

Josh Hoak
Younggil An
David Ormerod

Go vs Fujisawa

GPub

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

Foo Publisher
PO #1111
1111 Mainville Road Rd, Ste 120
Fooville
CA 90001
www.fooblar.com

1 2 3 4 5 6 7 8 9 10

ISBN: 2370000260451

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

Created using LaTeX generated by GPub.js.

Contents

Foreward	ii
Preface	iii
Acknowledgments	iv
Introduction	v
1 Introduction	1
2 An Old Fuseki	4
3 The Brilliant Peep	35
4 A Small Mistake	92
5 The Losing Move	108
6 White fights back	112
7 Black resigns	137

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.

CHAPTER 1

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.

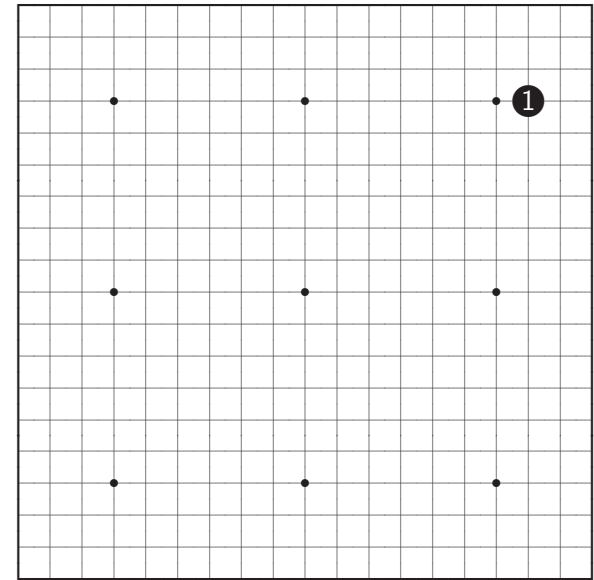
Fujisawa Hosai was very famous for his mirror Go. He kept experimenting with mirror Go because he wanted to learn all about it.

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)

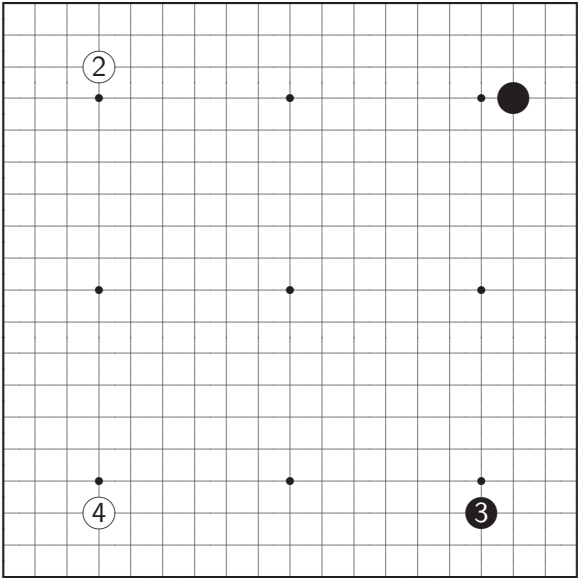


Diagram 2
(Moves: 2-4)

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.

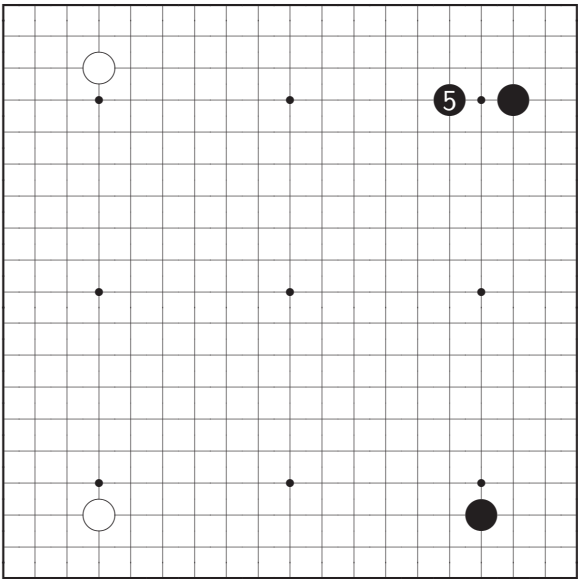


Diagram 3
(Move: 5)

This opening seemed to be popular at the time.

An Old Fuseki

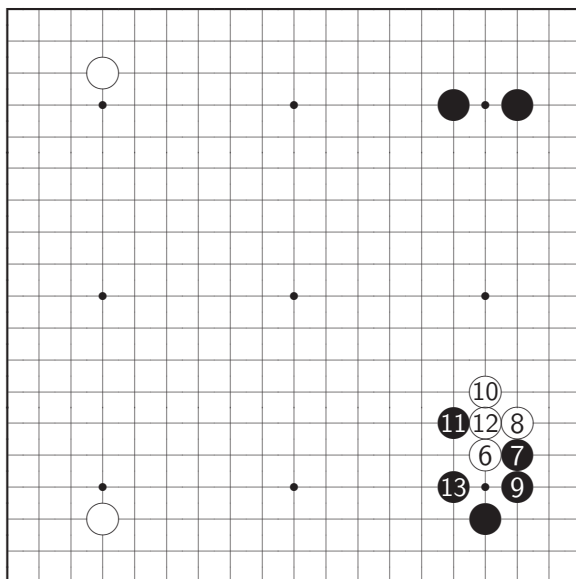
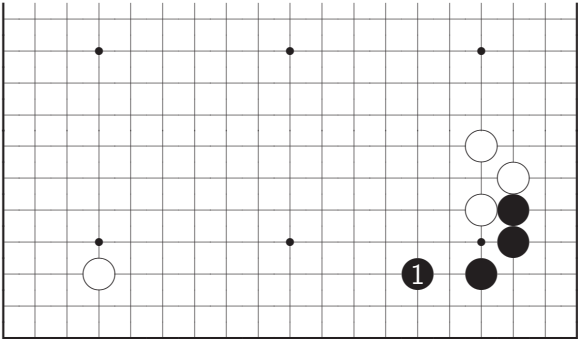


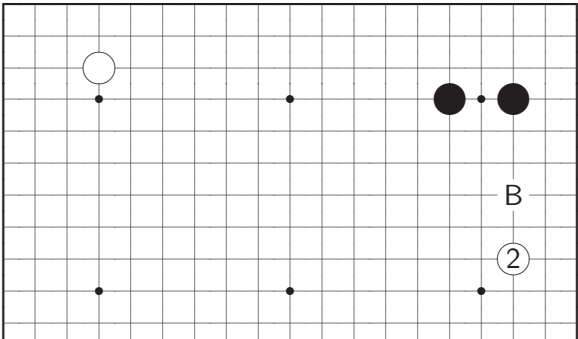
Diagram 4
(Moves: 6-13)

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



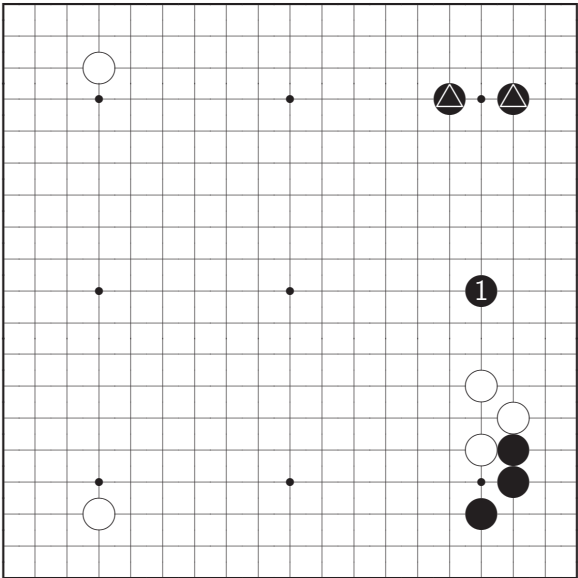
Variation 1 instead of 11

This is more common.



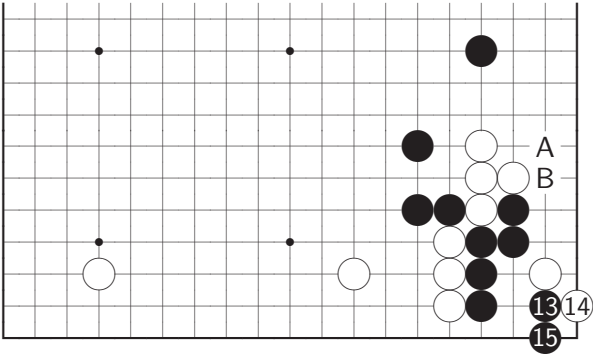
Variation 2 instead of 11

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



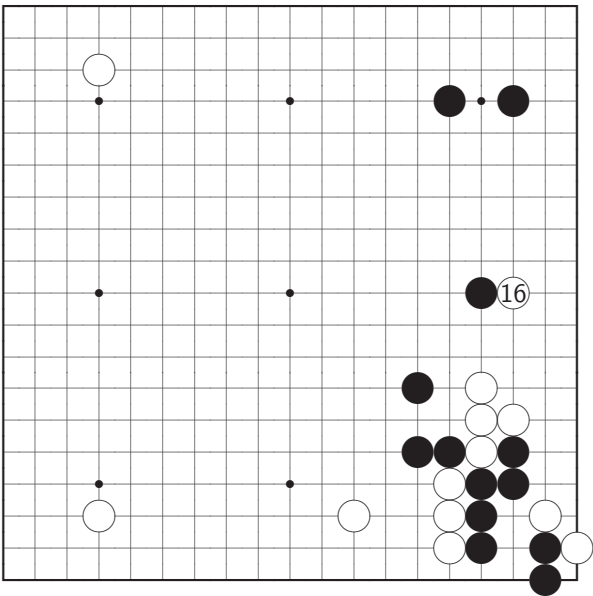
Variation 3 instead of 11

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



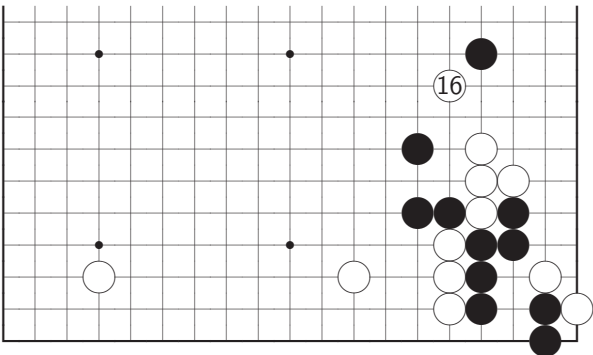
Variation 7 instead of 11

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.



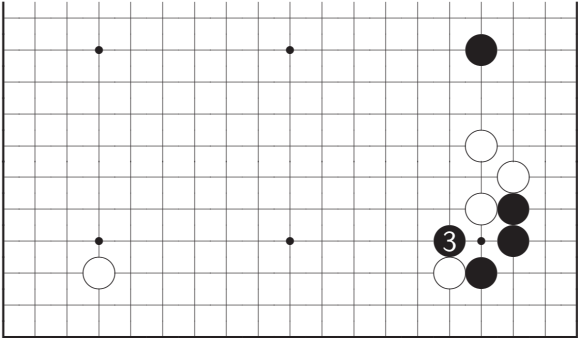
Variation 8 instead of 11

White could settle his group like this.



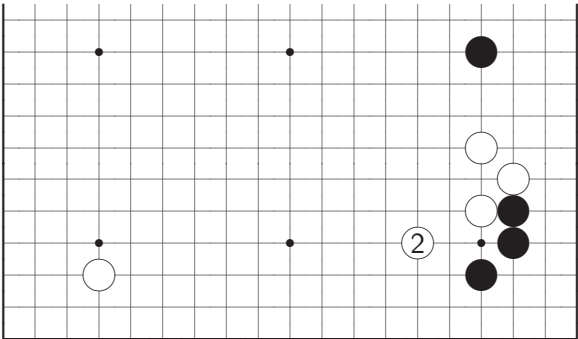
Variation 9 instead of 11

White could also choose play here.



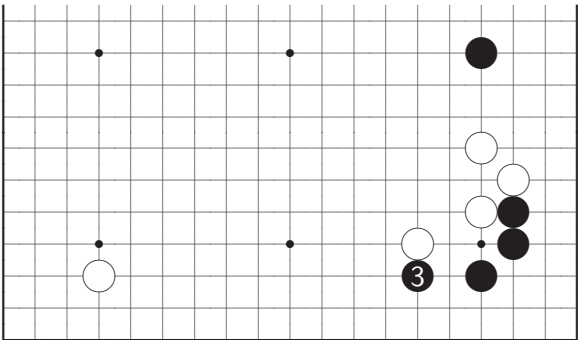
Black could play here instead, which is also severe. I normally tell my students to play like this.

Variation 10 instead of 11



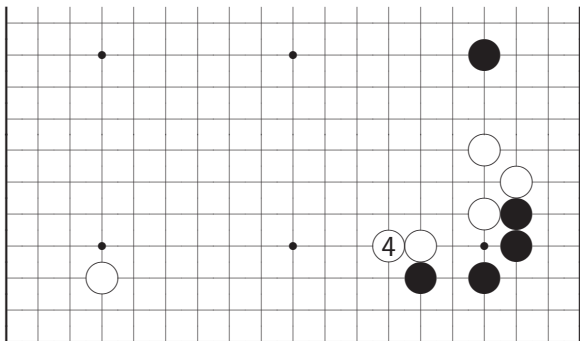
I think it's better for white to press more gently like this.

Variation 11 instead of 11



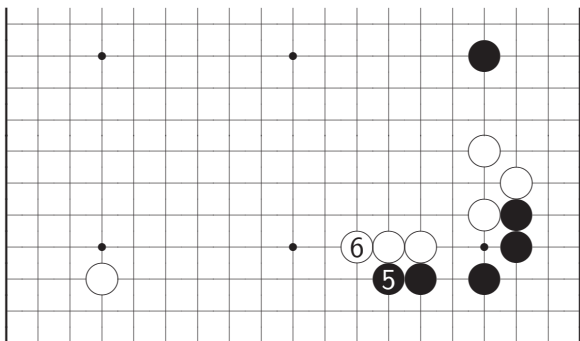
If black attaches,

Variation 12 instead of 11



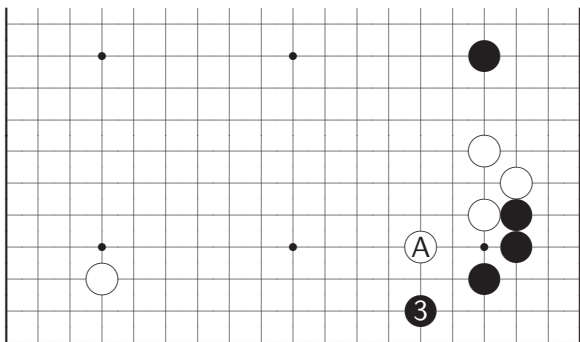
White can just extend.

Variation 13 instead of 11



This result is satisfactory for white.

Variation 14 instead of 11



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

Variation 15 instead of 11

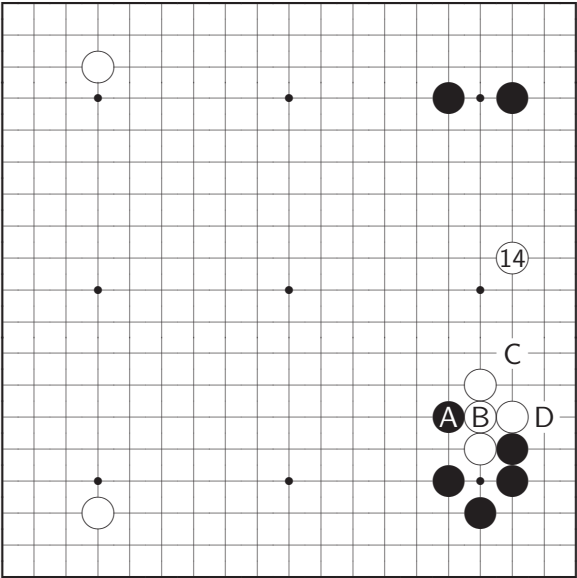


Diagram 5
(Move: 14)

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.

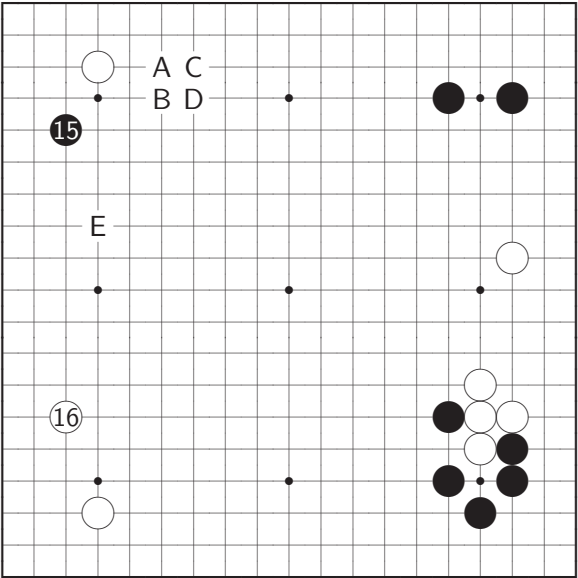


Diagram 6
(Moves: 15-16)

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.

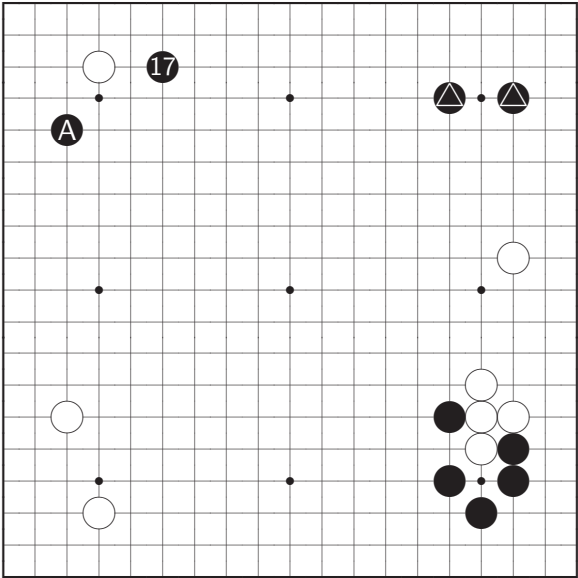


Diagram 7
(Move: 17)

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.

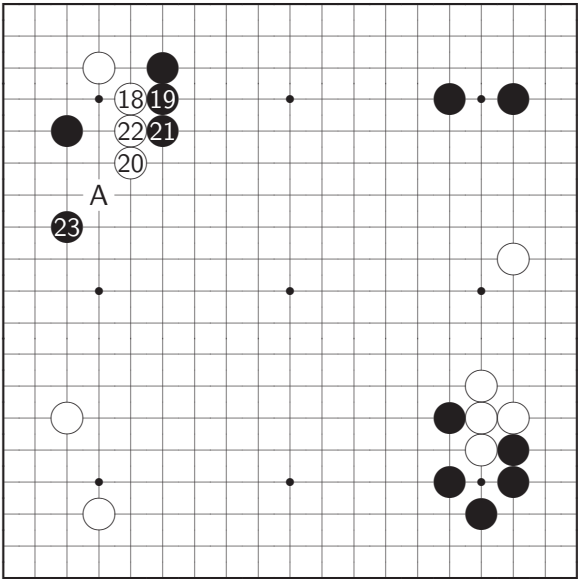
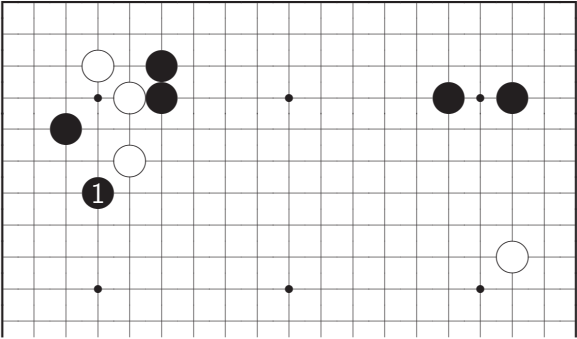


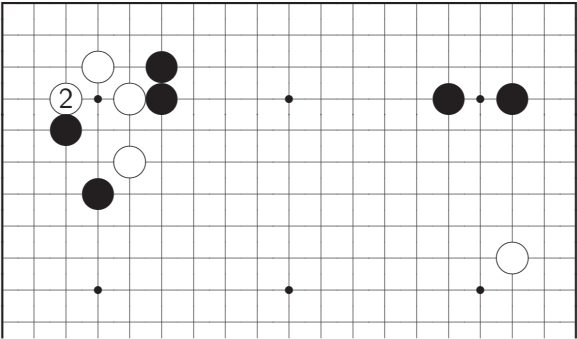
Diagram 8
(Moves: 18-23)

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



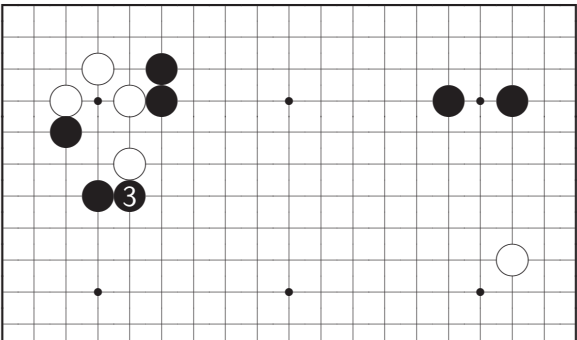
This is also conceivable.

Variation 16 instead of 21



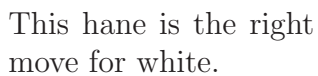
If white attaches here,

Variation 17 instead of 21



Pushing up here is good.

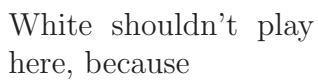
Variation 18 instead of 21



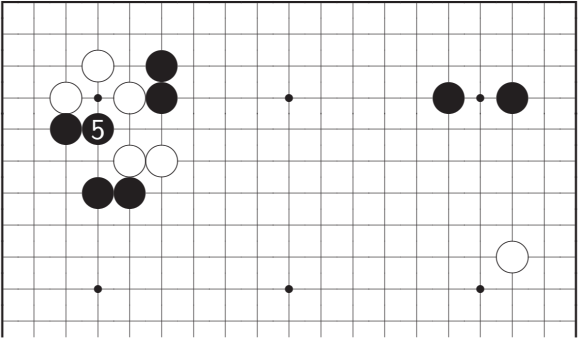
Variation 19 instead of **21**



Variation 20 instead of 21

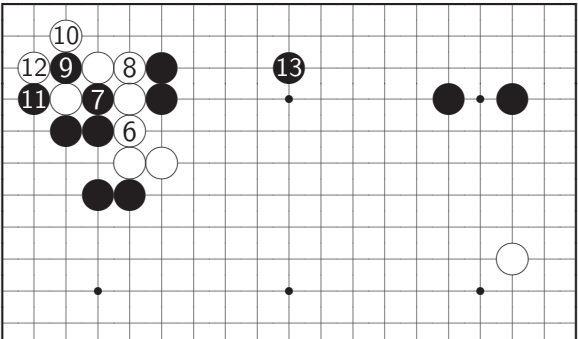


Variation 21 instead of 21



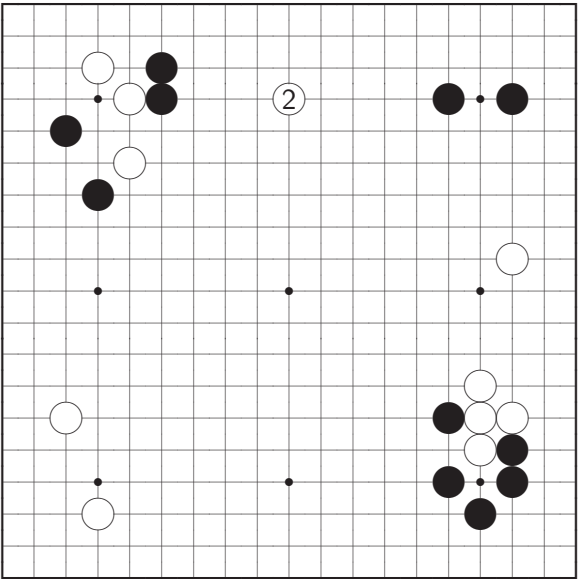
This is painful.

Variation 22 instead of 21



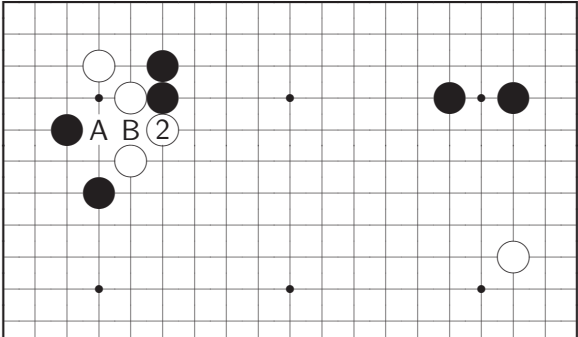
The result is better for black.

Variation 23 instead of 21



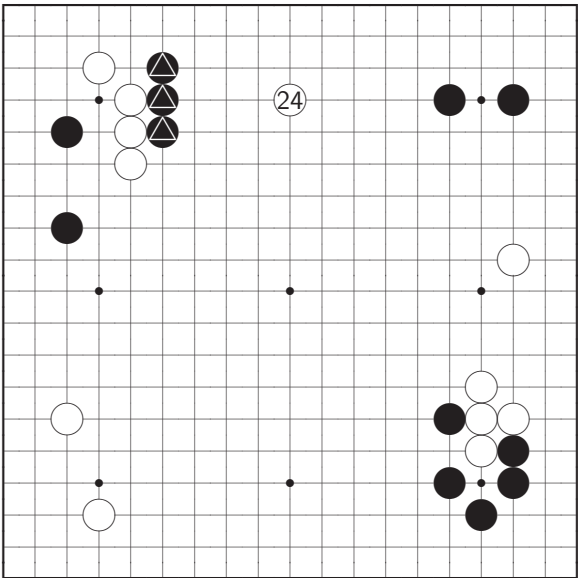
White would pincer here, and it's similar to the game.

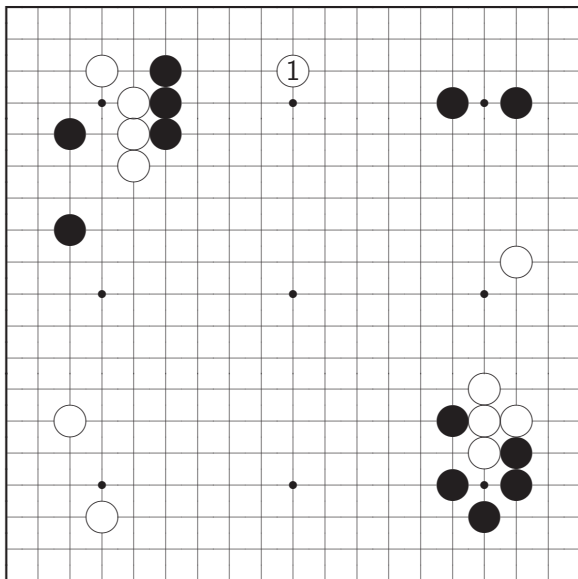
Variation 24 instead of 21



Variation 25 instead of 21

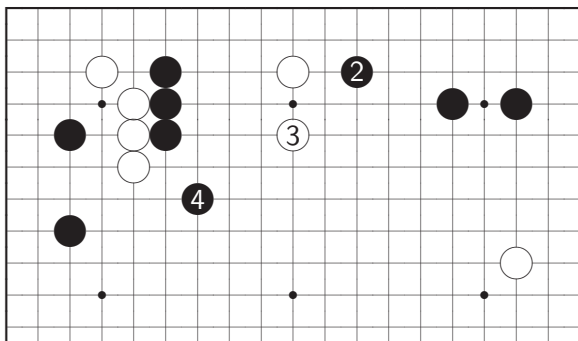
If white plays here, white will have bad shape after black exchanges A for B.





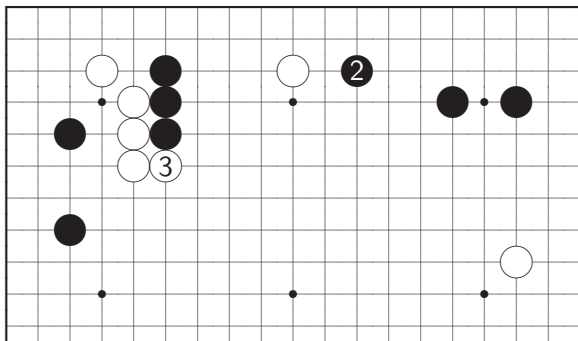
White could also play here, but the 4th line pincer can move into the center more quickly and easily.

Variation 26 instead of (24)



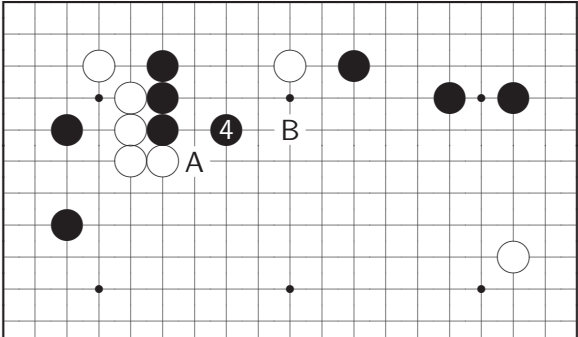
The game might continue like this now.

