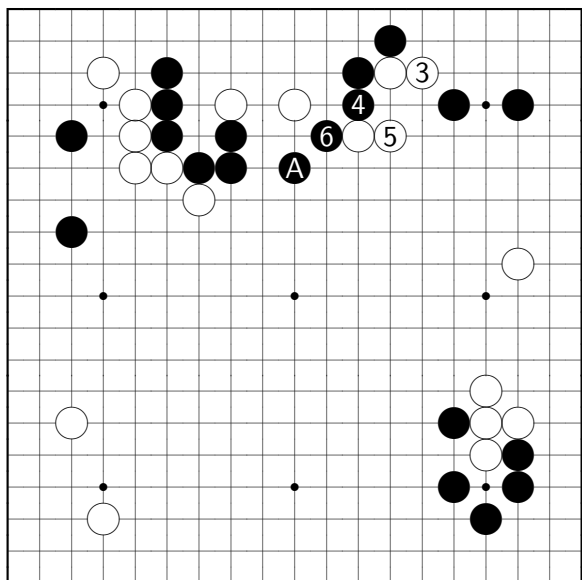
If white attaches here now,

Variation. 49 from 33



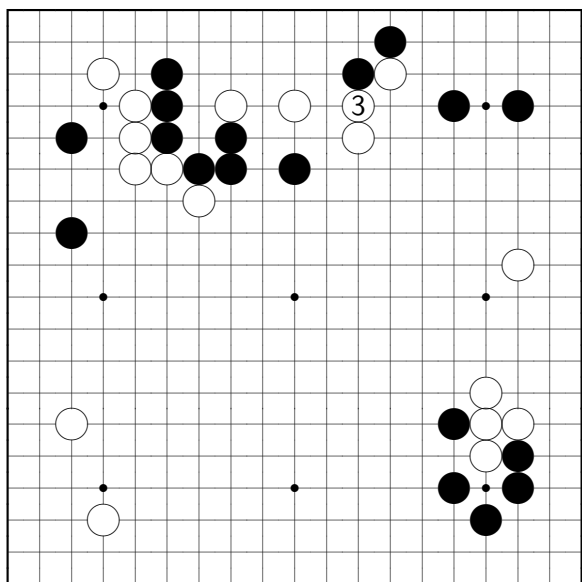
This hane is a good response.

Variation. 50 from 33



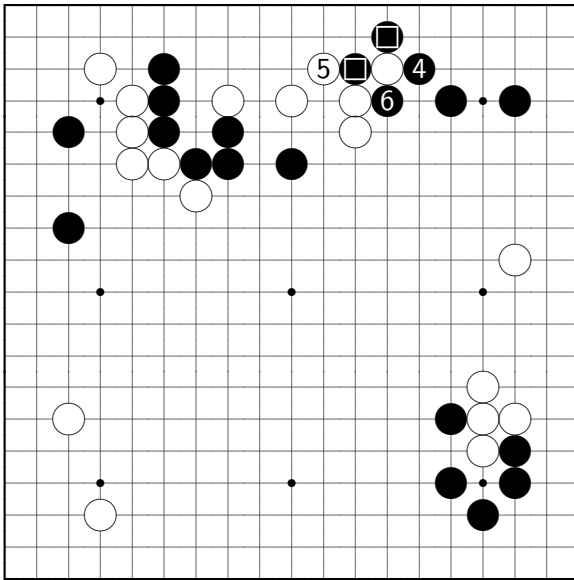
White's in trouble. A is really helping black a lot.

Variation. 51 from 33



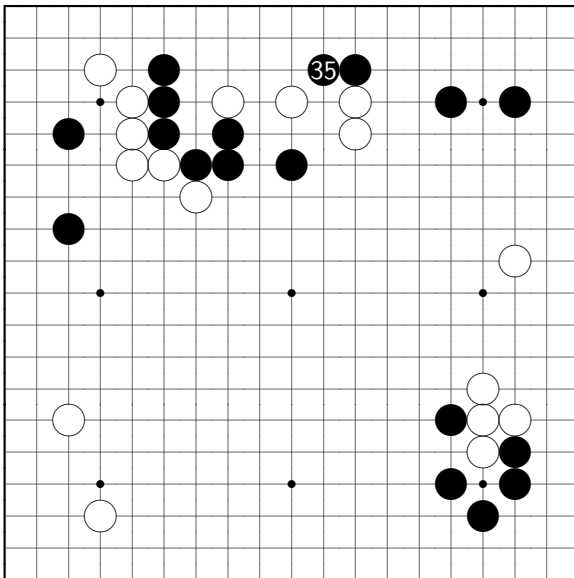
If white comes back here,

Variation. 52 from 33



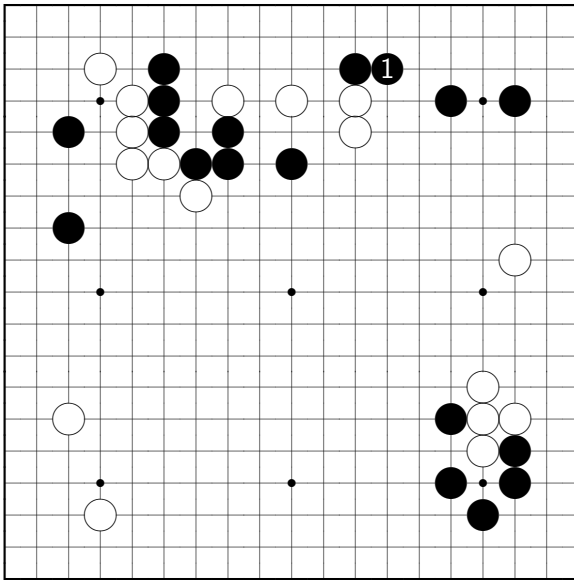
Black's shape in the corner is very solid and strong. This is bad for white, even though white has sente.

Variation. 53 from 33



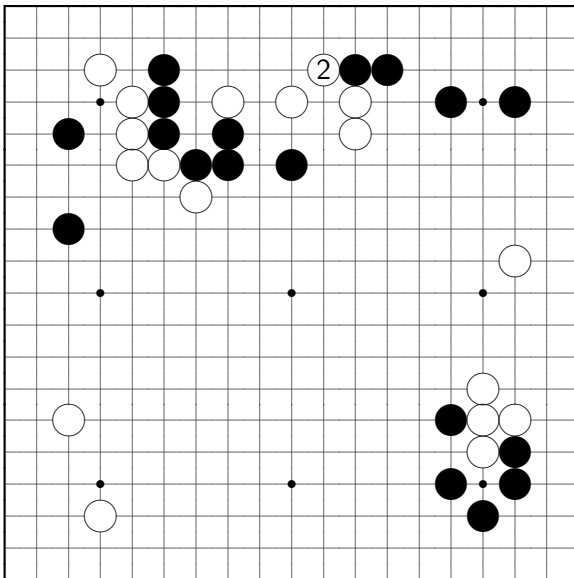
Black extended here, with fighting spirit, but it was greedy.

*Diagram. 16
(Move: 35)*



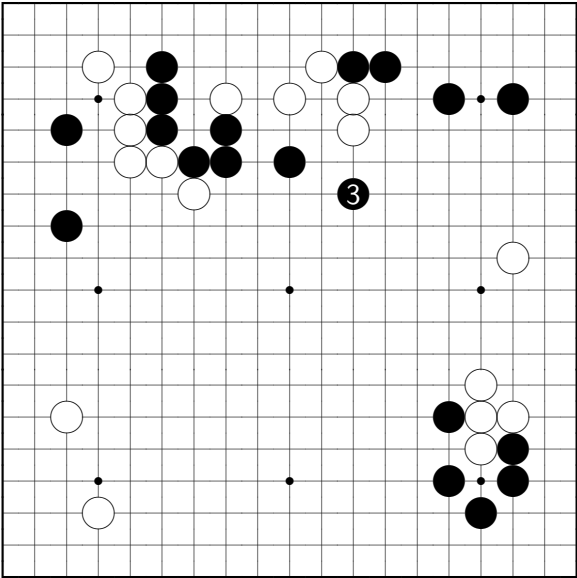
Black should have pulled back.

Variation. 54 from ③4



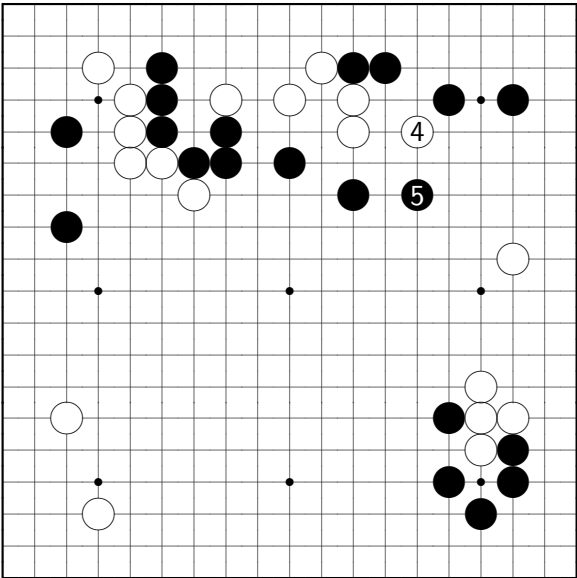
If white blocks here,

Variation. 55 from ③4



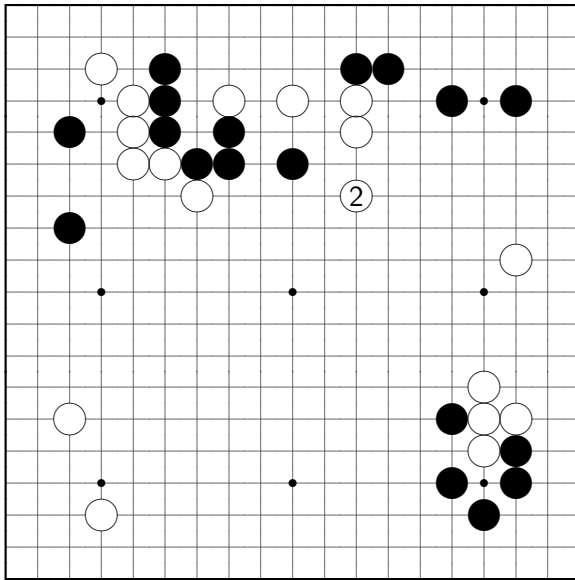
Variation. 56 from 34

Capping here is nice.



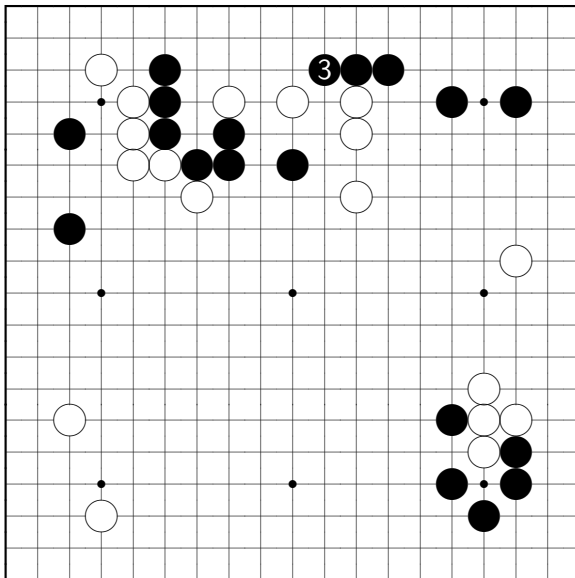
Variation. 57 from 34

The flow of the stones is good for black.



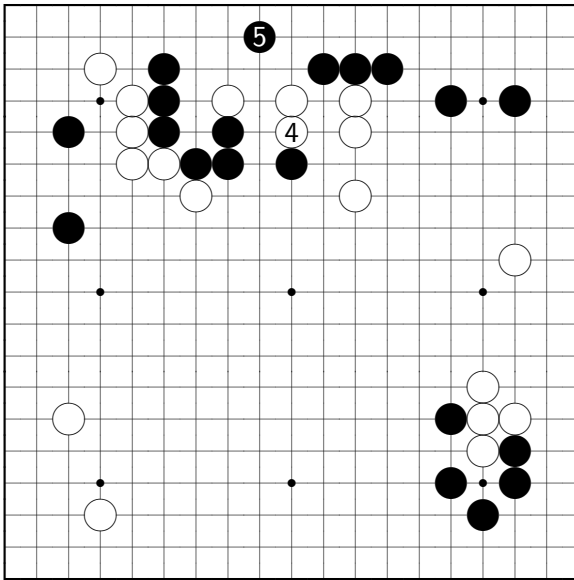
If white jumps here,

Variation. 58 from ③④



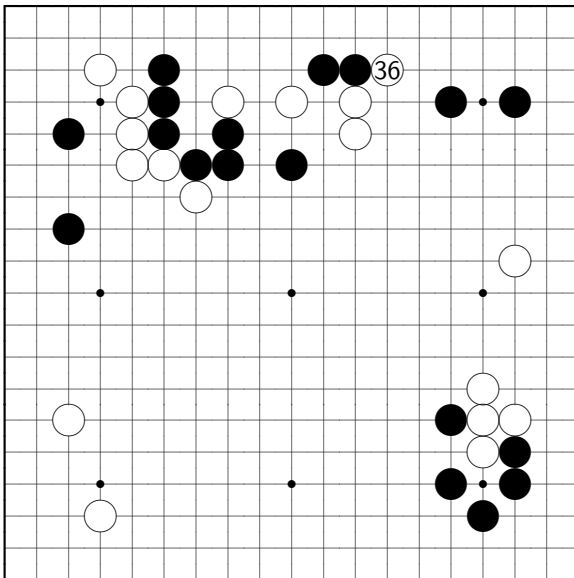
Now black can extend here and there are no problems for black.

Variation. 59 from ③④



Black can connect under like this.

Variation. 60 from ③4



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

*Diagram. 17
(Move: 36)*

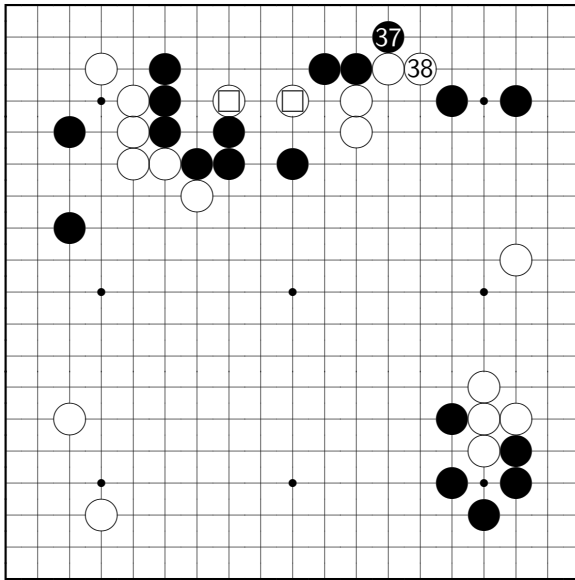


Diagram. 18
(Moves: 37-38)

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

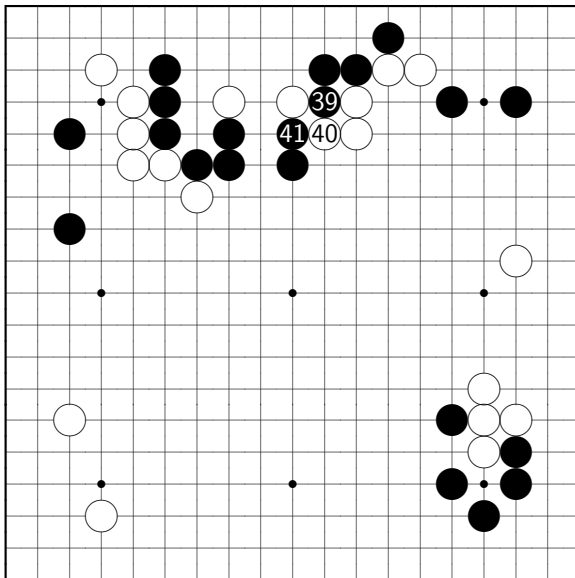
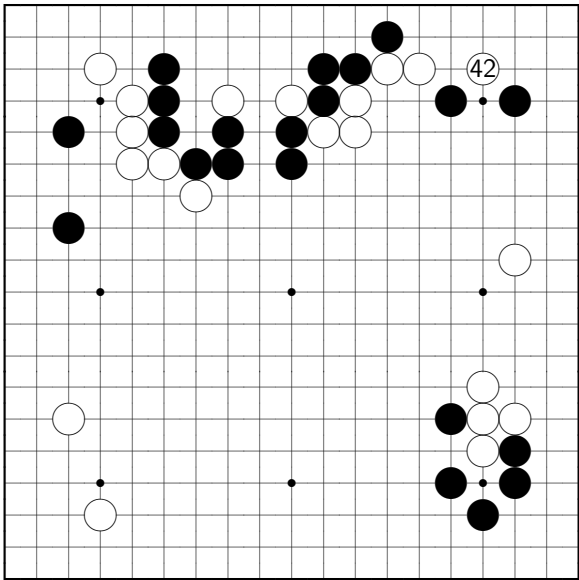


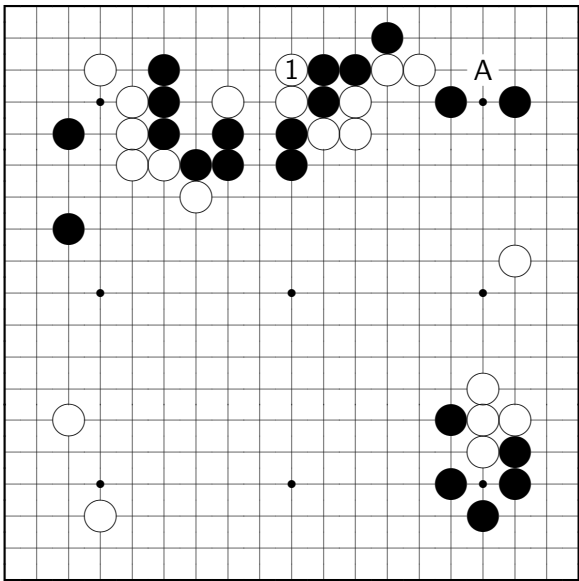
Diagram. 19
(Moves: 39-41)

This was black's plan, but



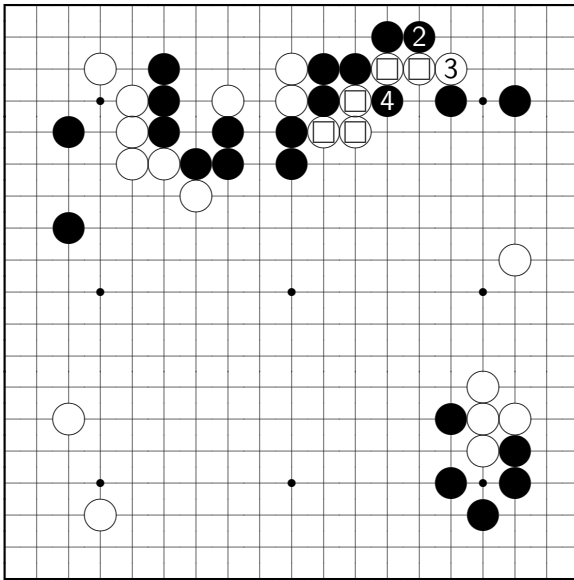
This peep was brilliant!

Diagram. 20
(Move: 42)



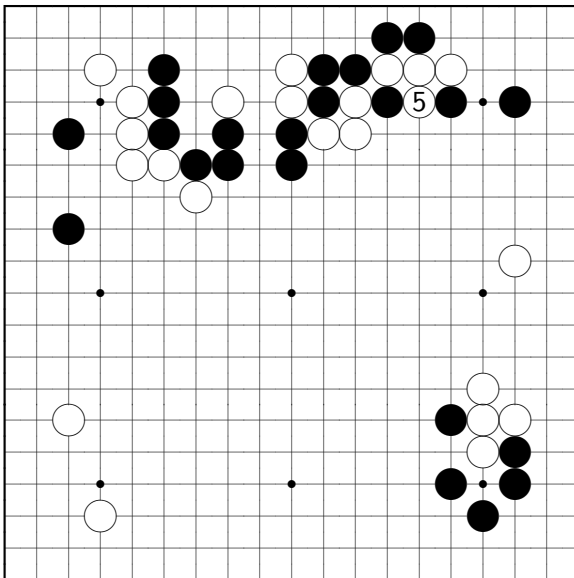
If white blocks here, without peeping at A first,

Variation. 61 from 41



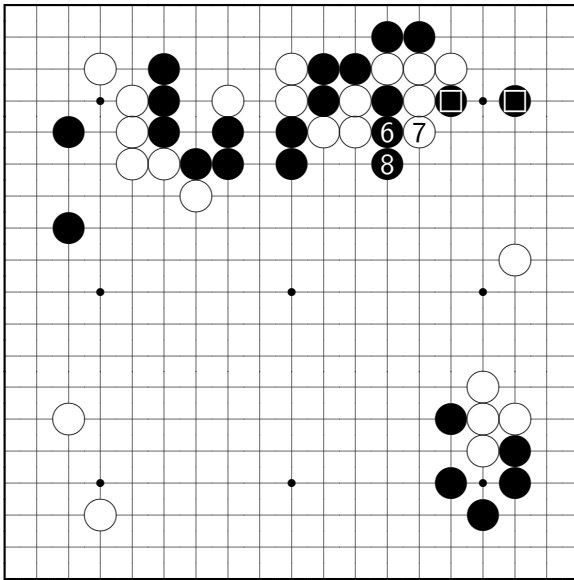
Black can cut here now. White seems to be in trouble, but it's very complicated.

Variation. 62 from 41



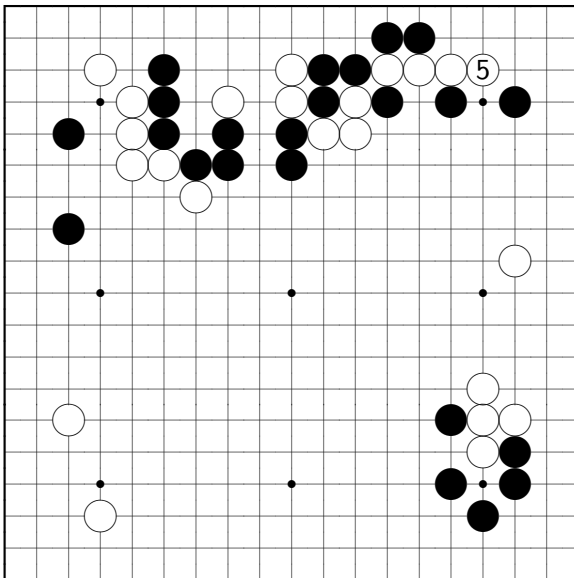
If white plays here,

Variation. 63 from 41



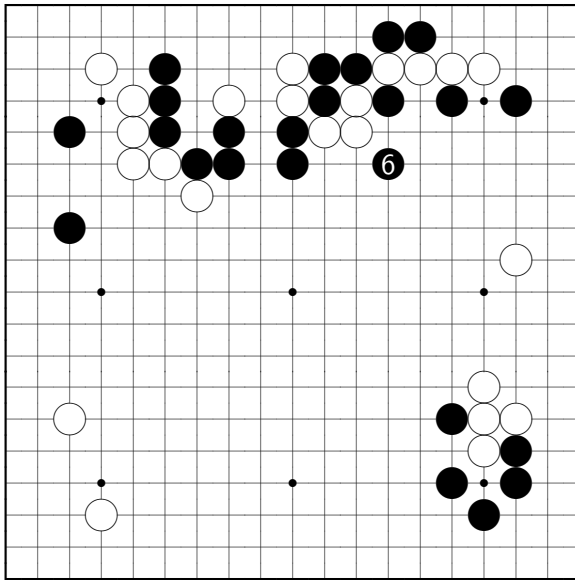
Variation. 64 from 41

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



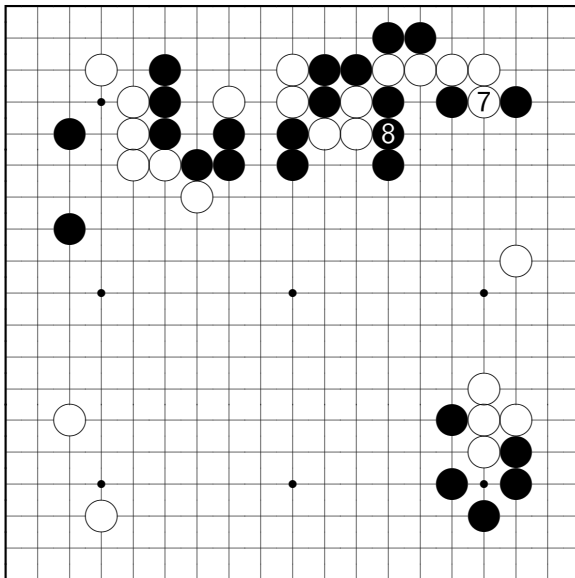
Variation. 65 from 41

This move looks similar to the game, but



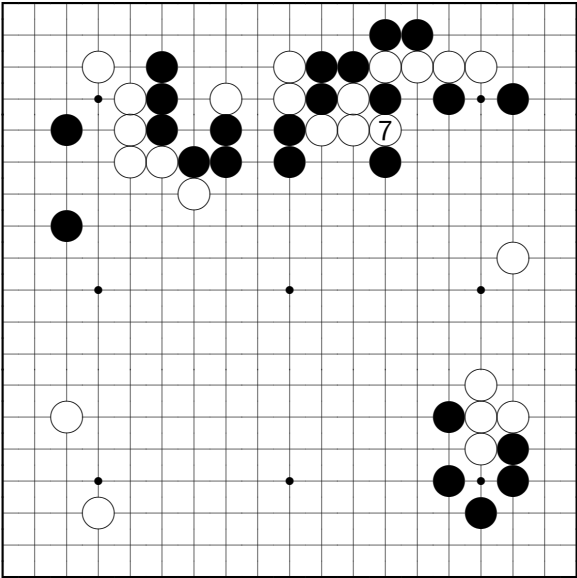
This move is very nice.

Variation. 66 from 41



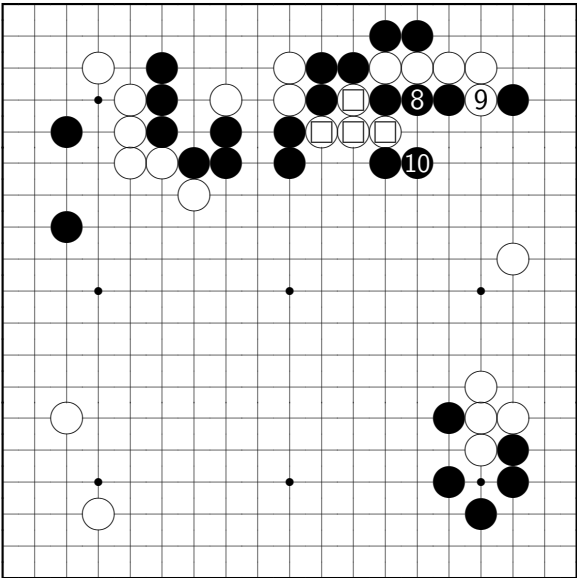
This is better for black.

Variation. 67 from 41



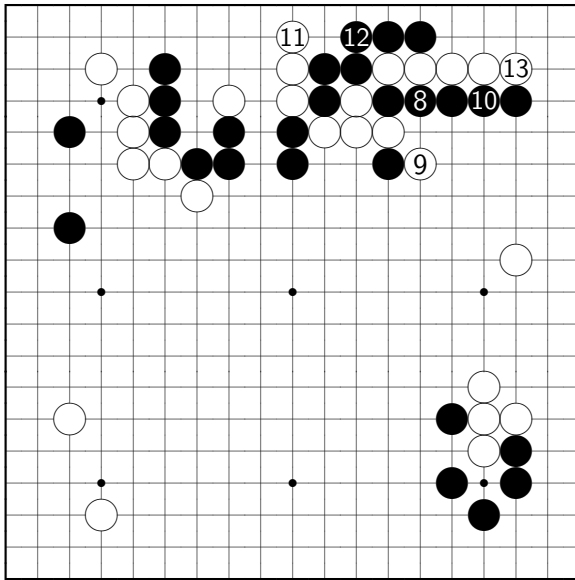
If white keeps going,

Variation. 68 from 41



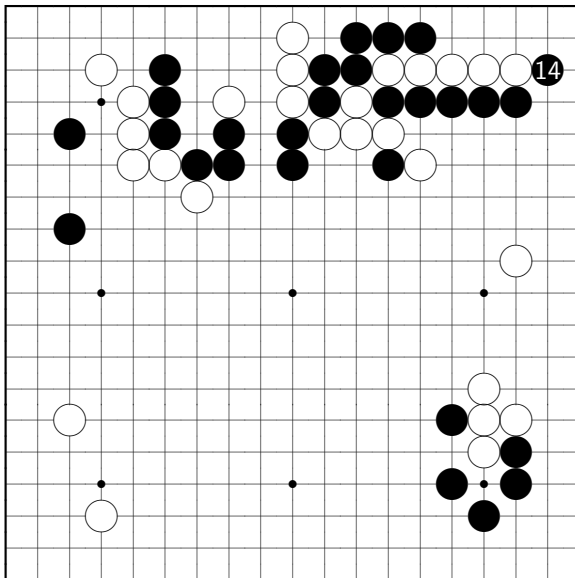
White still can't save the marked stones.

Variation. 69 from 41



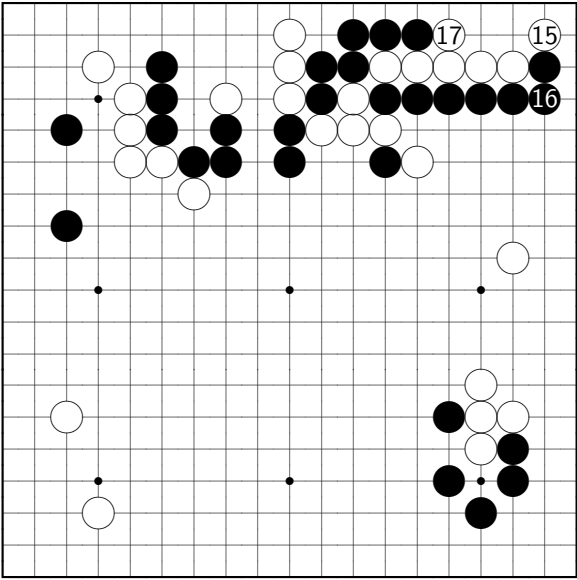
It looks complicated.

Variation. 70 from 41



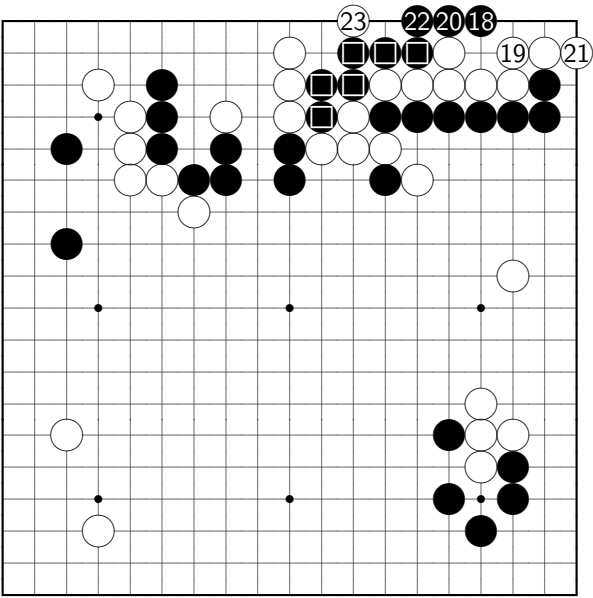
This hane doesn't work well for black.

Variation. 71 from 41



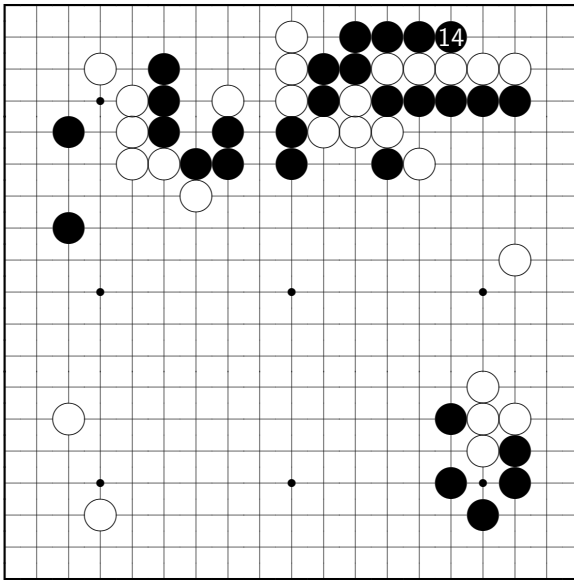
It's a capturing race, but

Variation. 72 from 41



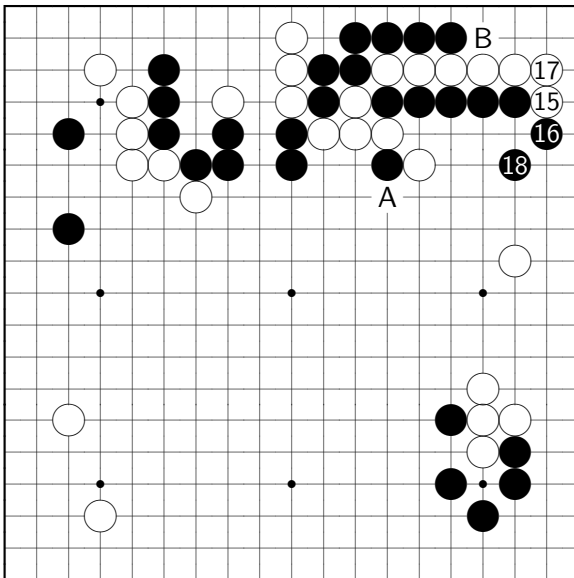
Black's short of liberties, so instead...

Variation. 73 from 41



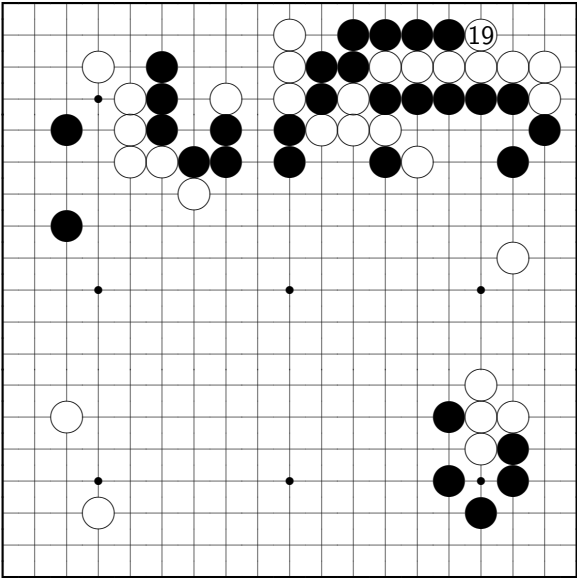
Variation. 74 from 41

This push is right and,



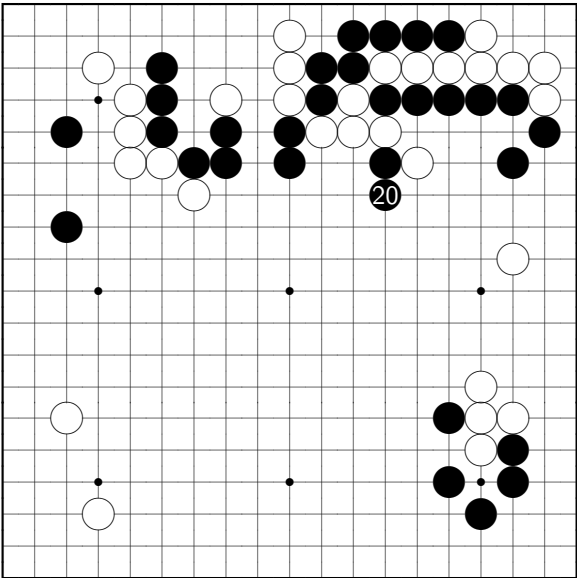
Variation. 75 from 41

Now, A and B are miai for black.



