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Go vs Fujisawa

GPub

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Foreward

This is an *example* foreward.

Preface

This is the preface.

With two paragraphs.

Acknowledgments

Thanks to everybody for making this happen.

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.

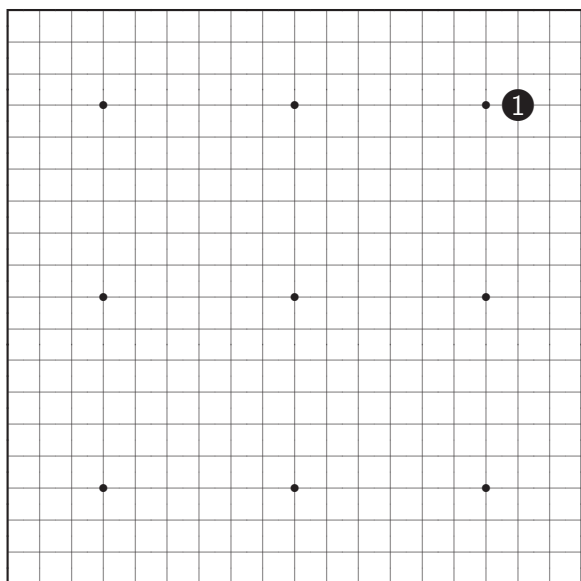


Diagram 1
(Move: 1)

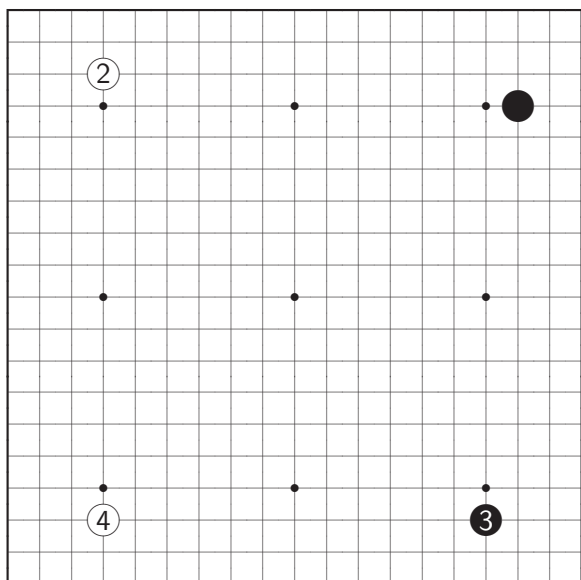


Diagram 2
(Moves: 2-4)

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.

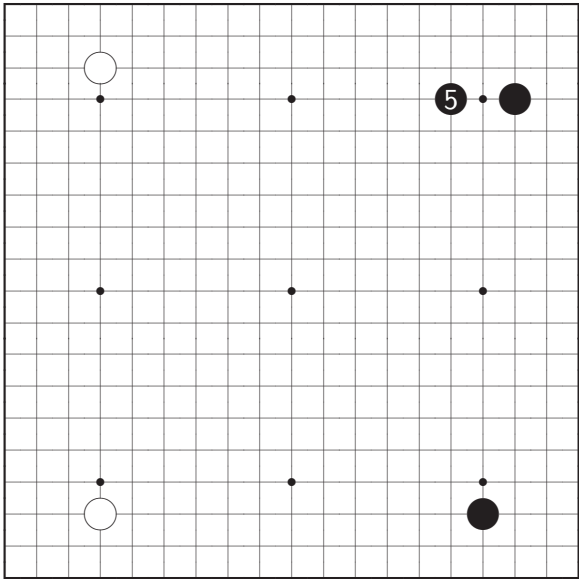


Diagram 3
(Move: 5)

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.

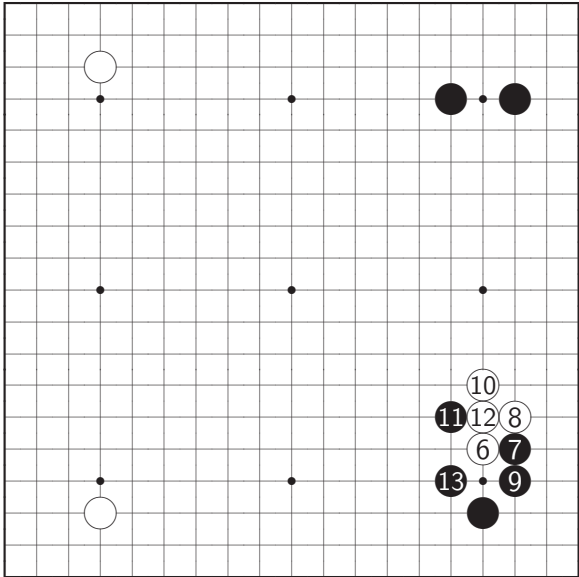
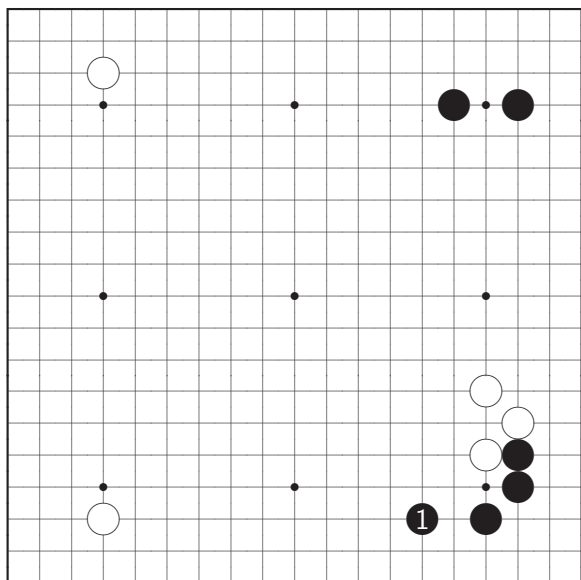
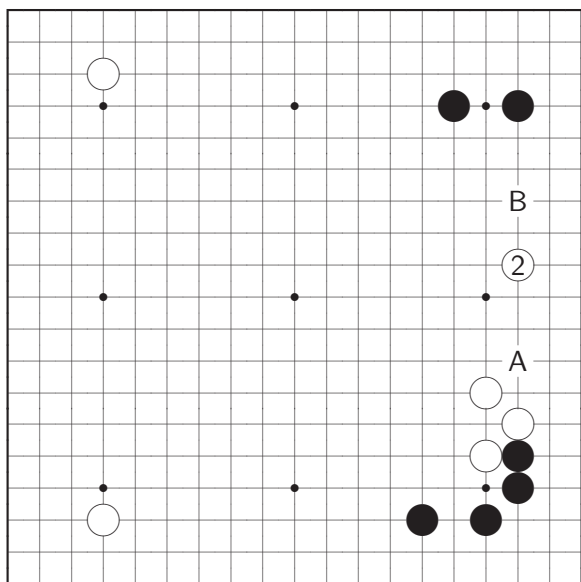


Diagram 4
(Moves: 6-13)



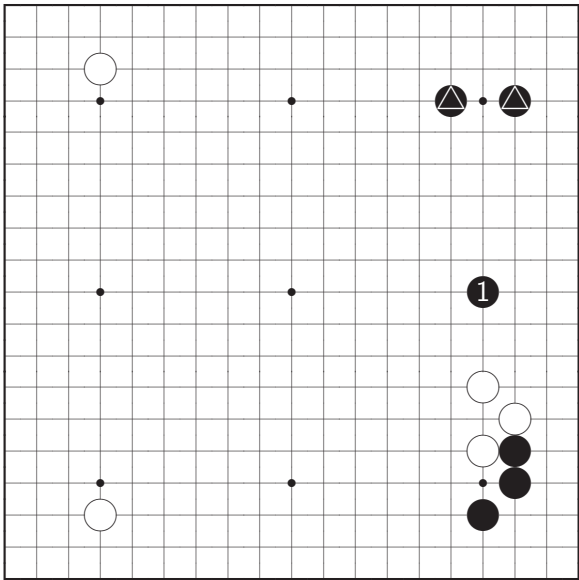
Variation 1 from ⑩

This is more common.



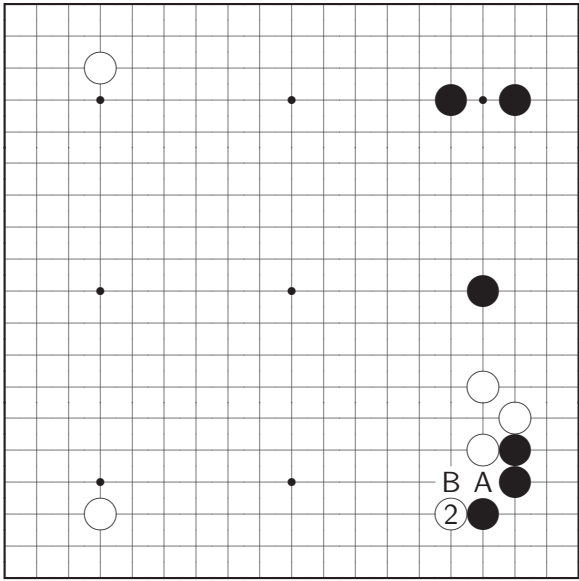
Variation 2 from ⑩

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



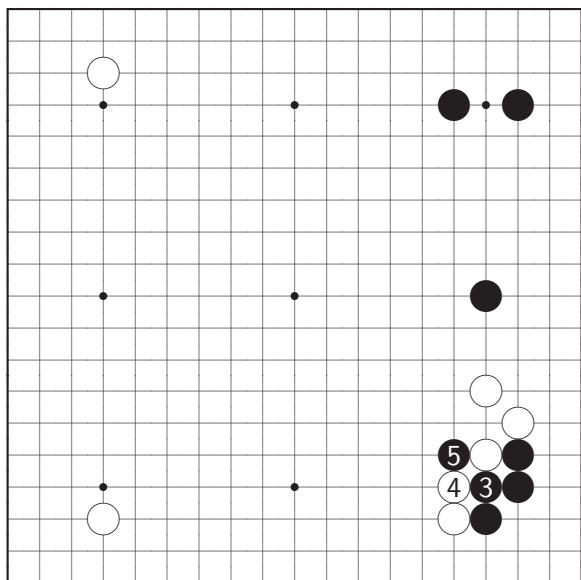
Variation 3 from ⑩

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



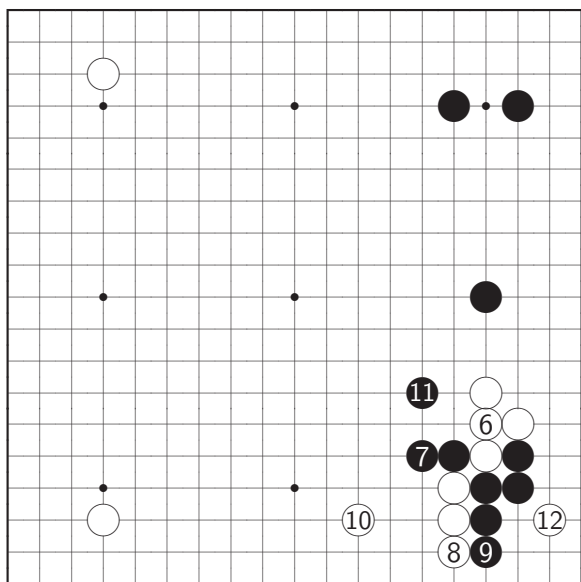
Variation 4 from ⑩

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



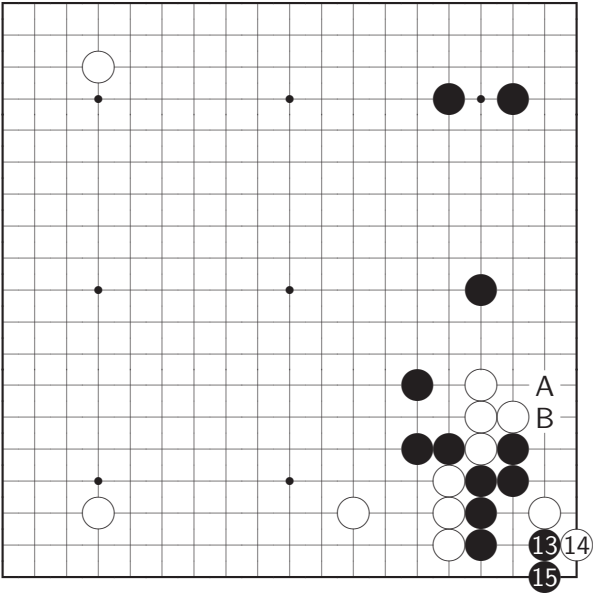
Variation 5 from ⑩

Black might cut and fight like this.



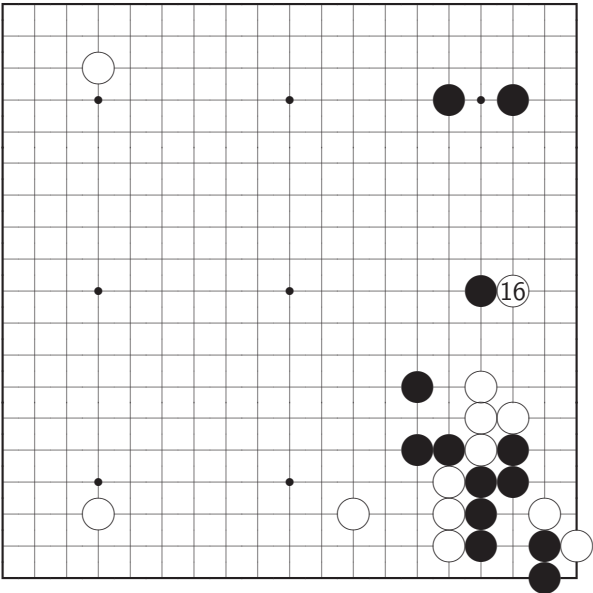
Variation 6 from ⑩

White should create some aji in the corner first.



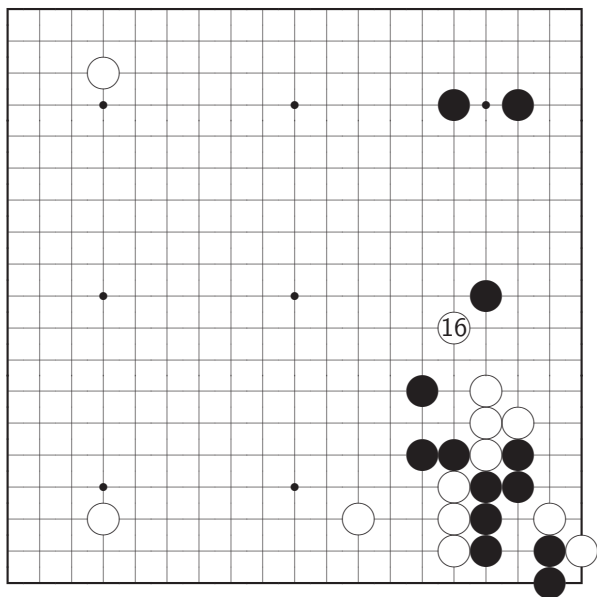
Variation 7 from 10

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.



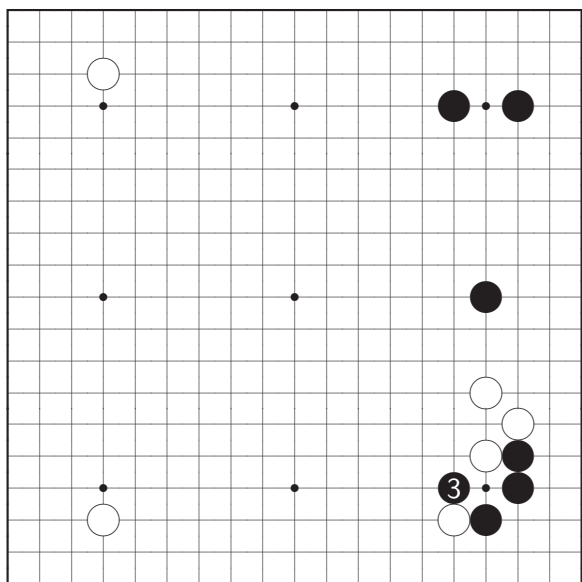
Variation 8 from 10

White could settle his group like this.



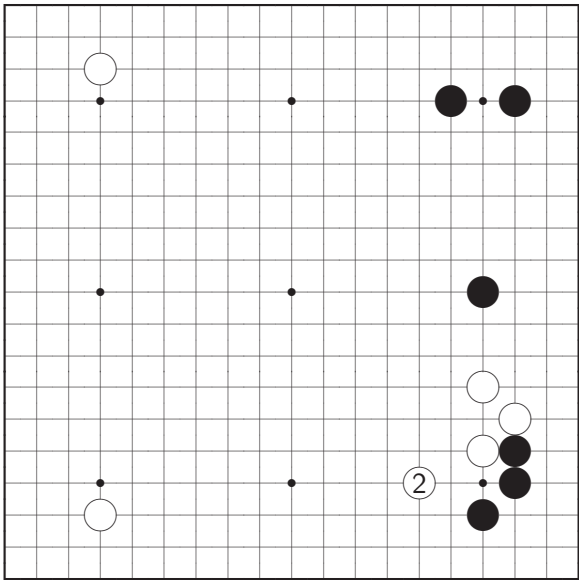
Variation 9 from ⑩

White could also choose play here.



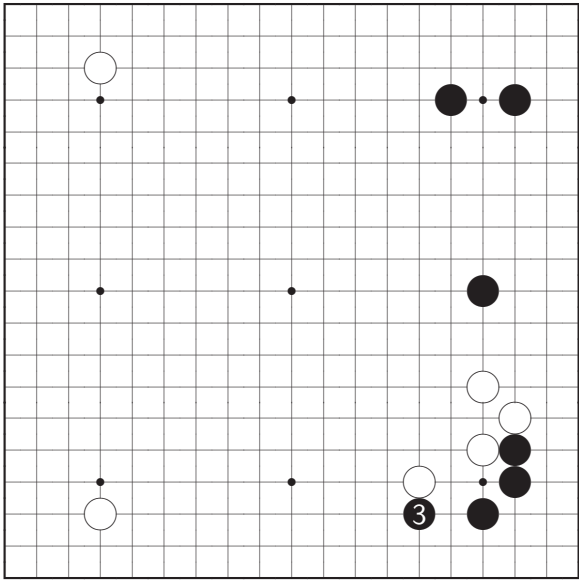
Variation 10 from ⑩

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



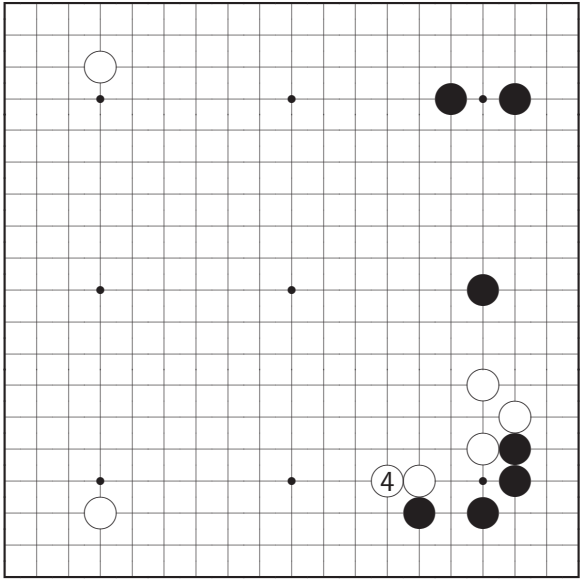
Variation 11 from ⑩

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



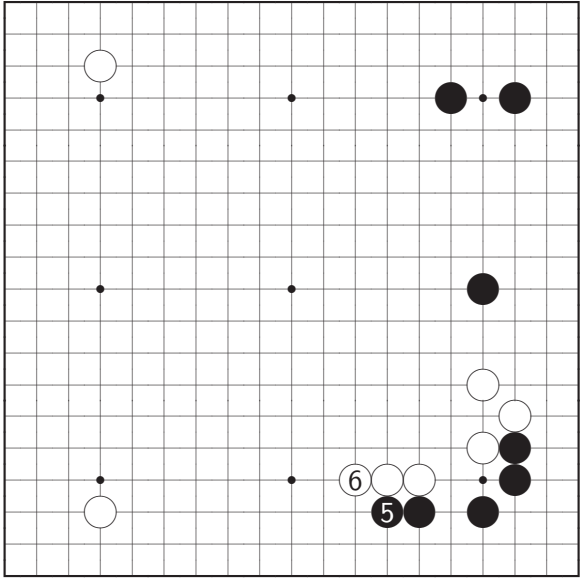
Variation 12 from ⑩

If black attaches,



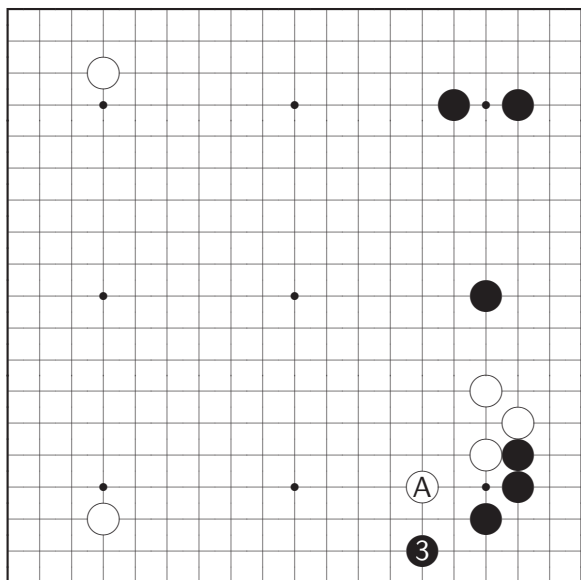
Variation 13 from ⑩

White can just extend.



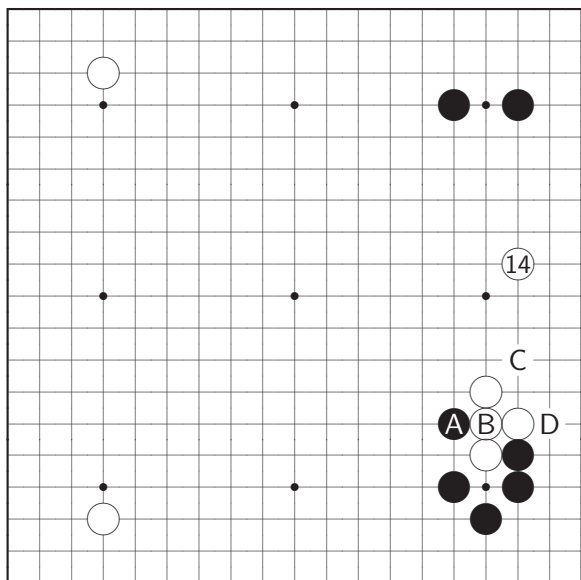
Variation 14 from ⑩

This result is satisfactory for white.



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

Variation 15 from ⑩



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 5
(Move: 14)

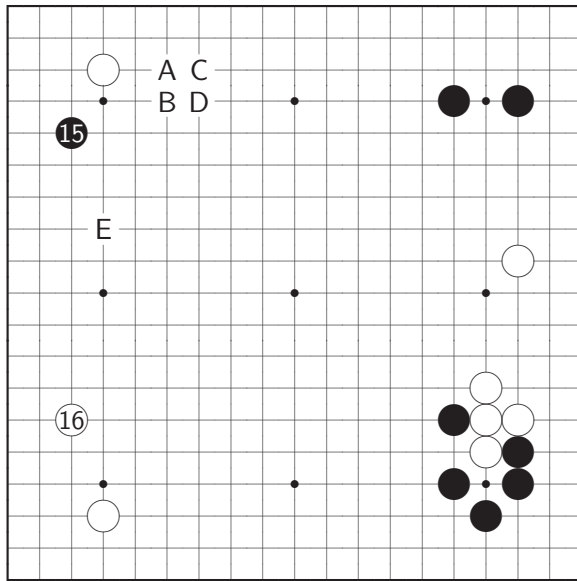


Diagram 6
(Moves: 15-16)

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.

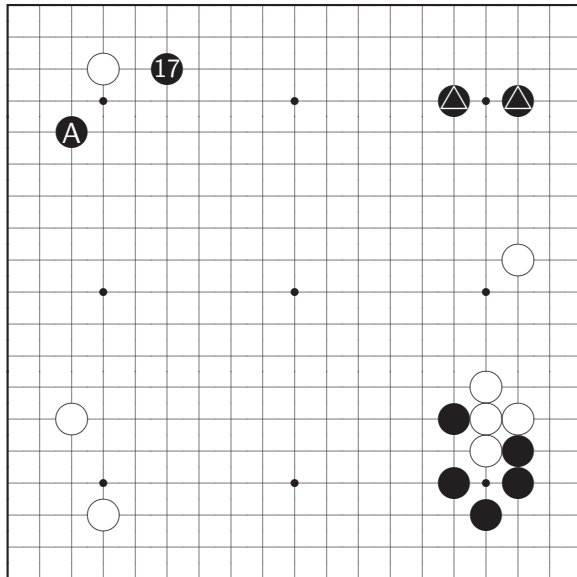


Diagram 7
(Move: 17)

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.

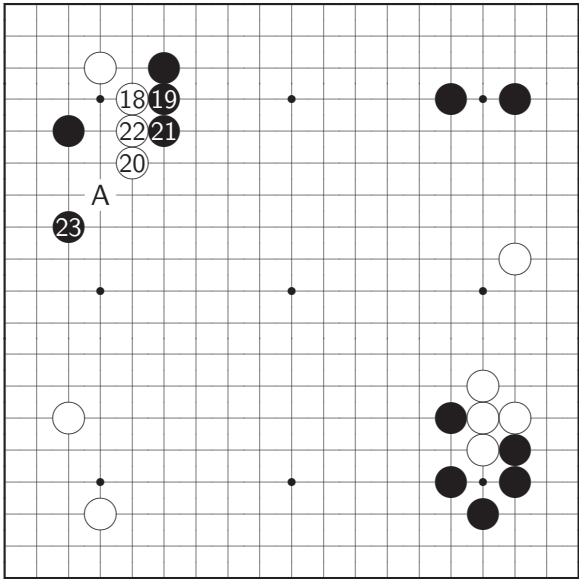
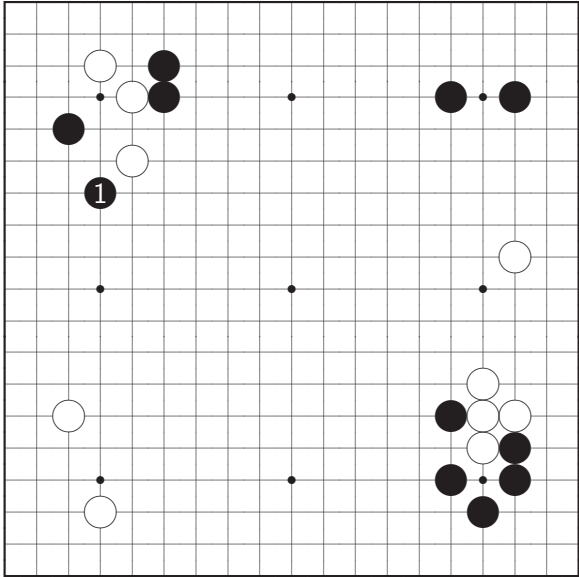


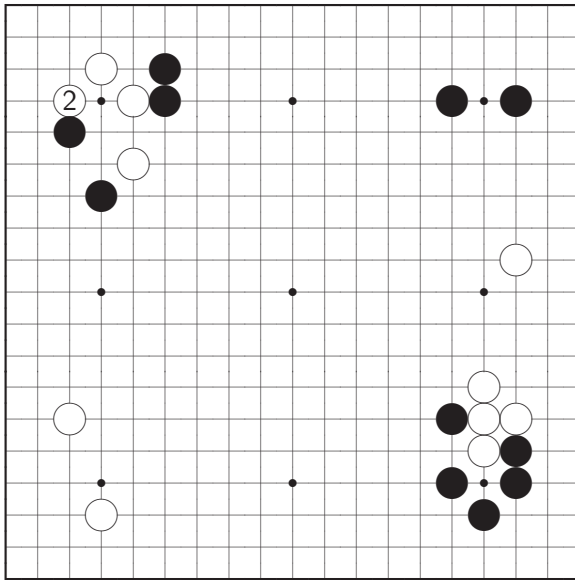
Diagram 8
(Moves: 18-23)

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



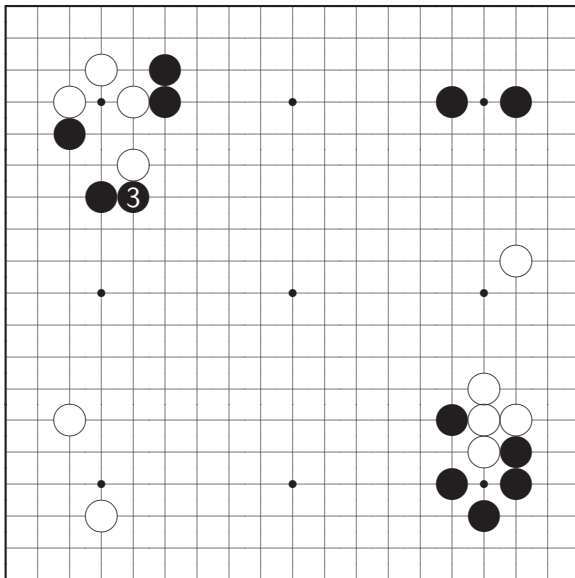
Variation 16 from 20

This is also conceivable.



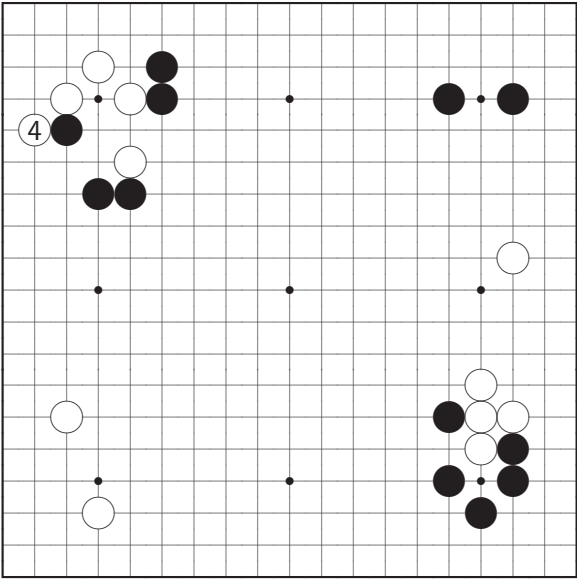
Variation 17 from ②0

If white attaches here,



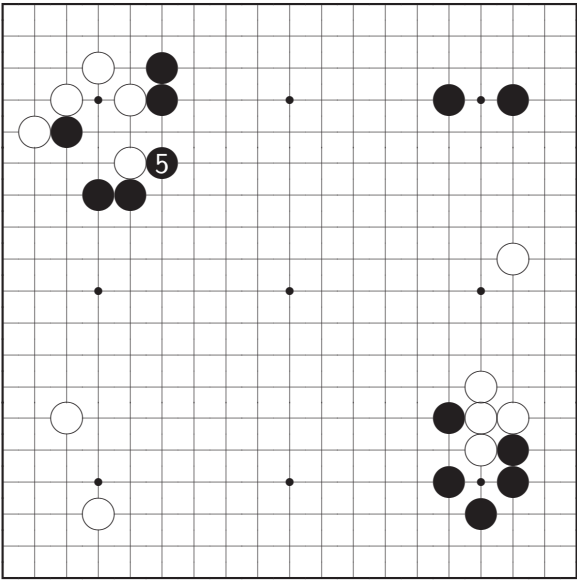
Variation 18 from ②0

Pushing up here is good.



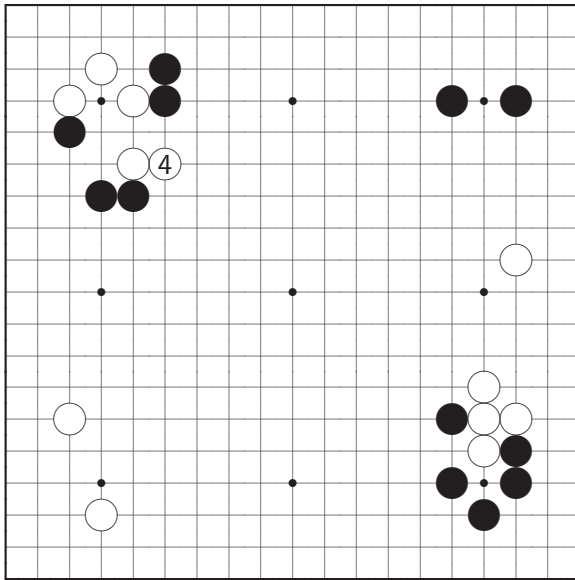
Variation 19 from ㉔

This hane is the right move for white.



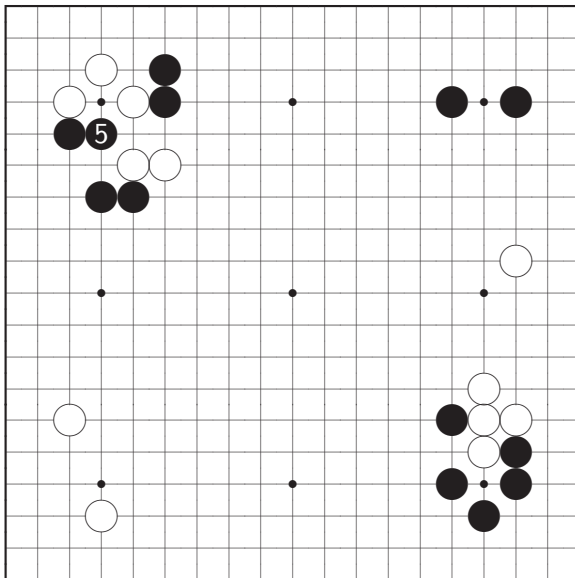
Variation 20 from ㉔

It's another game.



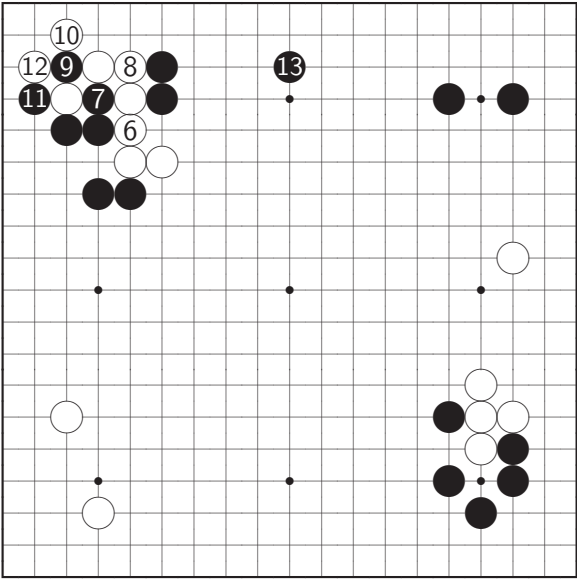
White shouldn't play here, because

Variation 21 from (20)



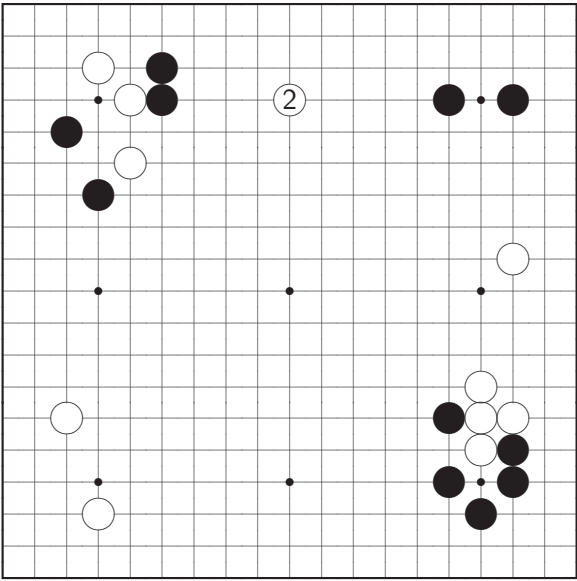
This is painful.

Variation 22 from (20)



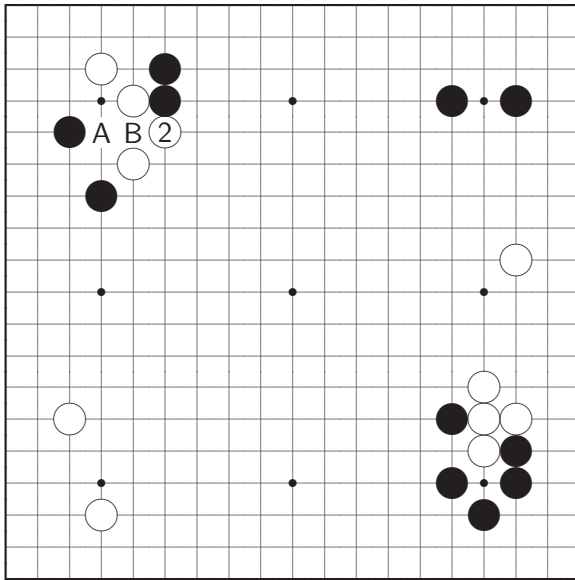
The result it better for black.

Variation 23 from ⑳



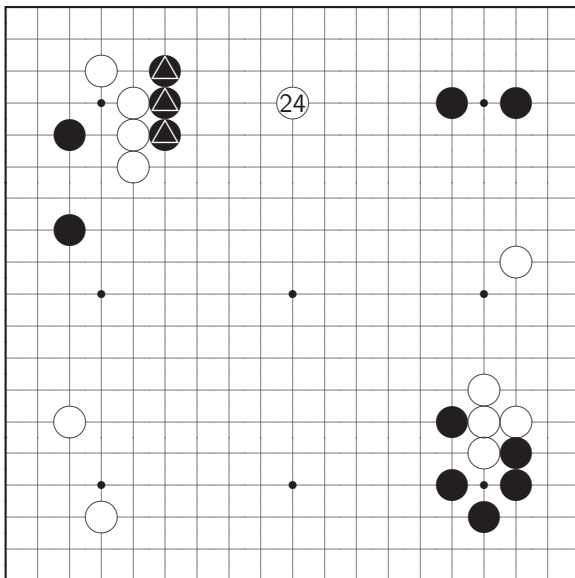
White would pincer here, and it's similar to the game.

Variation 24 from ⑳



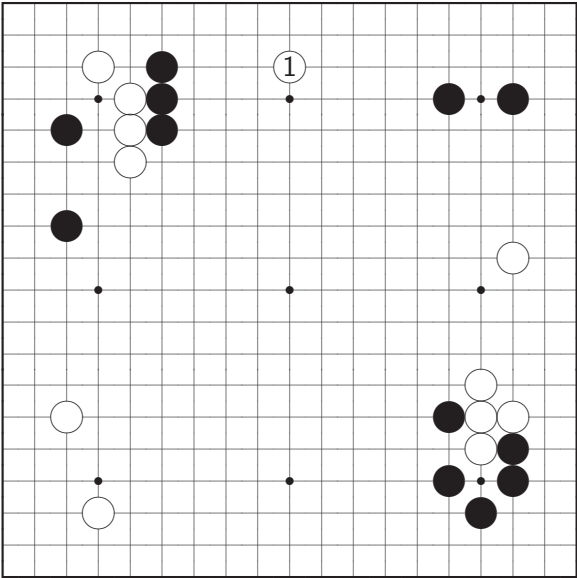
If white plays here, white will have bad shape after black exchanges A for B.

Variation 25 from ②①



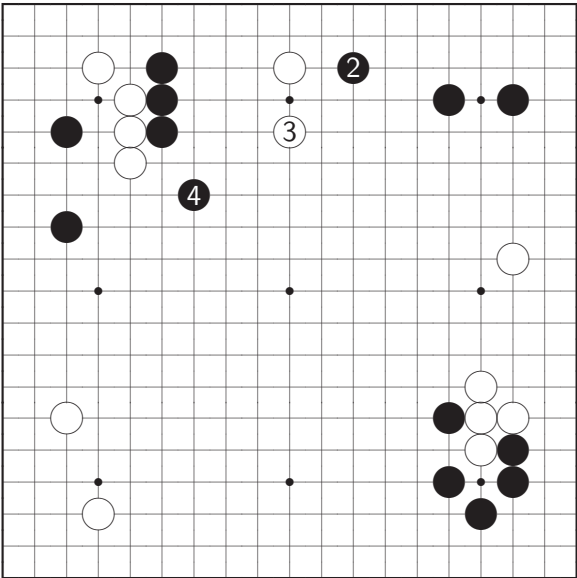
This move is to split the top area and pincer black's marked stones at the same time.

Diagram 9
(Move: 24)



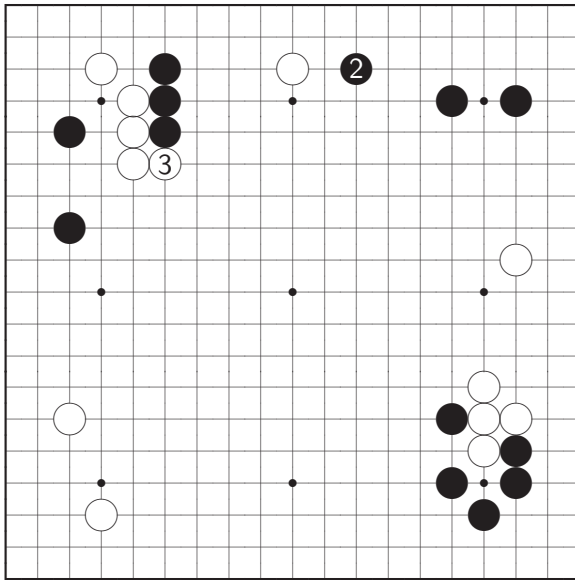
Variation 26 from 23

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



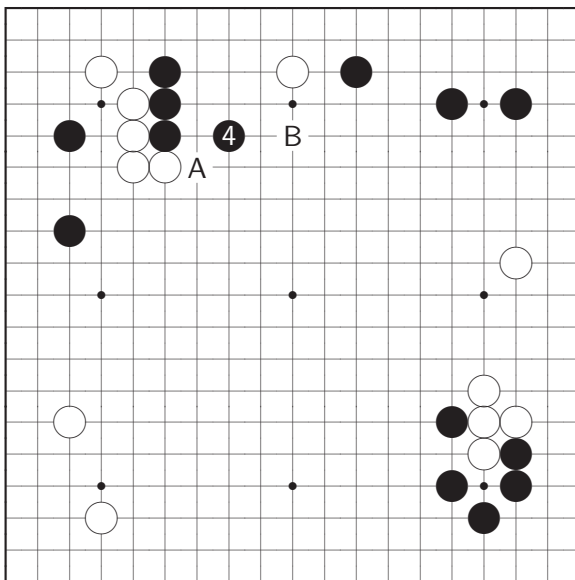
Variation 27 from 23

The game might continue like this now.



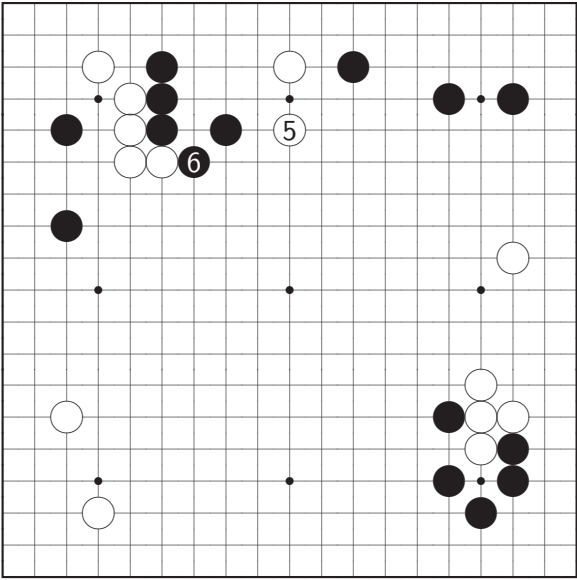
Variation 28 from 23

If white still plays here,



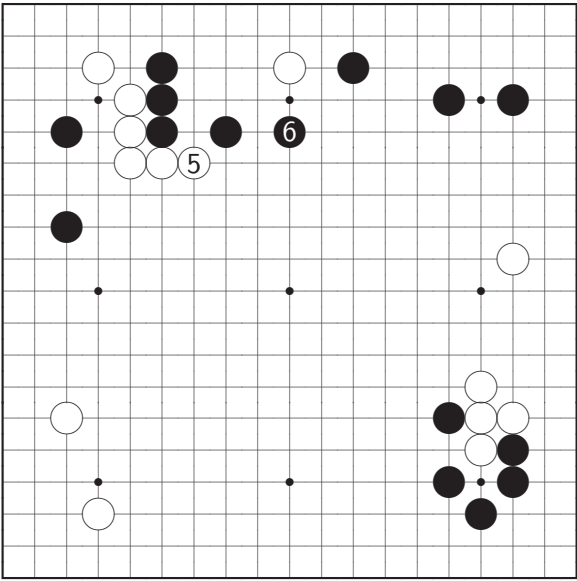
Variation 29 from 23

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



Black moves out with good shape.