Variation 27 instead of (24)



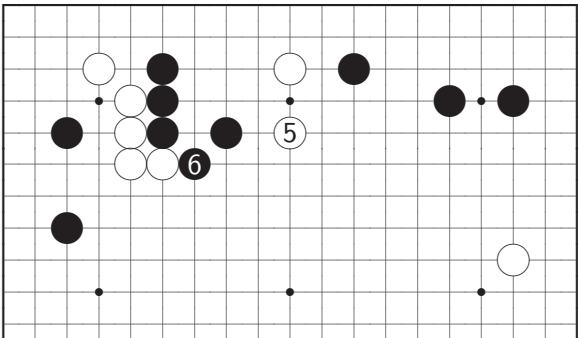
If white still plays here,

Variation 28 instead of (24)



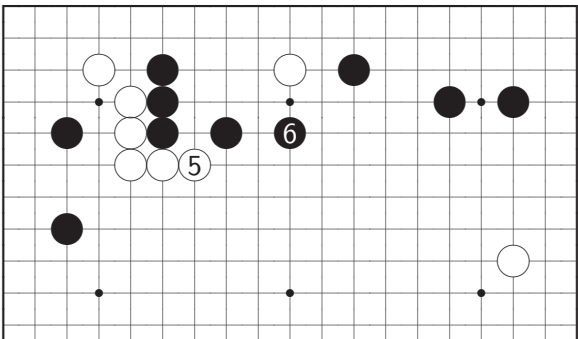
Variation 29 instead of 24

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



Variation 30 instead of 24

Black moves out with good shape.



Variation 31 instead of 24

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

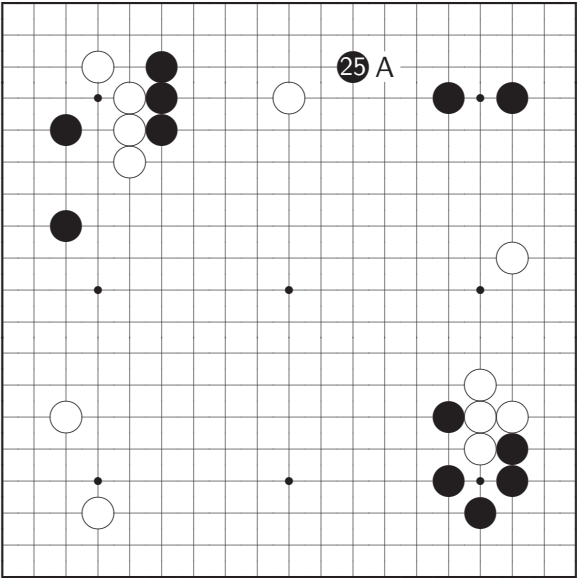


Diagram 10
(Move: 25)

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

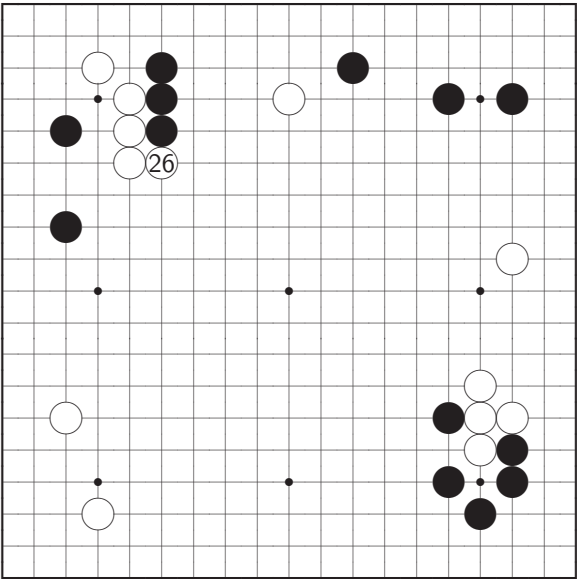


Diagram 11
(Move: 26)

This is a vital point.

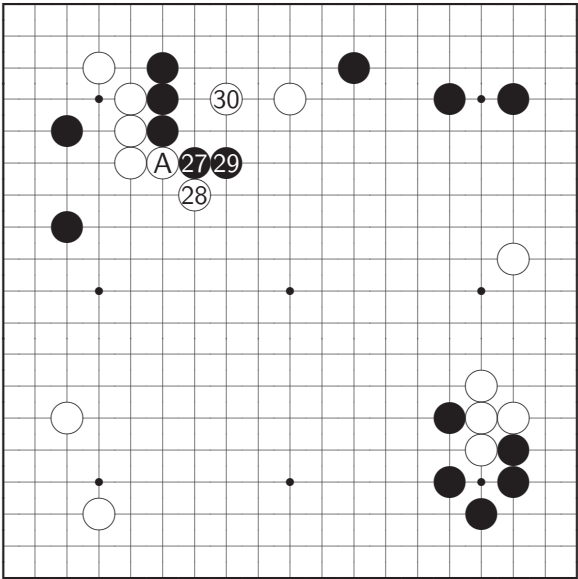
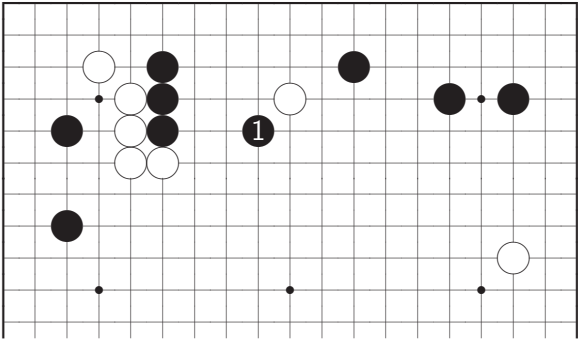


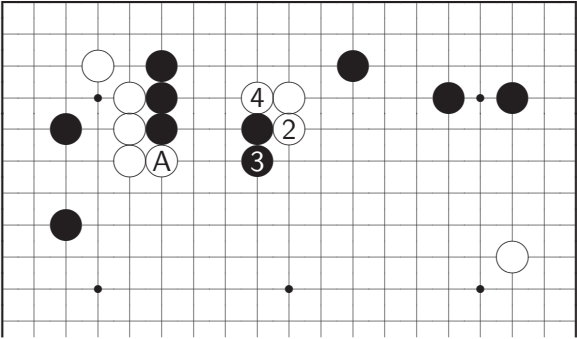
Diagram 12
(Moves: 27-30)

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



Variation 32 instead of 27

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 instead of 27

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

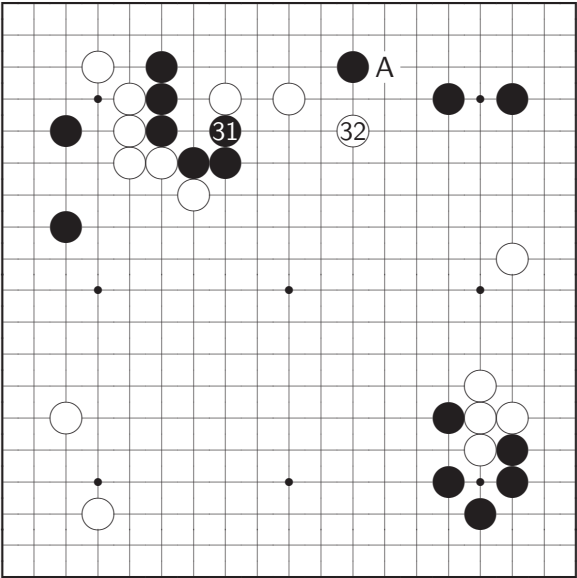
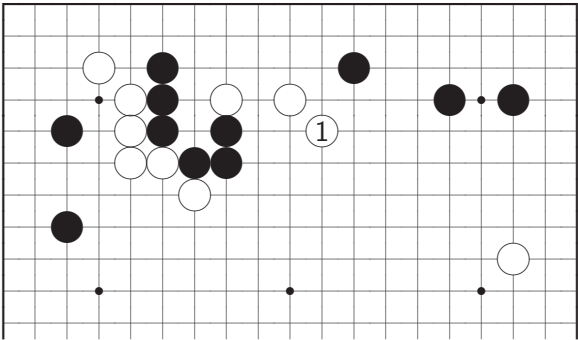


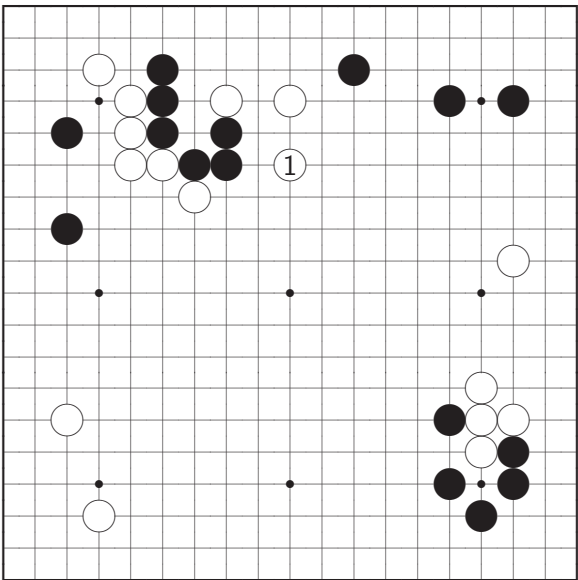
Diagram 13
(Moves: 31-32)

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



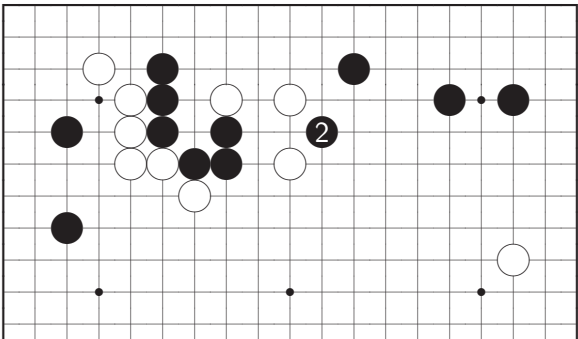
Variation 34 instead of 32

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



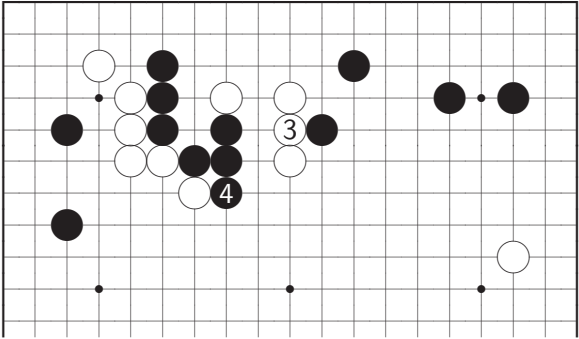
Variation 35 instead of 32

If white jumps like this,



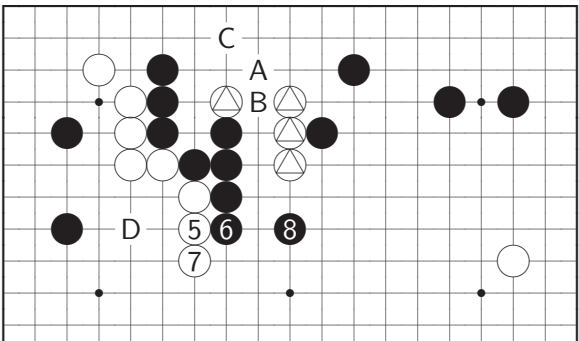
Variation 36 instead of 32

Black will peep first, to make white heavy, then



Variation 37 instead of ㉓

Lean against this group to build power.



Variation 38 instead of ㉓

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.

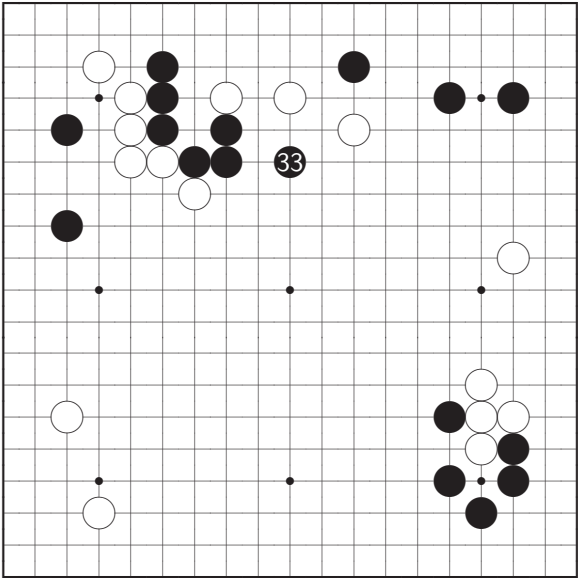
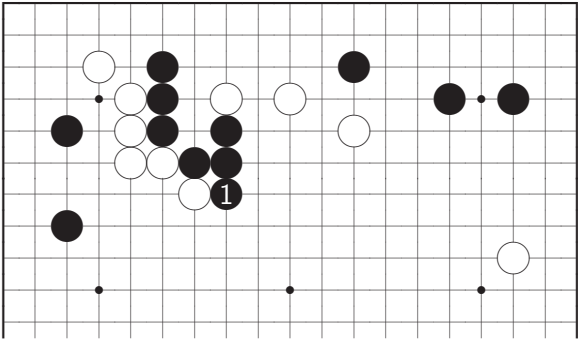


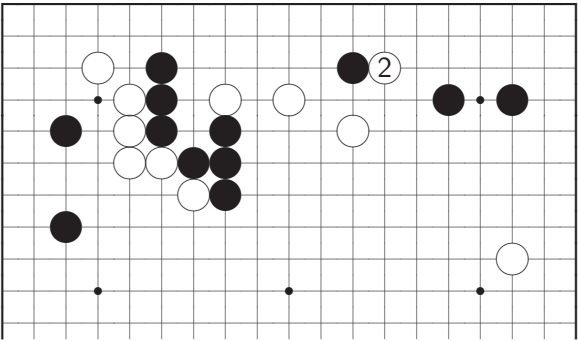
Diagram 14
(Move: 33)

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



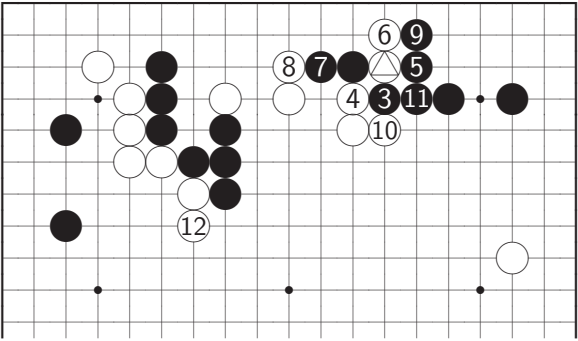
Variation 39 instead of 33

If black pushes here now,



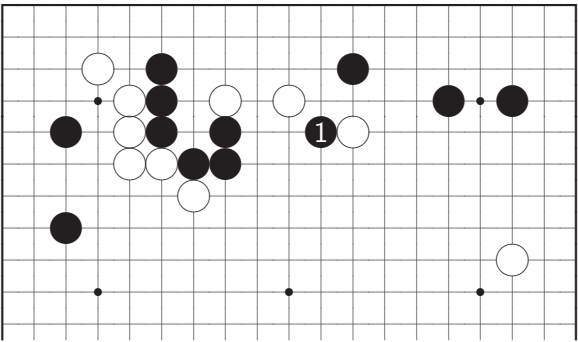
Variation 40 instead of 33

This attachment is good.



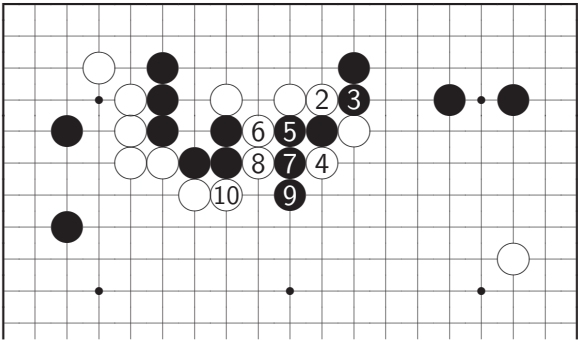
Variation 41 instead of 33

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



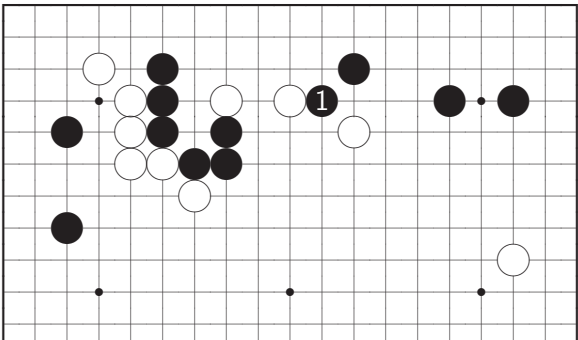
Variation 42 instead of 33

You might worry that black will cut here, but



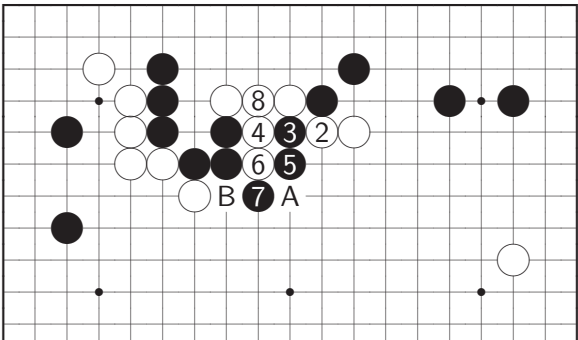
Variation 43 instead of 33

This would be a disaster for black.



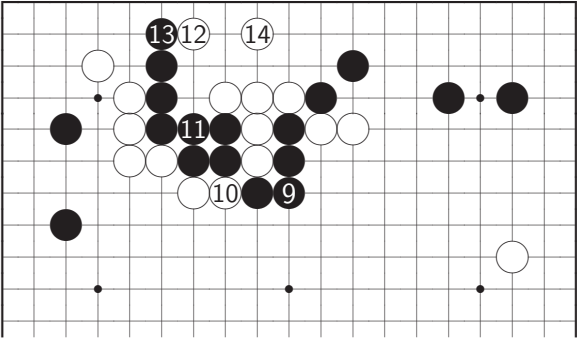
Variation 44 instead of 33

Cutting here isn't a good idea either.



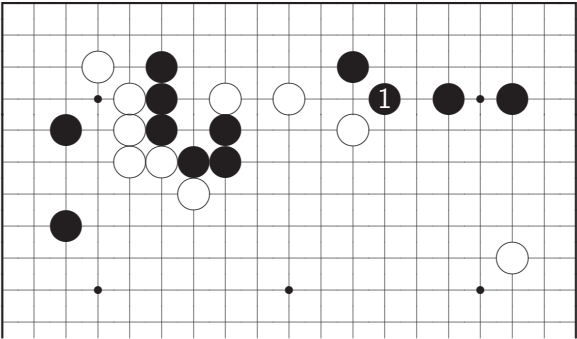
Variation 45 instead of 33

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



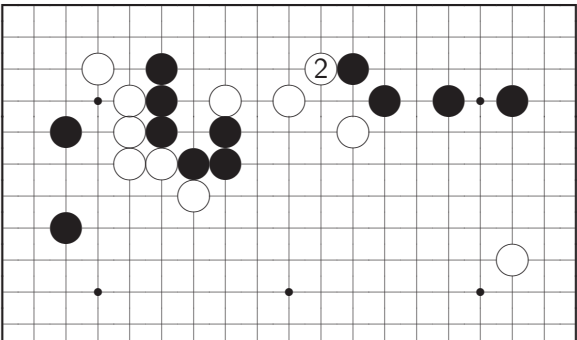
White will win this capturing race.

Variation 46 instead of 33



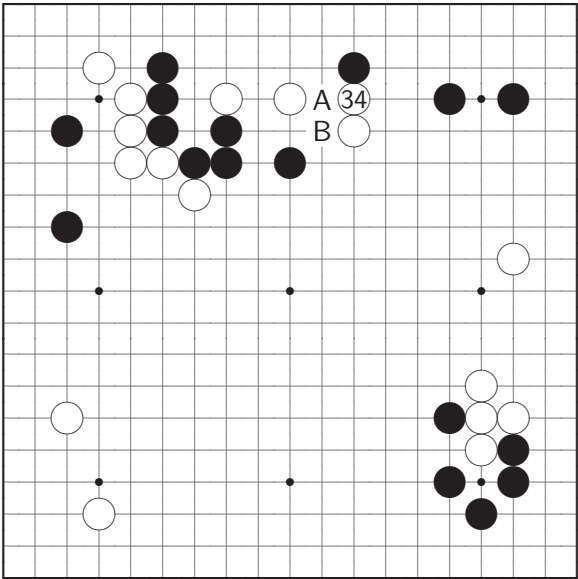
If black plays solidly like this,

Variation 47 instead of 33



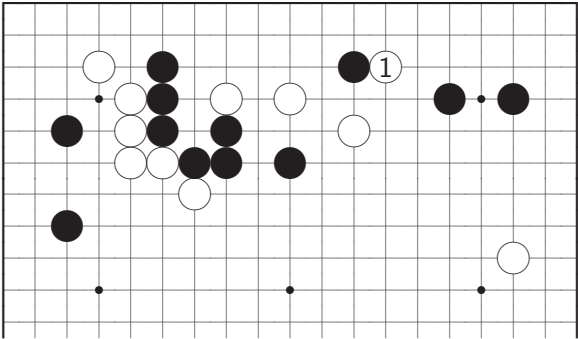
White can start making shape by playing here.

Variation 48 instead of 33



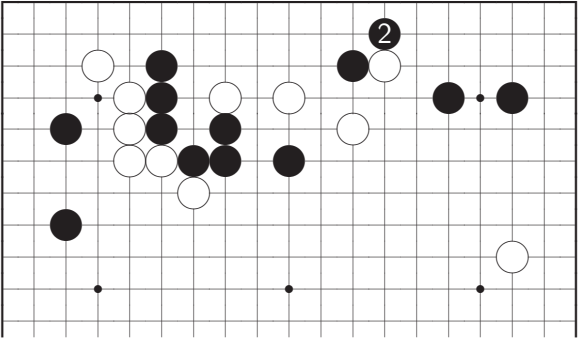
This head-butt is a good response for white. It stops black from cutting at A or B.

Diagram 15
(Move: 34)



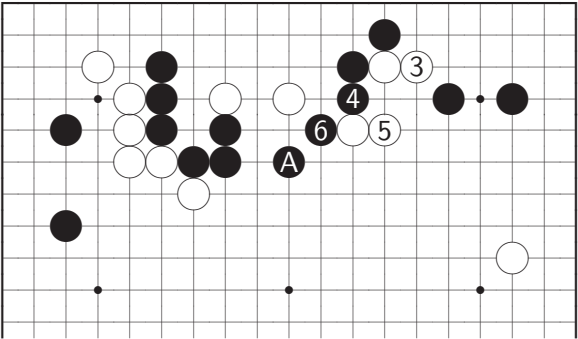
If white attaches here now,

Variation 49 instead of 34



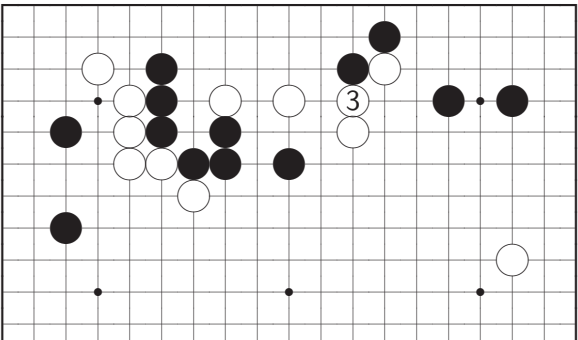
Variation 50 instead of 34

This hane is a good response.



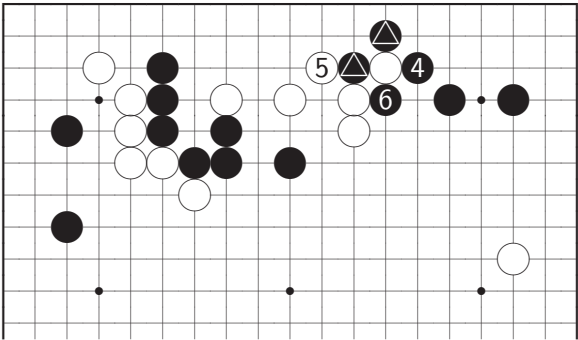
Variation 51 instead of 34

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



Variation 52 instead of 34

If white comes back here,



Variation 53 instead of ㉓

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

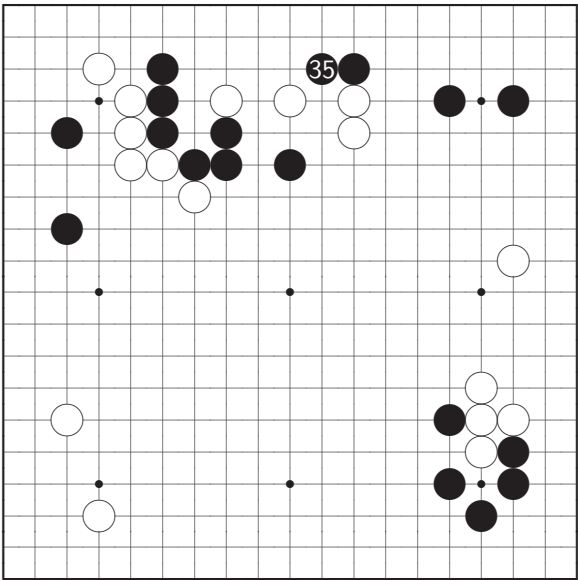
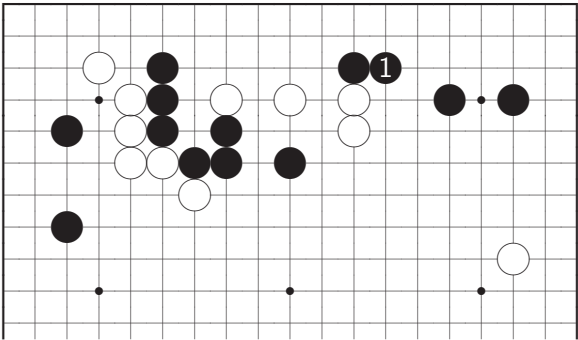


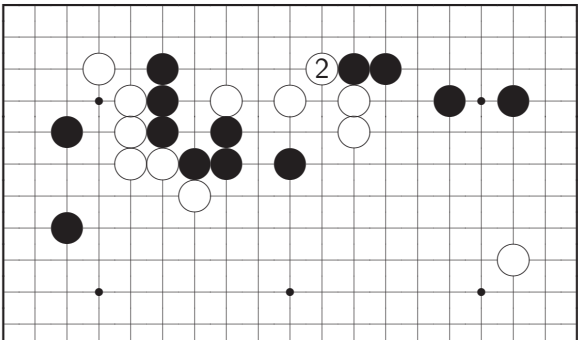
Diagram 16
(Move: 35)

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



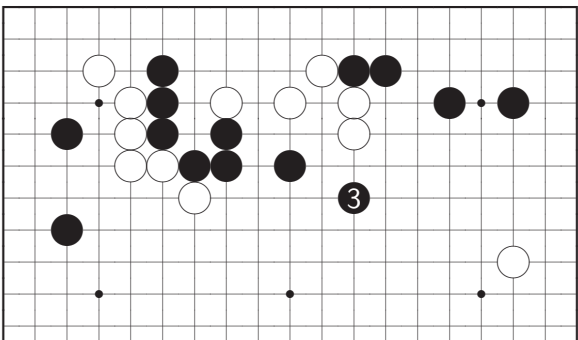
Variation 54 instead of 35

Black should have pulled back.



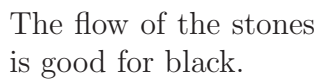
Variation 55 instead of 35

If white blocks here,



Variation 56 instead of 35

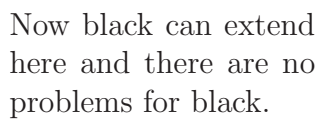
Capping here is nice.



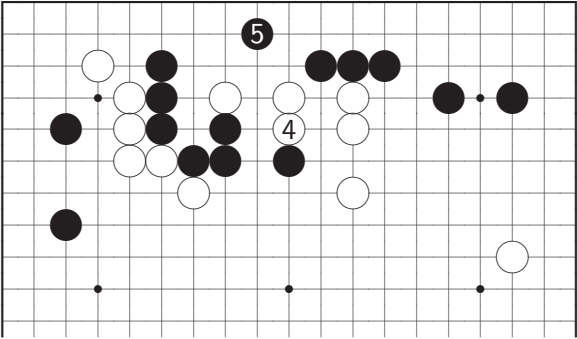
Variation 57 instead of **35**



Variation 58 instead of **35**



Variation 59 instead of 35



Variation 60 instead of 35

Black can connect under like this.