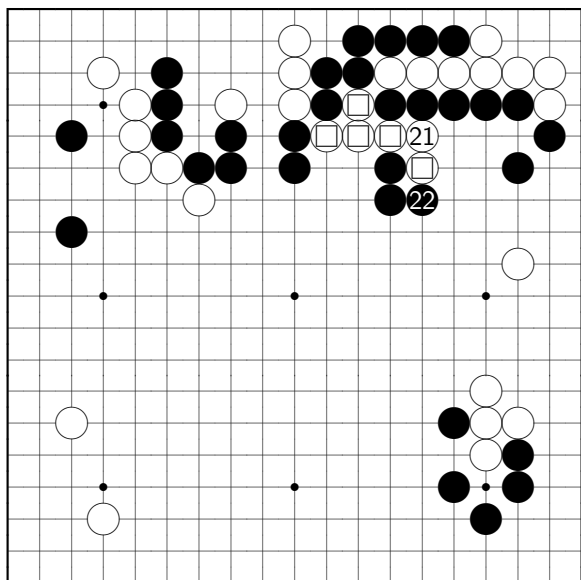
Variation. 76 from 41

If white blocks here to fight,



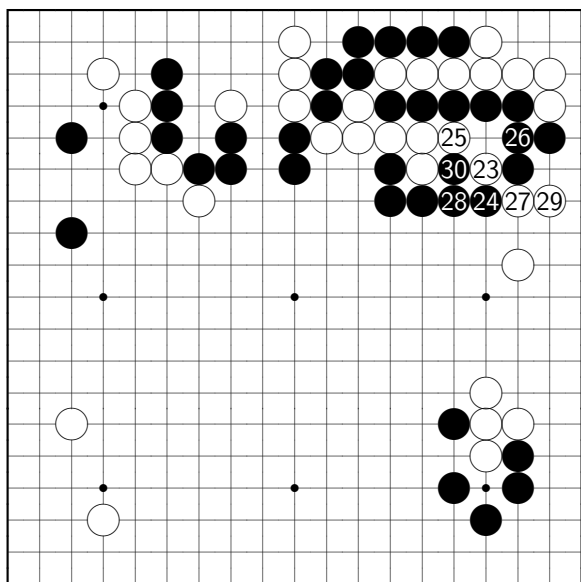
Variation. 77 from 41

This extension is good, and



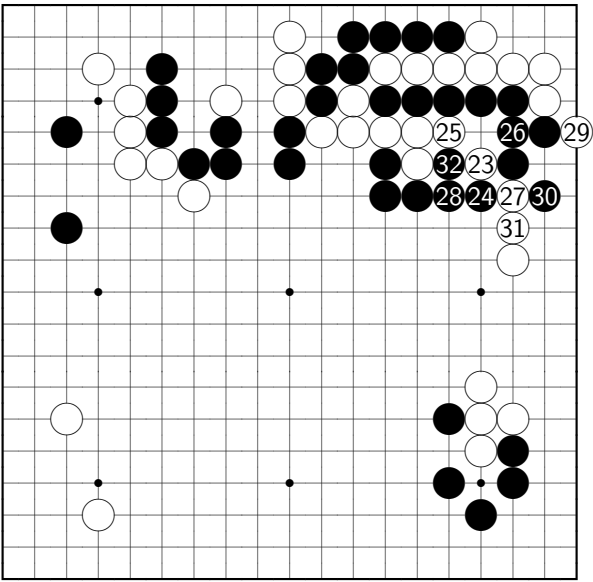
Variation. 78 from 41

White can't save the marked stones.



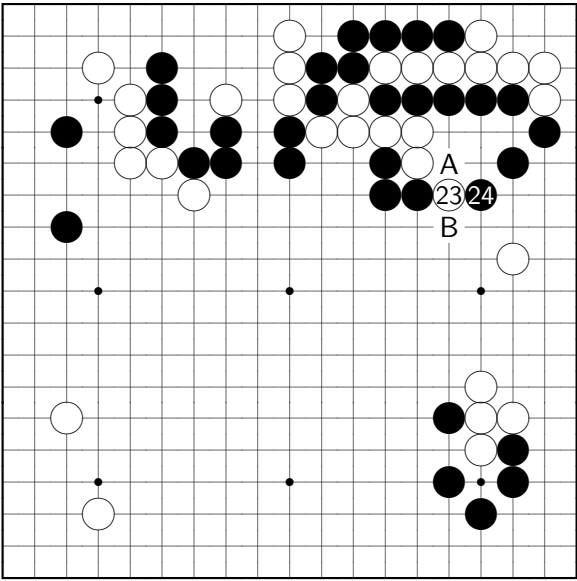
Variation. 79 from 41

White dies.



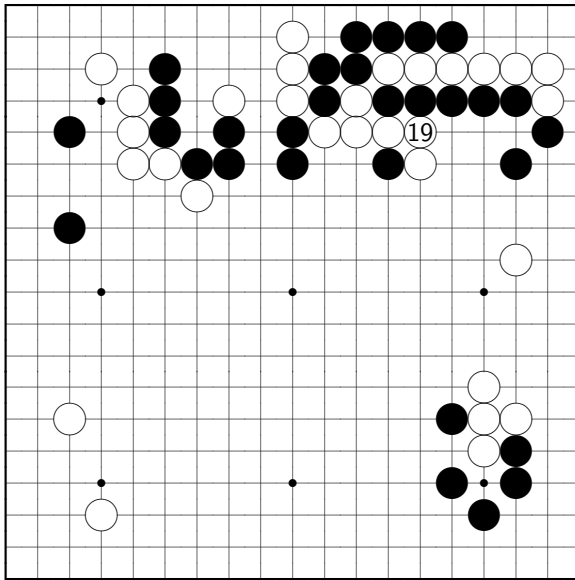
It's about the same. White's still dead.

Variation. 80 from 41



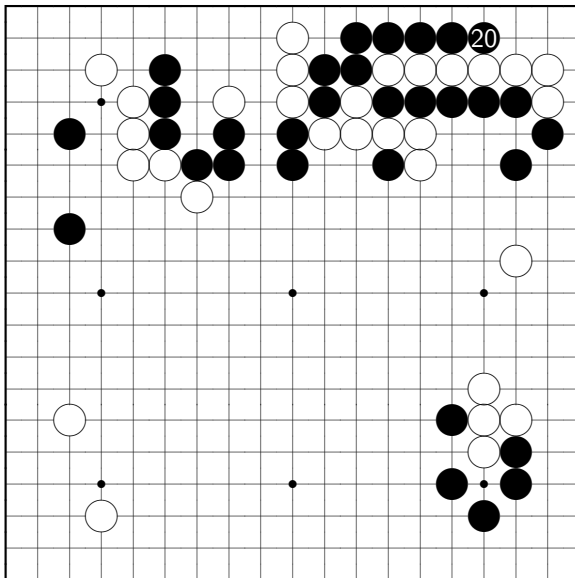
A and B are miai for black.

Variation. 81 from 41



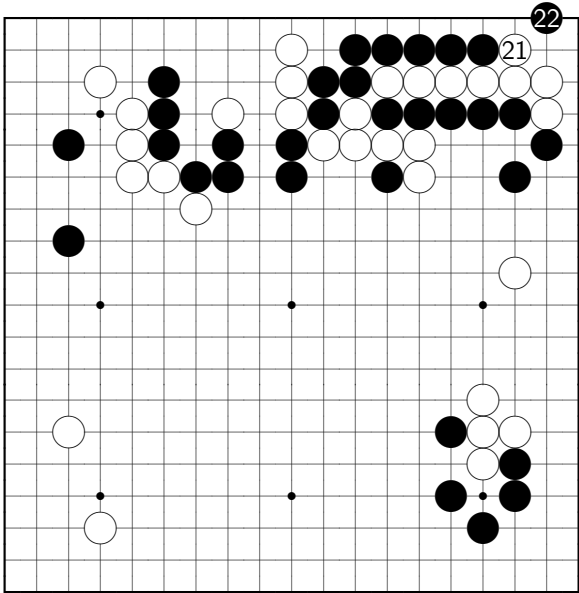
If white reinforces here,

Variation. 82 from 41



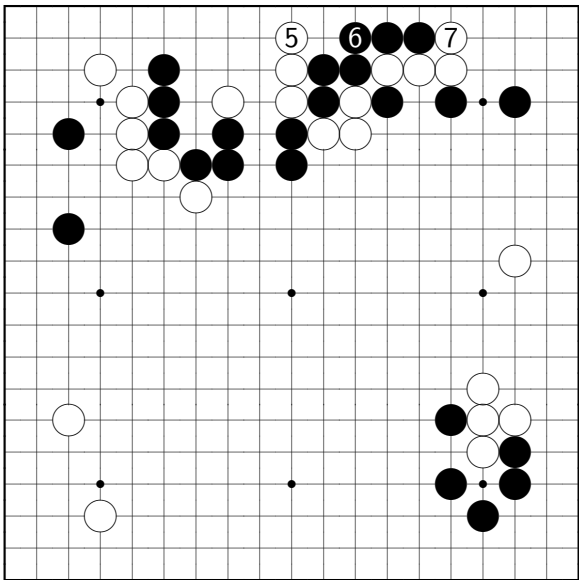
Black can capture the corner. It's a catastrophe.

Variation. 83 from 41



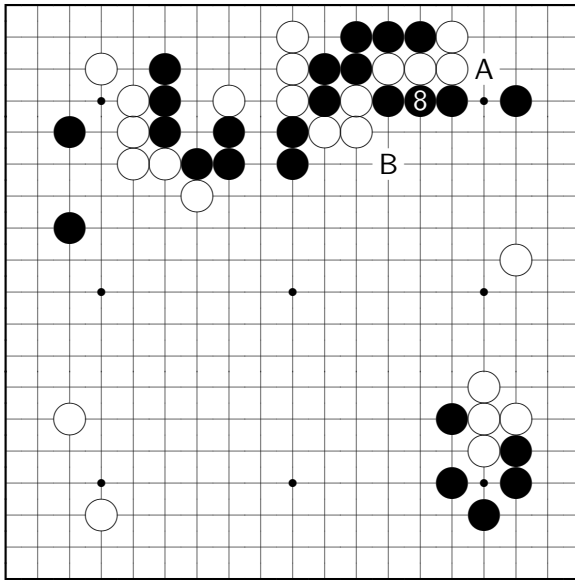
This is a tesuji for capturing races, and white's corner stones are dead now.

Variation. 84 from 41



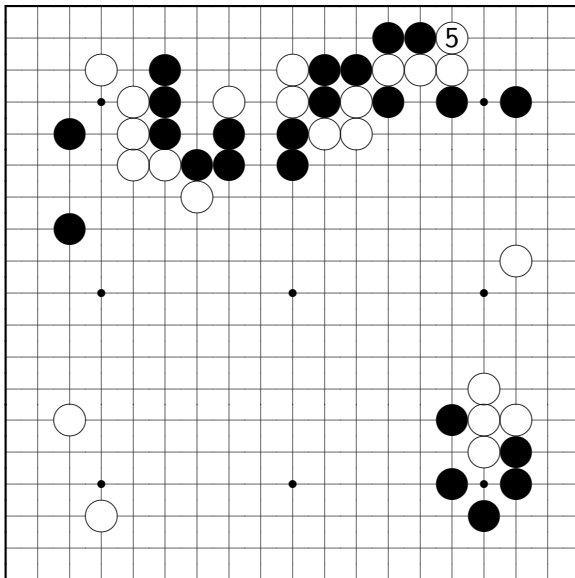
If white plays like this, which isn't good,

Variation. 85 from 41



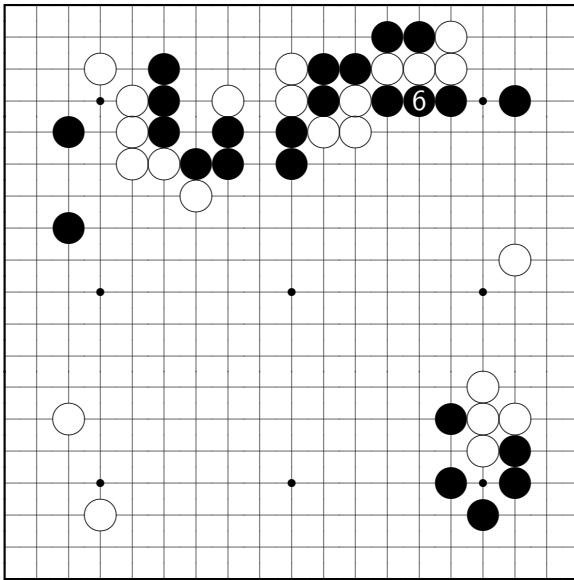
Variation. 86 from 41

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



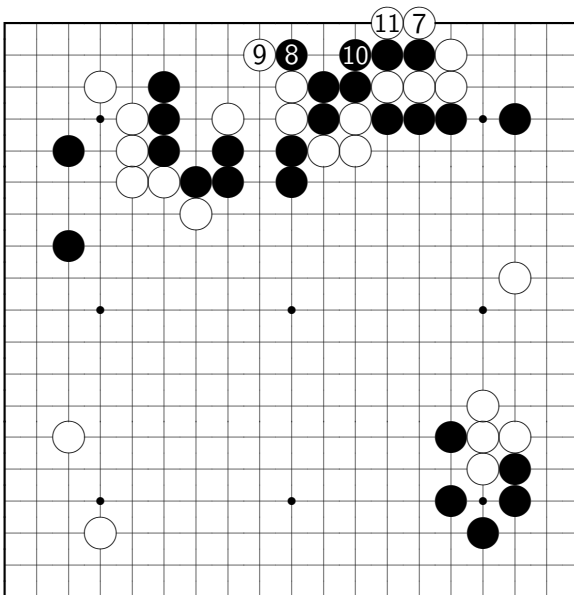
Variation. 87 from 41

Blocking here is the best white can do now, and



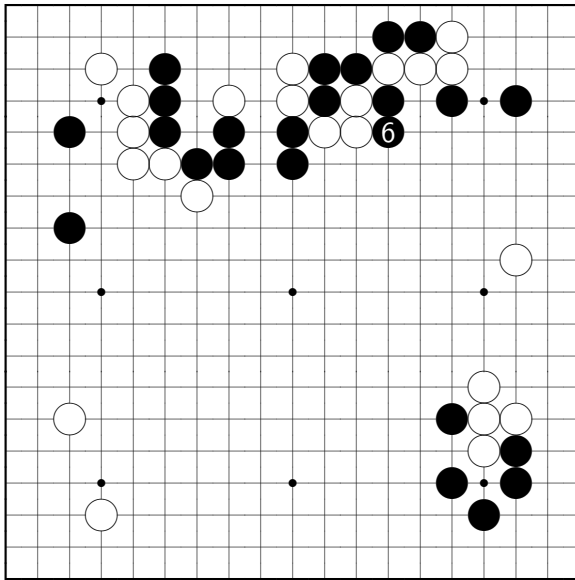
This move doesn't work anymore.

Variation. 88 from 41



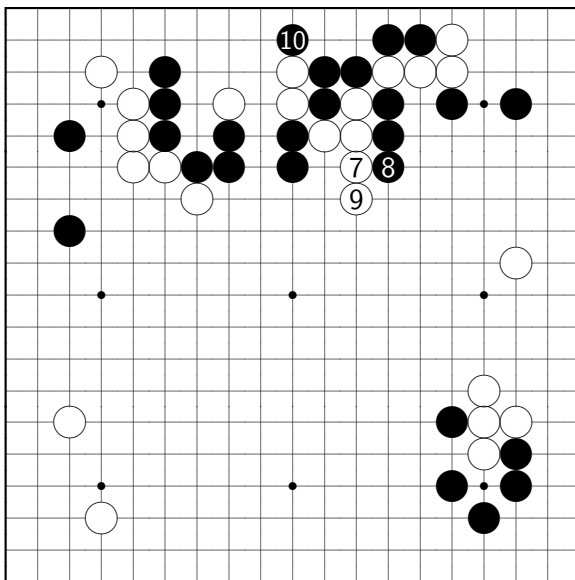
Black can't extend his liberties. White wins the capturing race.

Variation. 89 from 41



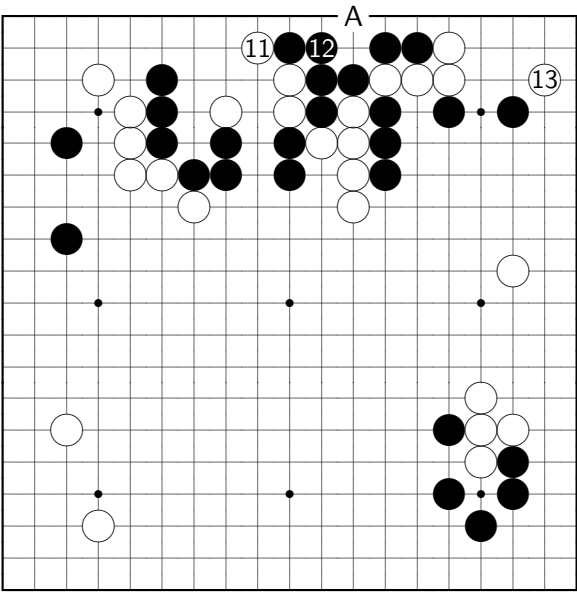
Pushing here isn't good either.

Variation. 90 from 41



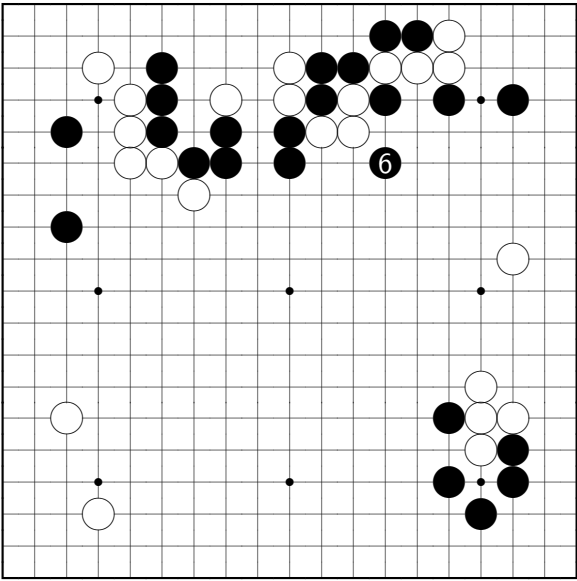
Black has to come back here, and

Variation. 91 from 41



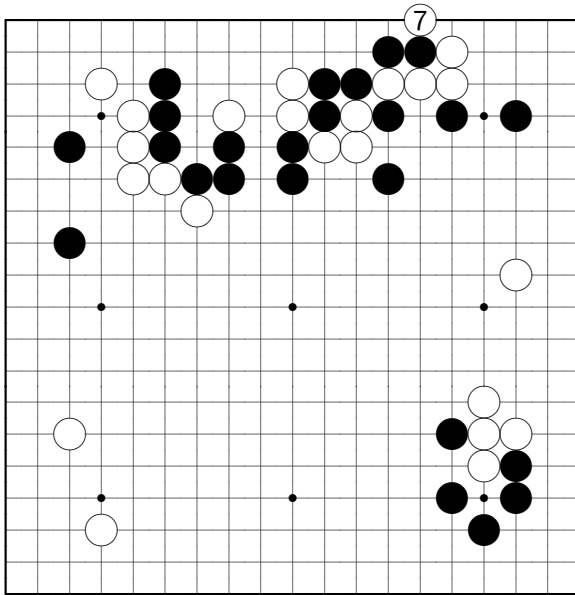
Variation. 92 from 41

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



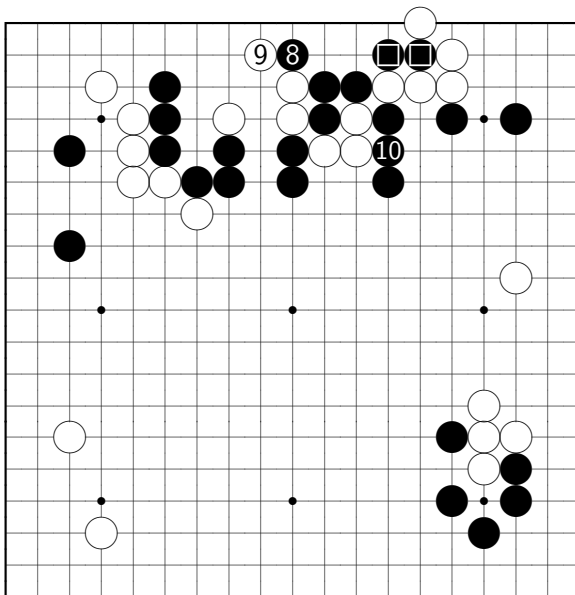
Variation. 93 from 41

If black caps here,



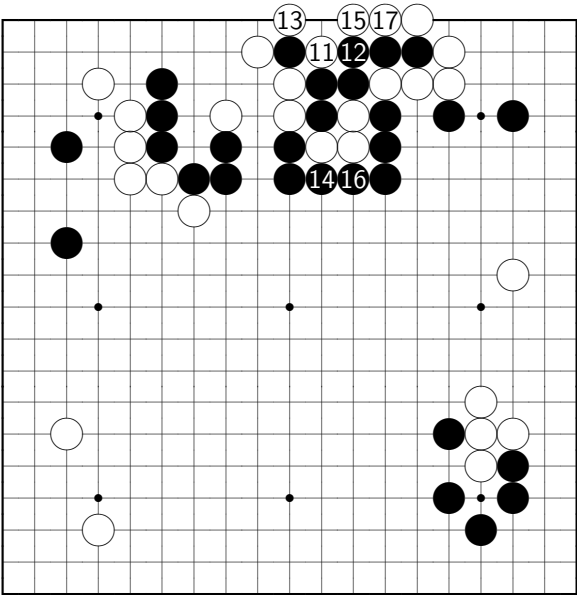
This hane is wrong,

Variation. 94 from 41



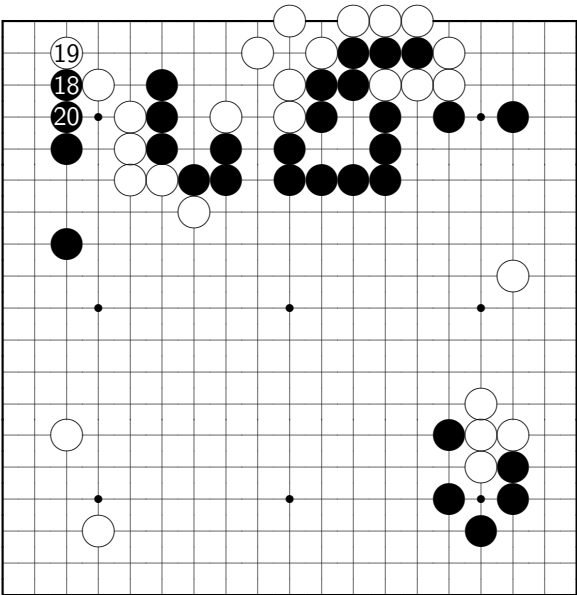
White can capture either of black's marked stones, but black will still capture the three cutting stones. This result is good for black, because black's outside influence will be very powerful.

Variation. 95 from 41



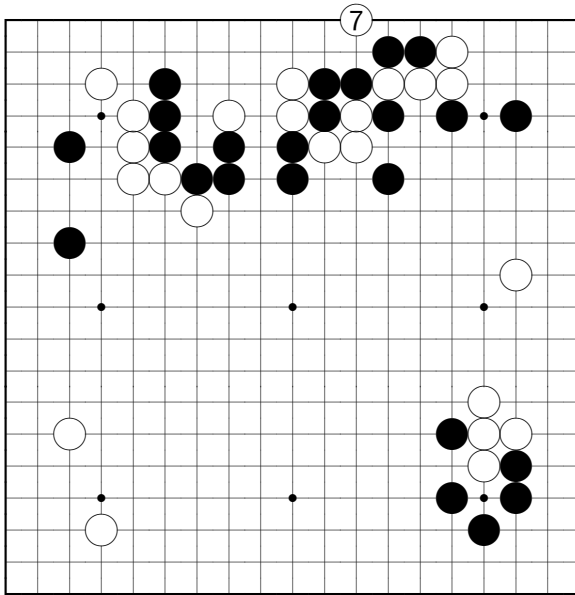
White can connect under, but

Variation. 96 from 41



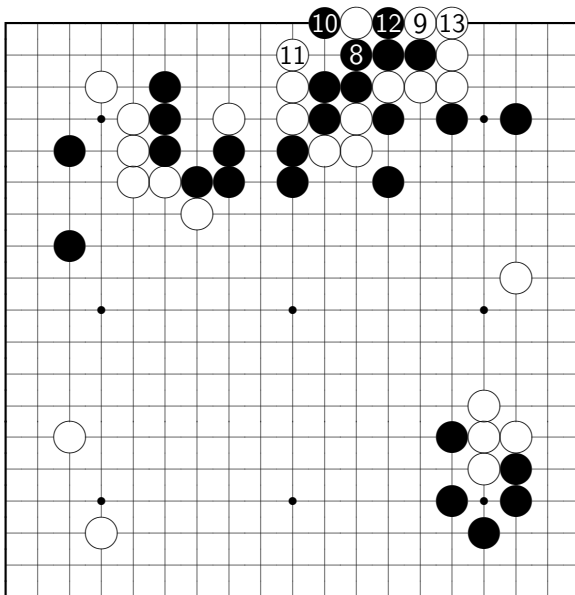
Black can come back here to attack white. This is good for black.

Variation. 97 from 41



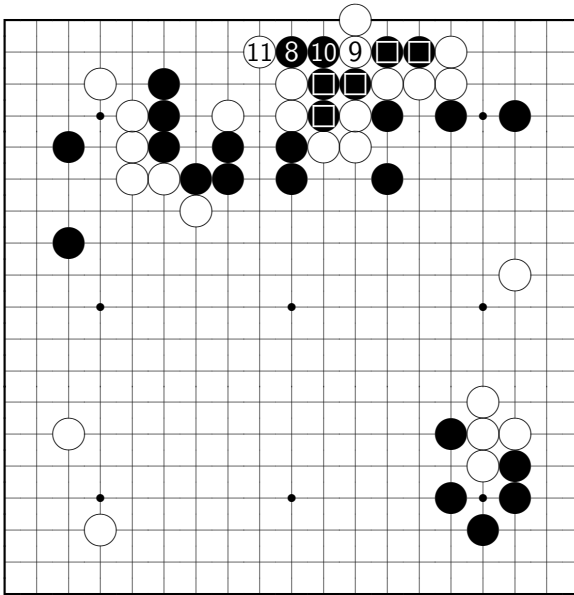
This is the vital point, and black's captured.

Variation. 98 from 41



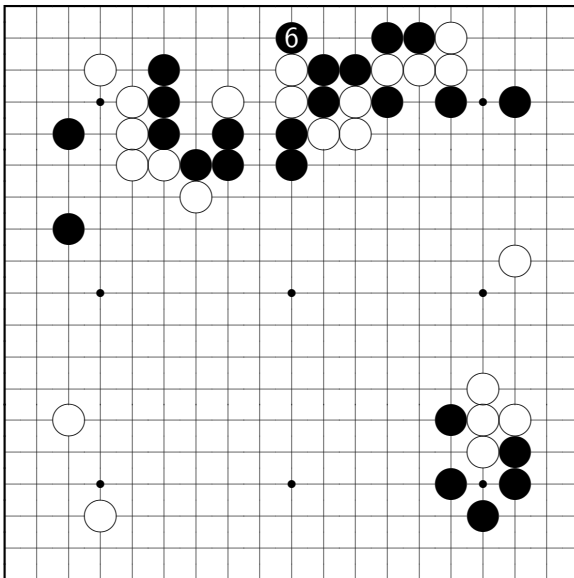
The game's over.

Variation. 99 from 41



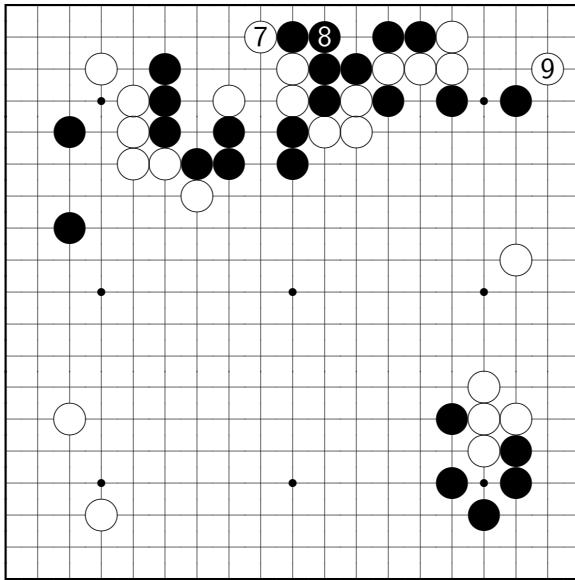
Variation. 100 from 41

Black can't atari on either side.



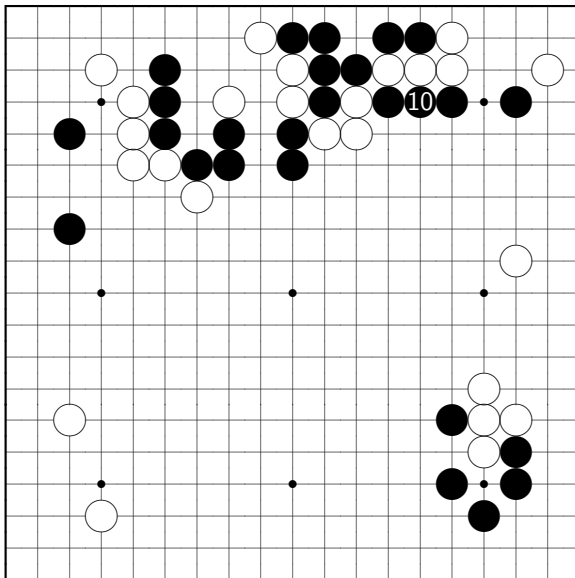
Variation. 101 from 41

Black should answer here.



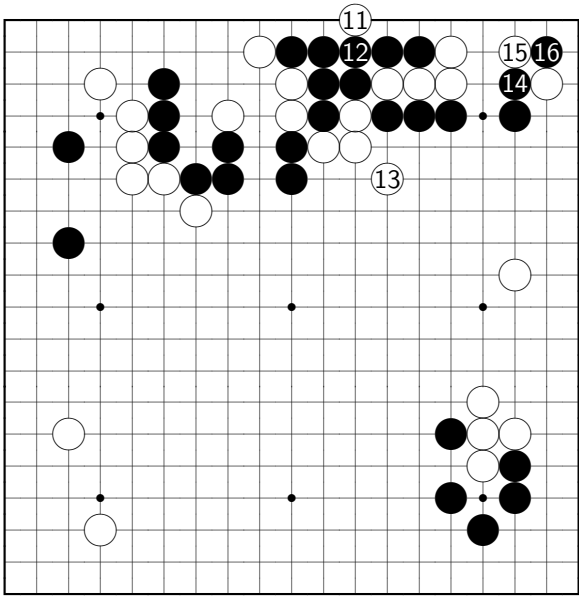
If white plays here,

Variation. 102 from 41



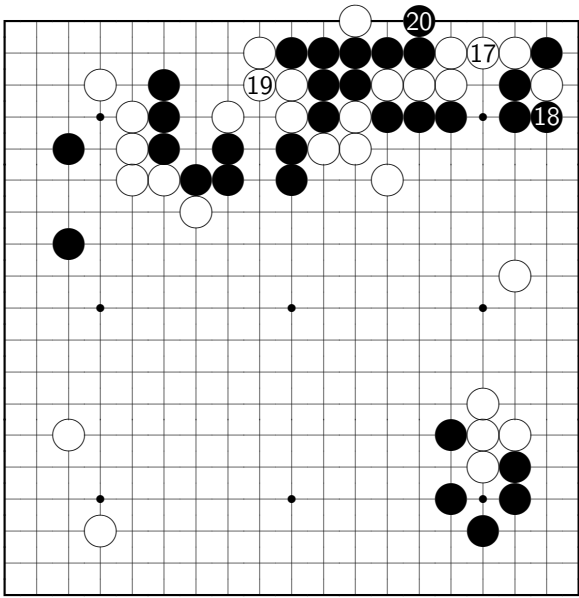
Black can connect here now.

Variation. 103 from 41



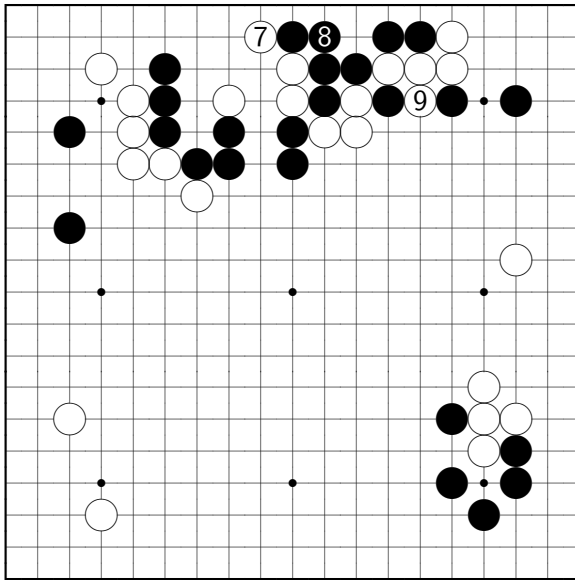
Variation. 104 from 41

This is good for black.



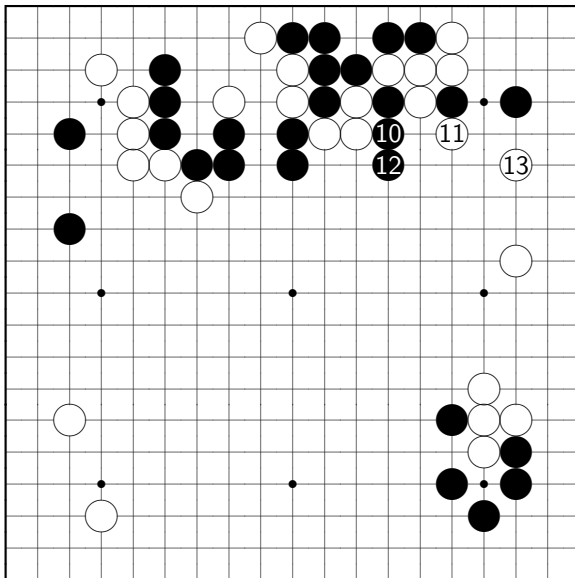
Variation. 105 from 41

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



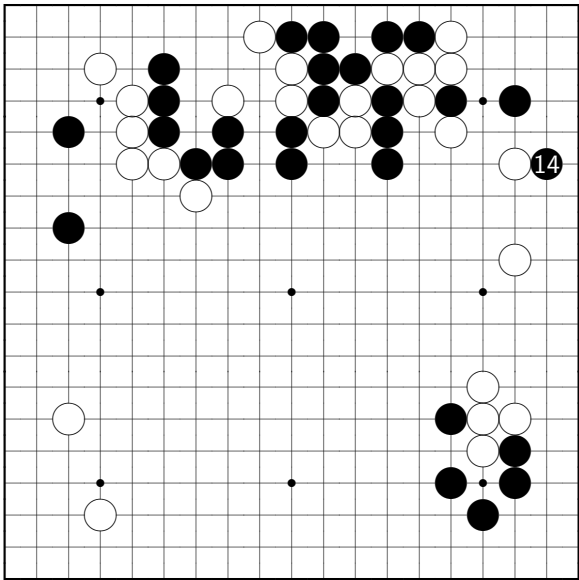
Variation. 106 from 41

If white wants to trade,



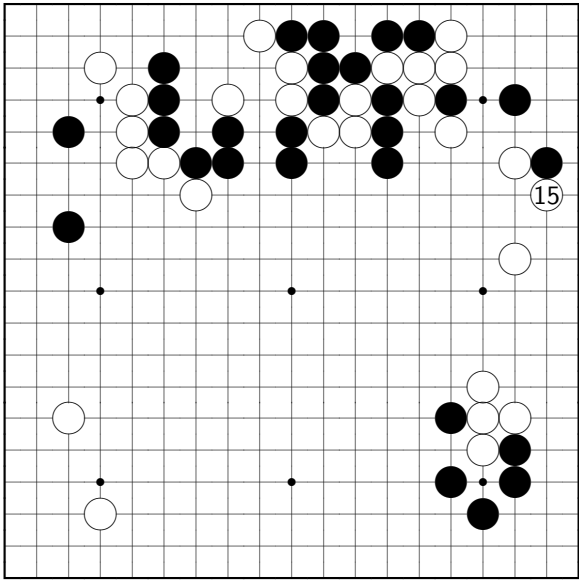
Variation. 107 from 41

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



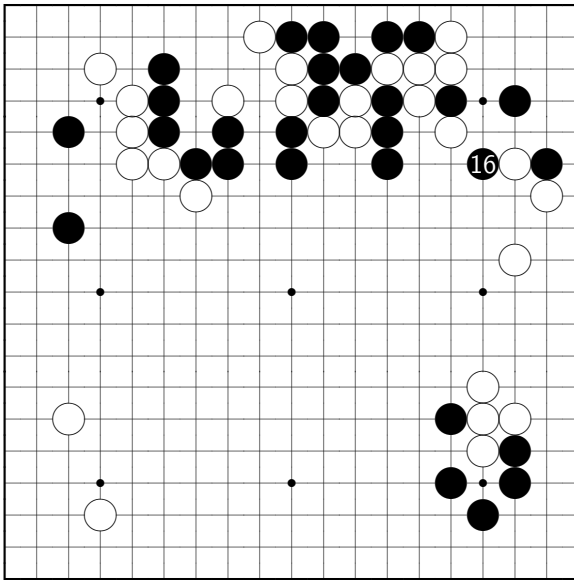
Variation. 108 from 41

White can't simply capture the corner.