Variation 30 from 23



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

Variation 31 from 23

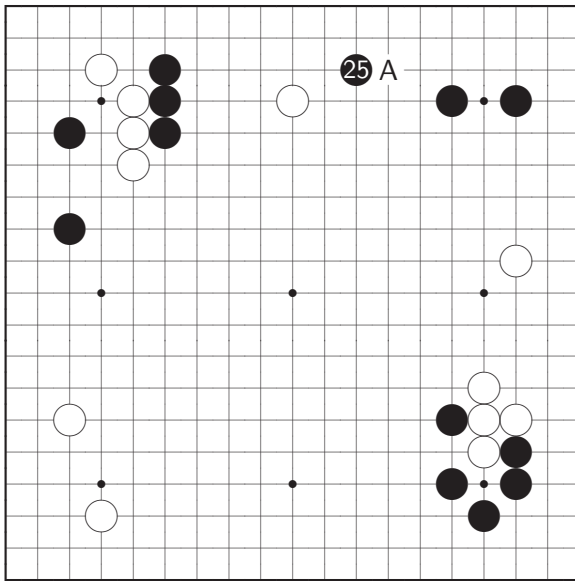


Diagram 10
(Move: 25)

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

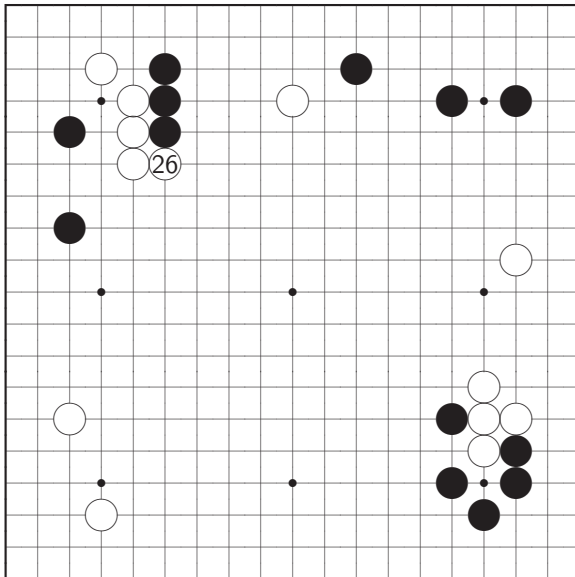


Diagram 11
(Move: 26)

This is a vital point.

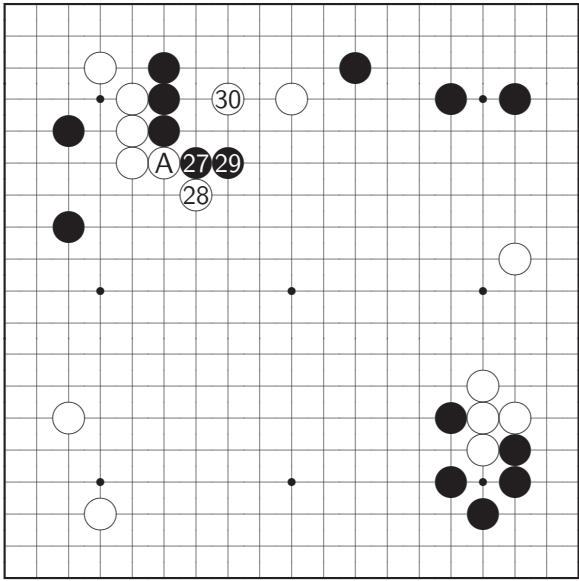
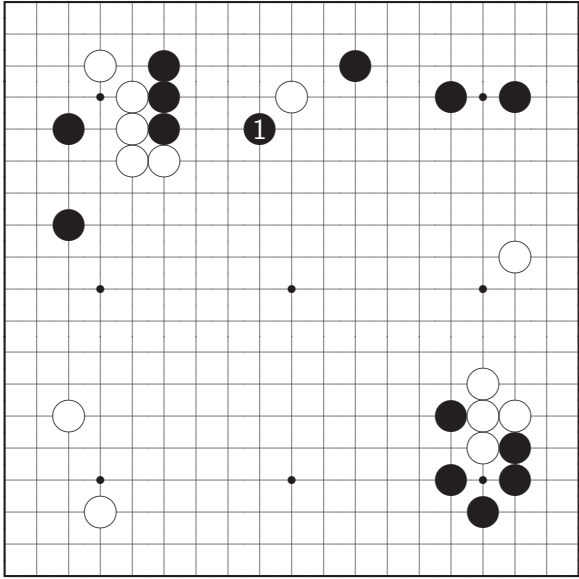


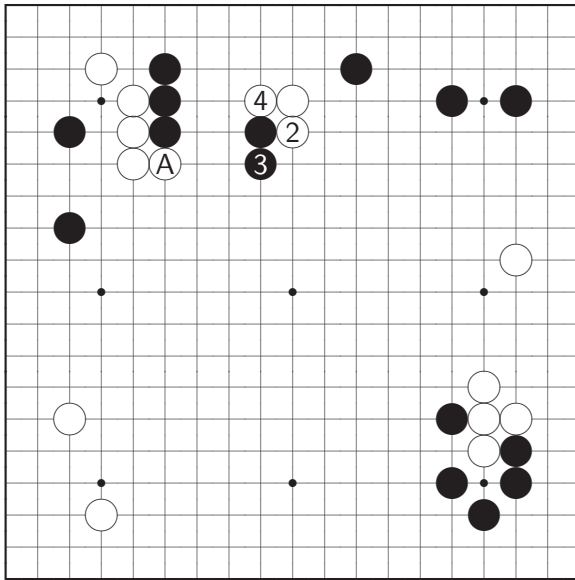
Diagram 12
(Moves: 27-30)

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



Variation 32 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.

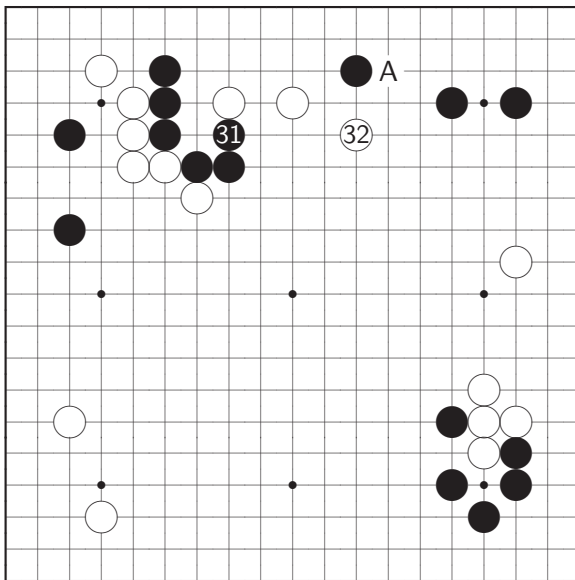
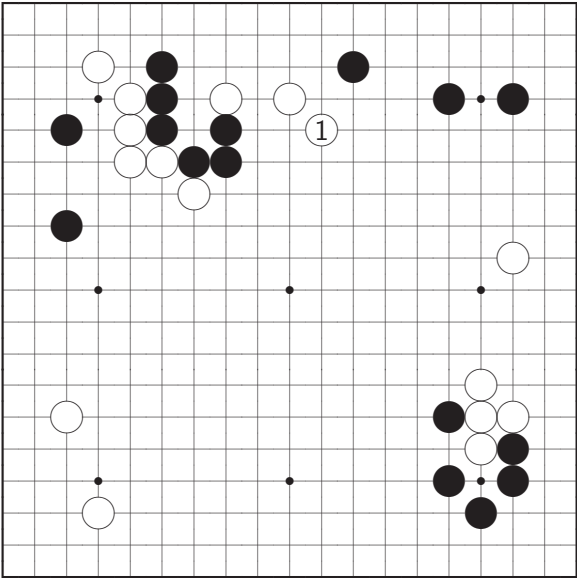


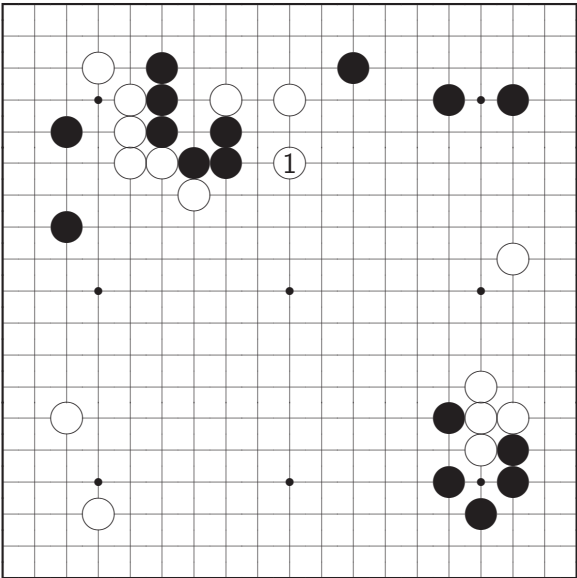
Diagram 13
(Moves: 31-32)

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



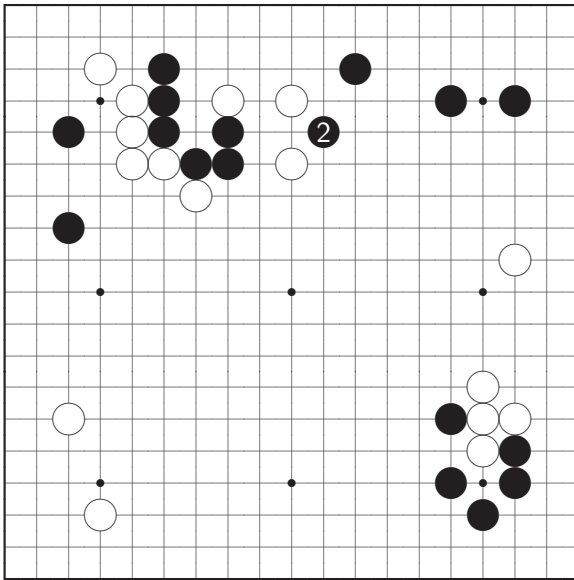
Variation 34 from 31

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.



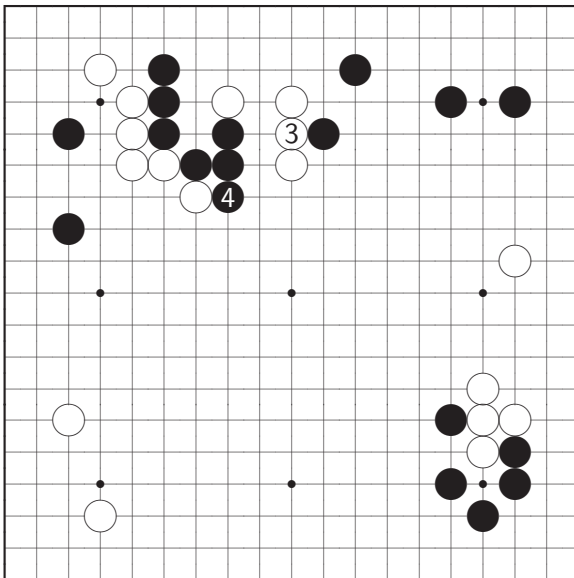
Variation 35 from 31

If white jumps like this,



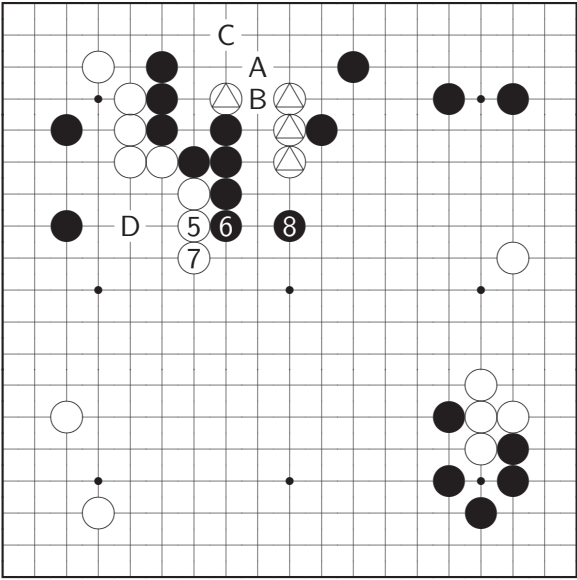
Variation 36 from 31

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.

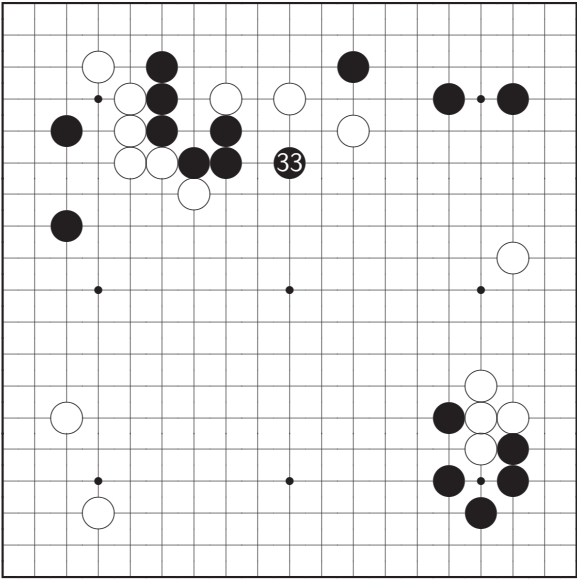
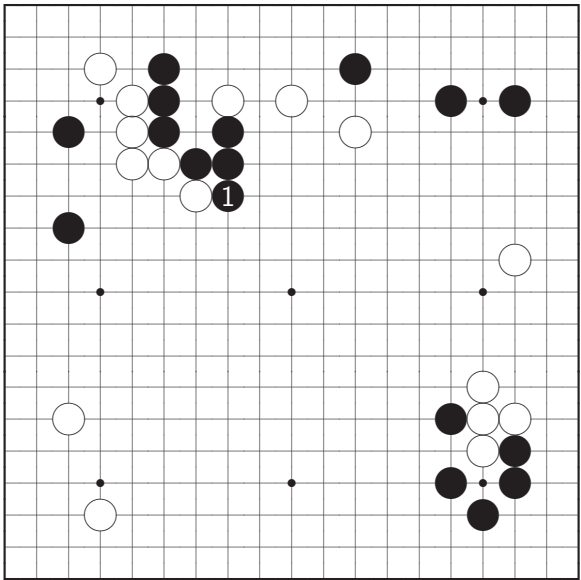


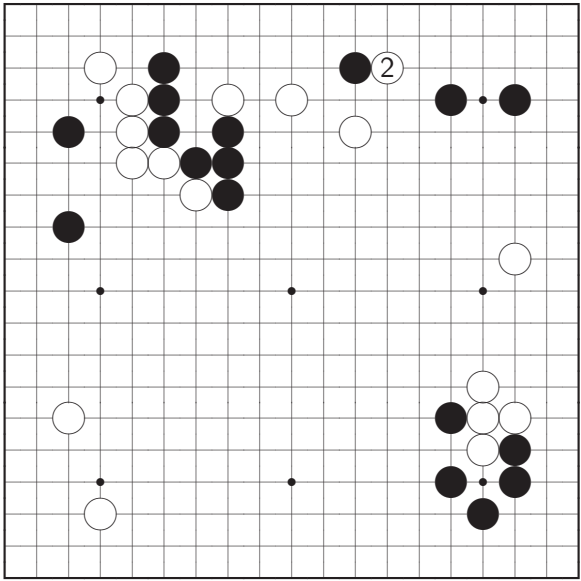
Diagram 14
(Move: 33)

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



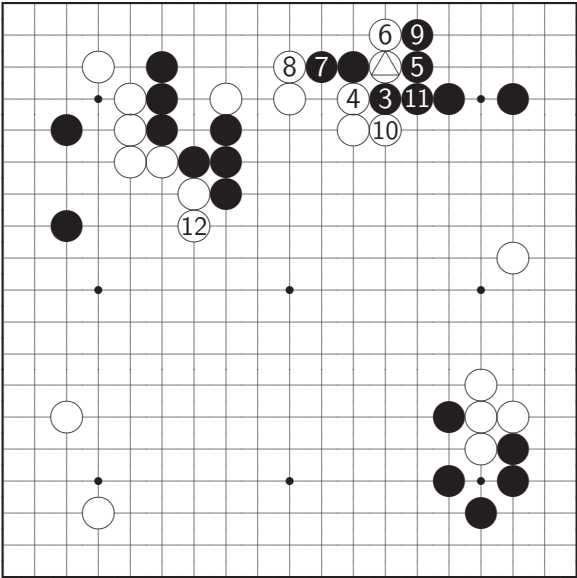
Variation 39 from ③2

If black pushes here now,



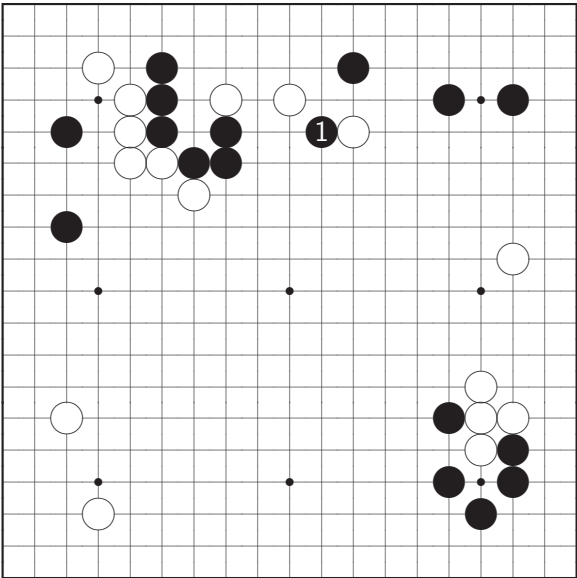
Variation 40 from ③2

This attachment is good.



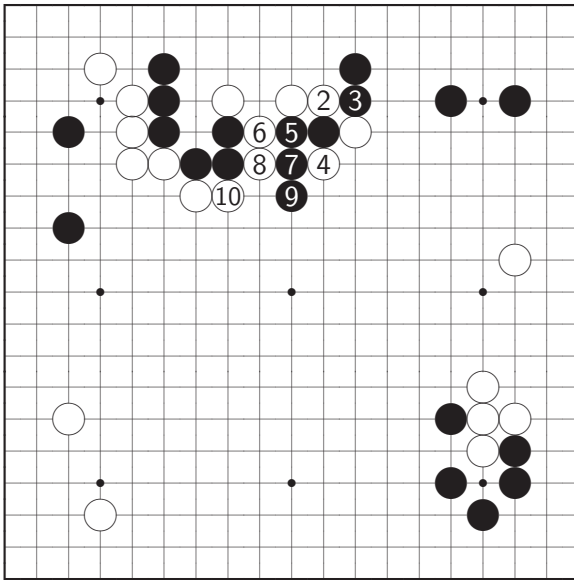
Variation 41 from ③2

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



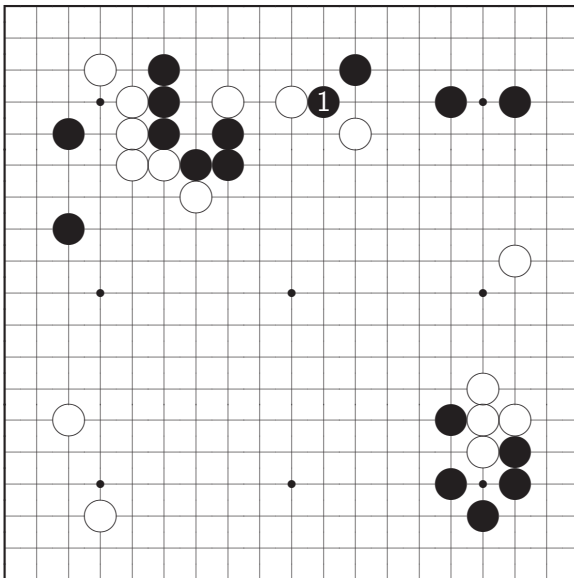
Variation 42 from ③2

You might worry that black will cut here, but



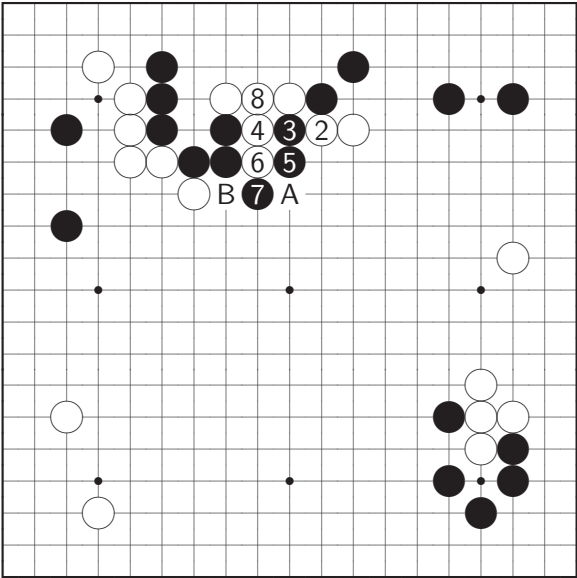
Variation 43 from ③2

This would be a disaster for black.



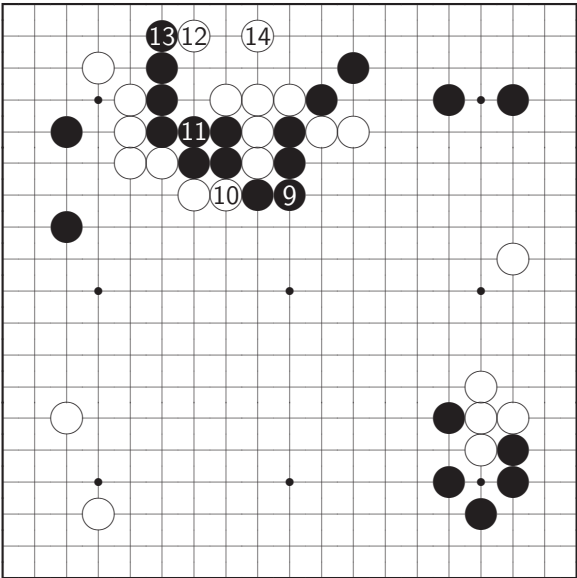
Variation 44 from ③2

Cutting here isn't a good idea either.



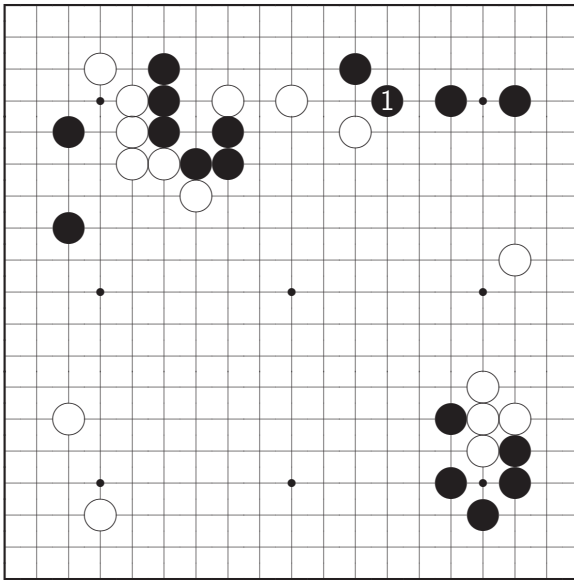
Variation 45 from ③2

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



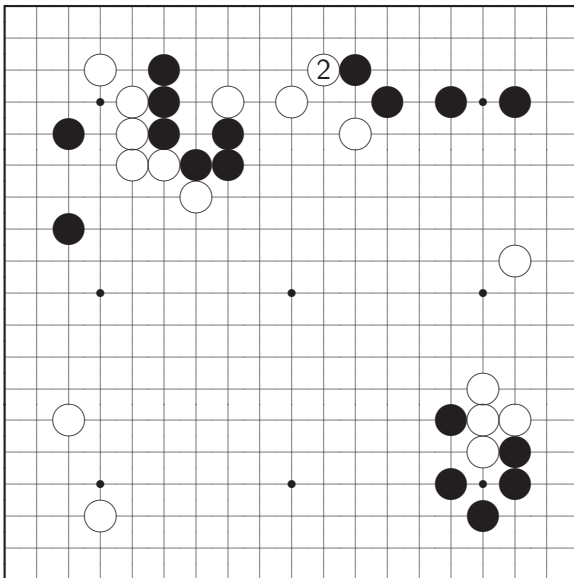
Variation 46 from ③2

White will win this capturing race.



Variation 47 from ③2

If black plays solidly like this,



Variation 48 from ③2

White can start making shape by playing here.

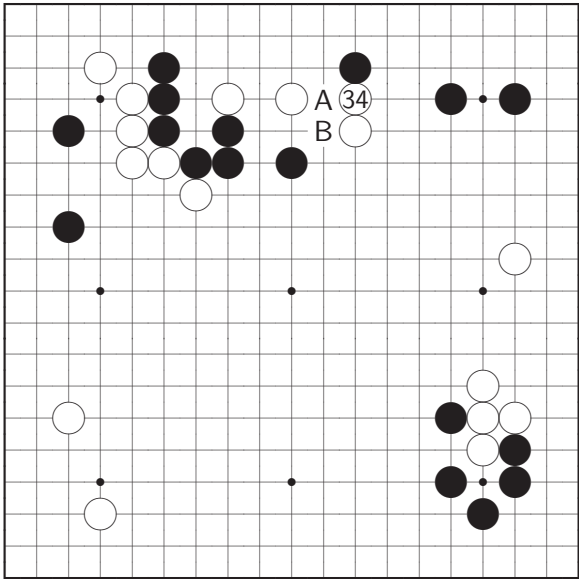
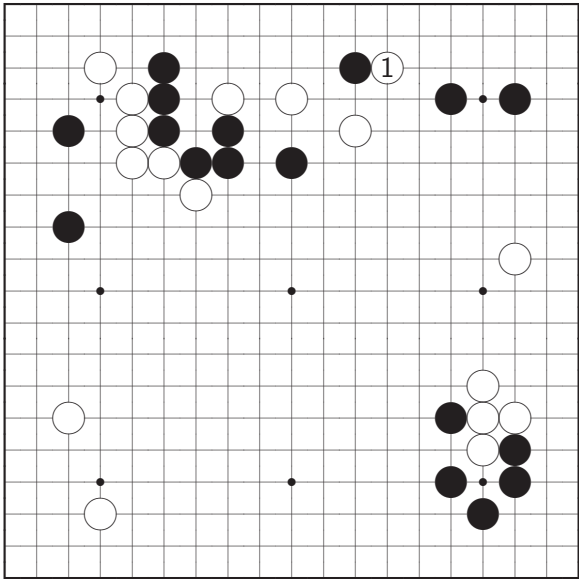


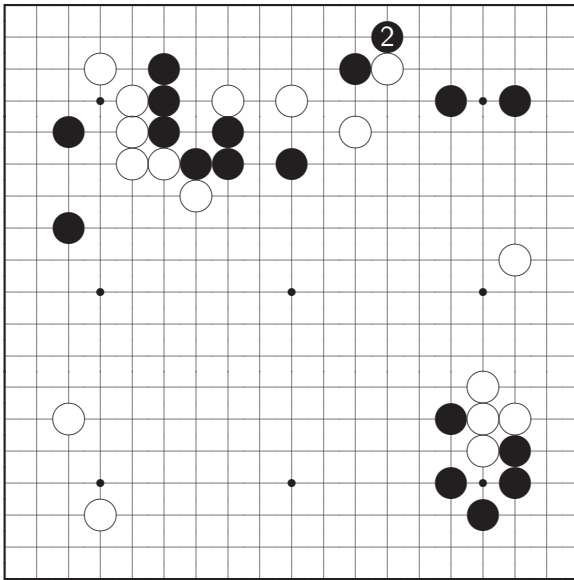
Diagram 15
(Move: 34)

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



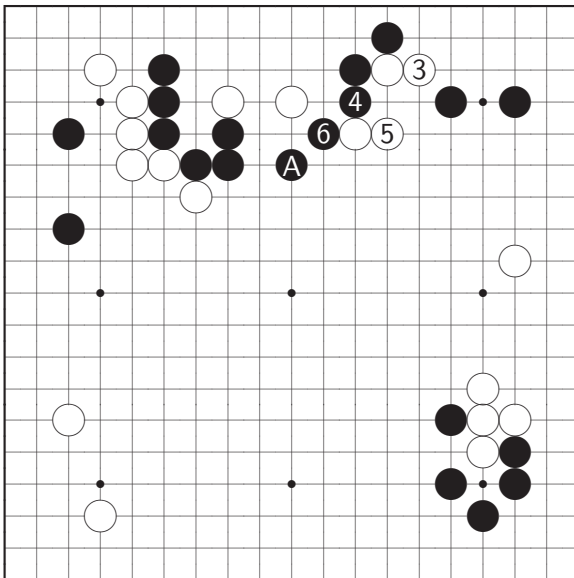
Variation 49 from 33

If white attaches here now,



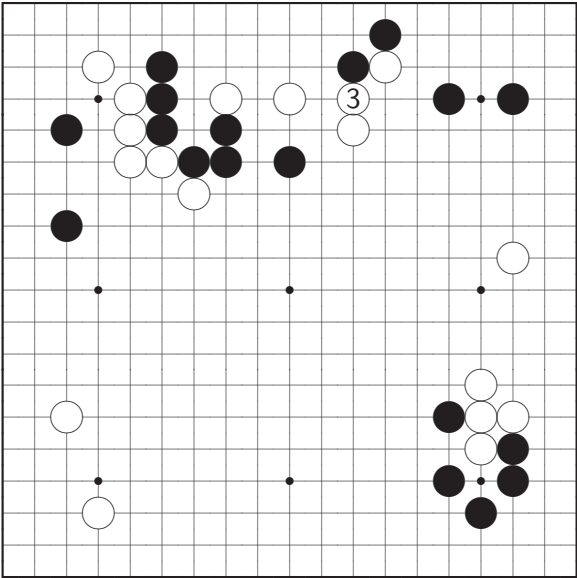
Variation 50 from 33

This hane is a good response.



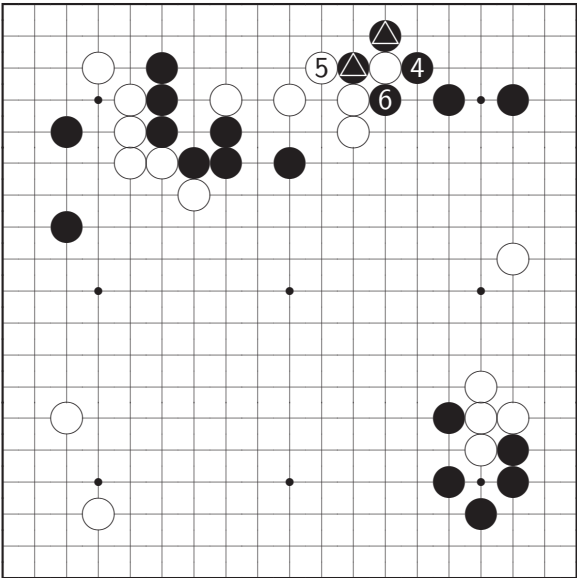
Variation 51 from 33

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



Variation 52 from 33

If white comes back here,



Variation 53 from 33

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

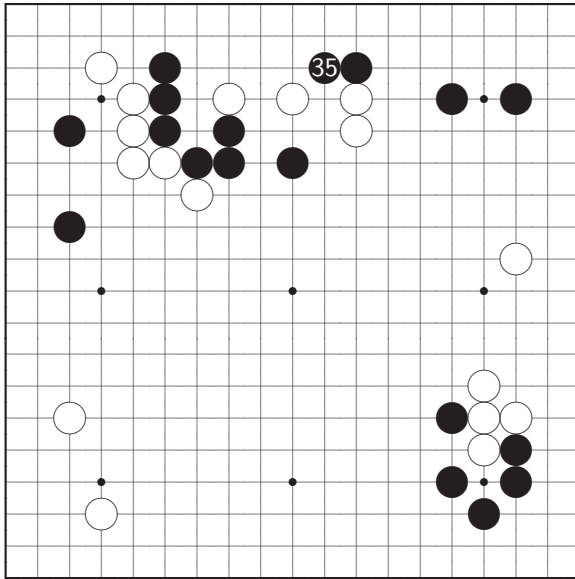
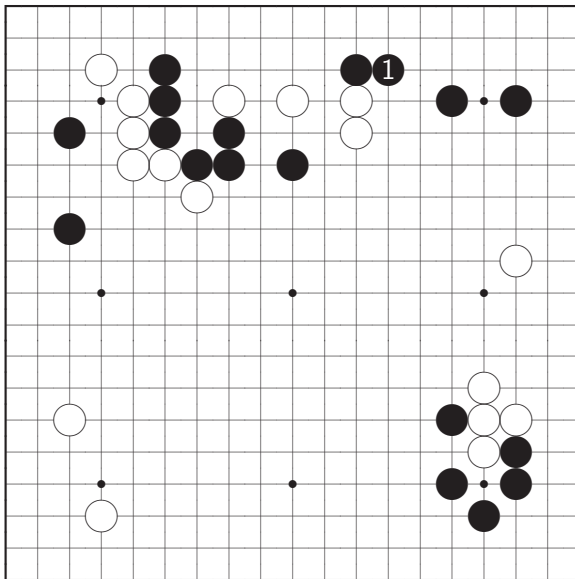


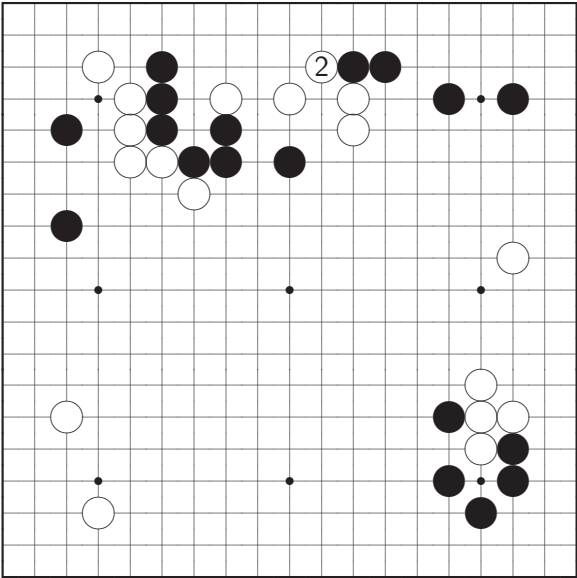
Diagram 16
(Move: 35)

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



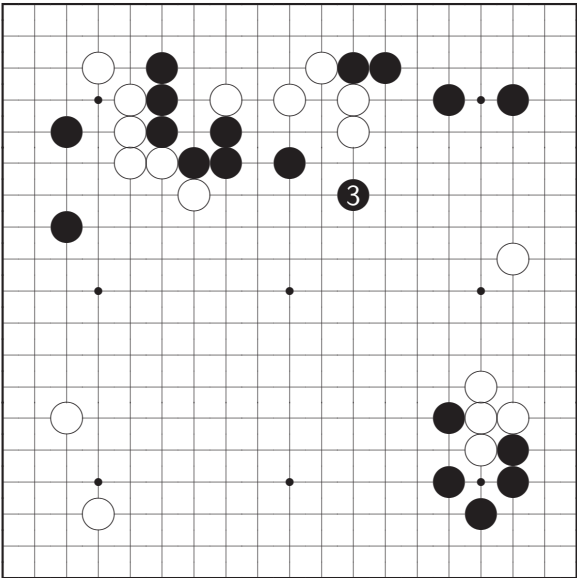
Variation 54 from (34)

Black should have pulled back.



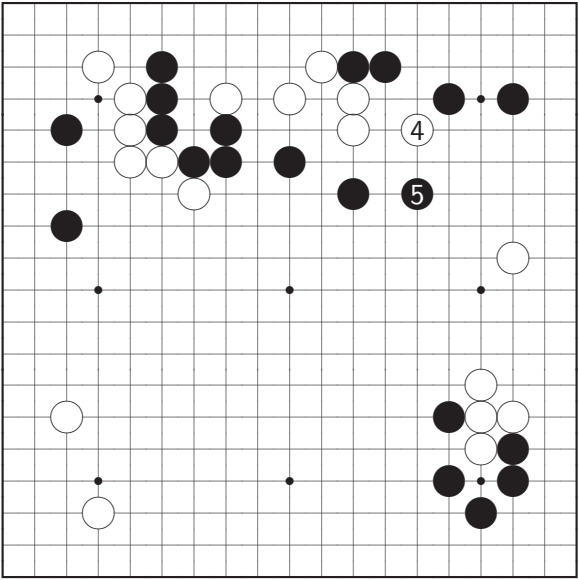
If white blocks here,

Variation 55 from ③4



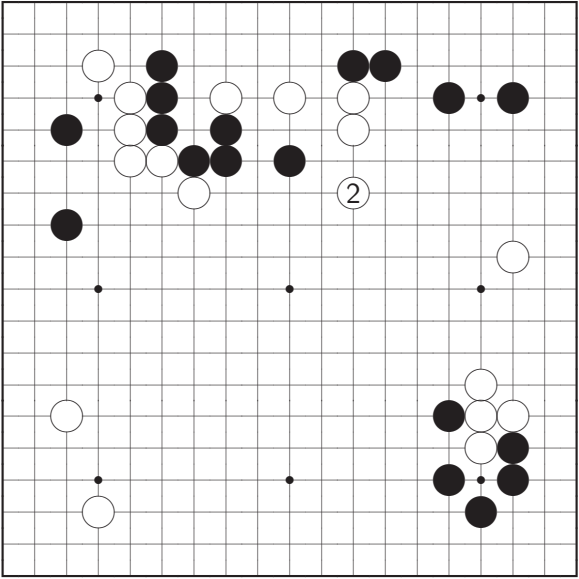
Capping here is nice.

Variation 56 from ③4



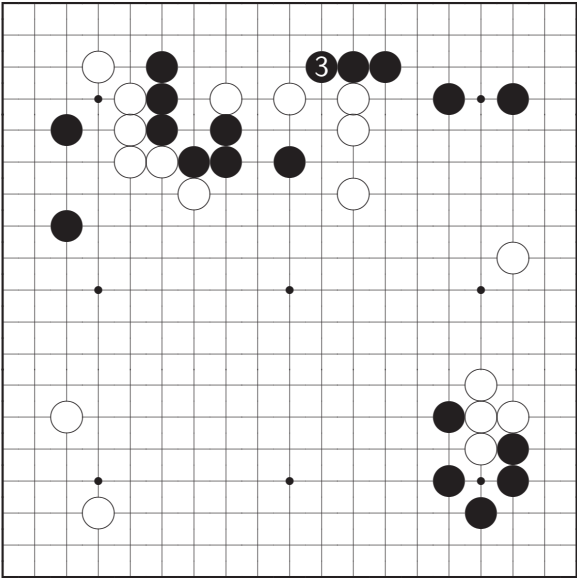
Variation 57 from ③④

The flow of the stones is good for black.



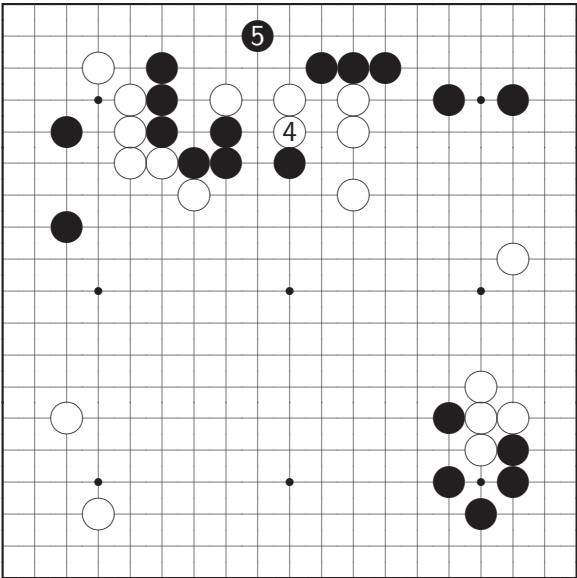
Variation 58 from ③④

If white jumps here,



Variation 59 from ③④

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



Variation 60 from ③④

Black can connect under like this.

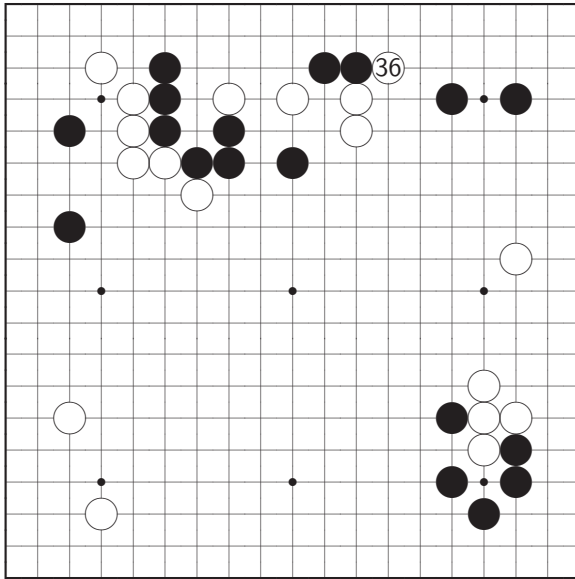


Diagram 17
(Move: 36)

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

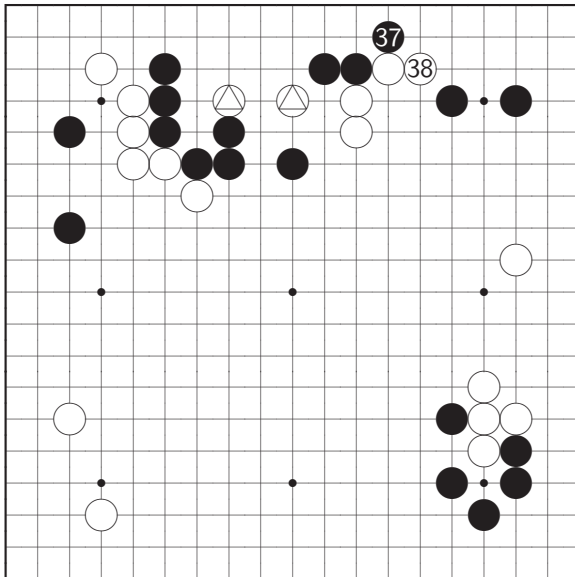


Diagram 18
(Moves: 37-38)

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

This was black's plan, but

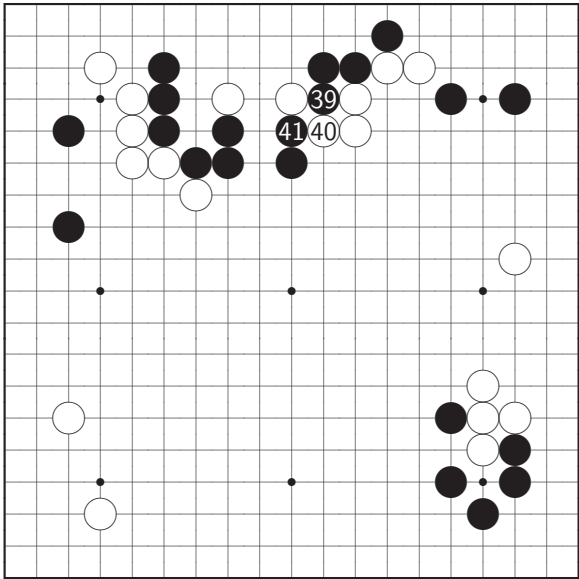


Diagram 19
(Moves: 39-41)

This peep was brilliant!