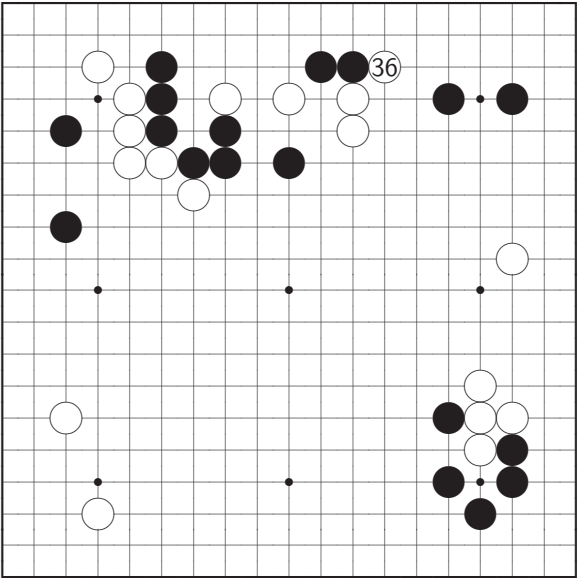


Diagram 17
(Move: 36)

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

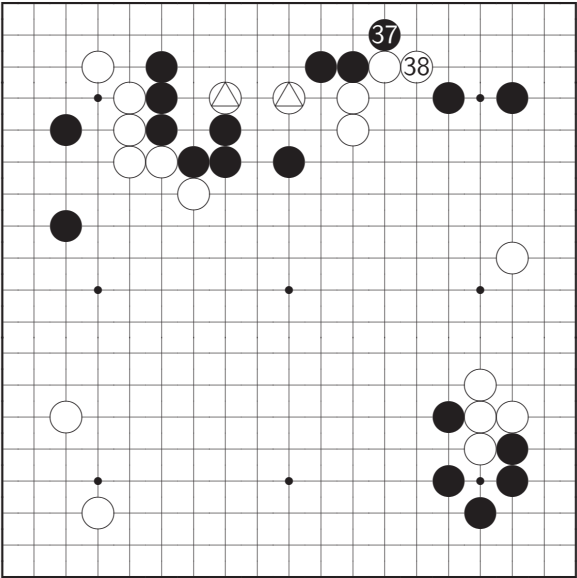


Diagram 18
(Moves: 37-38)

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

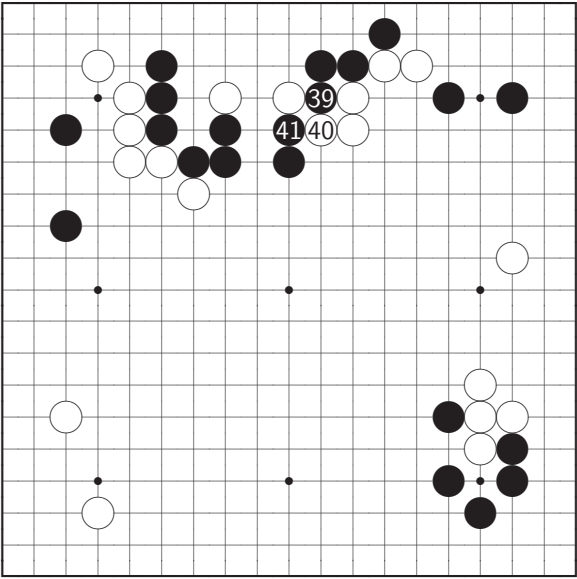


Diagram 19
(Moves: 39-41)

This was black's plan, but

The Brilliant Peep

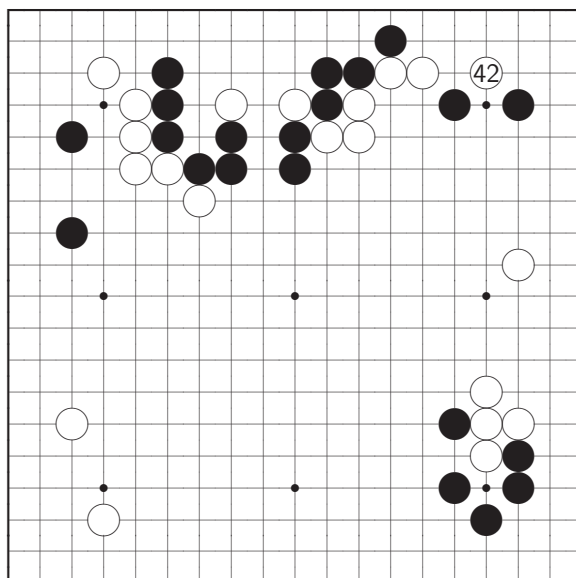
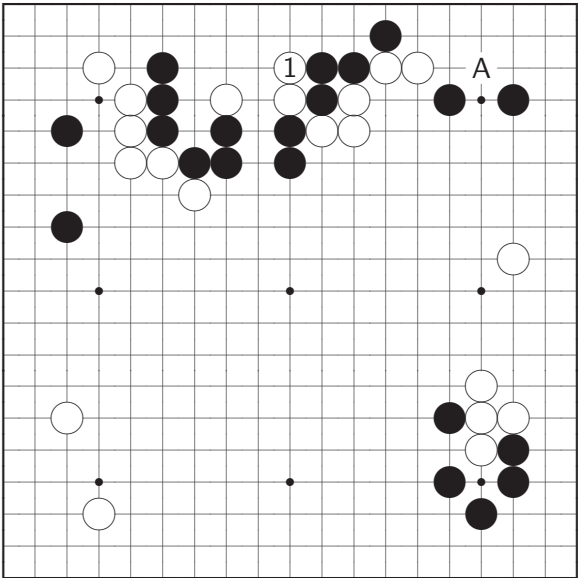


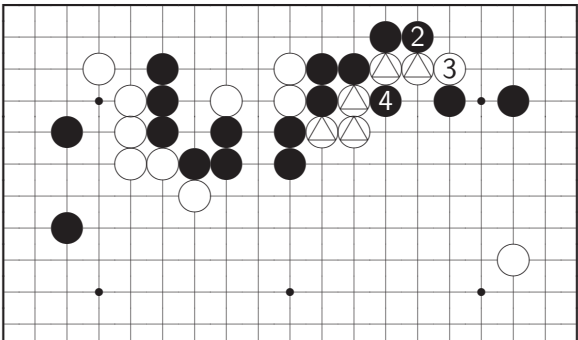
Diagram 20
(Move: 42)

This peep was brilliant!



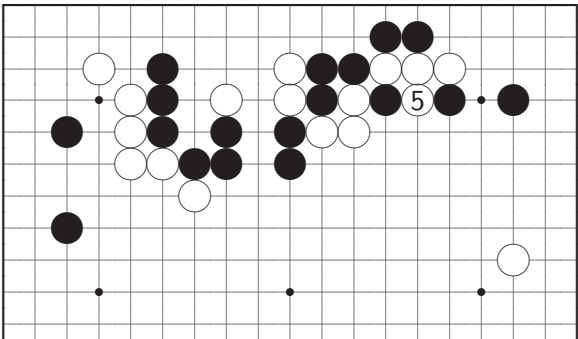
Variation 61 instead of 42

If white blocks here, without peeping at A first,



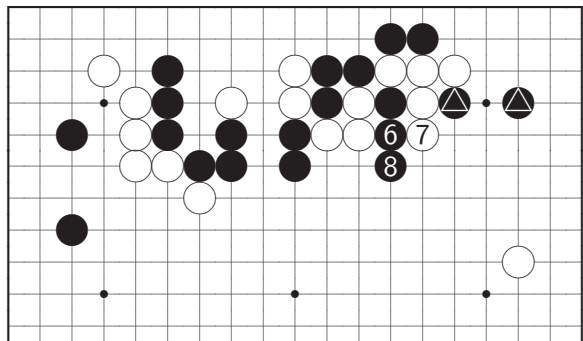
Variation 62 instead of 42

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



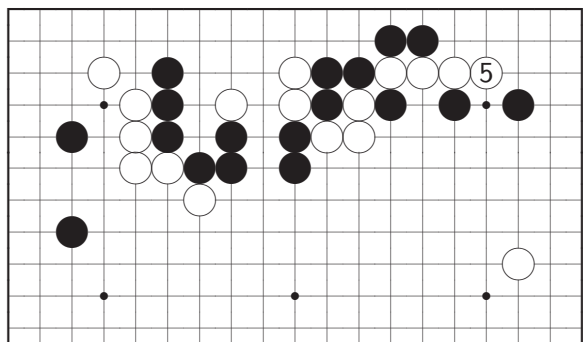
Variation 63 instead of 42

If white plays here,



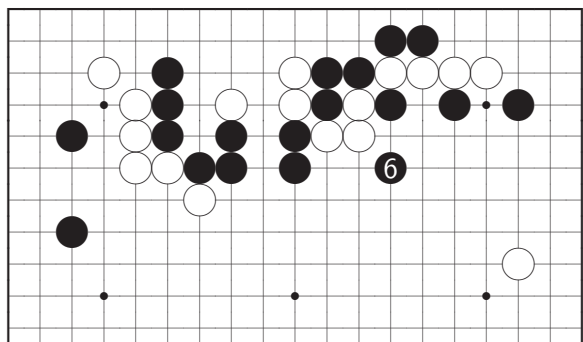
Variation 64 instead of 42

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



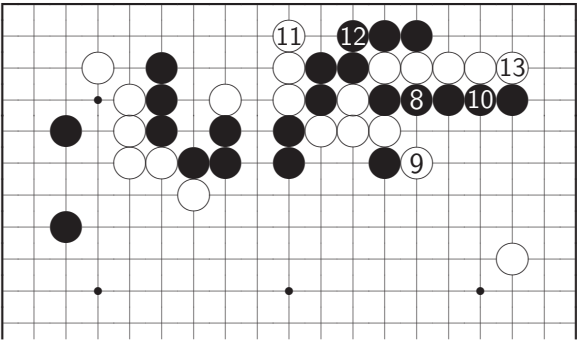
Variation 65 instead of 42

This move looks similar to the game, but



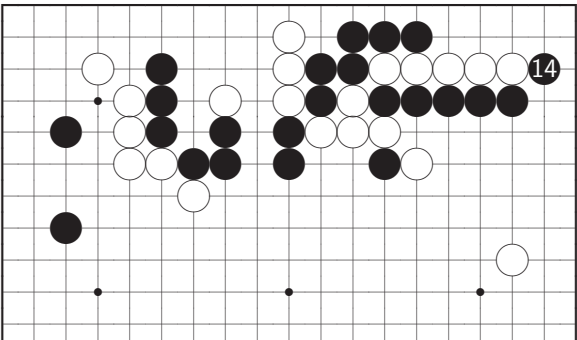
Variation 66 instead of 42

This move is very nice.



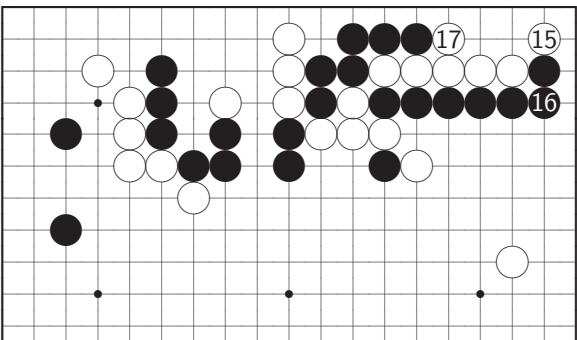
Variation 70 instead of 42

It looks complicated.



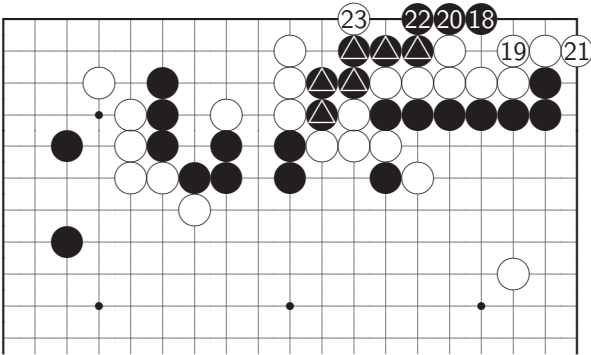
Variation 71 instead of 42

This hane doesn't work well for black.



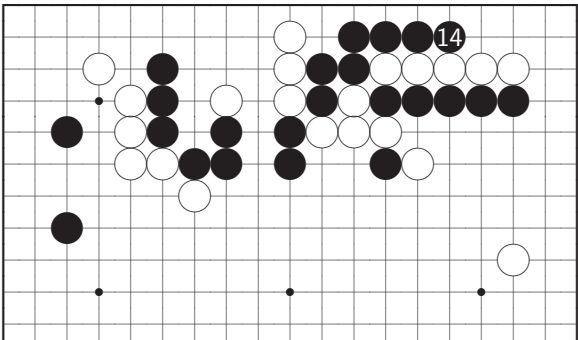
Variation 72 instead of 42

It's a capturing race, but



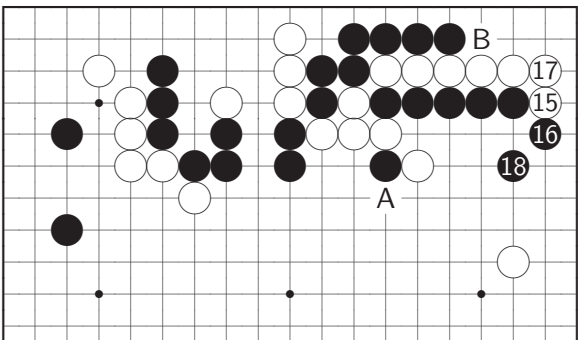
Variation 73 instead of 42

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



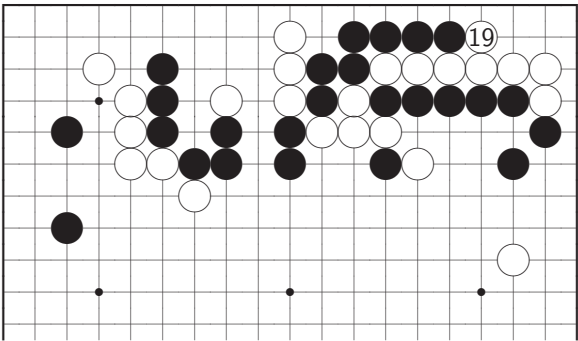
Variation 74 instead of 42

This push is right and,



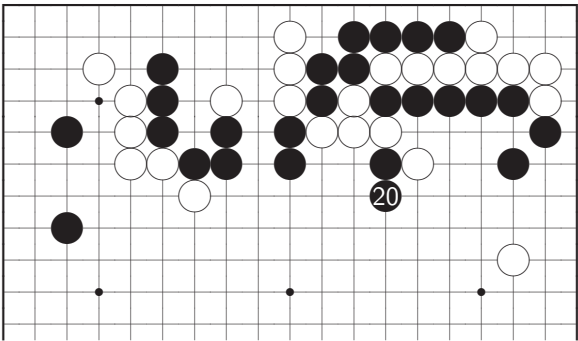
Variation 75 instead of 42

Now, A and B are miai for black.



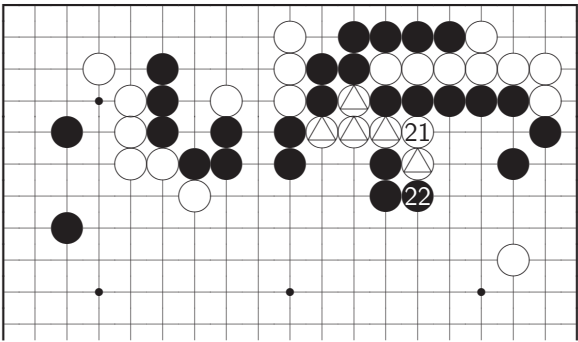
Variation 76 instead of 42

If white blocks here to fight,



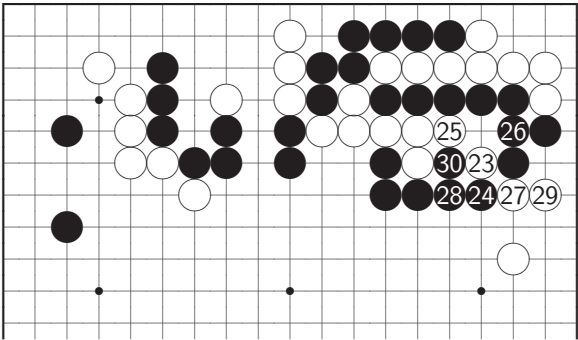
Variation 77 instead of 42

This extension is good, and



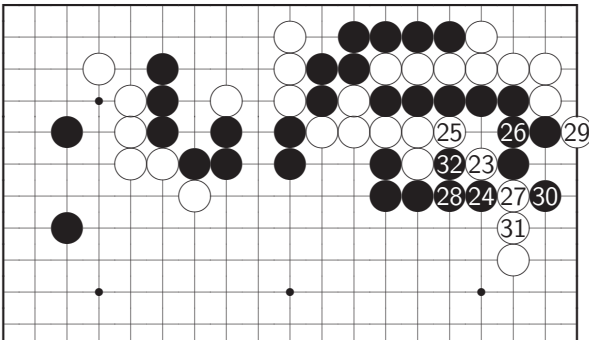
Variation 78 instead of 42

White can't save the marked stones.



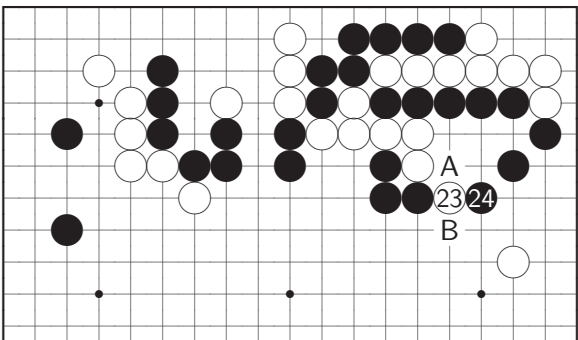
Variation 79 instead of ㉔

White dies.



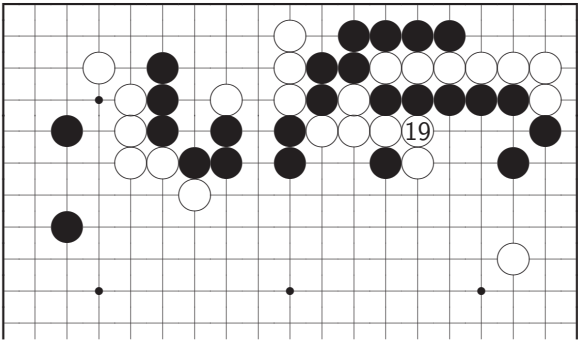
Variation 80 instead of ㉔

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



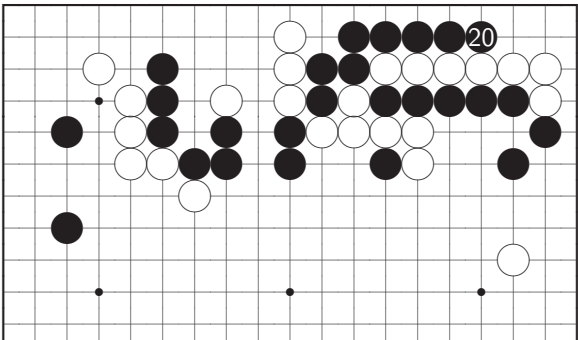
Variation 81 instead of ㉔

A and B are miai for
black.



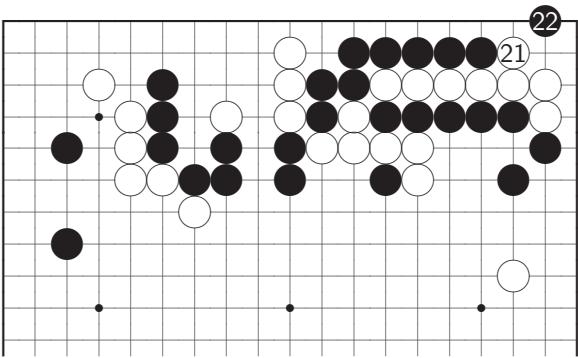
Variation 82 instead of ④②

If white reinforces here,



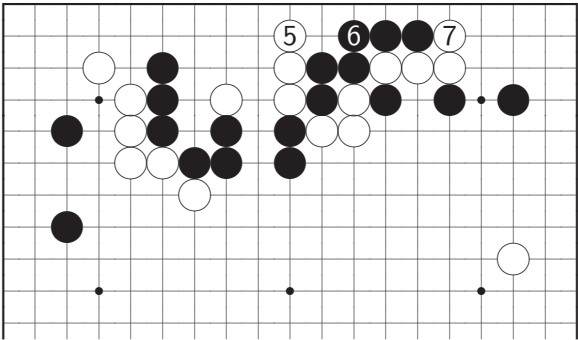
Variation 83 instead of ④②

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



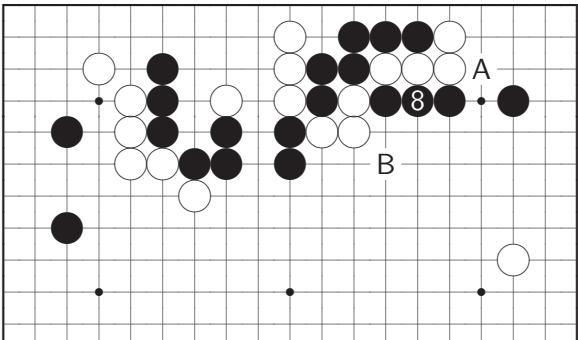
Variation 84 instead of ④②

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



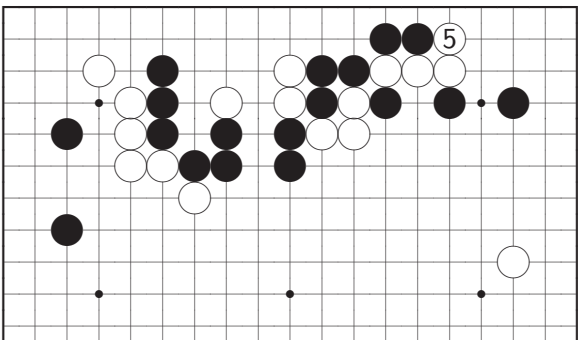
Variation 85 instead of ④②

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



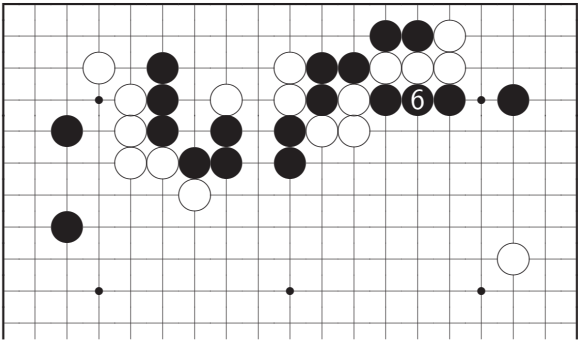
Variation 86 instead of ④②

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



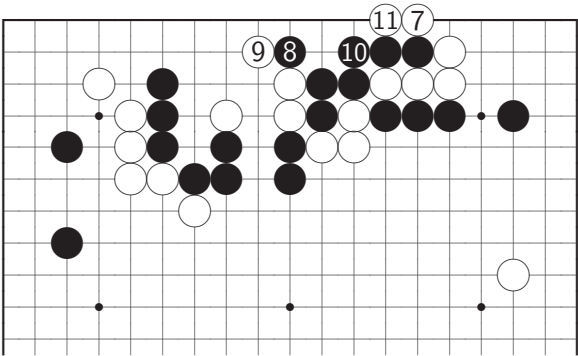
Variation 87 instead of ④②

Blocking here is the best white can do now, and



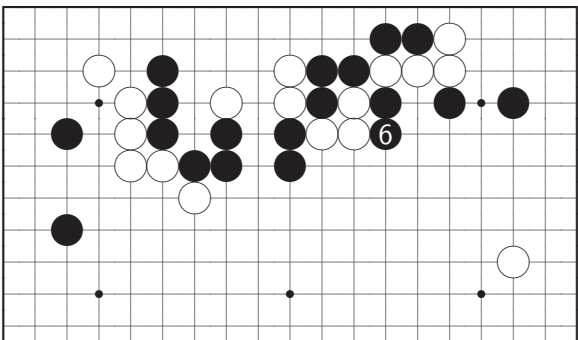
Variation 88 instead of 42

This move doesn't work anymore.



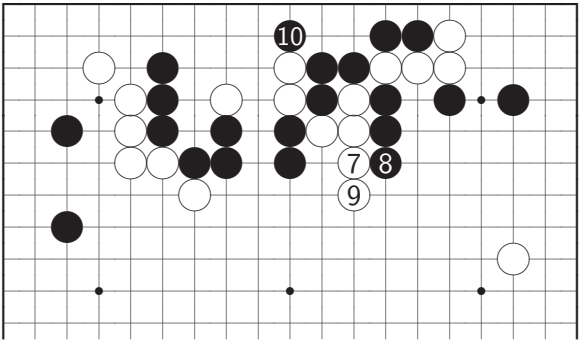
Variation 89 instead of 42

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



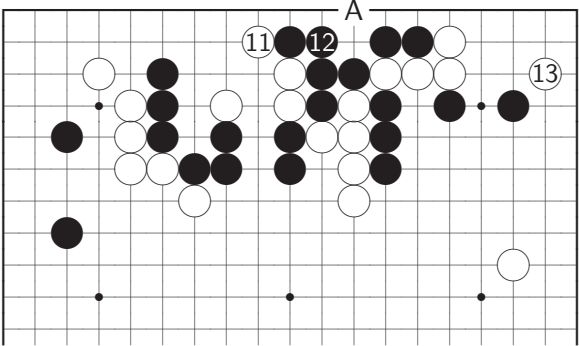
Variation 90 instead of 42

Pushing here isn't good either.



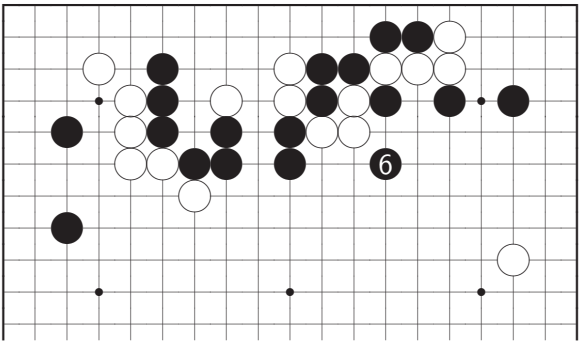
Variation 91 instead of 42

Black has to come back here, and



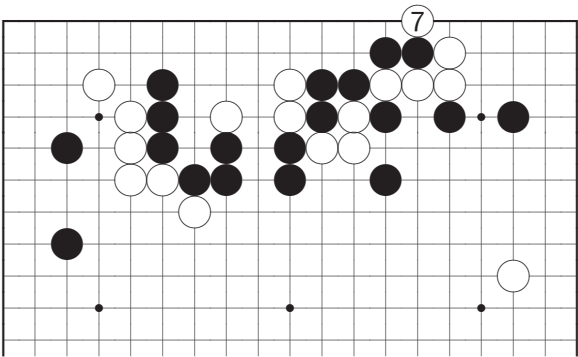
Variation 92 instead of 42

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



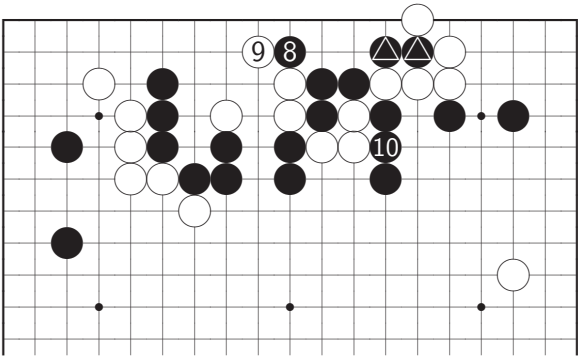
Variation 93 instead of 42

If black caps here,



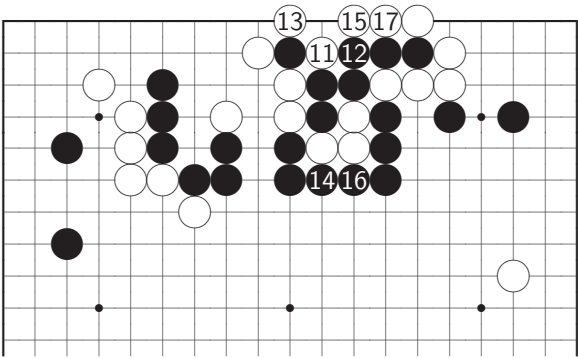
Variation 94 instead of 42

This hane is wrong,



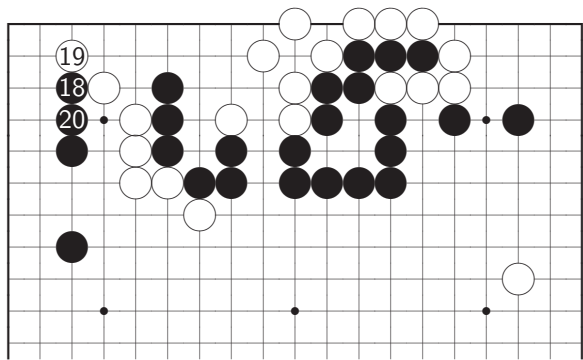
Variation 95 instead of 42

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



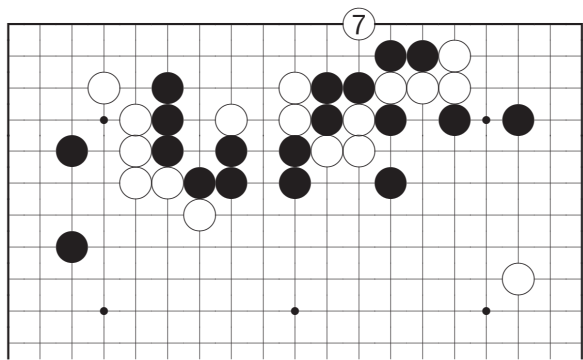
Variation 96 instead of 42

White can connect under, but



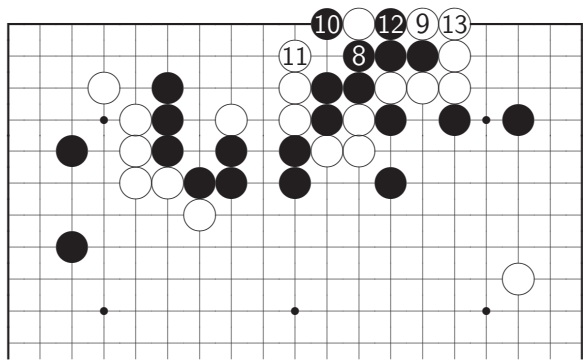
Variation 97 instead of 42

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



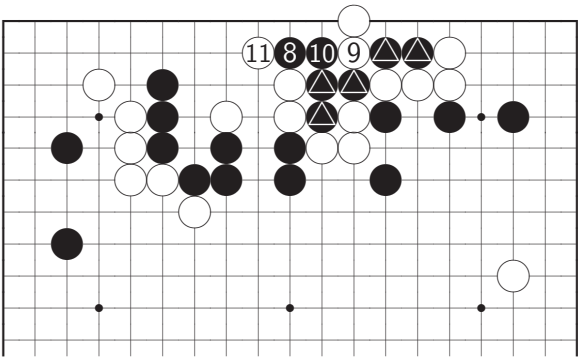
Variation 98 instead of 42

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



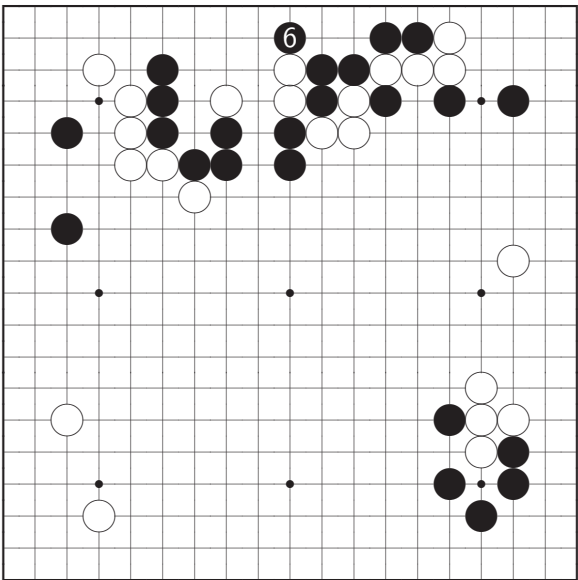
Variation 99 instead of 42

The game's over.