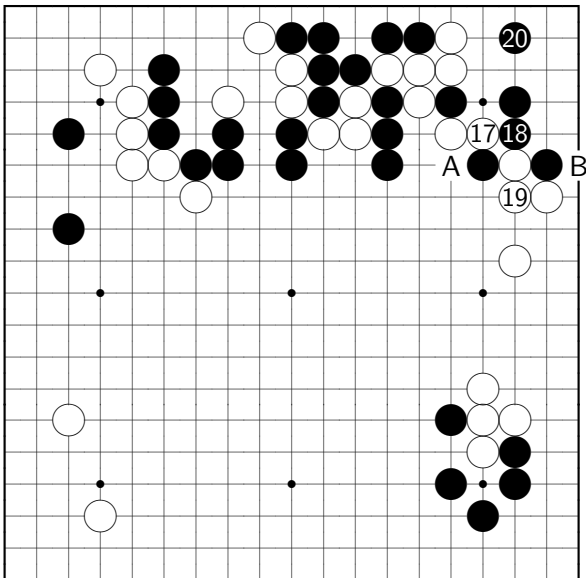
Variation. 109 from 41

If white answers like this,



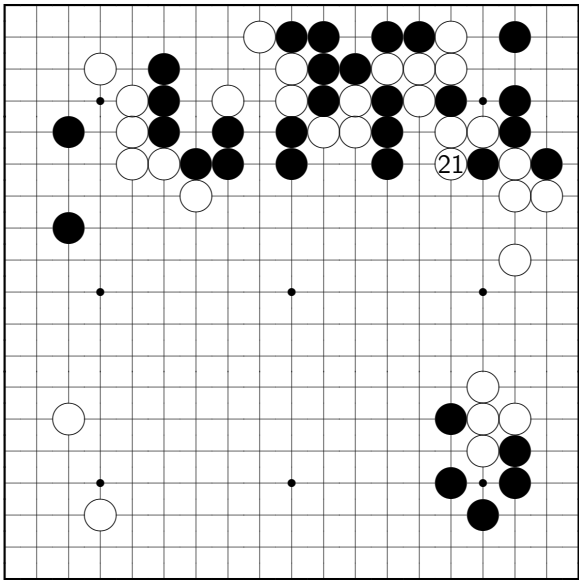
Variation. 110 from 41

This attachment is good.



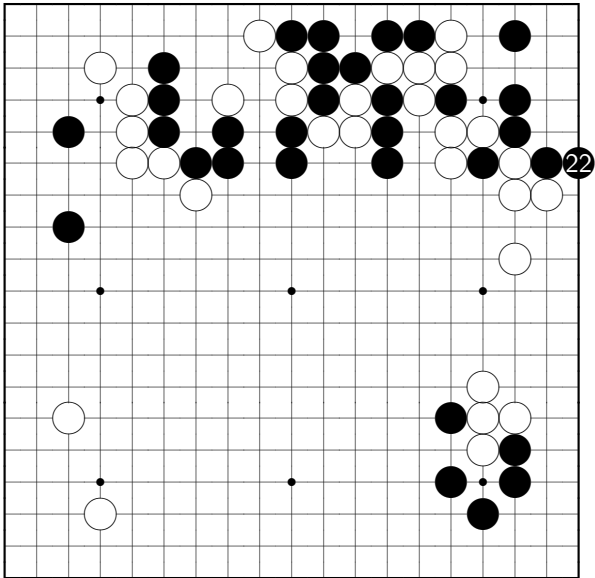
Variation. 111 from 41

A and B are miai for black.



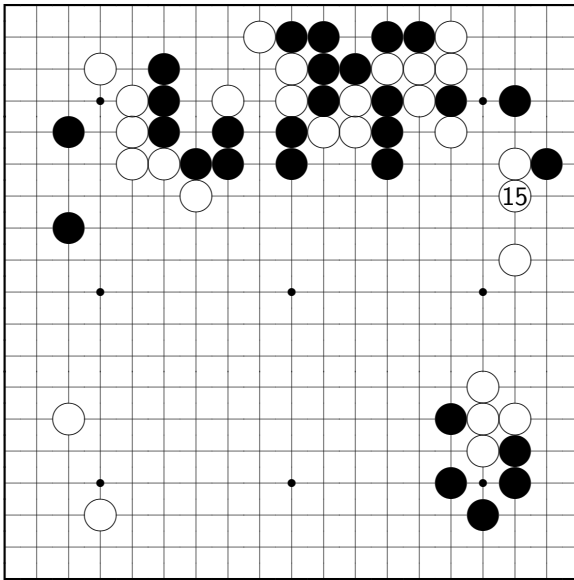
Variation. 112 from 41

White need to play here, and



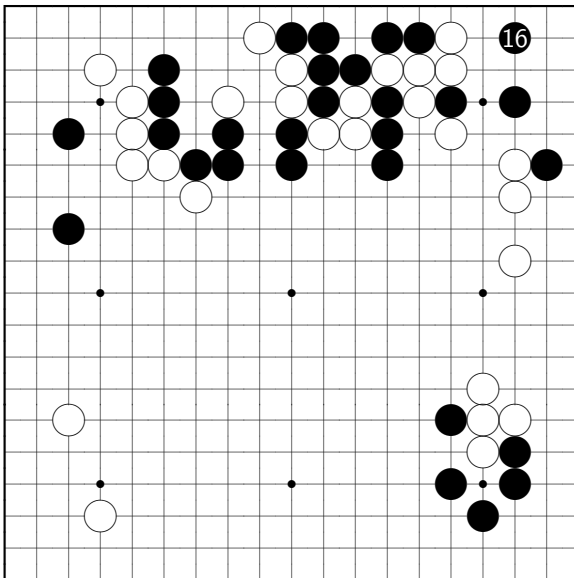
Variation. 113 from 41

Black can live.



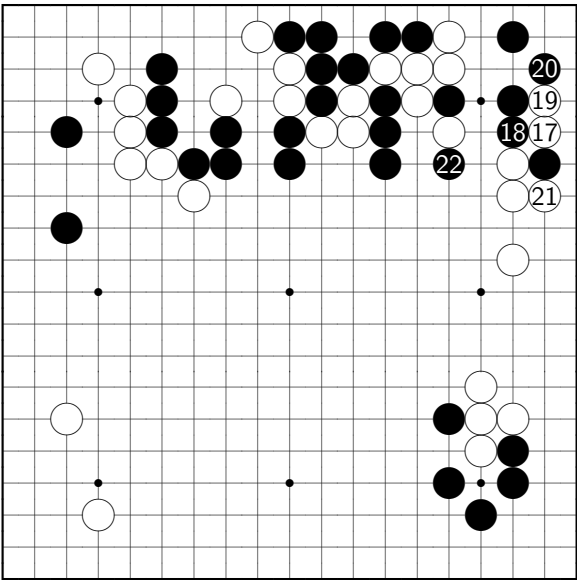
If white extends solidly,

Variation. 114 from 41



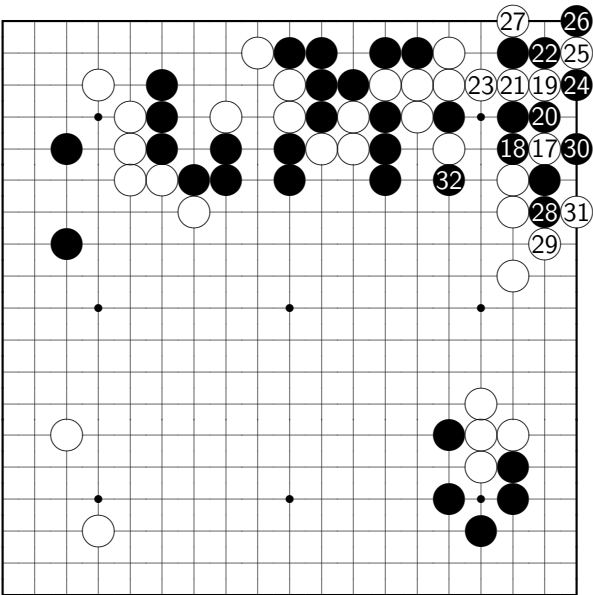
Black's shape is flexible, and not easy to kill.

Variation. 115 from 41



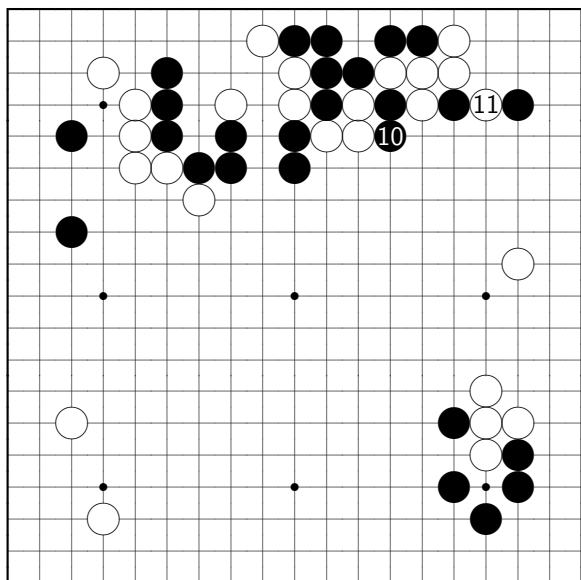
White is cut off and in trouble.

Variation. 116 from 41



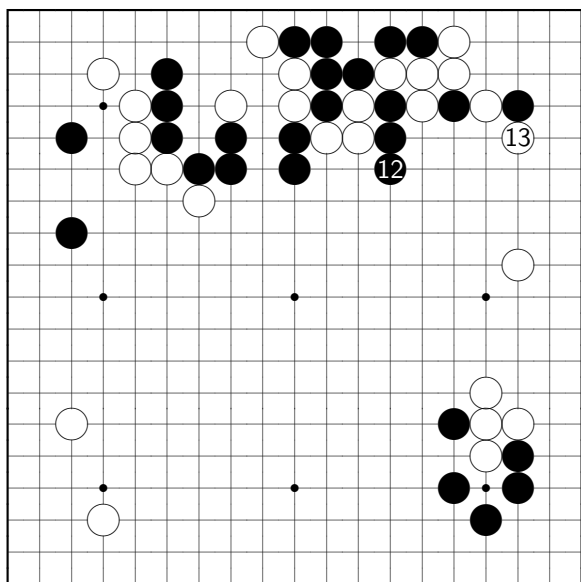
White is in trouble like this too.

Variation. 117 from 41



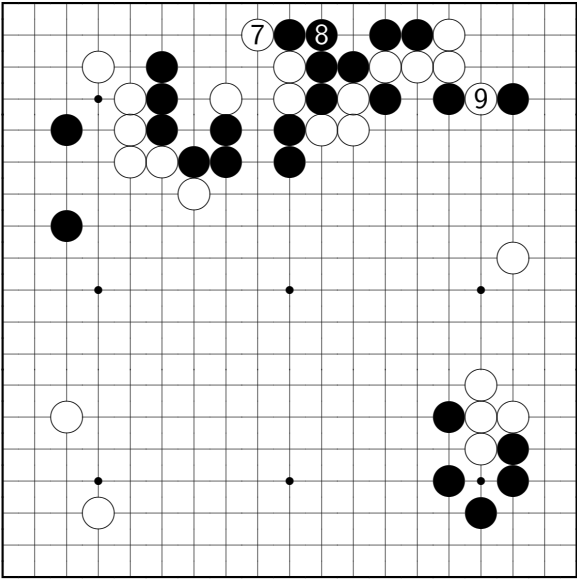
Variation. 118 from 41

This should be the best for white,



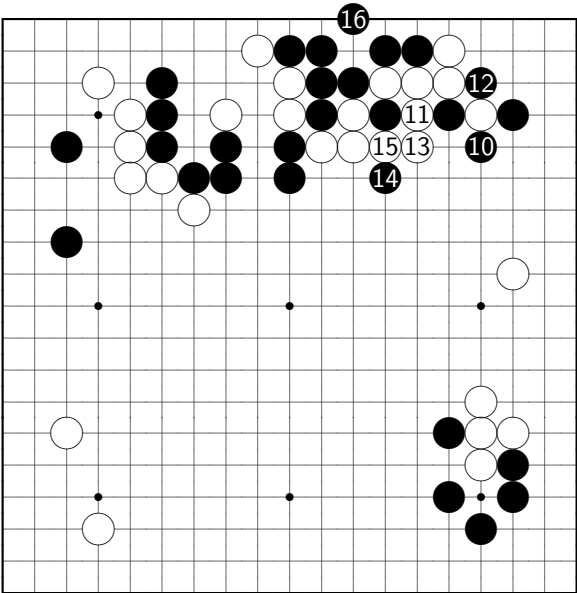
Variation. 119 from 41

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



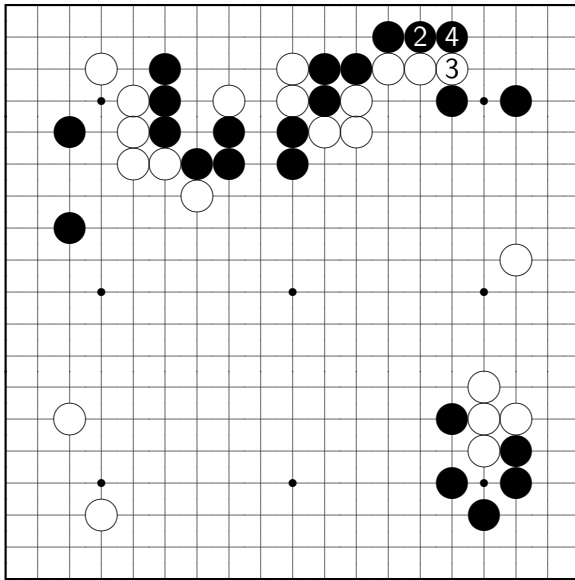
Variation. 120 from 41

If white wedges here first,



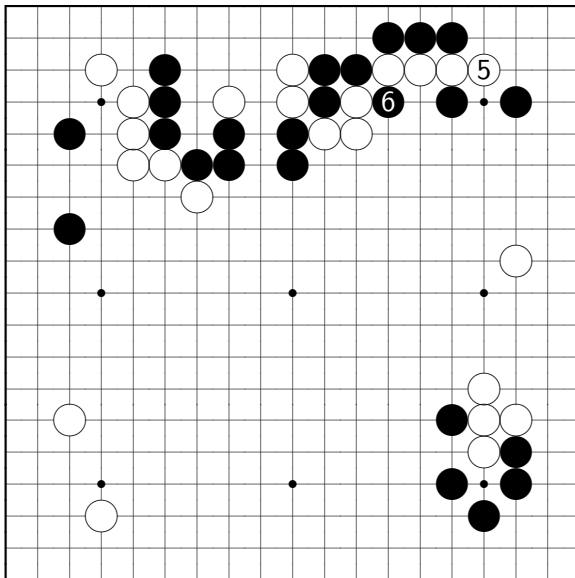
Variation. 121 from 41

This is playable for black.



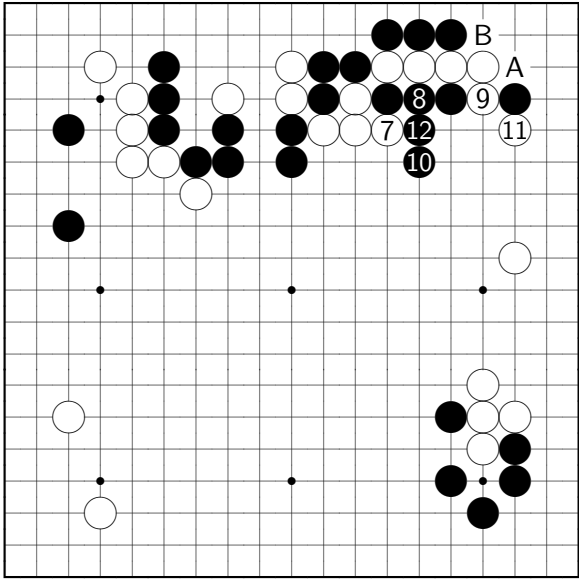
Black can also push here first, and

Variation. 122 from 41



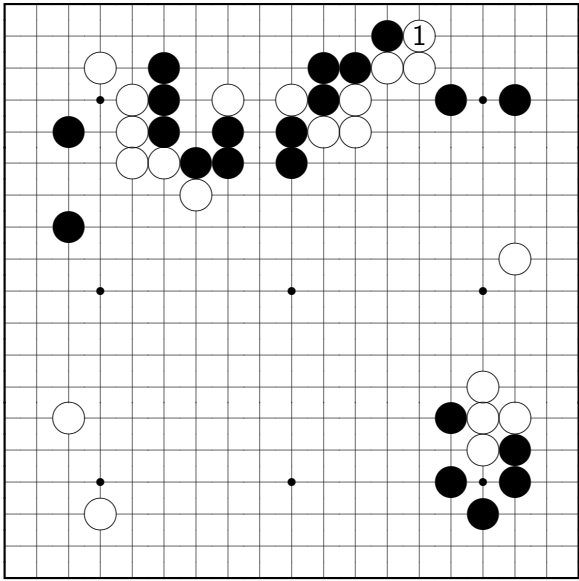
Then cut here.

Variation. 123 from 41



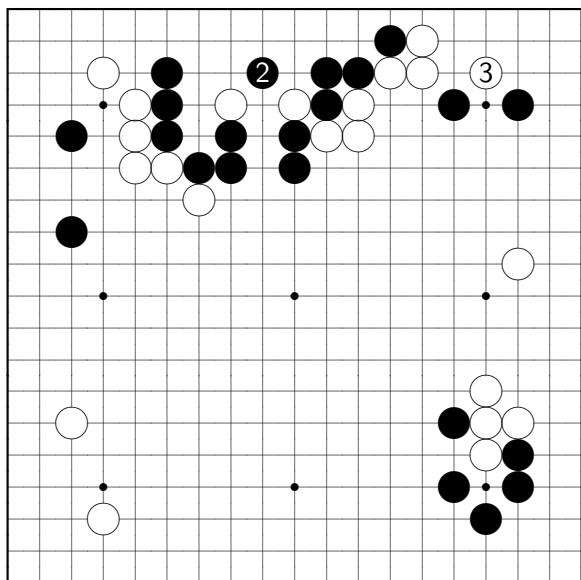
Variation. 124 from 41

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



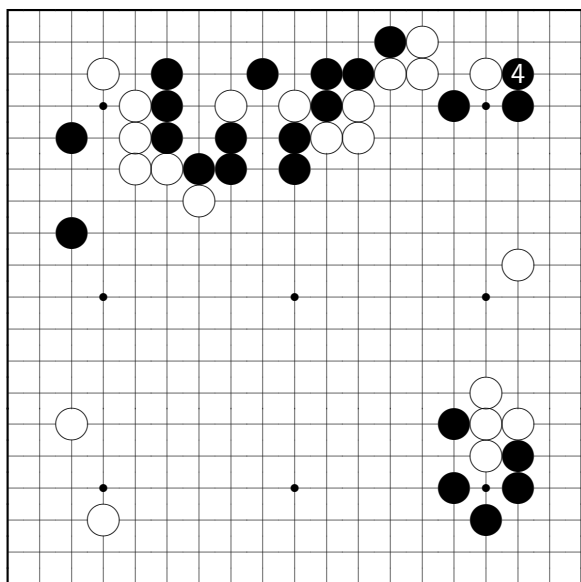
Variation. 125 from 41

If white turns here now,



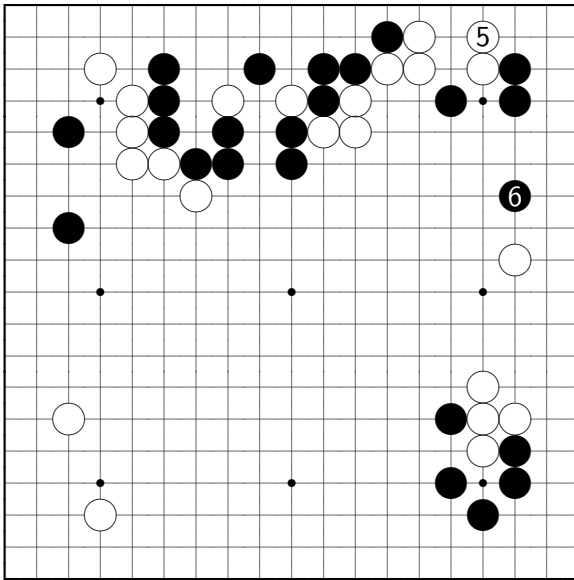
And then peeps here,

Variation. 126 from 41



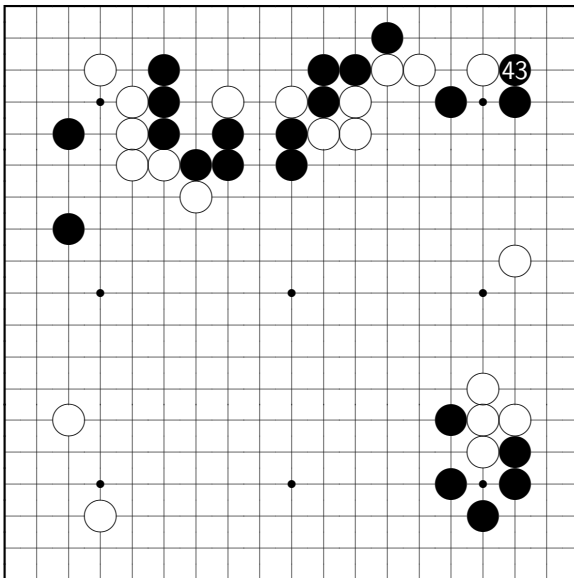
Black will just block off the corner now.

Variation. 127 from 41



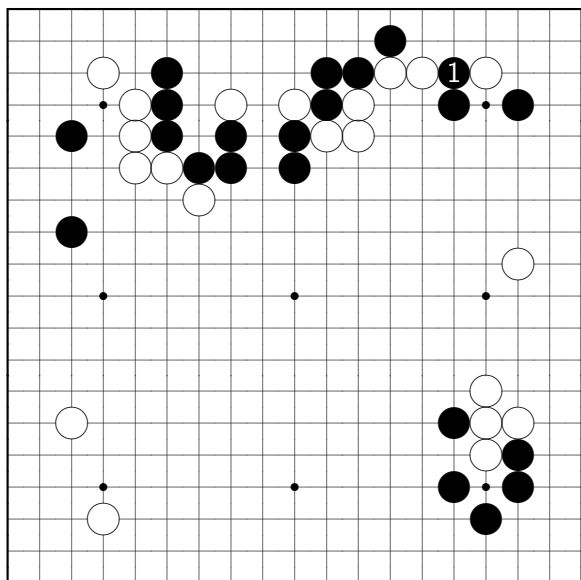
Variation. 128 from 41

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

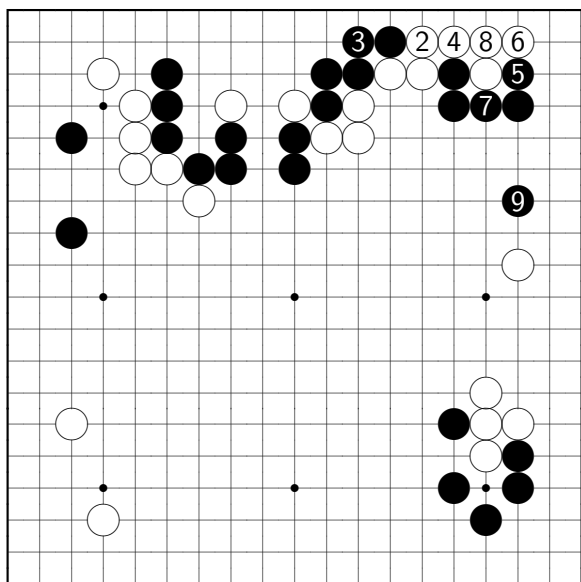


*Diagram. 21
(Move: 43)*

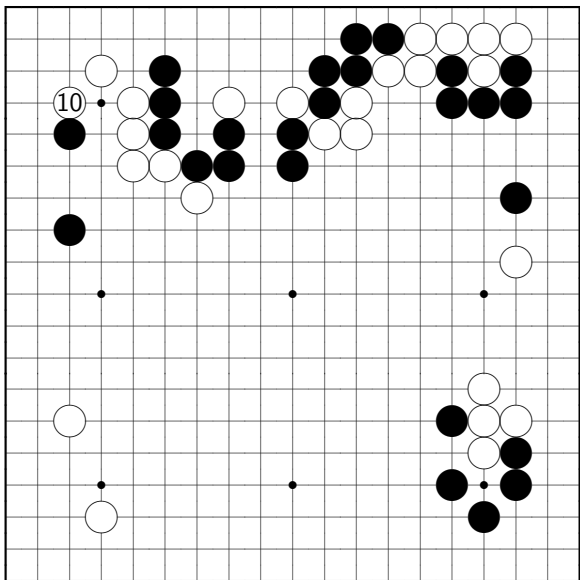
Black played here in the game, but now



Variation. 129 from (42)

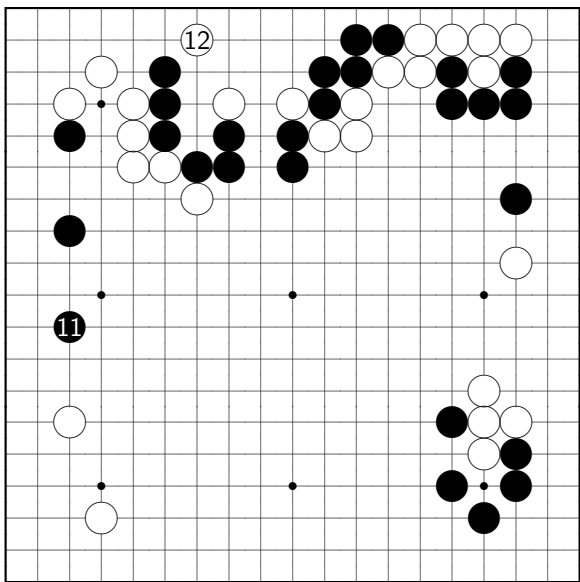


Variation. 130 from (42)



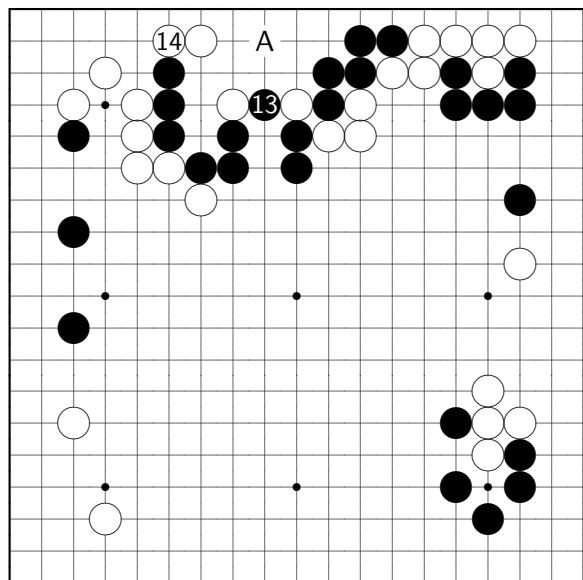
White can come back here, and

Variation. 131 from (42)



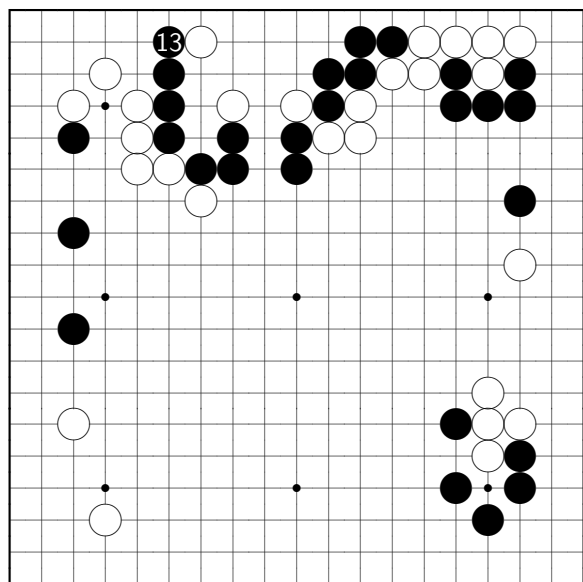
This move will be annoying for black.

Variation. 132 from (42)



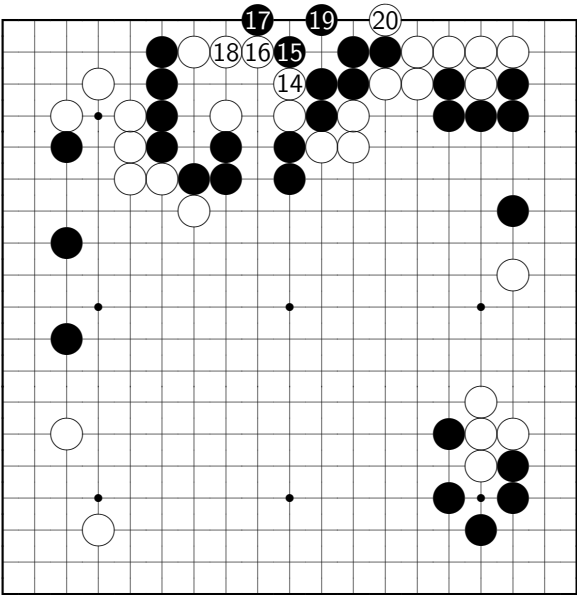
A is sente for white later, and black's territory at the top is so small.

Variation. 133 from ④2



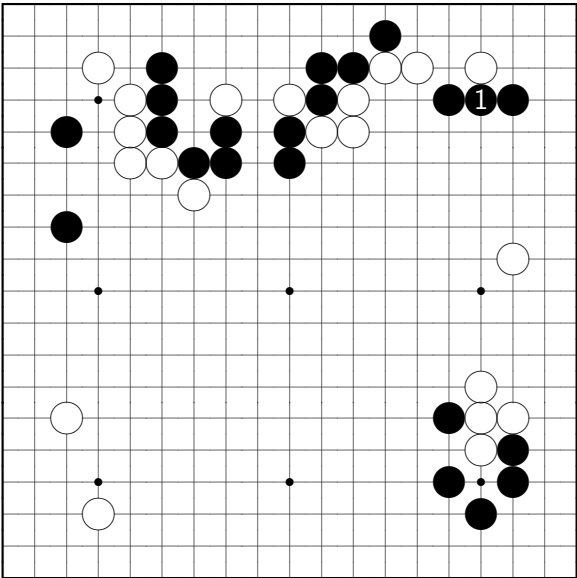
Black can't block here,

Variation. 134 from ④2



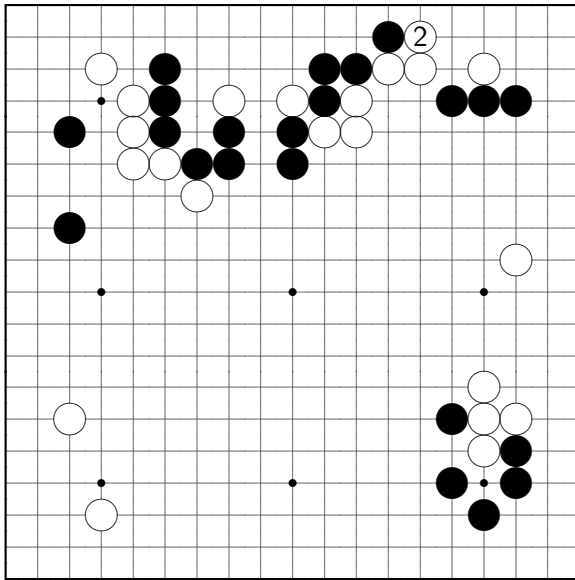
It's a ko, and black's in trouble.

Variation. 135 from ④2



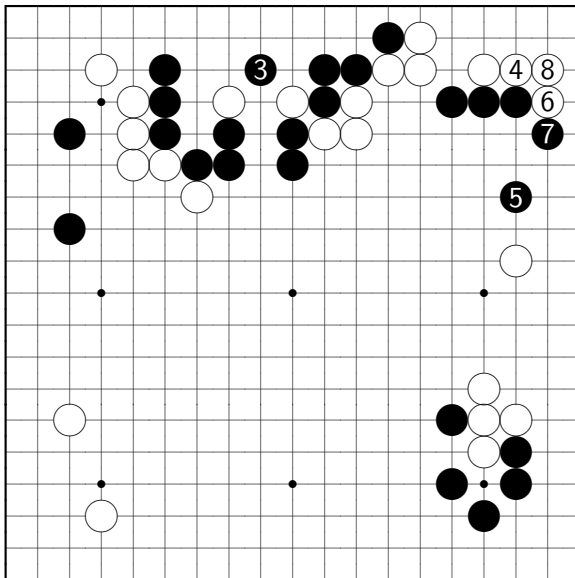
If black simply connects,

Variation. 136 from ④2



Variation. 137 from ④②

Go Seigen said he planned to trade like this.