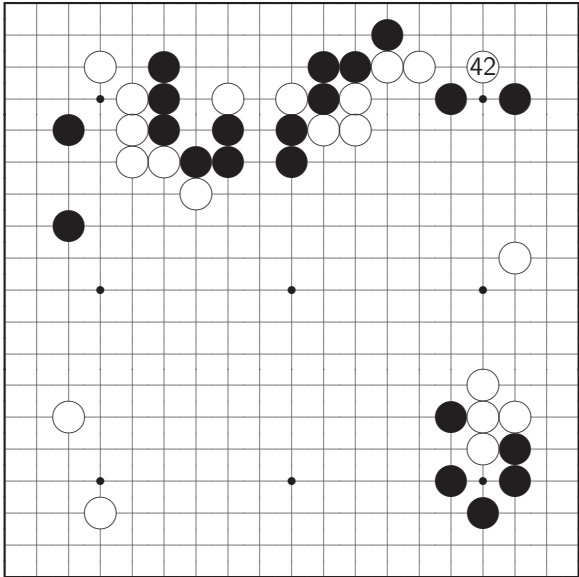
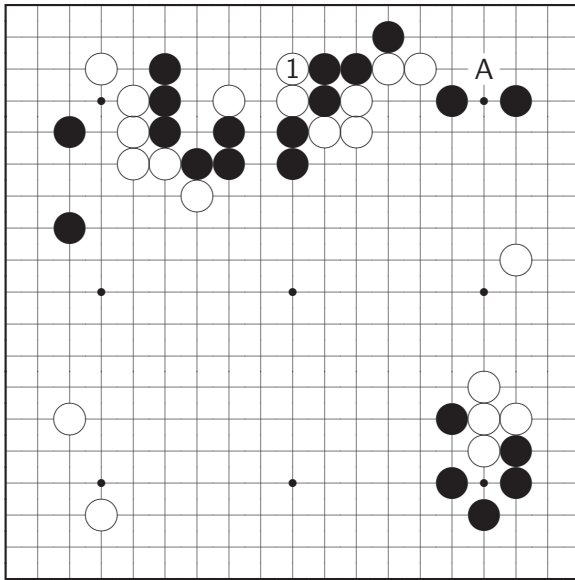
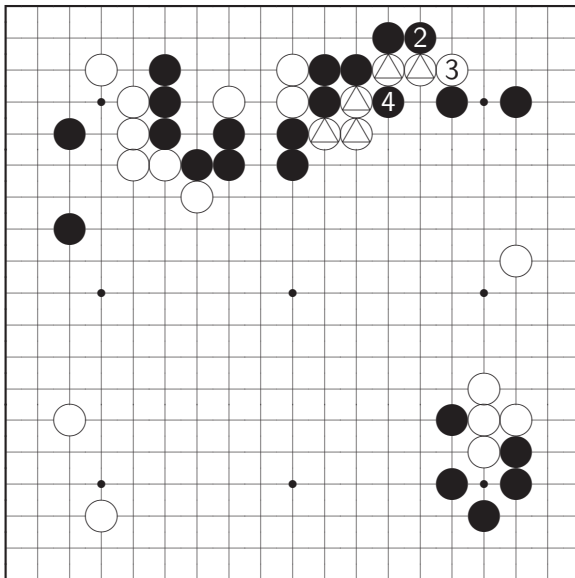


Diagram 20
(Move: 42)



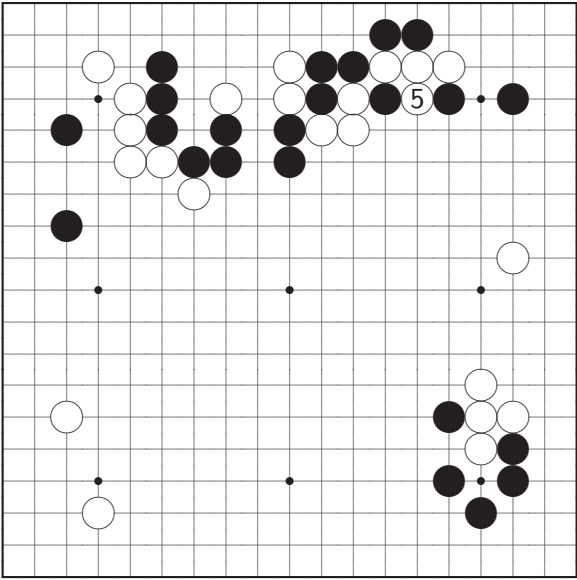
Variation 61 from 41

If white blocks here, without peeping at A first,



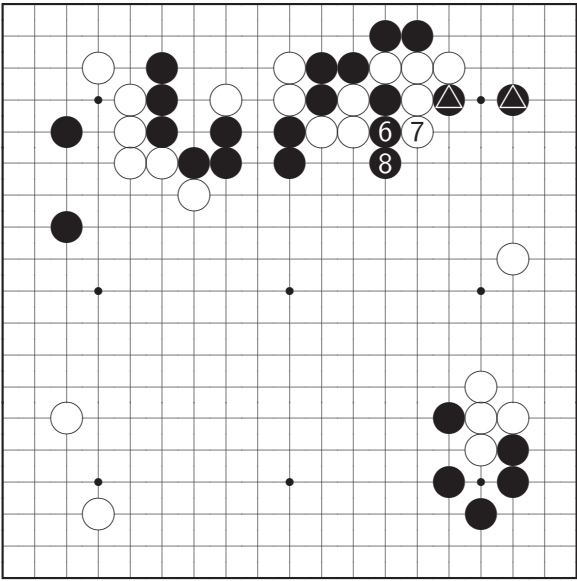
Variation 62 from 41

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



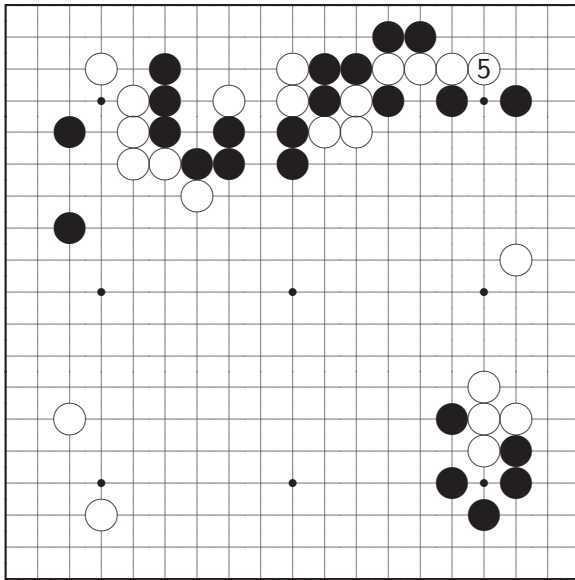
Variation 63 from 41

If white plays here,



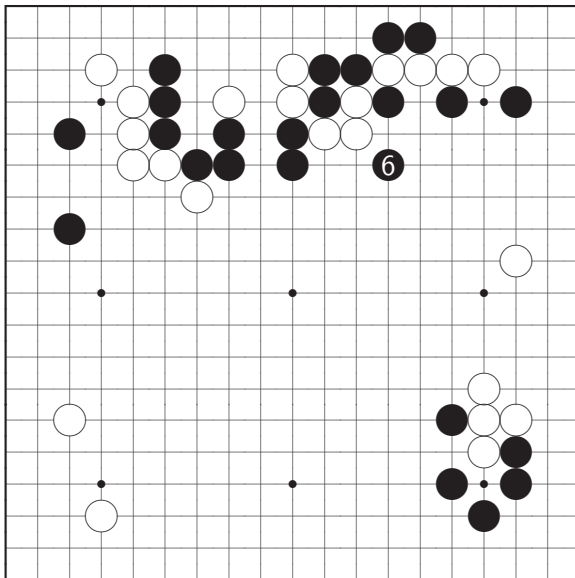
Variation 64 from 41

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



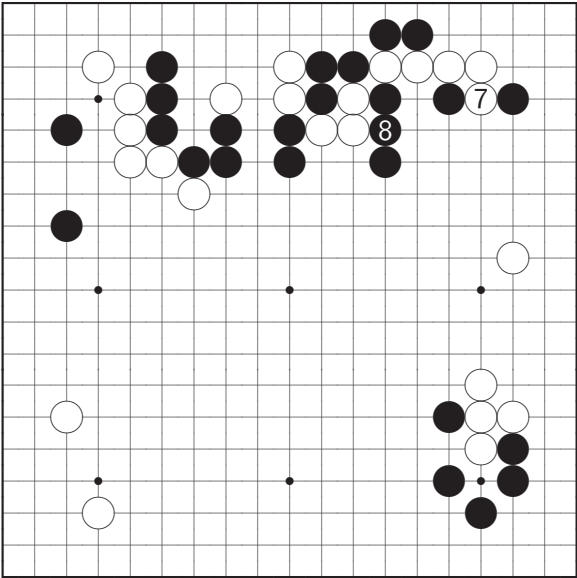
Variation 65 from 41

This move looks similar to the game, but



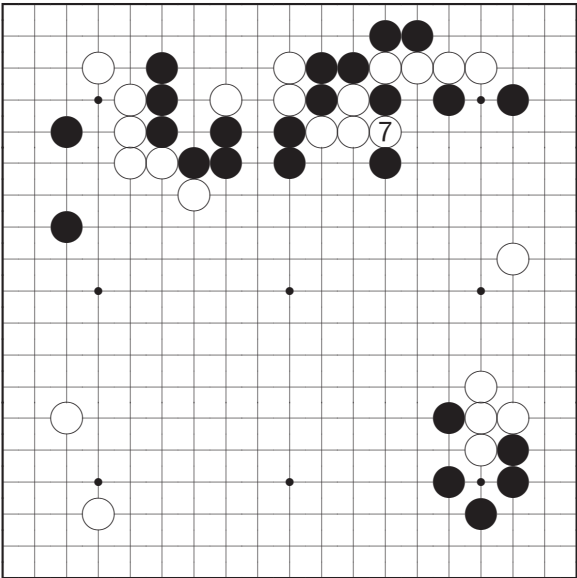
Variation 66 from 41

This move is very nice.



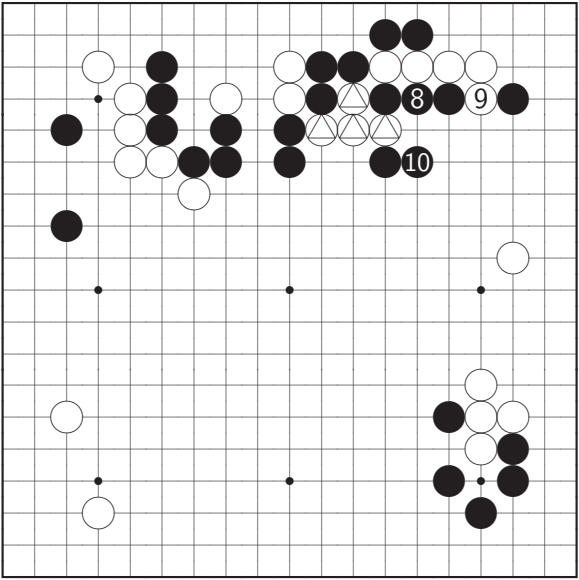
This is better for black.

Variation 67 from 41



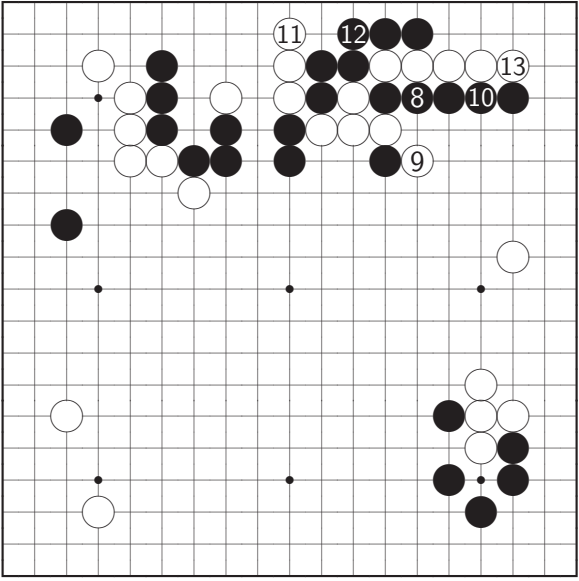
If white keeps going,

Variation 68 from 41



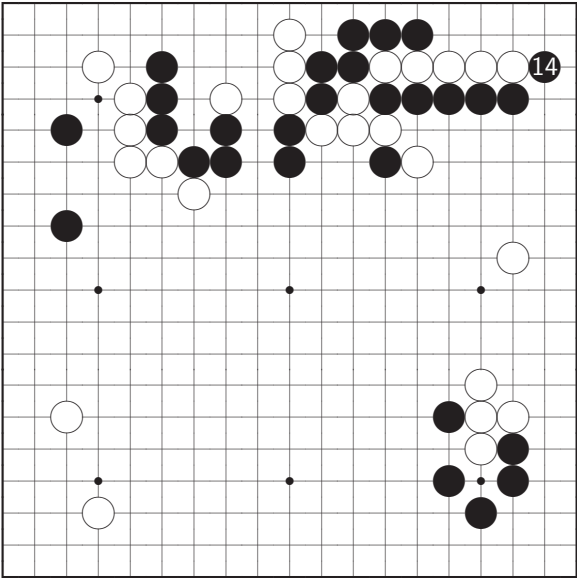
White still can't save the marked stones.

Variation 69 from 41



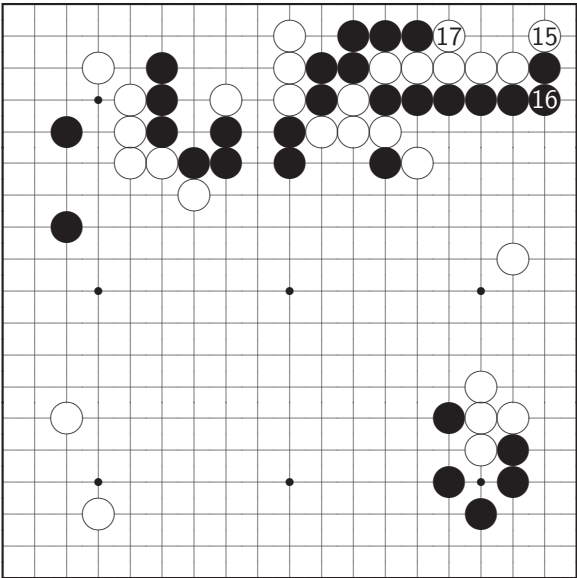
It looks complicated.

Variation 70 from 41



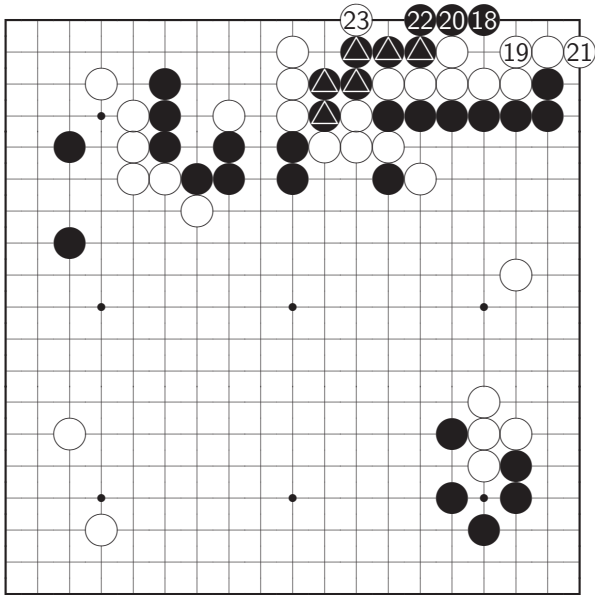
Variation 71 from 41

This hane doesn't work well for black.



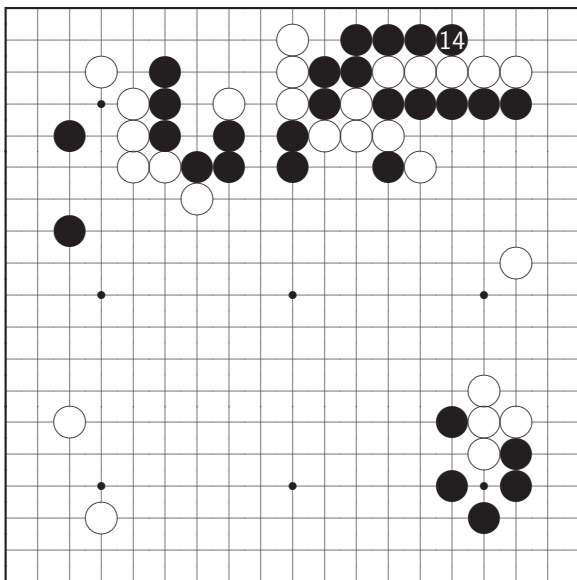
Variation 72 from 41

It's a capturing race, but



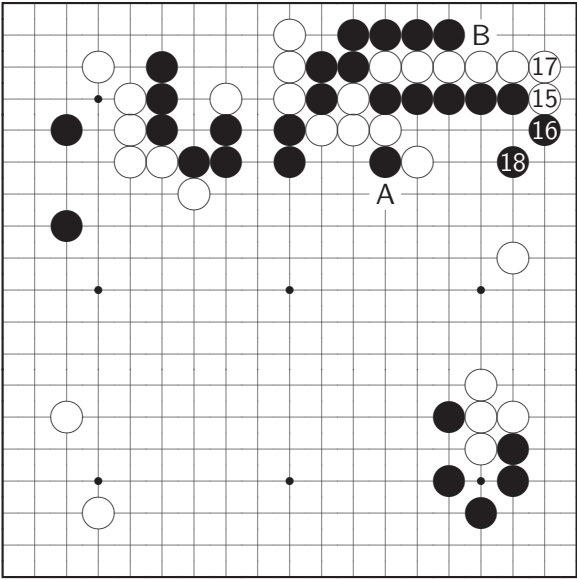
Black's short of liberties, so instead...

Variation 73 from 41



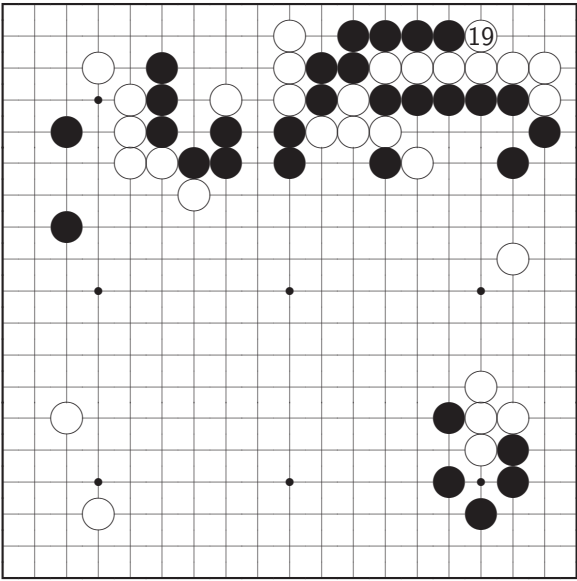
This push is right and,

Variation 74 from 41



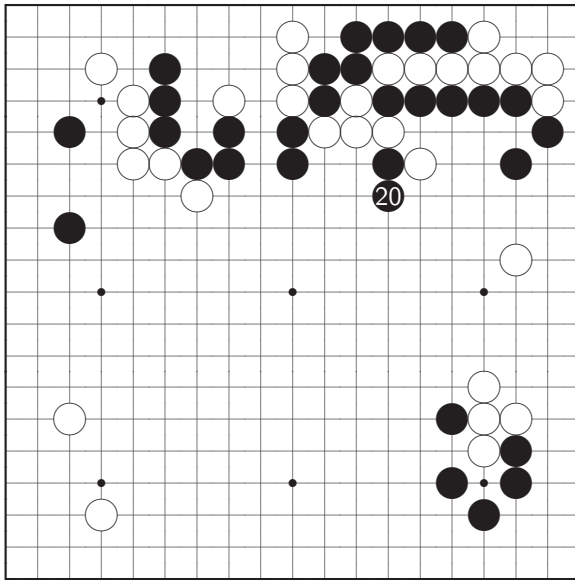
Variation 75 from 41

Now, A and B are miai for black.



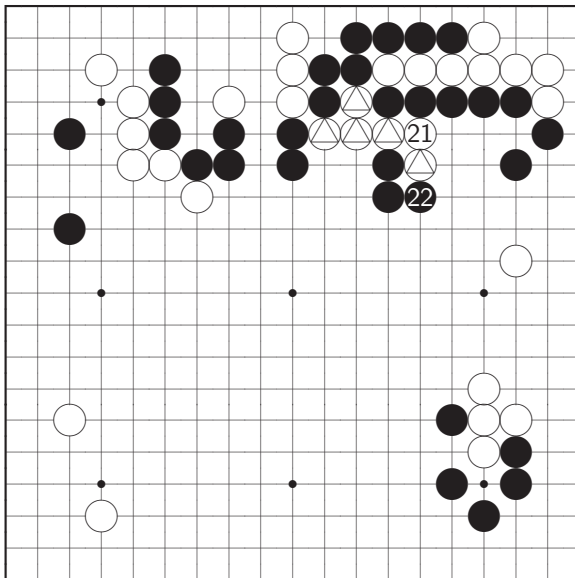
Variation 76 from 41

If white blocks here to fight,



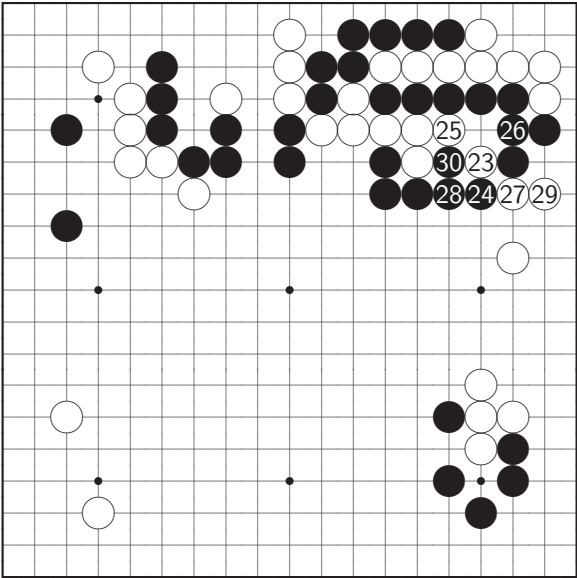
Variation 77 from 41

This extension is good, and



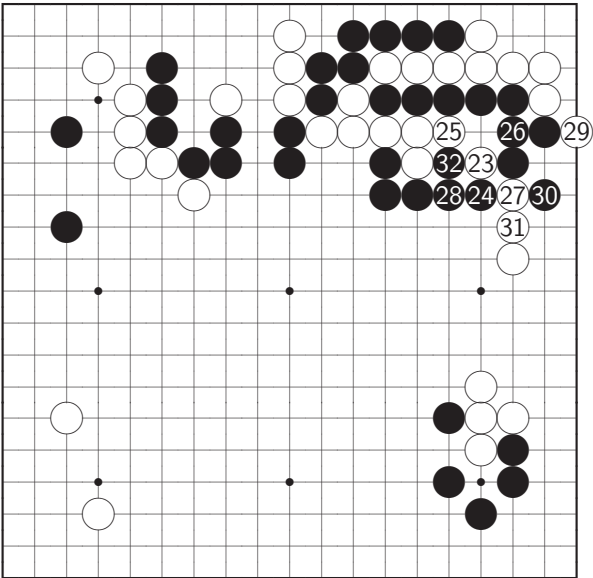
Variation 78 from 41

White can't save the marked stones.



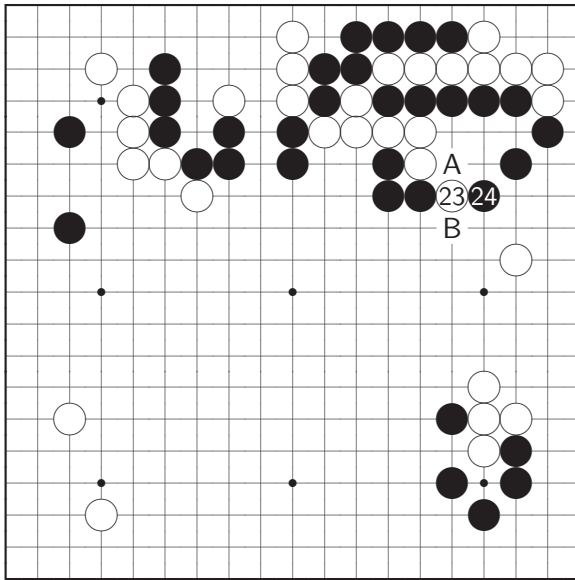
Variation 79 from 41

White dies.



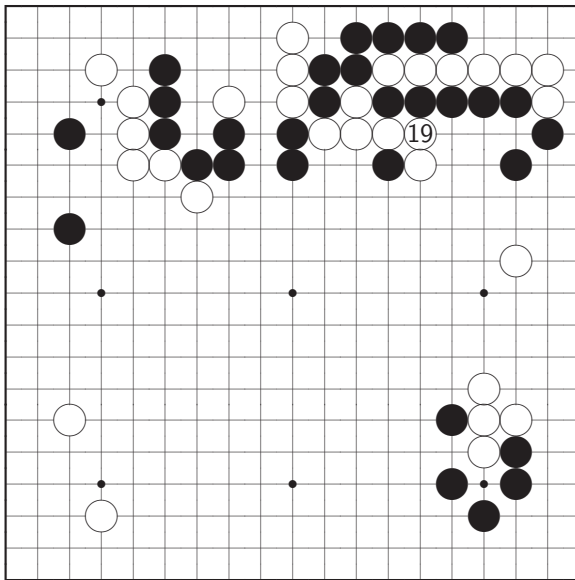
Variation 80 from 41

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



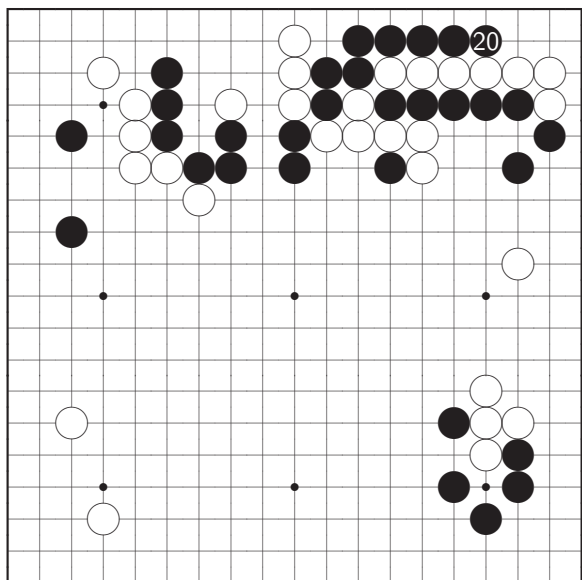
Variation 81 from 41

A and B are miai for black.



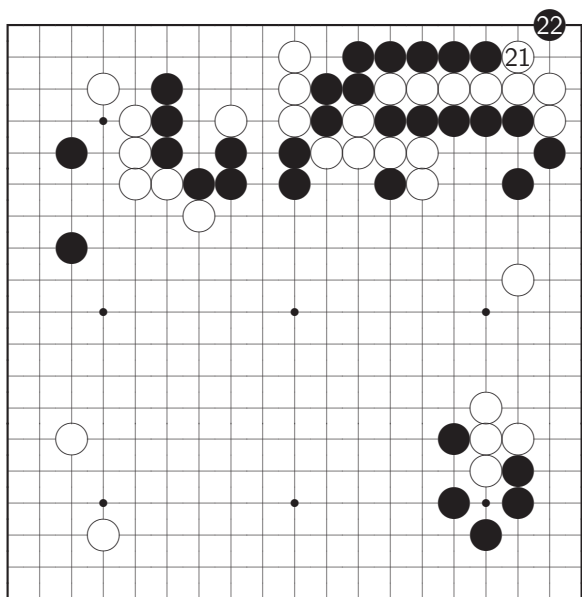
Variation 82 from 41

If white reinforces here,



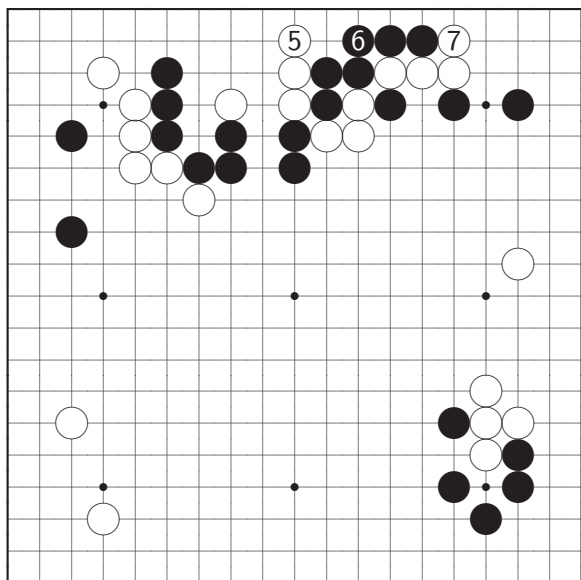
Variation 83 from 41

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



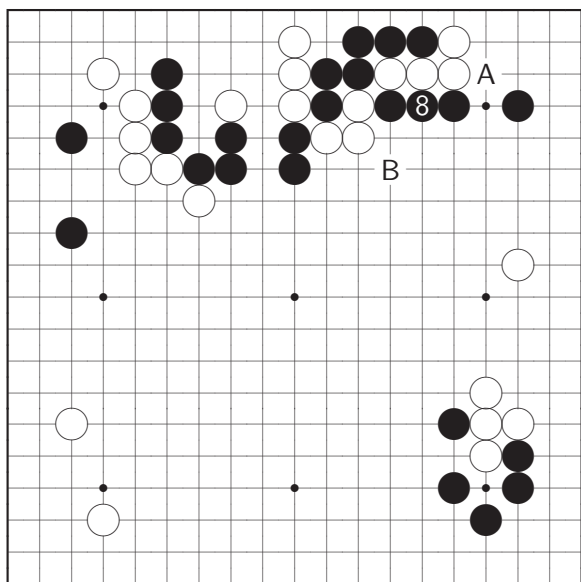
Variation 84 from 41

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



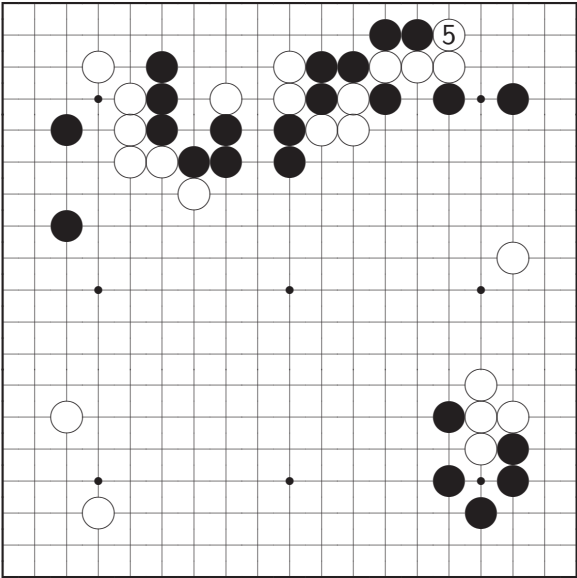
Variation 85 from 41

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



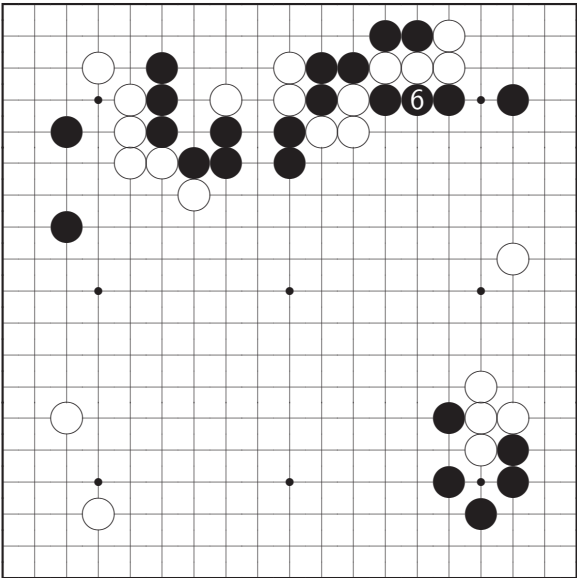
Variation 86 from 41

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



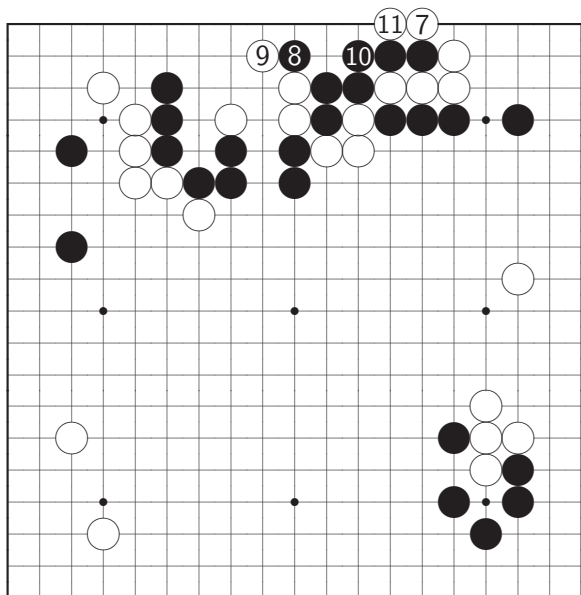
Variation 87 from 41

Blocking here is the best white can do now, and



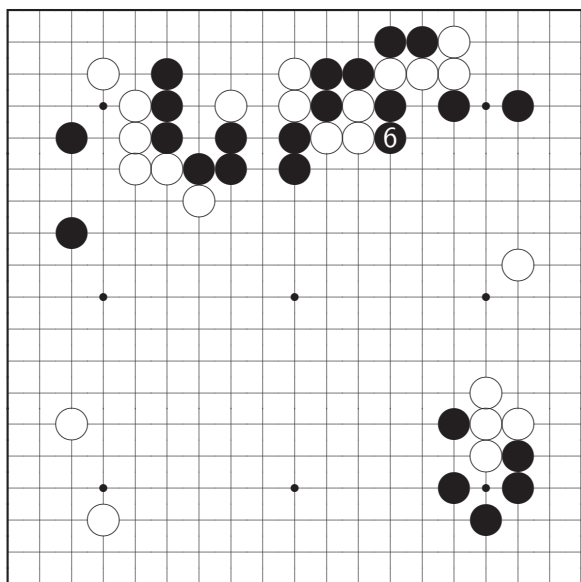
Variation 88 from 41

This move doesn't work anymore.



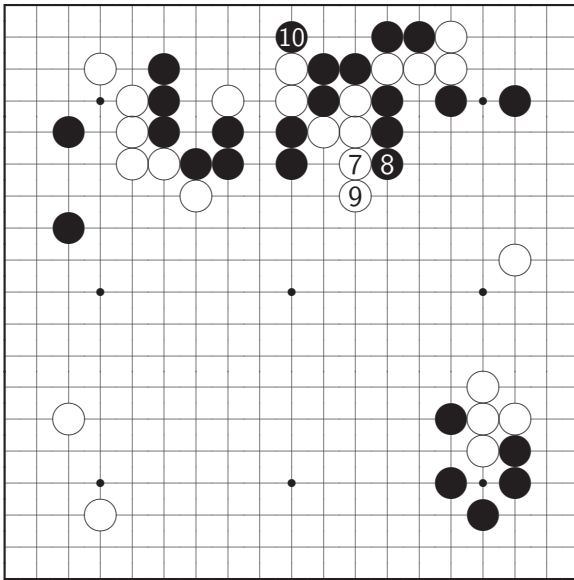
Black can't extend his liberties. White wins the capturing race.

Variation 89 from 41



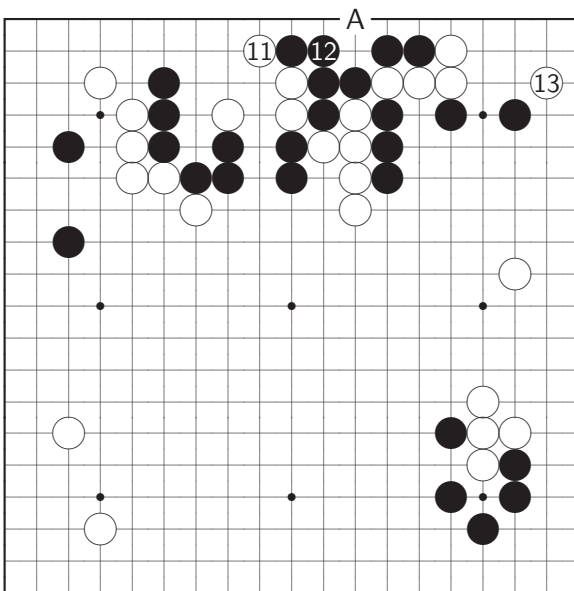
Pushing here isn't good either.

Variation 90 from 41



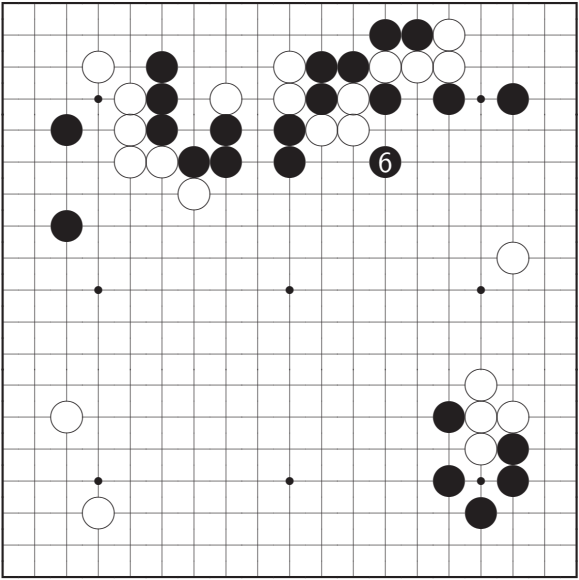
Variation 91 from 41

Black has to come back here, and



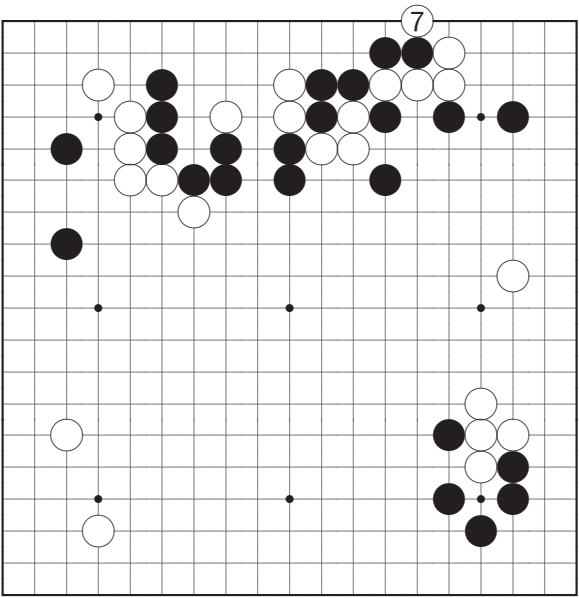
Variation 92 from 41

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



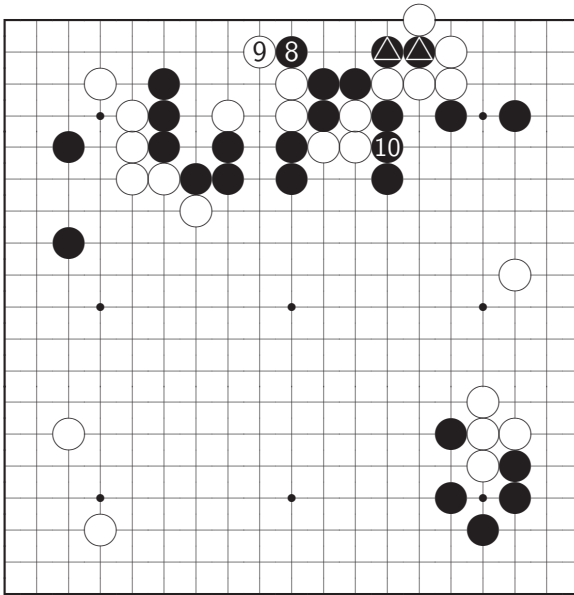
If black caps here,

Variation 93 from 41



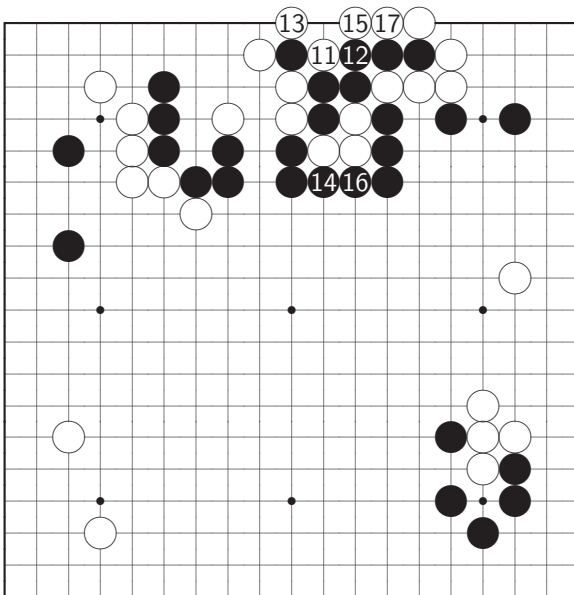
This hane is wrong,

Variation 94 from 41



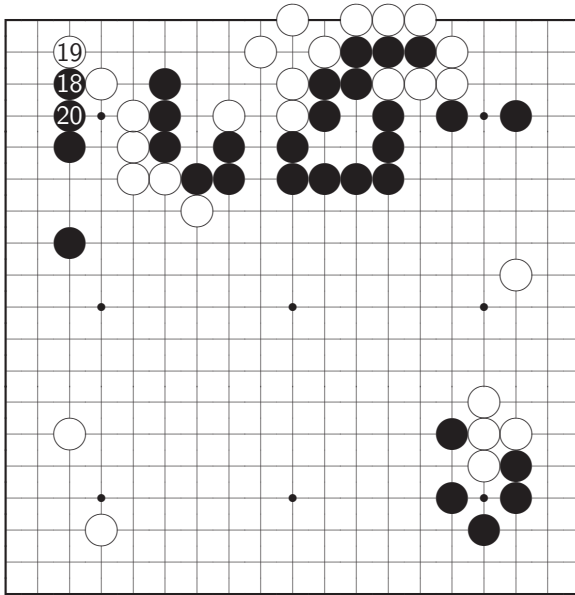
Variation 95 from 41

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.



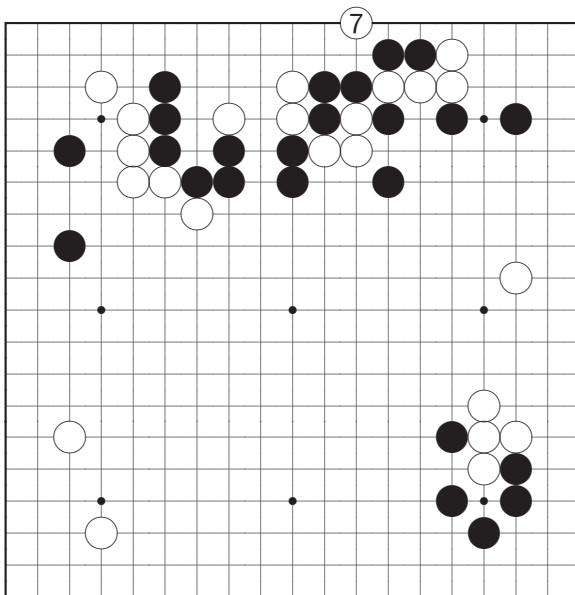
Variation 96 from 41

White can connect under, but



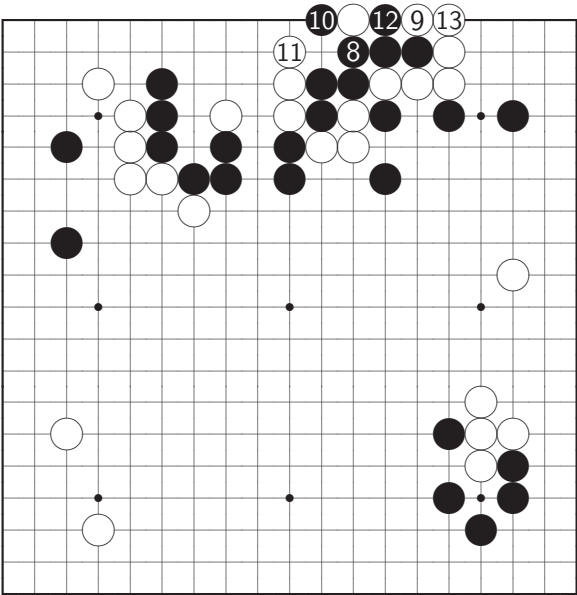
Variation 97 from 41

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



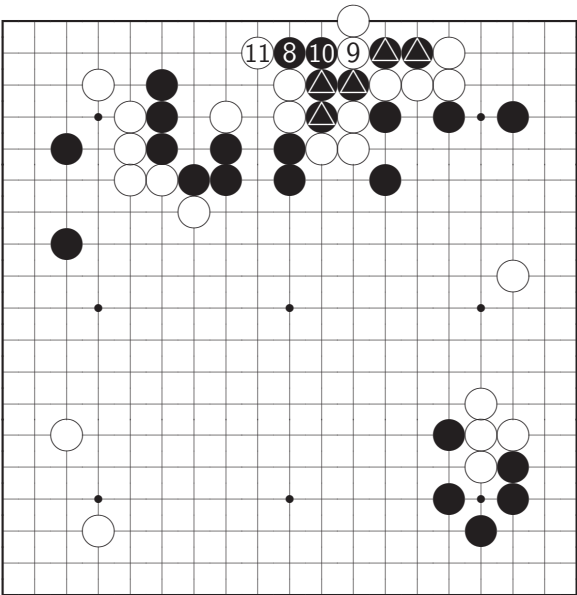
Variation 98 from 41

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



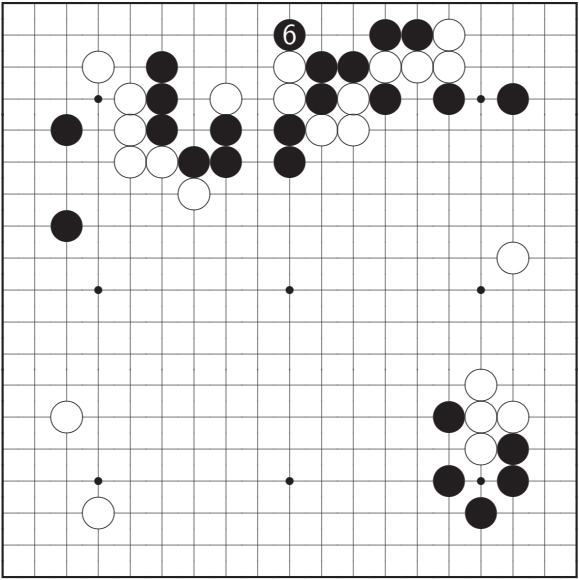
The game's over.