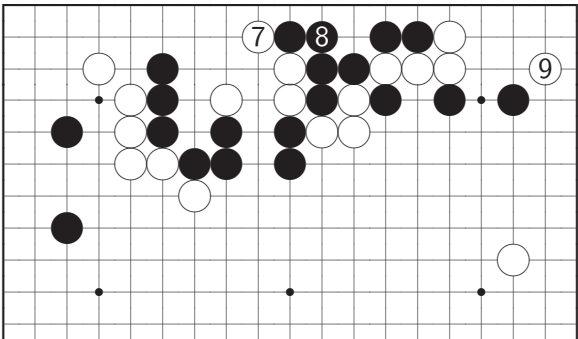
Variation 100 instead of 42

Black can't atari on either side.



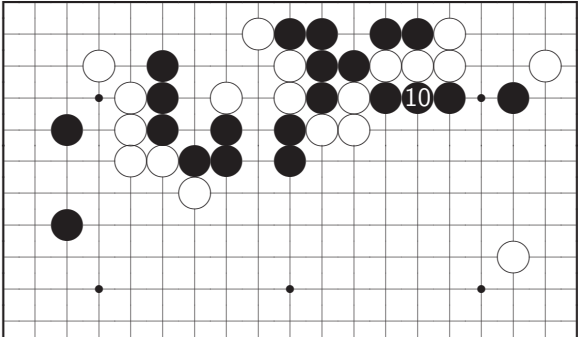
Variation 101 instead of 42

Black should answer here.



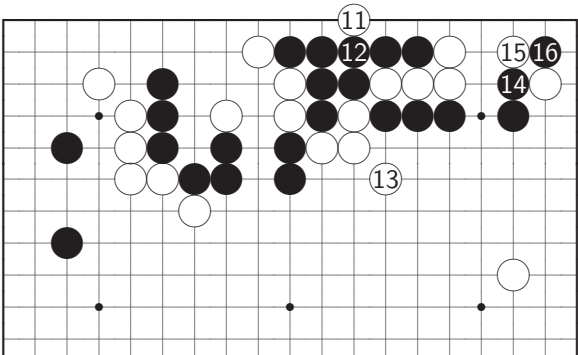
Variation 102 instead of 42

If white plays here,



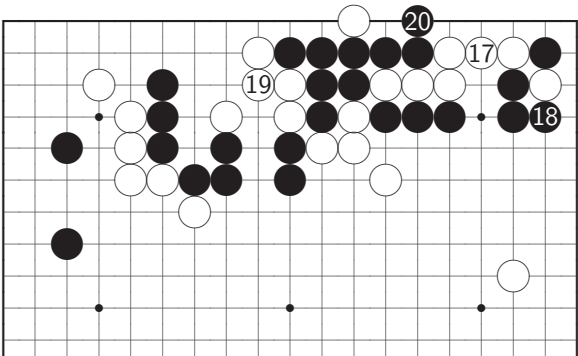
Black can connect here now.

Variation 103 instead of ④2



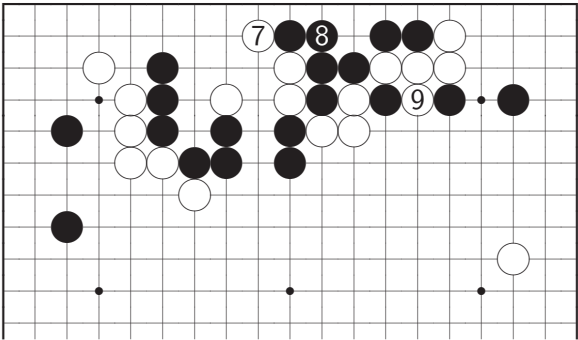
This is good for black.

Variation 104 instead of ④2



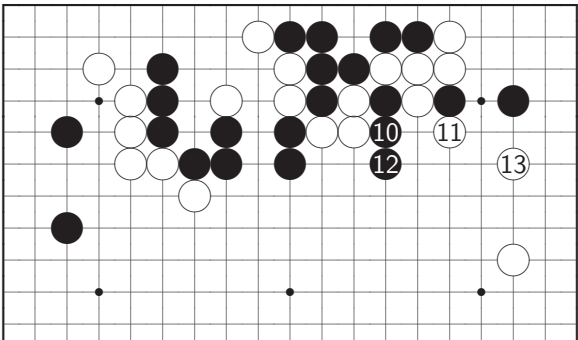
This is good to avoid ko, and white's short of liberties.

Variation 105 instead of ④2



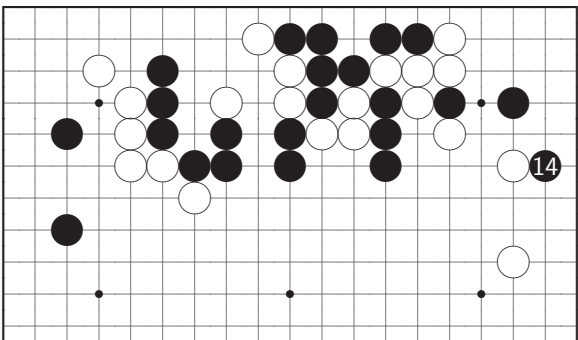
Variation 106 instead of 42

If white wants to trade,



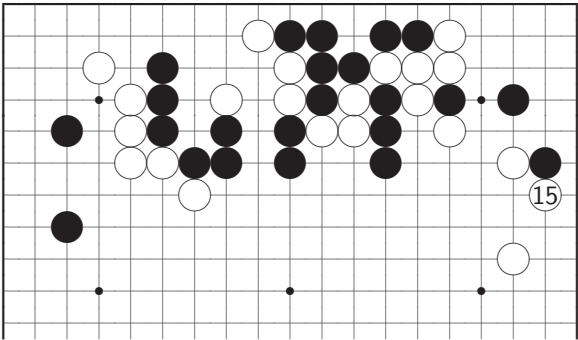
Variation 107 instead of 42

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



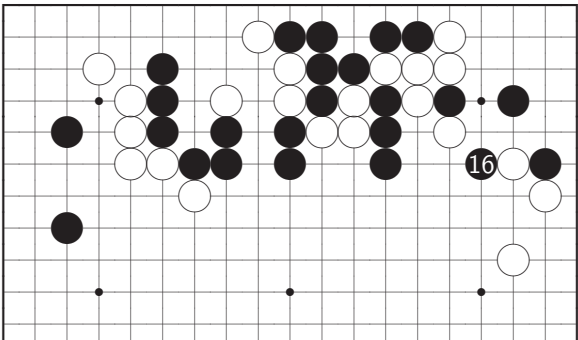
Variation 108 instead of 42

White can't simply capture the corner.



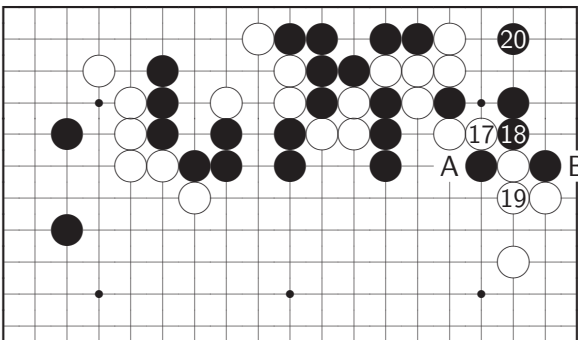
Variation 109 instead of ④2

If white answers like this,



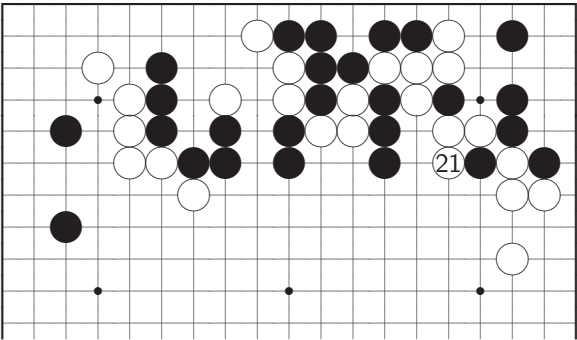
Variation 110 instead of ④2

This attachment is good.



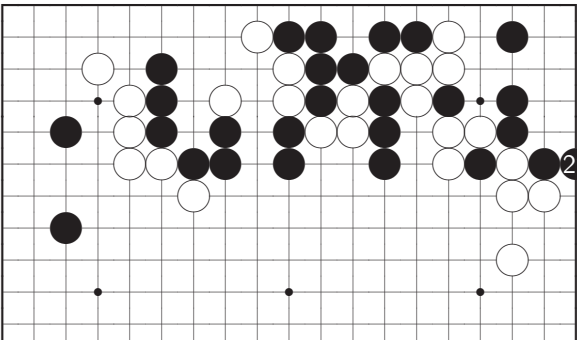
Variation 111 instead of ④2

A and B are miai for black.



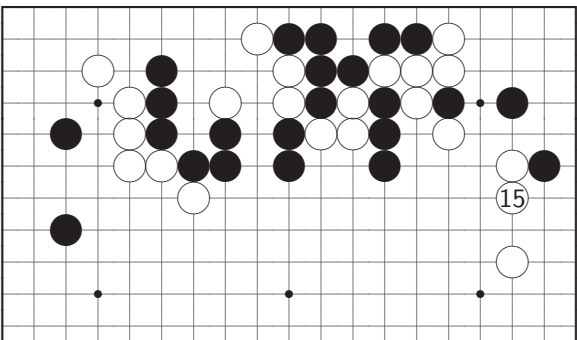
Variation 112 instead of 42

White need to play here, and



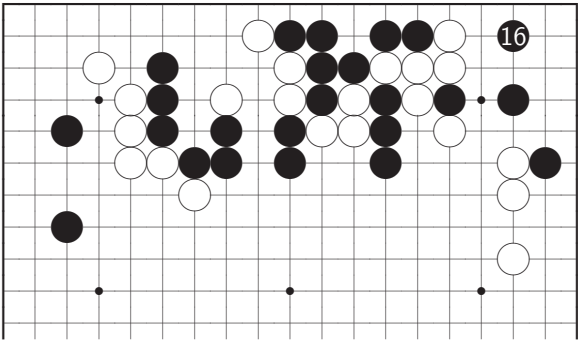
Variation 113 instead of 42

Black can live.



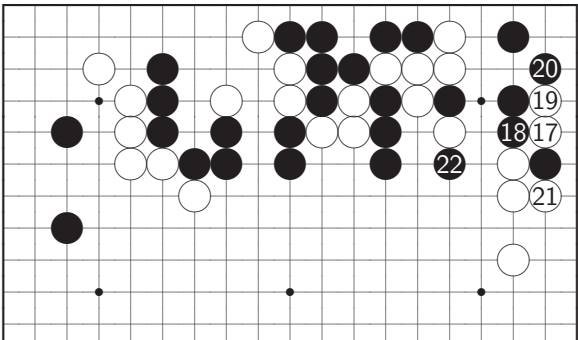
Variation 114 instead of 42

If white extends solidly,



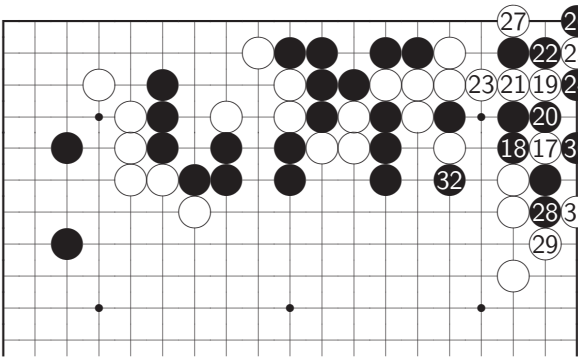
Variation 115 instead of 42

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



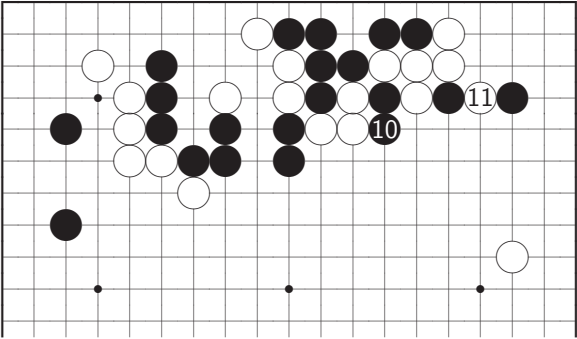
Variation 116 instead of 42

White is cut off and in trouble.



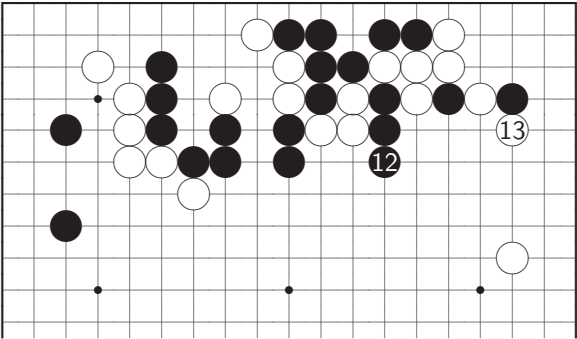
Variation 117 instead of 42

White is in trouble like this too.



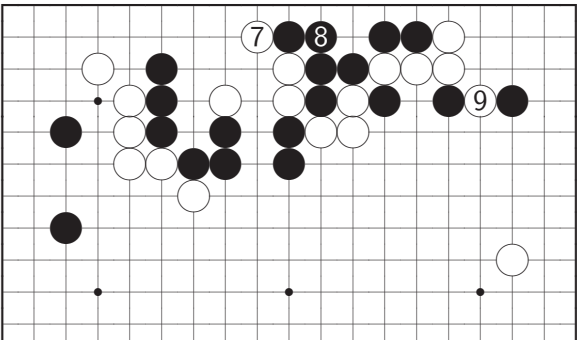
Variation 118 instead of 42

This should be the best for white,



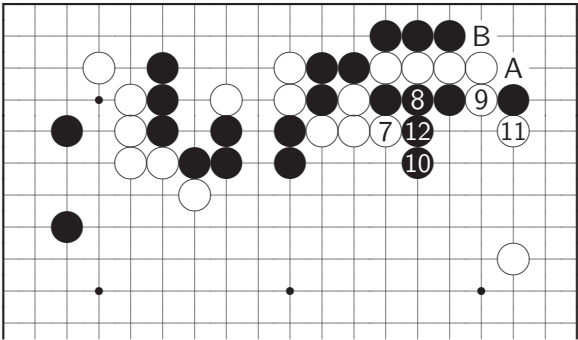
Variation 119 instead of 42

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



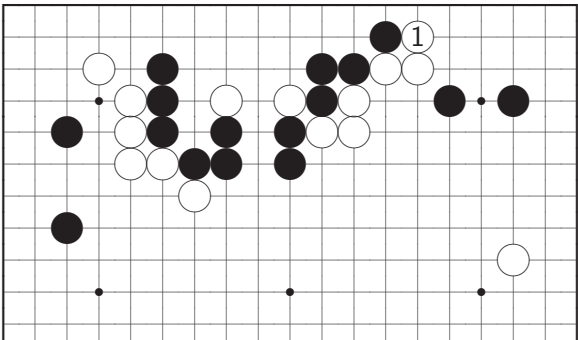
Variation 120 instead of 42

If white wedges here first,



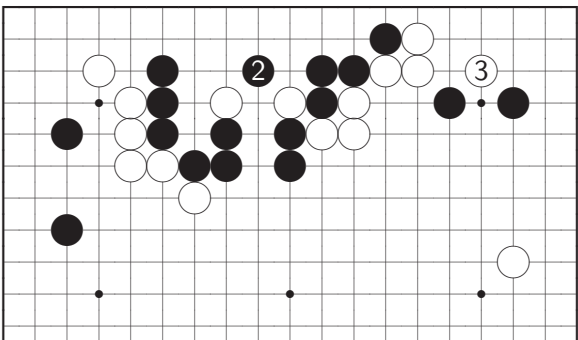
Variation 124 instead of ④2

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



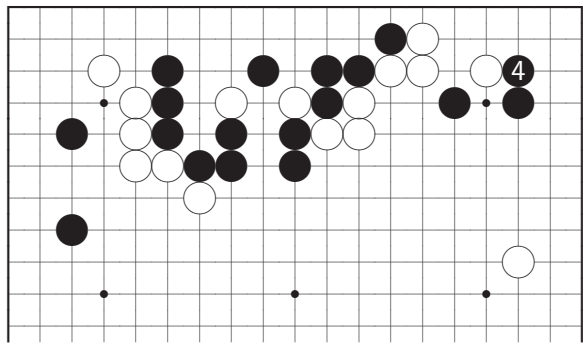
Variation 125 instead of ④2

If white turns here now,



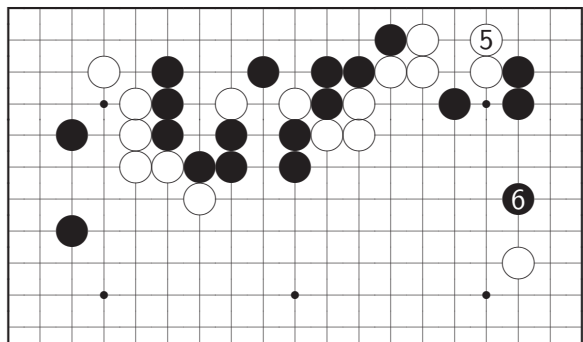
Variation 126 instead of ④2

And then peeps here,



Variation 127 instead of ④2

Black will just block off the corner now.



Variation 128 instead of ④2

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

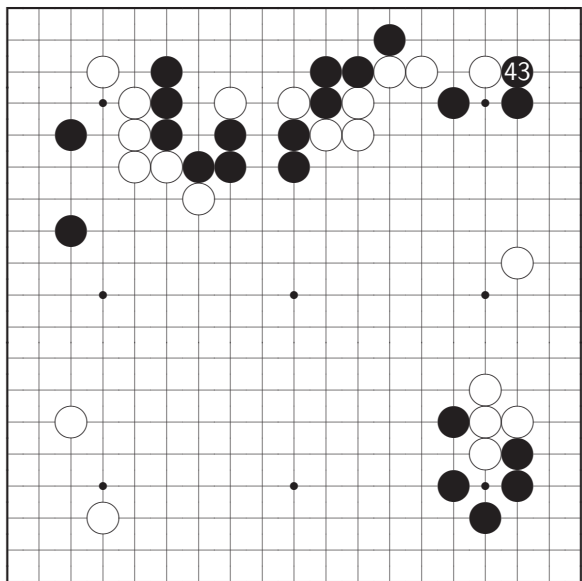
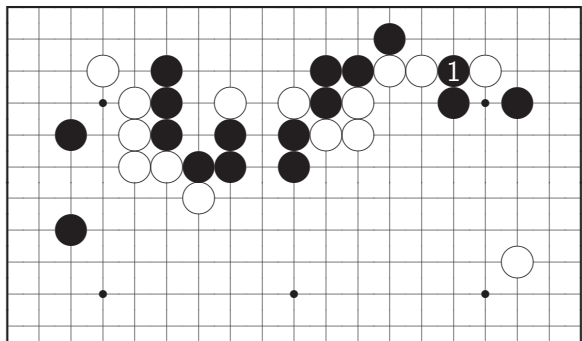
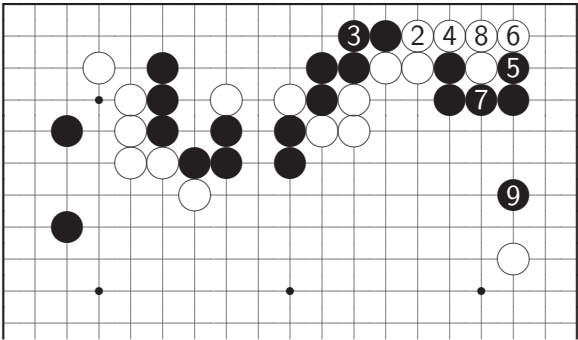


Diagram 21
(Move: 43)

If black pushes down here,

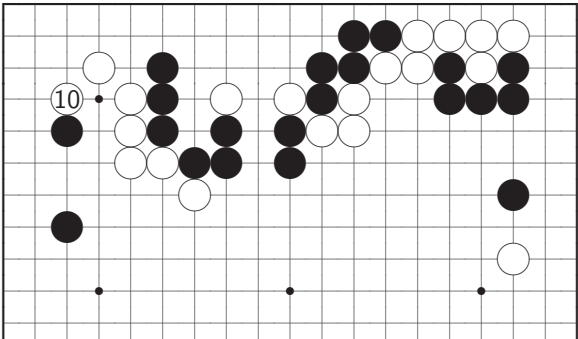


Variation 129 instead of 43



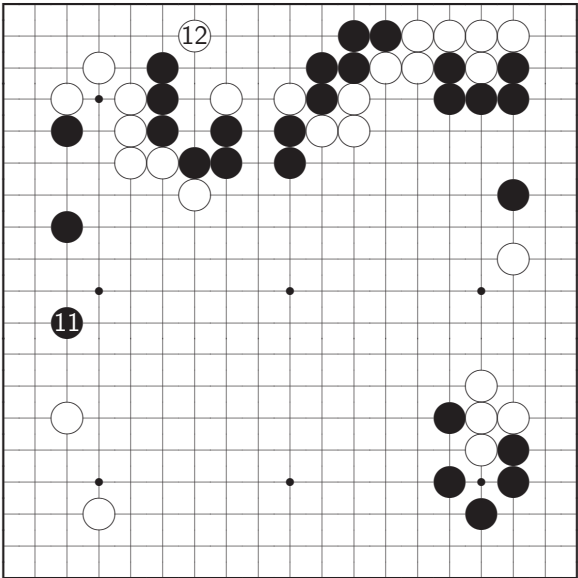
Variation 130 instead of 43

The result looks ok for black, but



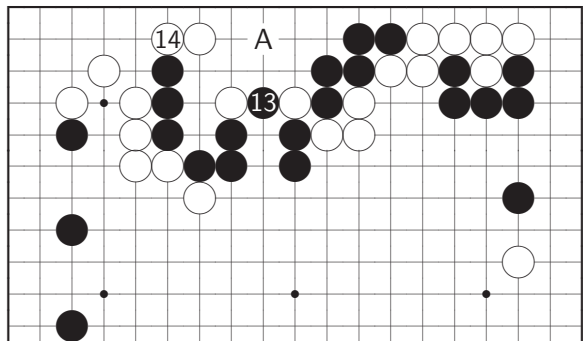
Variation 131 instead of 43

White can come back here, and



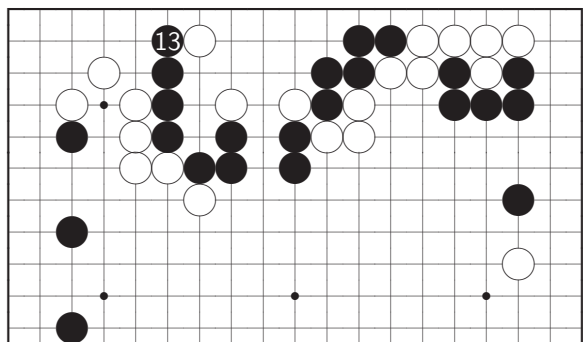
Variation 132 instead of 43

This move will be annoying for black.



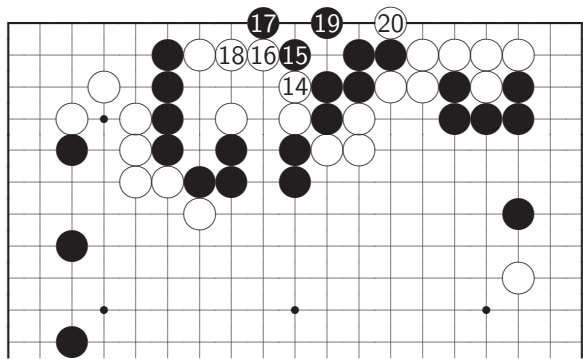
Variation 133 instead of 43

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



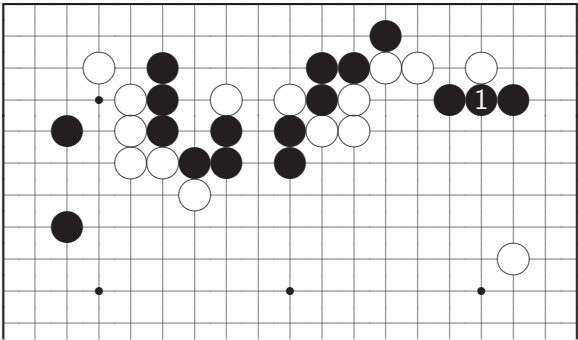
Variation 134 instead of 43

Black can't block here,



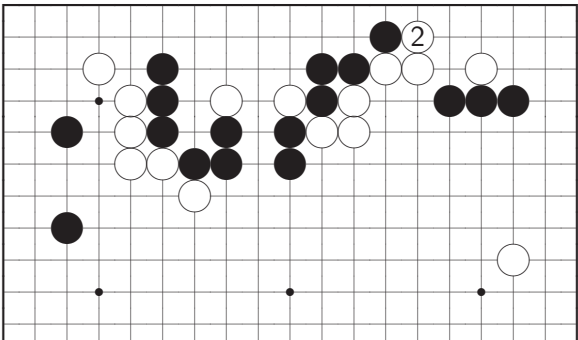
Variation 135 instead of 43

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



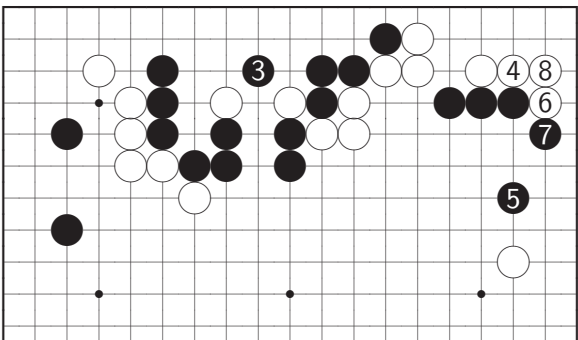
Variation 136 instead of 43

If black simply connects,



Variation 137 instead of 43

Go Seigen said he planned to trade like this.



Variation 138 instead of 43

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

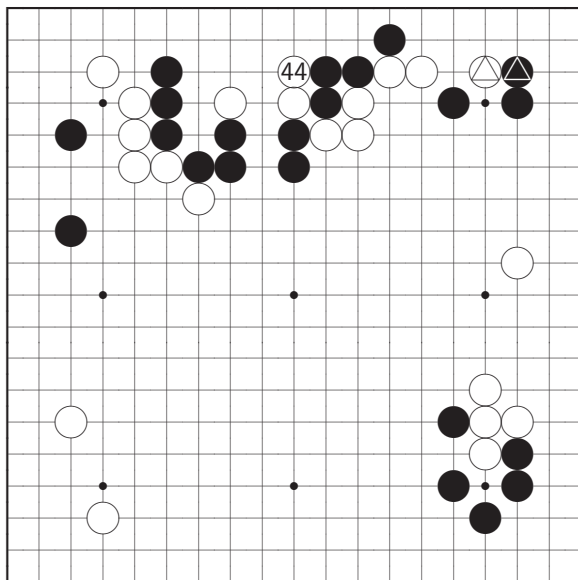


Diagram 22
(Move: 44)

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

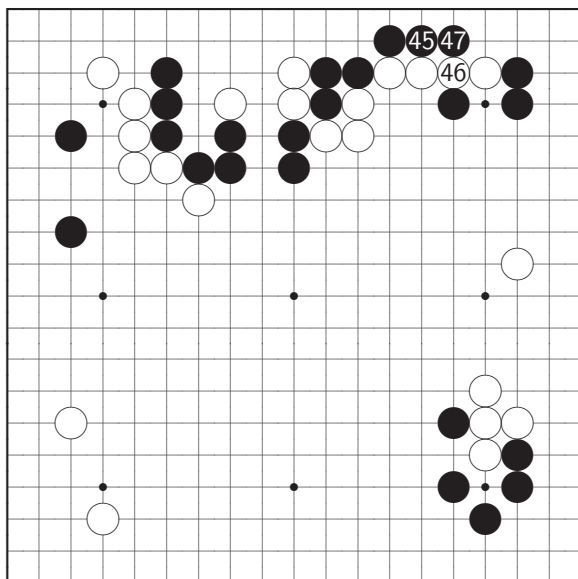
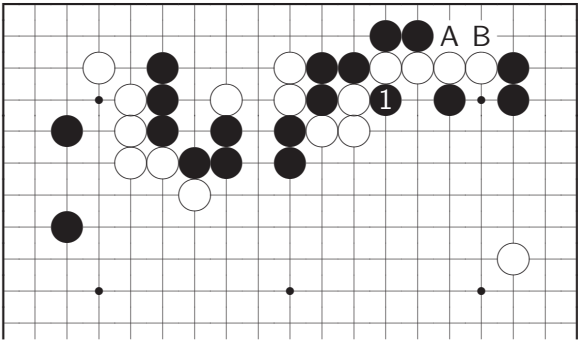


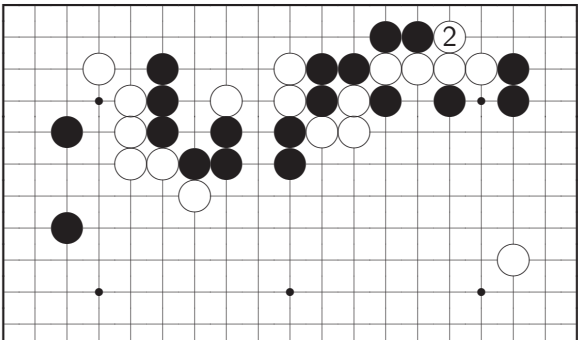
Diagram 23
(Moves: 45-47)

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



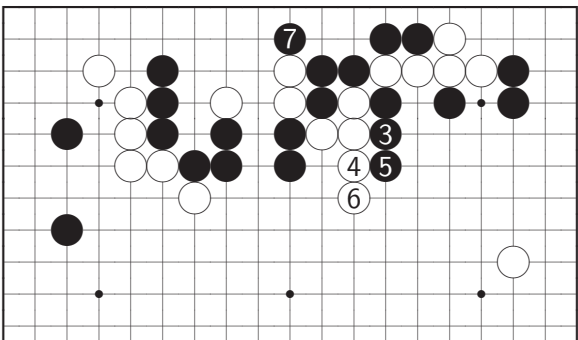
Variation 139 instead of 47

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



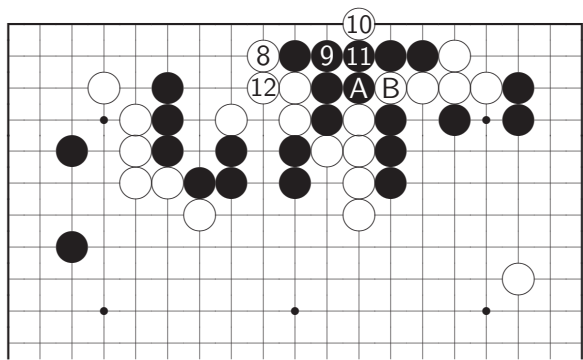
Variation 140 instead of 47

Blocking here is good.