Variation. 138 from ④②

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

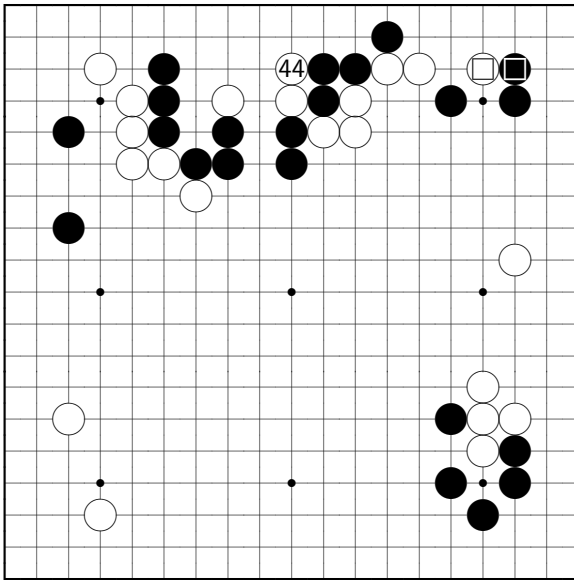


Diagram. 22
(Move: 44)

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

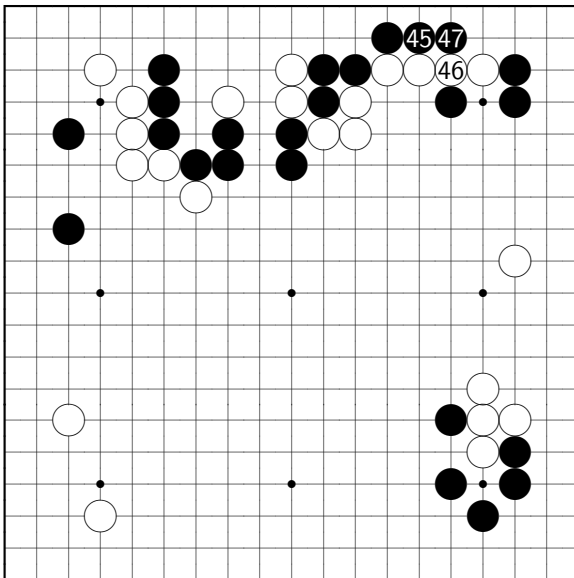
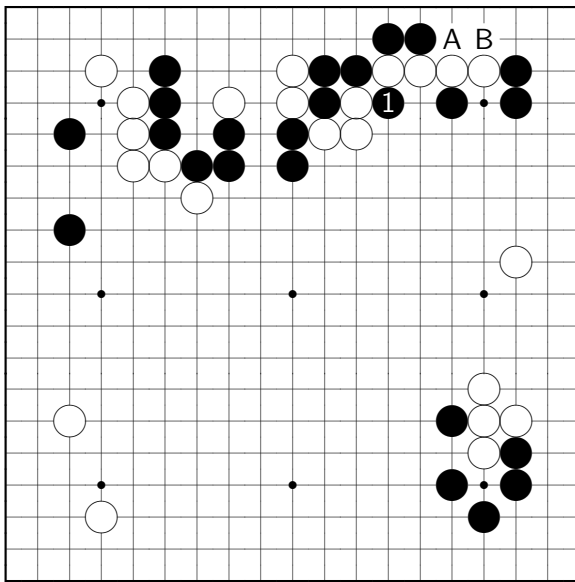


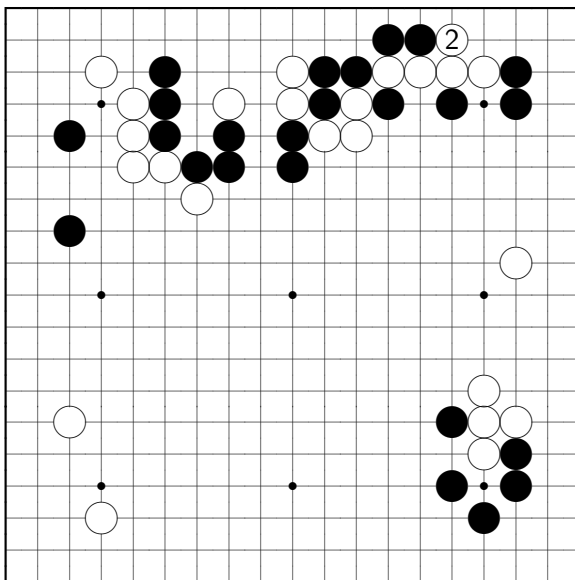
Diagram. 23
(Moves: 45-47)

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



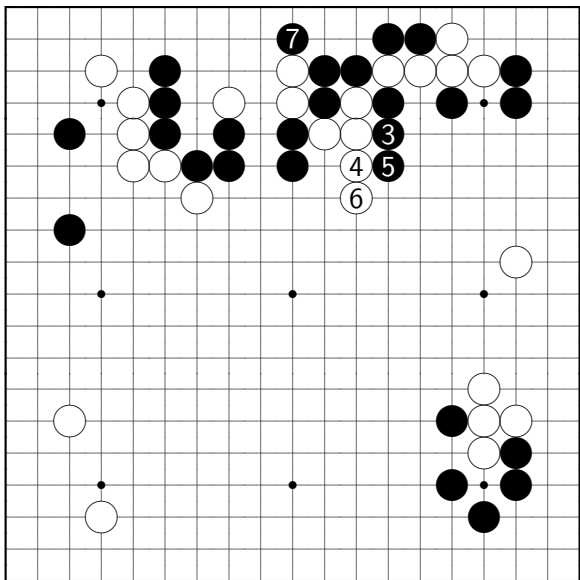
If black cuts here, without exchanging A for B first,

Variation. 139 from ④6



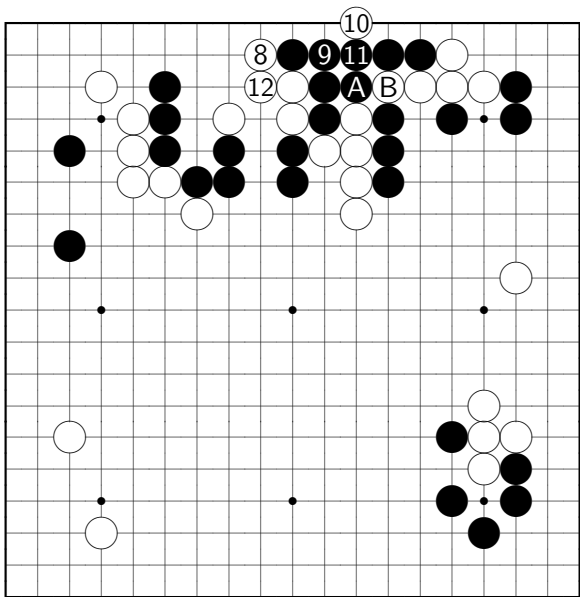
Blocking here is good.

Variation. 140 from ④6



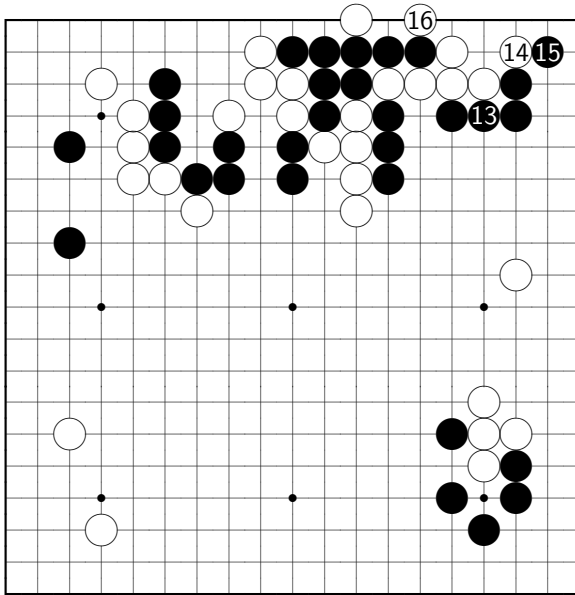
Black needs to come back here, but

Variation. 141 from (46)



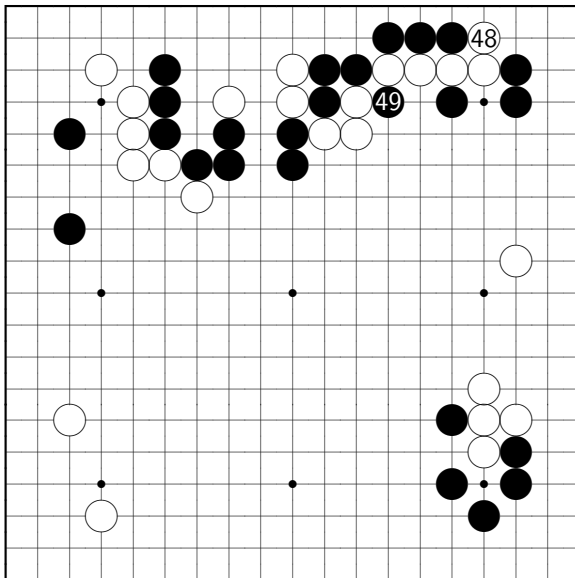
Black can't win the capturing race between A and B.

Variation. 142 from (46)



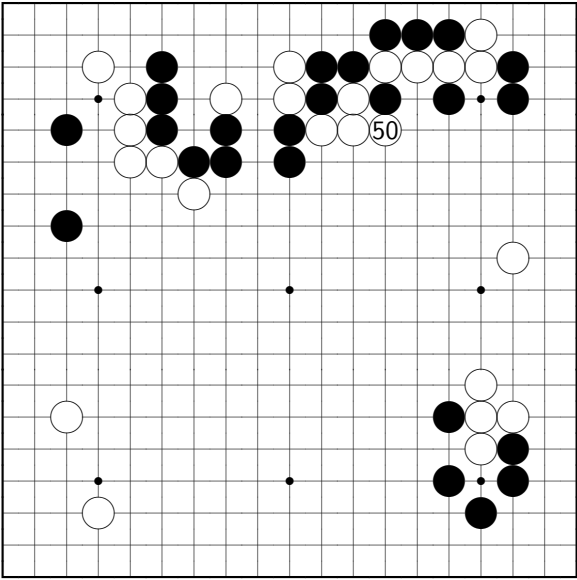
White will win this capturing race.

Variation. 143 from ④6



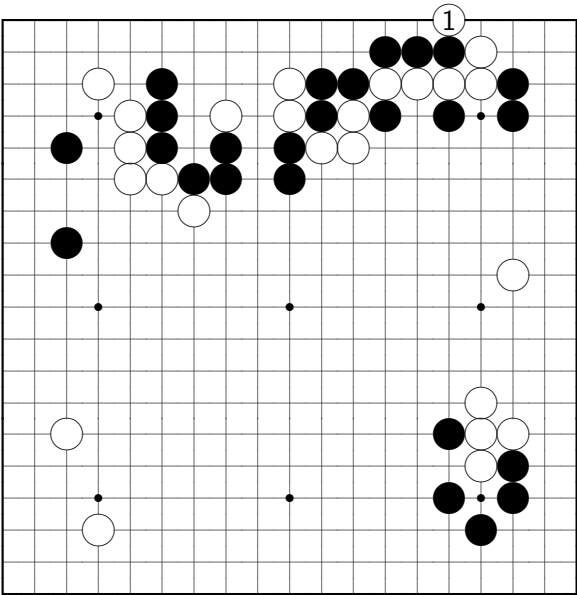
Black cut here, to counter-attack.

*Diagram. 24
(Moves: 48-49)*



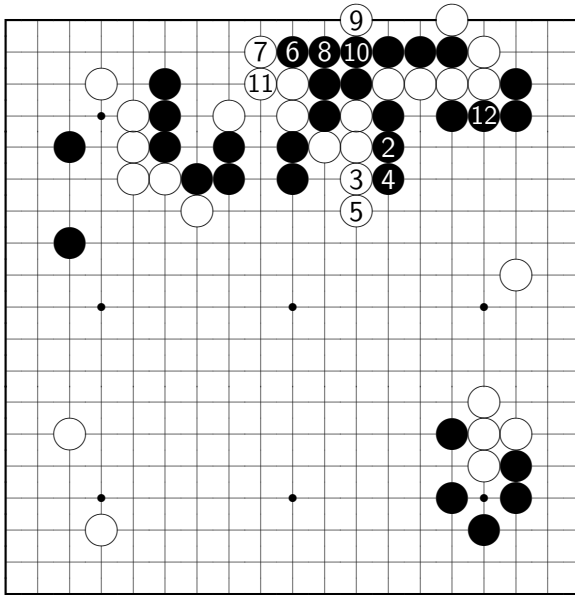
This atari was the right move, and

Diagram. 25
(Move: 50)



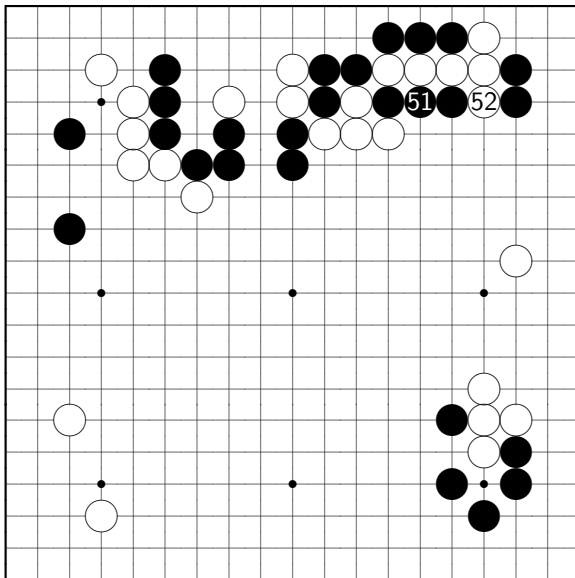
If white still tries to capture black,

Variation. 144 from 49



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

Variation. 145 from 49



This is the right sequence.

*Diagram. 26
(Moves: 51-52)*

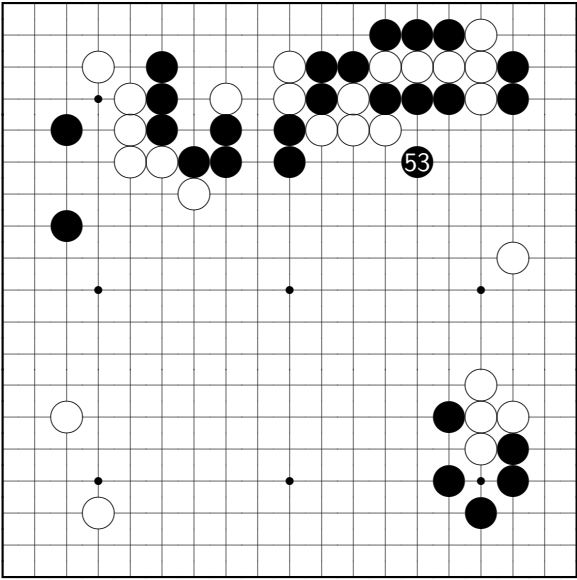


Diagram. 27
(Move: 53)

This jump is the only move for black, and

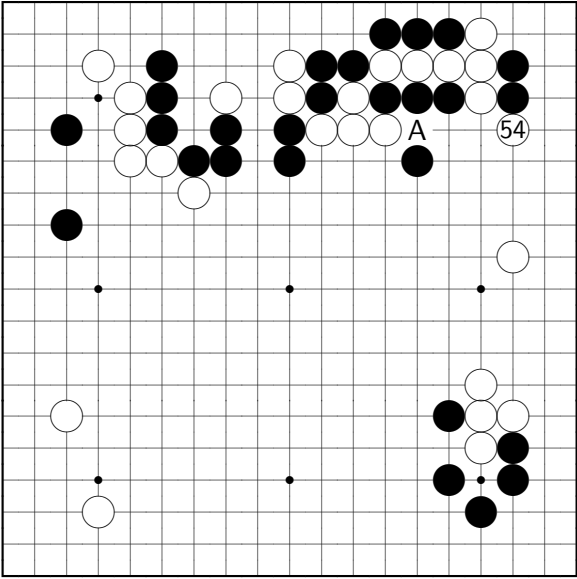


Diagram. 28
(Move: 54)

This hane aims at A.

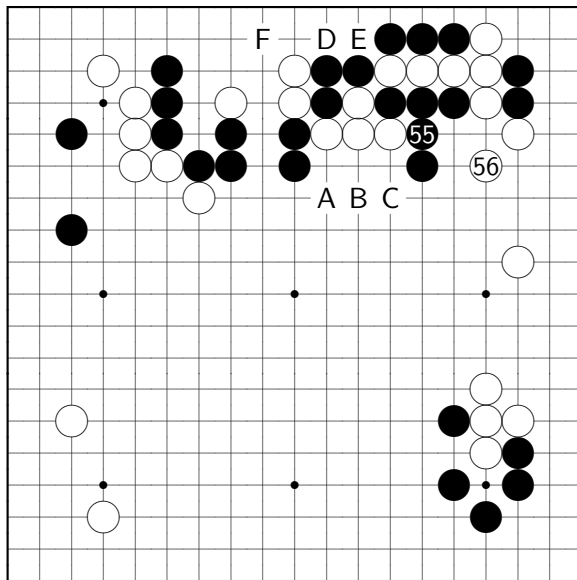
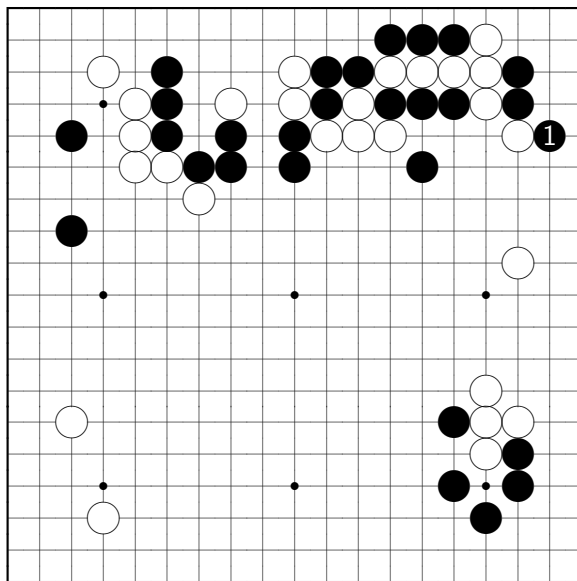


Diagram. 29
(Moves: 55-56)

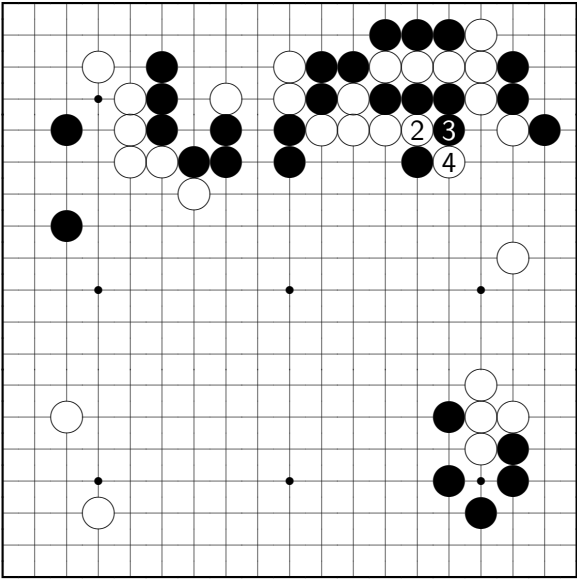
It ended with a big trade. Black got the top and the center stones, but black's top right corner turned into white's corner. The result was favorable for white, because white can still exploit aji at A-C later, or play at D-F, so black has bad aji at the top.

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



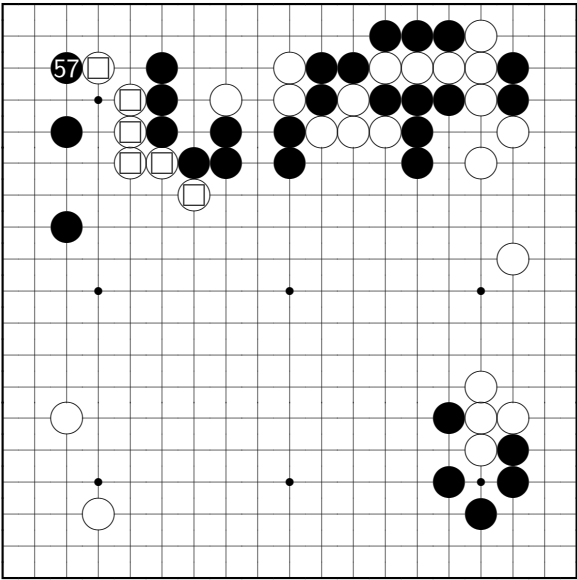
Variation. 146 from 54

If black plays here, for example,



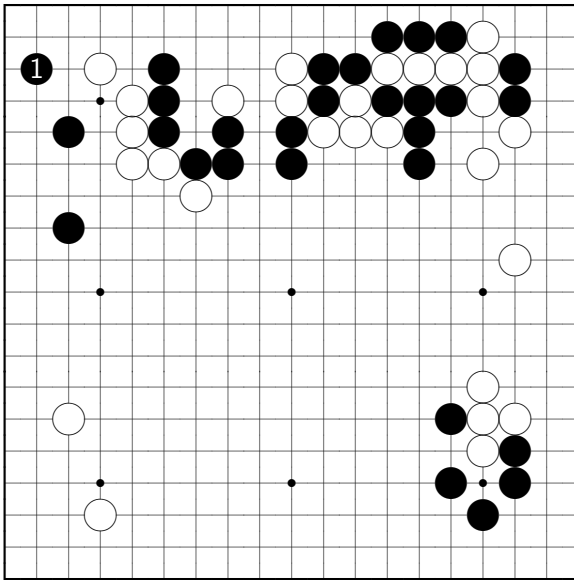
White captures the cutting stones.

Variation. 147 from 54



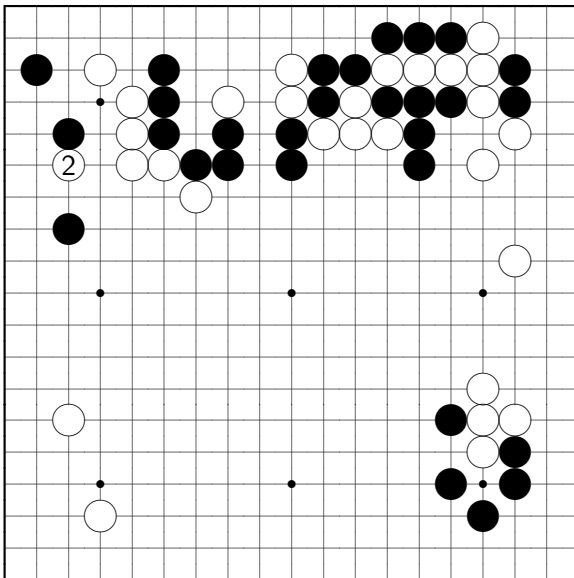
This attachment was good. Black should attack white's marked group to get compensation now.

Diagram. 30
(Move: 57)



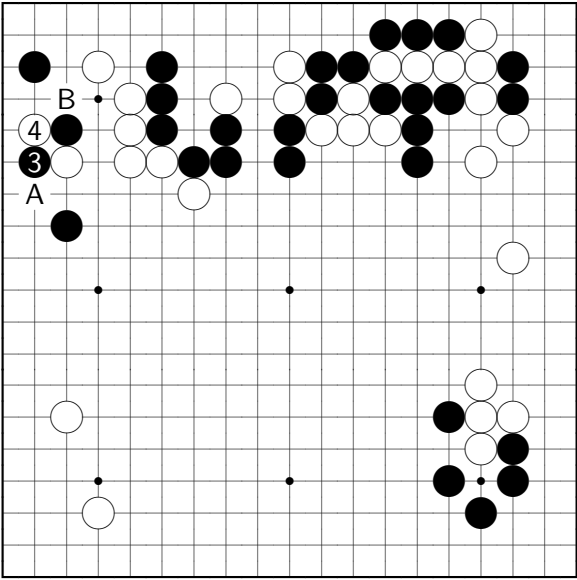
This knight's move might look good, but it's too loose.

Variation. 148 from ⑤6



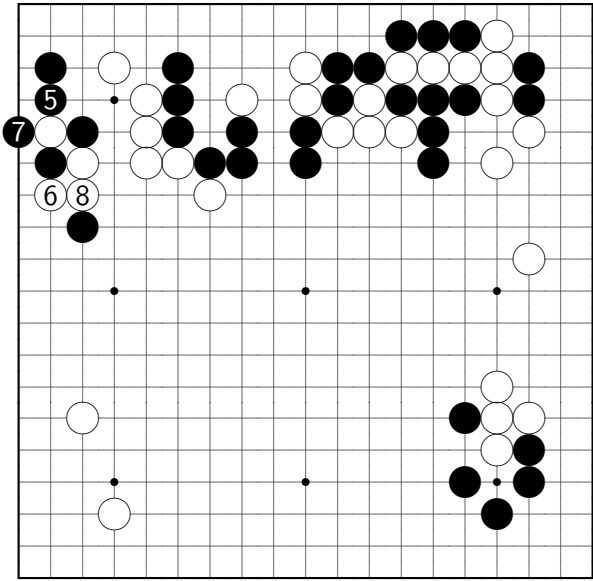
White can attach here and crosscut.

Variation. 149 from ⑤6



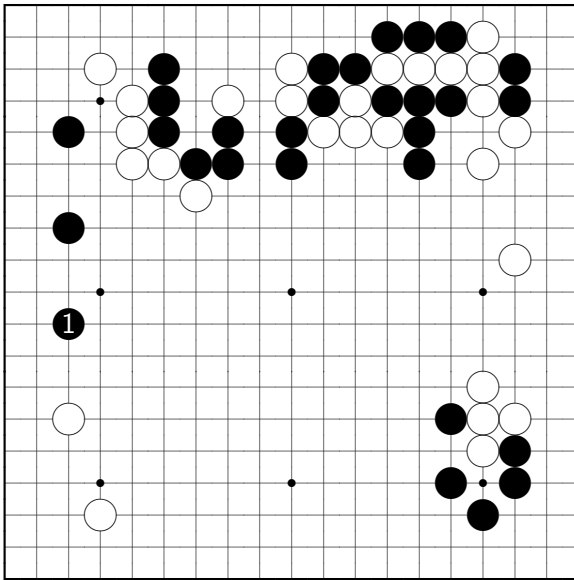
White makes miai of A and B.

Variation. 150 from ⑤6



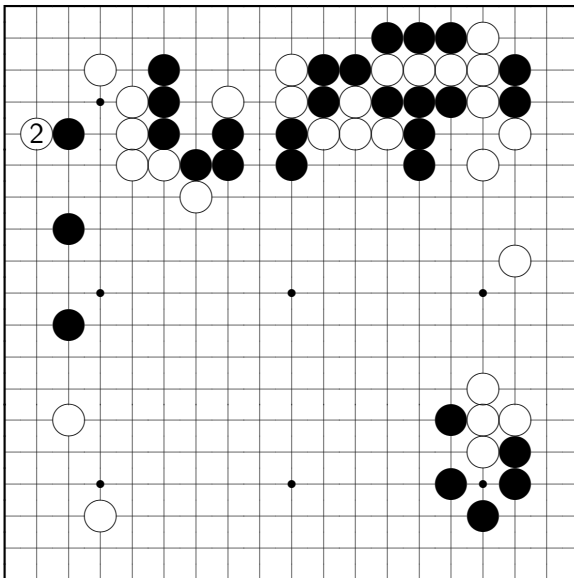
Black won't be happy with this result.

Variation. 151 from ⑤6



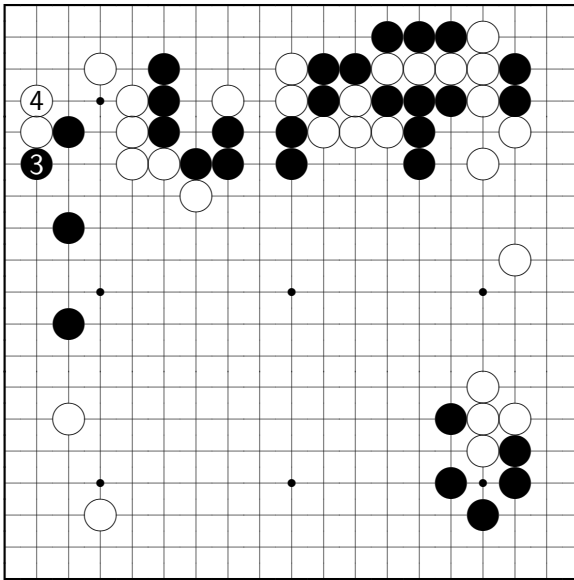
Variation. 152 from ⑤6

If black extends here instead,



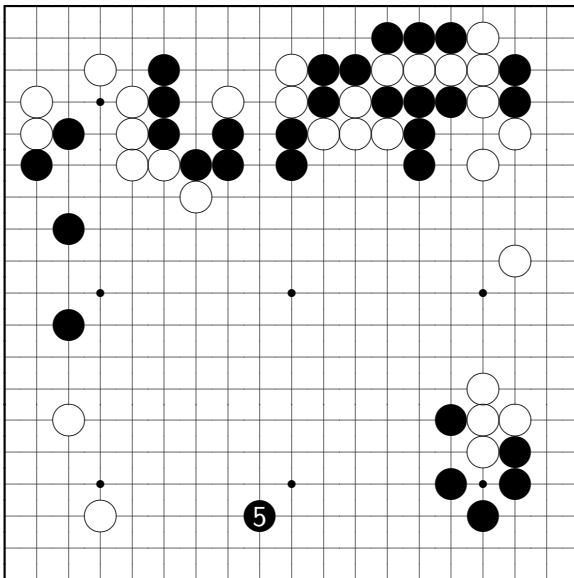
Variation. 153 from ⑤6

This attachment is good, and



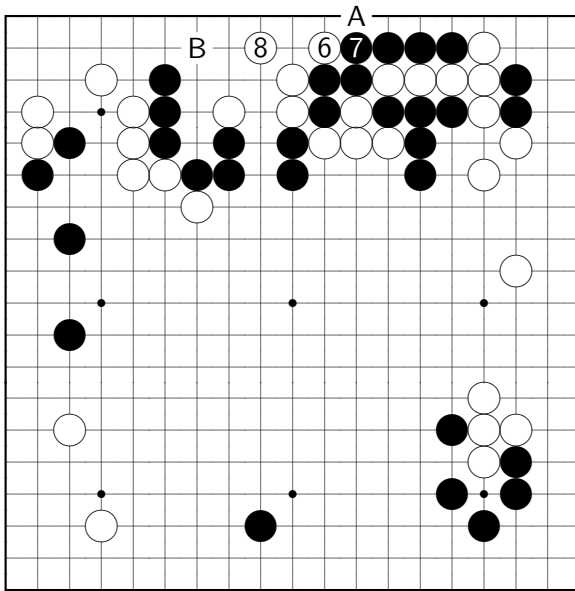
Variation. 154 from ⑤⑥

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



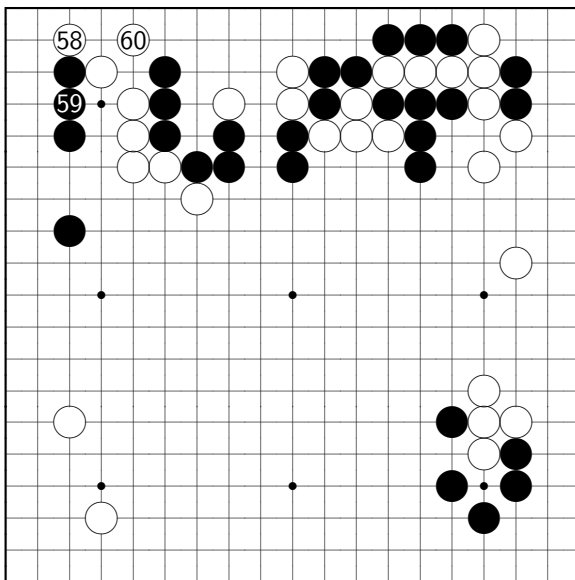
Variation. 155 from ⑤⑥

If black takes a big point, like this,



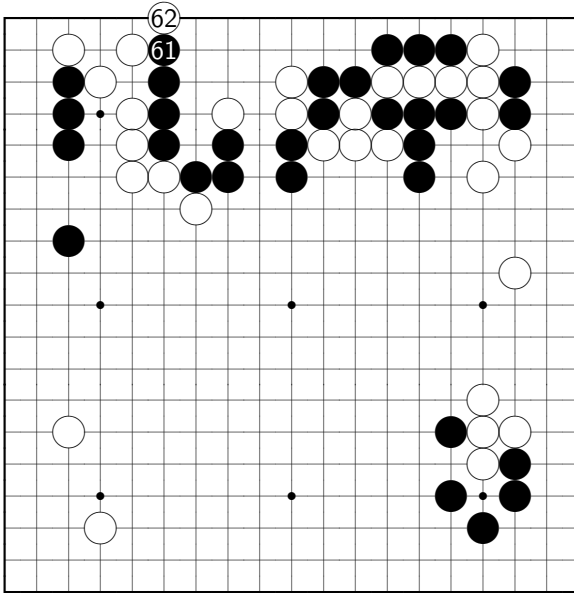
White will bring his stones at the top back into play, making miai of A and B. It's quite annoying for black.

Variation. 156 from ⑤6



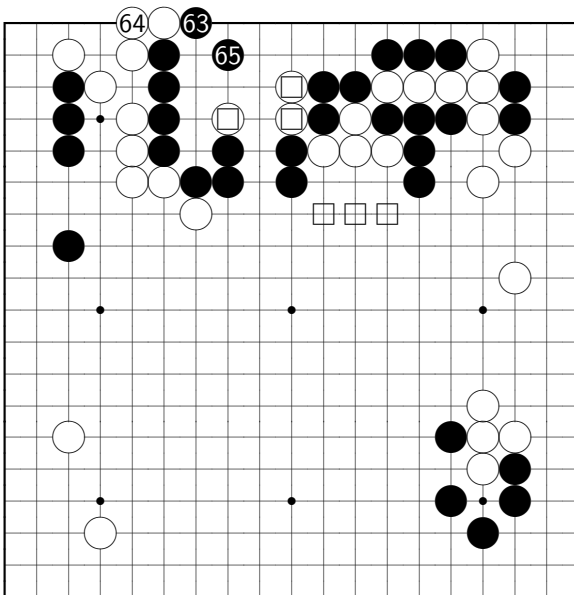
White exchanged these moves in order to settle his group.

*Diagram. 31
(Moves: 58-60)*



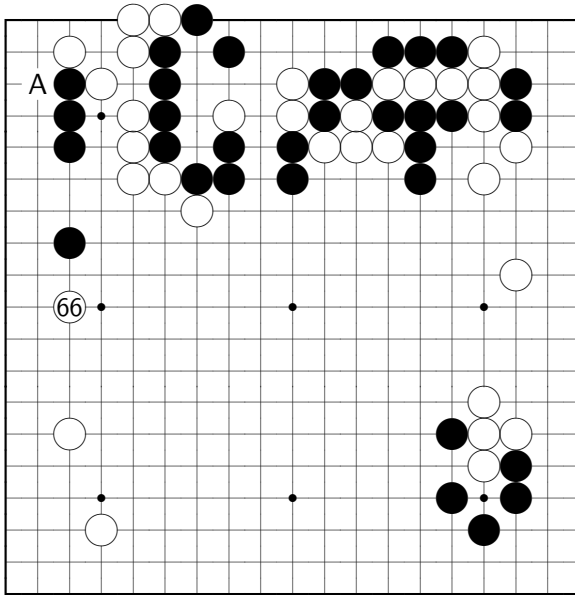
It looks like it's too early to play here, but it helps white to settle the top left group.

Diagram. 32
(Moves: 61-62)



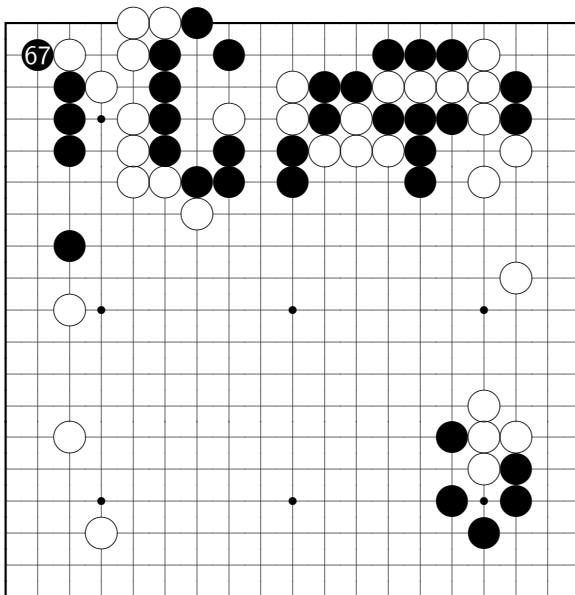
Now, the aji at the top's gone, but white can still make use of the marked stones with the forcing moves in the center (marked).