Variation 99 from 41



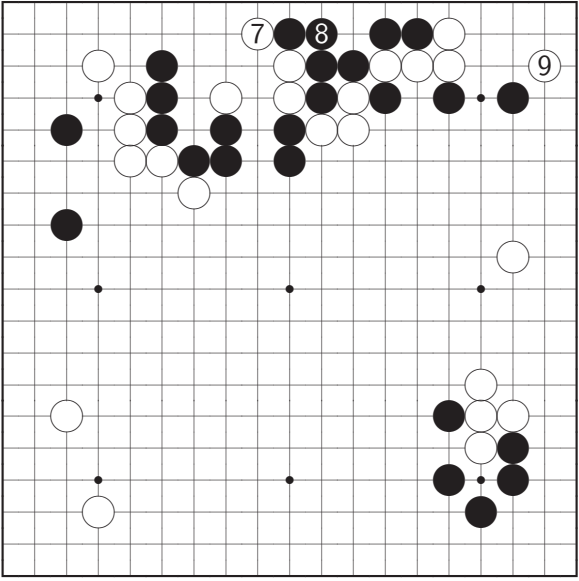
Black can't atari on either side.

Variation 100 from 41



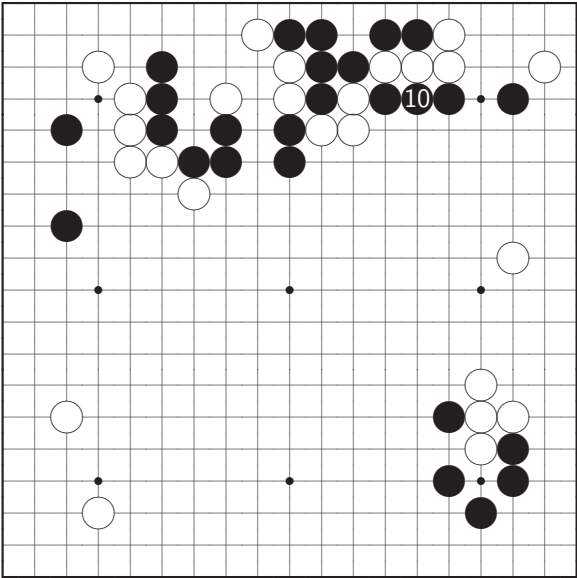
Variation 101 from 41

Black should answer here.



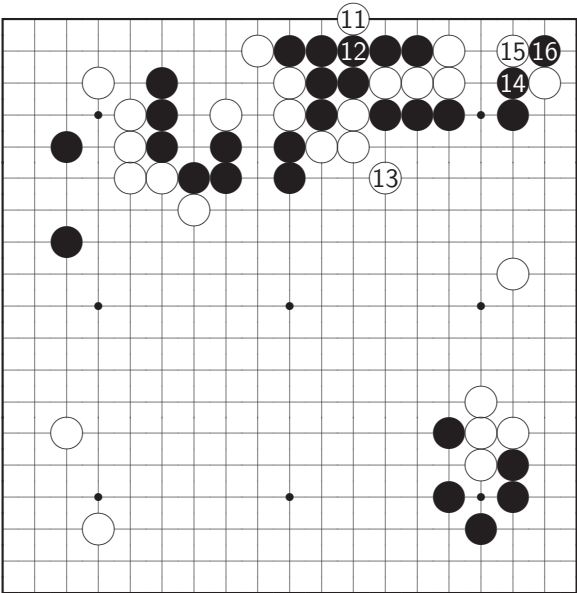
Variation 102 from 41

If white plays here,



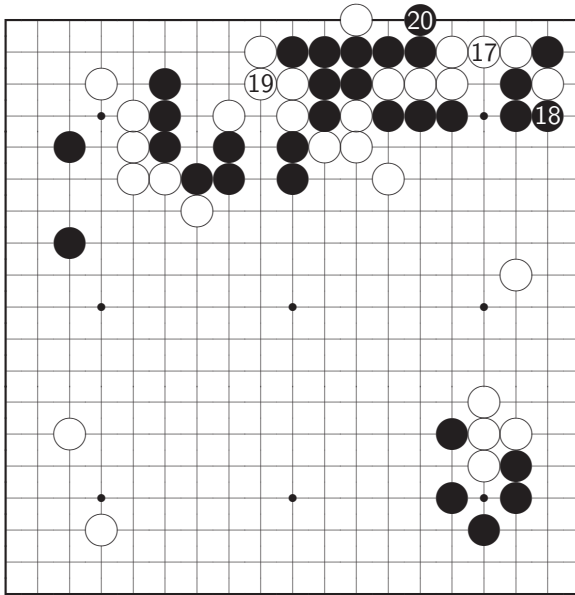
Variation 103 from 41

Black can connect here now.



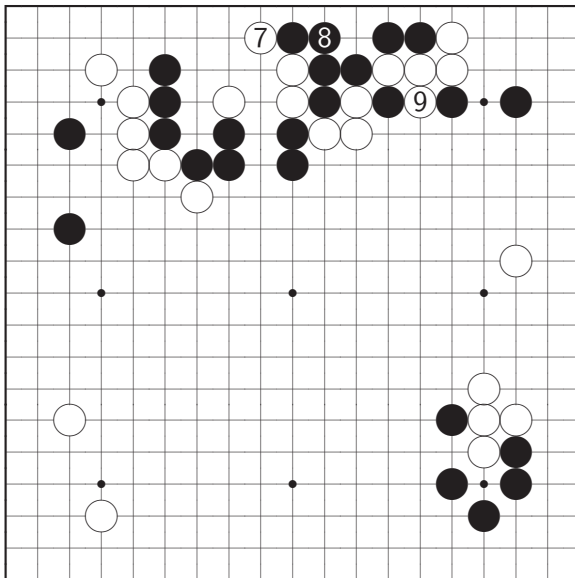
Variation 104 from 41

This is good for black.



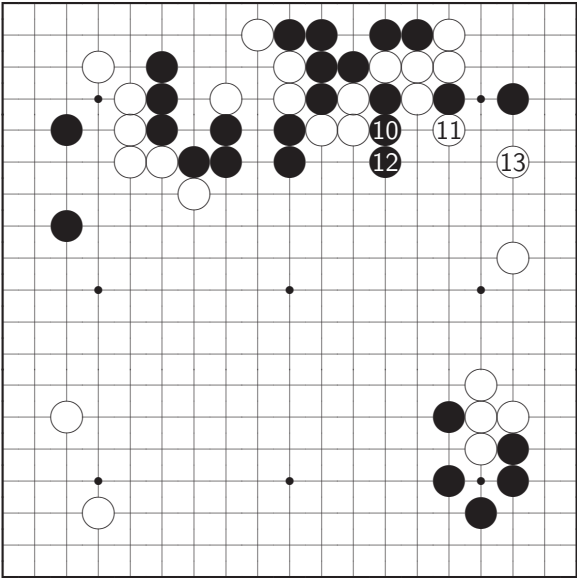
Variation 105 from 41

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



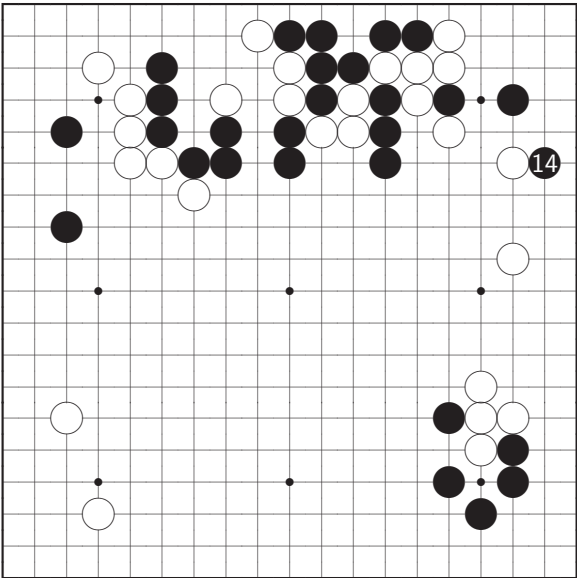
Variation 106 from 41

If white wants to trade,



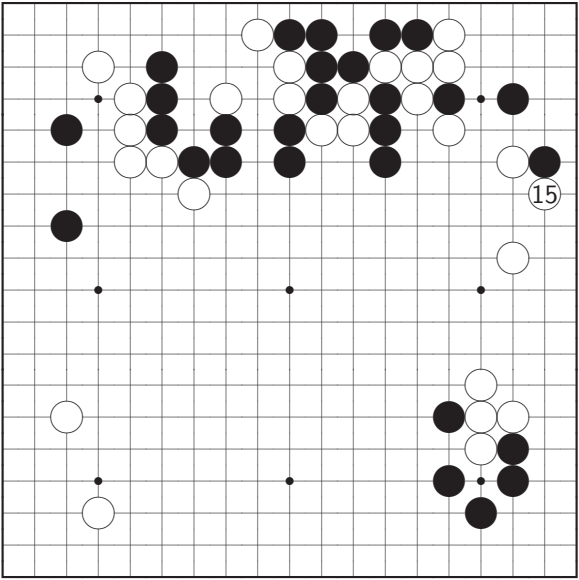
Variation 107 from 41

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



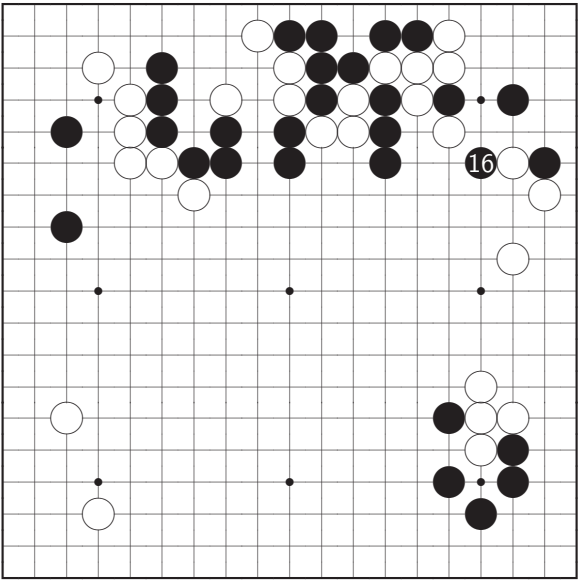
Variation 108 from 41

White can't simply capture the corner.



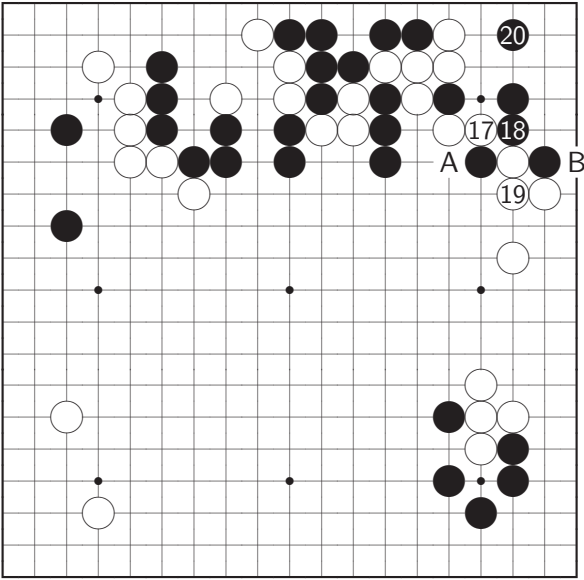
Variation 109 from 41

If white answers like this,



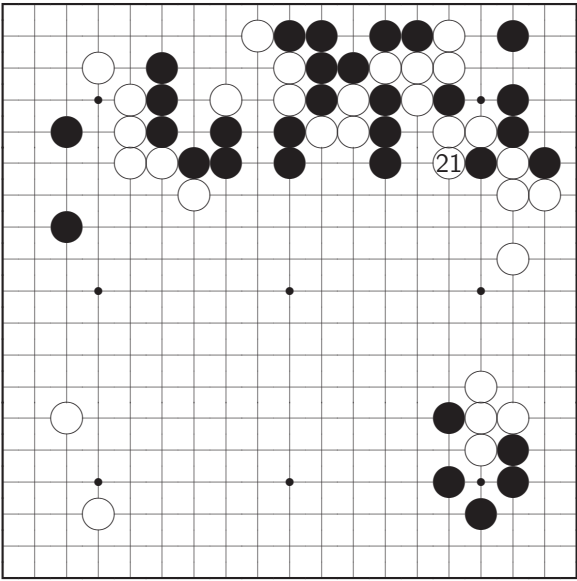
Variation 110 from 41

This attachment is good.



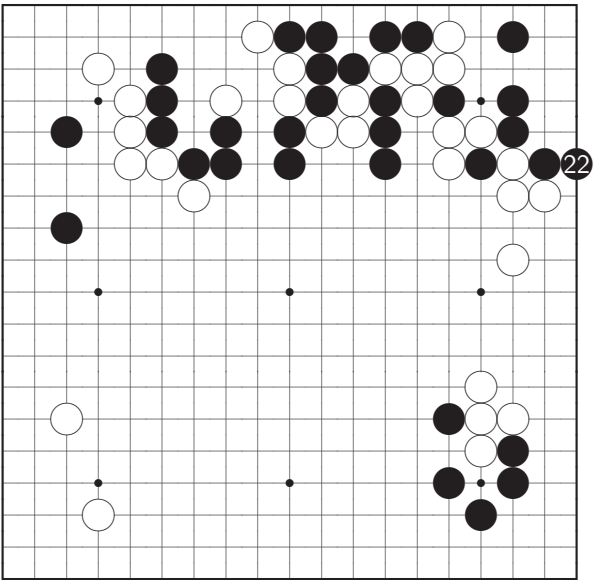
A and B are miai for black.

Variation 111 from 41



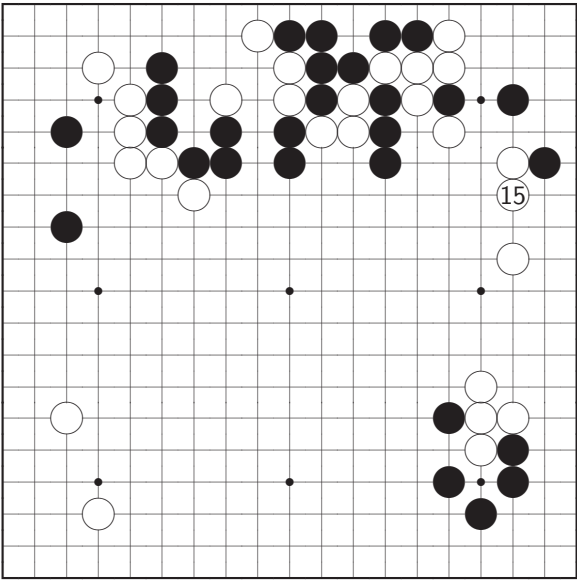
White need to play here, and

Variation 112 from 41



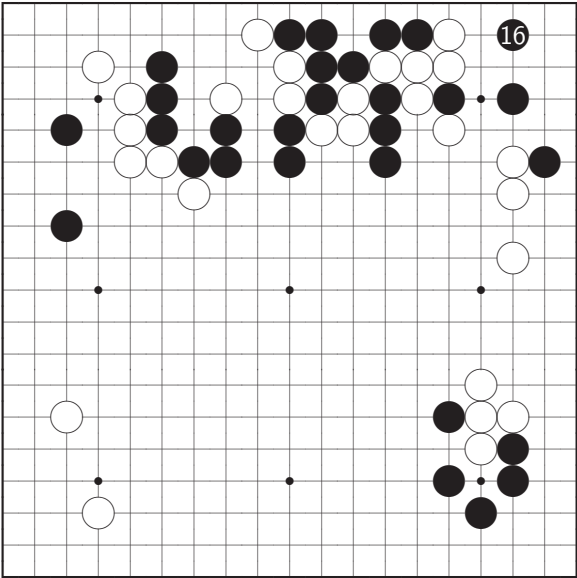
Black can live.

Variation 113 from 41



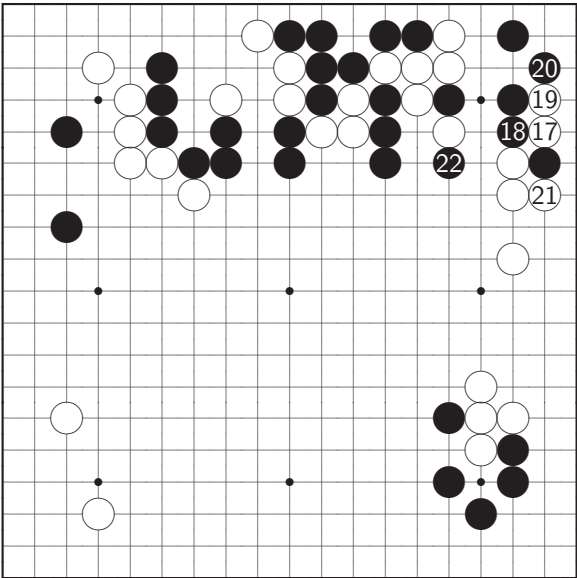
If white extends solidly,

Variation 114 from 41



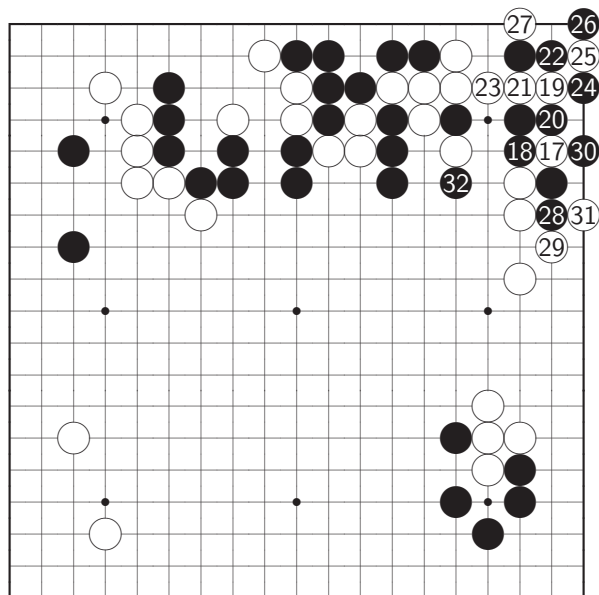
Variation 115 from 41

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



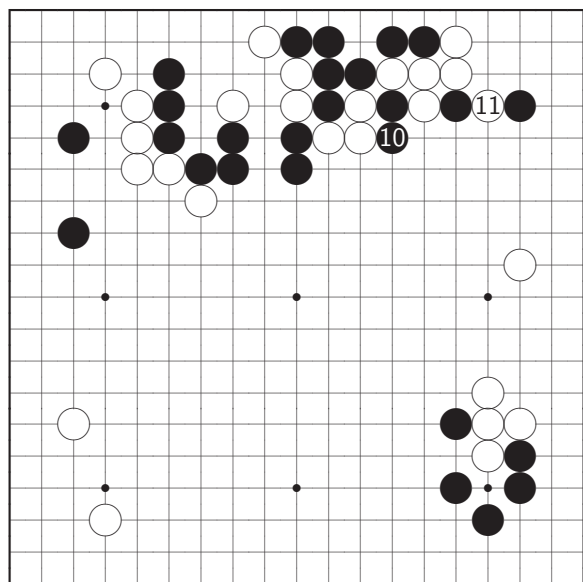
Variation 116 from 41

White is cut off and in trouble.



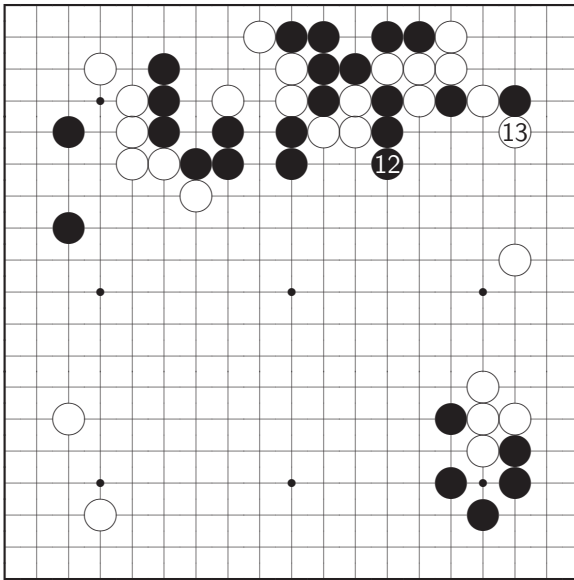
Variation 117 from 41

White is in trouble like this too.



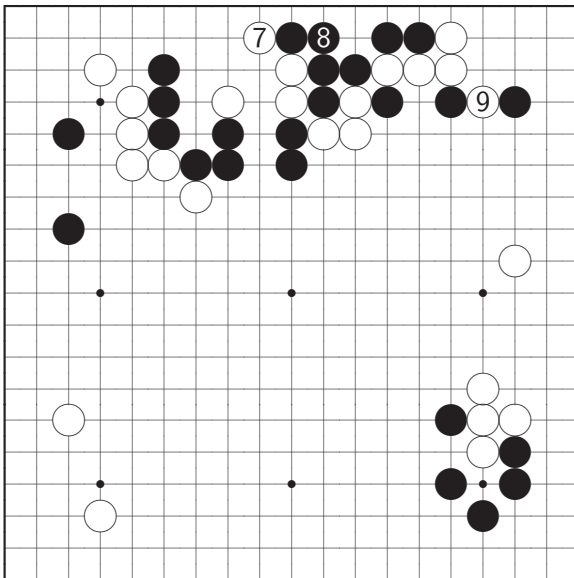
Variation 118 from 41

This should be the best for white,



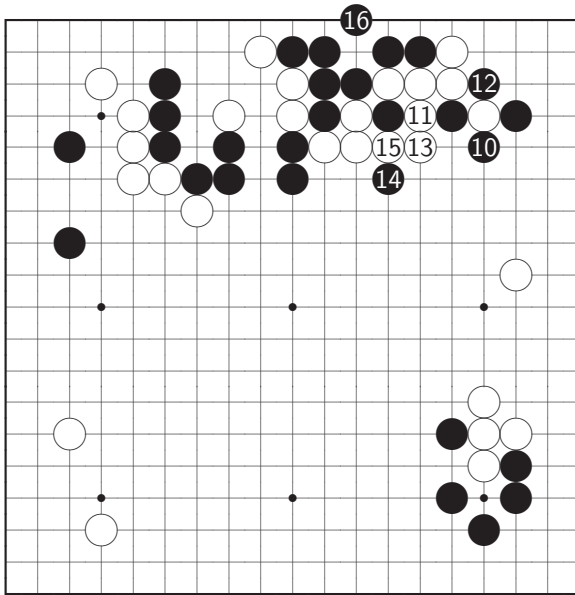
Variation 119 from 41

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



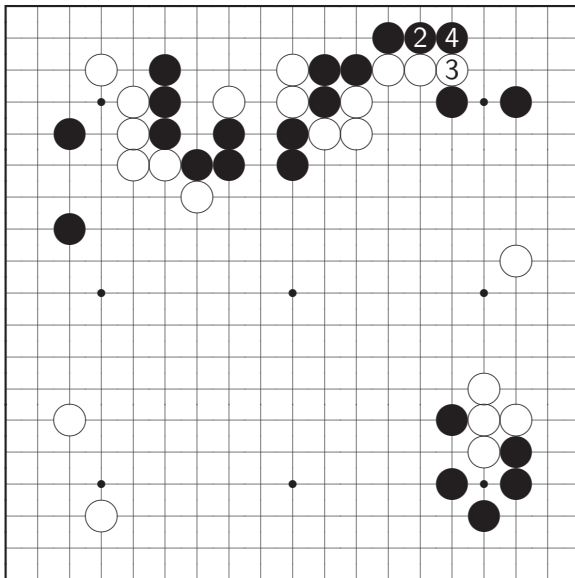
Variation 120 from 41

If white wedges here first,



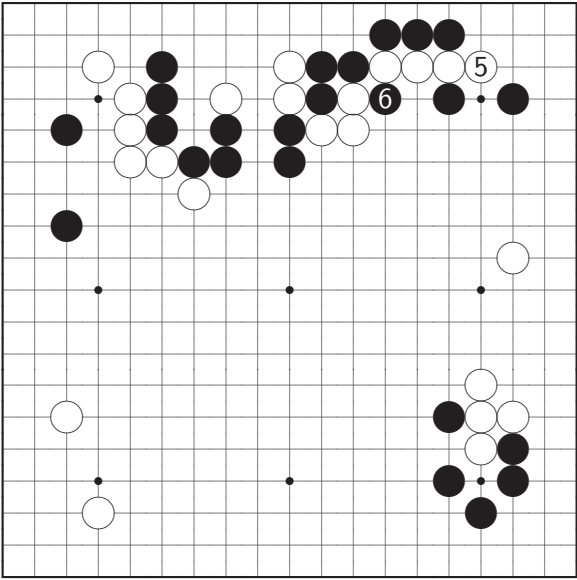
This is playable for black.

Variation 121 from 41



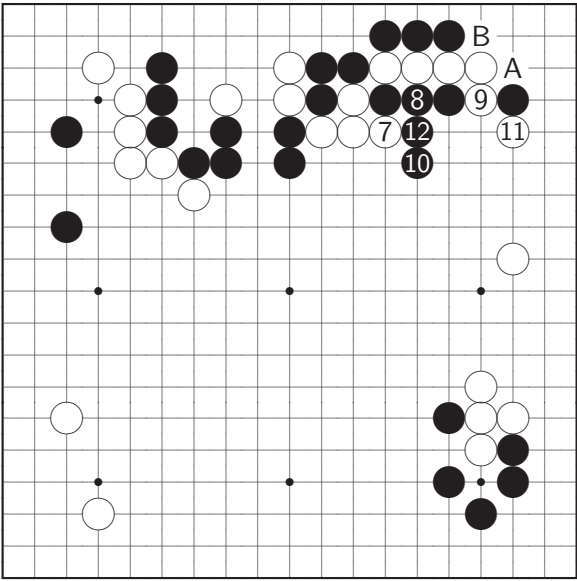
Black can also push here first, and

Variation 122 from 41



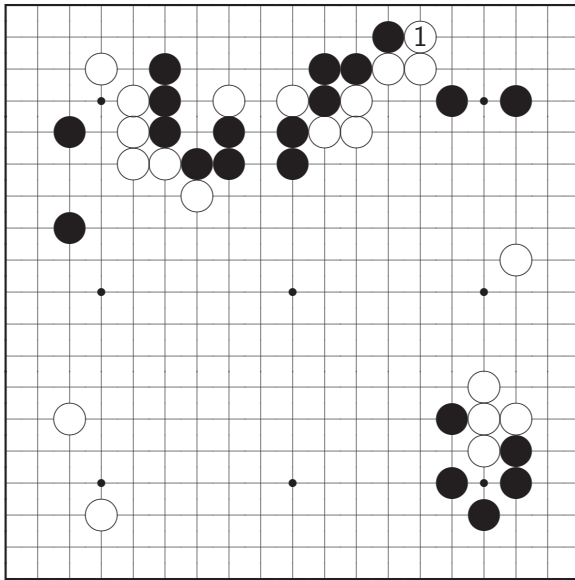
Variation 123 from 41

Then cut here.



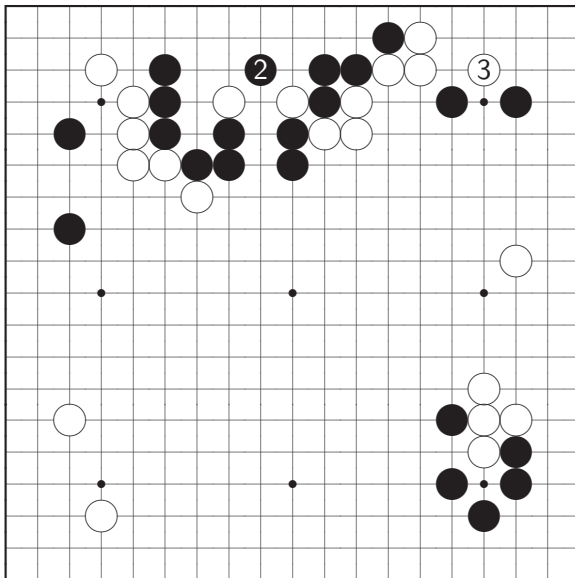
Variation 124 from 41

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



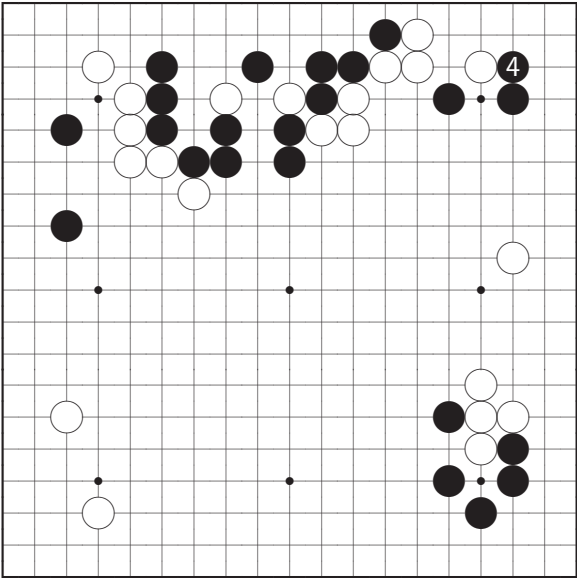
Variation 125 from 41

If white turns here now,



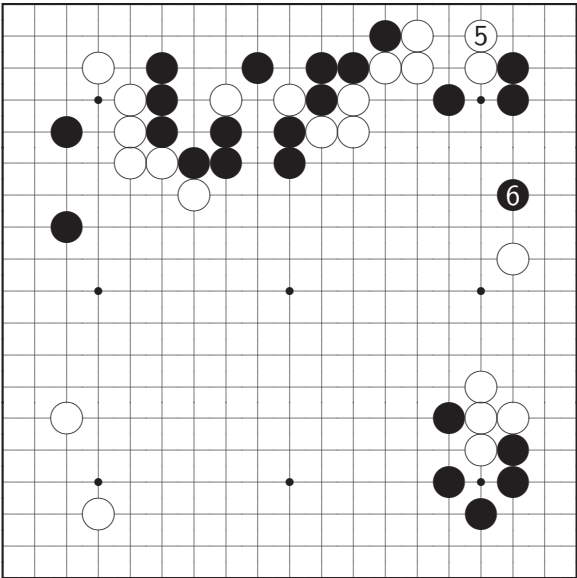
Variation 126 from 41

And then peeps here,



Variation 127 from 41

Black will just block off the corner now.



Variation 128 from 41

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

Black played here in the game, but now

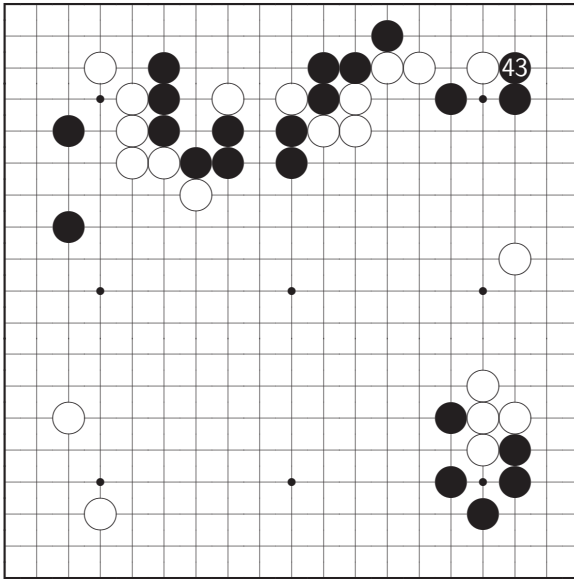
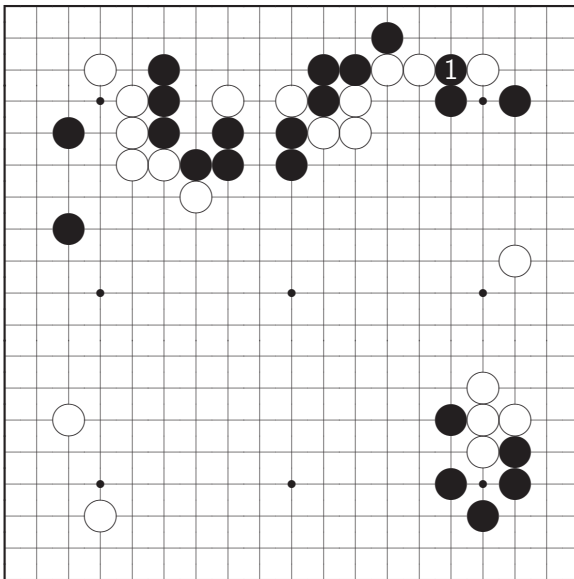
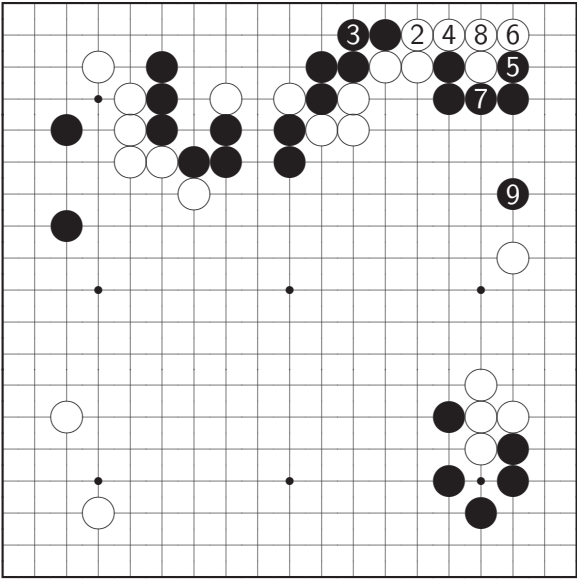


Diagram 21
(Move: 43)



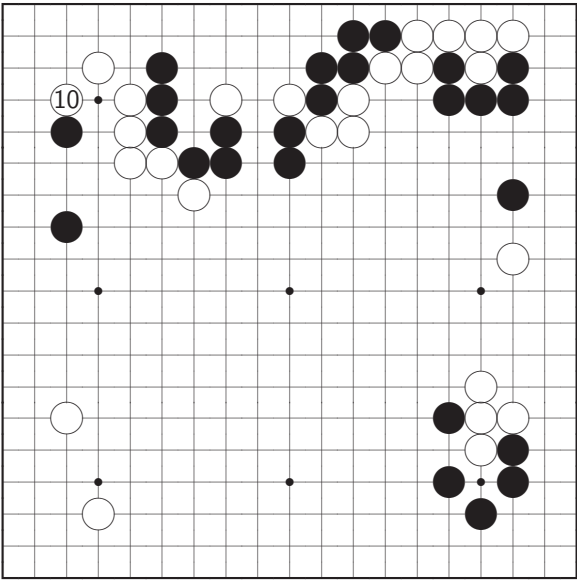
Variation 129 from ④2

If black pushes down here,



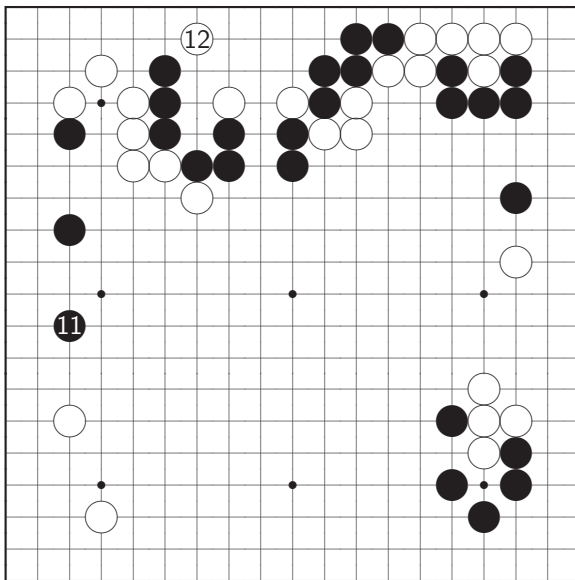
The result looks ok for black, but

Variation 130 from ④2



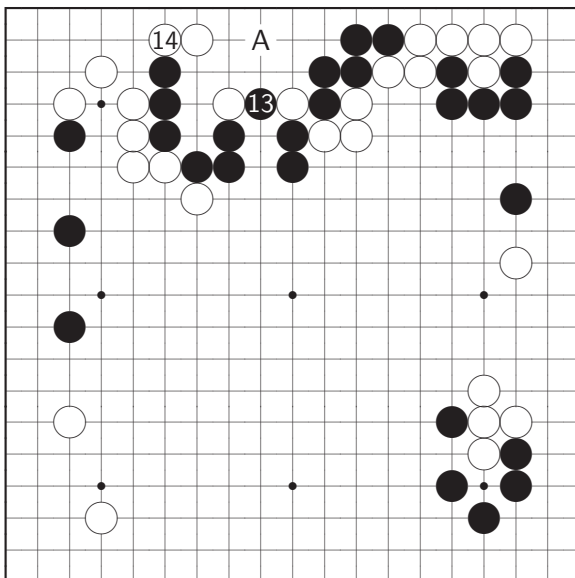
White can come back here, and

Variation 131 from ④2



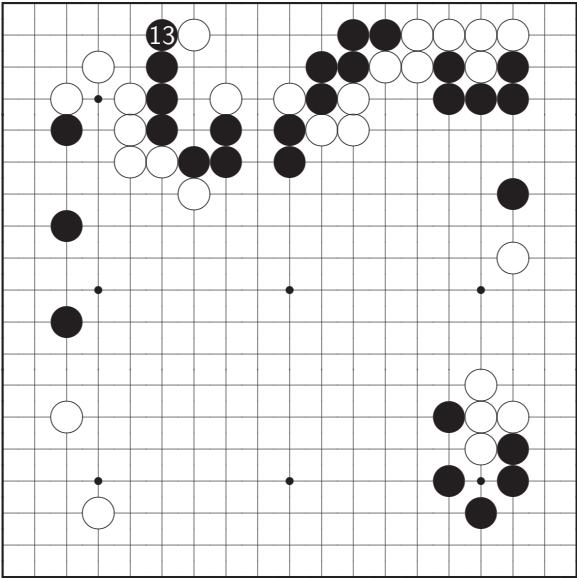
Variation 132 from ④2

This move will be annoying for black.



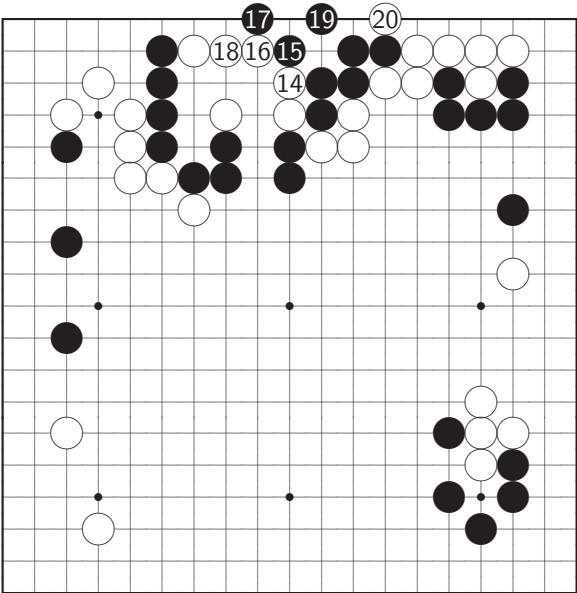
Variation 133 from ④2

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



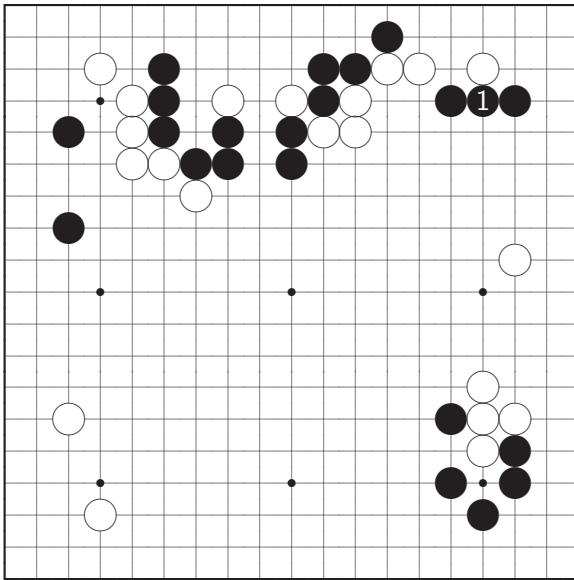
Black can't block here,

Variation 134 from ④2



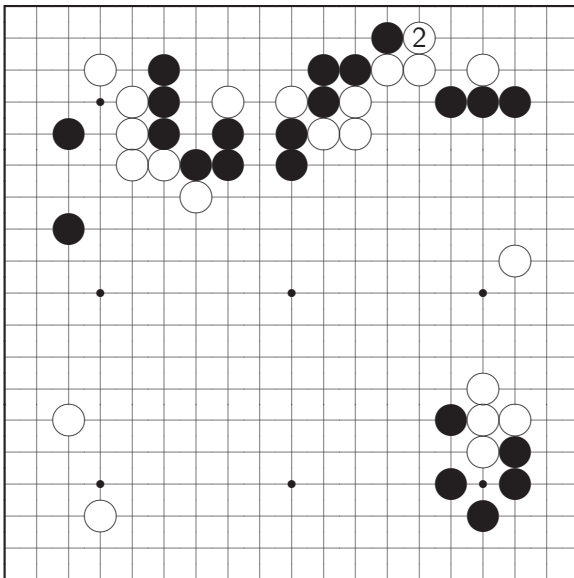
It's a ko, and black's in trouble.

Variation 135 from ④2



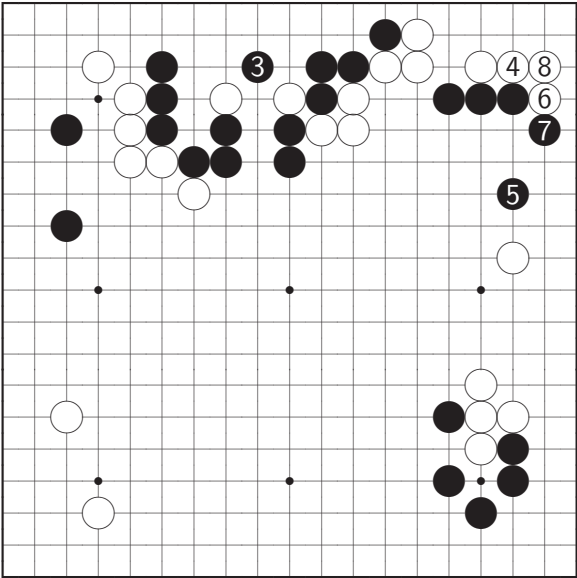
Variation 136 from ④②

If black simply connects,



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.