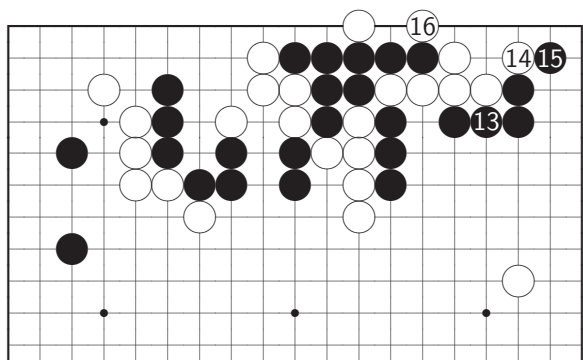
Variation 141 instead of 47

Black needs to come back here, but



Variation 142 instead of 47

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



Variation 143 instead of 47

White will win this capturing race.

Black cut here, to counter-attack.

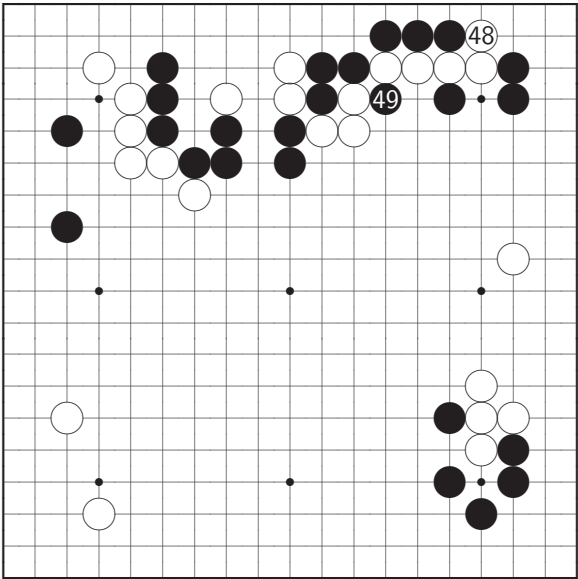


Diagram 24
(Moves: 48-49)

This atari was the right move, and

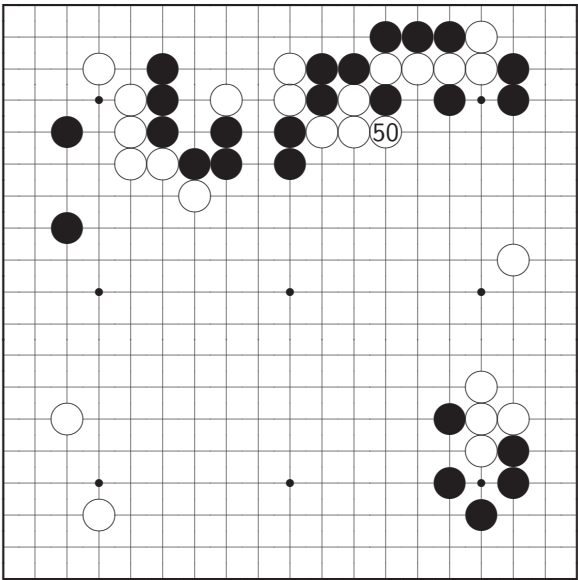
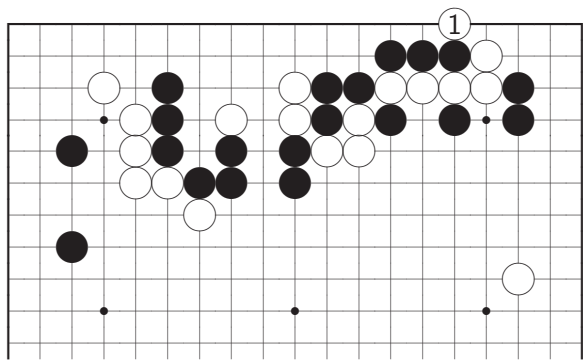
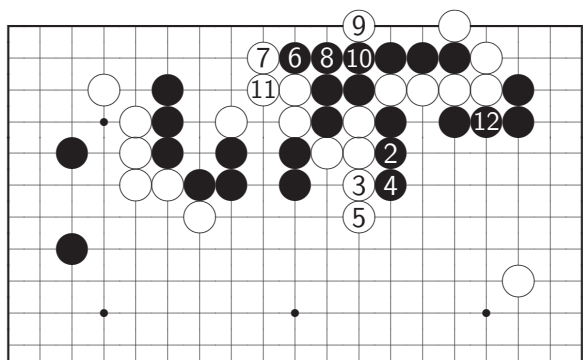


Diagram 25
(Move: 50)



Variation 144 instead of 50

If white still tries to capture black,



Variation 145 instead of 50

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

This is the right sequence.

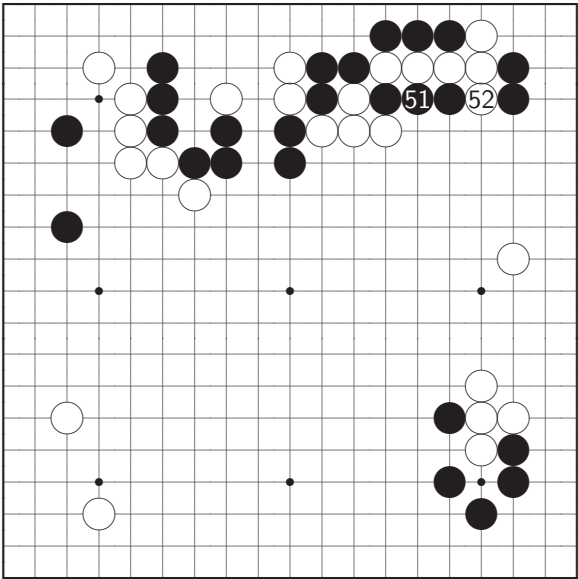


Diagram 26
(Moves: 51-52)

This jump is the only move for black, and

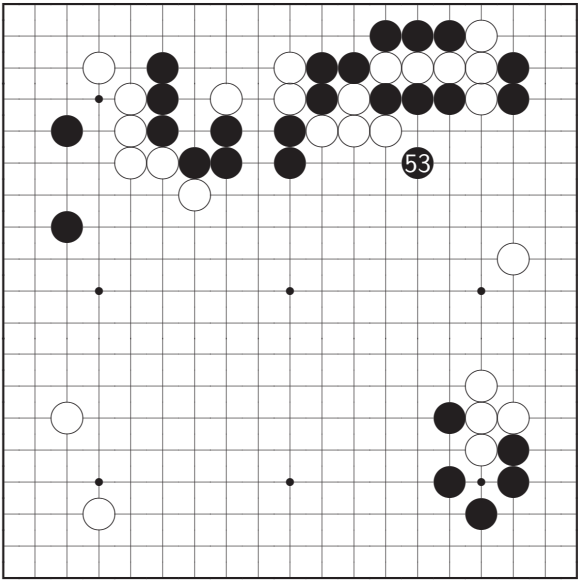


Diagram 27
(Move: 53)

This hane aims at A.

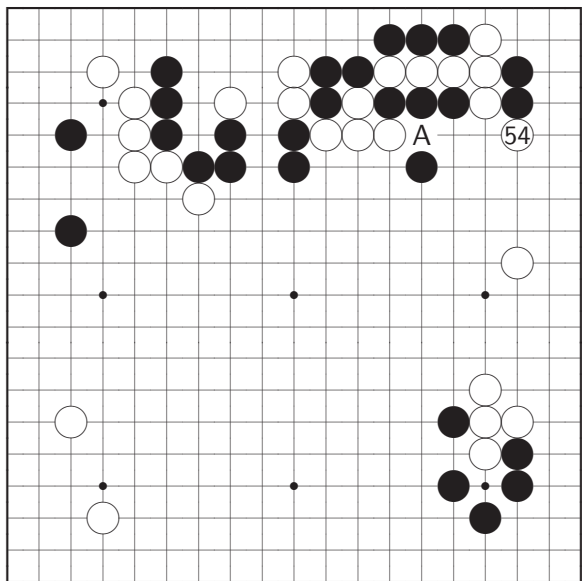


Diagram 28
(Move: 54)

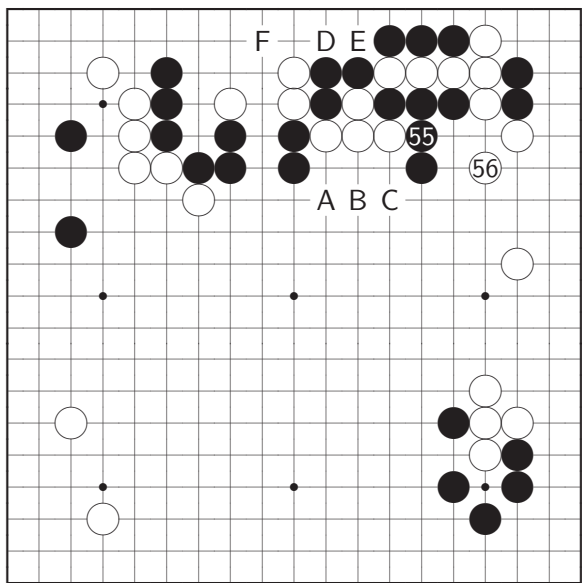
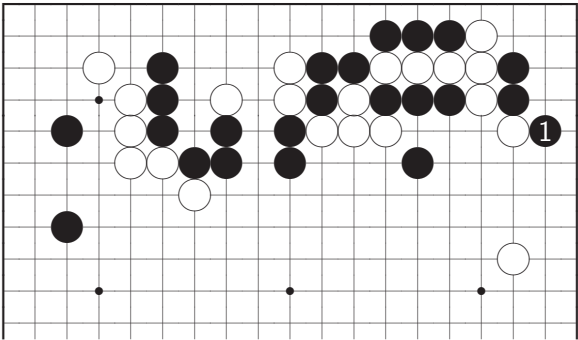


Diagram 29
(Moves: 55-56)

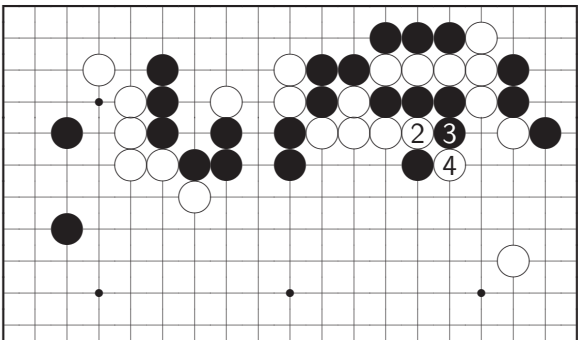
It ended with a big trade. Black got the top and the center stones, but black's top right corner turned into white's corner. The result was favorable for white, because white can still exploit aji at A-C later, or play at D-F, so black has bad aji at the top.

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



Variation 146 instead of 55

If black plays here, for example,



Variation 147 instead of 55

White captures the cutting stones.

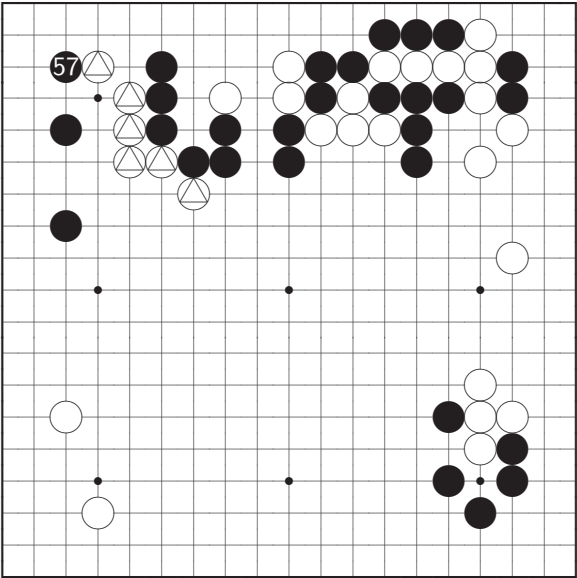
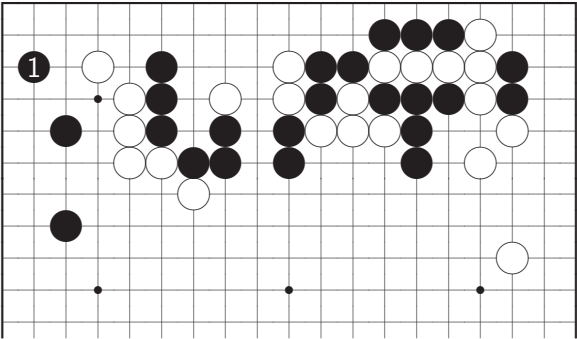


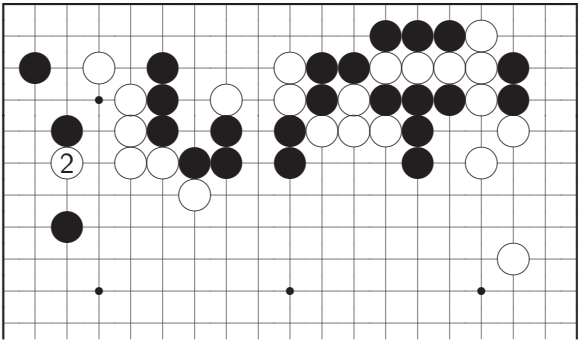
Diagram 30
(Move: 57)

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



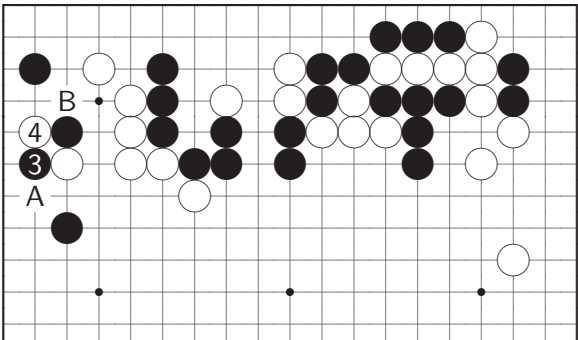
Variation 148 instead of 57

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



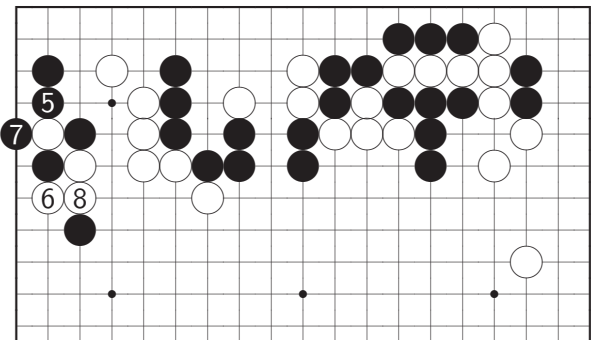
Variation 149 instead of 57

White can attach here and crosscut.



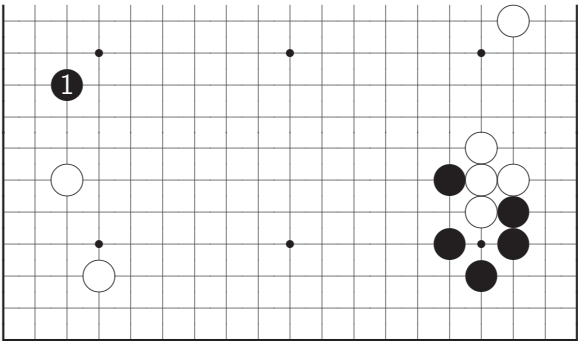
Variation 150 instead of 57

White makes miai of A and B.



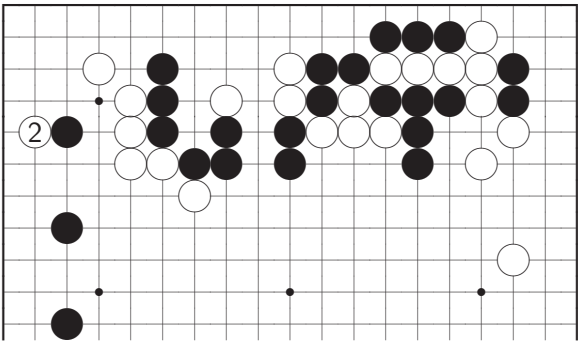
Variation 151 instead of 57

Black won't be happy with this result.



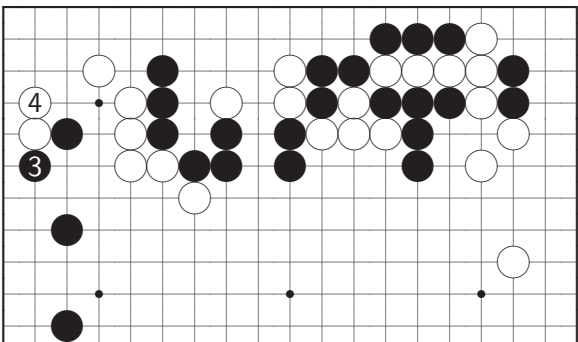
If black extends here instead,

Variation 152 instead of 57



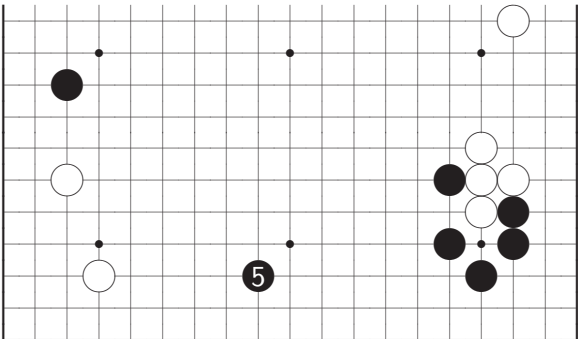
This attachment is good, and

Variation 153 instead of 57



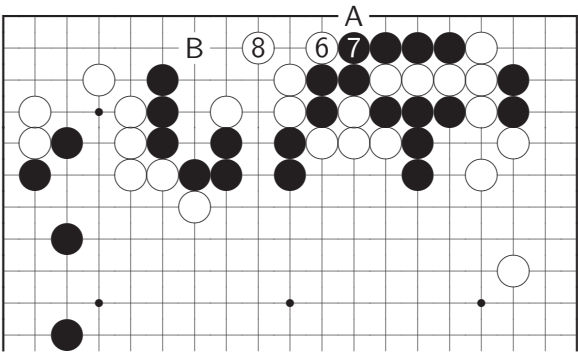
White can make a base for his group in the corner. Next...

Variation 154 instead of 57



Variation 155 instead of 57

If black takes a big point, like this,



Variation 156 instead of 57

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

White exchanged these moves in order to settle his group.

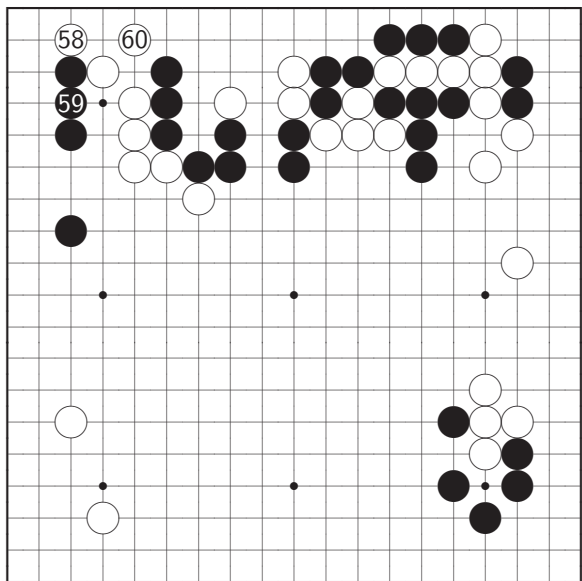


Diagram 31
(Moves: 58-60)

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

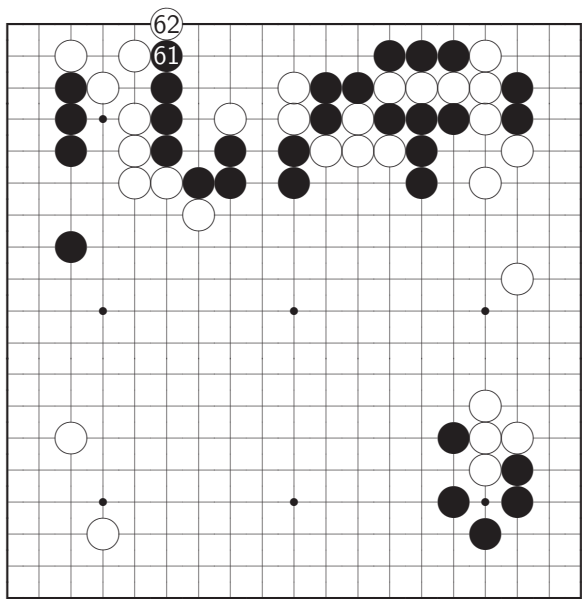


Diagram 32
(Moves: 61-62)

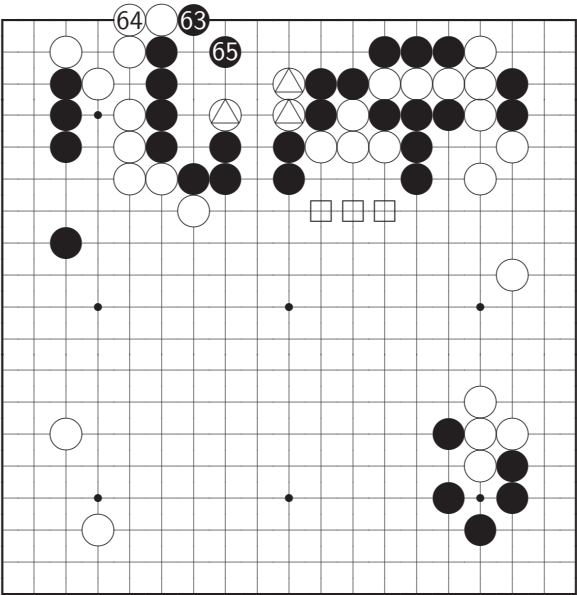


Diagram 33
(Moves: 63-65)

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).

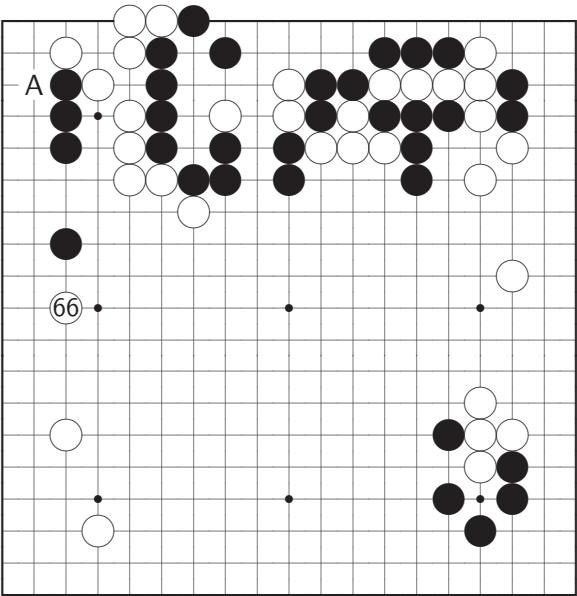


Diagram 34
(Move: 66)

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

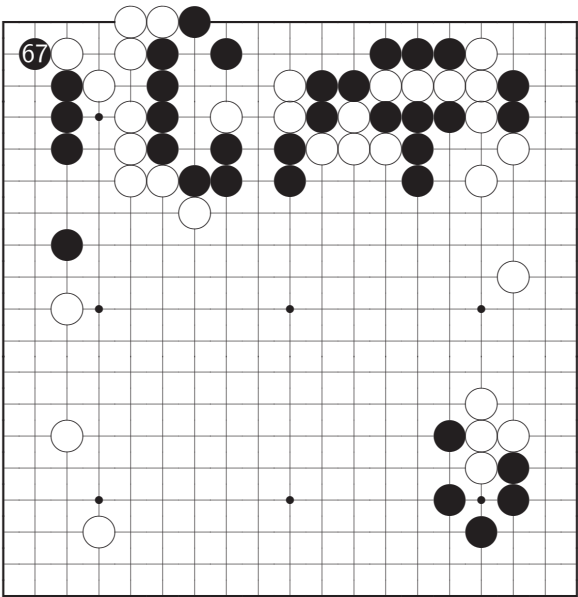


Diagram 35
(Move: 67)

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.

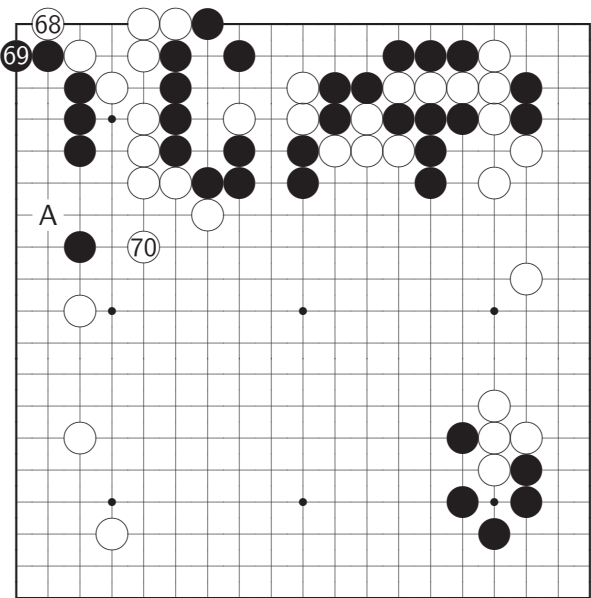


Diagram 36
(Moves: 68-70)

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

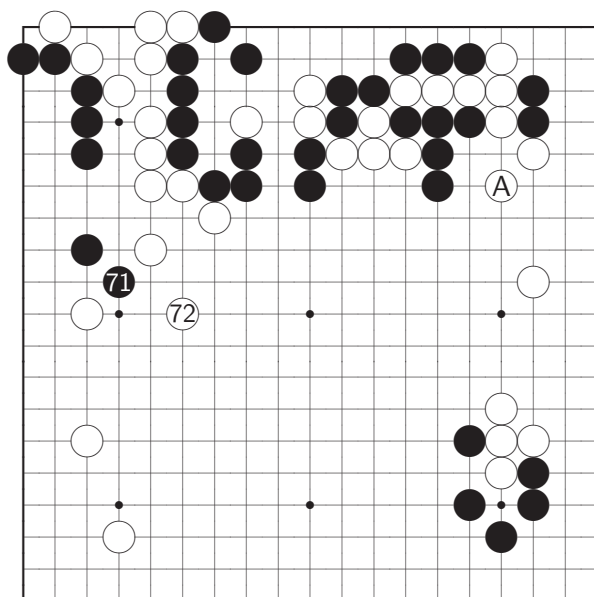


Diagram 37
(Moves: 71-72)

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

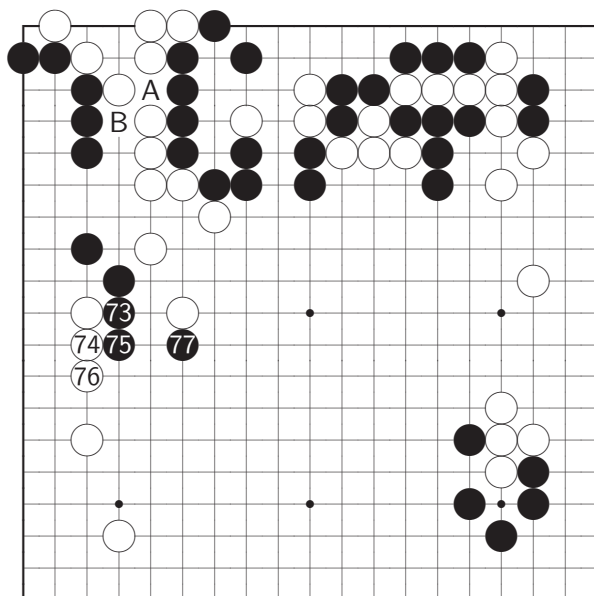
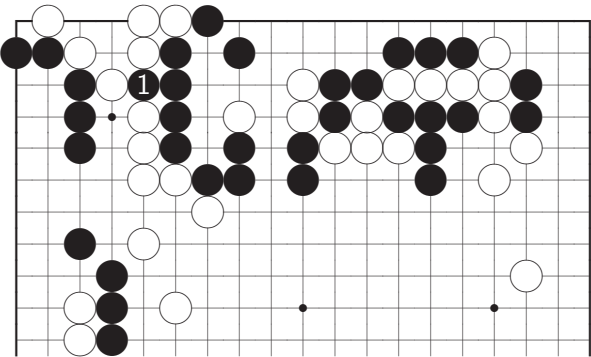