Diagram. 33
(Moves: 63-65)



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

Diagram. 34
(Move: 66)



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. 35
(Move: 67)

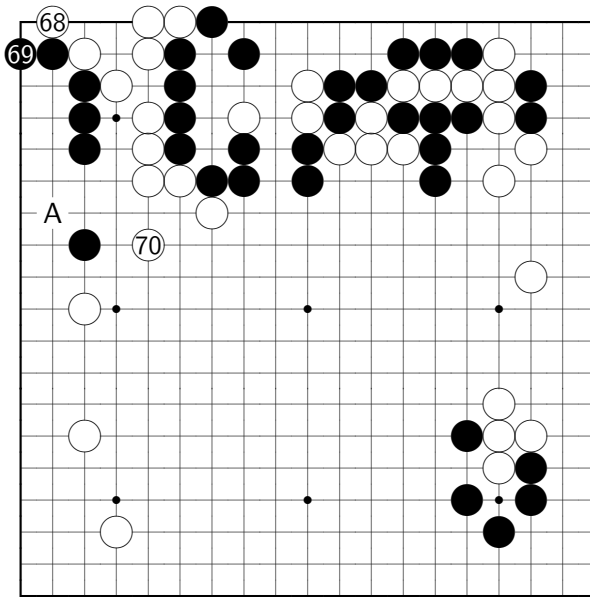


Diagram. 36
(Moves: 68-70)

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

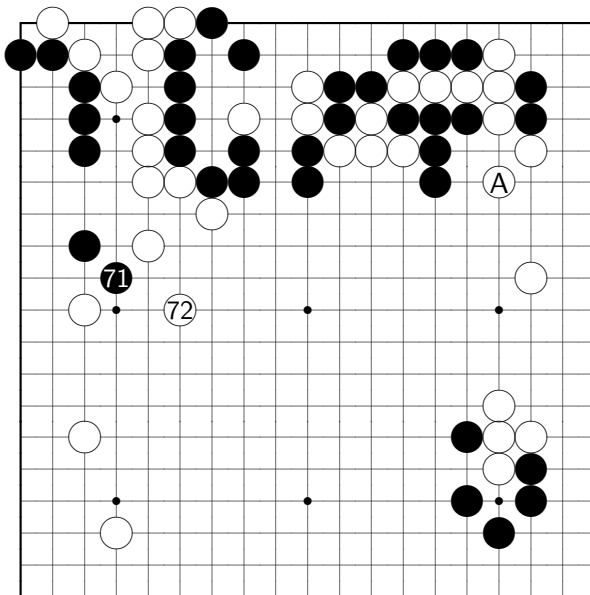
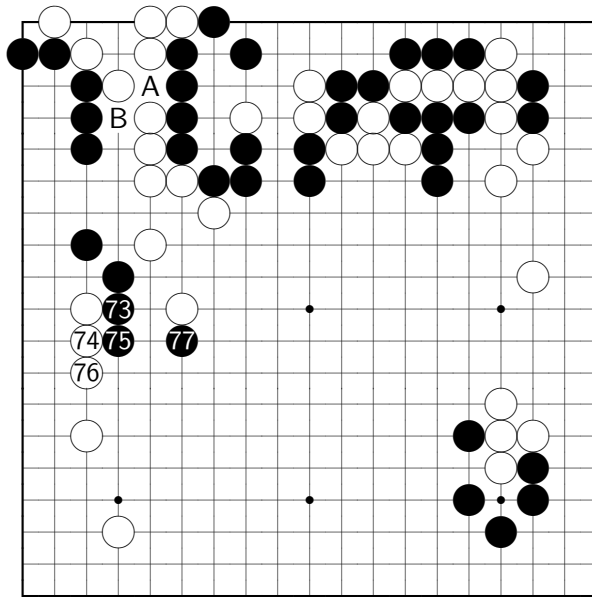


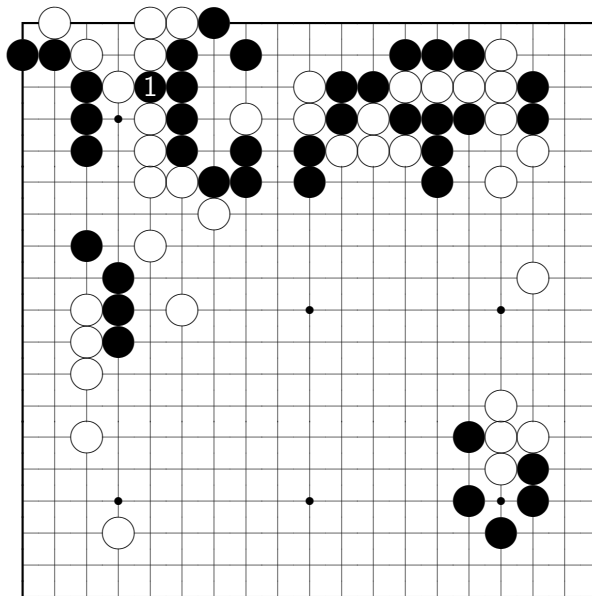
Diagram. 37
(Moves: 71-72)

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



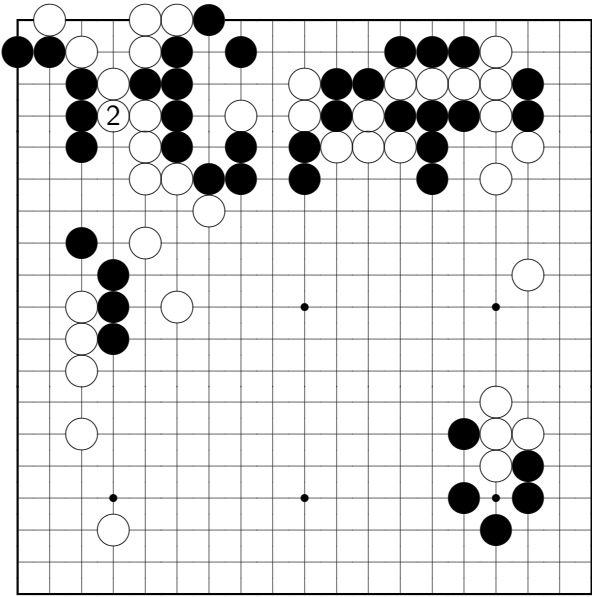
Black should have exchanged A for B, before attaching here.

Diagram. 38
(Moves: 73-77)



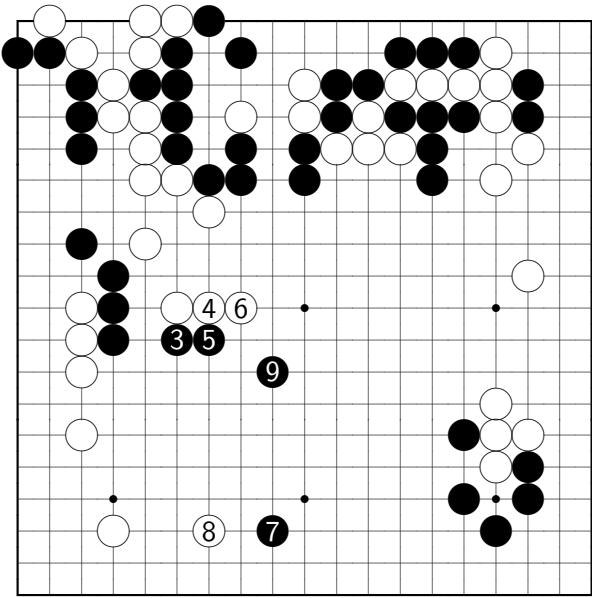
If black had played here now,

Variation. 157 from ⑦⑥



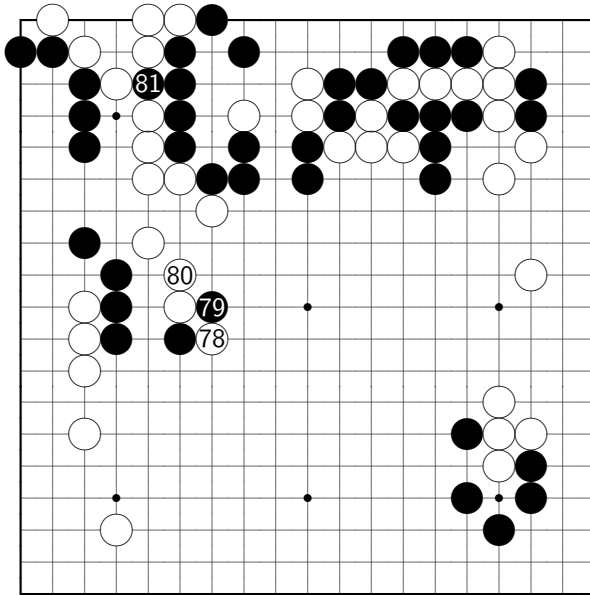
White would answer and,

Variation. 158 from ⑦⑥



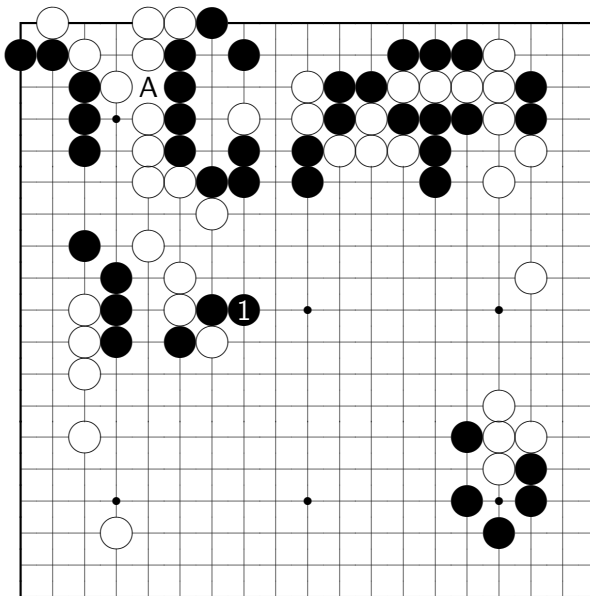
The game could continue like this. Black still has a small advantage (because there's no komi).

Variation. 159 from ⑦⑥



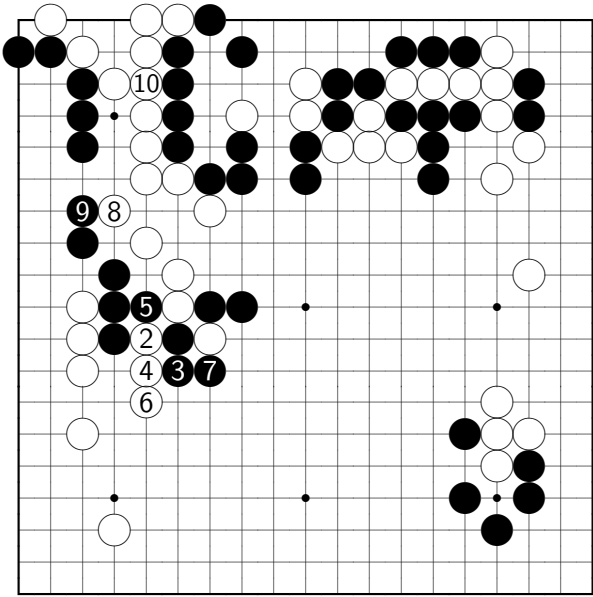
This was a probe, but it was a bit too late.

Diagram. 39
(Moves: 78-81)



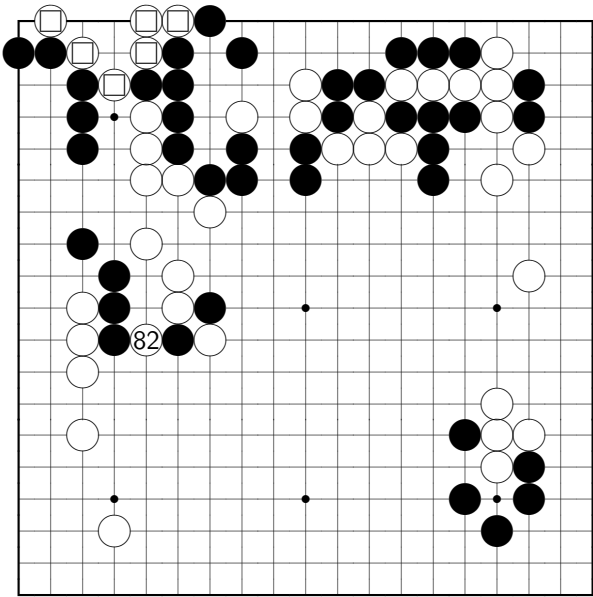
If black extends here, instead of playing at A,

Variation. 160 from 80



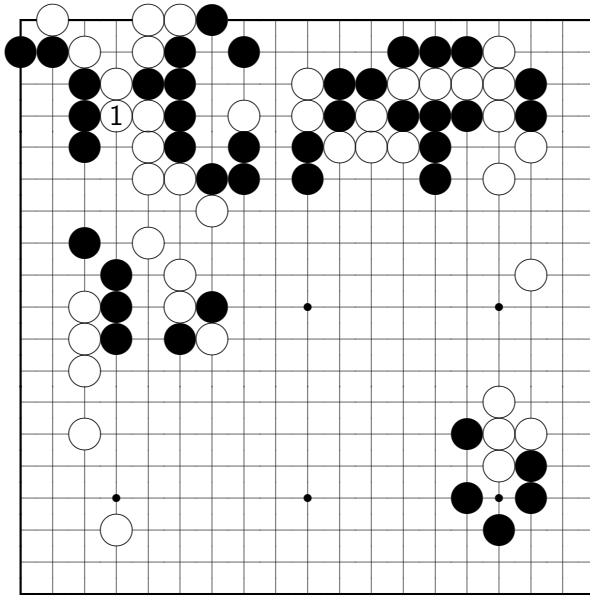
White can live here, and it's ok for white.

Variation. 161 from 80



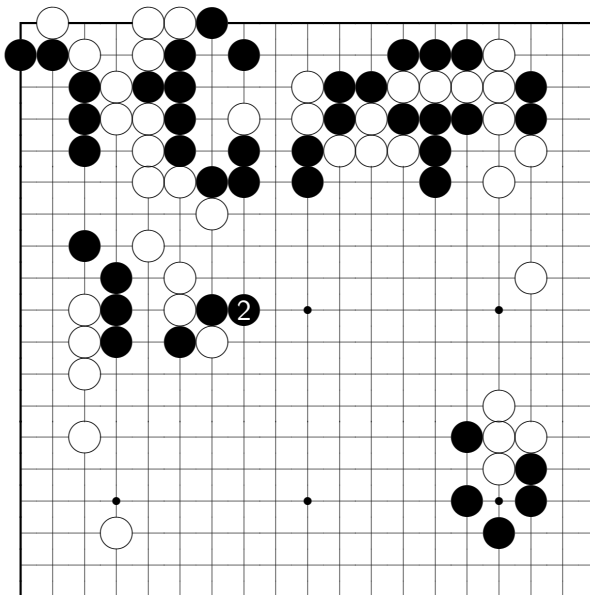
Go Seigen decided to give the marked stones away.

Diagram. 40
(Move: 82)



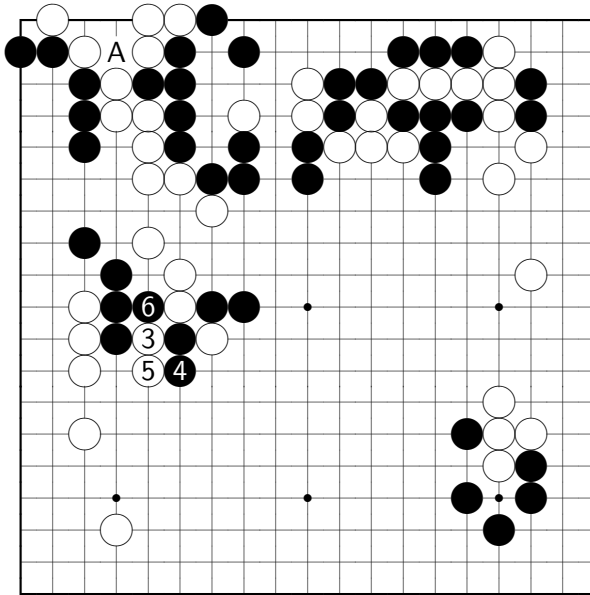
Variation. 162 from 81

If white answers,



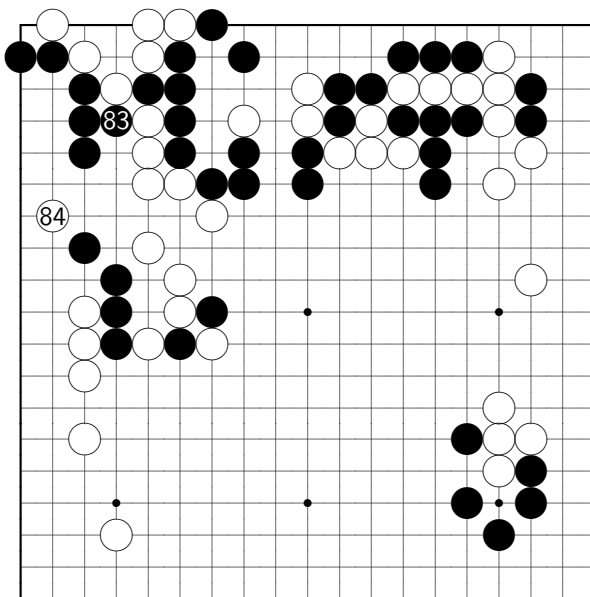
Variation. 163 from 81

Black can extend here to fight.



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

Variation. 164 from 81



This placement was very sharp. The timing was perfect.

*Diagram. 41
(Moves: 83-84)*

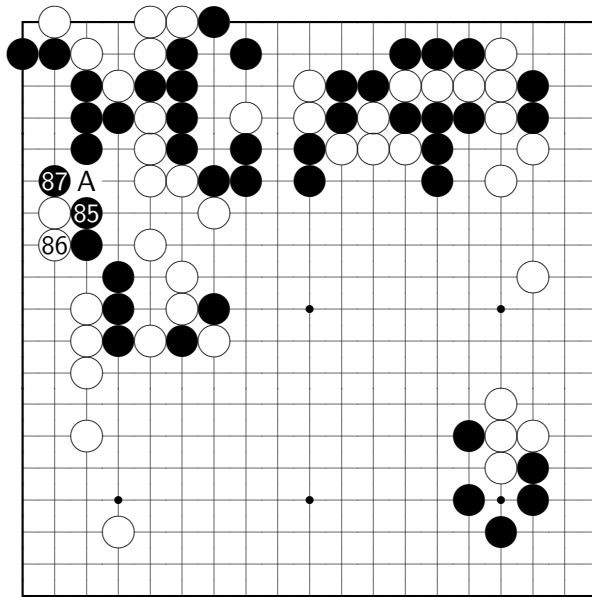


Diagram. 42
(Moves: 85-87)

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

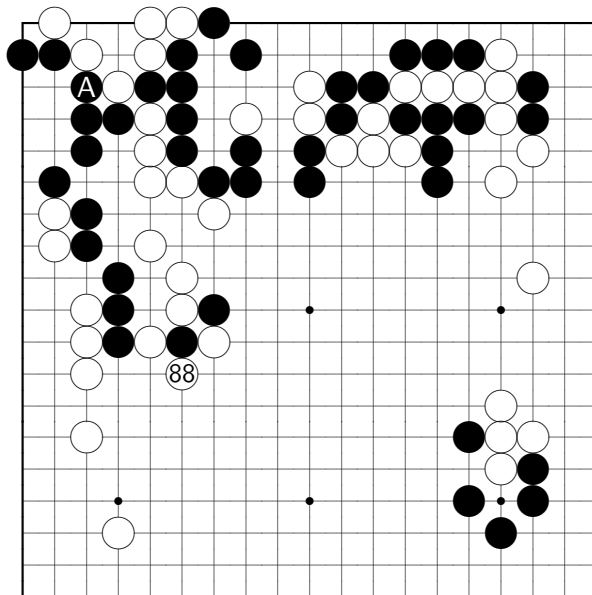


Diagram. 43
(Move: 88)

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).

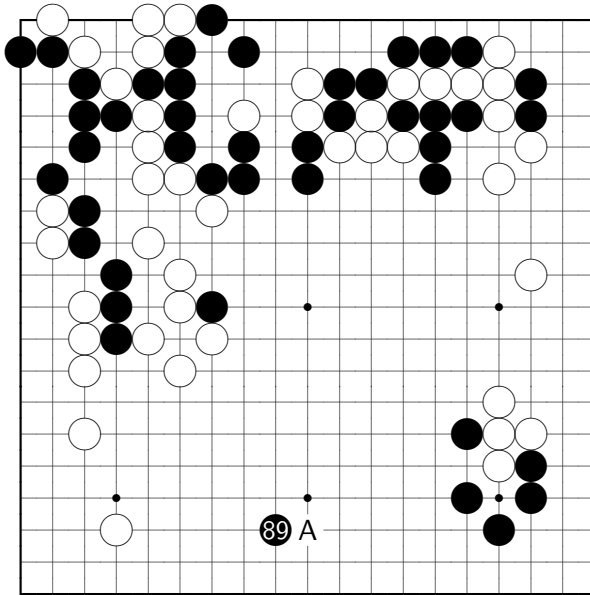


Diagram. 44
(Move: 89)

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

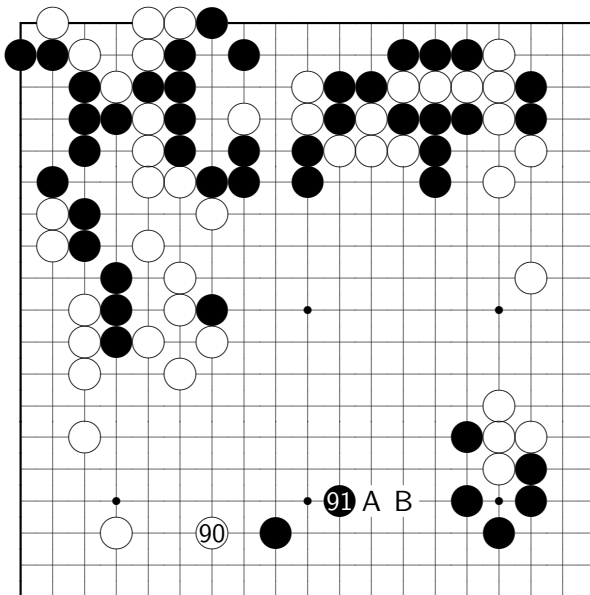
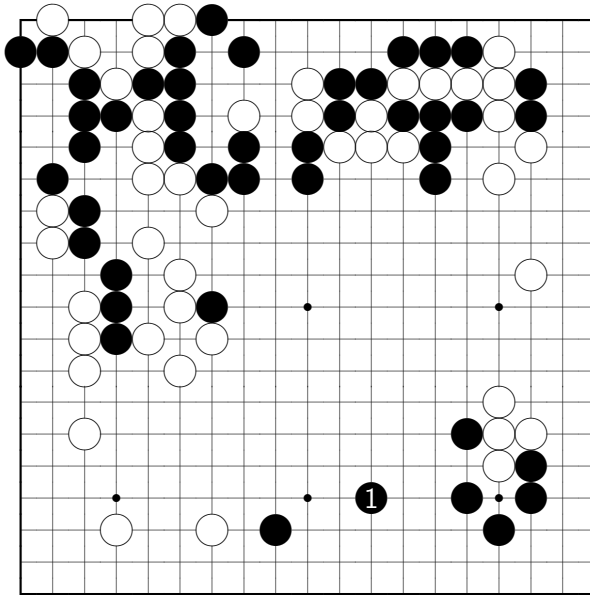


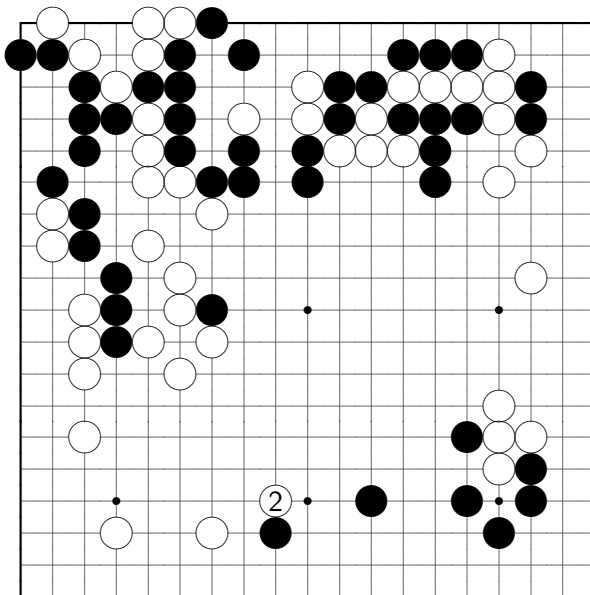
Diagram. 45
(Moves: 90-91)

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



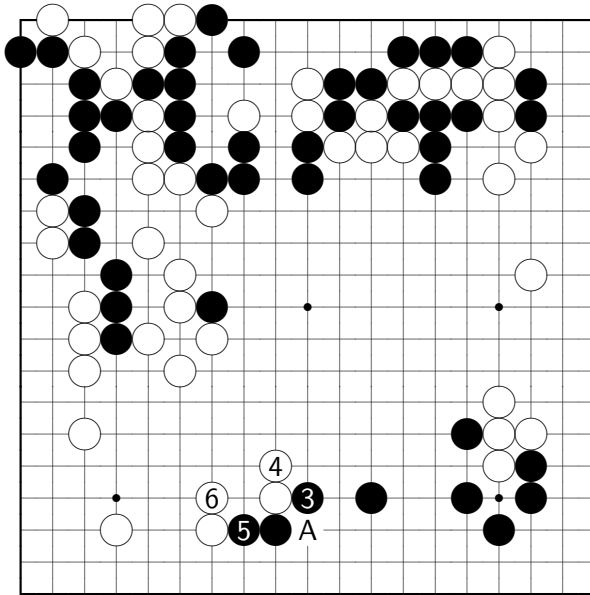
Variation. 165 from ⑨0

If black plays here,



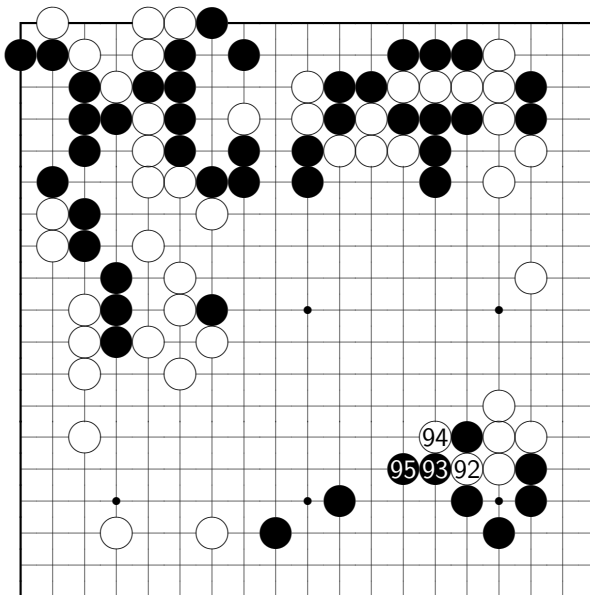
Variation. 166 from ⑨0

This attachment is good.



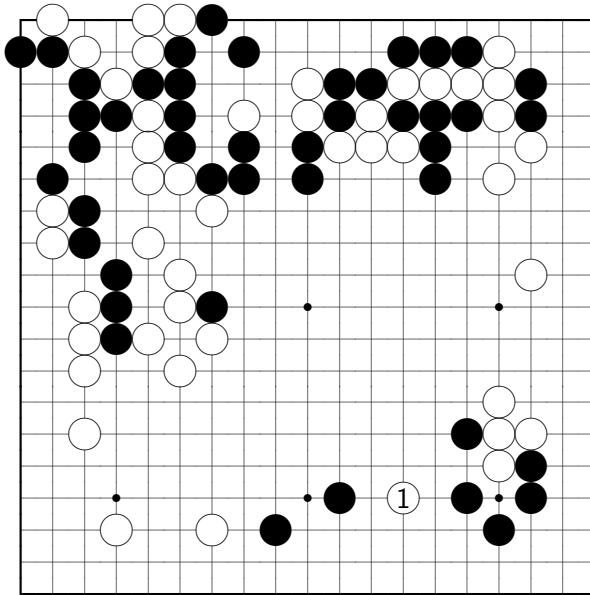
White can cut at A to squeeze black later, and the result is good for white.

Variation. 167 from 90



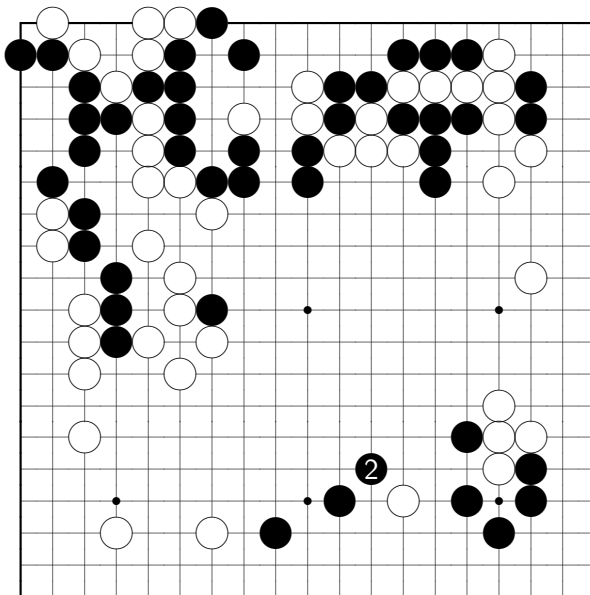
The game's even now.

*Diagram. 46
(Moves: 92-95)*



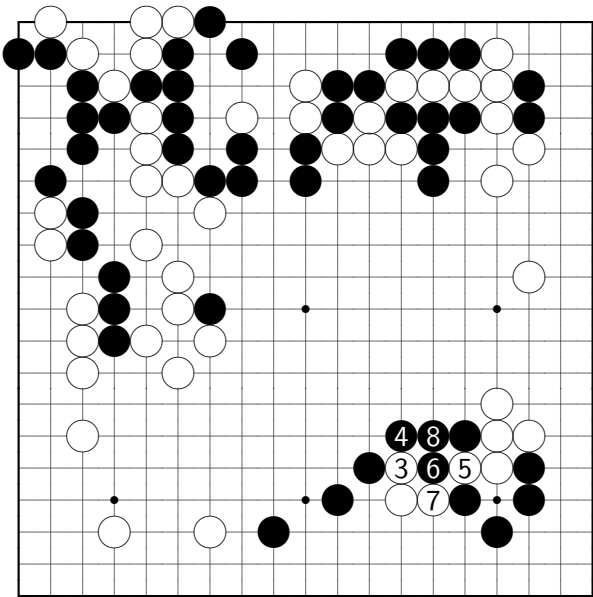
Variation. 168 from 91

If white invades here,



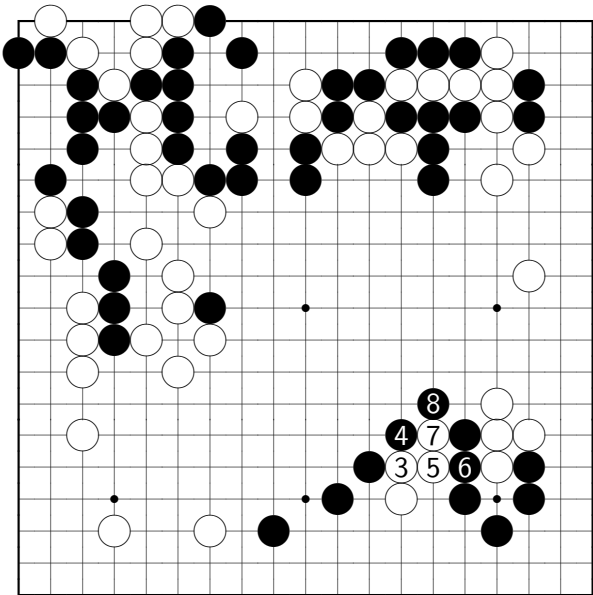
Variation. 169 from 91

This is a good response, and



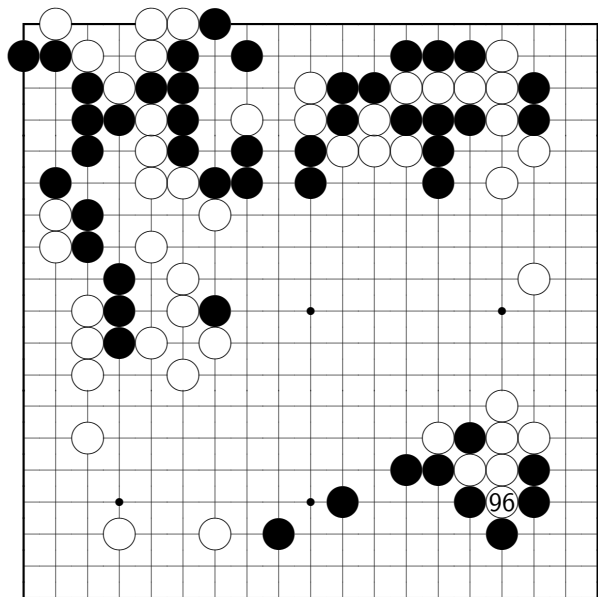
It's hard for white to fight or live.

Variation. 170 from 91



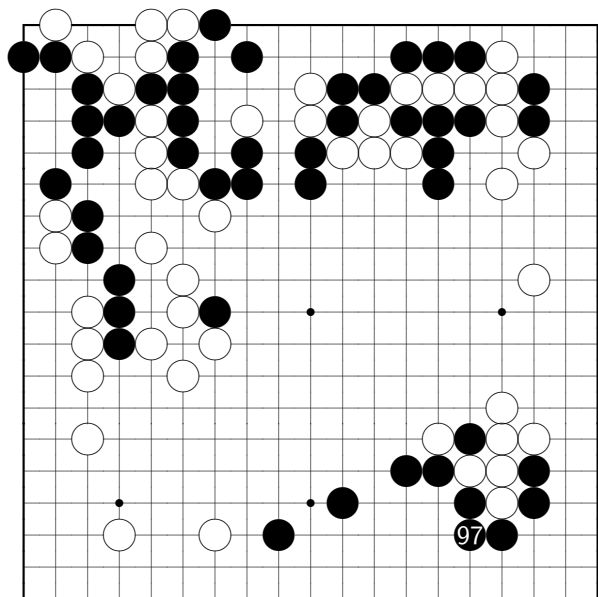
White can't escape like this.

Variation. 171 from 91



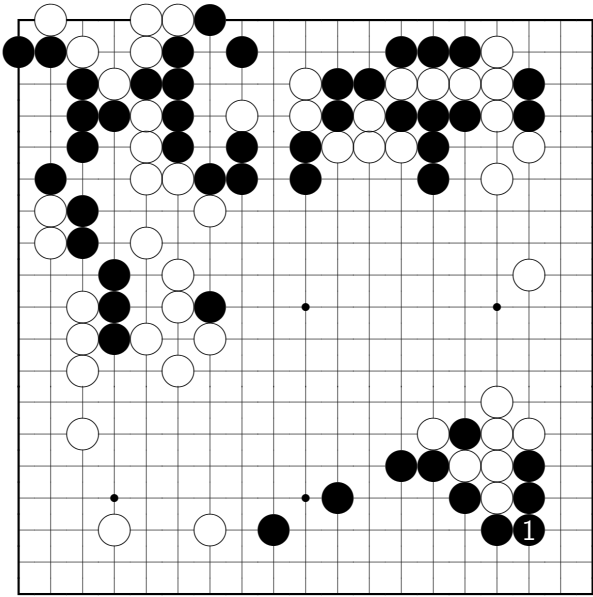
It's a very good time to probe.

Diagram. 47
(Move: 96)



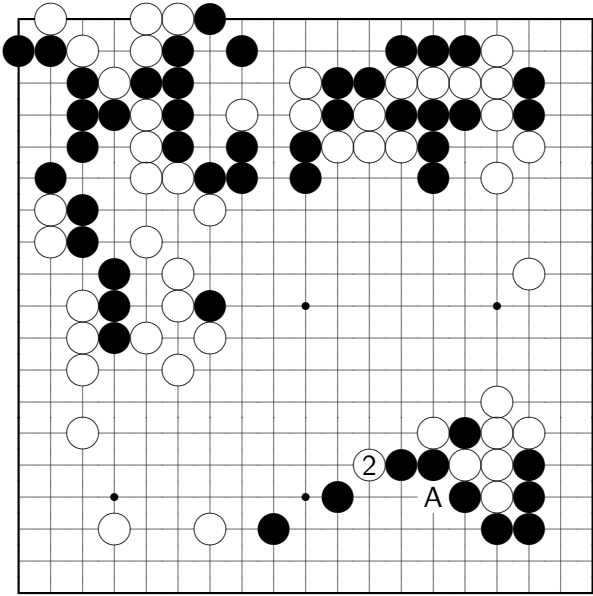
This connection was right.

Diagram. 48
(Move: 97)



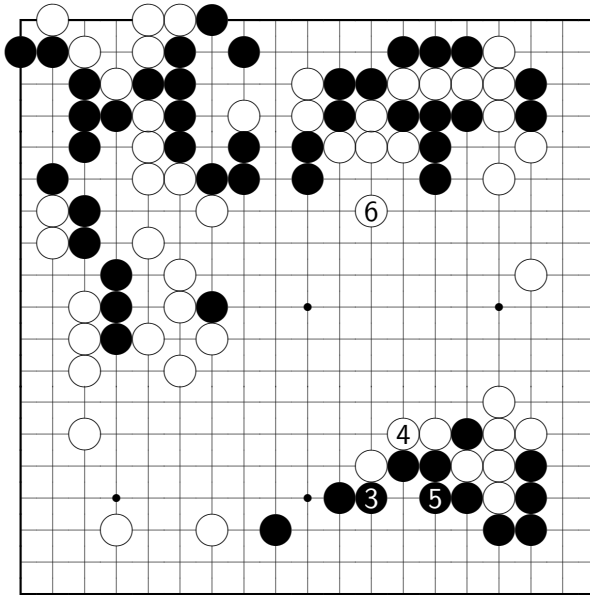
If black connects here,

Variation. 172 from 96



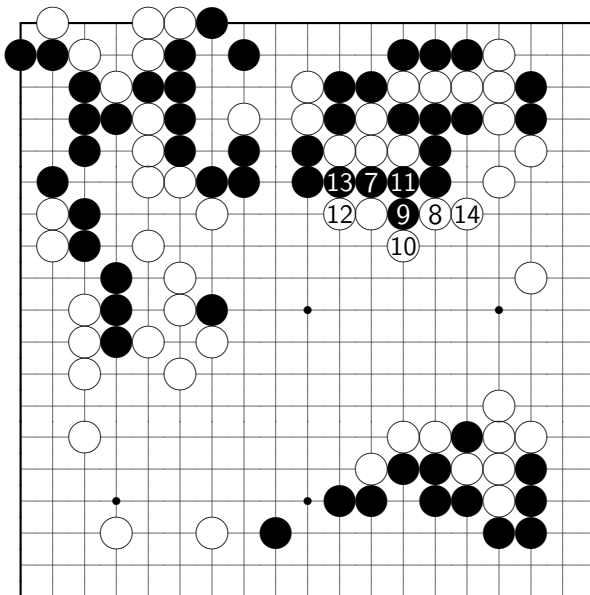
This attachment (aiming at A) is good and,

Variation. 173 from 96



Variation. 174 from ⑨6

White gets sente, and plays here.