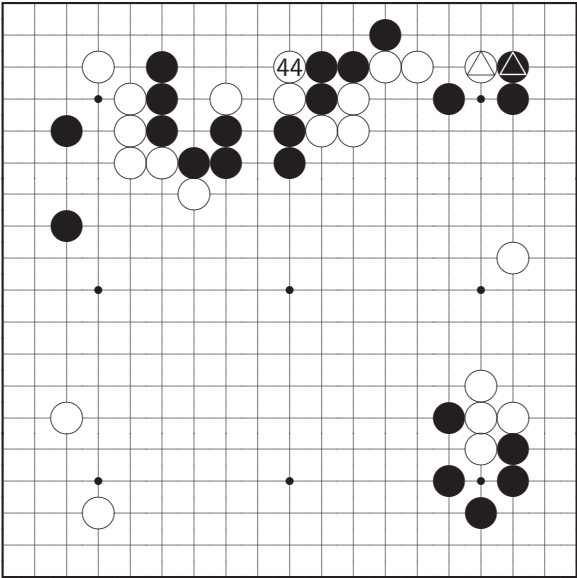


Diagram 22
(Move: 44)

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

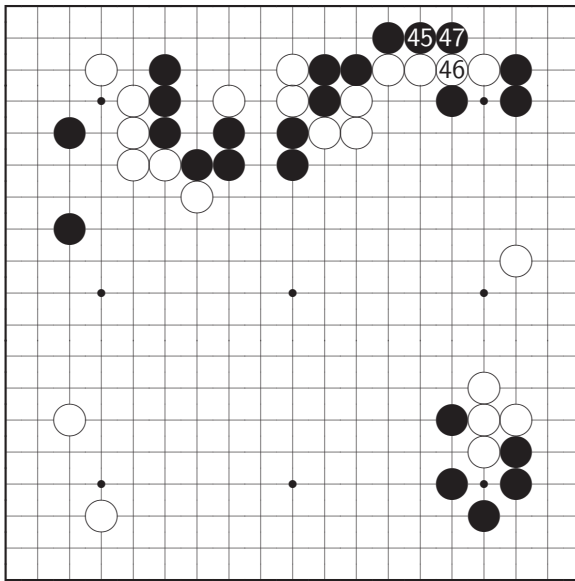
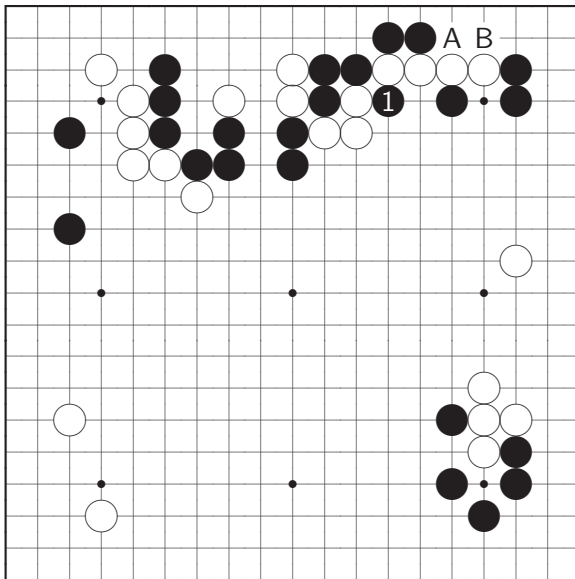


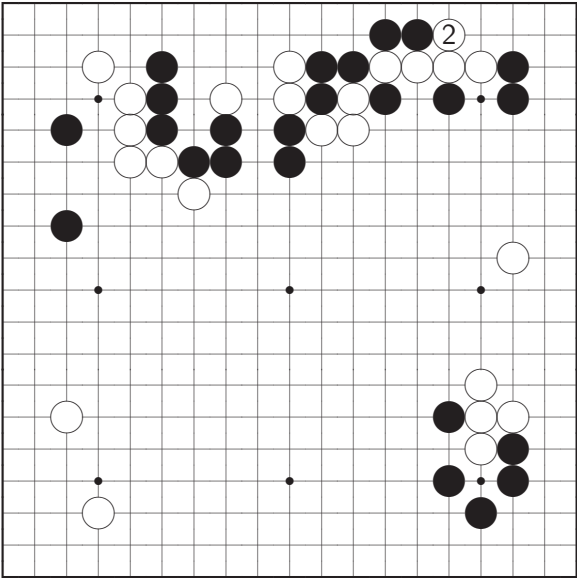
Diagram 23
(Moves: 45-47)

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



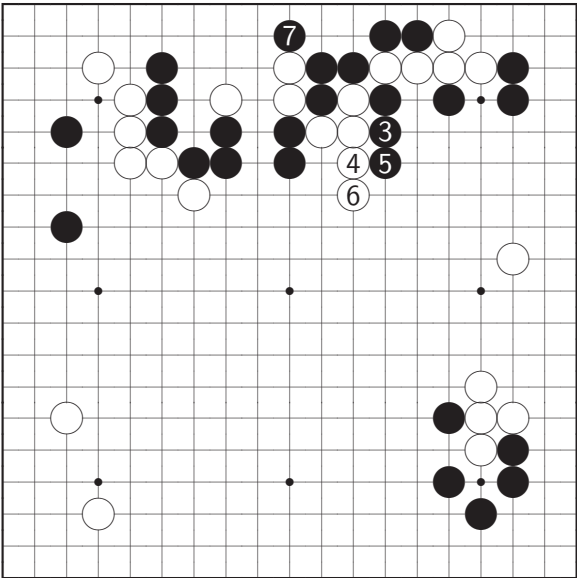
Variation 139 from ④6

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



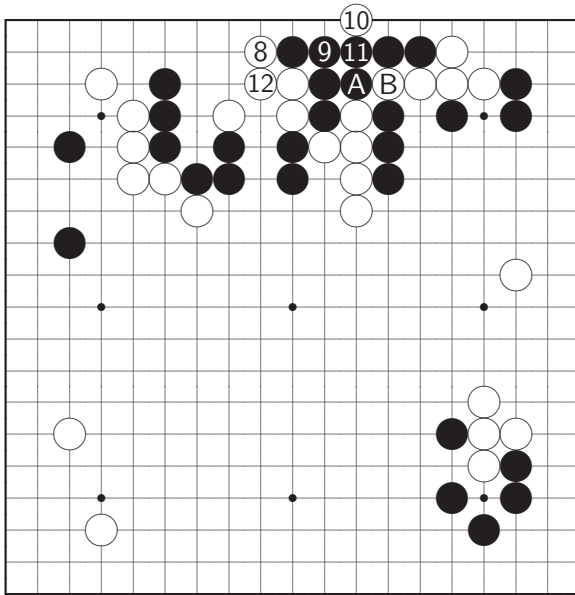
Variation 140 from 46

Blocking here is good.



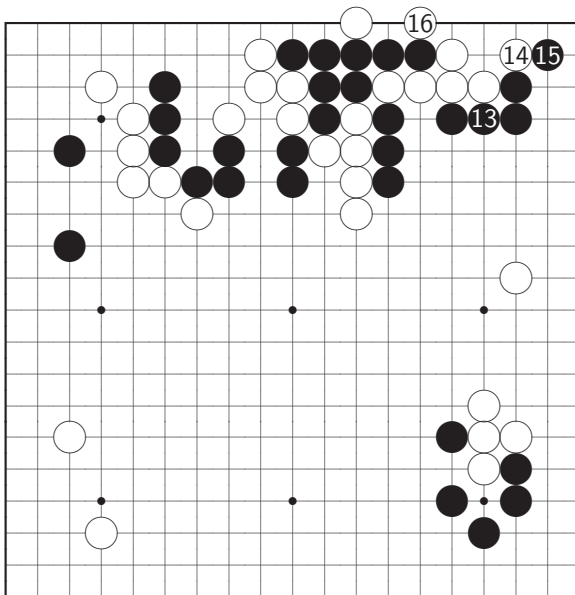
Variation 141 from 46

Black needs to come back here, but



Variation 142 from ④6

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



Variation 143 from ④6

White will win this capturing race.

Black cut here, to counter-attack.

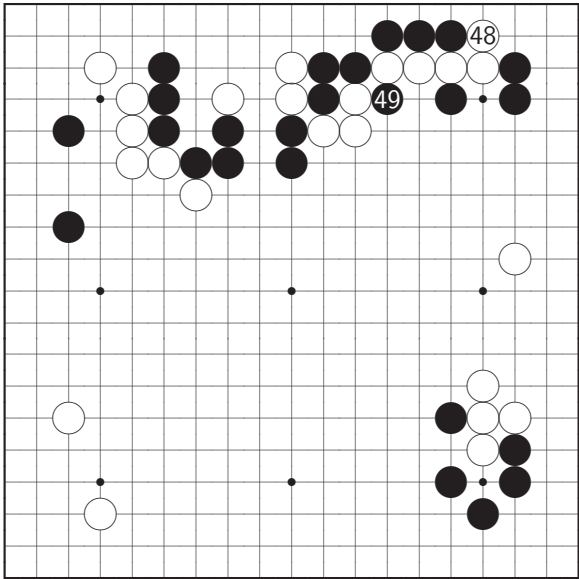


Diagram 24
(Moves: 48-49)

This atari was the right move, and

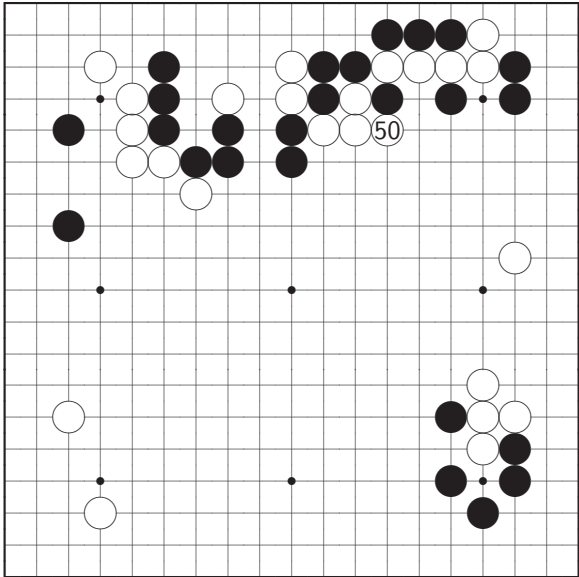
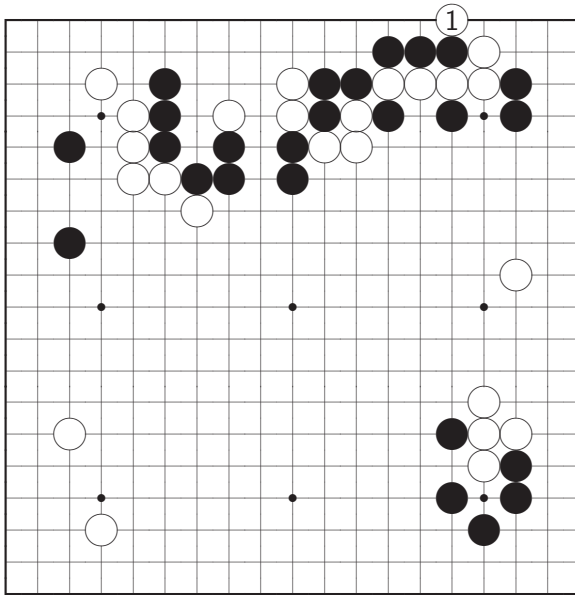
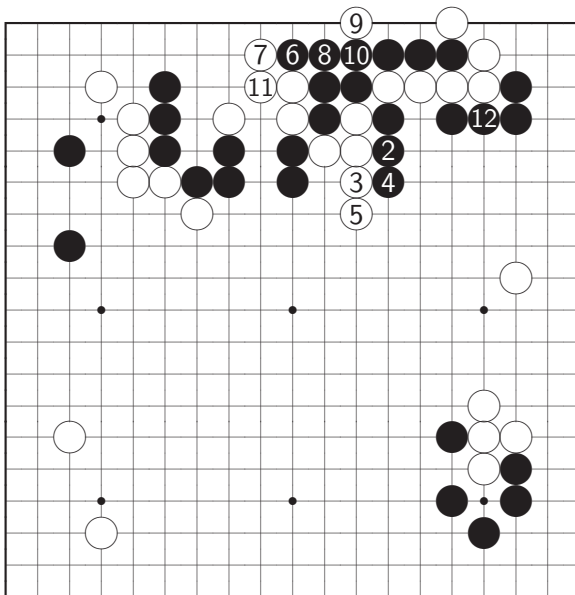


Diagram 25
(Move: 50)



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.

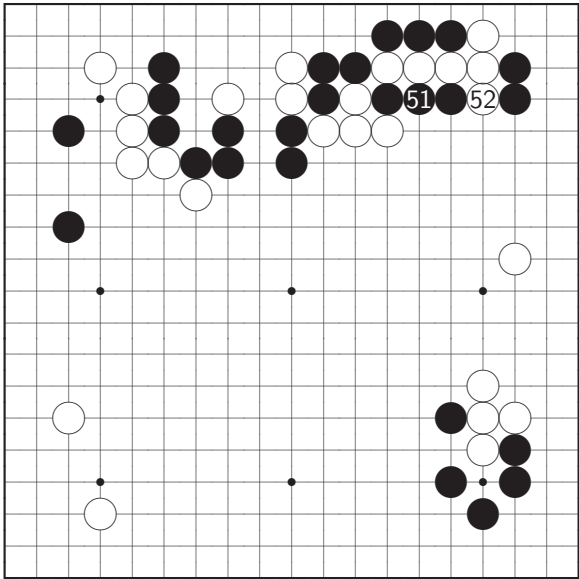


Diagram 26
(Moves: 51-52)

This jump is the only move for black, and

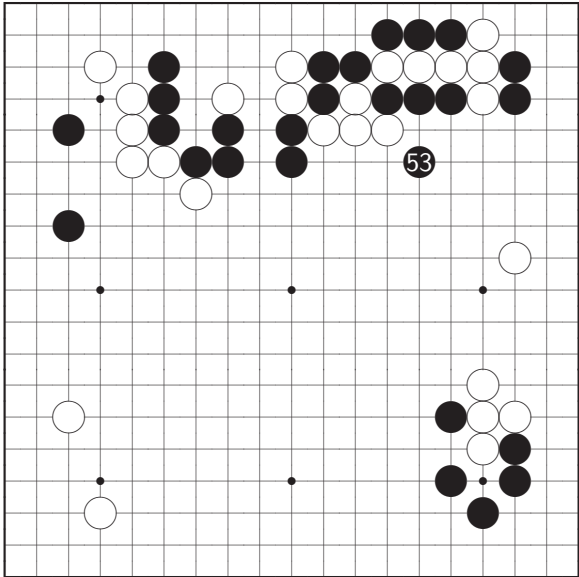


Diagram 27
(Move: 53)

This hane aims at A.

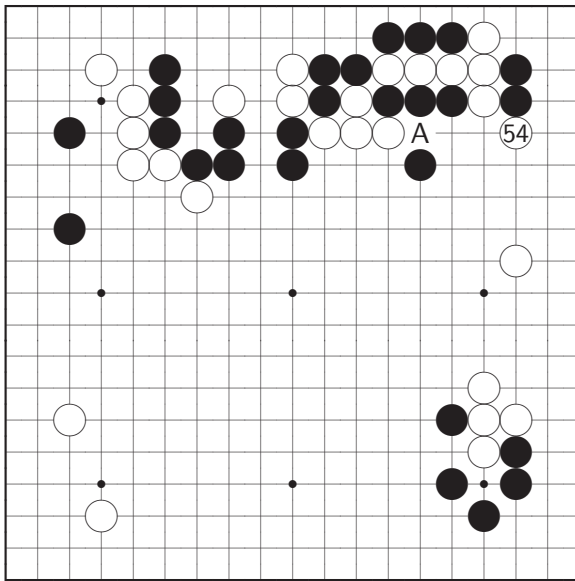


Diagram 28
(Move: 54)

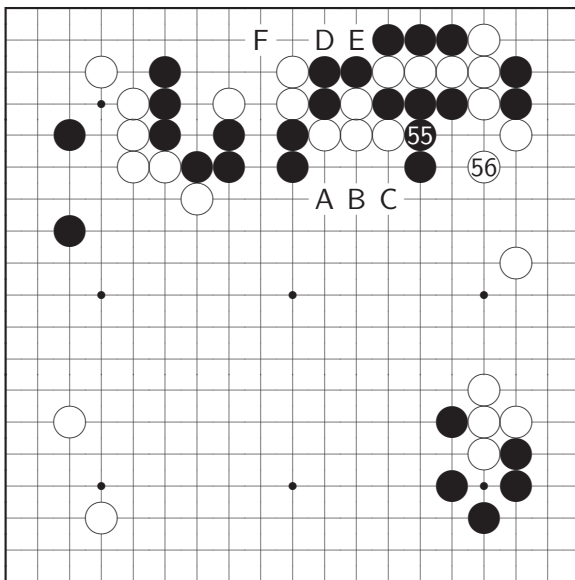
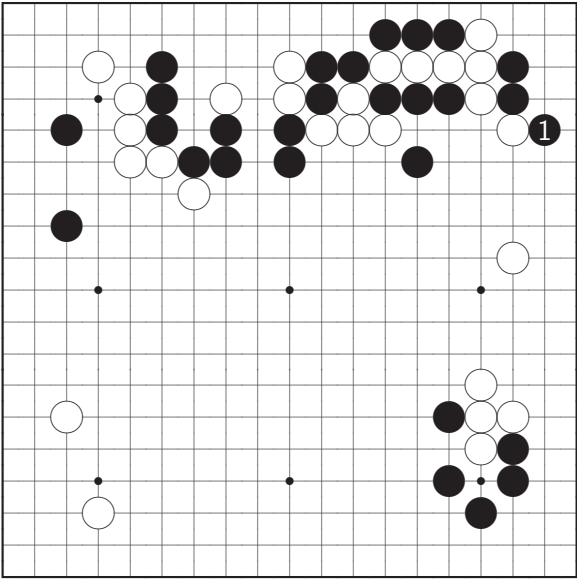


Diagram 29
(Moves: 55-56)

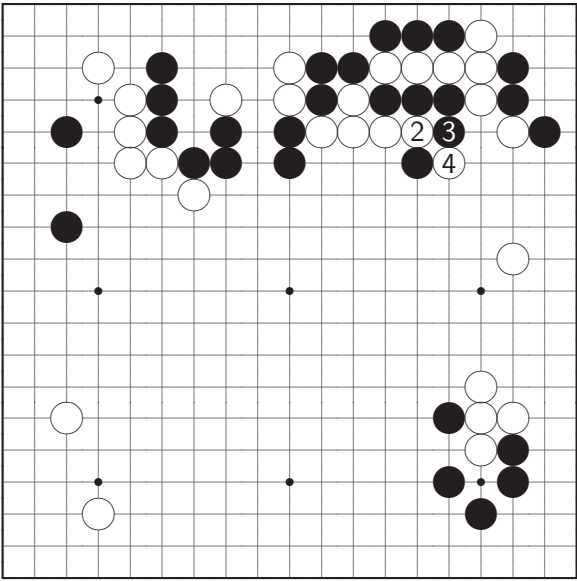
It ended with a big trade. Black got the top and the center stones, but black's top right corner turned into white's corner. The result was favorable for white, because white can still exploit aji at A-C later, or play at D-F, so black has bad aji at the top.

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



Variation 146 from 54

If black plays here, for example,



Variation 147 from 54

White captures the cutting stones.

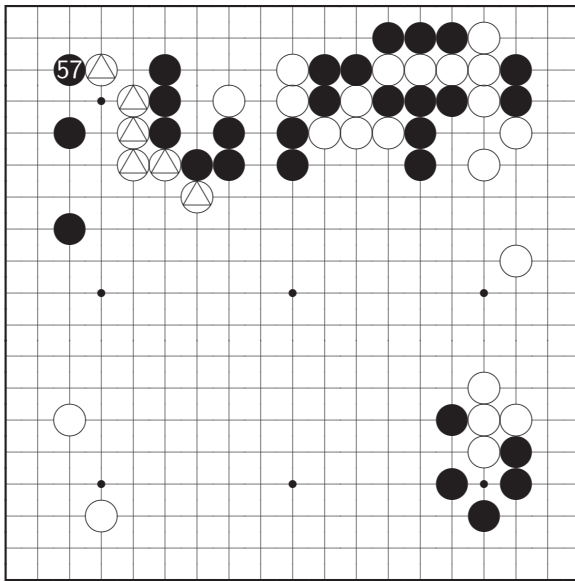
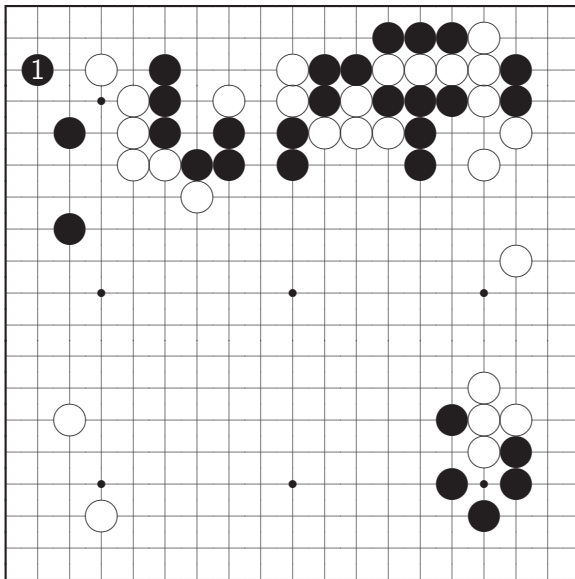


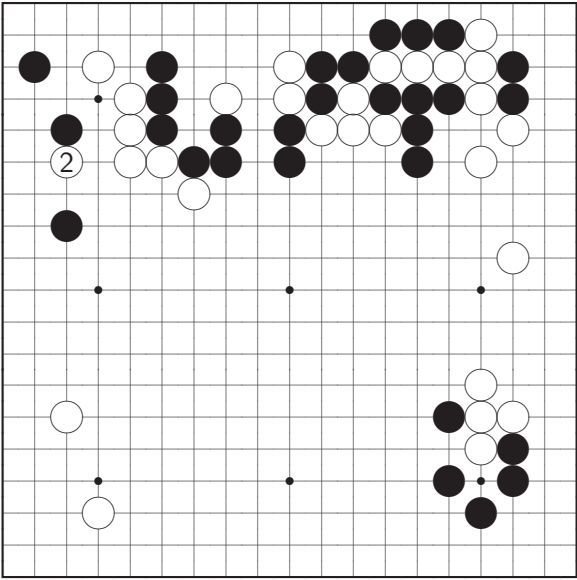
Diagram 30
(Move: 57)

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



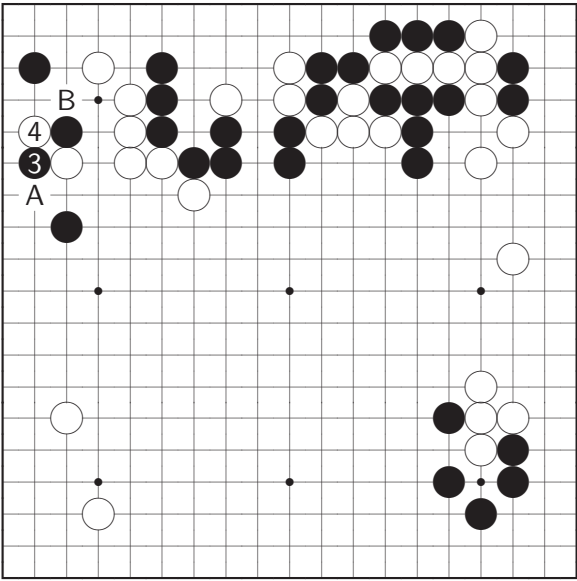
Variation 148 from 56

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



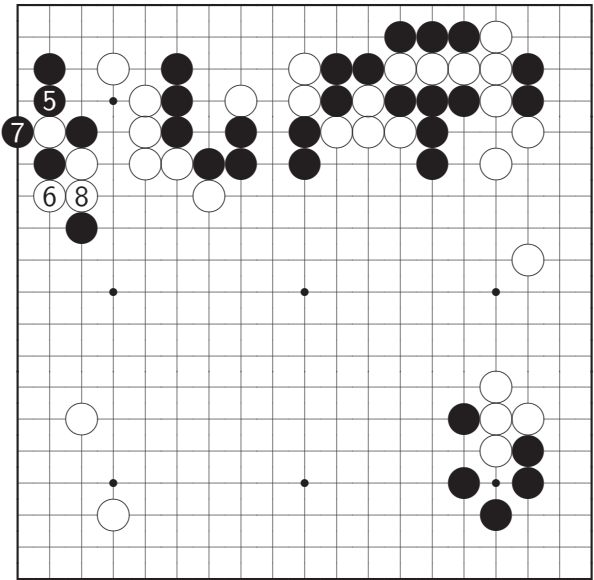
Variation 149 from 56

White can attach here and crosscut.



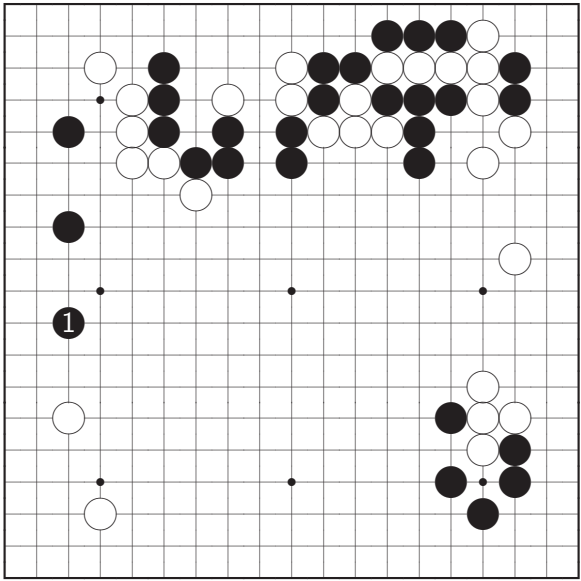
Variation 150 from 56

White makes miai of A and B.



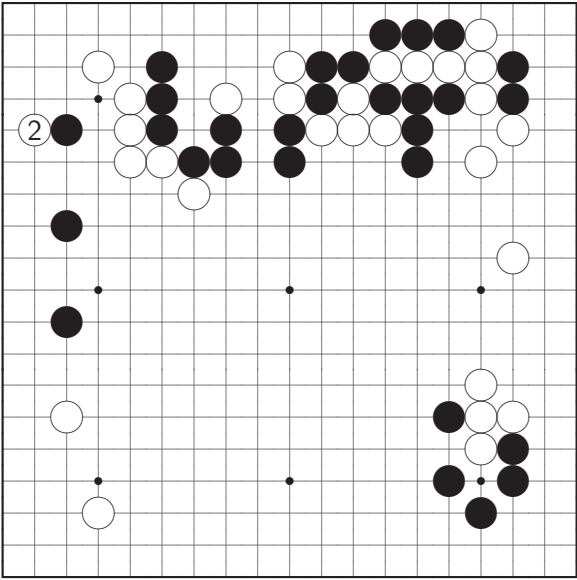
Black won't be happy with this result.

Variation 151 from 56



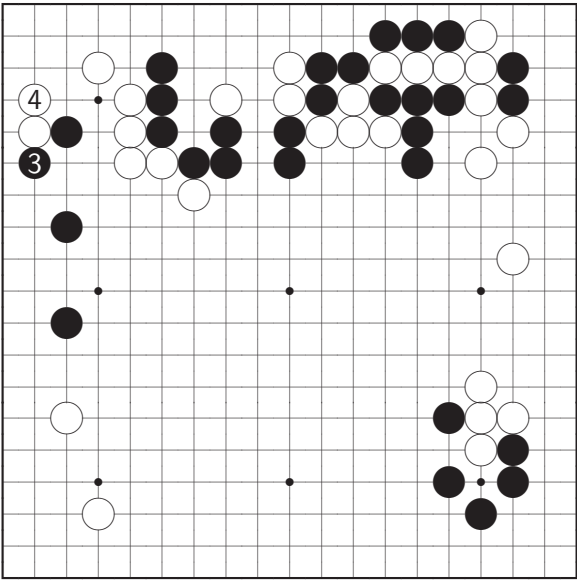
If black extends here instead,

Variation 152 from 56



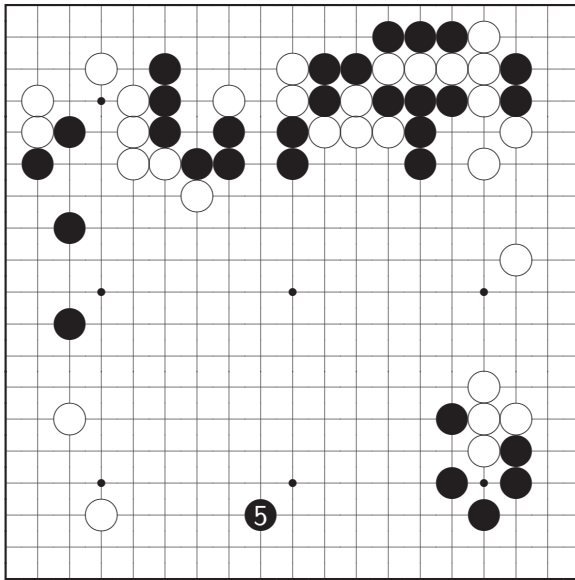
Variation 153 from 56

This attachment is good, and



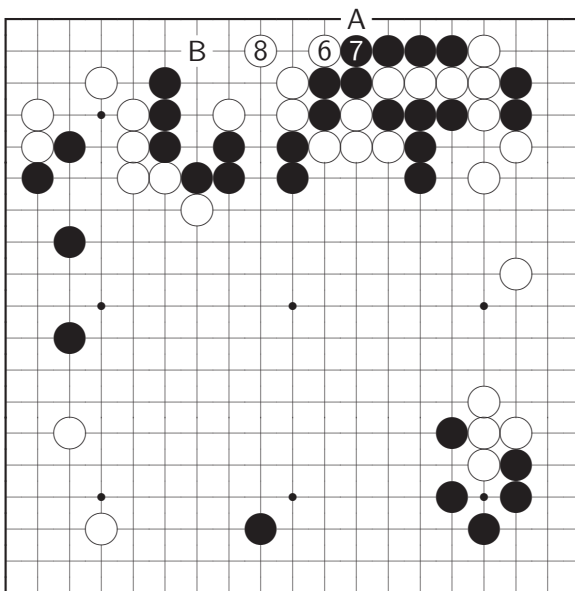
Variation 154 from 56

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



Variation 155 from ⑤⑥

If black takes a big point, like this,



Variation 156 from ⑤⑥

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

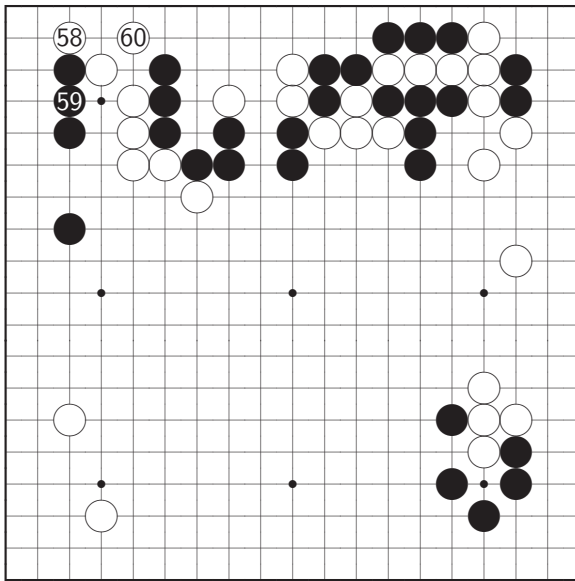


Diagram 31
(Moves: 58-60)

White exchanged these moves in order to settle his group.

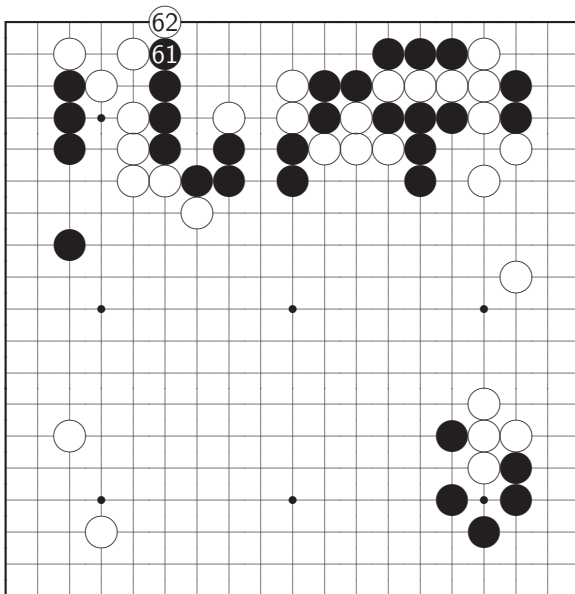


Diagram 32
(Moves: 61-62)

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

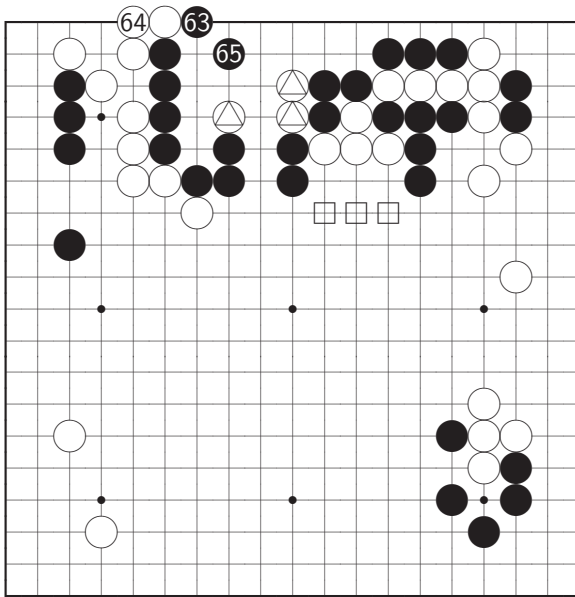


Diagram 33
(Moves: 63-65)

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).

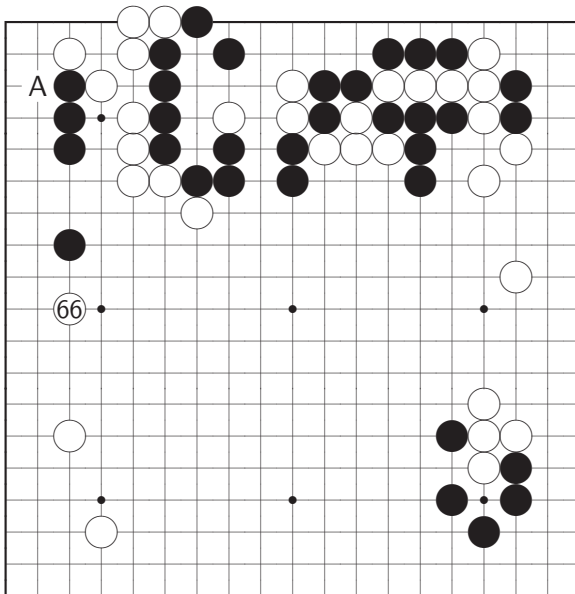


Diagram 34
(Move: 66)

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

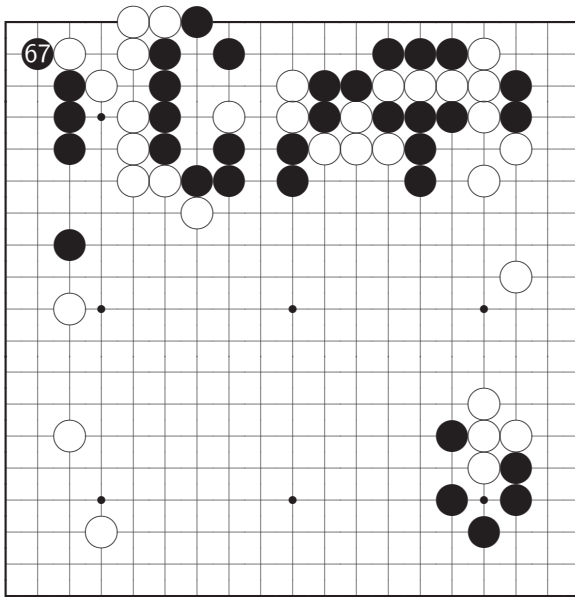


Diagram 35
(Move: 67)

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.

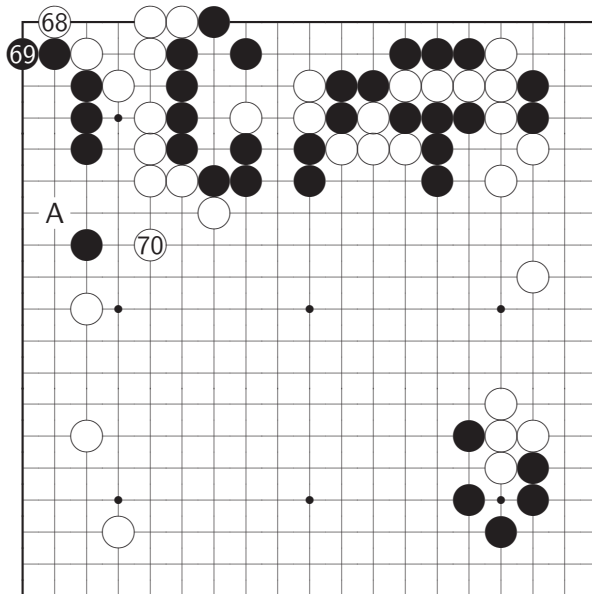


Diagram 36
(Moves: 68-70)

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

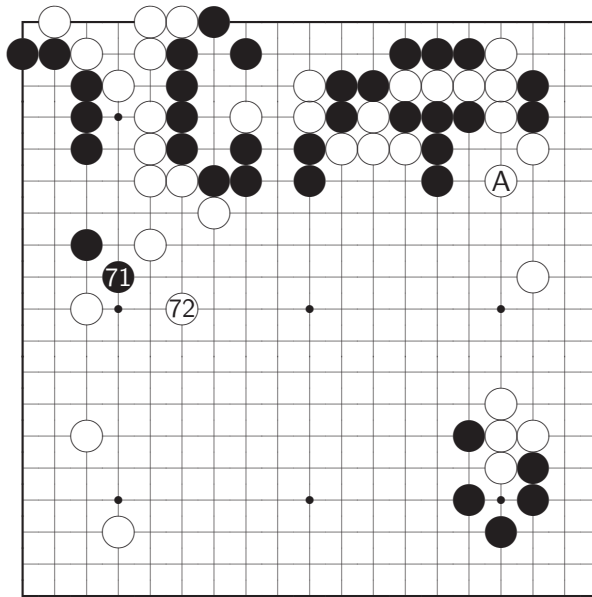


Diagram 37
(Moves: 71-72)

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

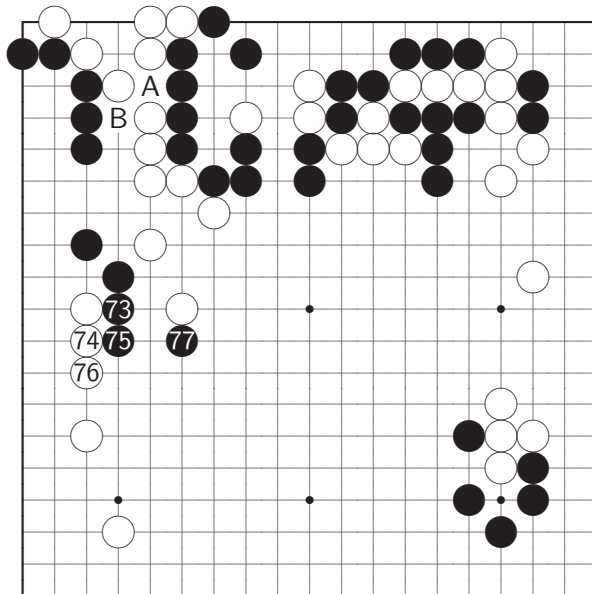
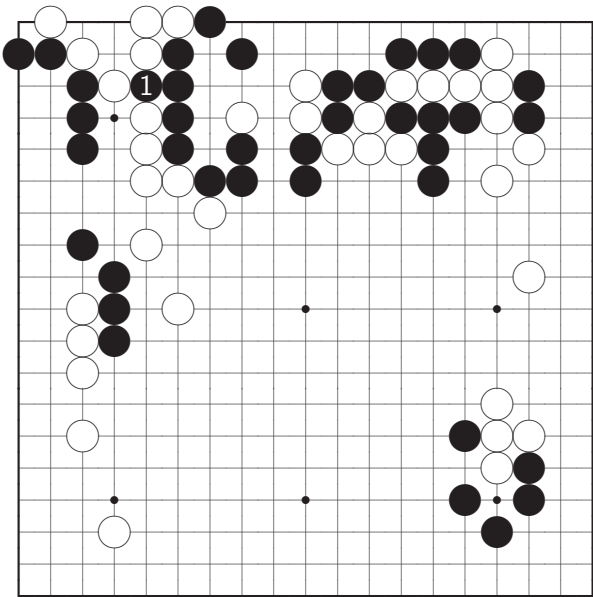


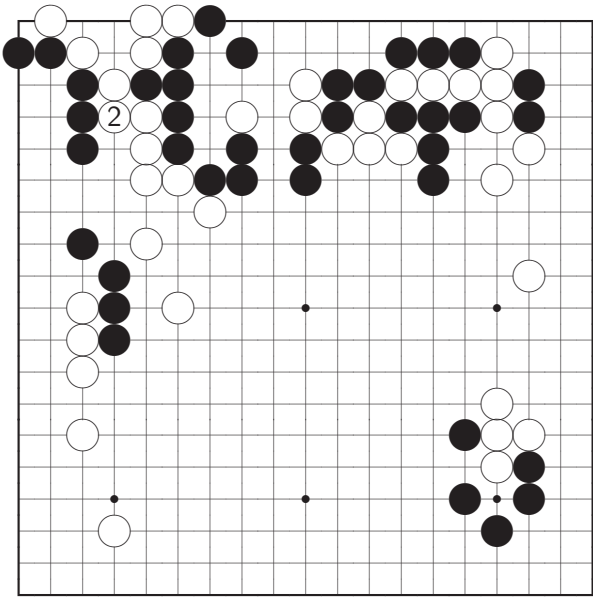
Diagram 38
(Moves: 73-77)

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



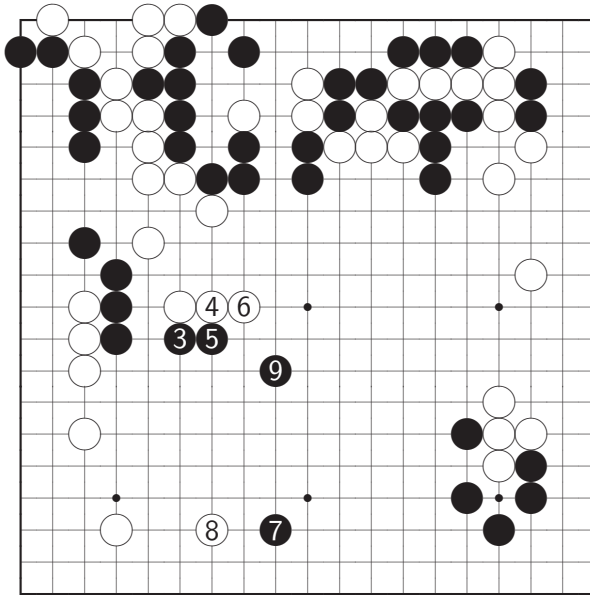
Variation 157 from 76

If black had played here now,



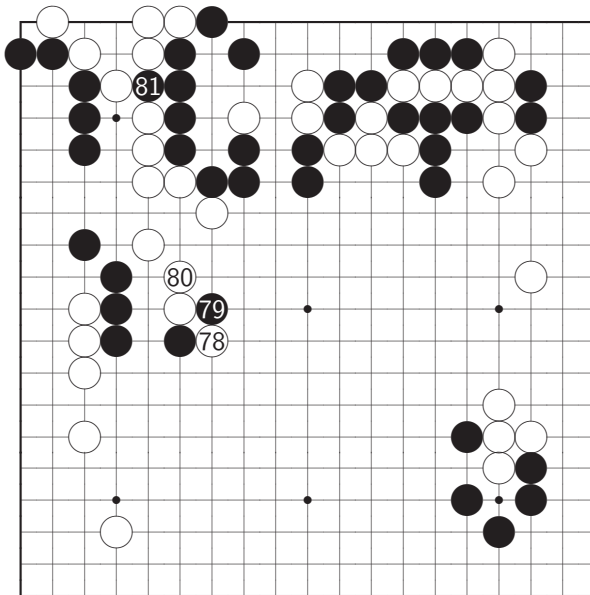
Variation 158 from 76

White would answer and,



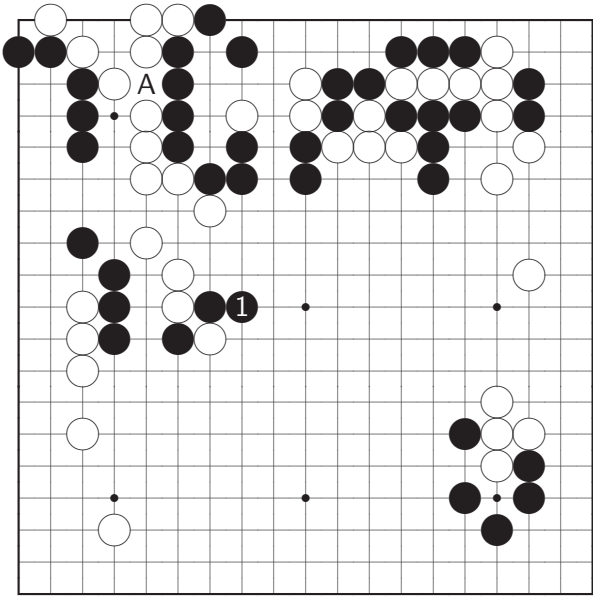
Variation 159 from ⑦⑥

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



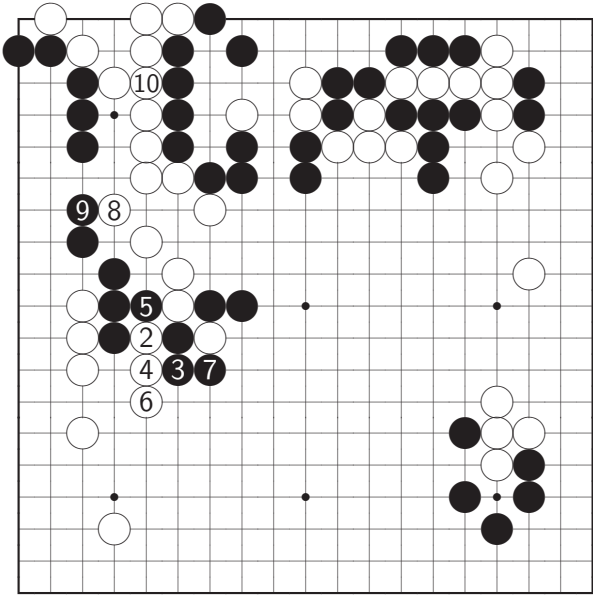
*Diagram 39
(Moves: 78-81)*

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



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

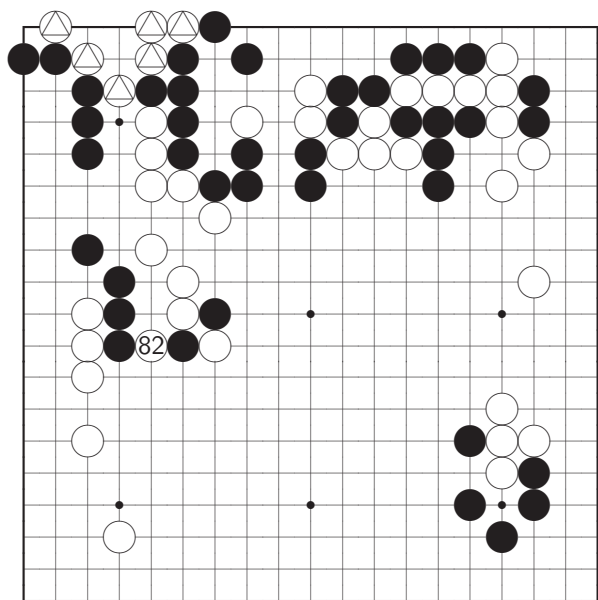
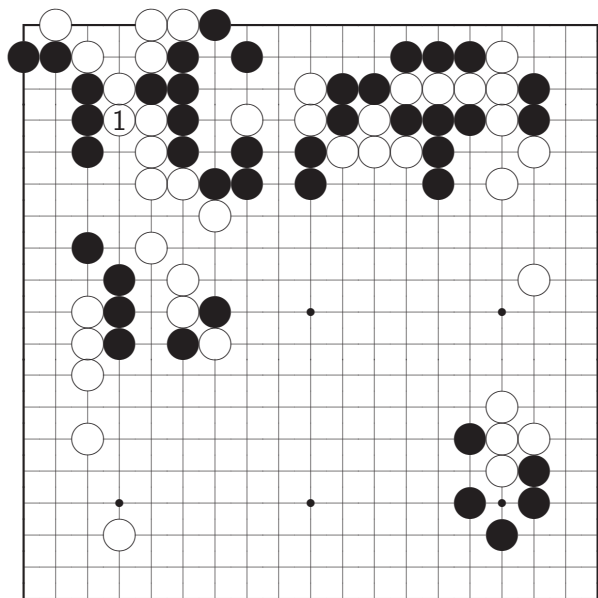


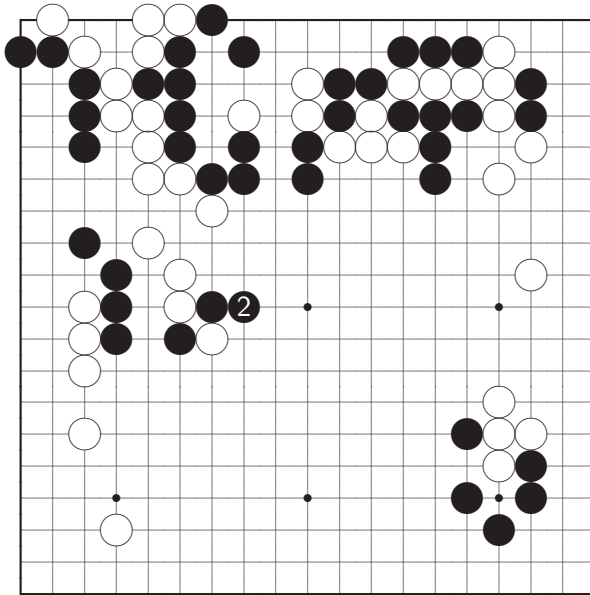
Diagram 40
(Move: 82)

Go Seigen decided to give the marked stones away.