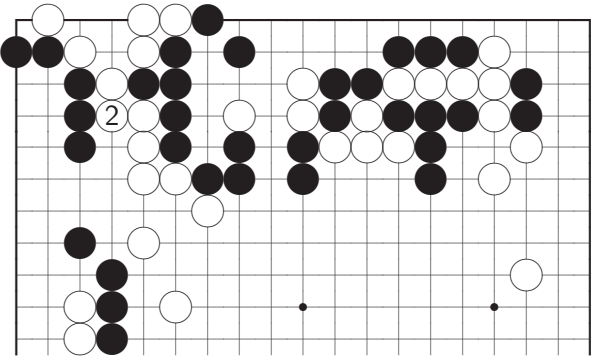
Diagram 38
(Moves: 73-77)

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



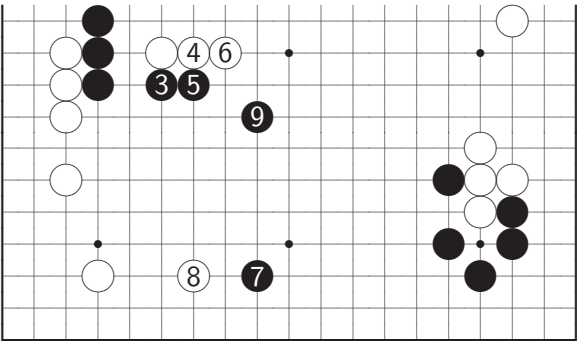
Variation 157 instead of 77

If black had played here now,



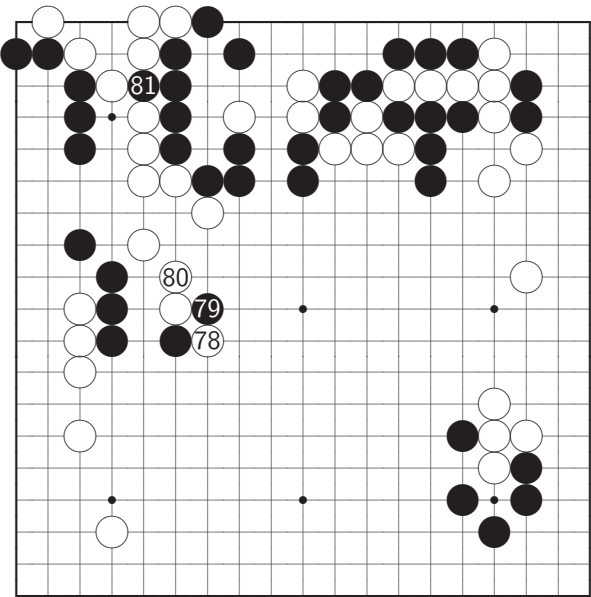
Variation 158 instead of 77

White would answer and,



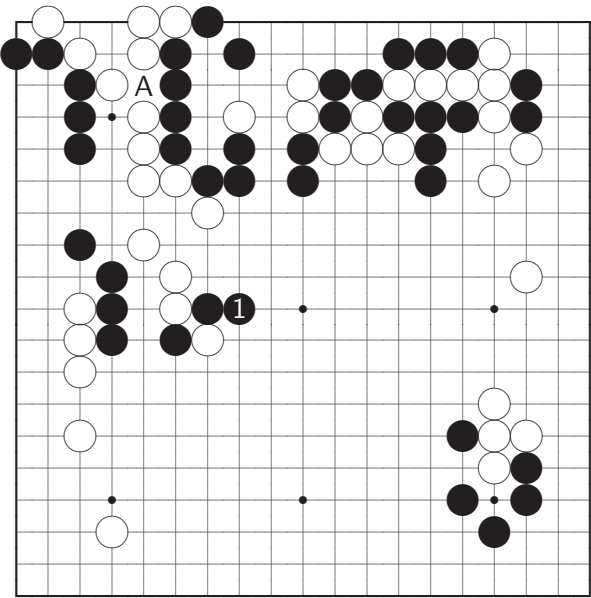
Variation 159 instead of 77

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



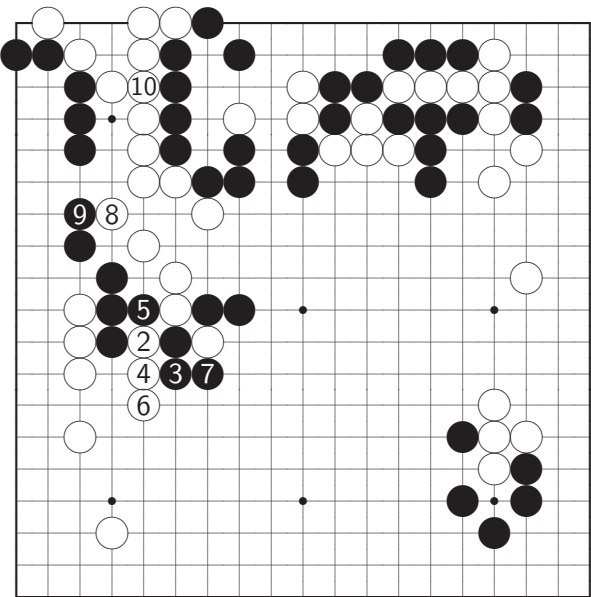
This was a probe, but it was a bit too late.

Diagram 39
(Moves: 78-81)



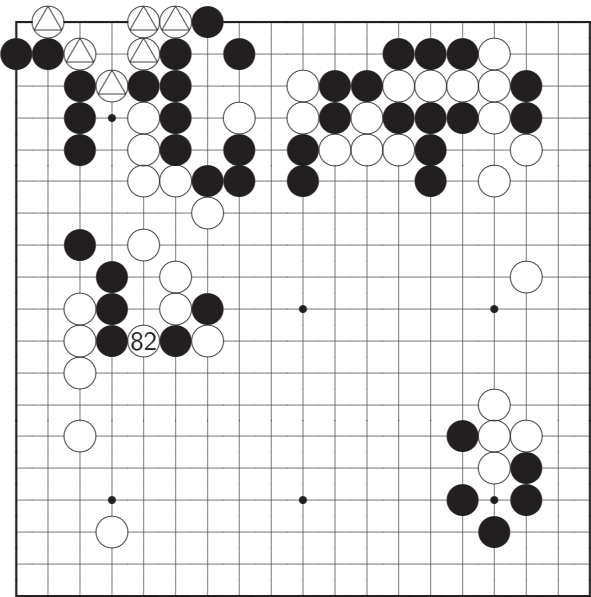
If black extends here, instead of playing at A,

Variation 160 instead of 81



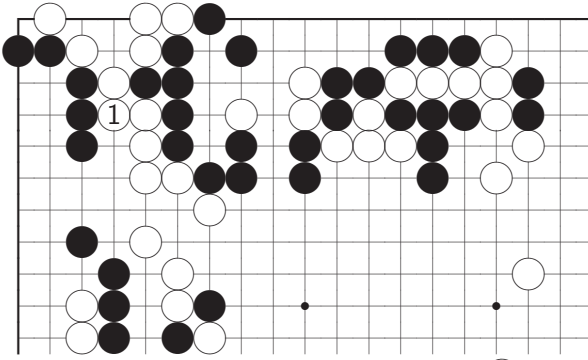
White can live here,
and it's ok for white.

Variation 161 instead of 81



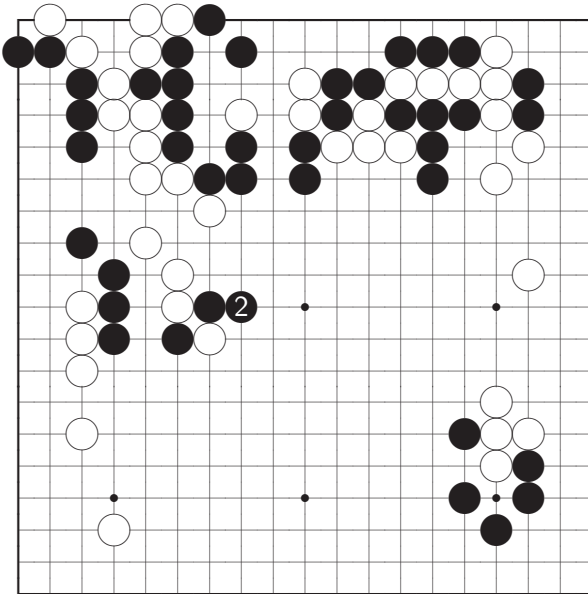
Go Seigen decided to
give the marked stones
away.

Diagram 40
(Move: 82)



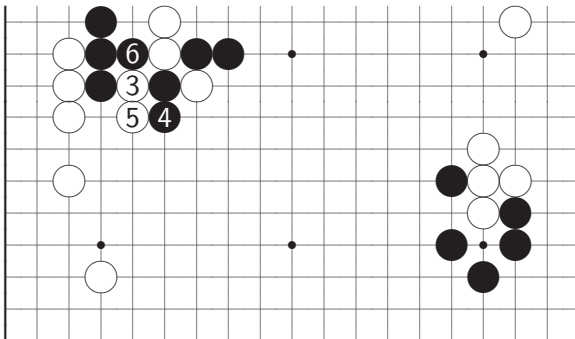
Variation 162 instead of 82

If white answers,



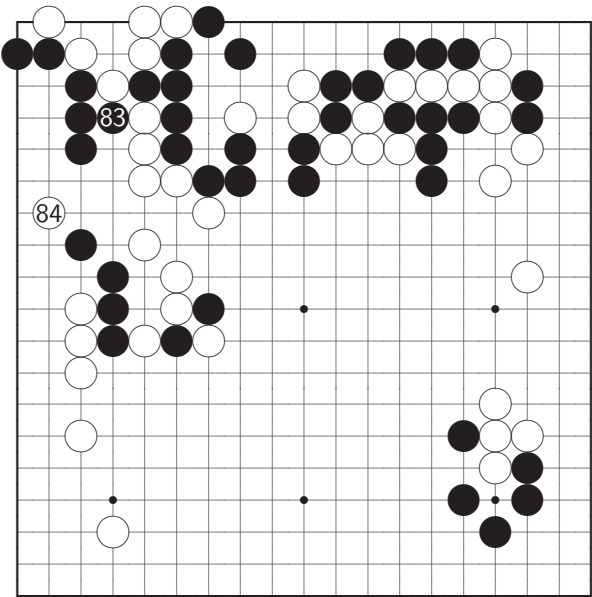
Variation 163 instead of 82

Black can extend here
to fight.



Variation 164 instead of 82

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



This placement was very sharp. The timing was perfect.

Diagram 41
(Moves: 83-84)

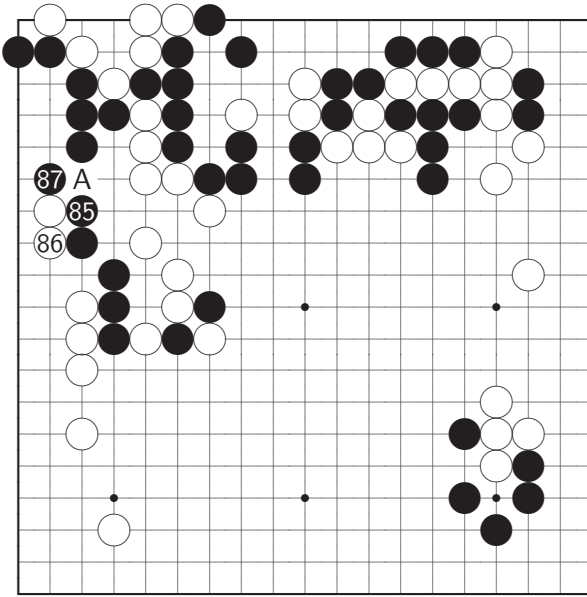


Diagram 42
(Moves: 85-87)

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

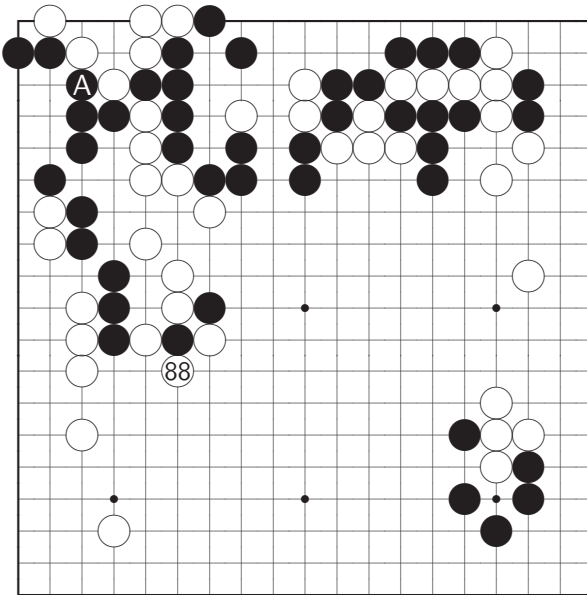


Diagram 43
(Move: 88)

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).

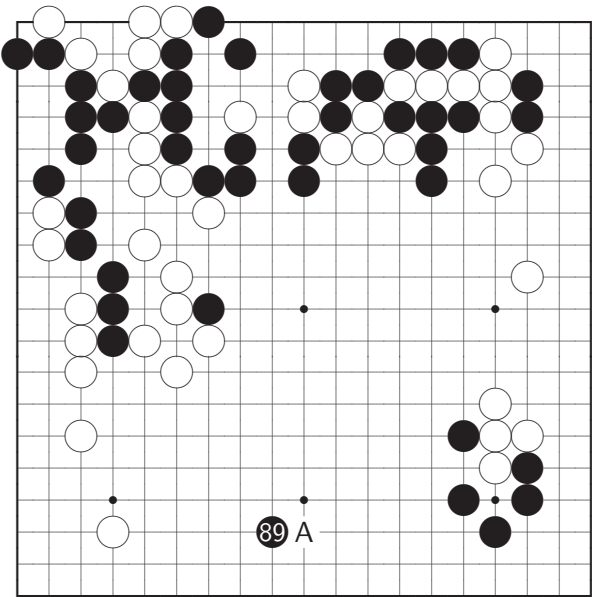


Diagram 44
(Move: 89)

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

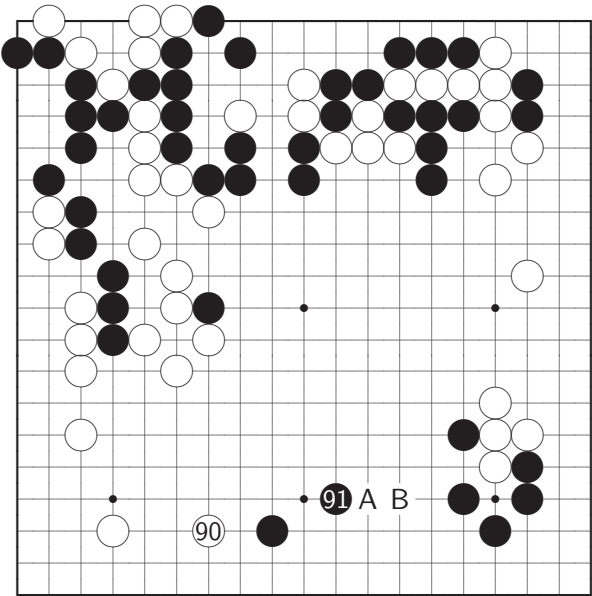


Diagram 45
(Moves: 90-91)

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

The game's even now.

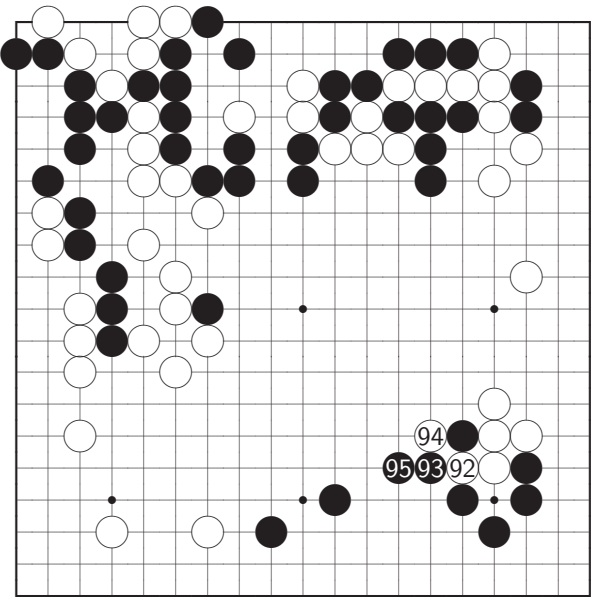
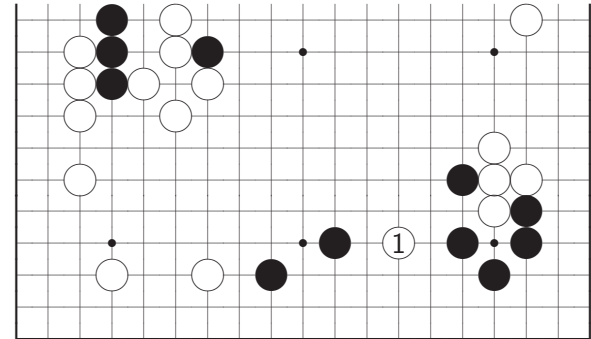
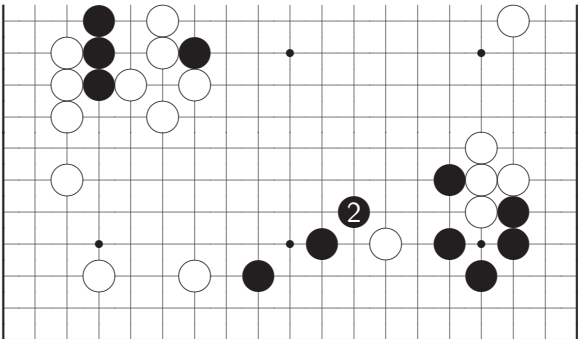


Diagram 46
(Moves: 92-95)



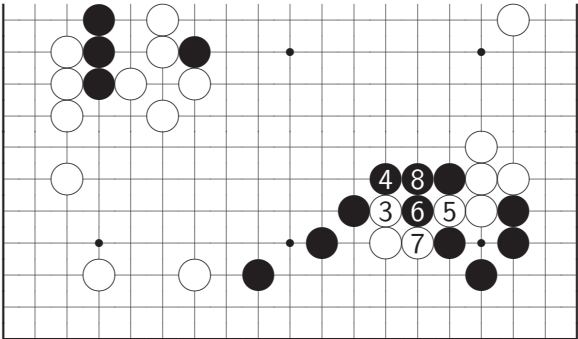
Variation 168 instead of ⑨2

If white invades here,



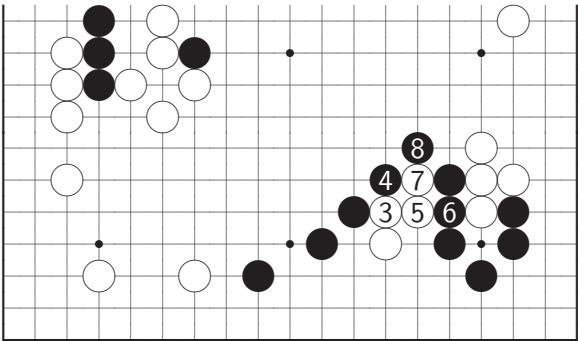
This is a good response, and

Variation 169 instead of ⑨2



It's hard for white to fight or live.

Variation 170 instead of ⑨2



White can't escape like this.

Variation 171 instead of ⑨2

It's a very good time to probe.

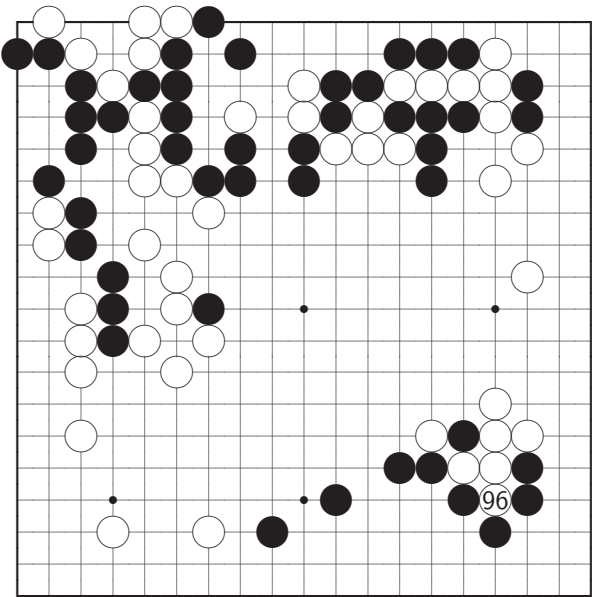


Diagram 47
(Move: 96)

This connection was right.

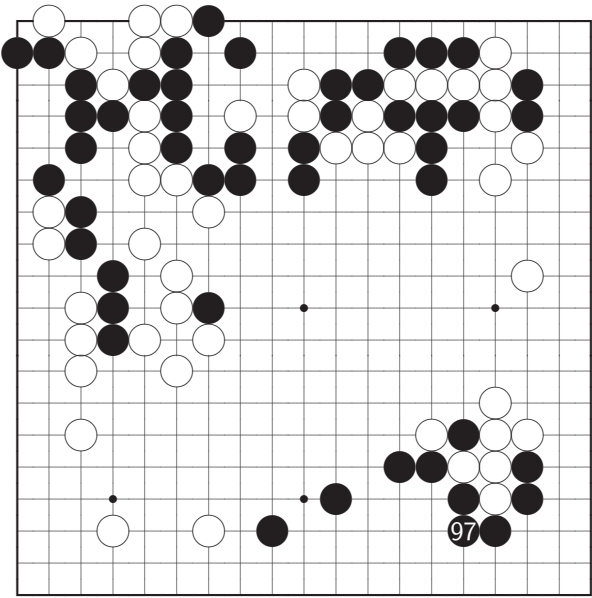
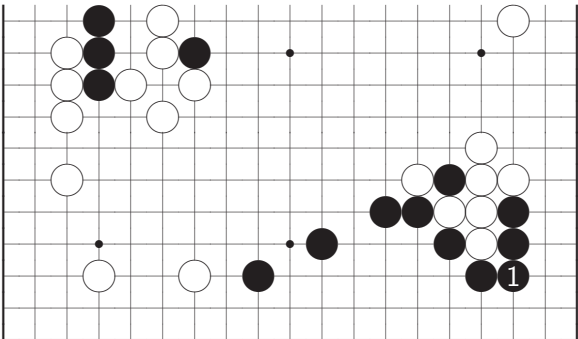
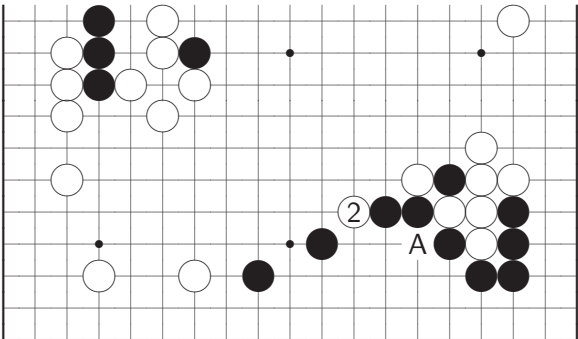


Diagram 48
(Move: 97)



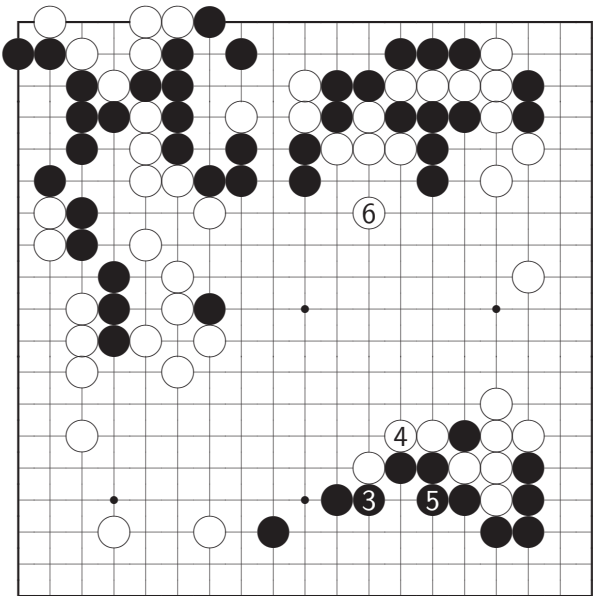
If black connects here,

Variation 172 instead of 97



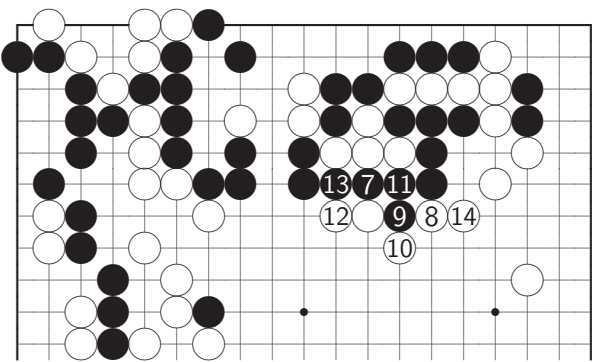
This attachment (aiming at A) is good and,

Variation 173 instead of 97



White gets sente, and plays here.

Variation 174 instead of 97



Variation 175 instead of 97

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

A Small Mistake

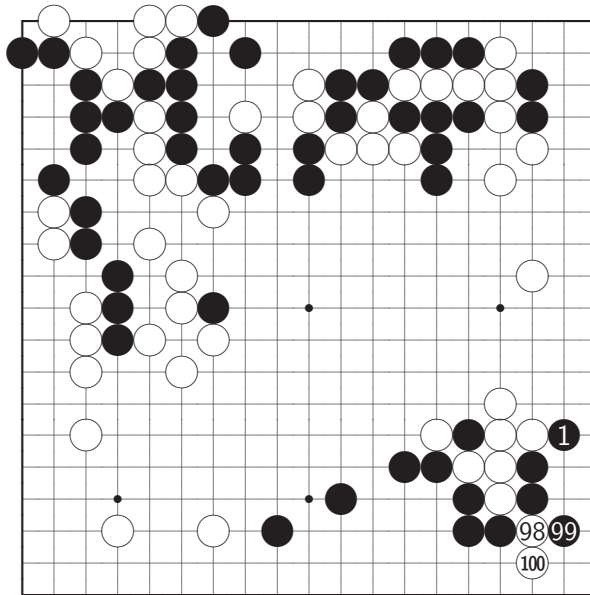
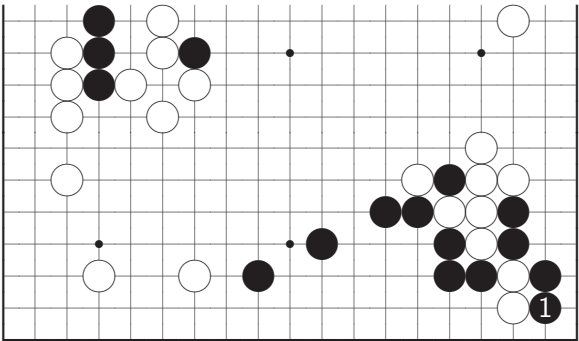


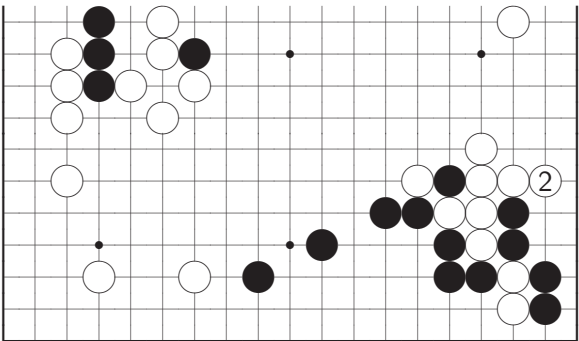
Diagram 49
(Moves: 98-101)

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



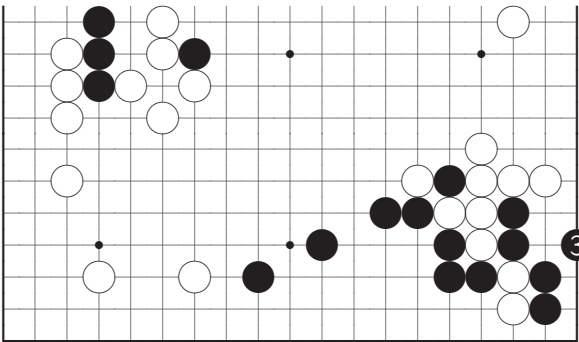
Black should have played here,

Variation 176 instead of 101



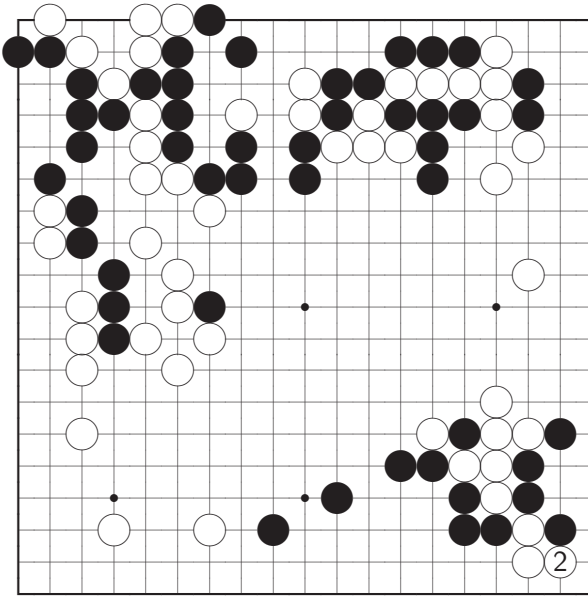
White gets to force here,

Variation 177 instead of 101



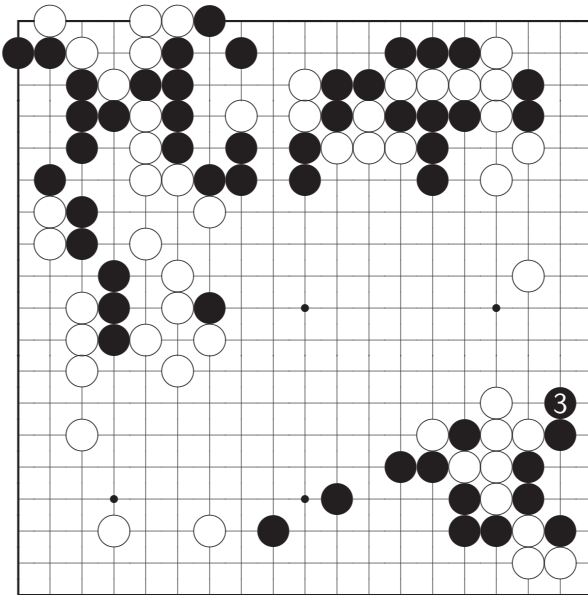
But the game's still very close.