Variation. 175 from ⑨6

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

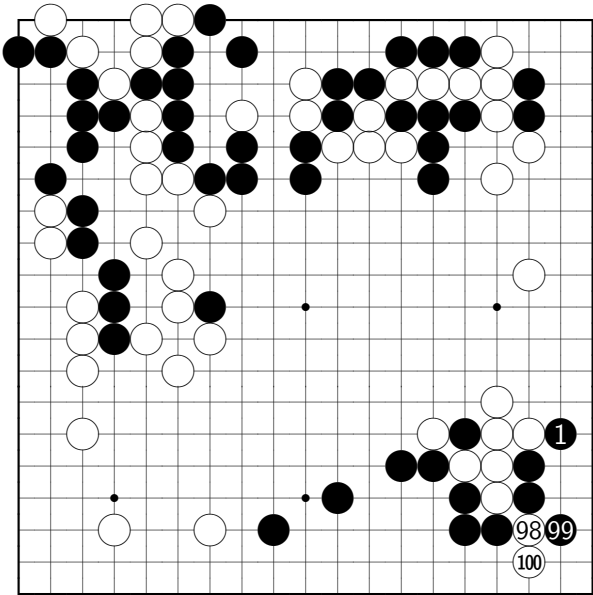
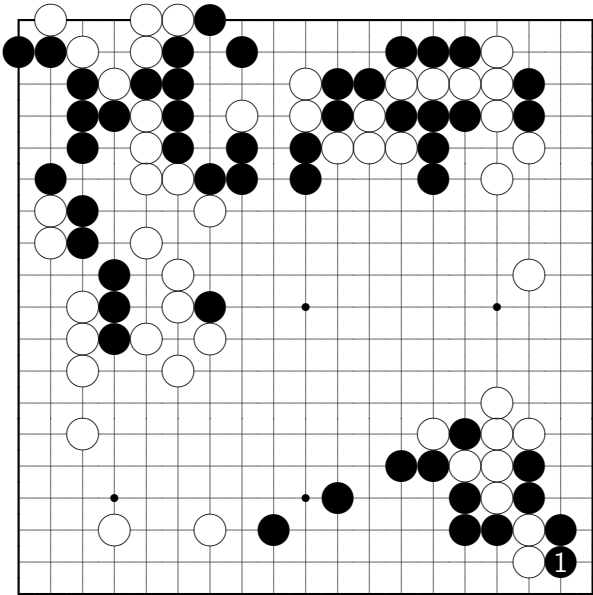


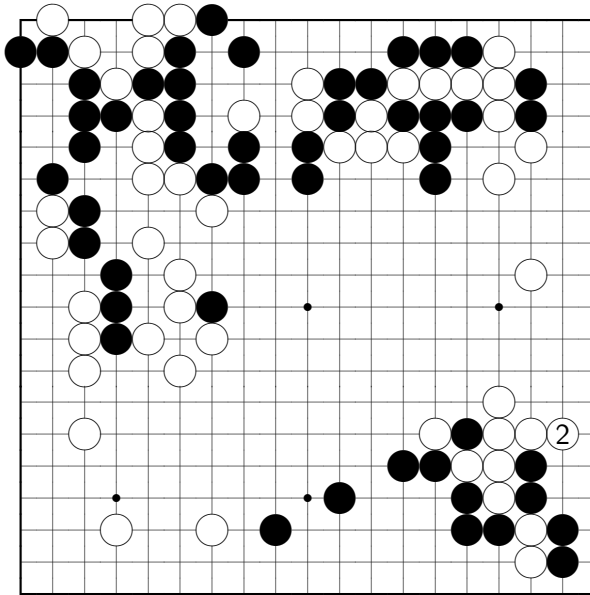
Diagram. 49
(Moves: 98-101)

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



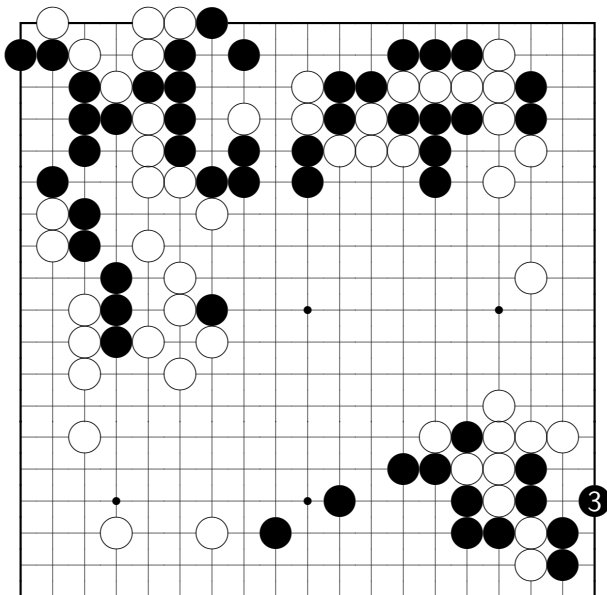
Variation. 176 from 100

Black should have played here,



White gets to force here,

Variation. 177 from ⑩



But the game's still very close.

Variation. 178 from ⑩

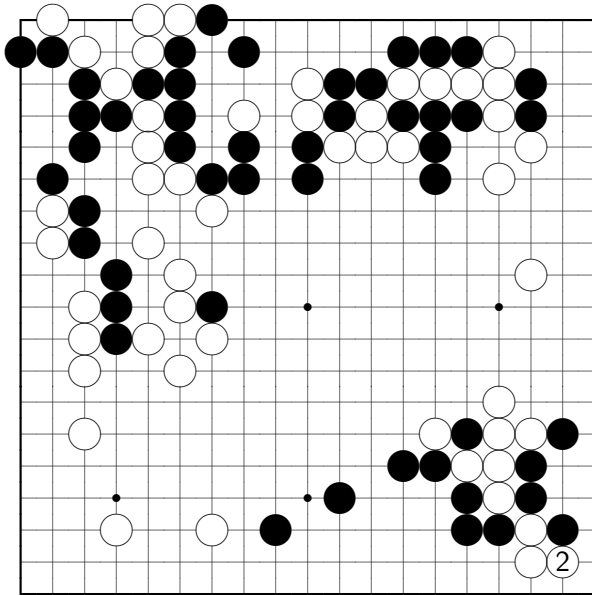


Diagram. 50
(Move: 102)

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

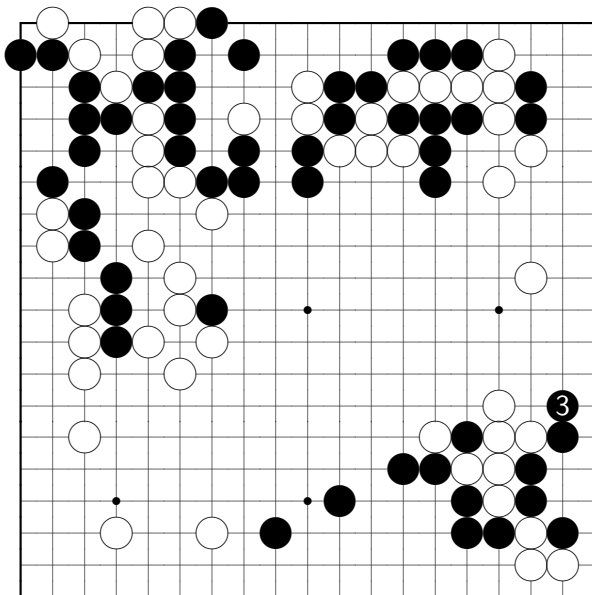
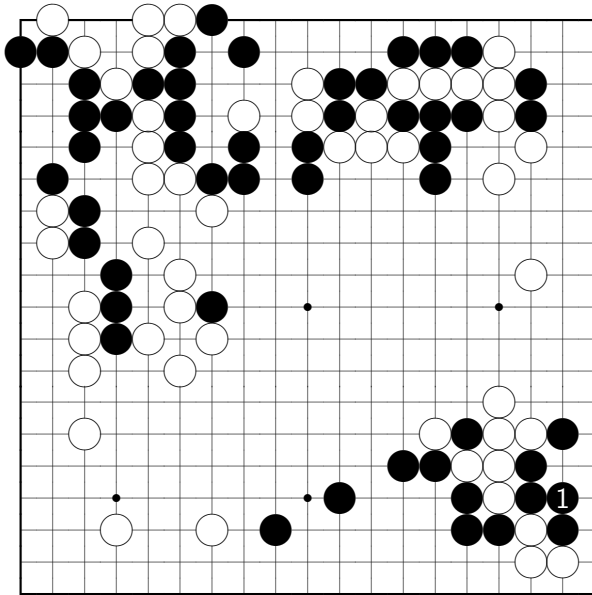


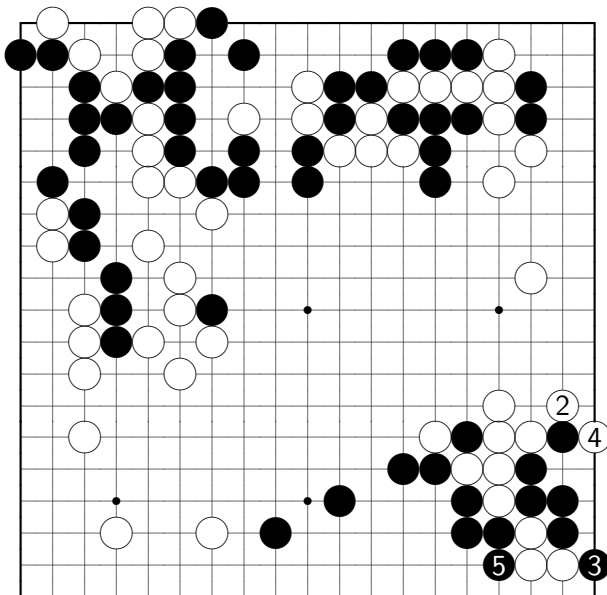
Diagram. 51
(Move: 103)

This is the only choice for black.



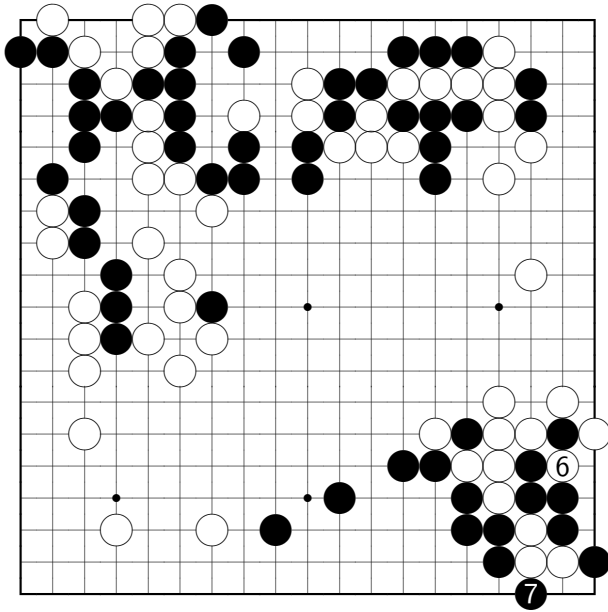
Variation. 179 from ⑩②

Black can't connect here, because



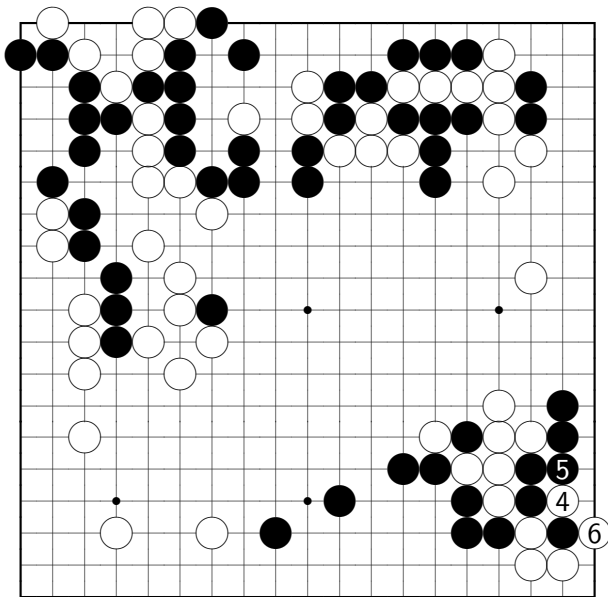
Variation. 180 from ⑩②

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



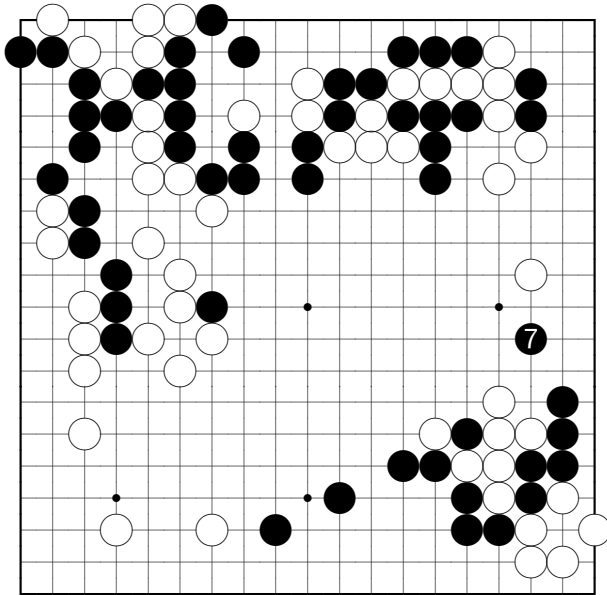
Variation. 181 from ⑩2

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



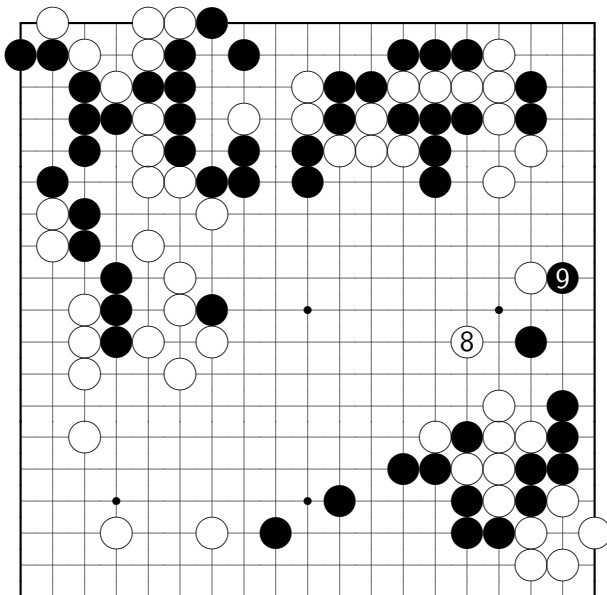
*Diagram. 52
(Moves: 104-106)*

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



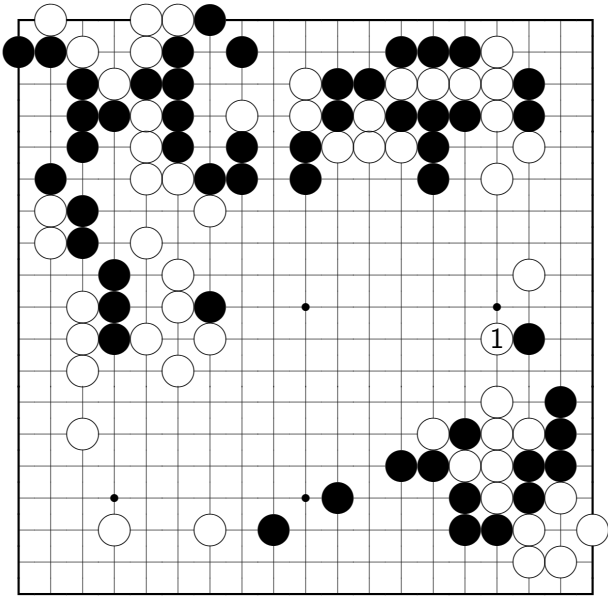
Black has to look after this group now.

Diagram. 53
(Move: 107)



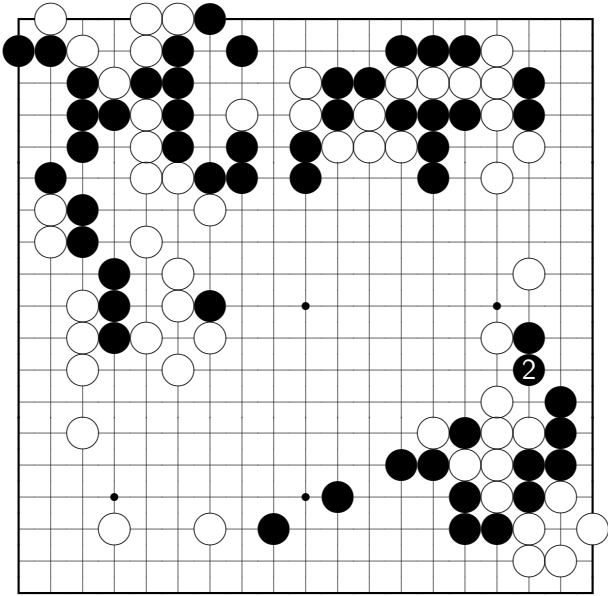
Attaching like this is a good way to settle or make shape.

Diagram. 54
(Moves: 108-109)



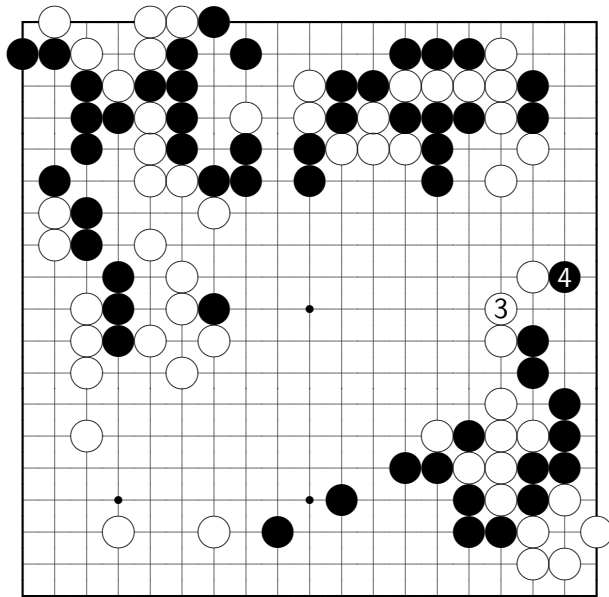
If white attached here,

Variation. 182 from 107



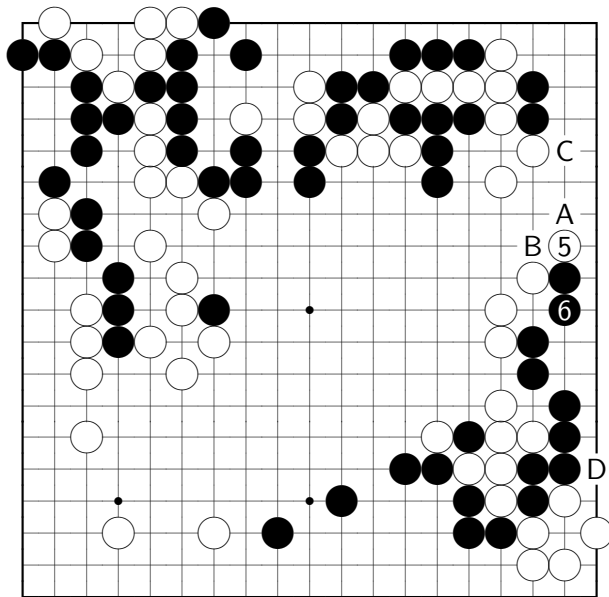
Black can just pull back,

Variation. 183 from 107



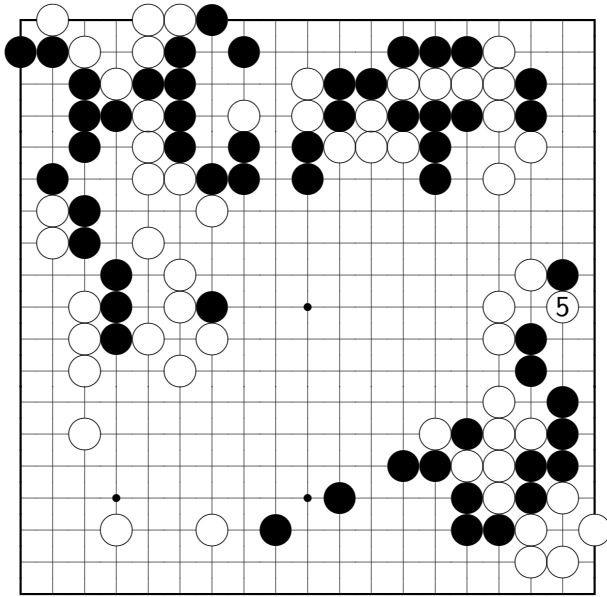
Variation. 184 from 107

And attach.



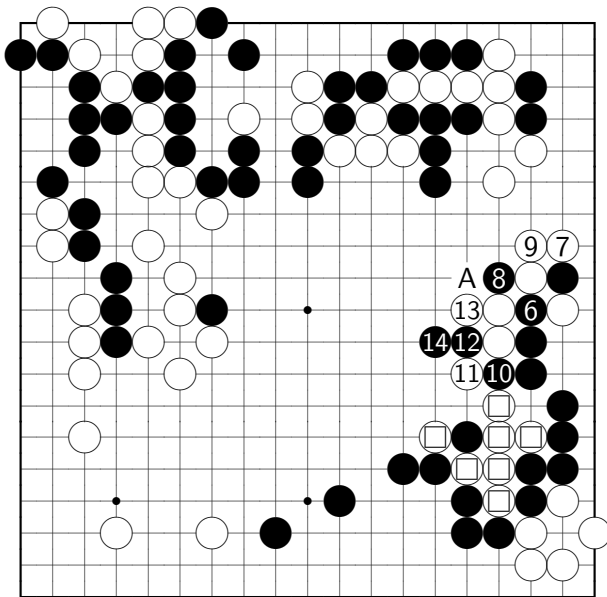
Variation. 185 from 107

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



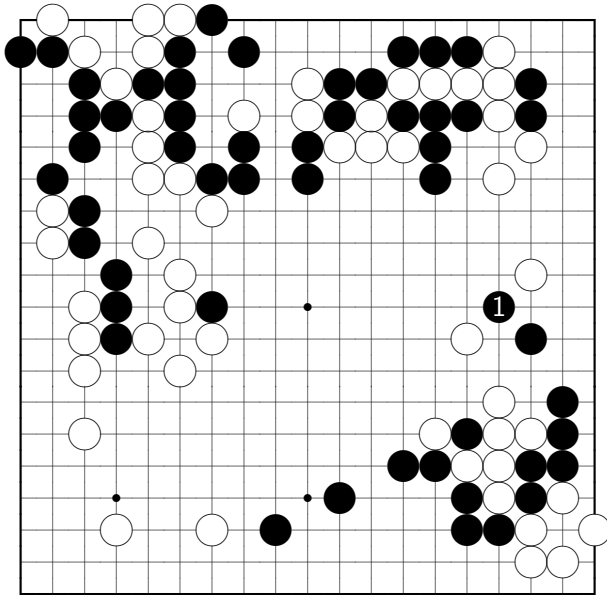
If white cuts here,

Variation. 186 from 107



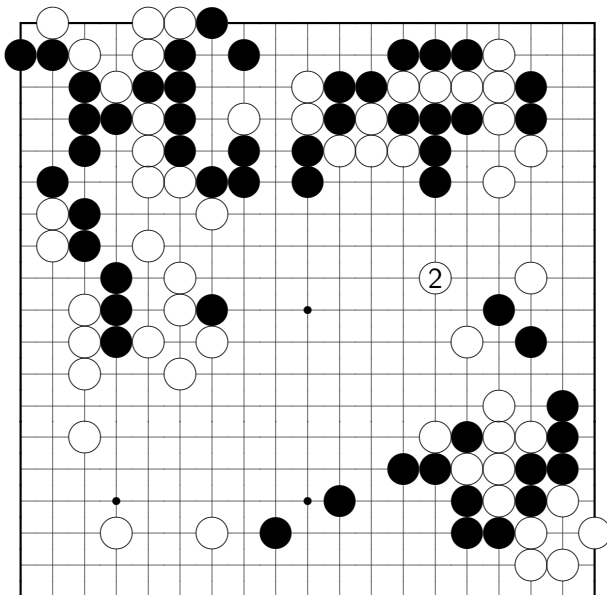
Black will break through and white will lose control of the fight. Black can ladder at A next or capture white's marked stones.

Variation. 187 from 107



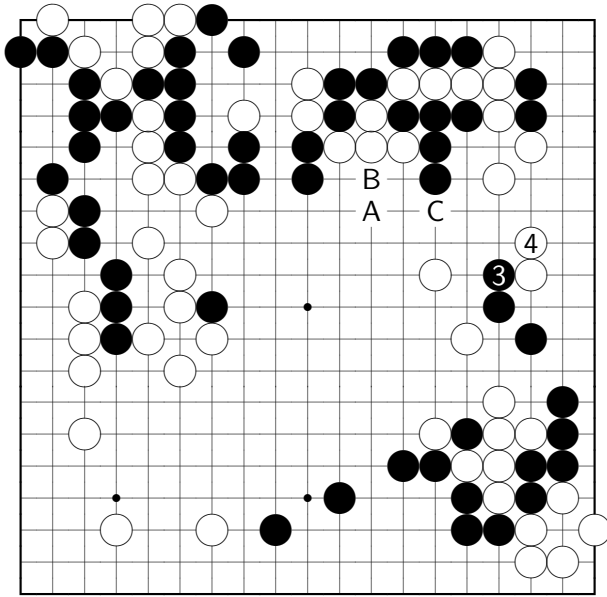
Variation. 188 from ⑩⑧

Moving out like this would be dangerous.



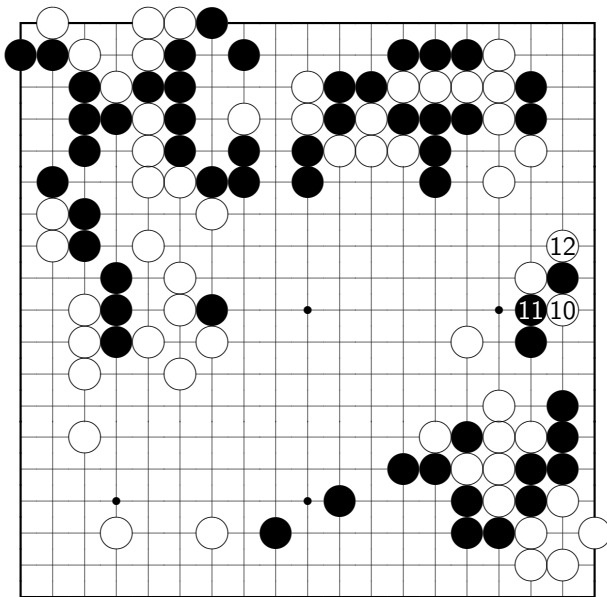
Variation. 189 from ⑩⑧

White can keep attacking like this and,



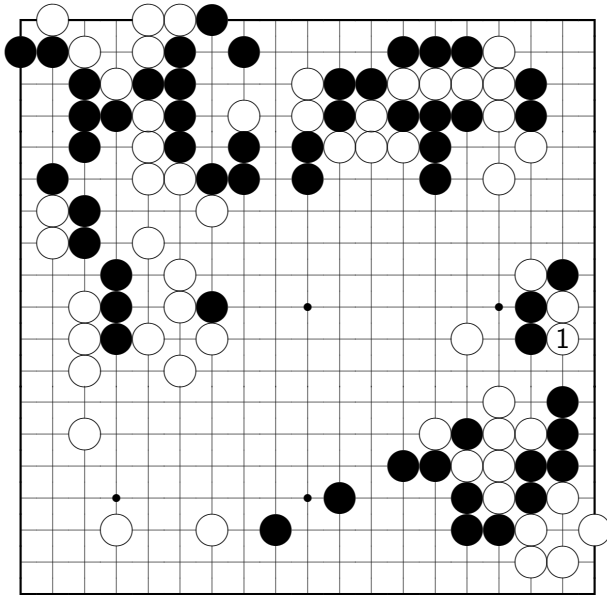
Black's in trouble because white has forcing sequences like A-C

Variation. 190 from ⑩



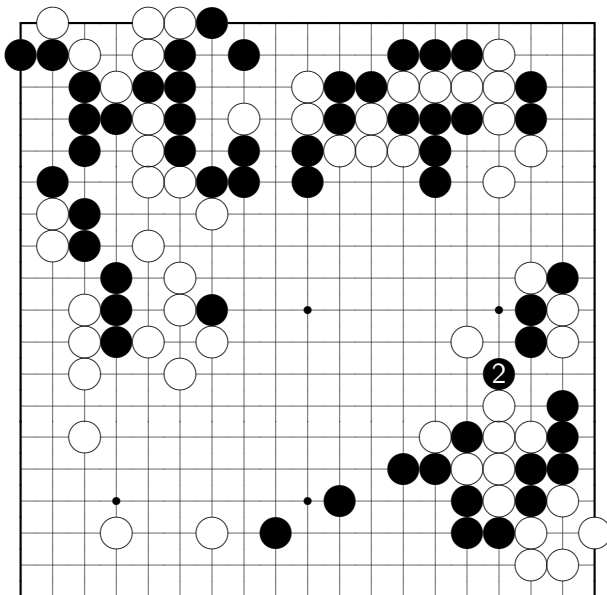
This atari was right.

*Diagram. 55
(Moves: 110-112)*



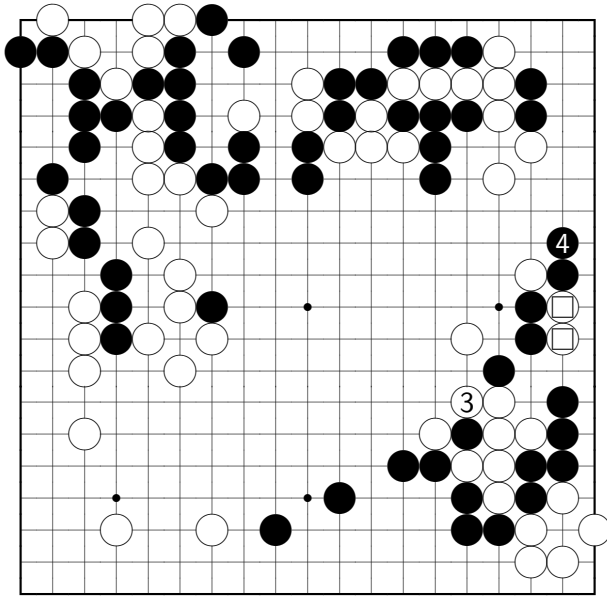
Variation. 191 from ⑪

Pushing here doesn't work, because



Variation. 192 from ⑪

This attachment is very good, and



Variation. 193 from 111

White can't save the two stones.

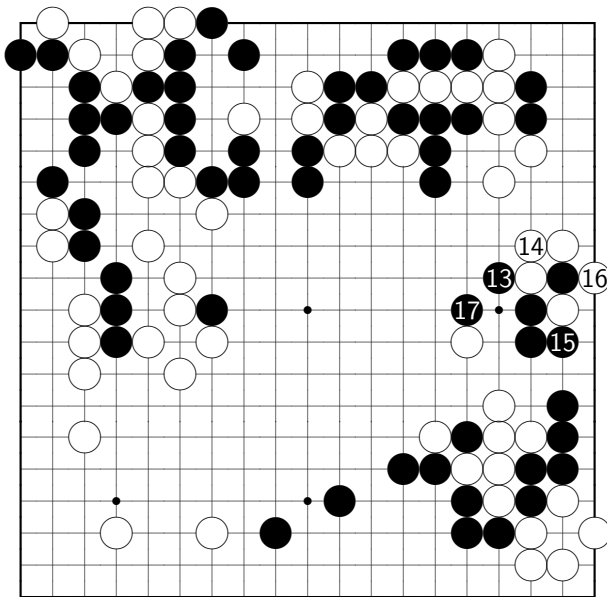


Diagram. 56
(Moves: 113-117)

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

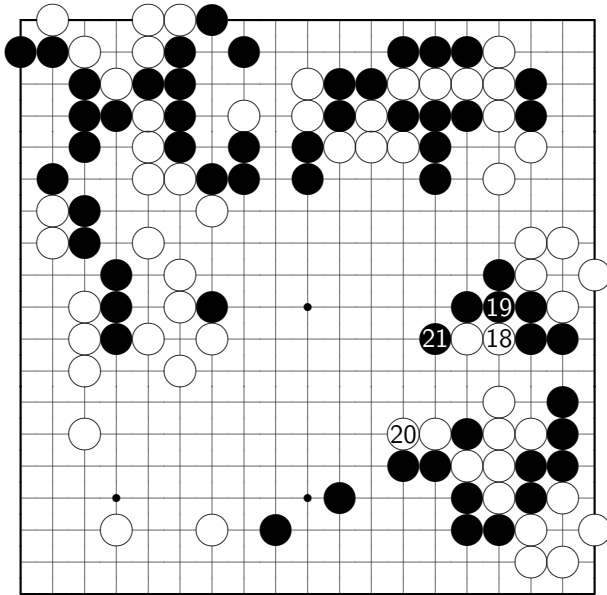


Diagram. 57
(Moves: 118-121)

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

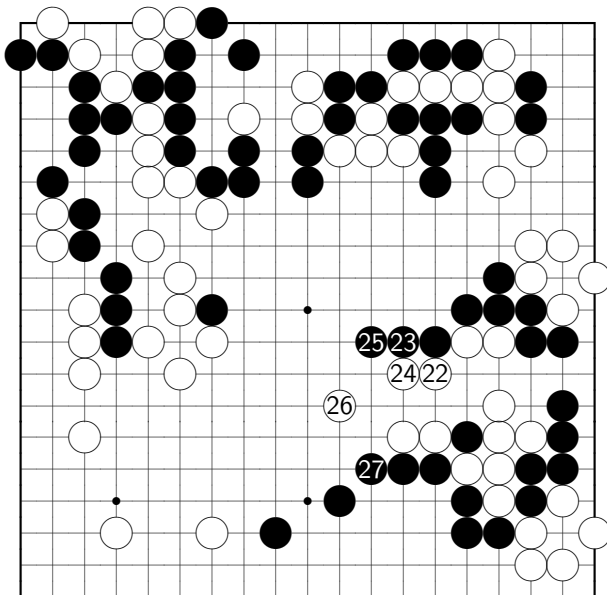
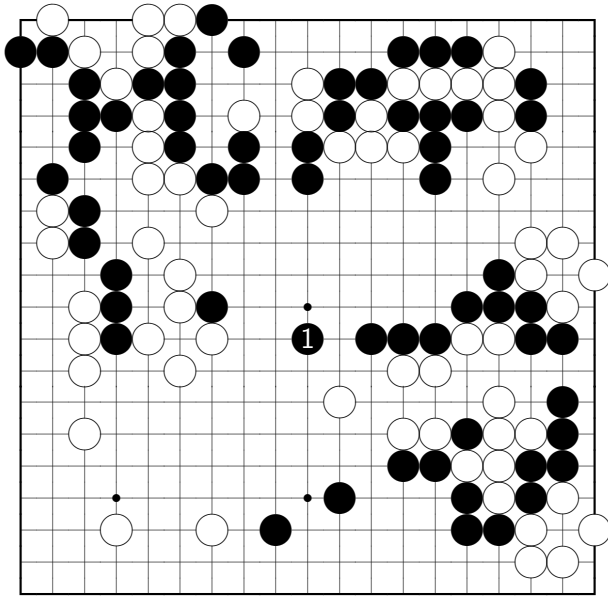


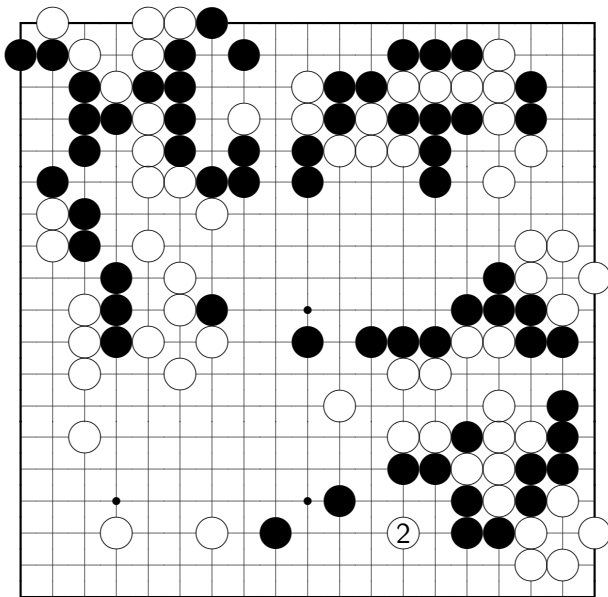
Diagram. 58
(Moves: 122-127)

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



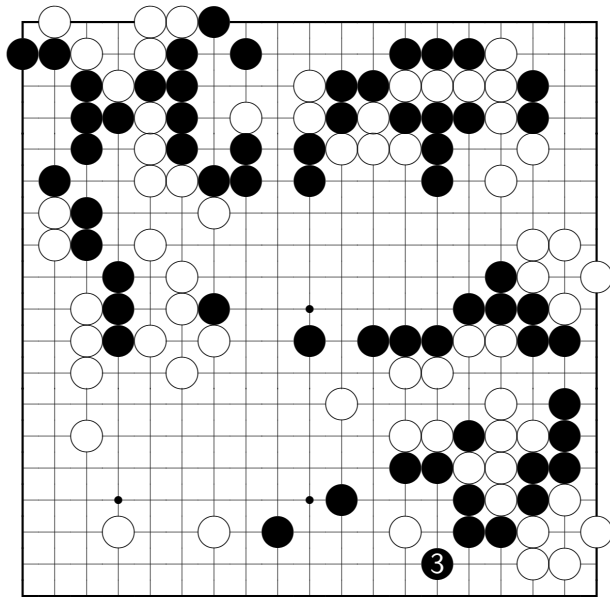
Variation. 194 from ⑫⑥

If black doesn't reinforce at the bottom,



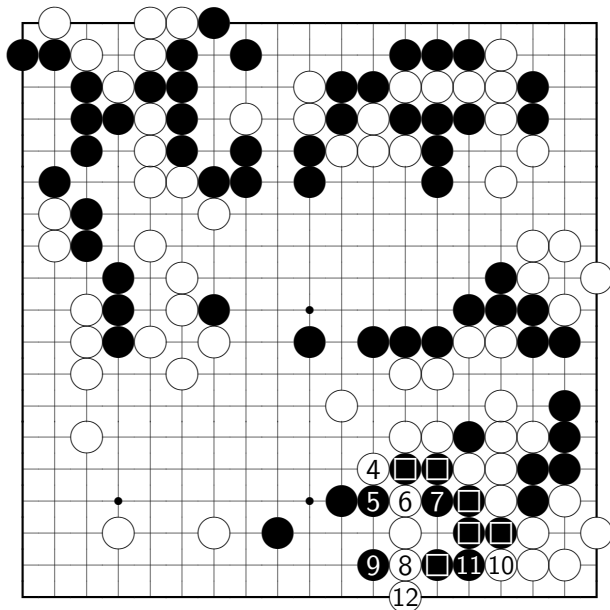
Variation. 195 from ⑫⑥

White can invade here.