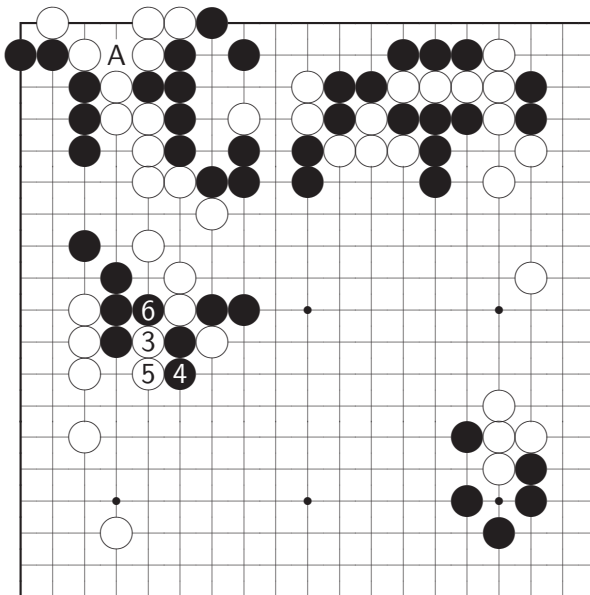
Variation 162 from 31

If white answers,



Variation 163 from 81

Black can extend here to fight.



Variation 164 from 81

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

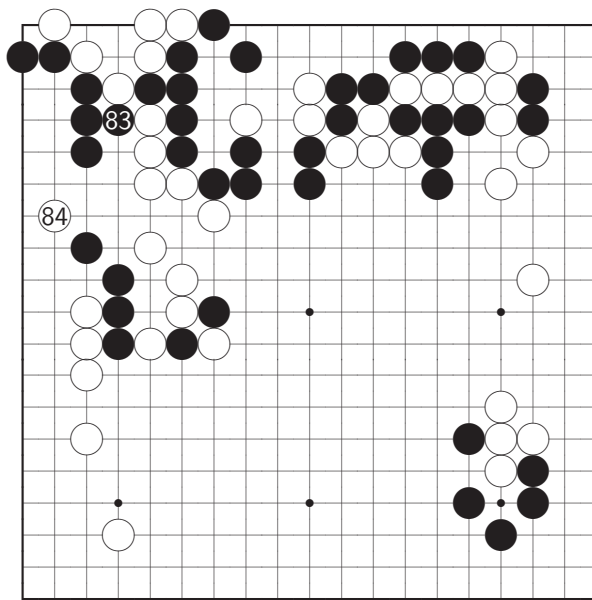


Diagram 41
(Moves: 83-84)

This placement was very sharp. The timing was perfect.

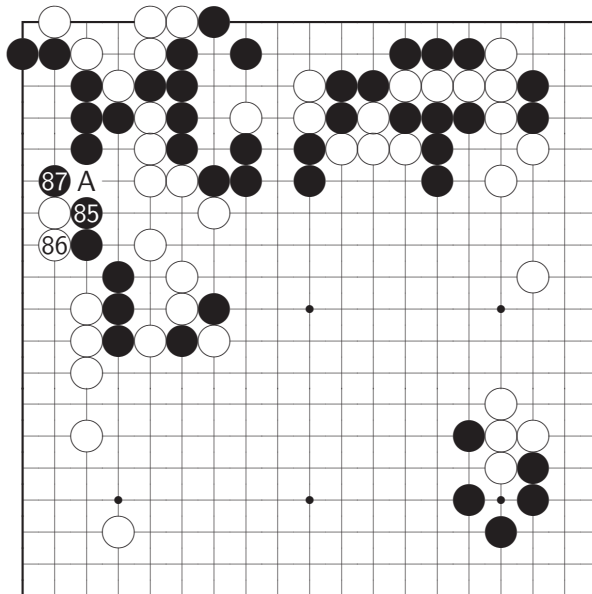


Diagram 42
(Moves: 85-87)

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

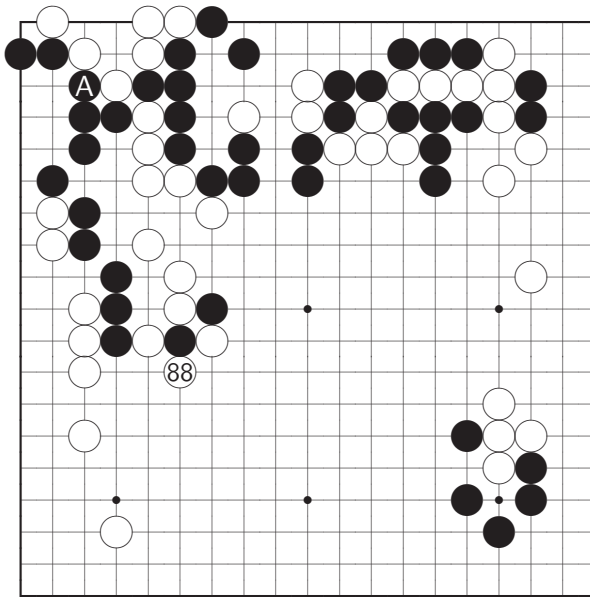


Diagram 43
(Move: 88)

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).

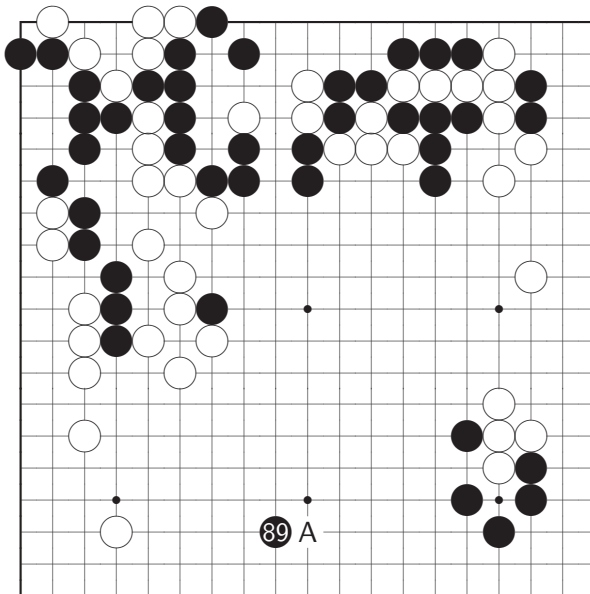


Diagram 44
(Move: 89)

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

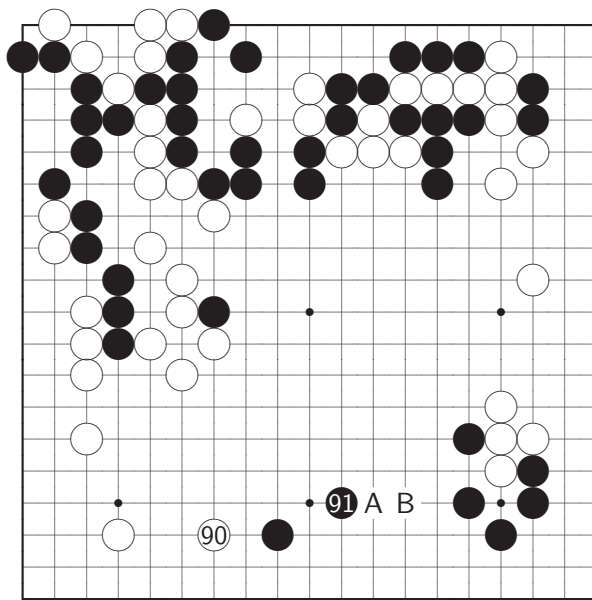
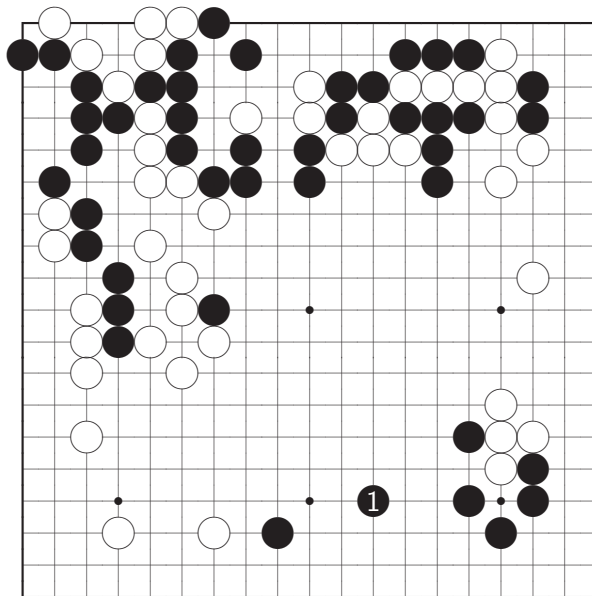


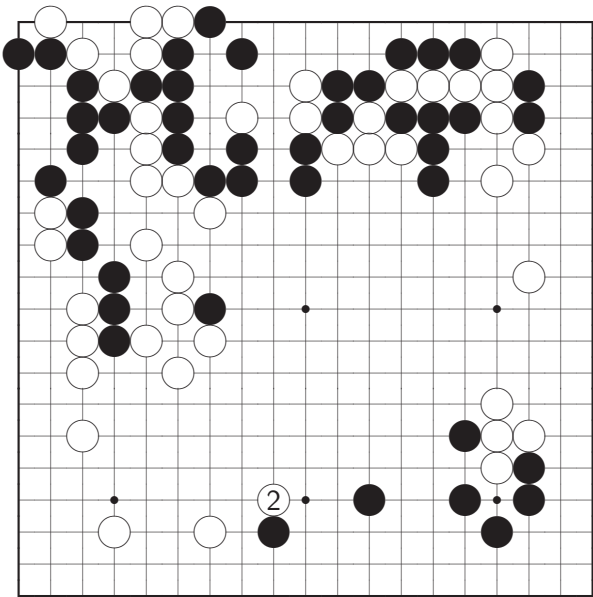
Diagram 45
(Moves: 90-91)

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



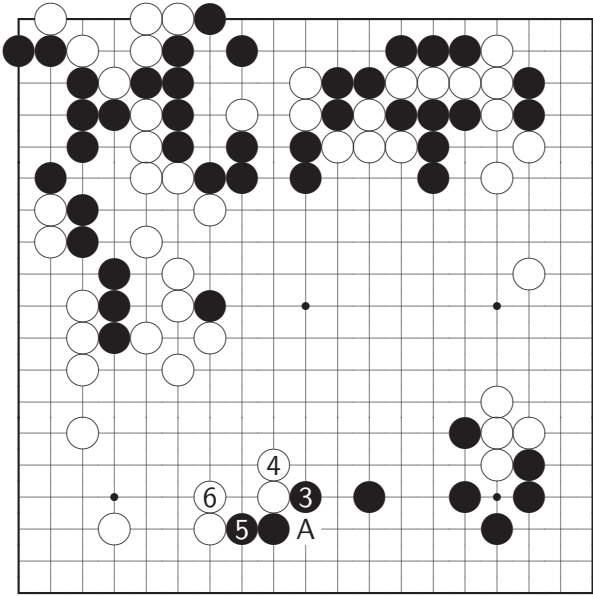
Variation 165 from 90

If black plays here,



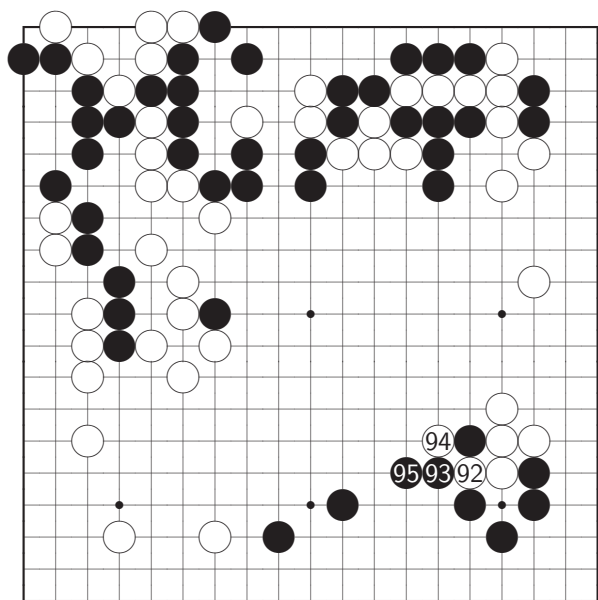
Variation 166 from 90

This attachment is good.



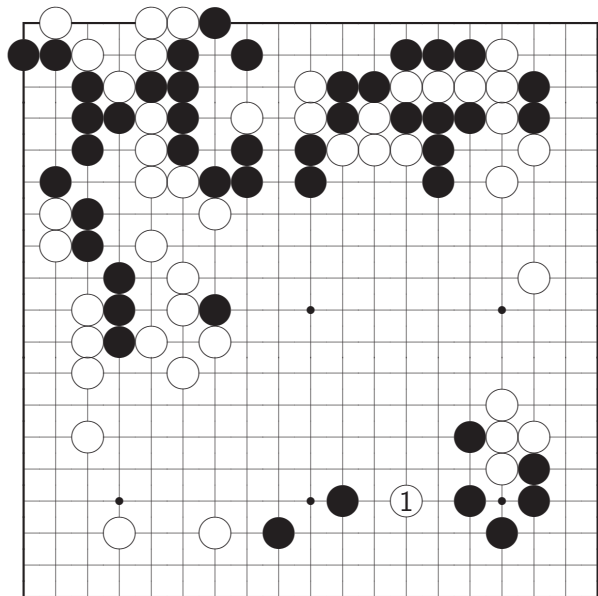
Variation 167 from 90

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



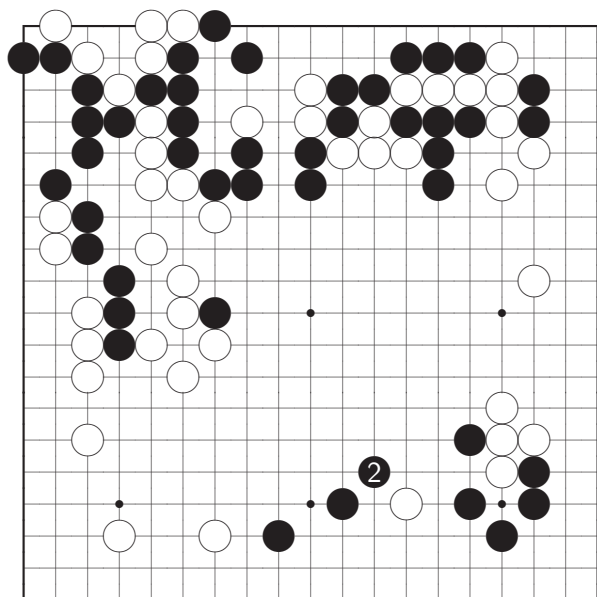
The game's even now.

Diagram 46
(Moves: 92-95)



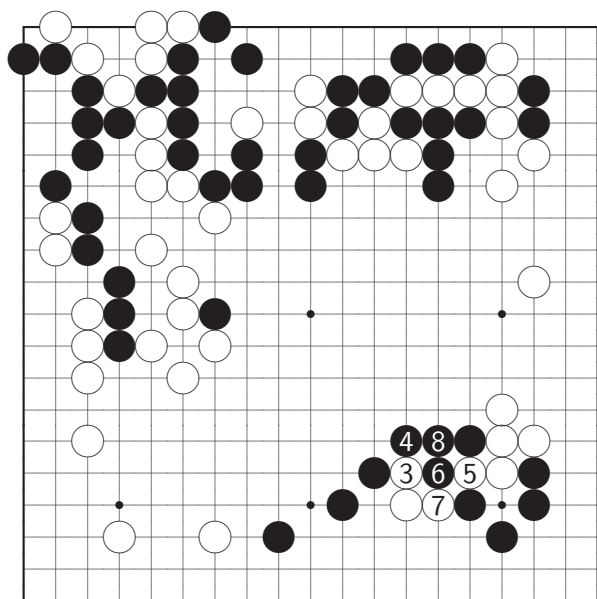
If white invades here,

Variation 168 from 91



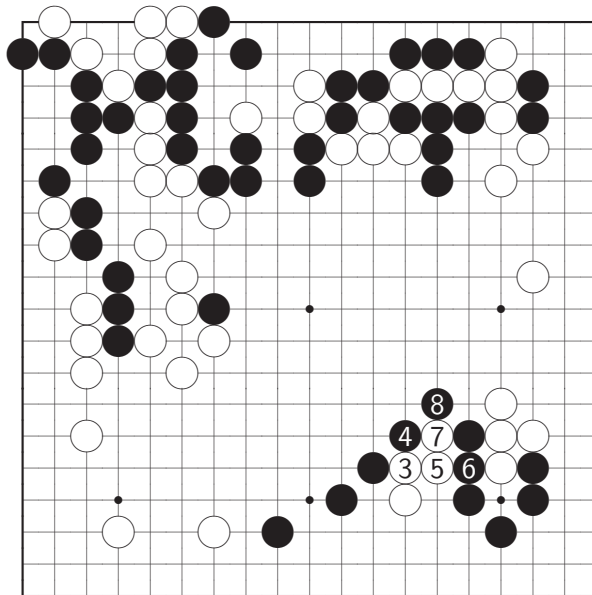
This is a good response, and

Variation 169 from 91



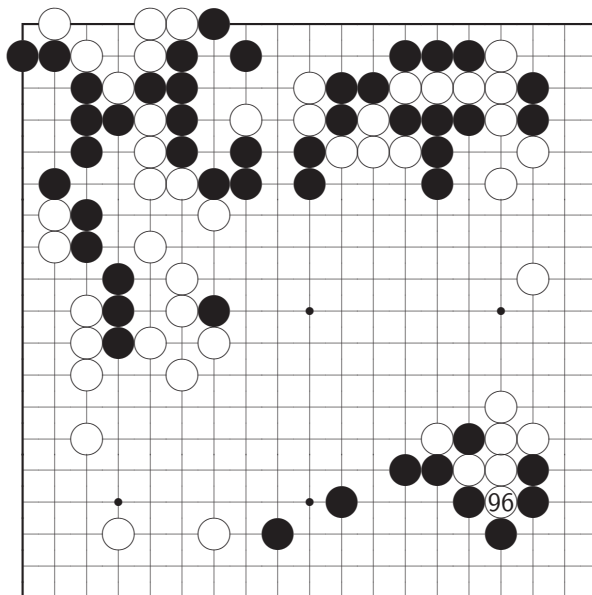
It's hard for white to fight or live.

Variation 170 from 91



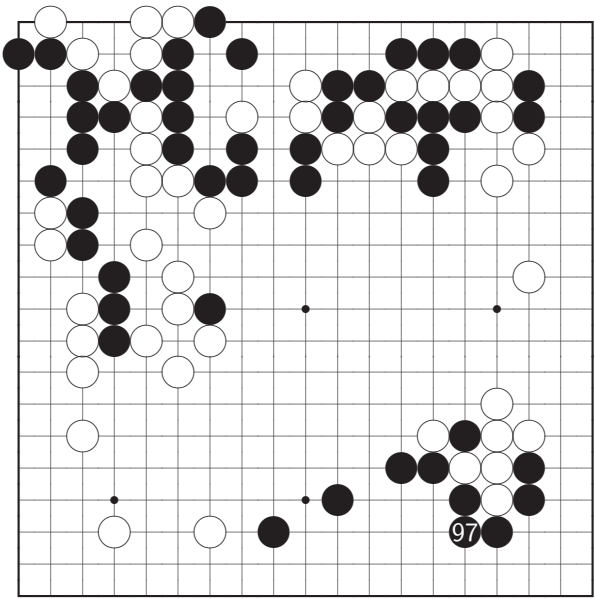
White can't escape like this.

Variation 171 from 91



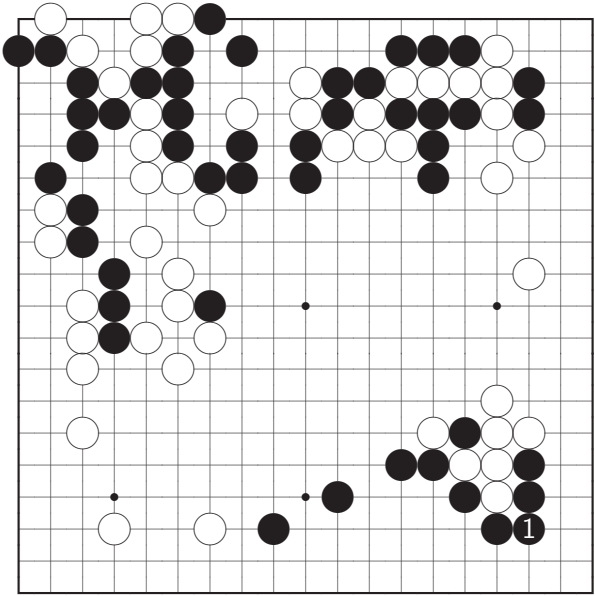
It's a very good time to probe.

*Diagram 47
(Move: 96)*



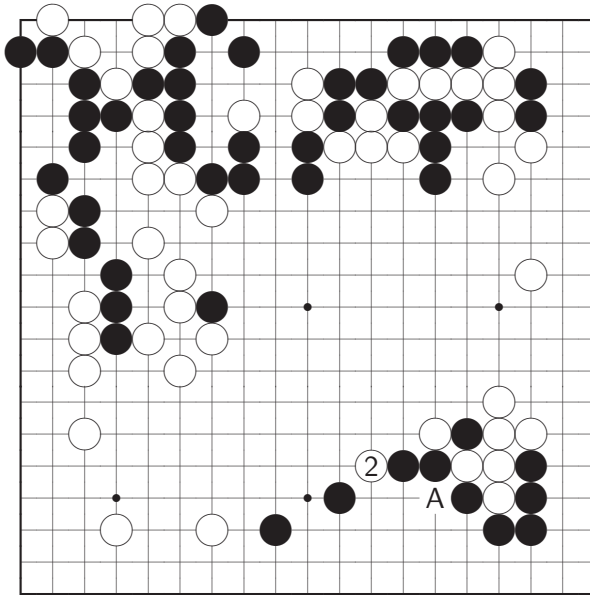
This connection was right.

Diagram 48
(Move: 97)



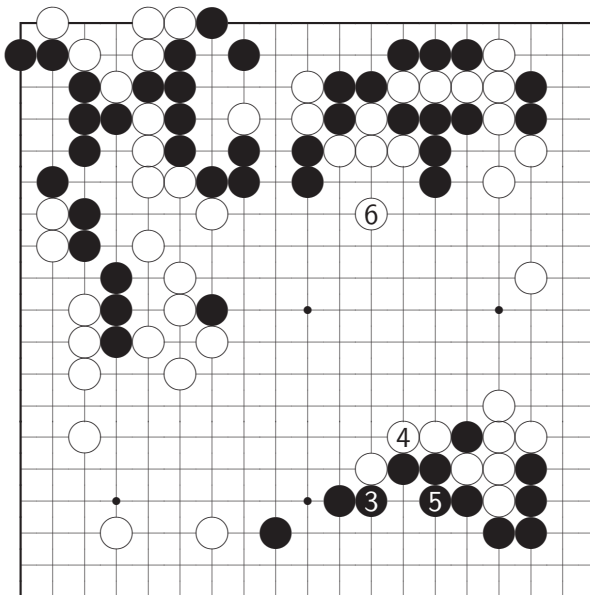
If black connects here,

Variation 172 from 96



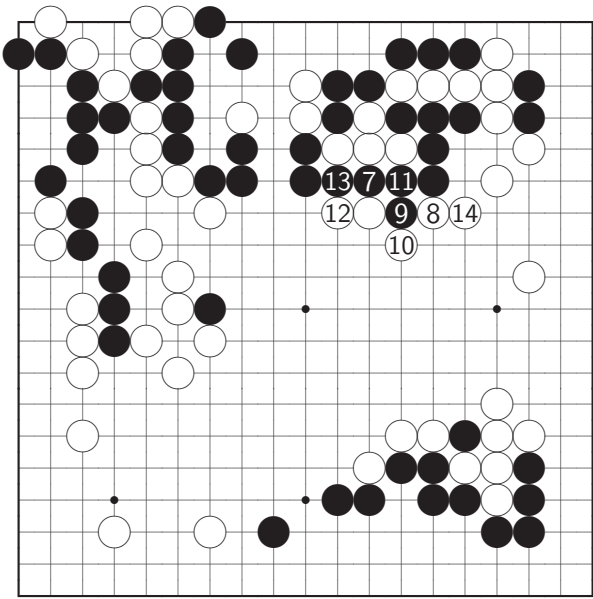
Variation 173 from 96

This attachment (aiming at A) is good and,



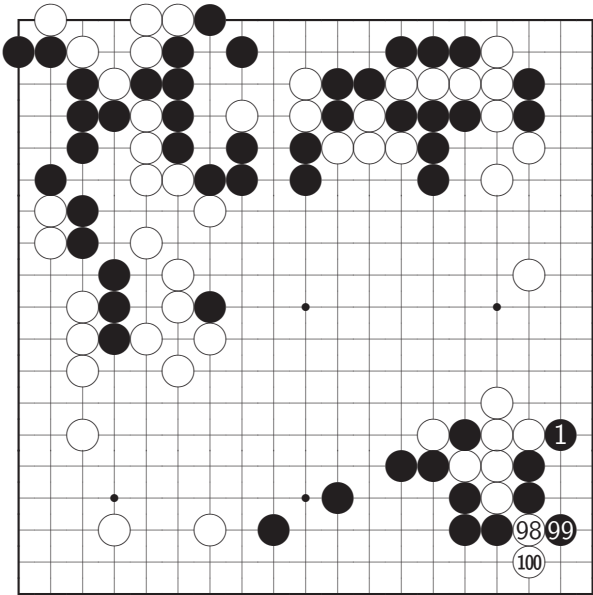
Variation 174 from 96

White gets sente, and plays here.



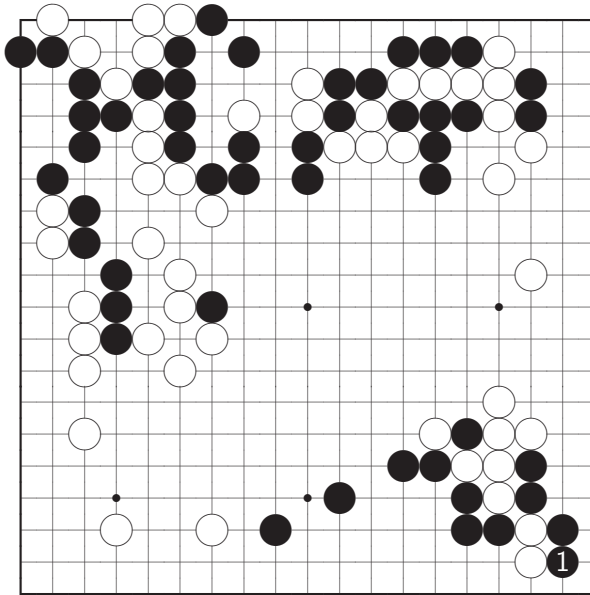
White's right side becomes very big, and white's winning now.

Variation 175 from ⑨6



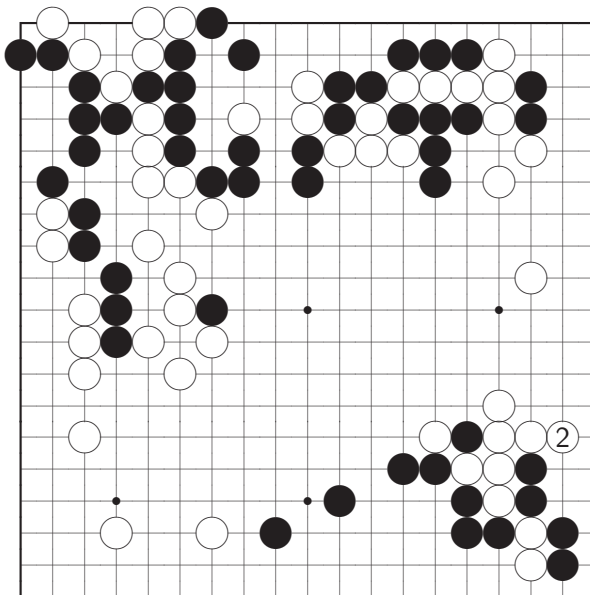
This hane showed fighting spirit, but it was too much.

*Diagram 49
(Moves: 98-101)*



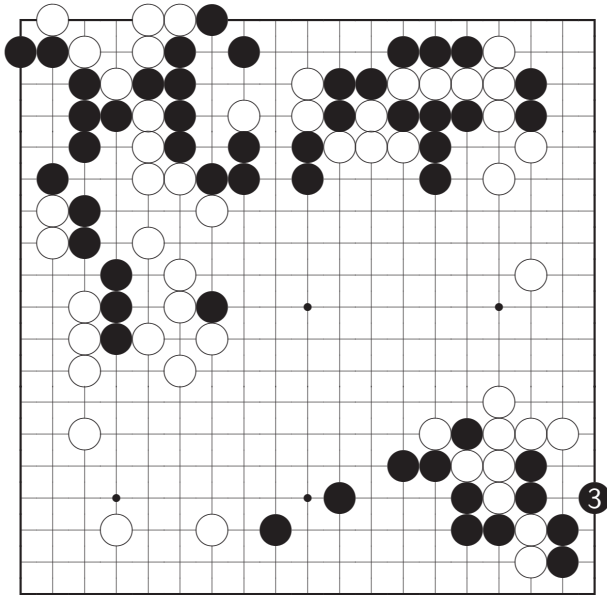
Variation 176 from ⑩⑩

Black should have played here,



Variation 177 from ⑩⑩

White gets to force here,



Variation 178 from ⑩⑩

But the game's still very close.

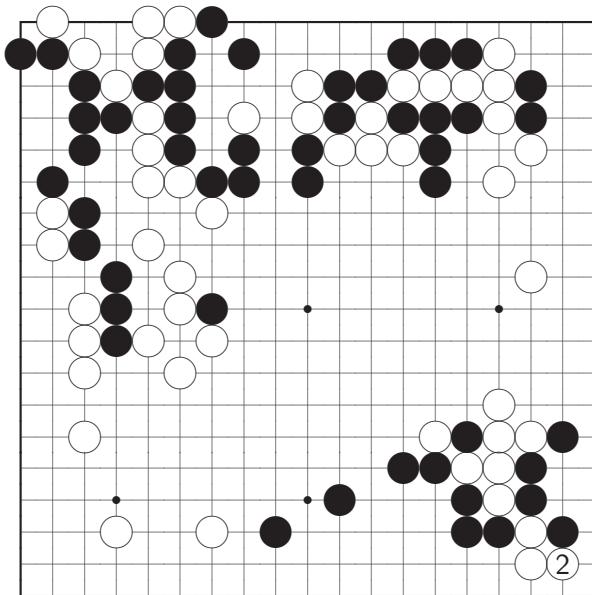


Diagram 50
(Move: 102)

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

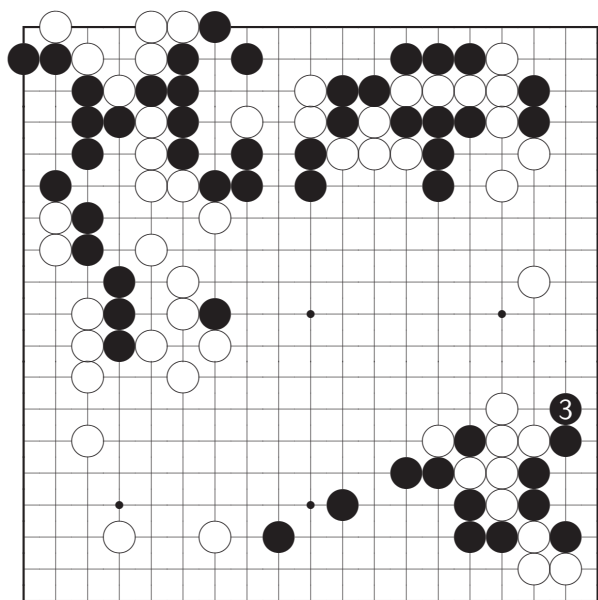
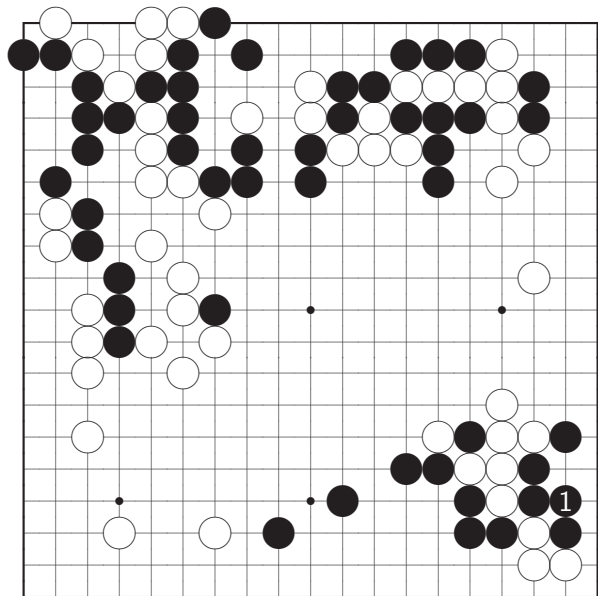


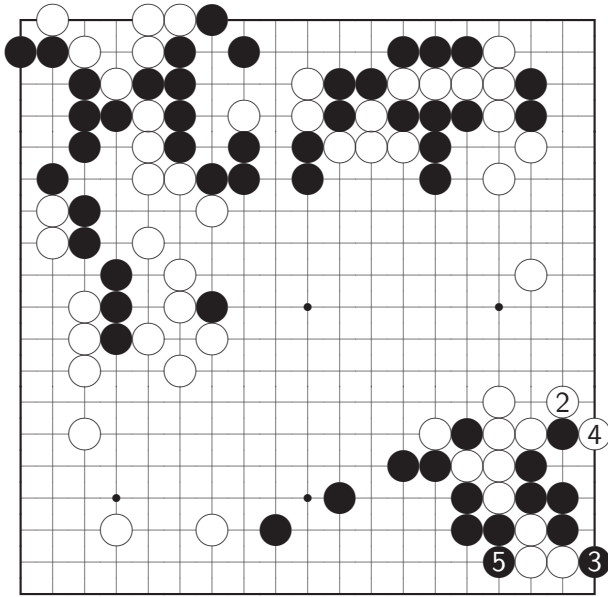
Diagram 51
(Move: 103)

This is the only choice for black.



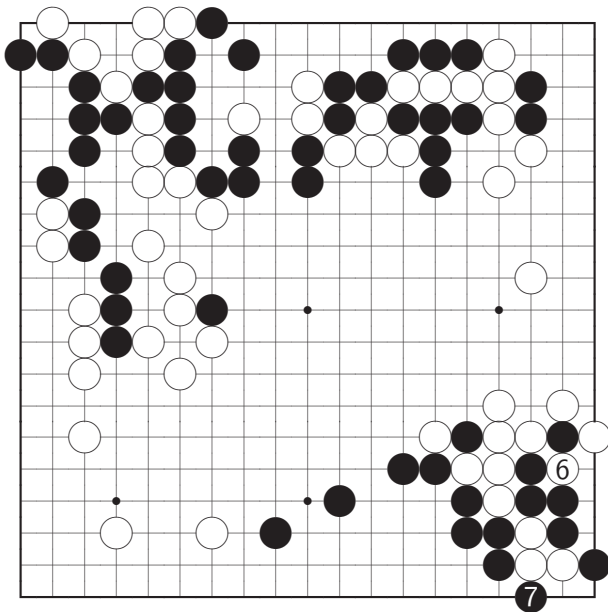
Variation 179 from 102

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.

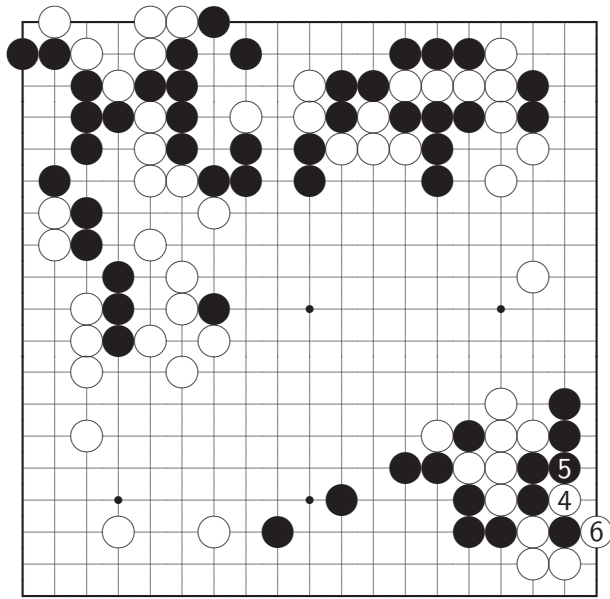


Diagram 52
(Moves: 104-106)

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

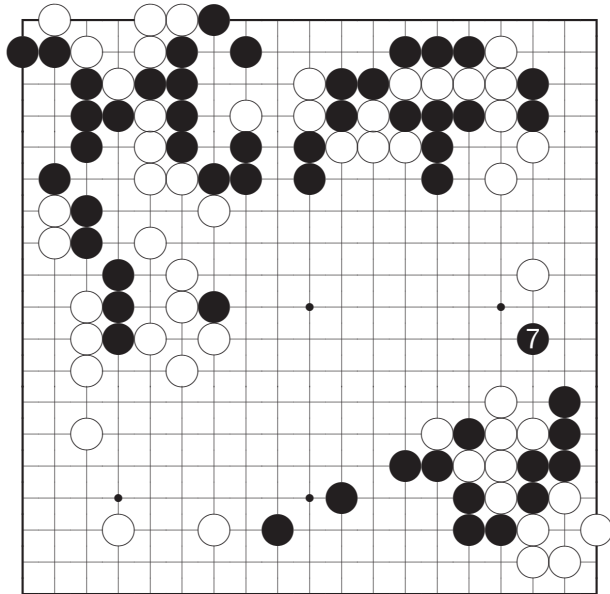


Diagram 53
(Move: 107)

Black has to look after this group now.

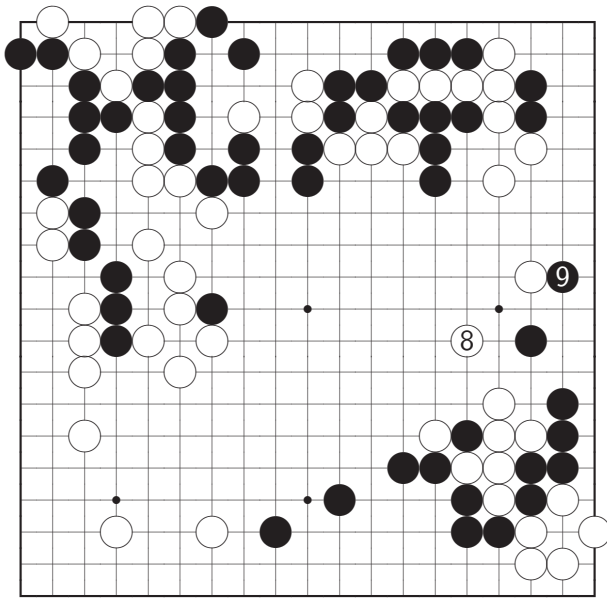
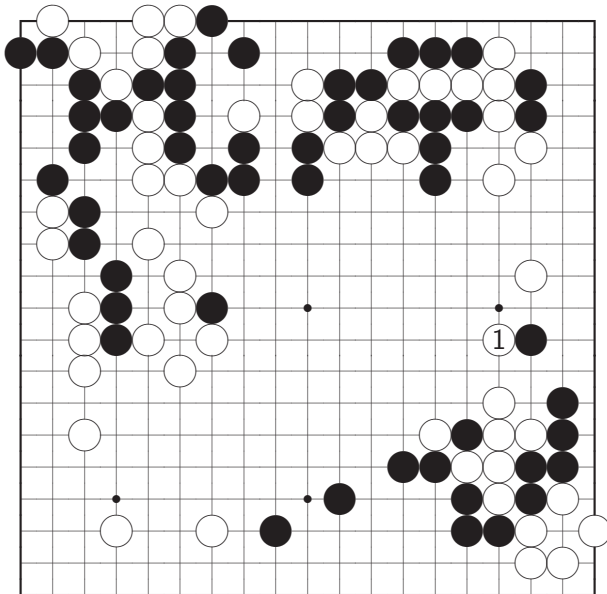


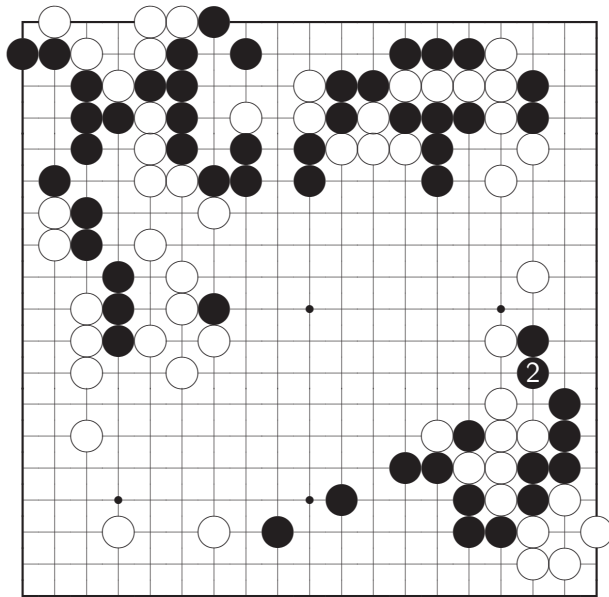
Diagram 54
(Moves: 108-109)

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



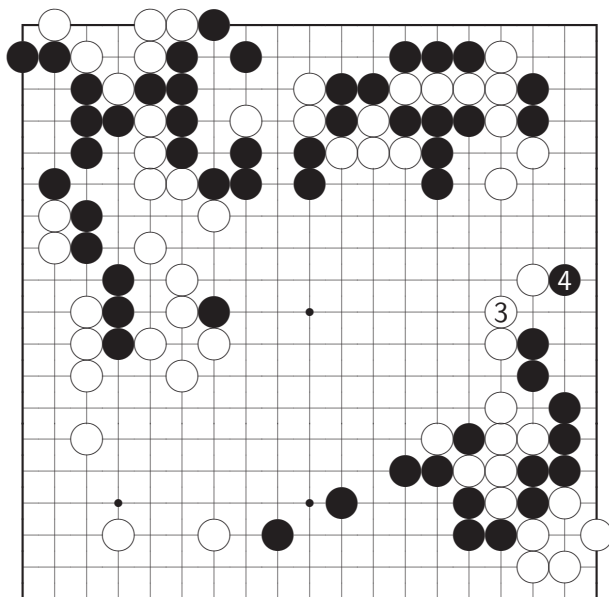
Variation 182 from 107

If white attached here,



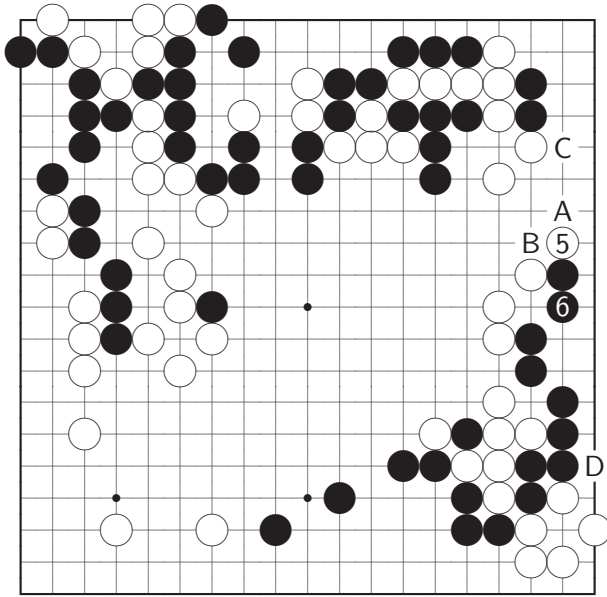
Variation 183 from 107

Black can just pull back,



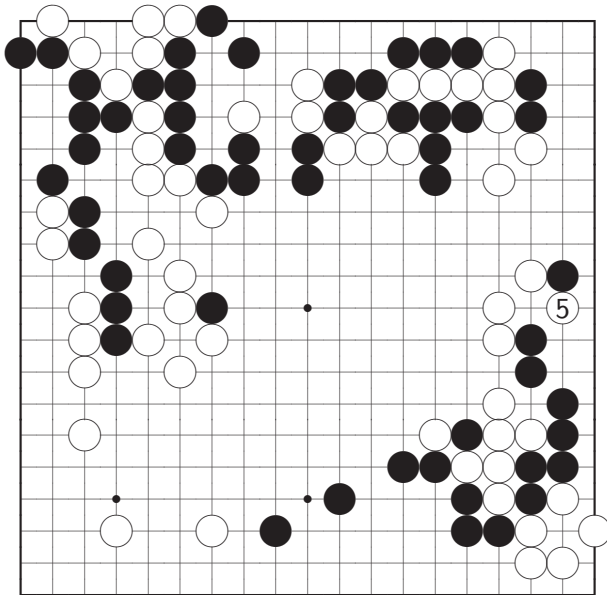
Variation 184 from 107

And attach.