Variation 178 instead of 101



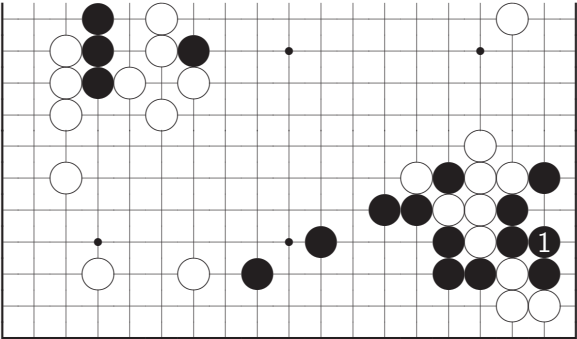
White seized a good chance here. Go Seigen doesn't miss his opponent's tiny mistakes.

Diagram 50
(Move: 102)



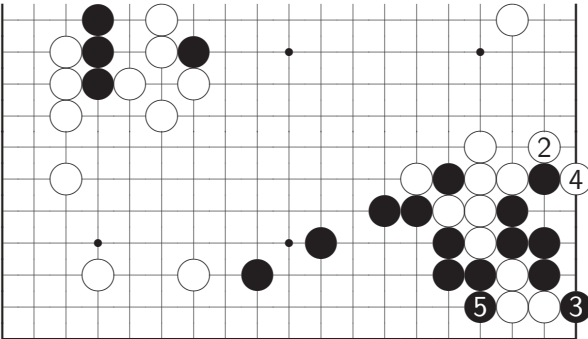
This is the only choice for black.

Diagram 51
(Move: 103)



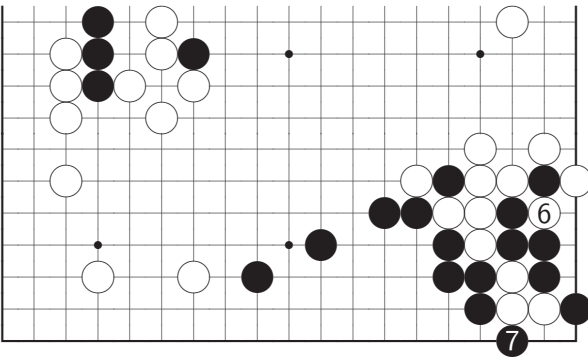
Black can't connect here, because

Variation 179 instead of 103



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

Variation 180 instead of 103



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

Variation 181 instead of 103

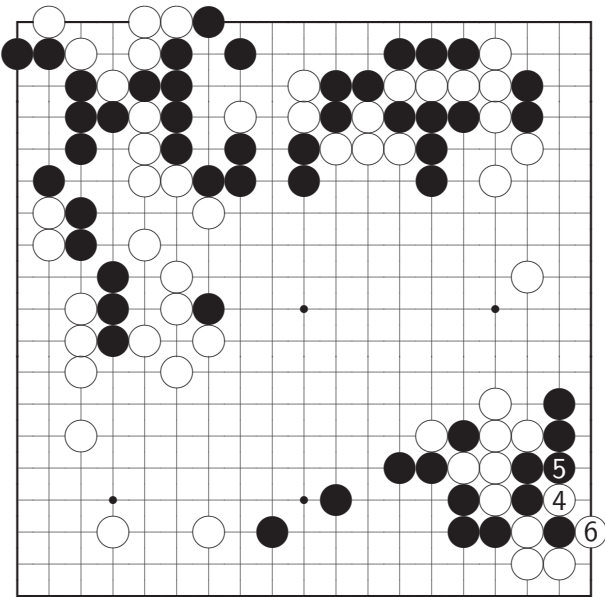


Diagram 52
(Moves: 104-106)

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

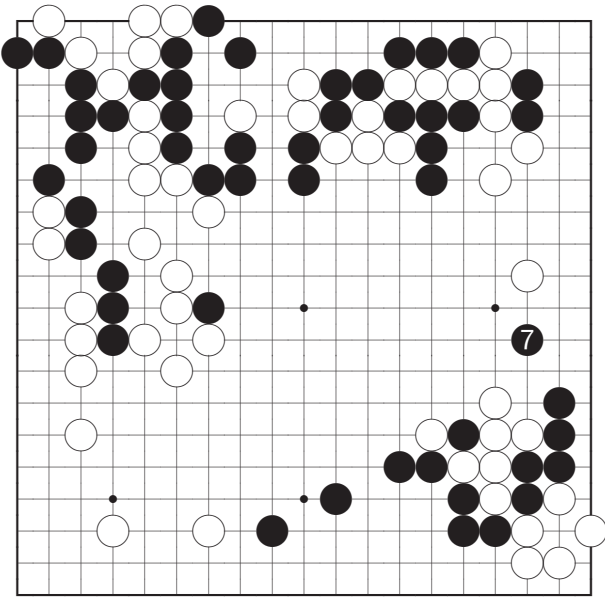


Diagram 53
(Move: 107)

Black has to look after this group now.

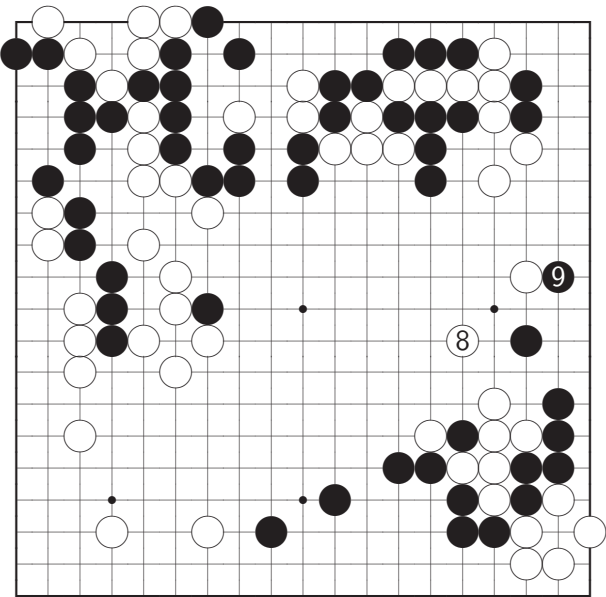
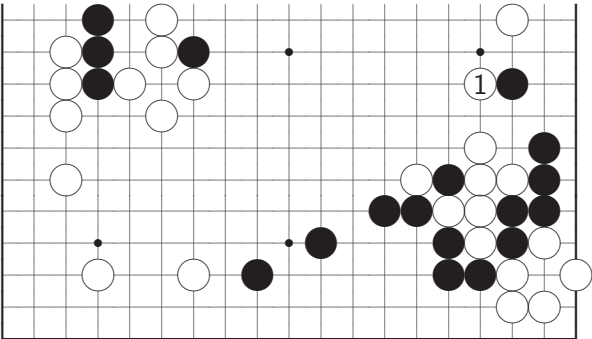


Diagram 54
(Moves: 108-109)

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



Variation 182 instead of 108

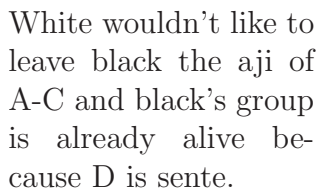
If white attached here,



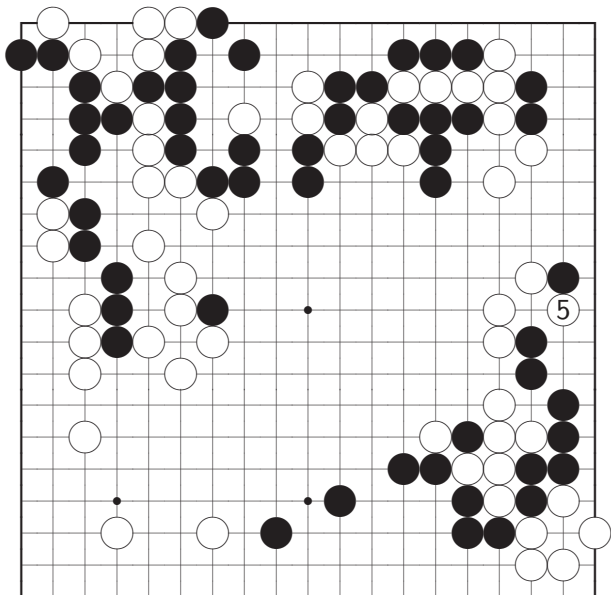
Variation 183 instead of 108



Variation 184 instead of (108)

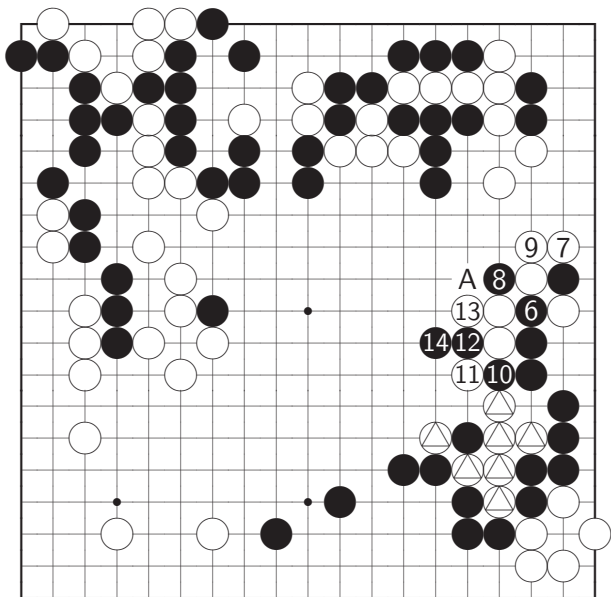


Variation 185 instead of 108



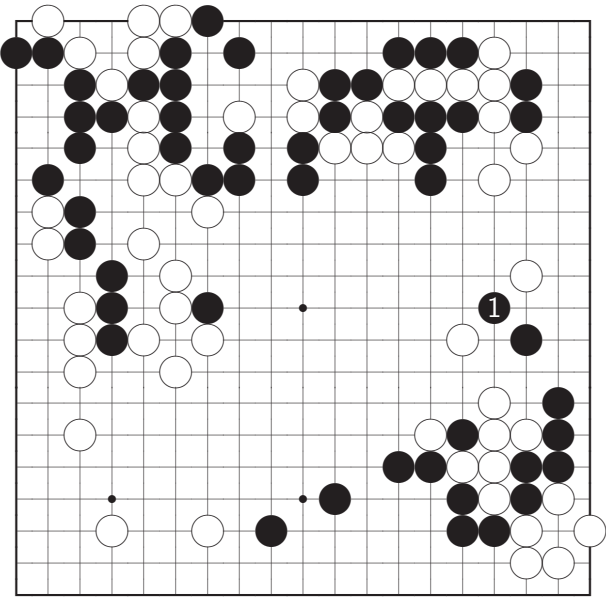
If white cuts here,

Variation 186 instead of (108)



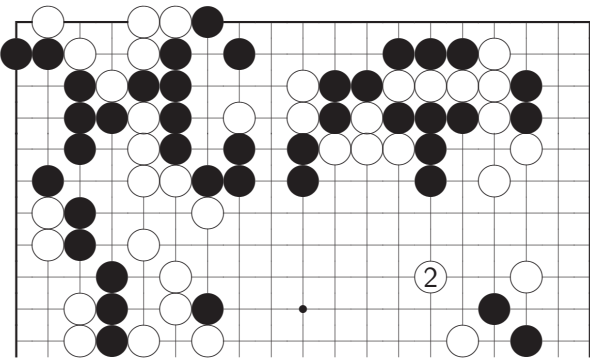
Black will break through and white will lose control of the fight. Black can ladder at A next or capture white's marked stones.

Variation 187 instead of (108)



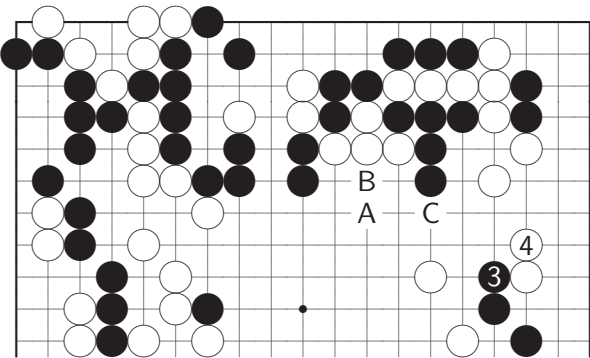
Moving out like this would be dangerous.

Variation 188 instead of 109



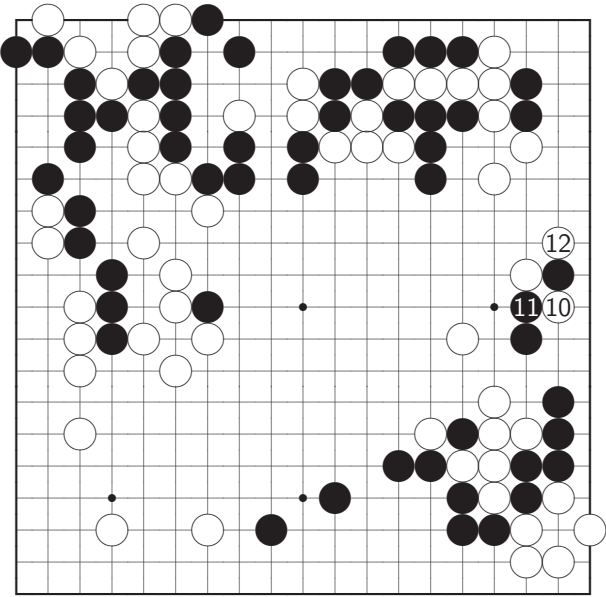
White can keep attacking like this and,

Variation 189 instead of 109



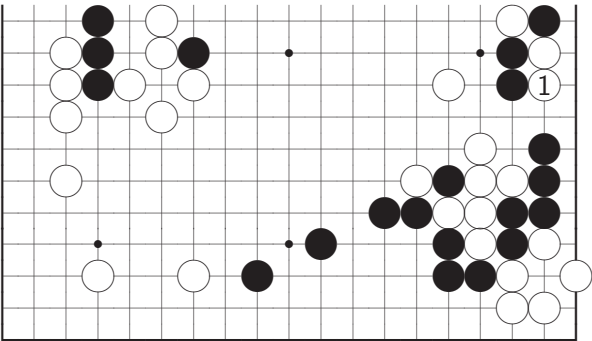
Black's in trouble because white has forcing sequences like A-C

Variation 190 instead of 109



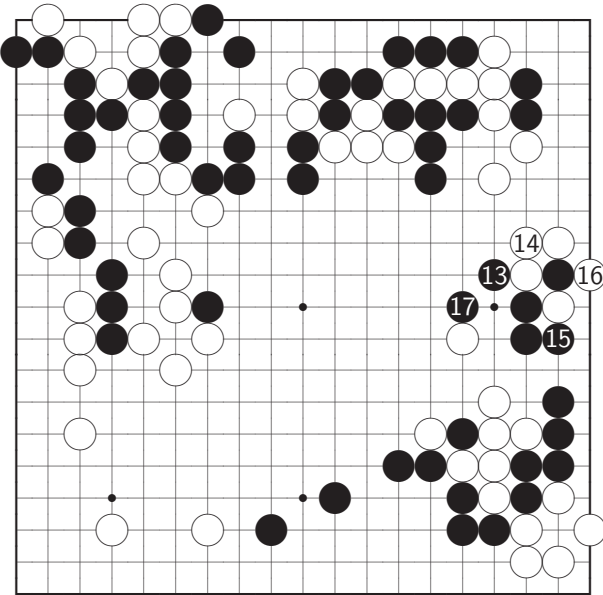
This atari was right.

Diagram 55
(Moves: 110-112)



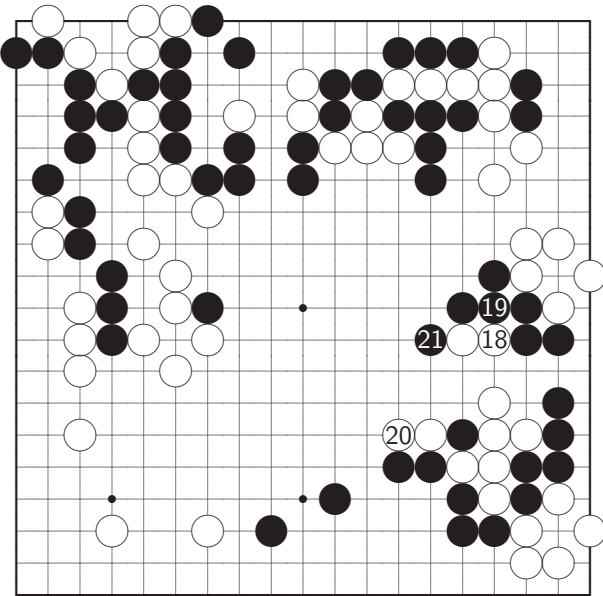
Pushing here doesn't
work, because

Variation 191 instead of ⑪⑫



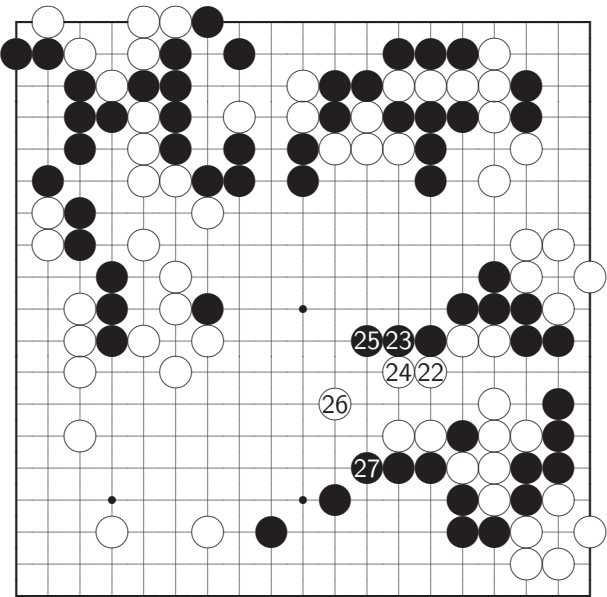
Black makes good shape and the game's still close, but white's slightly ahead now.

Diagram 56
(Moves: 113-117)



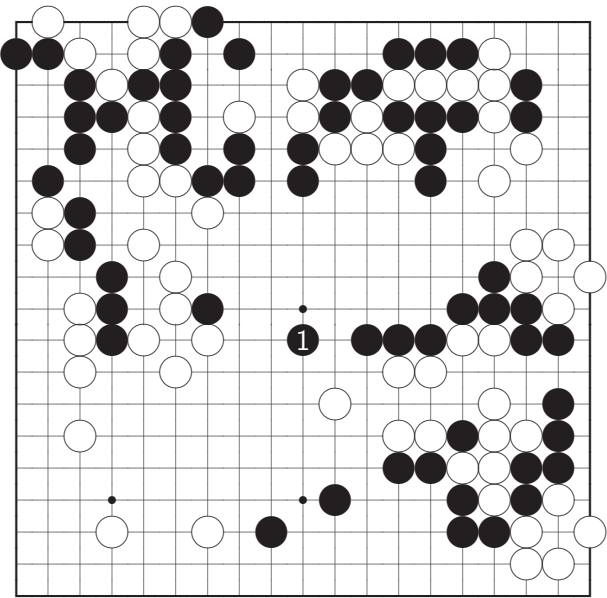
The hane at the head of two stones is nearly always good.

Diagram 57
(Moves: 118-121)



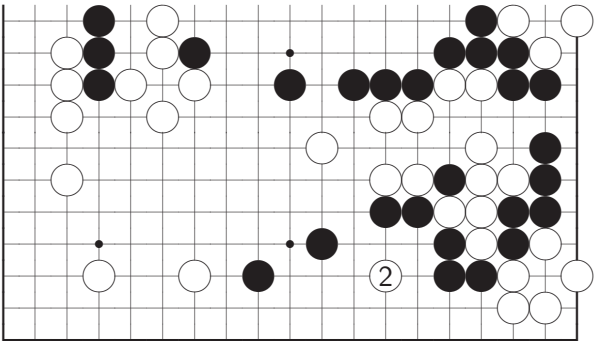
This move looks small and slow, but it was necessary.

Diagram 58
(Moves: 122-127)



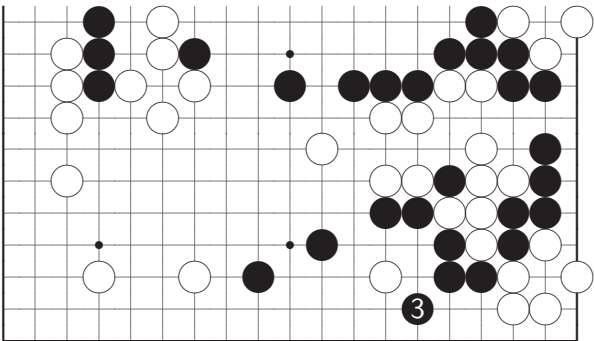
If black doesn't reinforce at the bottom,

Variation 194 instead of 127



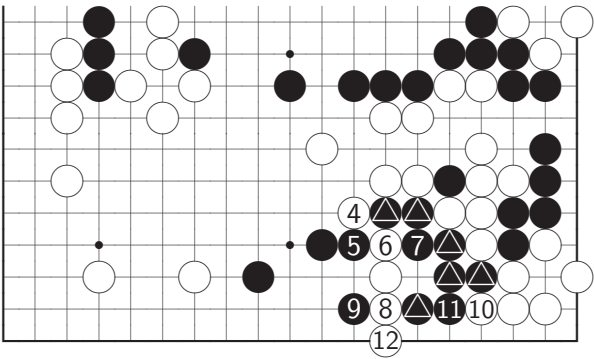
White can invade here.

Variation 195 instead of 127



If black responds here,

Variation 196 instead of 127



Black's marked stones are captured.

Variation 197 instead of 127

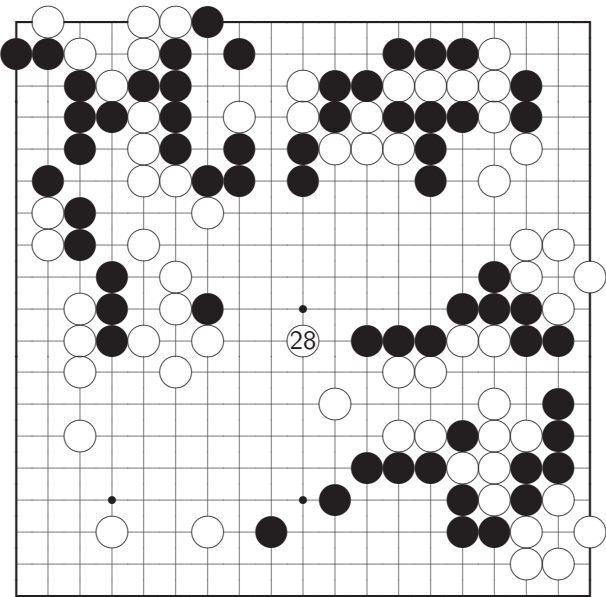


Diagram 59
(Move: 128)

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

The Losing Move

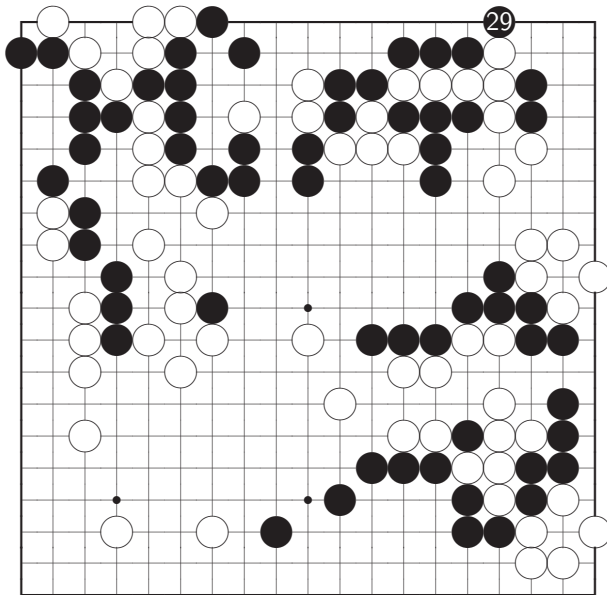
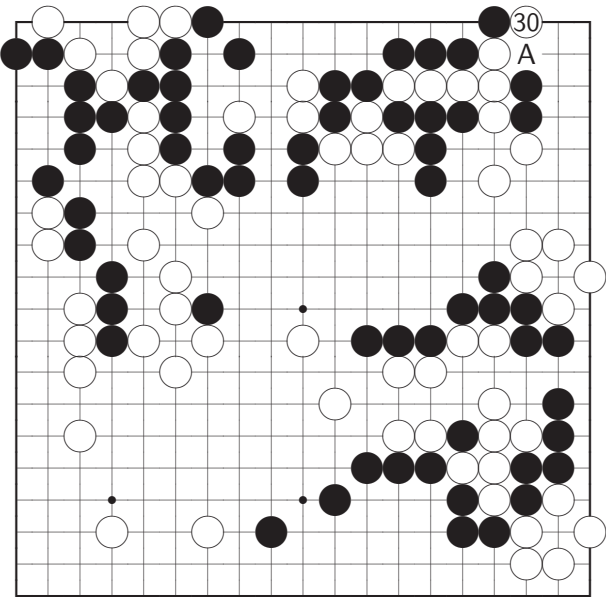


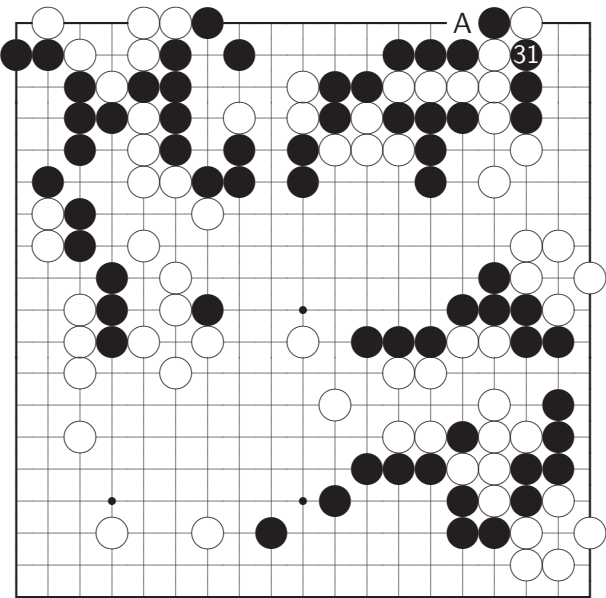
Diagram 60
(Move: 129)

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



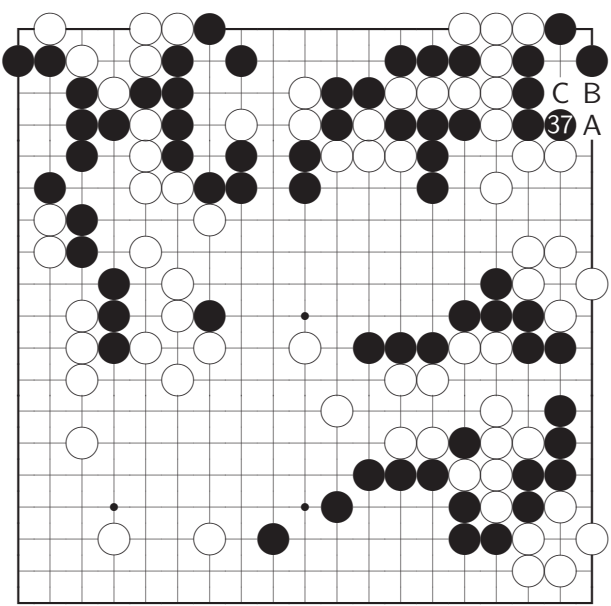
White doesn't want to pull back at A, because the game's very close.