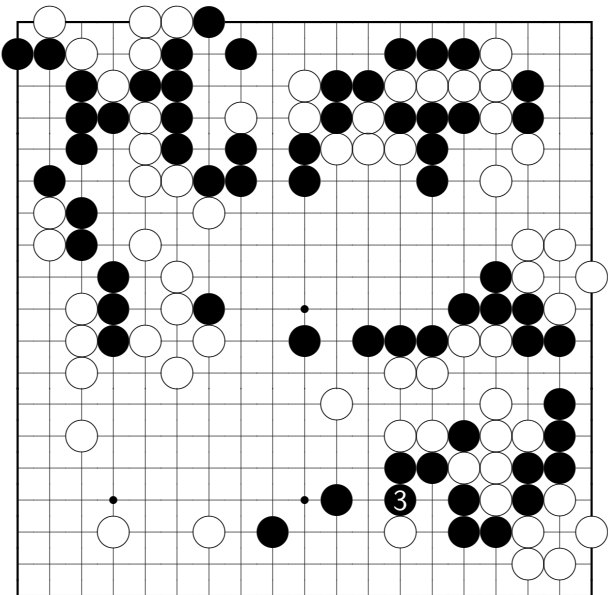
If black responds here,

Variation. 196 from ⑫



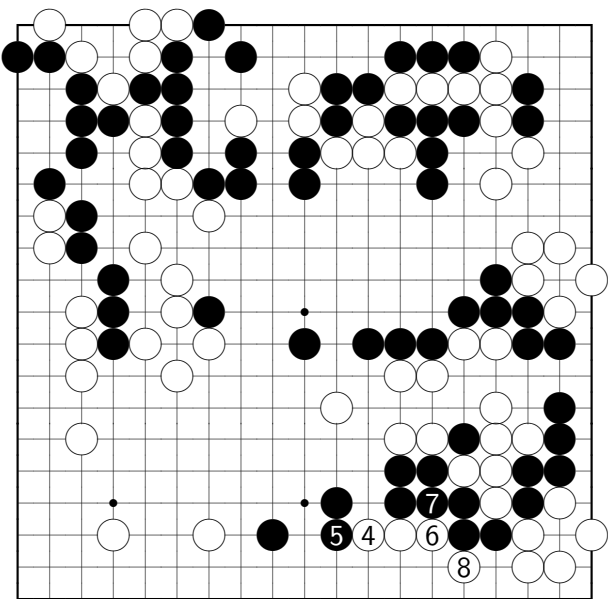
Black's marked stones are captured.

Variation. 197 from ⑫



If black answers here,

Variation. 198 from (126)



White can easily connect under like this.

Variation. 199 from (126)

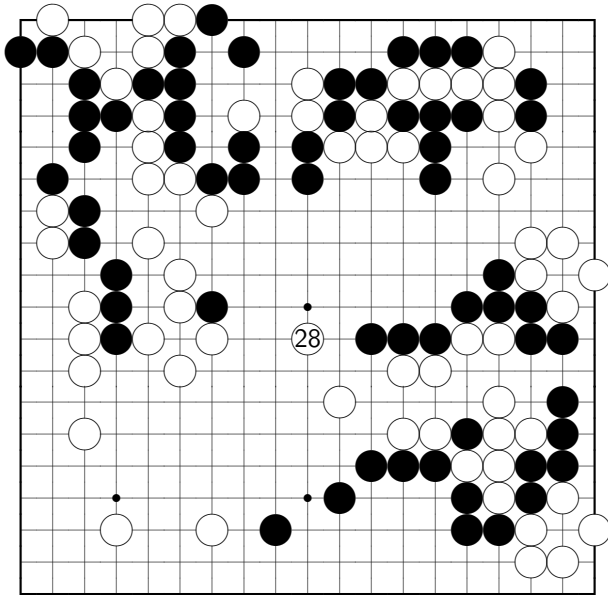


Diagram. 59
(Move: 128)

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.

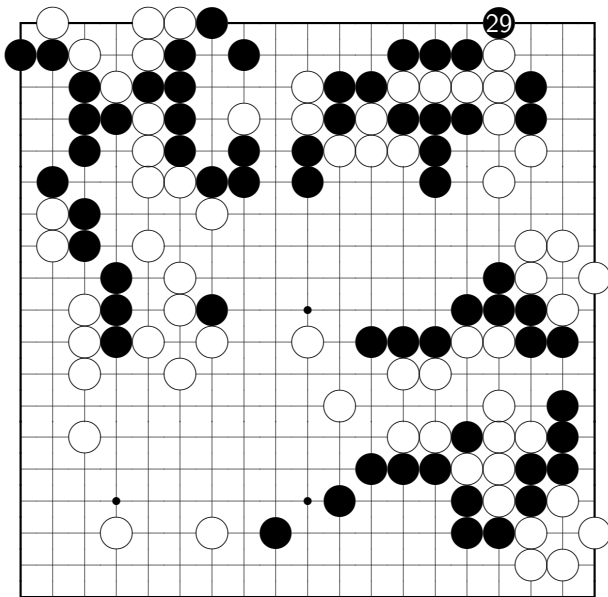


Diagram. 60
(Move: 129)

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

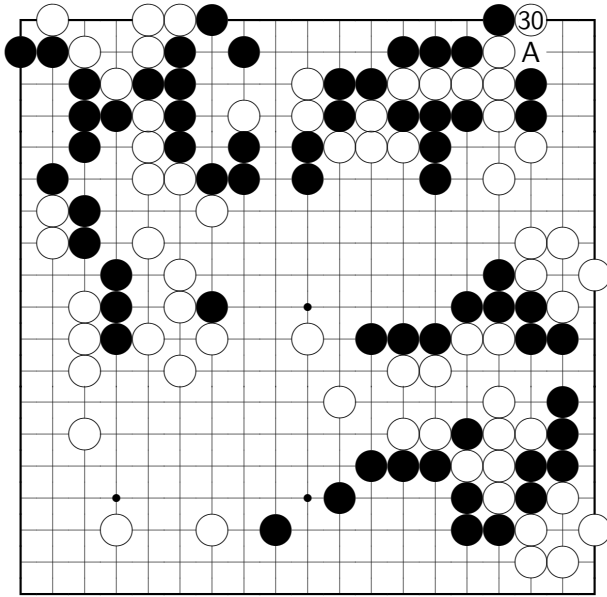


Diagram. 61
(Move: 130)

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

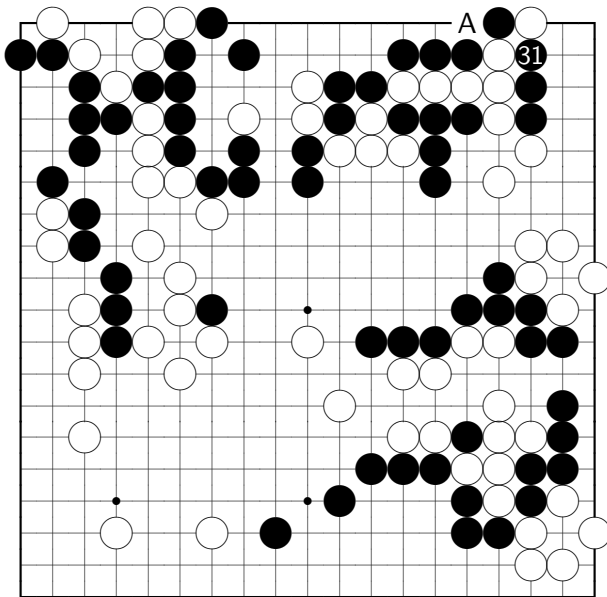
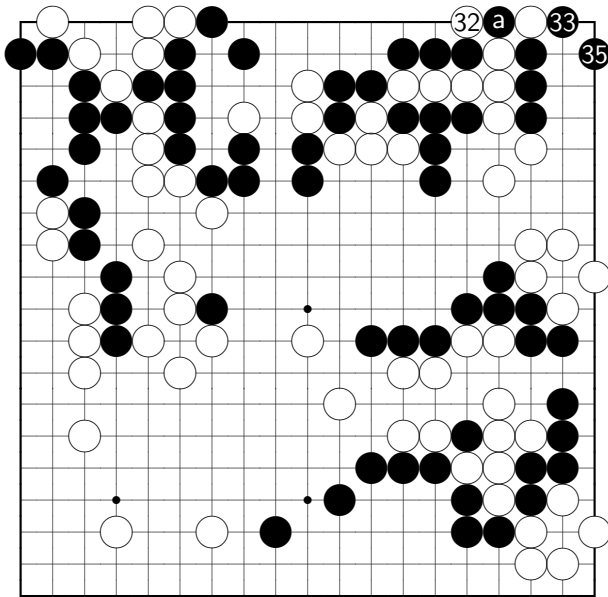


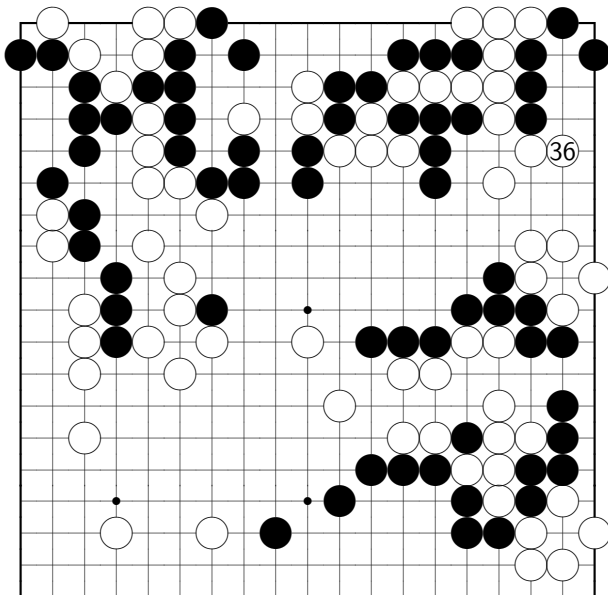
Diagram. 62
(Move: 131)

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)
⑬⑭ at a.



The timing of this forcing exchange was exquisite.

Diagram. 64
(Move: 136)

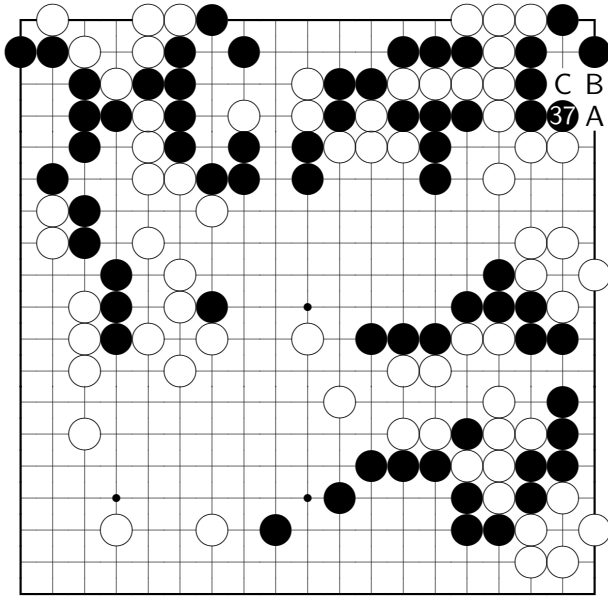


Diagram. 65
(Move: 137)

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

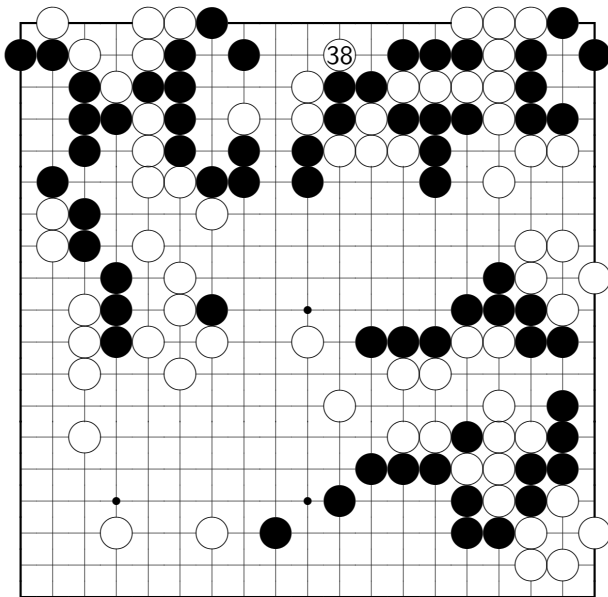
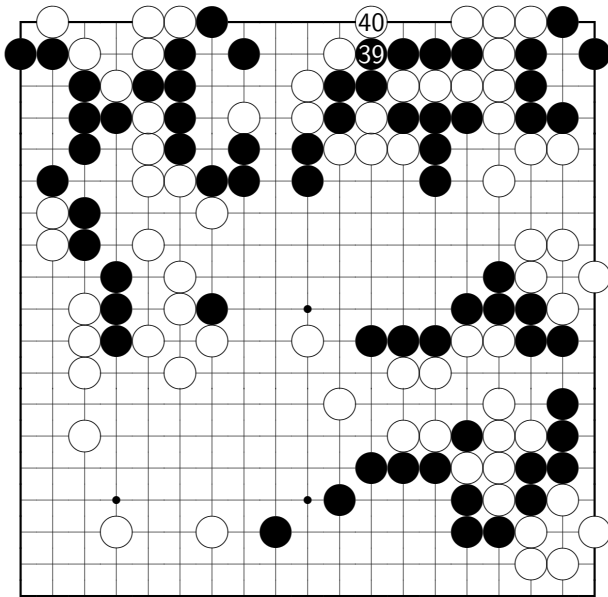


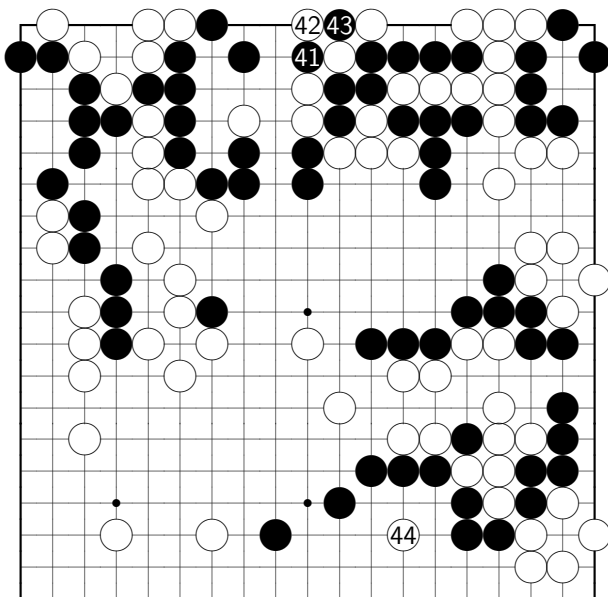
Diagram. 66
(Move: 138)

This is what white was aiming at.



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

Diagram. 67
(Moves: 139-140)



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

Diagram. 68
(Moves: 141-144)

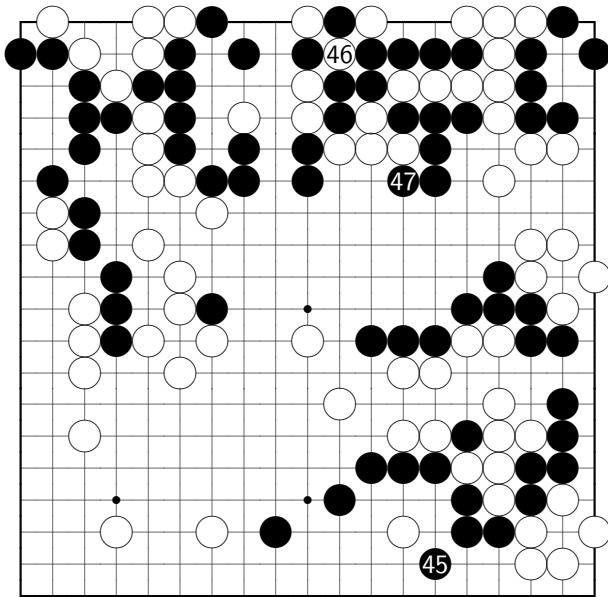


Diagram. 69
(Moves: 145-147)

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

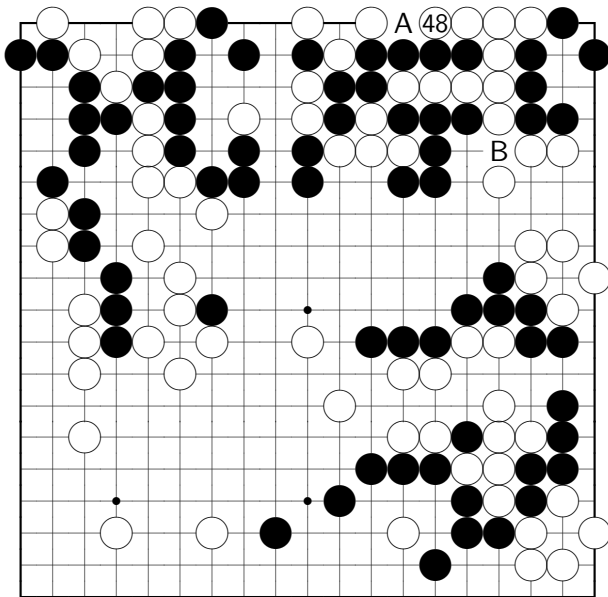
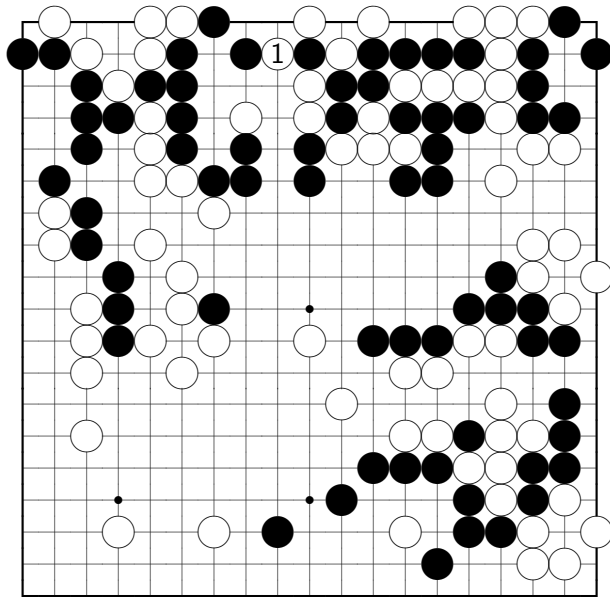


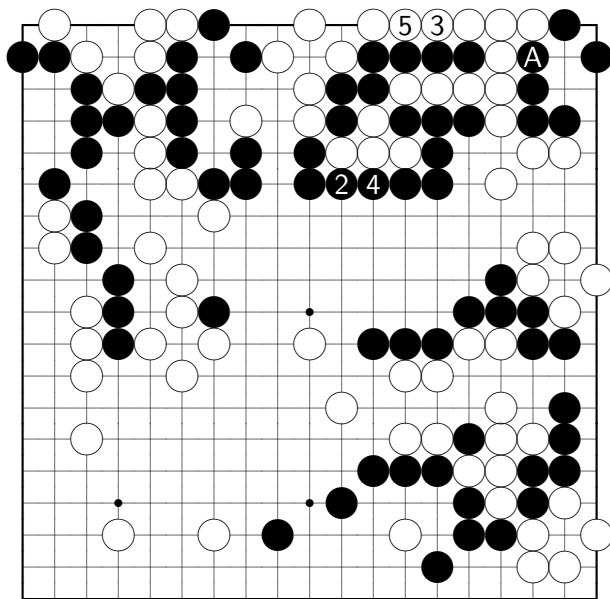
Diagram. 70
(Move: 148)

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.



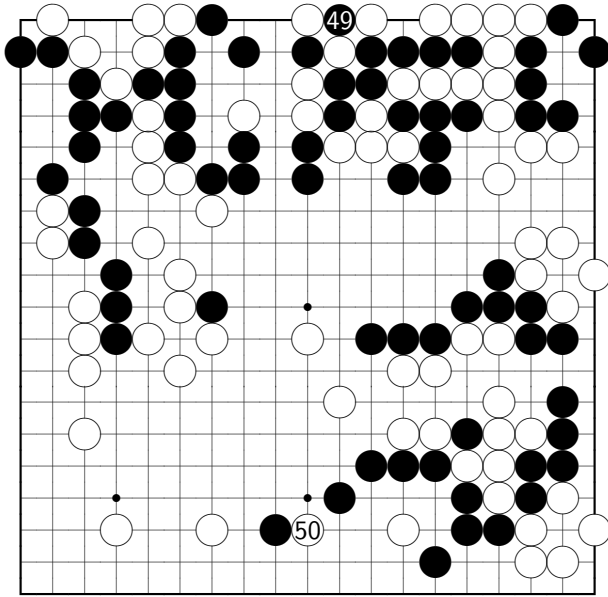
This is possible, and

Variation. 200 from 147



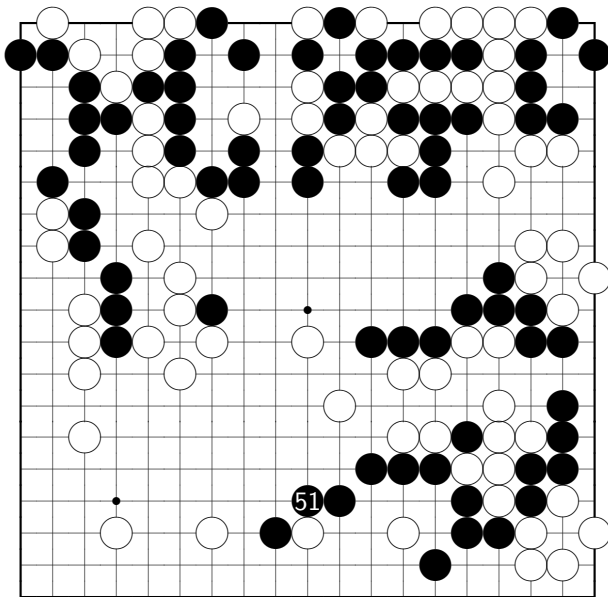
White can connect under, but the game's still very close. Black lived in the top right corner, and white saved the stones at the top. The result is pretty even from A up to here.

Variation. 201 from 147



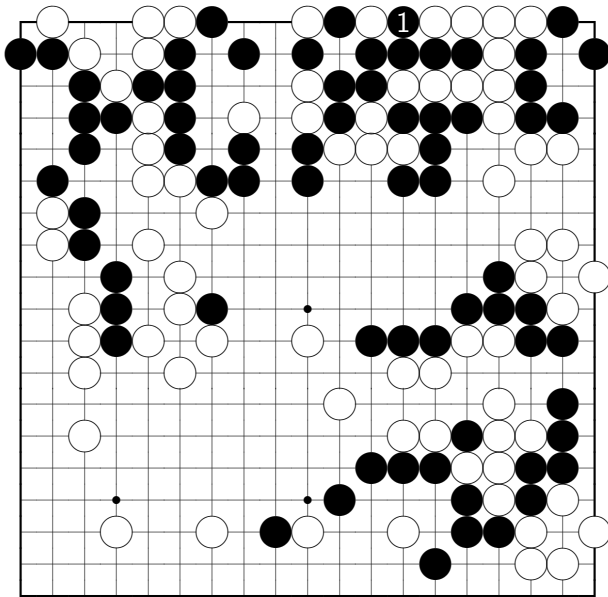
This was a good ko threat.

Diagram. 71
(Moves: 149-150)



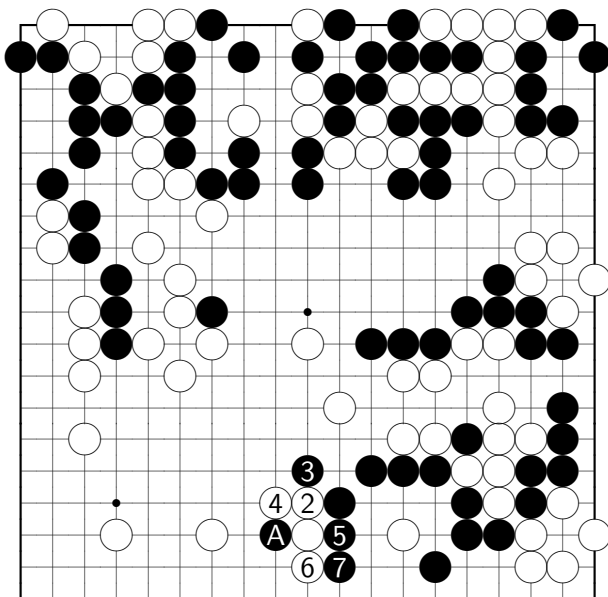
Black must answer here.

Diagram. 72
(Move: 151)



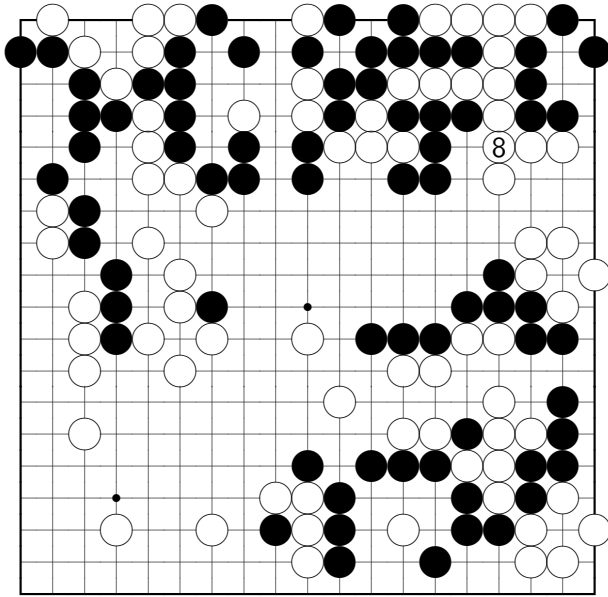
If black doesn't answer,

Variation. 202 from ⑮



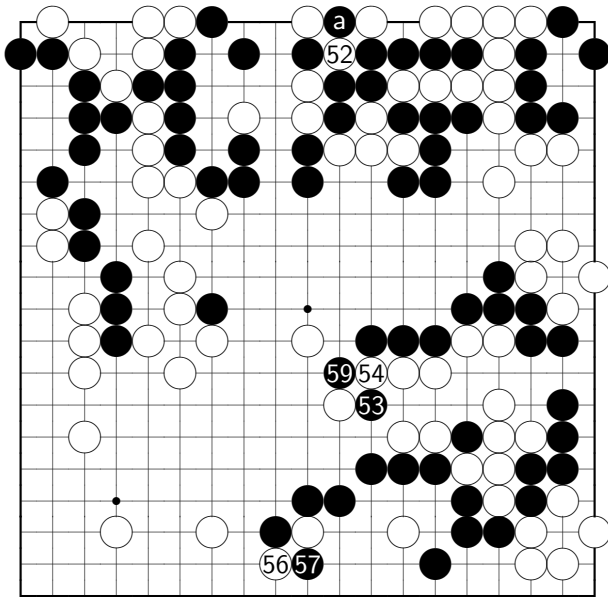
White captures the stone at A in sente, and

Variation. 203 from ⑮



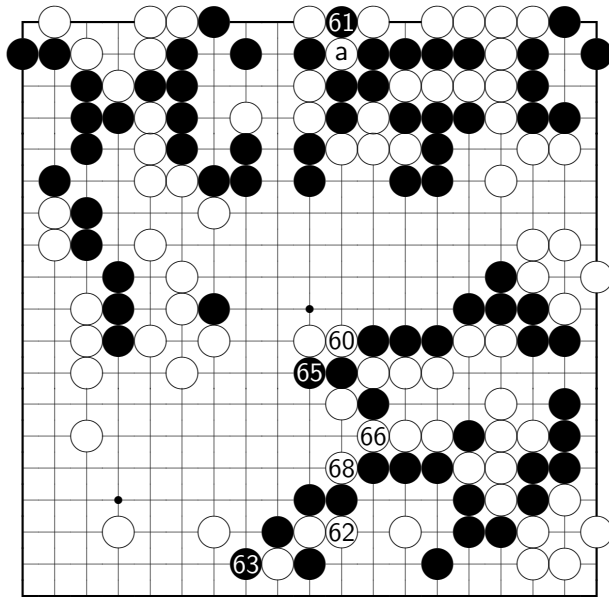
White is winning now.

Variation. 204 from (150)



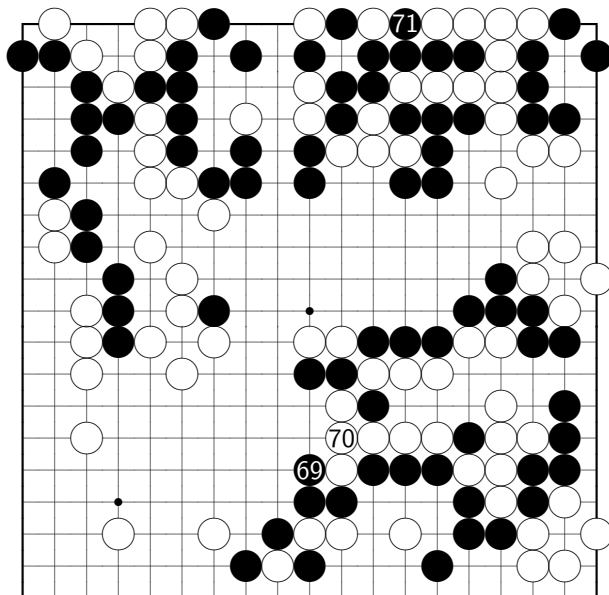
Black had some ko threats here, but they damaged the center.

Diagram. 73
(Moves: 152-159)
(155) at a, (158) at 152.



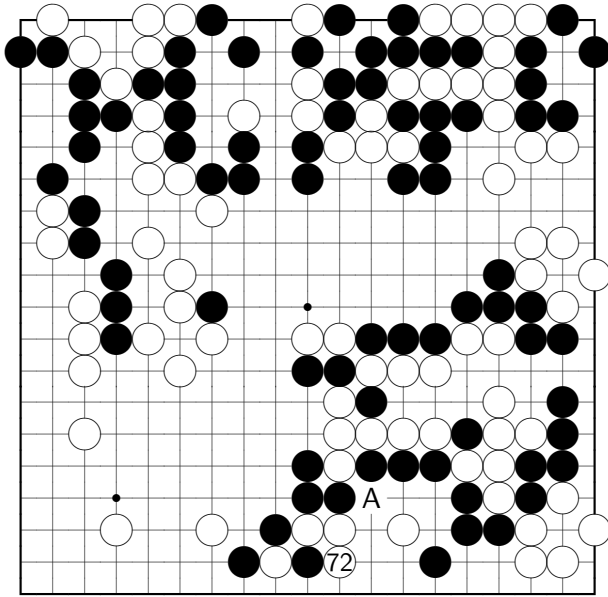
This was a good ko threat, and black doesn't have any ko threats after this.

Diagram. 74
(Moves: 160-168)
⬤₁₆₄ at a, ⬤₁₆₇ at 161.



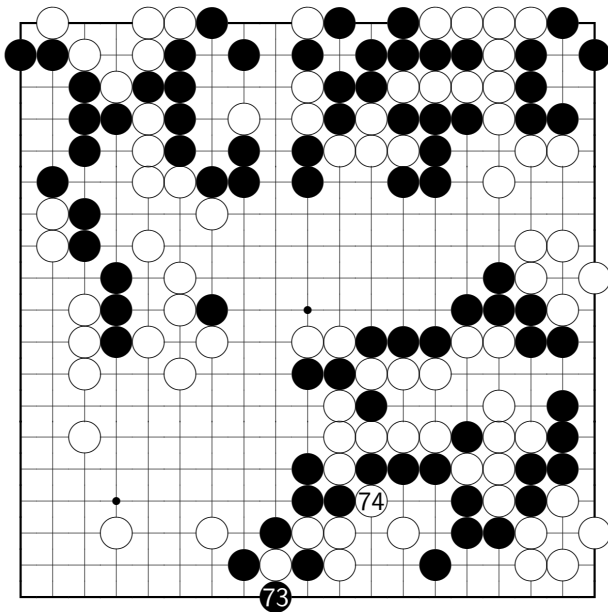
So black had to end the ko, but black wouldn't have felt happy about that.

Diagram. 75
(Moves: 169-171)



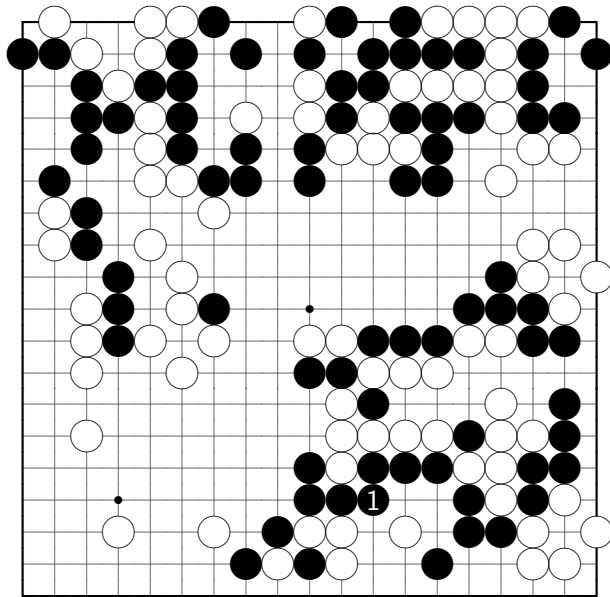
This atari was right. If white just cuts at A, black can atari at this point.