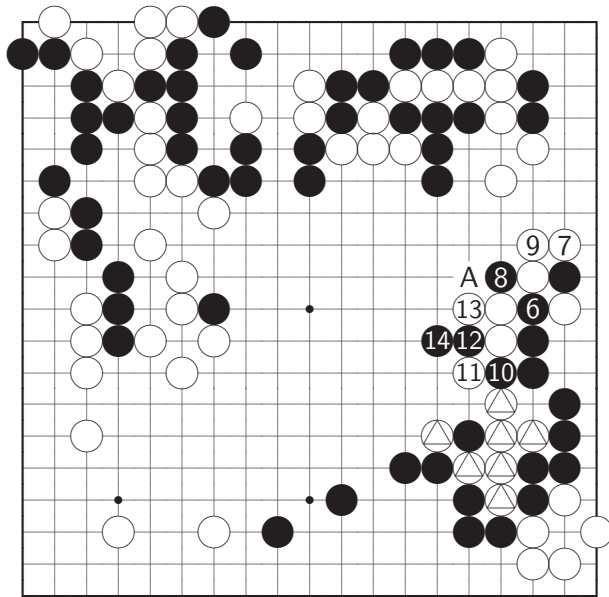
Variation 185 from 107

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



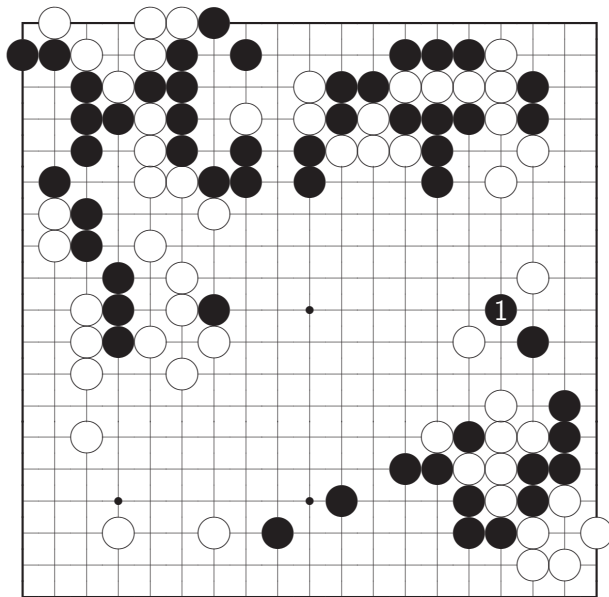
Variation 186 from 107

If white cuts here,



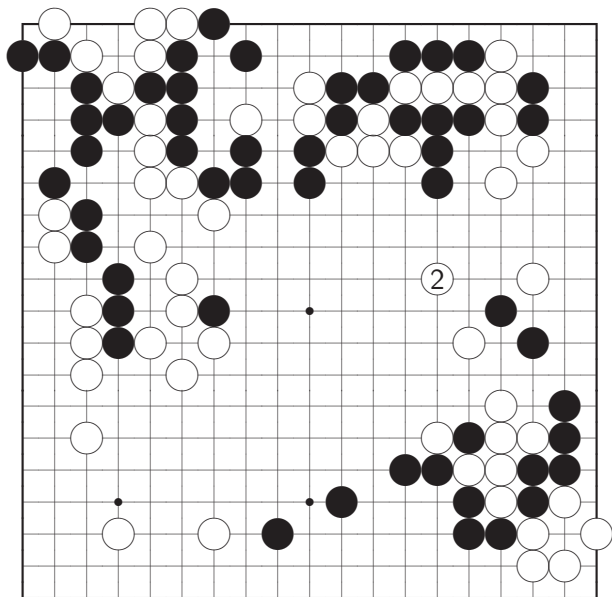
Variation 187 from 107

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



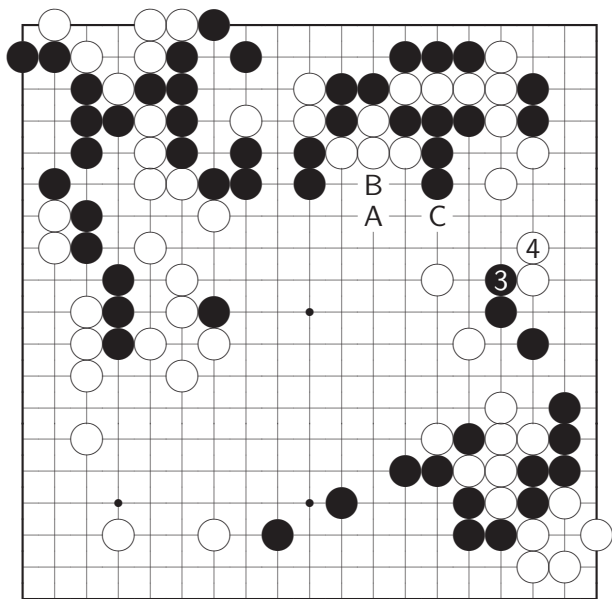
Variation 188 from 108

Moving out like this would be dangerous.



White can keep attacking like this and,

Variation 189 from (108)



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

Variation 190 from (108)

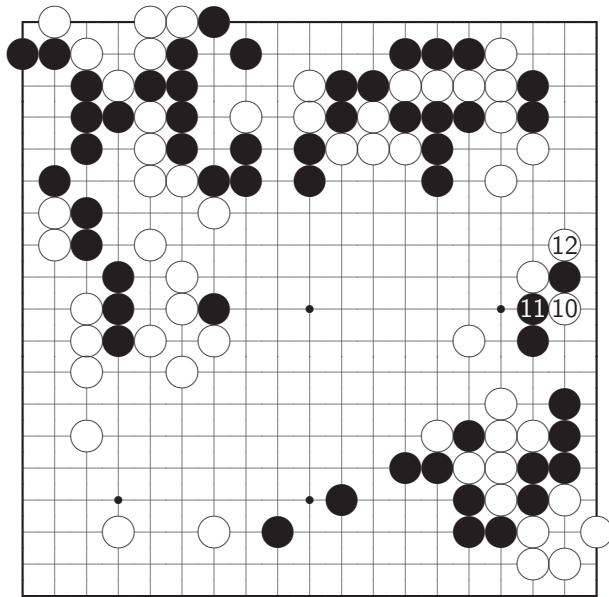
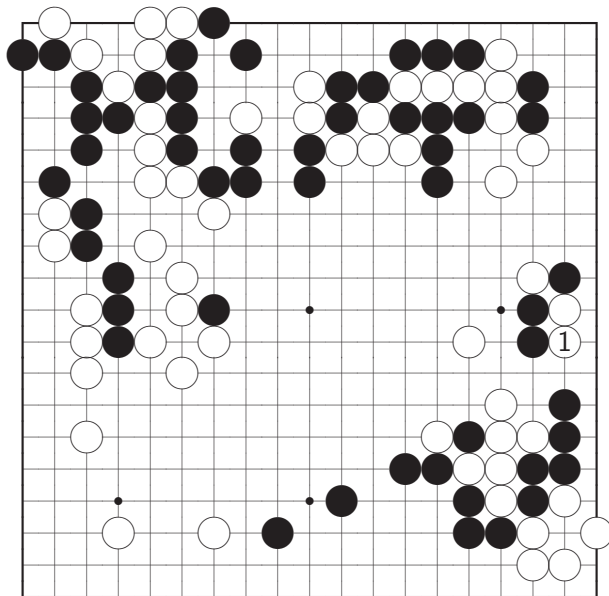


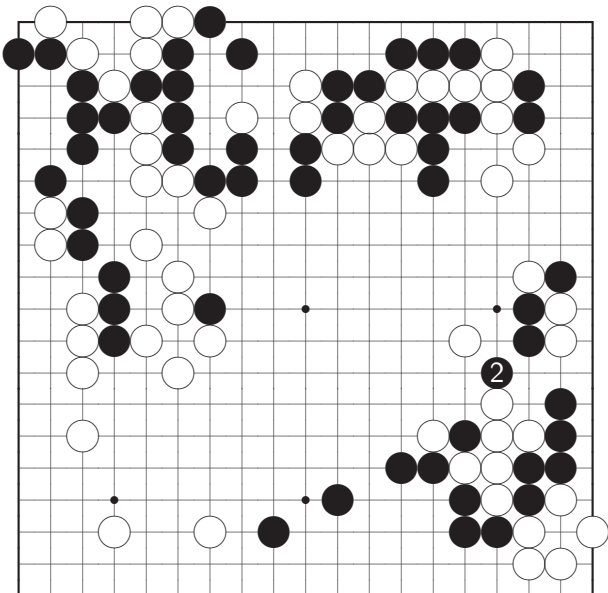
Diagram 55
(Moves: 110-112)

This atari was right.



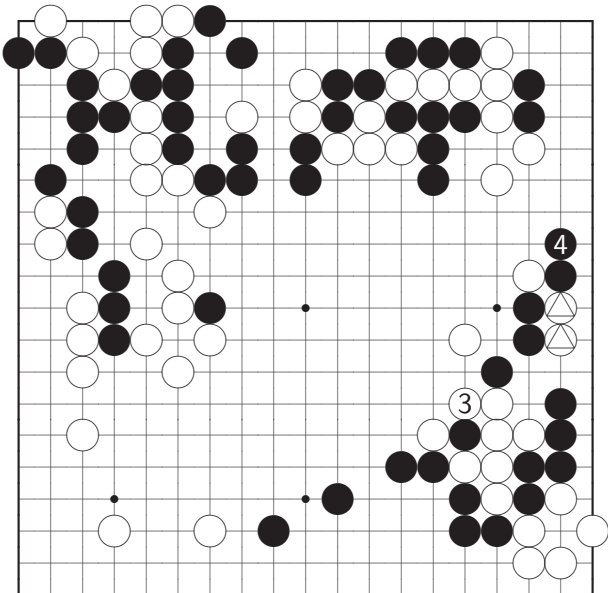
Variation 191 from 111

Pushing here doesn't work, because



This attachment is very good, and

Variation 192 from 111



White can't save the two stones.

Variation 193 from 111

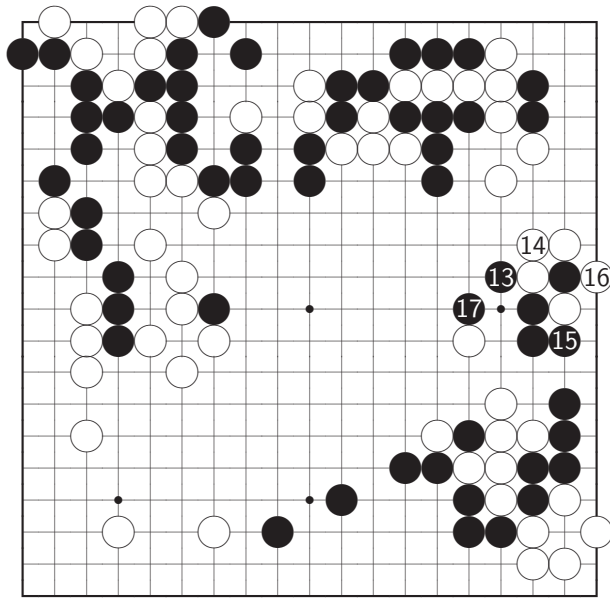


Diagram 56
(Moves: 113-117)

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

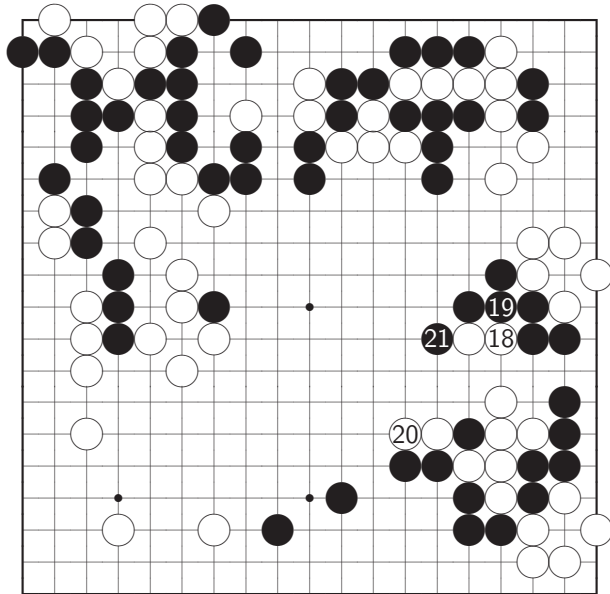


Diagram 57
(Moves: 118-121)

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

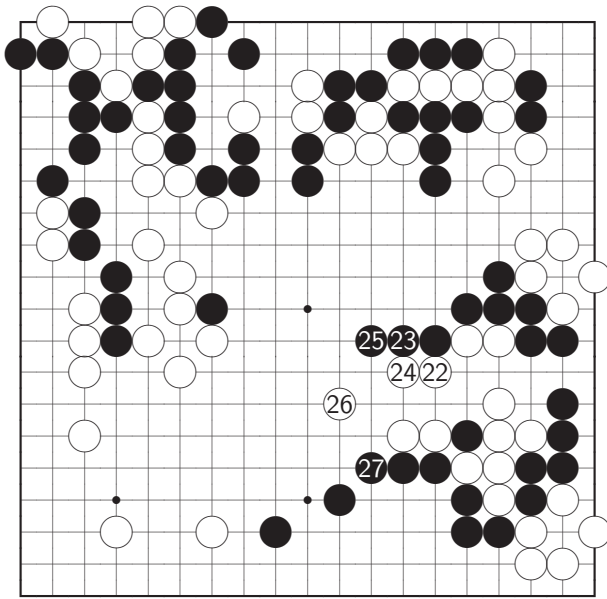
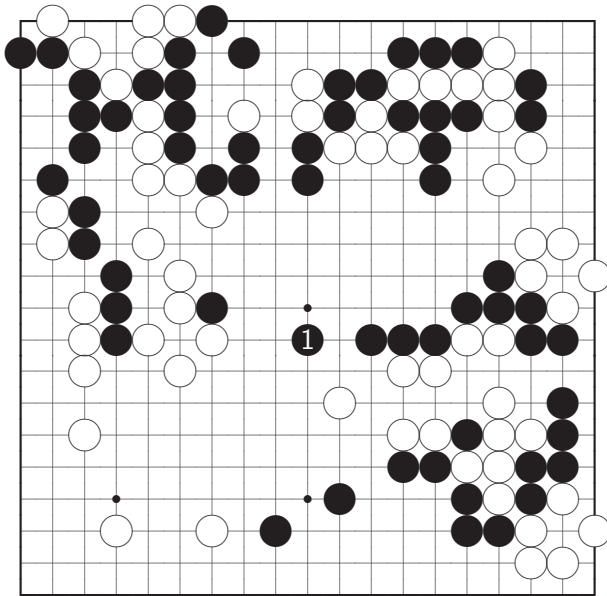


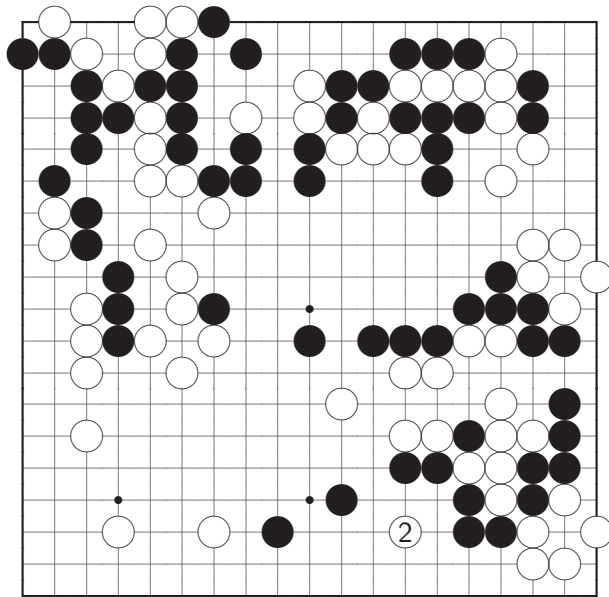
Diagram 58
(Moves: 122-127)

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



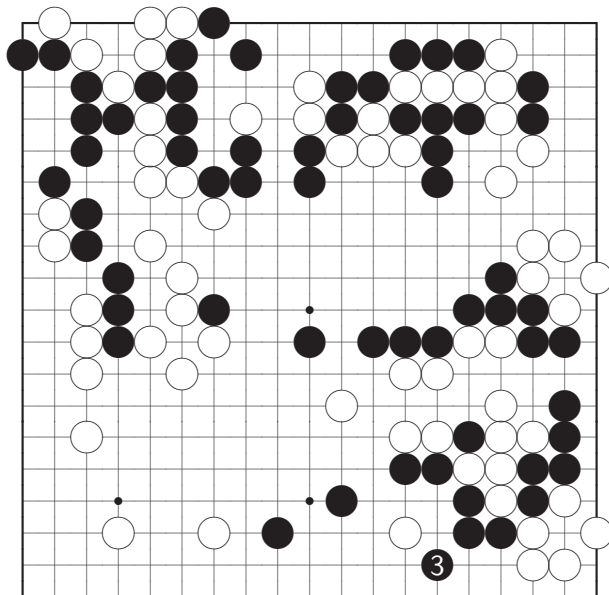
Variation 194 from 126

If black doesn't reinforce at the bottom,



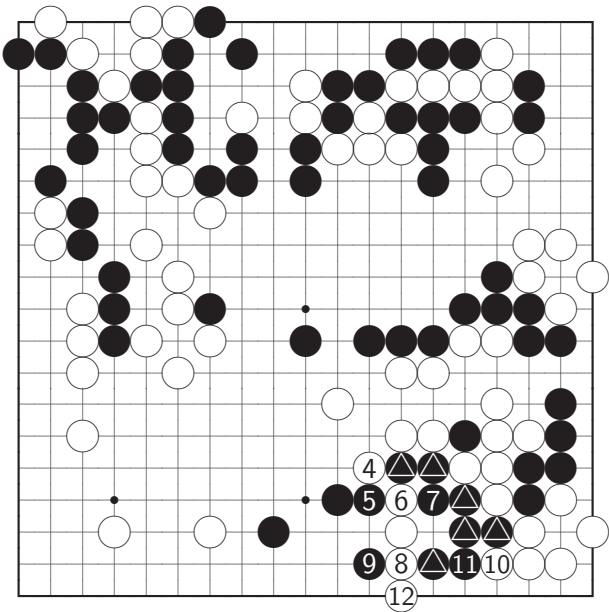
White can invade here.

Variation 195 from ⑫⑥



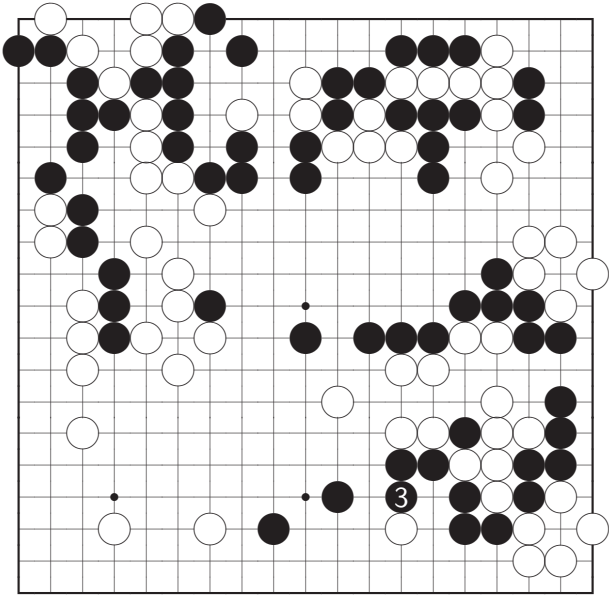
If black responds here,

Variation 196 from ⑫⑥



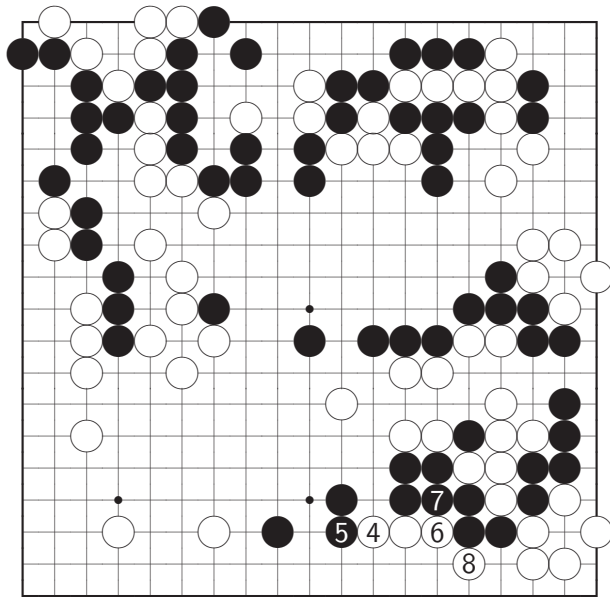
Variation 197 from 126

Black's marked stones are captured.



Variation 198 from 126

If black answers here,



Variation 199 from ⑫⑥

White can easily connect under like this.

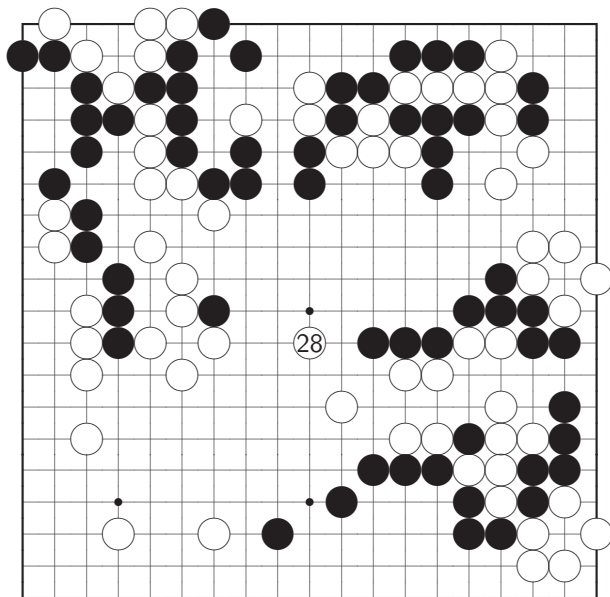


Diagram 59
(Move: 128)

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.

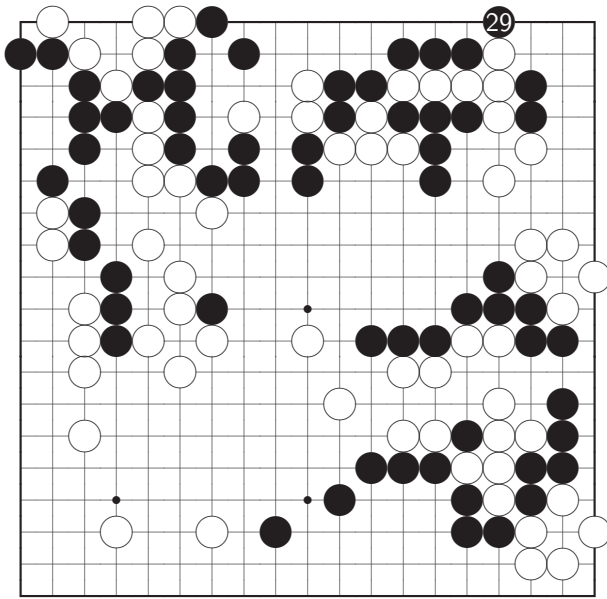


Diagram 60
(Move: 129)

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

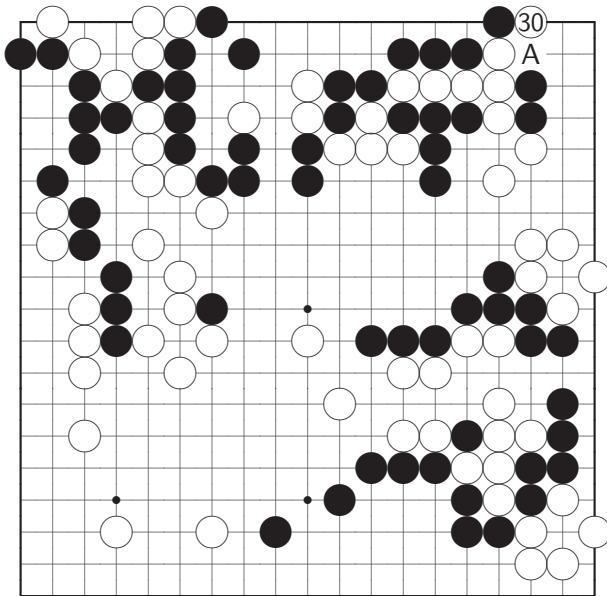
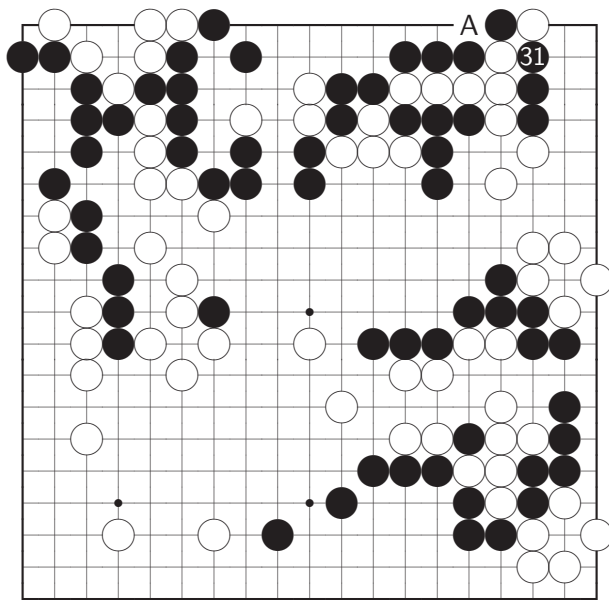


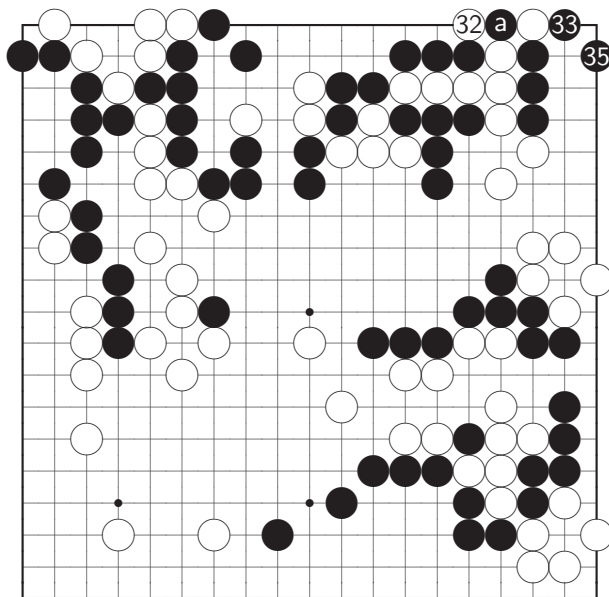
Diagram 61
(Move: 130)

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



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

Diagram 62
(Move: 131)



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.

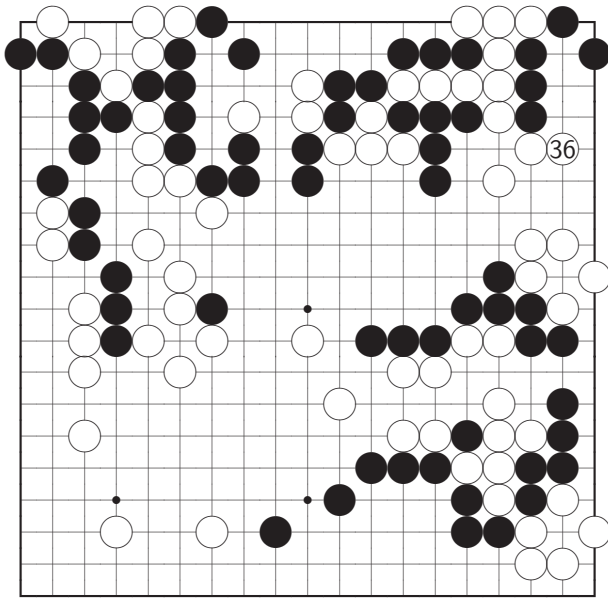


Diagram 64
(Move: 136)

The timing of this forcing exchange was exquisite.

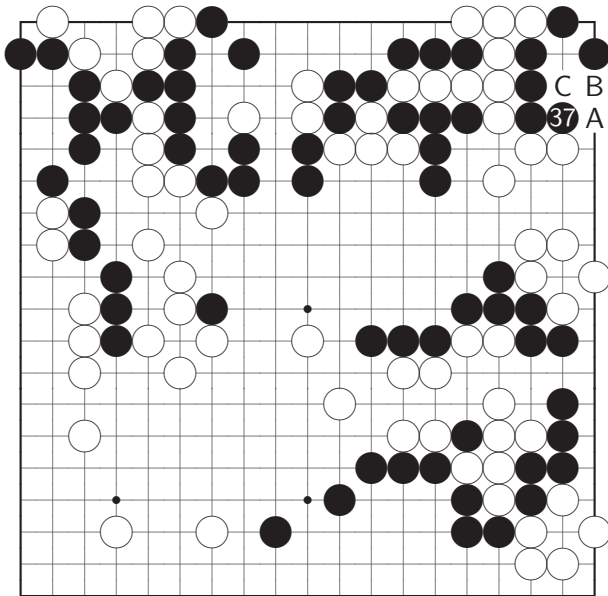
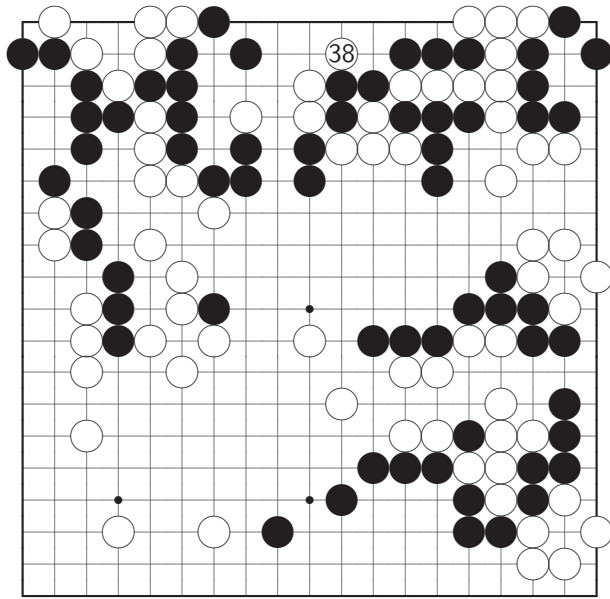


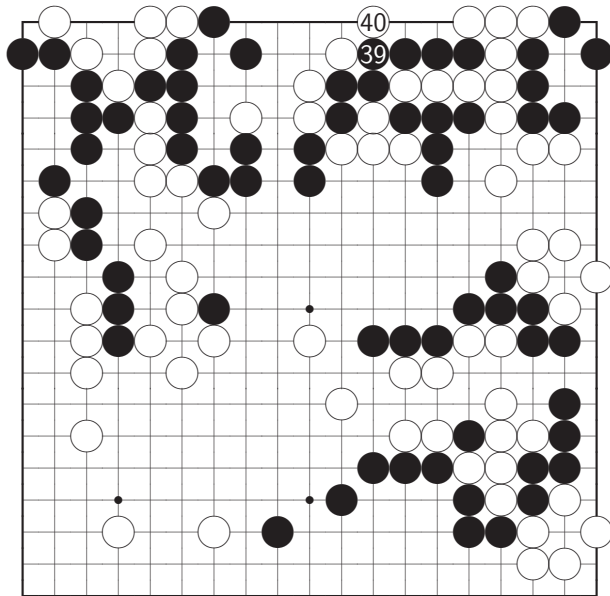
Diagram 65
(Move: 137)

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



This is what white was aiming at.

Diagram 66
(Move: 138)



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

Diagram 67
(Moves: 139-140)

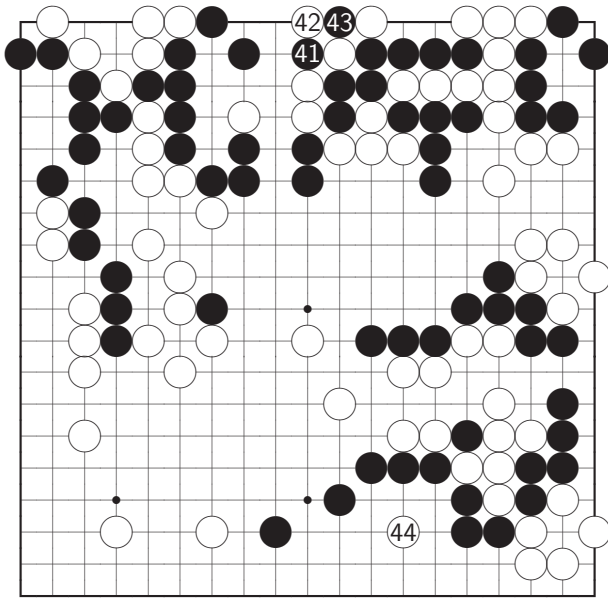


Diagram 68
(Moves: 141-144)

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

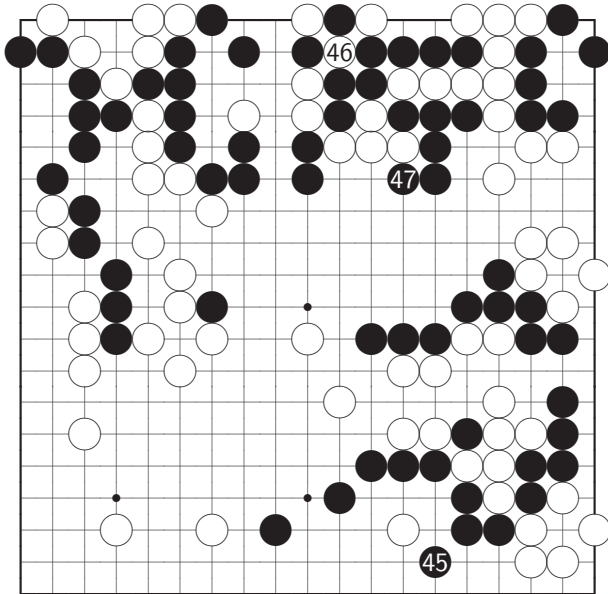
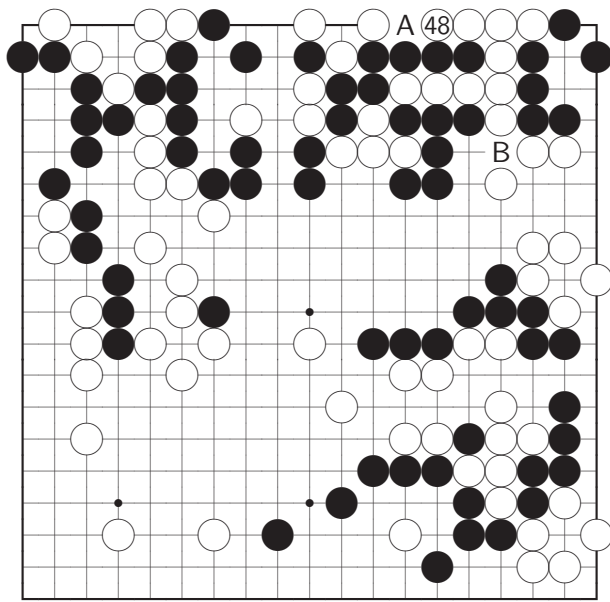
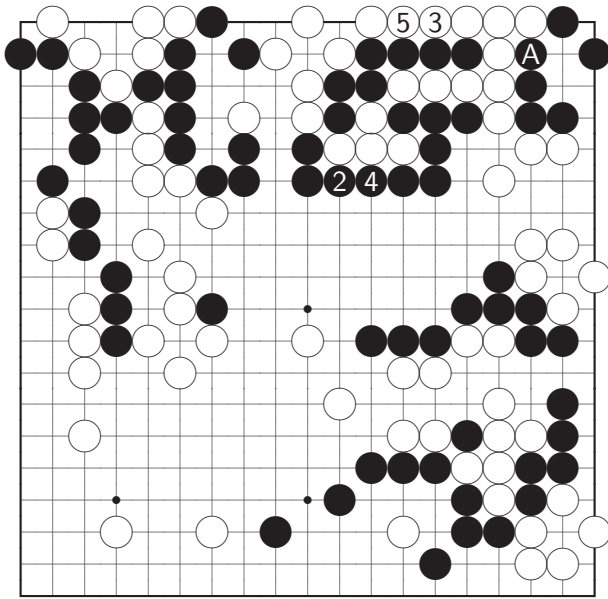


Diagram 69
(Moves: 145-147)

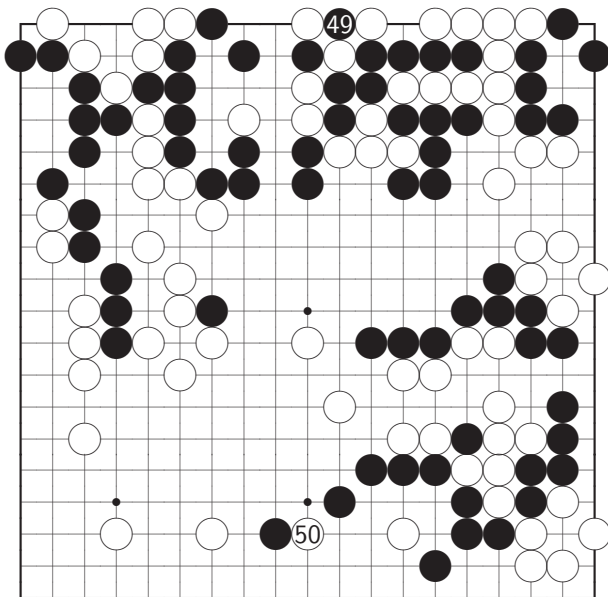
This was a good move for black, and now, white has two options.





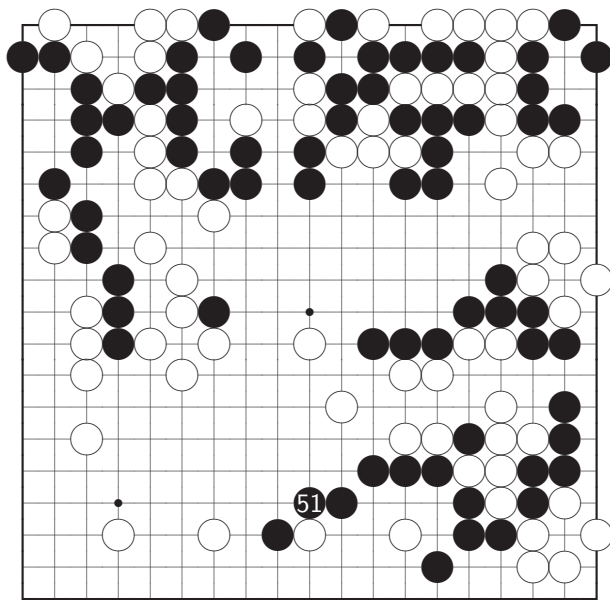
White can connect under, but the game's still very close. Black lived in the top right corner, and white saved the stones at the top. The result is pretty even from A up to here.

Variation 201 from 147



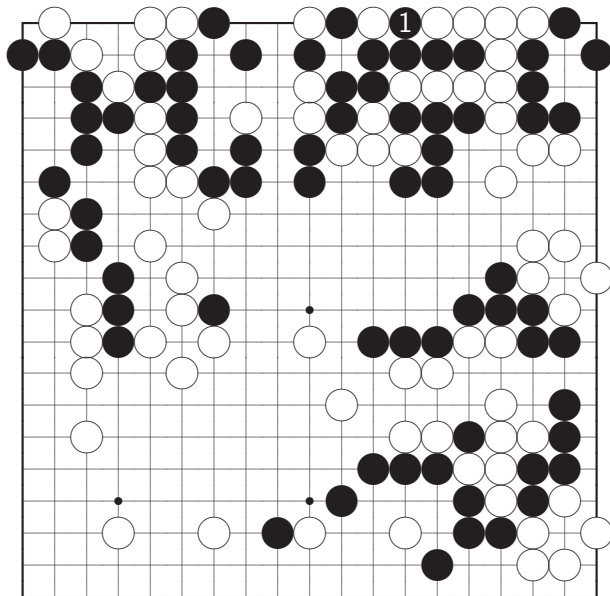
This was a good ko threat.

Diagram 71
(Moves: 149-150)



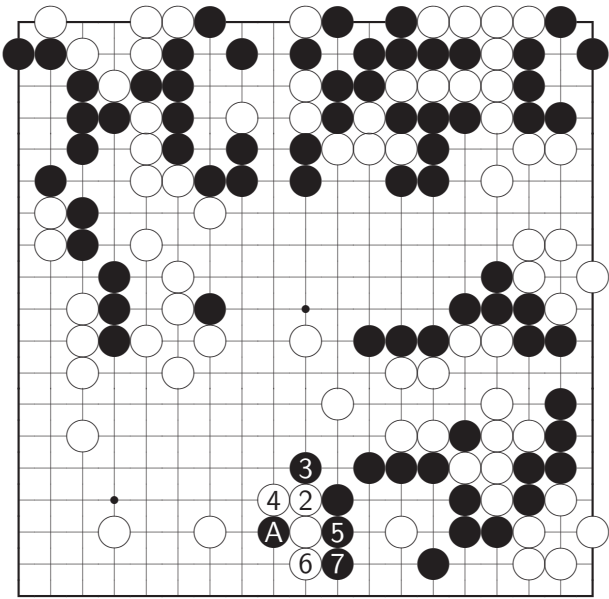
Black must answer here.