Diagram. 76
(Move: 172)



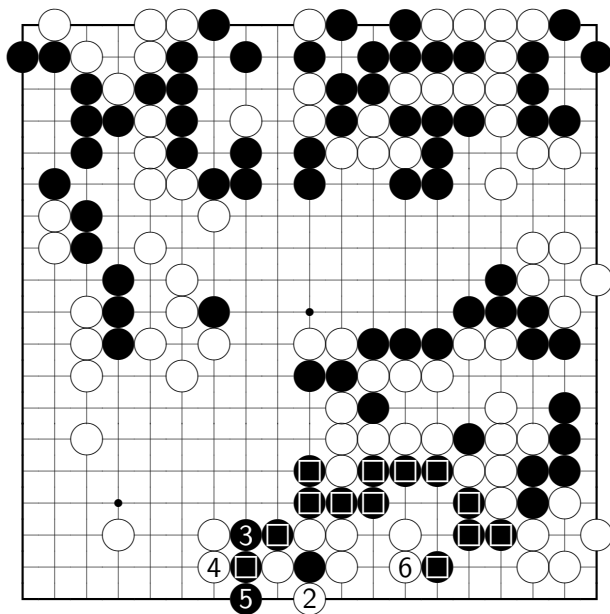
This was so big, and it was big enough to get compensation for losing the ko at the top.

Diagram. 77
(Moves: 173-174)



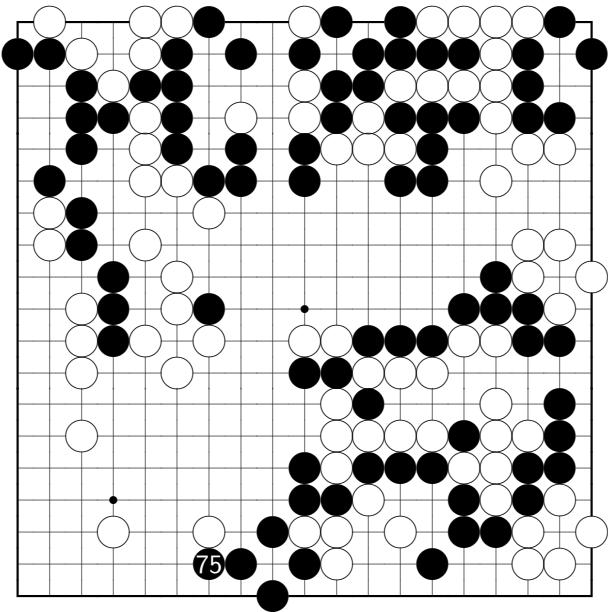
Black can't connect here, because

Variation. 205 from ⑪②



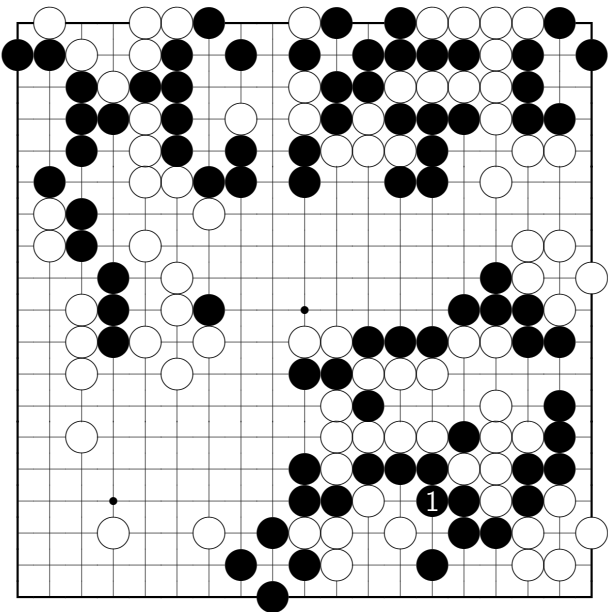
There's no way for black's marked stones to live.

Variation. 206 from ⑪②



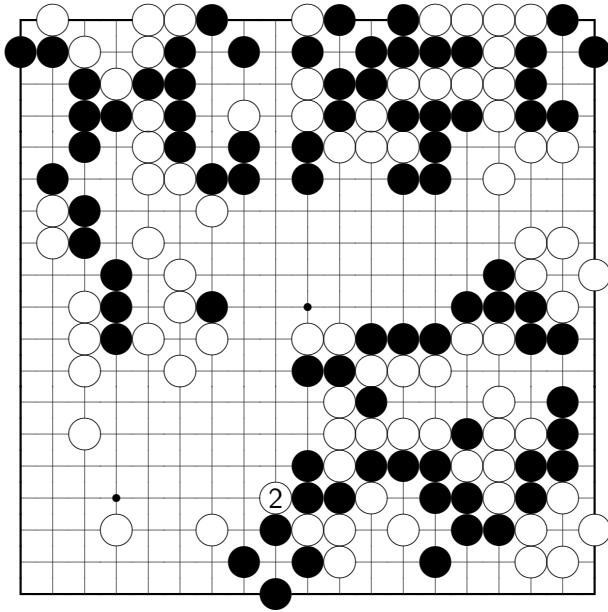
Black pushed here to live,

Diagram. 78
(Move: 175)



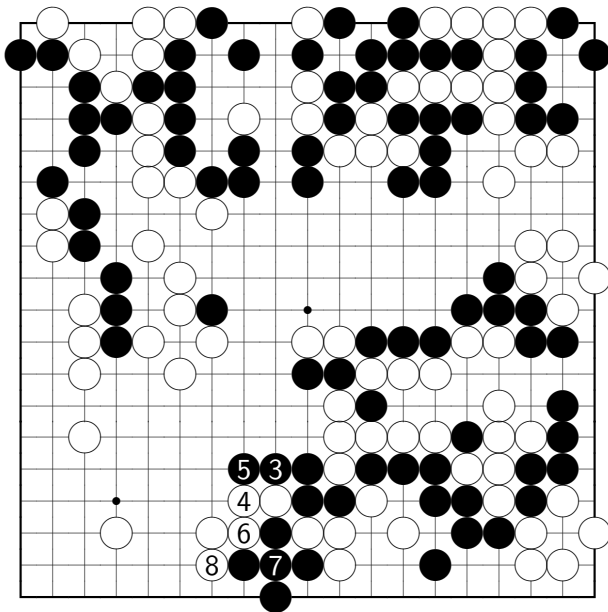
If black connects here to fight,

Variation. 207 from ①74



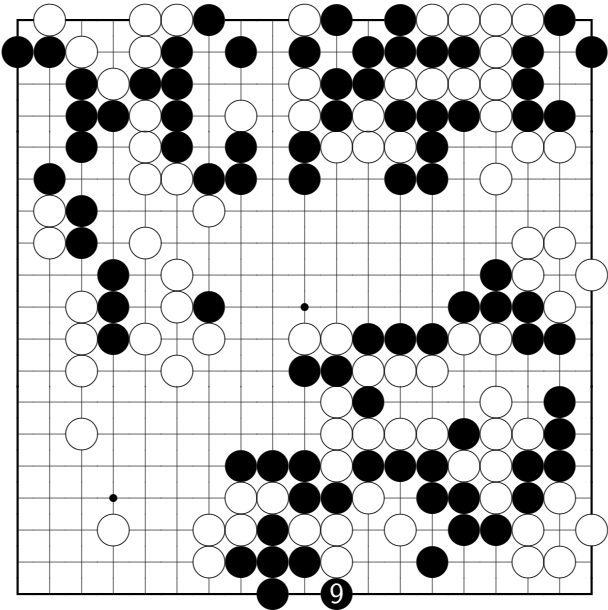
Variation. 208 from ①74

This cut is good.



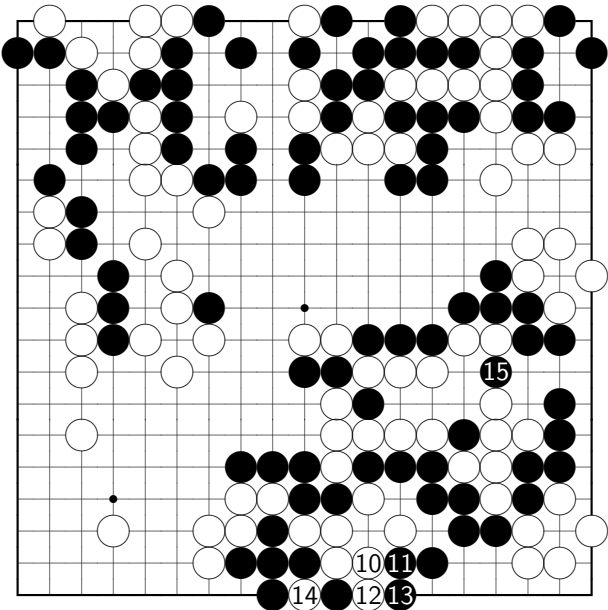
Variation. 209 from ①74

Black's in trouble.



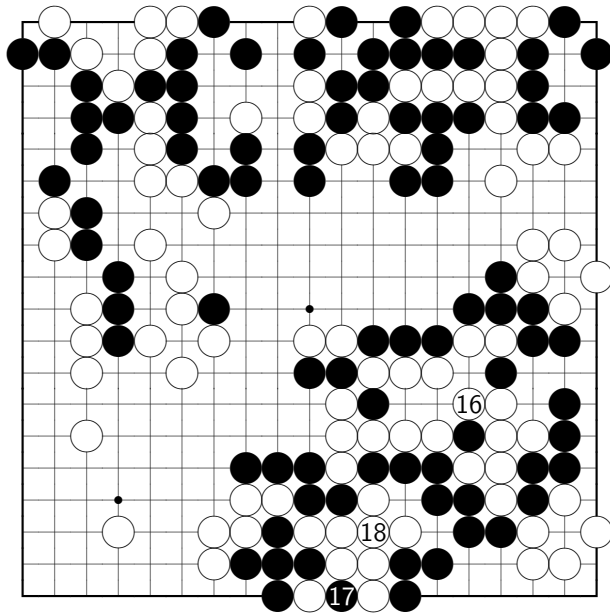
Variation. 210 from 174

If black keeps going,



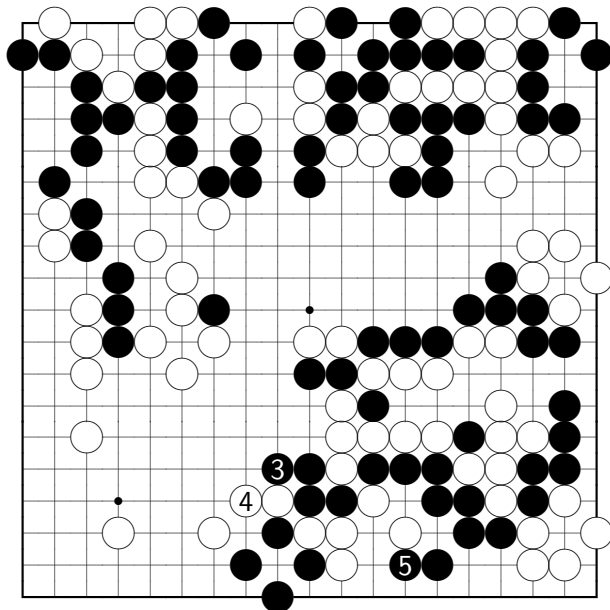
Variation. 211 from 174

This is black's only big ko threat.



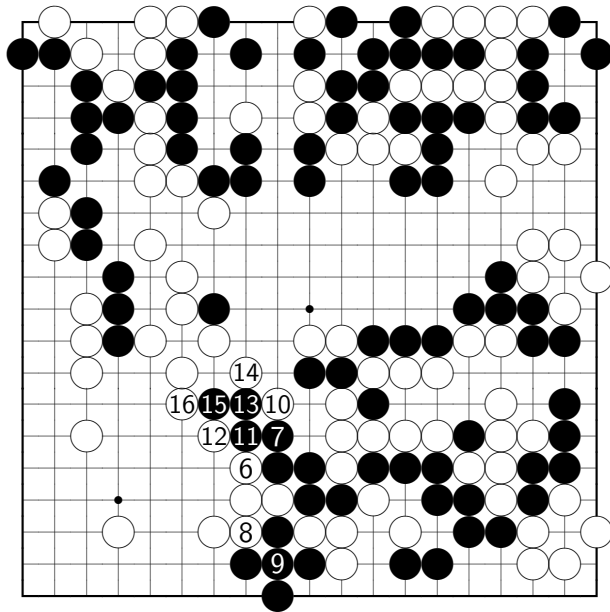
Variation. 212 from ①74

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



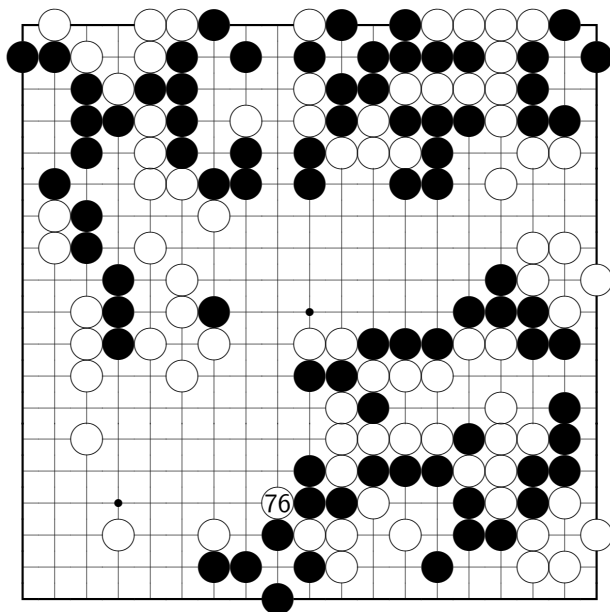
Variation. 213 from ①74

If black plays here,



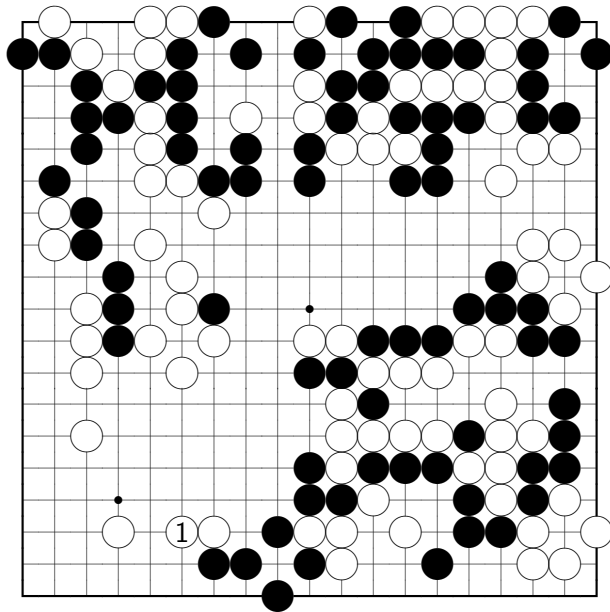
Variation. 214 from ①74

Black's cutting stones can't escape.



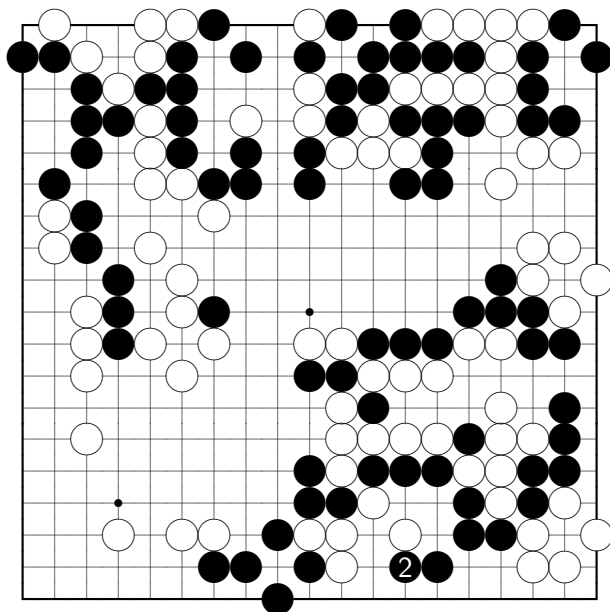
*Diagram. 79
(Move: 176)*

This cut was good.



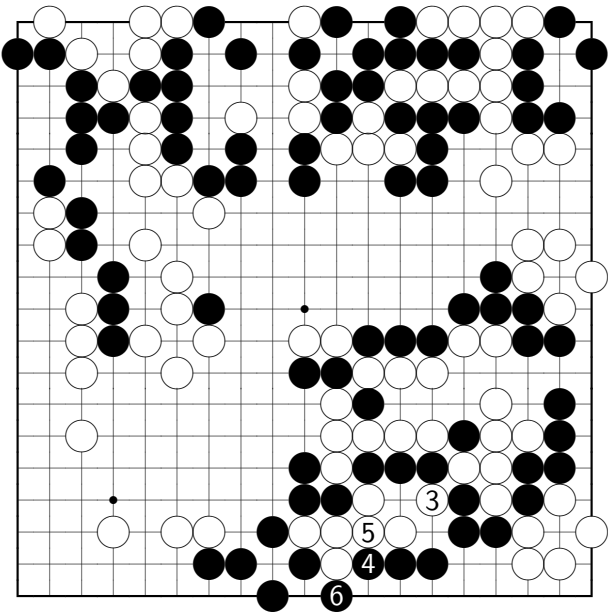
If white just answers here,

Variation. 215 from 175



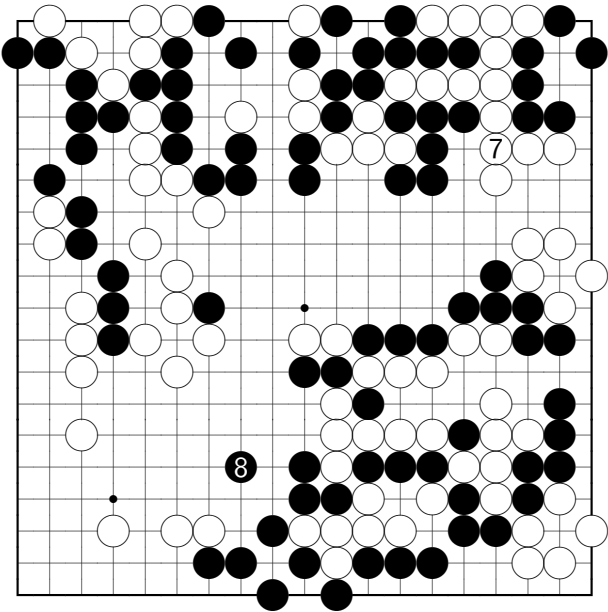
Pushing in here is good, and

Variation. 216 from 175



Black can connect under to catch up.

Variation. 217 from 175



The game becomes close again.

Variation. 218 from 175

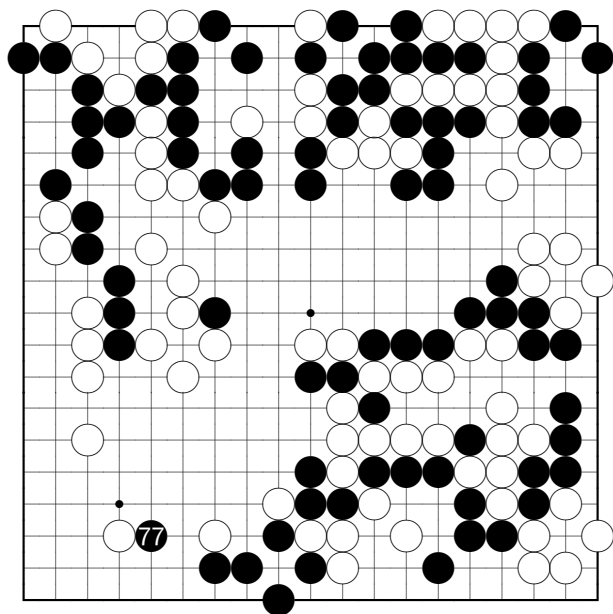
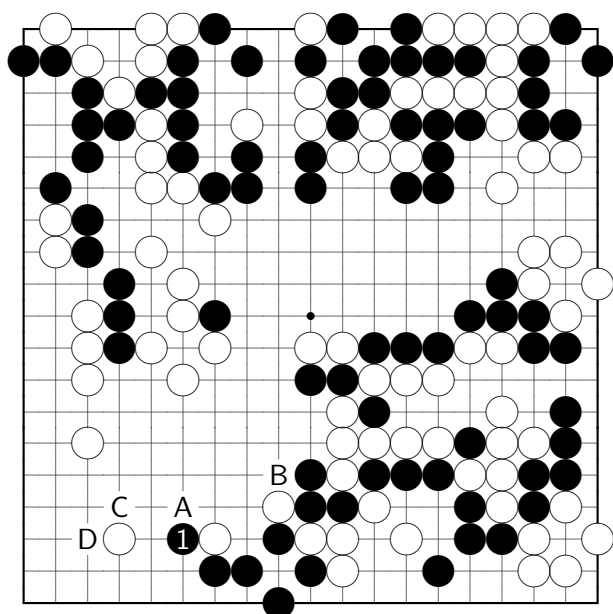


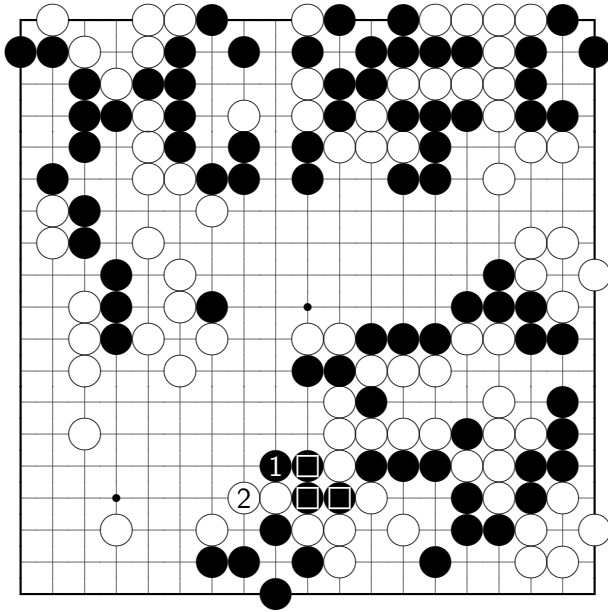
Diagram. 80
(Move: 177)

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



Variation. 219 from ①76

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 from (176)

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

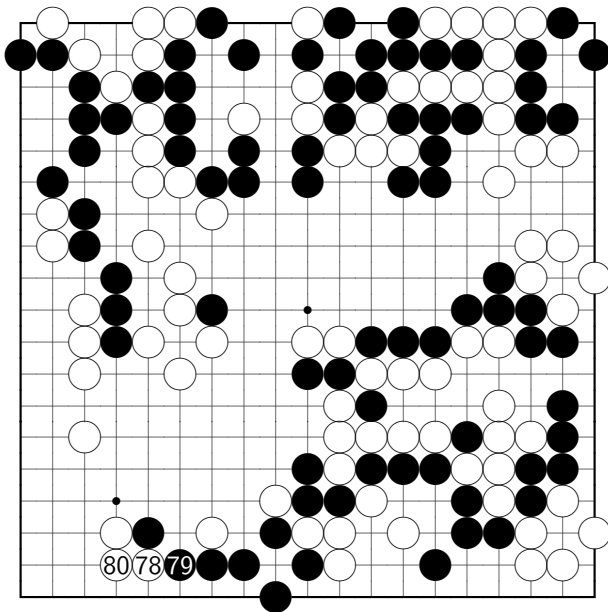


Diagram. 81
(Moves: 178-180)

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

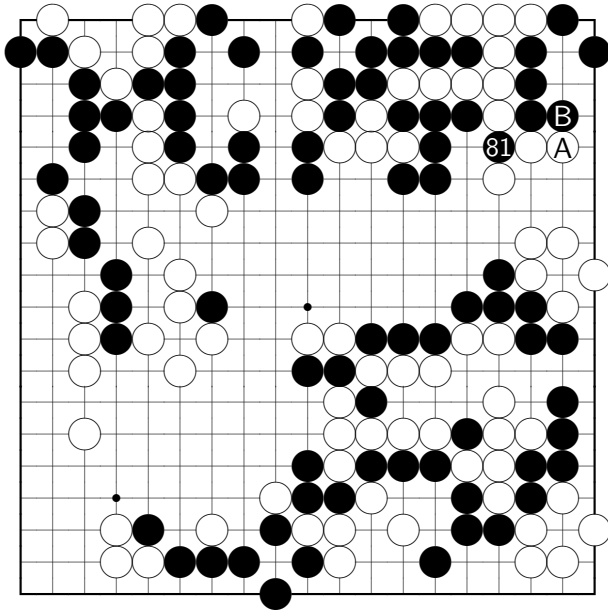


Diagram. 82
(Move: 181)

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.

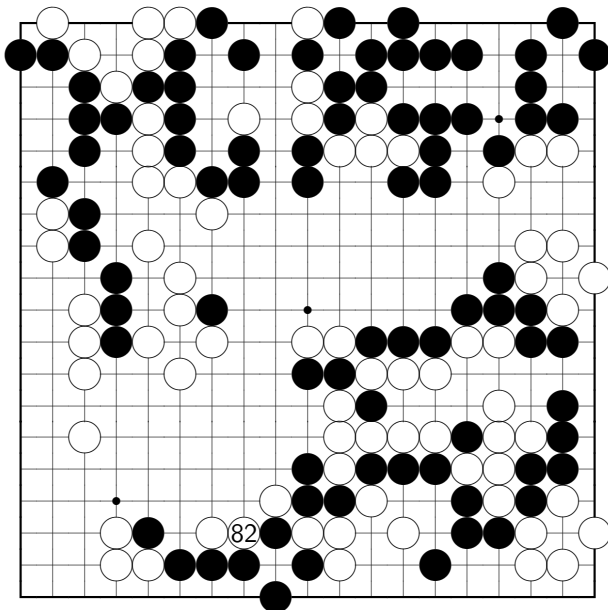


Diagram. 83
(Move: 182)

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

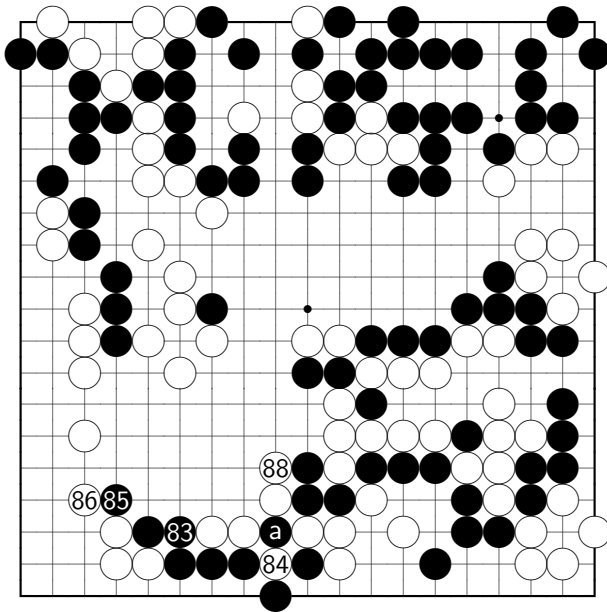


Diagram. 84
(Moves: 183-188)
187 at a.

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

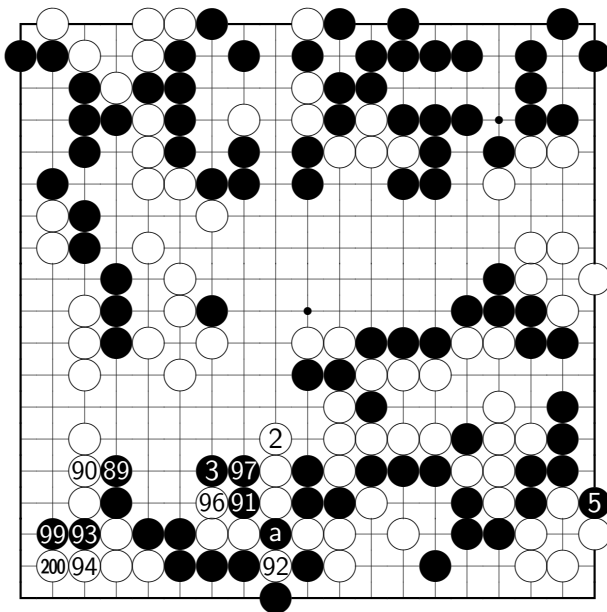
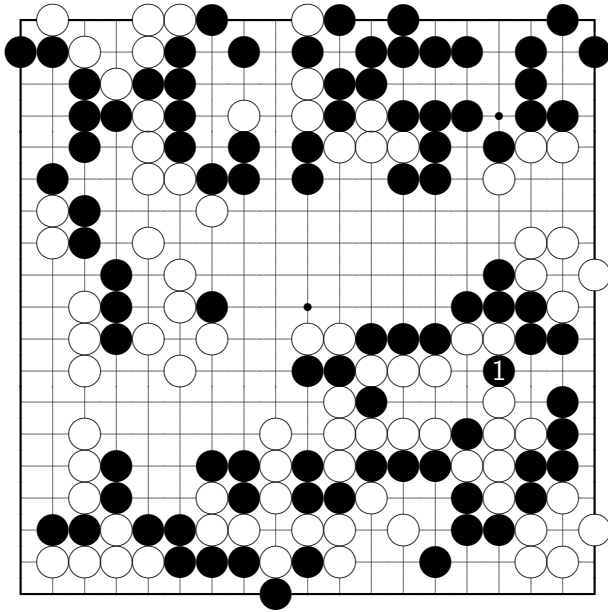


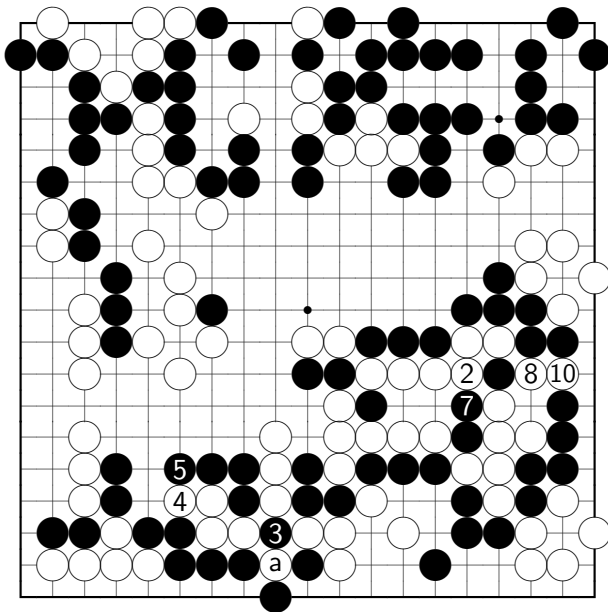
Diagram. 85
(Moves: 189-205)
195 at a, 198 at 192, 201 at a
204 at 192.

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



Variation. 221 from (204)

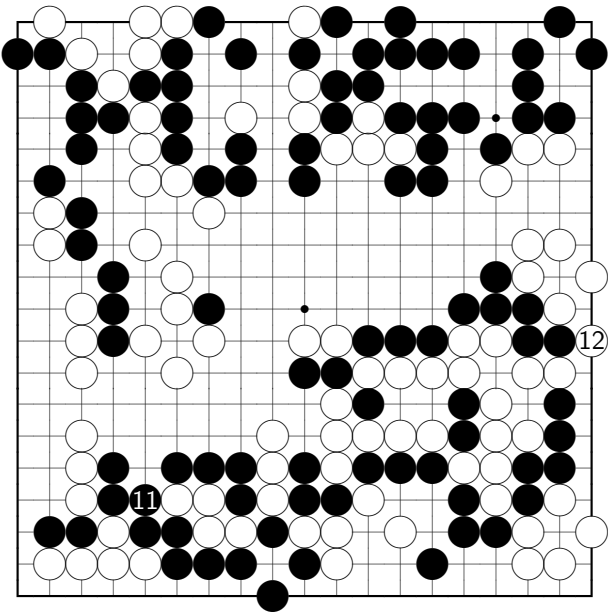
This is a good ko threat, but



Variation. 222 from (204)

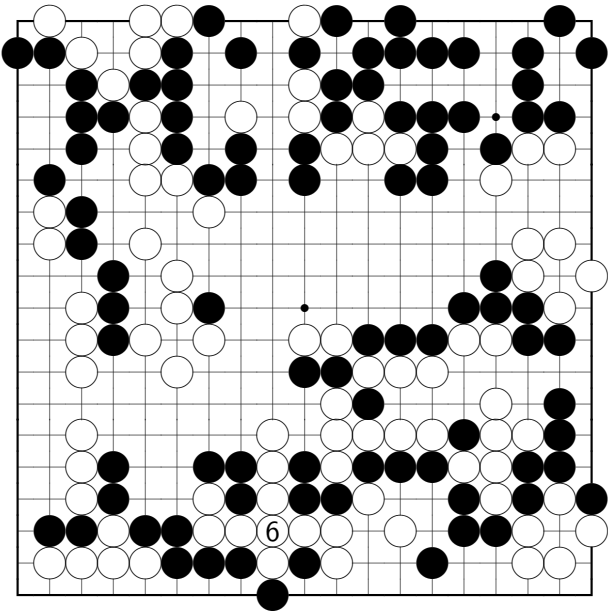
⑥ at a, ⑨ at 3.

Black can't answer this ko threat, and



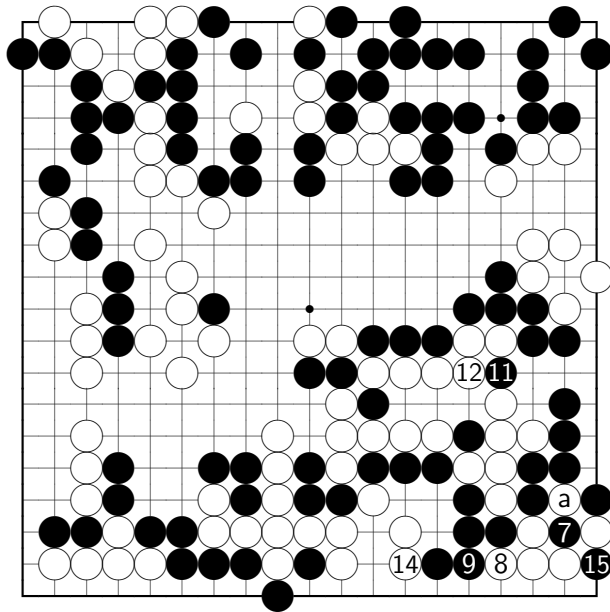
White's winning by about 10 points.

Variation. 223 from 204



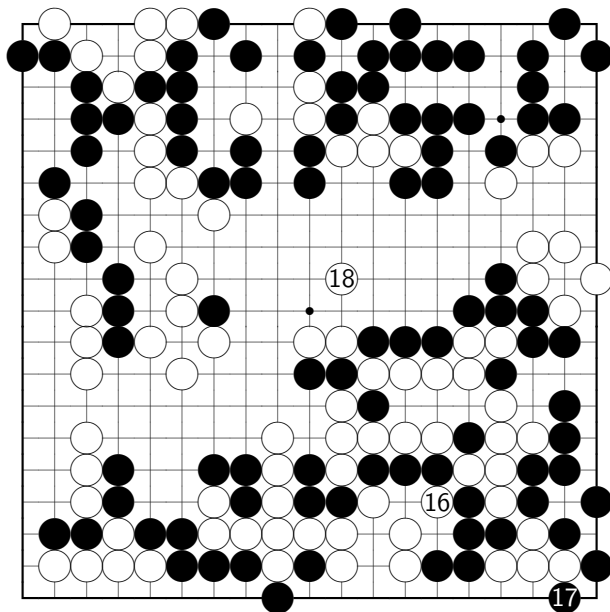
White eliminated the ko, and the game was practically over now.

Diagram. 86
(Move: 206)



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

Diagram. 87
(Moves: 207-215)
⬤₂₁₀ at a, ⬤₂₁₃ at 207.



White's winning by about 15 points.

Diagram. 88
(Moves: 216-218)

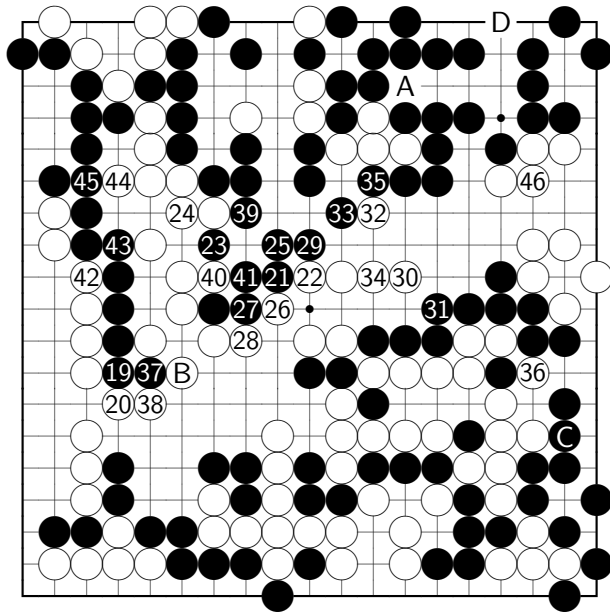


Diagram. 89
(Moves: 219-246)

Black resigned here.

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).

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

Ⓓ 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/> ; <http://gogameguru.com/i/>