Diagram 72
(Move: 151)



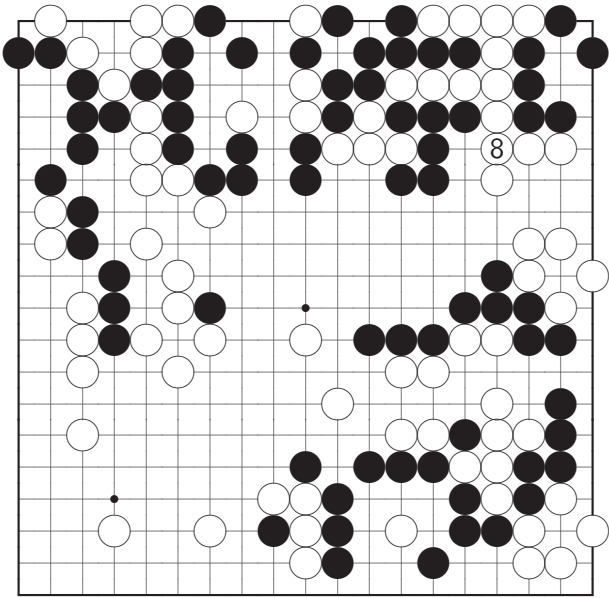
If black doesn't answer,

Variation 202 from 150



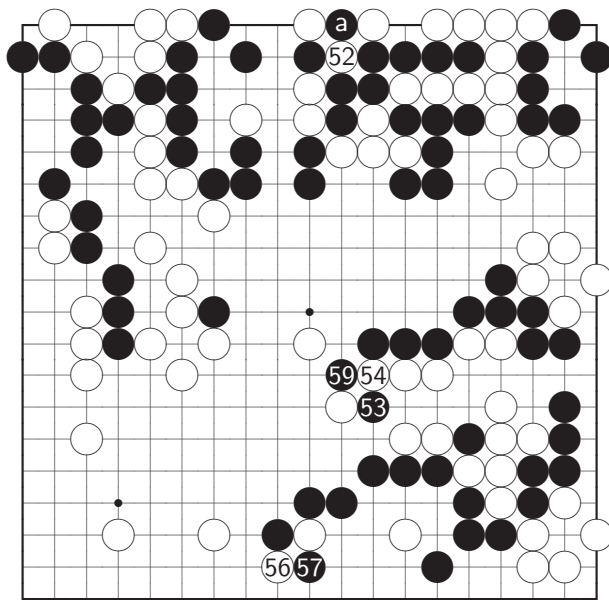
Variation 203 from 150

White captures the stone at A in sente, and



Variation 204 from 150

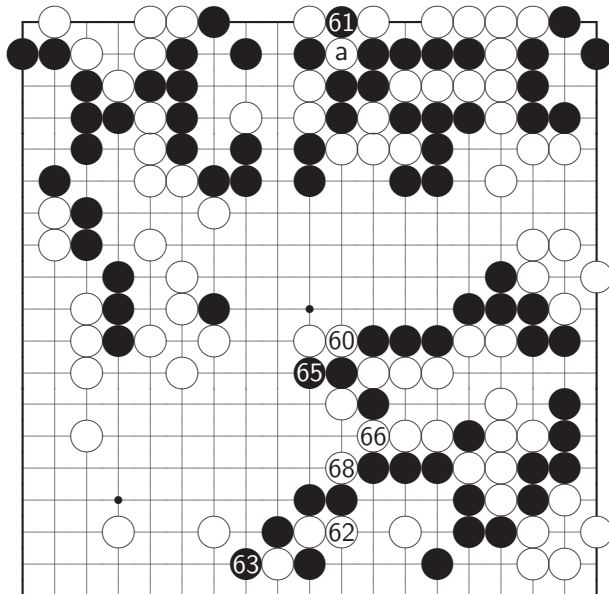
White is winning now.



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.

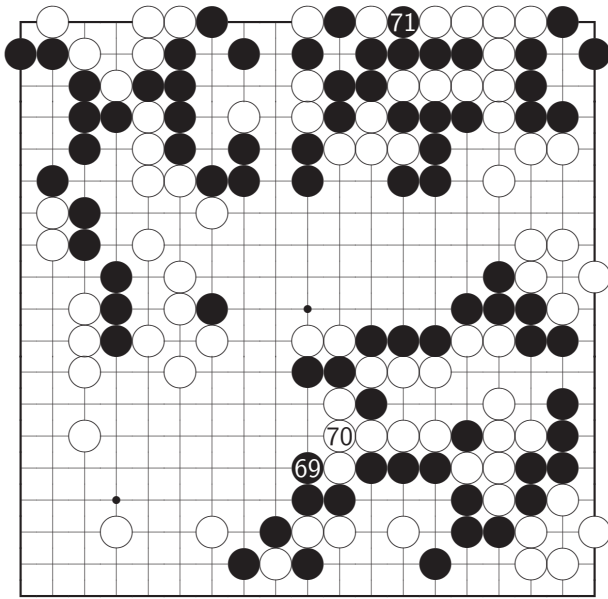


Diagram 75
(Moves: 169-171)

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

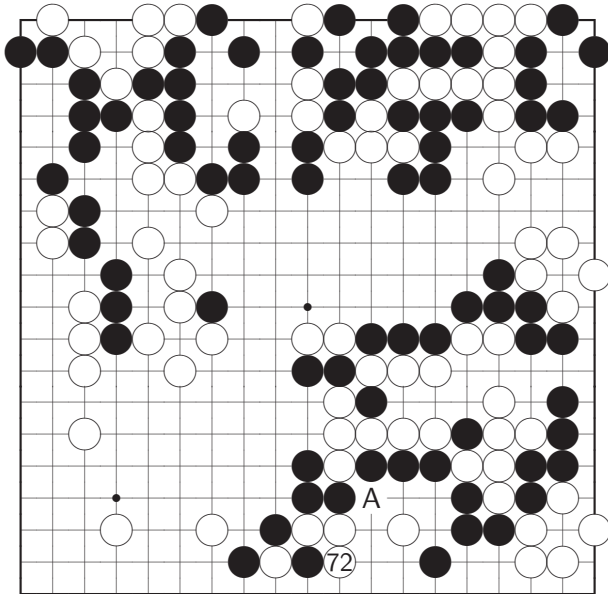


Diagram 76
(Move: 172)

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

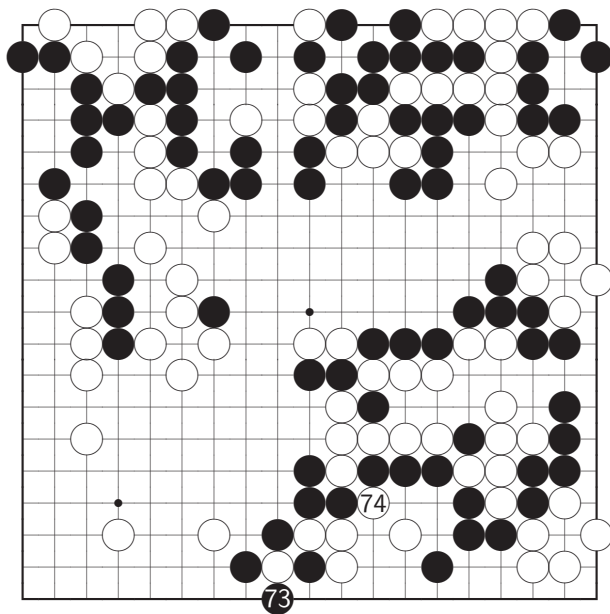
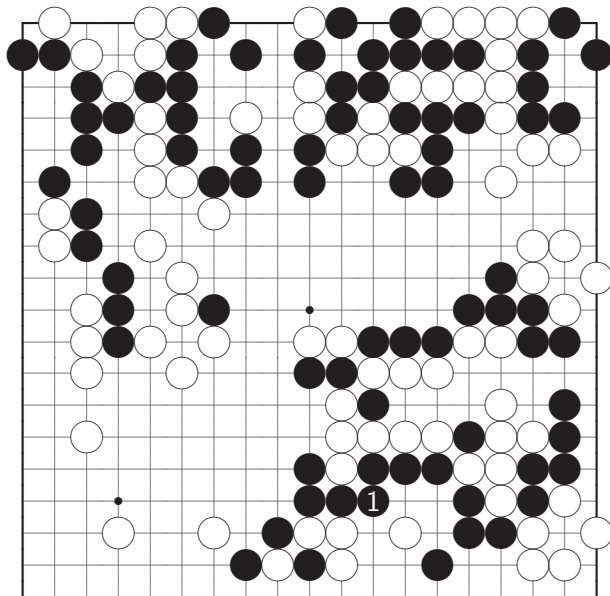


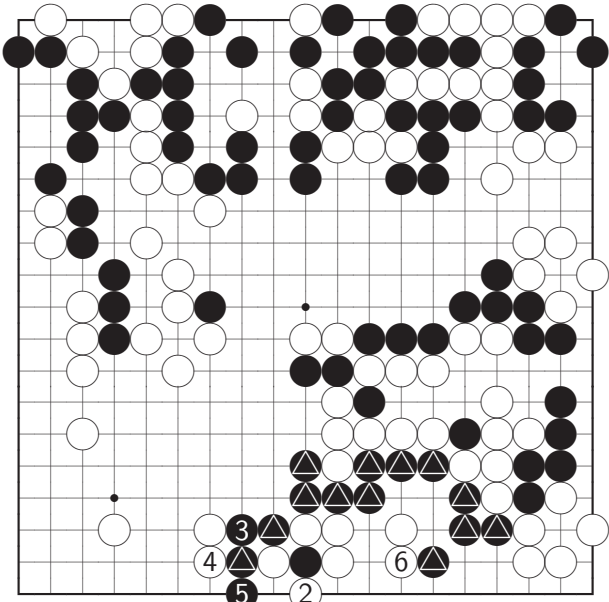
Diagram 77
(Moves: 173-174)

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



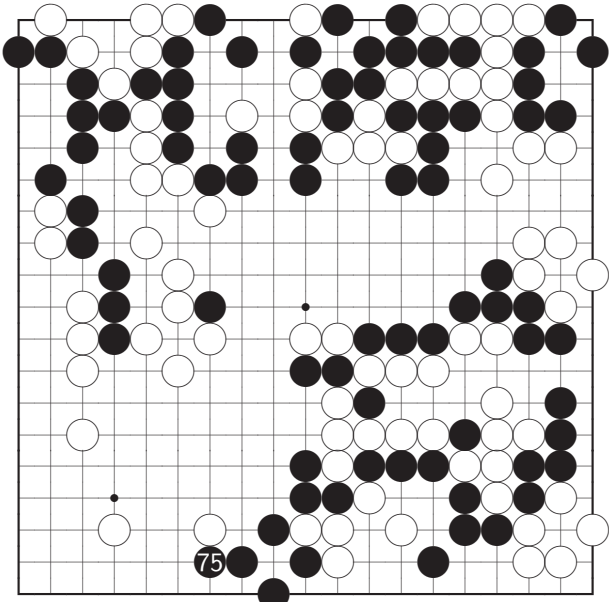
Variation 205 from 172

Black can't connect here, because



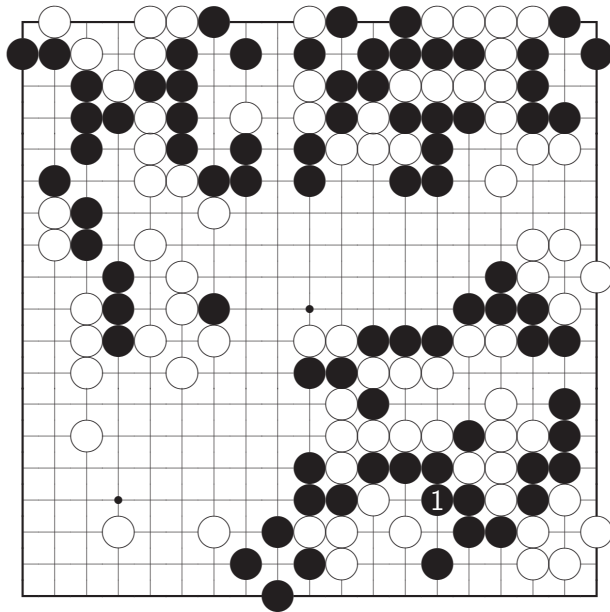
There's no way for black's marked stones to live.

Variation 206 from ⑪72



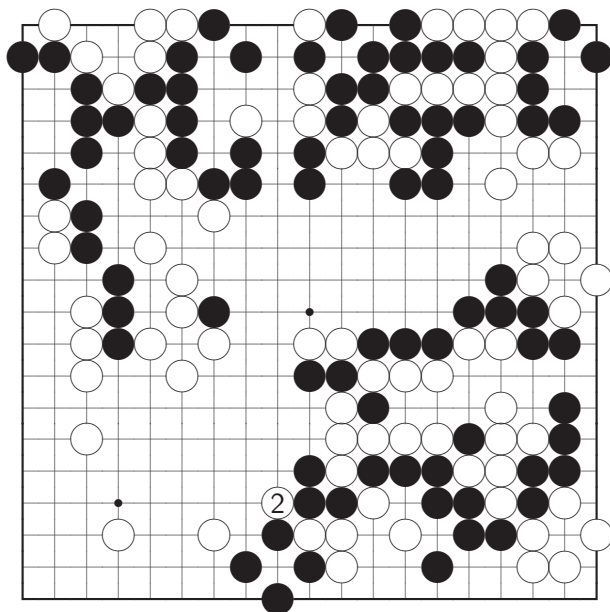
Black pushed here to live,

Diagram 78
(Move: 175)



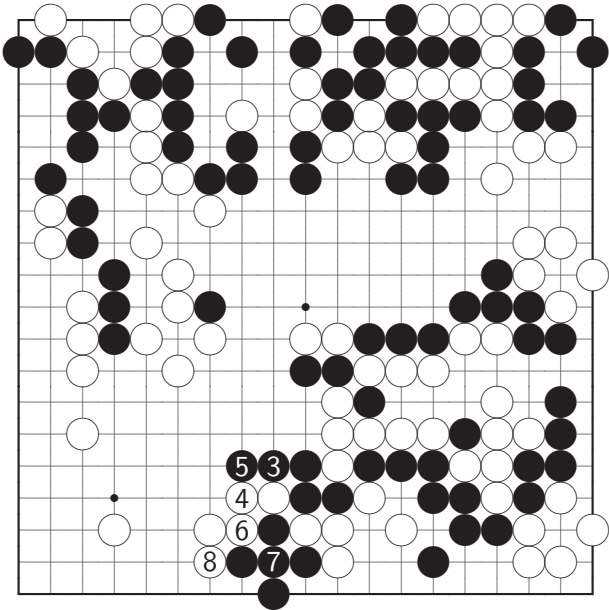
If black connects here to fight,

Variation 207 from ①74



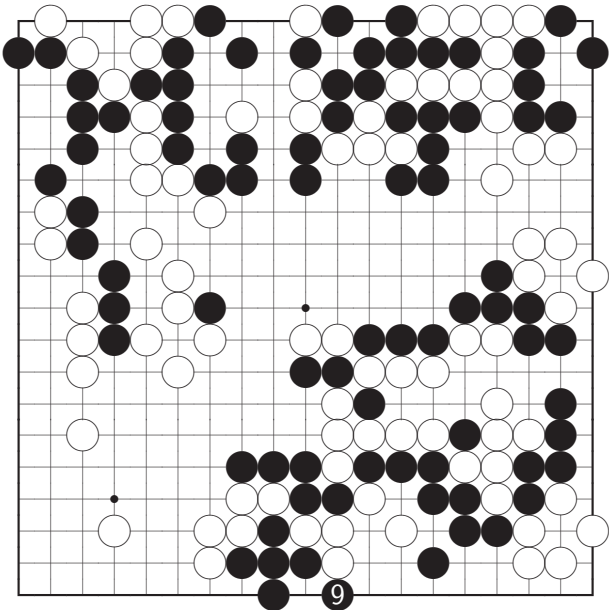
This cut is good.

Variation 208 from ①74



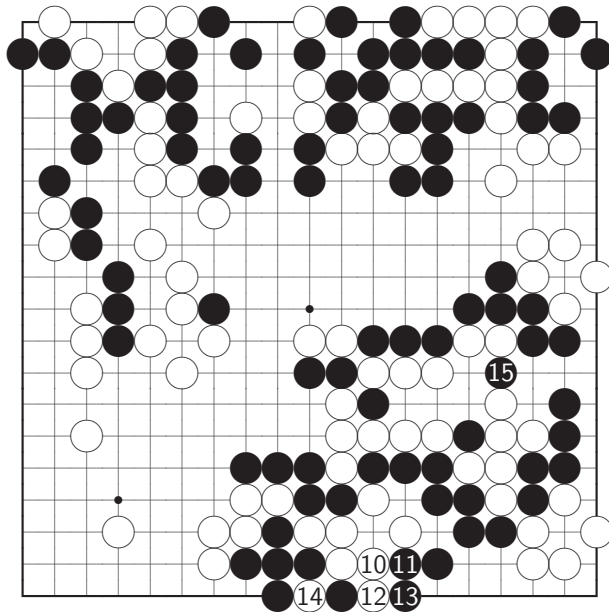
Black's in trouble.

Variation 209 from ①74



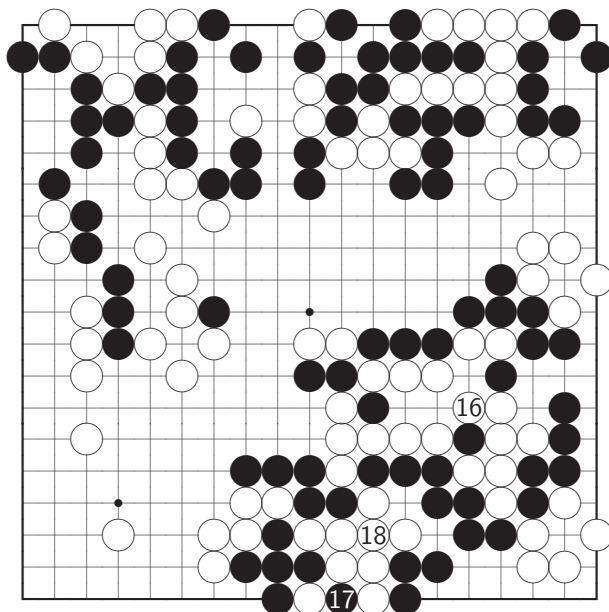
If black keeps going,

Variation 210 from ①74



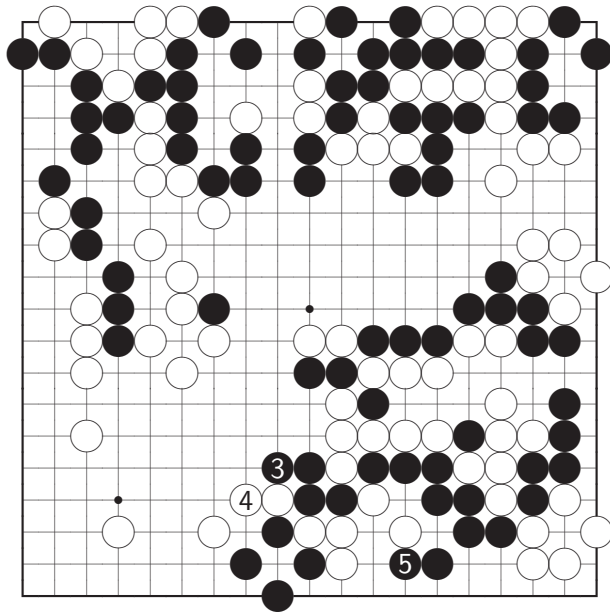
Variation 211 from 174

This is black's only big ko threat.



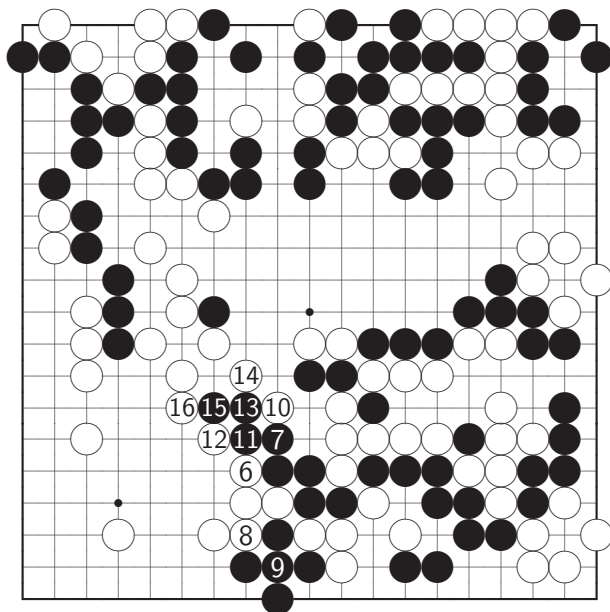
Variation 212 from 174

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



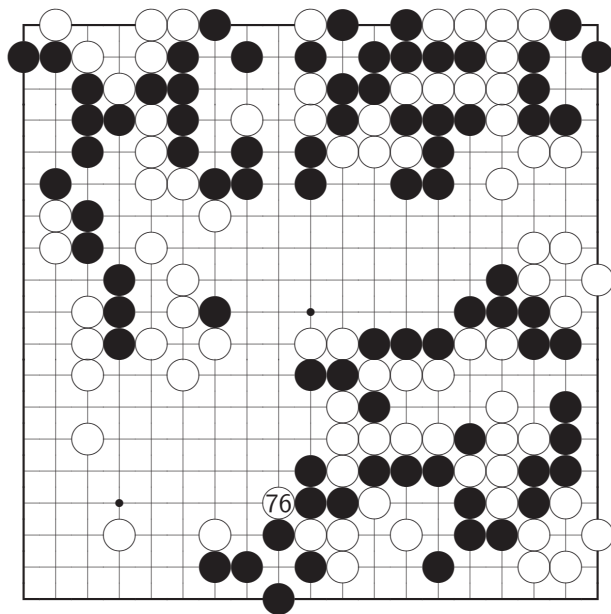
If black plays here,

Variation 213 from ①74



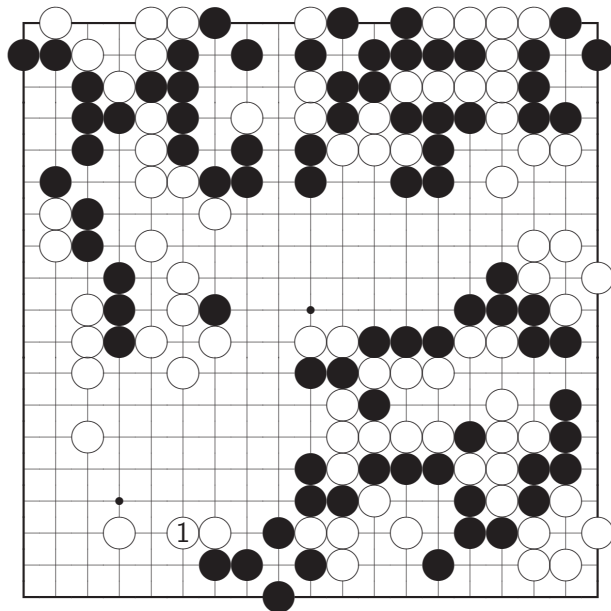
Black's cutting stones can't escape.

Variation 214 from ①74



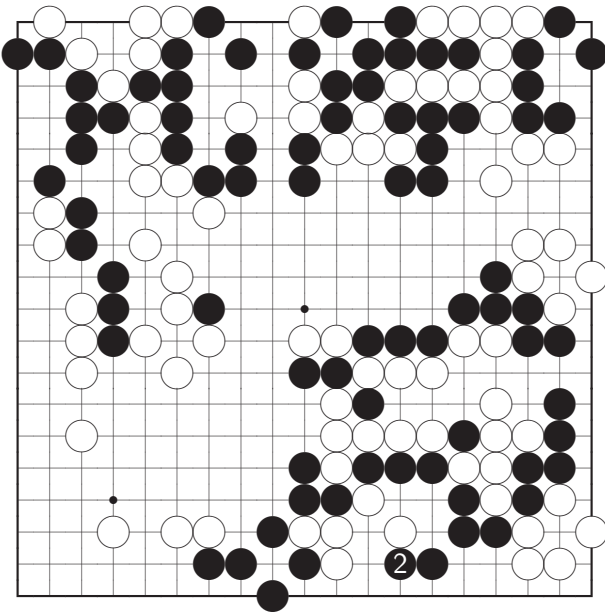
This cut was good.

Diagram 79
(Move: 176)



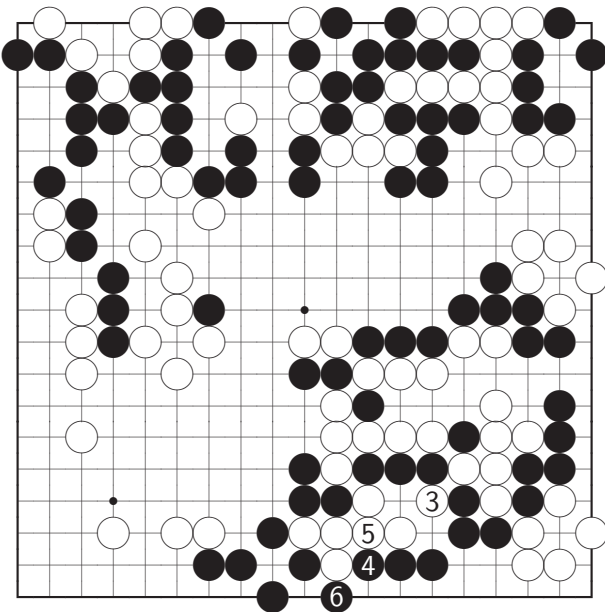
If white just answers here,

Variation 215 from 175



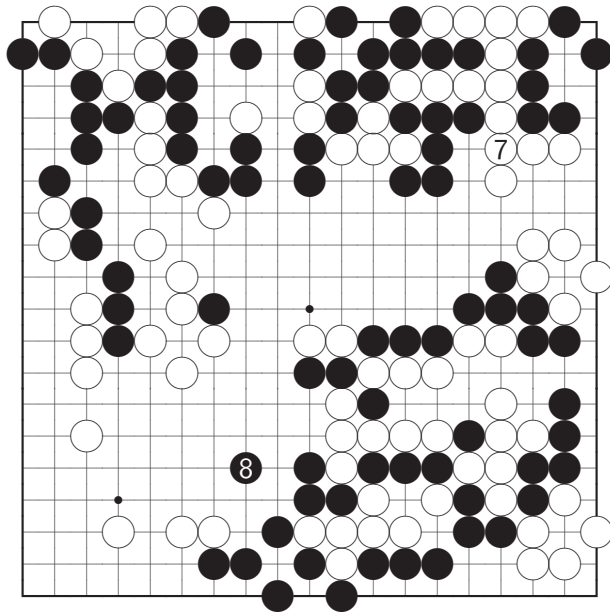
Pushing in here is good, and

Variation 216 from 175



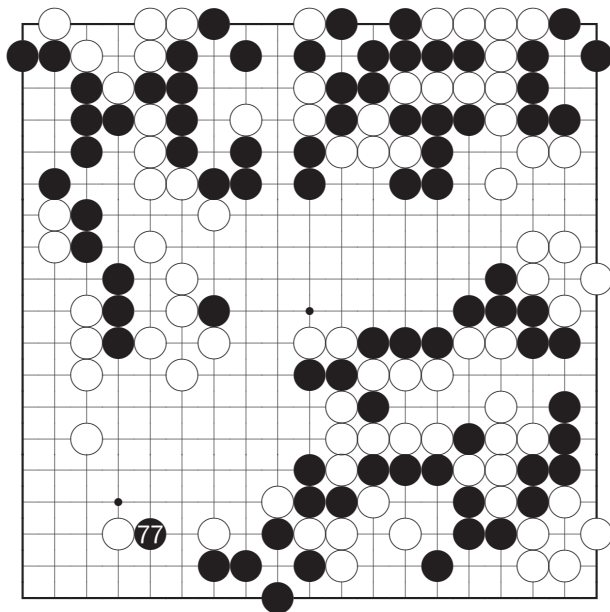
Black can connect under to catch up.

Variation 217 from 175



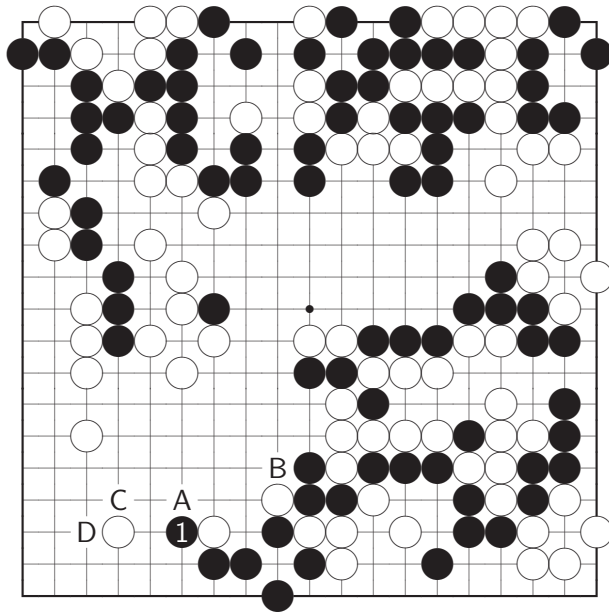
The game becomes close again.

Variation 218 from 175



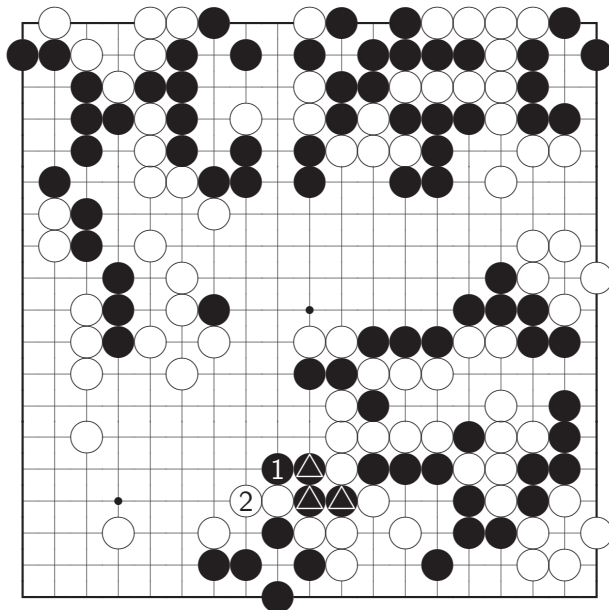
Black attached here to take sente, but it was questionable.

Diagram 80
(Move: 177)



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.

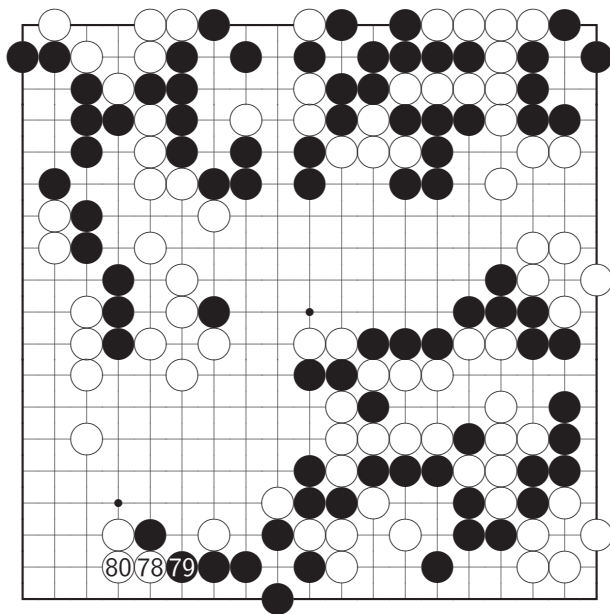


Diagram 81
(Moves: 178-180)

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

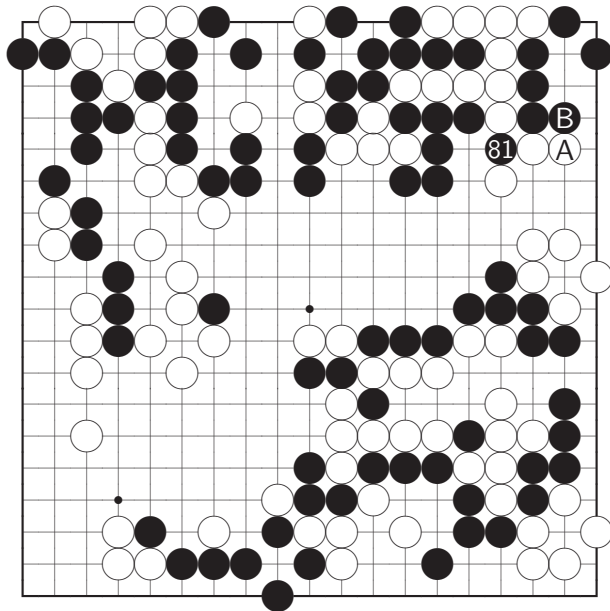


Diagram 82
(Move: 181)

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.

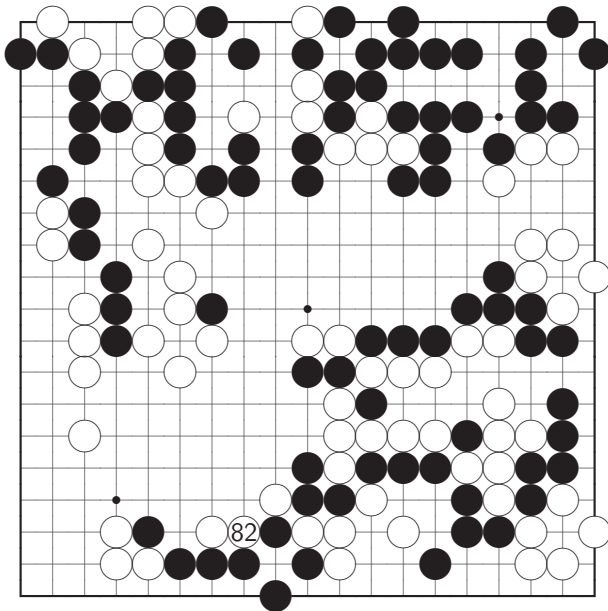


Diagram 83
(Move: 182)

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

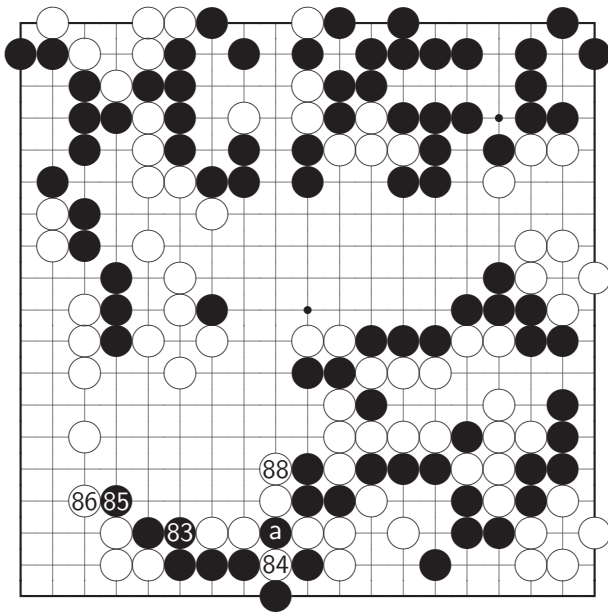


Diagram 84
(Moves: 183-188)
187 at a.

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

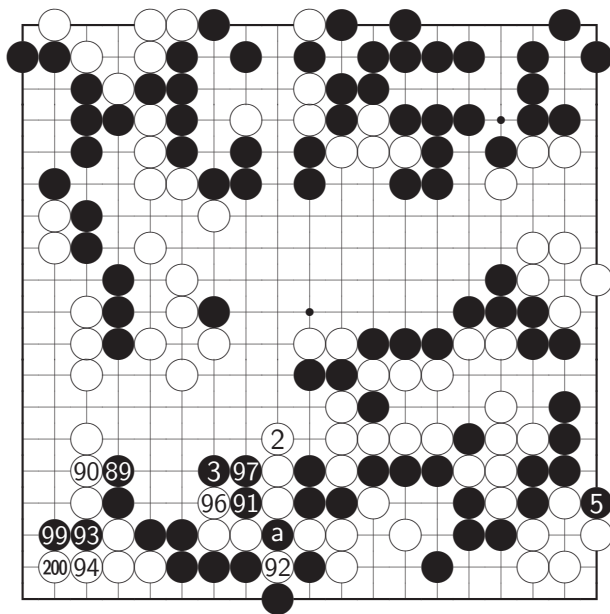
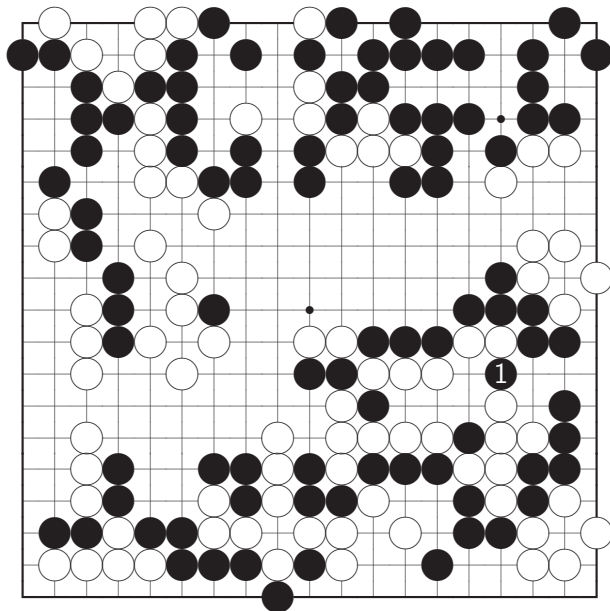


Diagram 85
(Moves: 189-205)

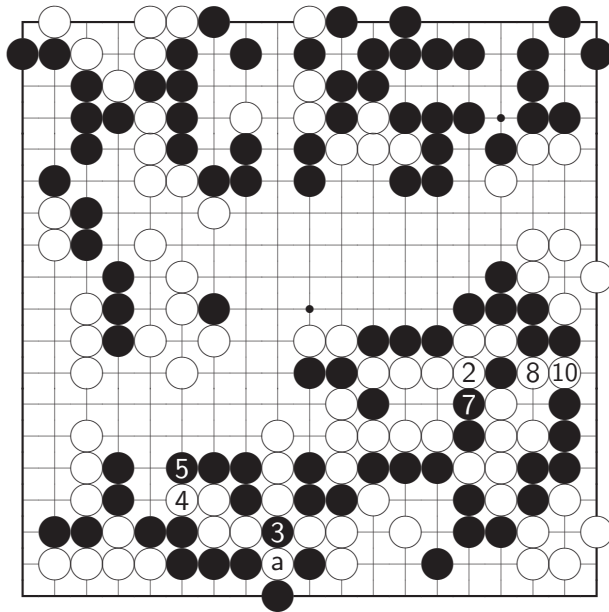
195, 201 at a,
198, 204 at 192.

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



Variation 221 from 204

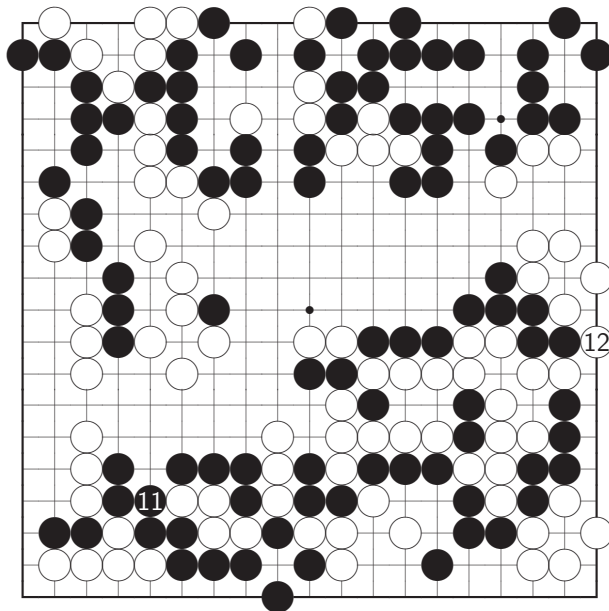
This is a good ko threat, but



Variation 222 from 204

⑥ at a,
⑨ at 3.

Black can't answer this ko threat, and



Variation 223 from 204

White's winning by about 10 points.

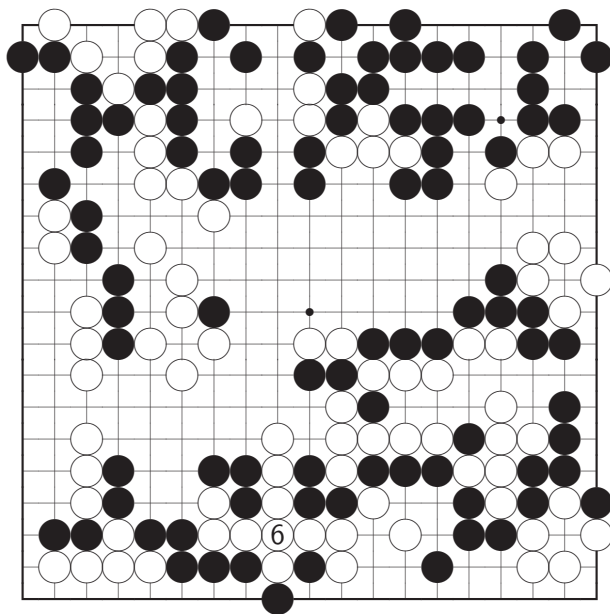


Diagram 86
(Move: 206)

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

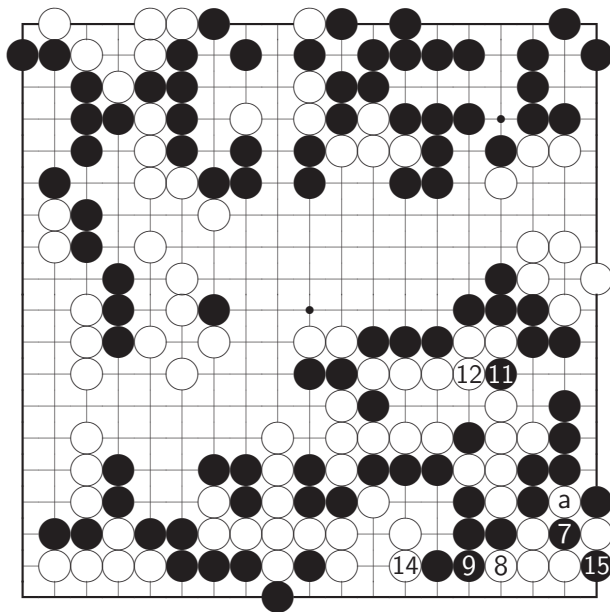
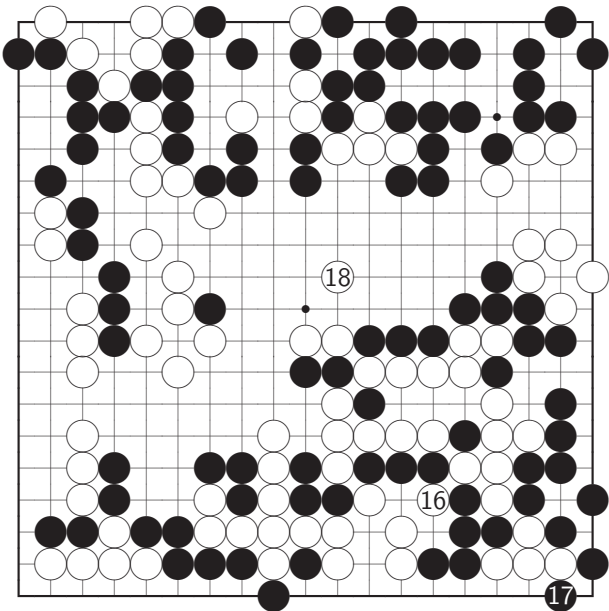


Diagram 87
(Moves: 207-215)
(210) at a,
(213) at 207.

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



White's winning by about 15 points.

Diagram 88
(Moves: 216-218)

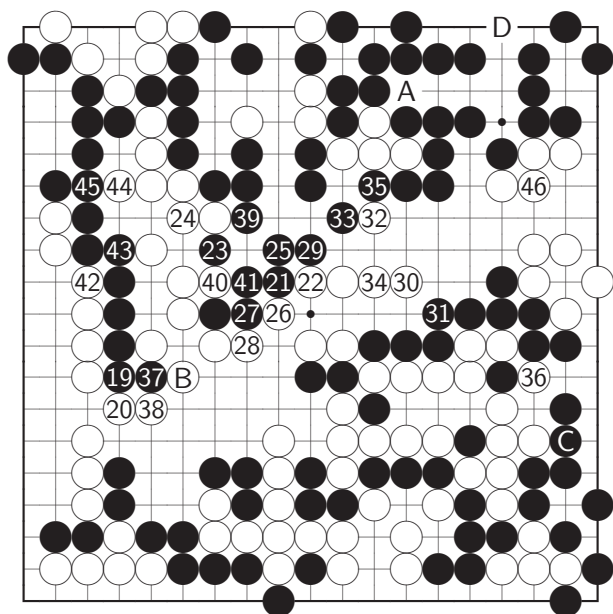


Diagram 89
(Moves: 219-246)

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

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