Diagram 61
(Move: 130)



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

Diagram 62
(Move: 131)



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

Diagram 65
(Move: 137)

White fights back

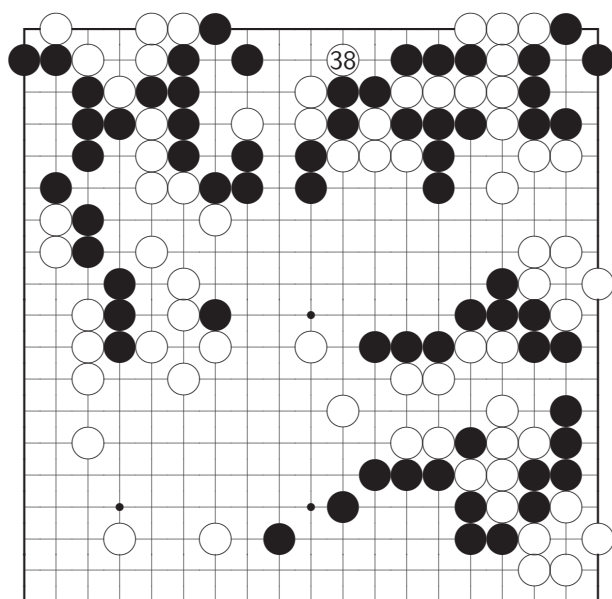
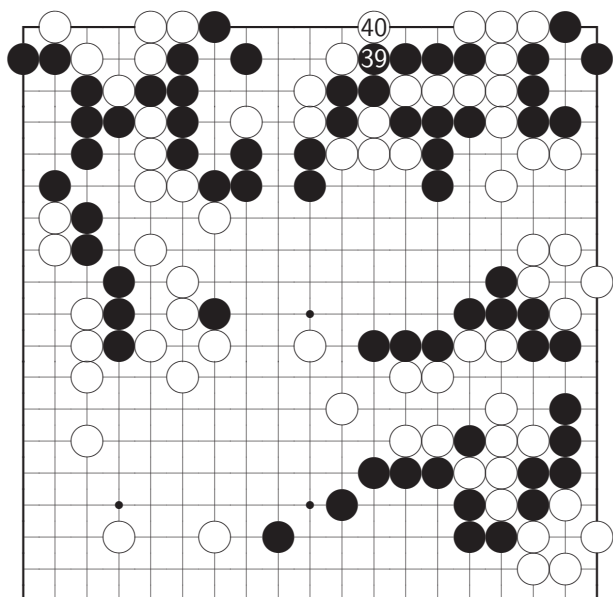


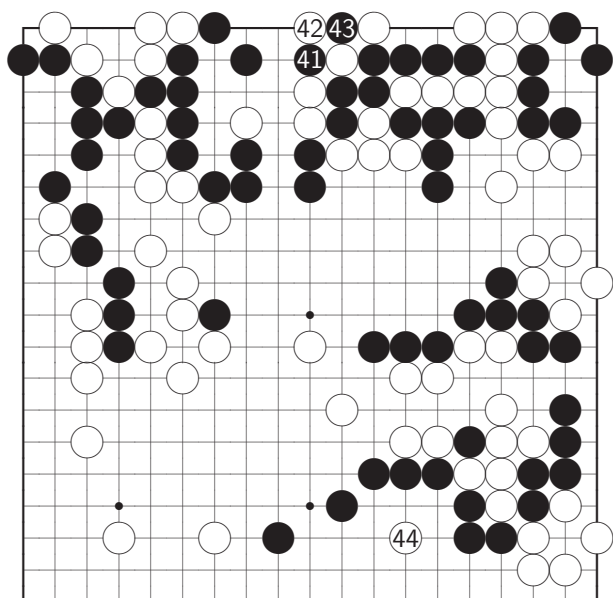
Diagram 66
(Move: 138)

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)

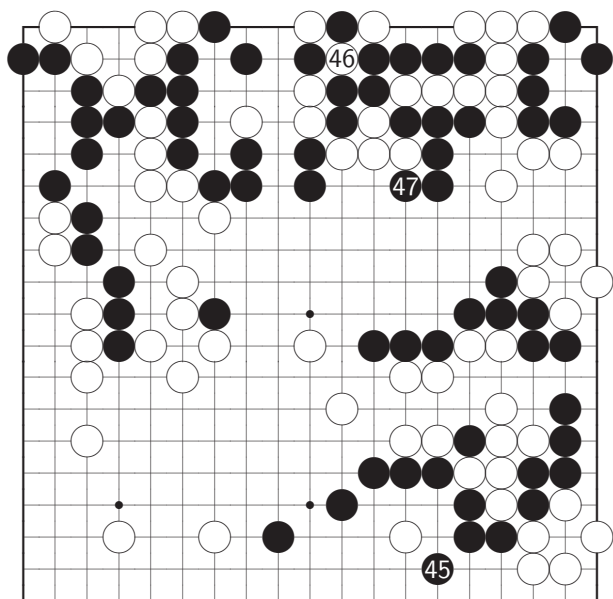


Diagram 69
(Moves: 145-147)

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

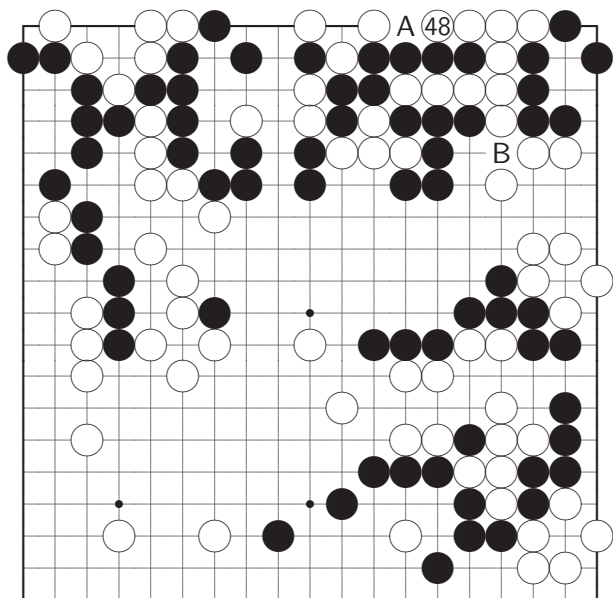
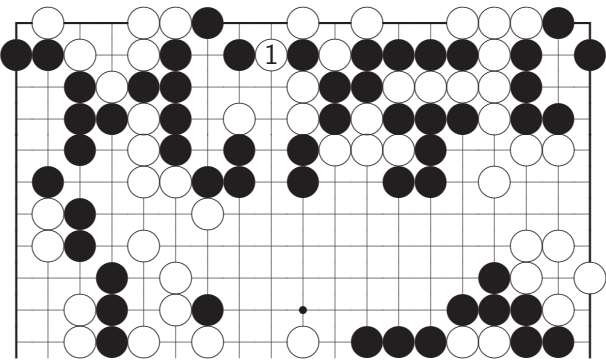


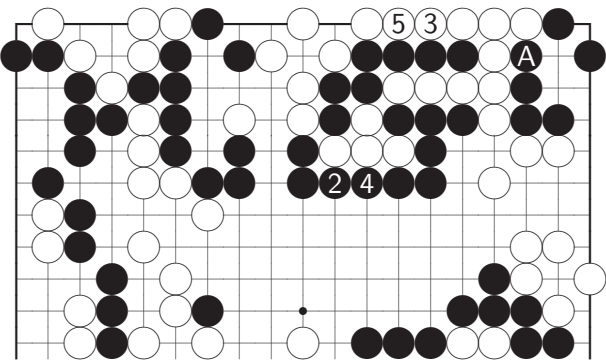
Diagram 70
(Move: 148)

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.



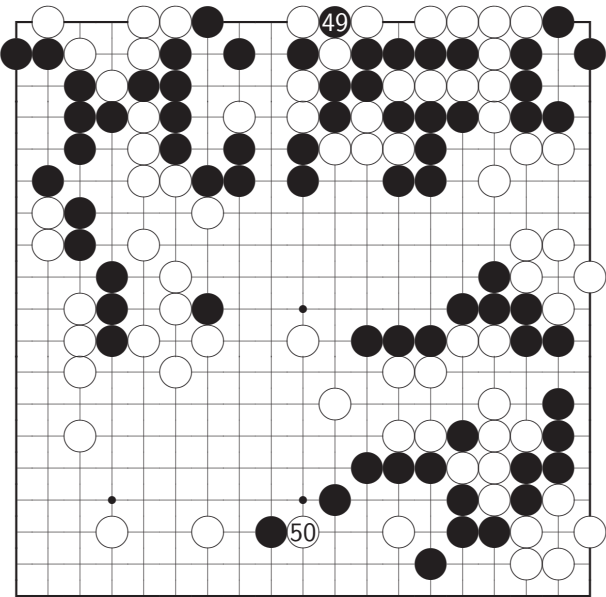
Variation 200 instead of ⑭⑧

This is possible, and



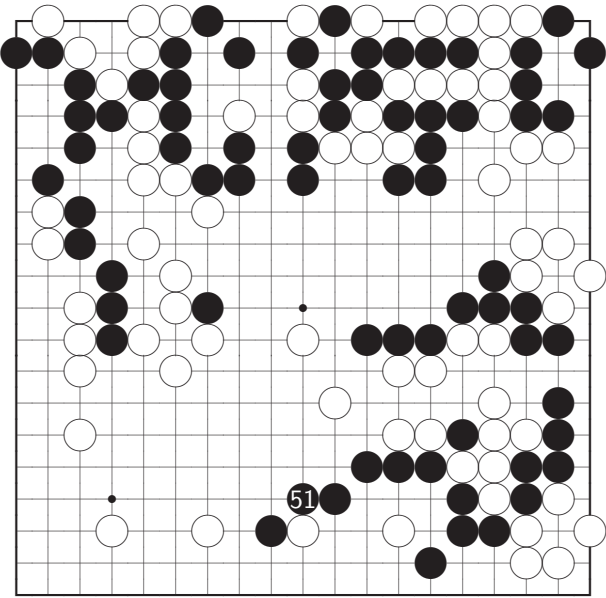
Variation 201 instead of ⑭⑧

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.



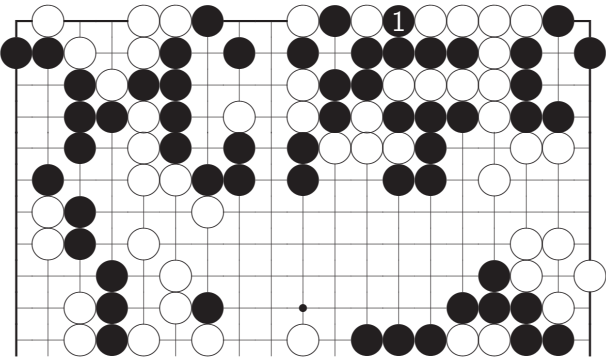
This was a good ko threat.

Diagram 71
(Moves: 149-150)

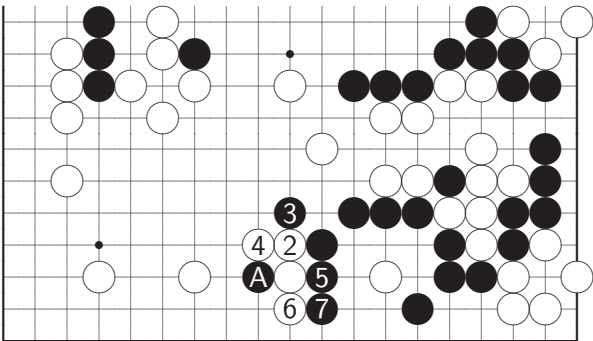


Black must answer here.

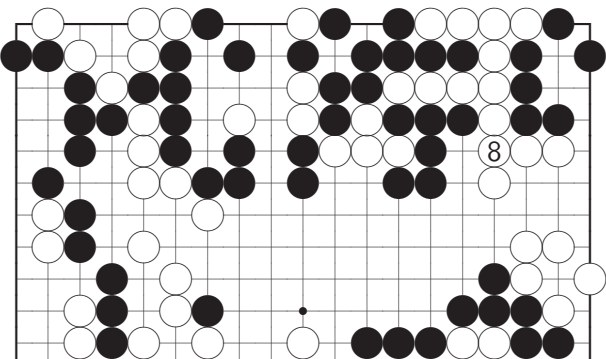
Diagram 72
(Move: 151)



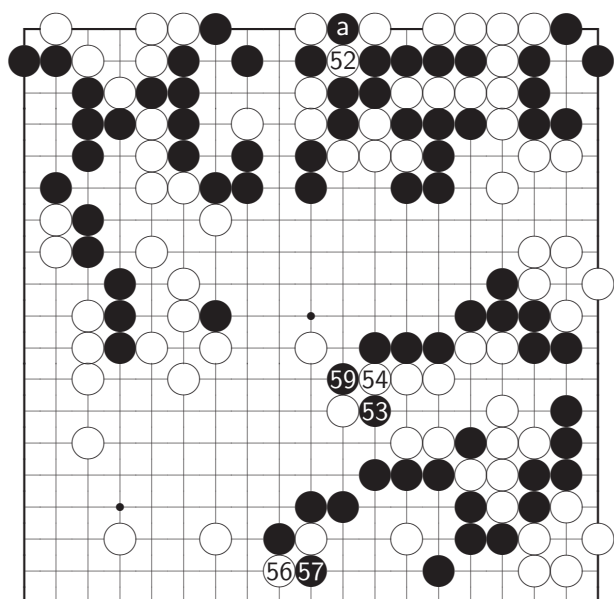
If black doesn't answer,



White captures the stone at A in sente, and



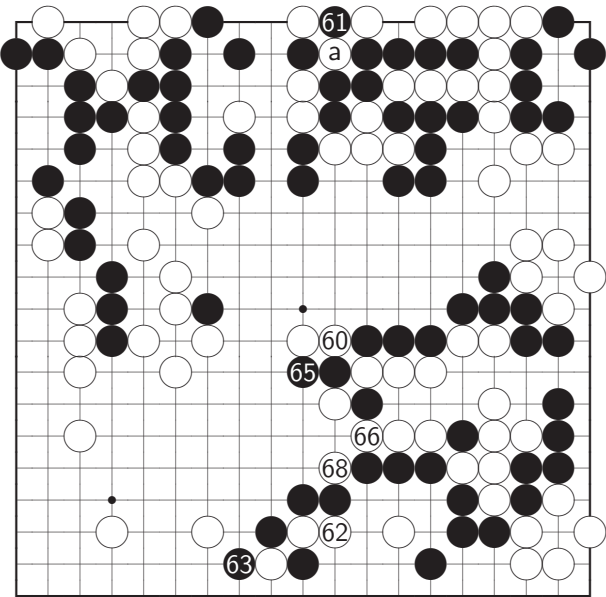
White is winning now.



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.

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

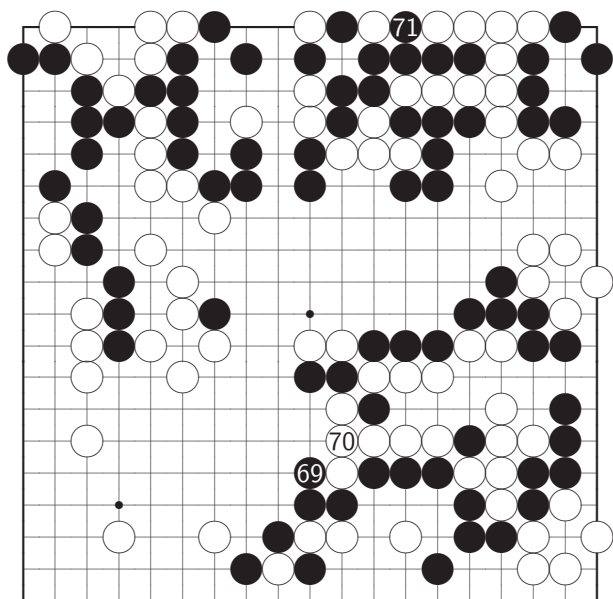


Diagram 75
(Moves: 169-171)

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

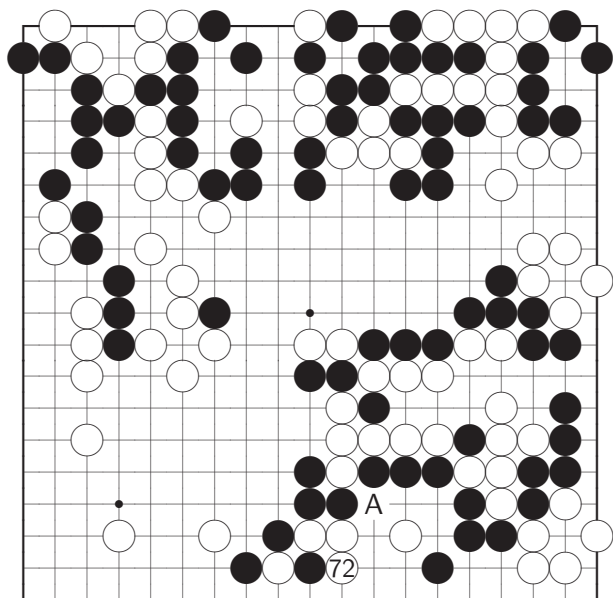


Diagram 76
(Move: 172)

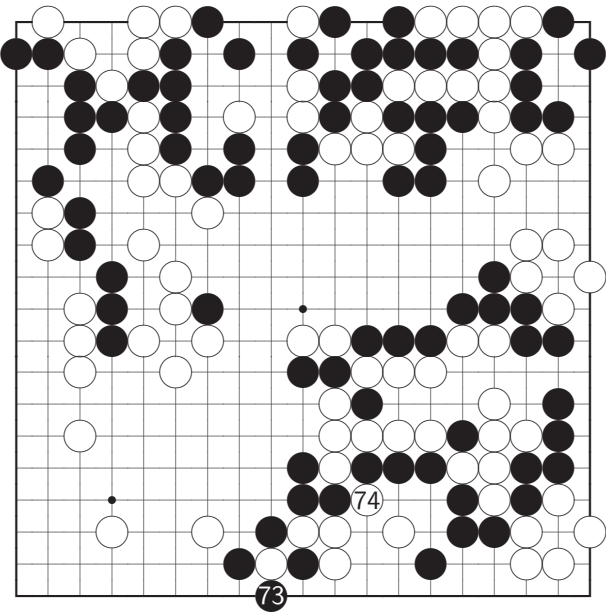
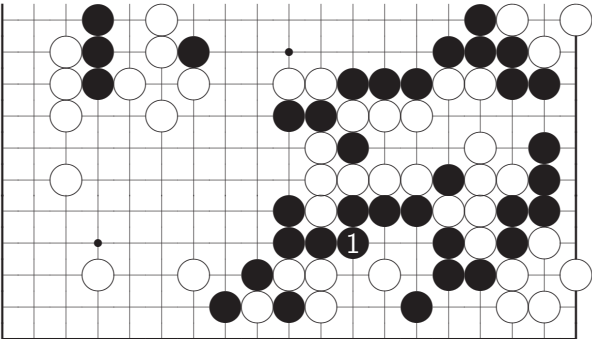


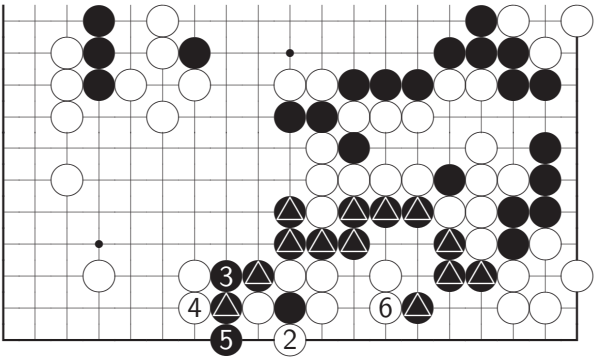
Diagram 77
(Moves: 173-174)

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



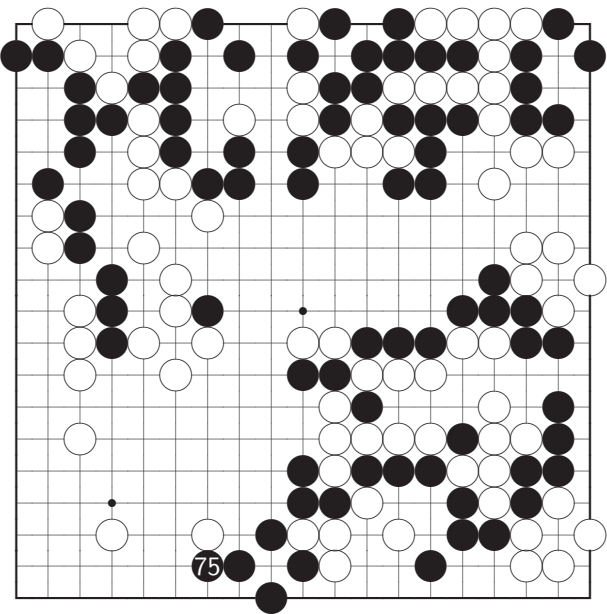
Variation 205 instead of 173

Black can't connect here, because



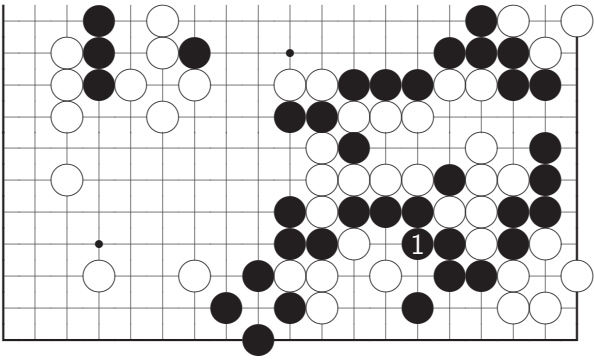
There's no way for black's marked stones to live.

Variation 206 instead of 173



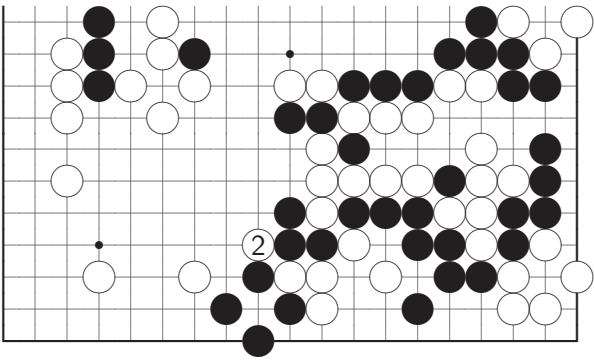
Black pushed here to live,

*Diagram 78
(Move: 175)*



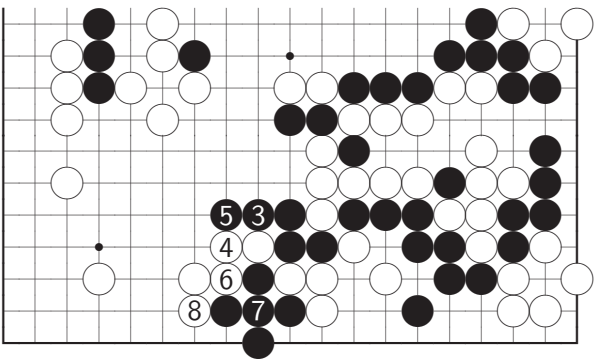
If black connects here to fight,

Variation 207 instead of 175



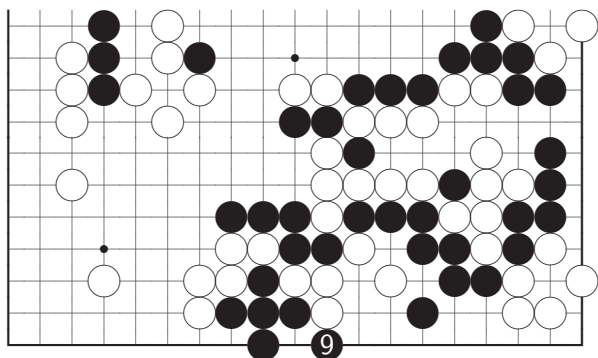
This cut is good.

Variation 208 instead of 175



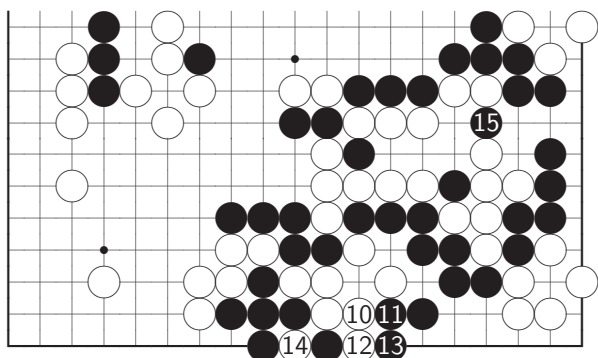
Black's in trouble.

Variation 209 instead of 175



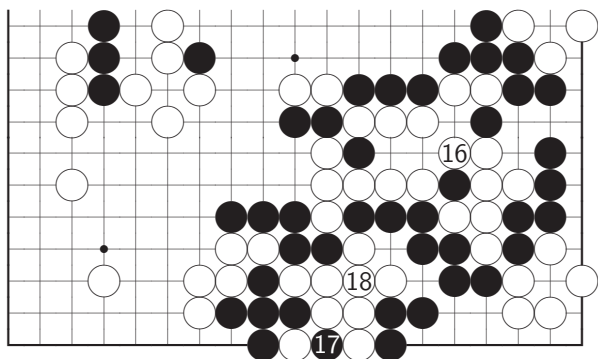
If black keeps going,

Variation 210 instead of 175



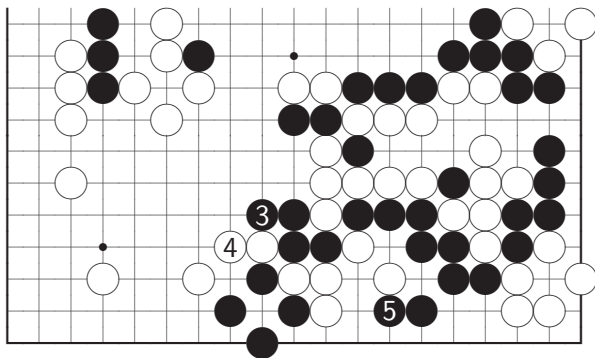
This is black's only big ko threat.

Variation 211 instead of 175



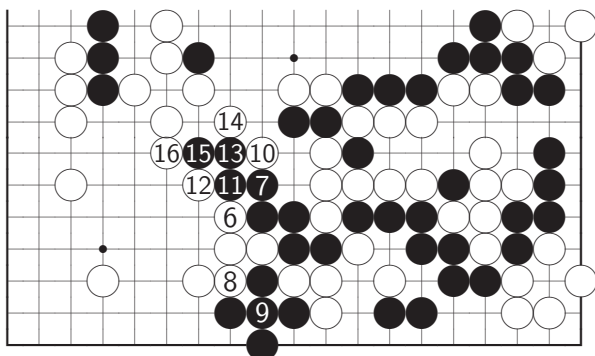
But white can connect here now. Black needs another ko threat, but he doesn't have any that are big enough.

Variation 212 instead of 175



If black plays here,

Variation 213 instead of 175



Black's cutting stones
can't escape.

Variation 214 instead of 175

This cut was good.

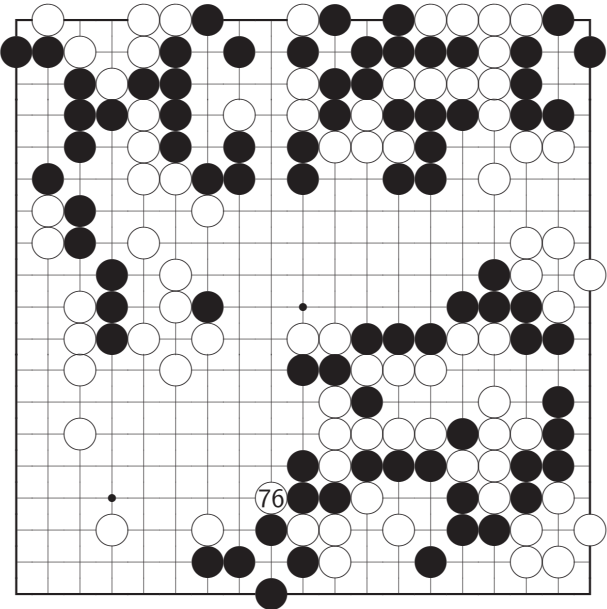
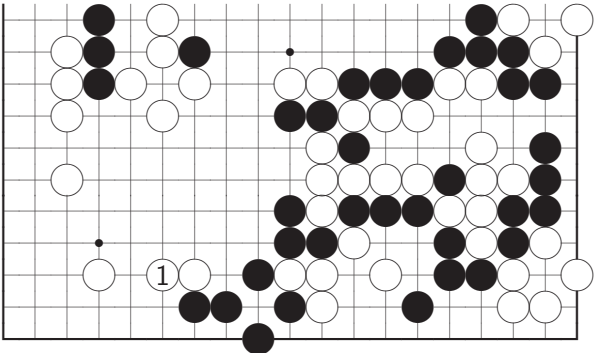
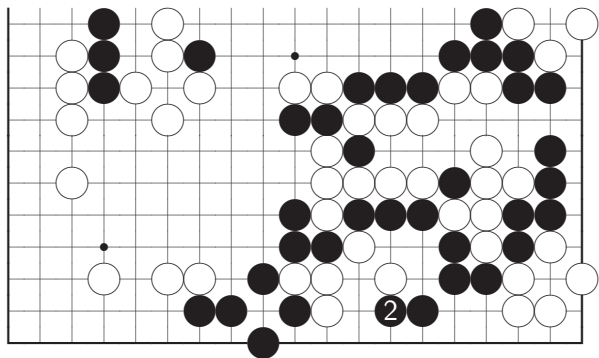


Diagram 79
(Move: 176)



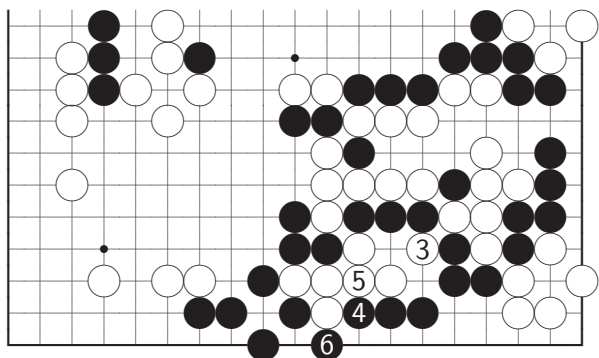
Variation 215 instead of ①76

If white just answers
here,



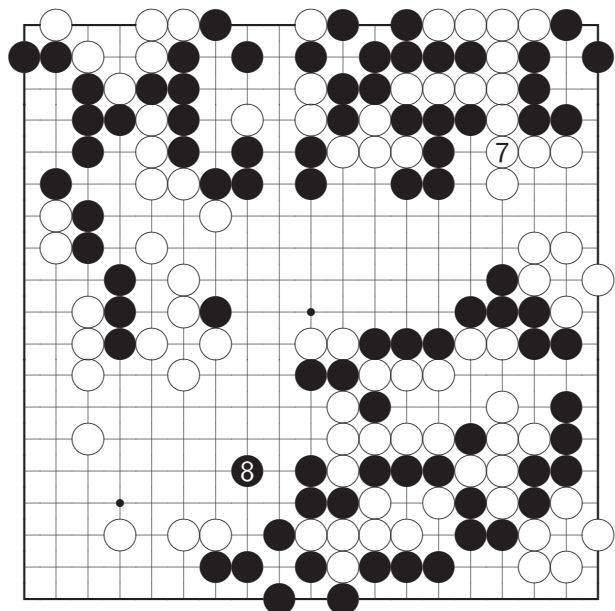
Variation 216 instead of 176

Pushing in here is good, and



Variation 217 instead of 176

Black can connect under to catch up.



Variation 218 instead of 176

The game becomes close again.

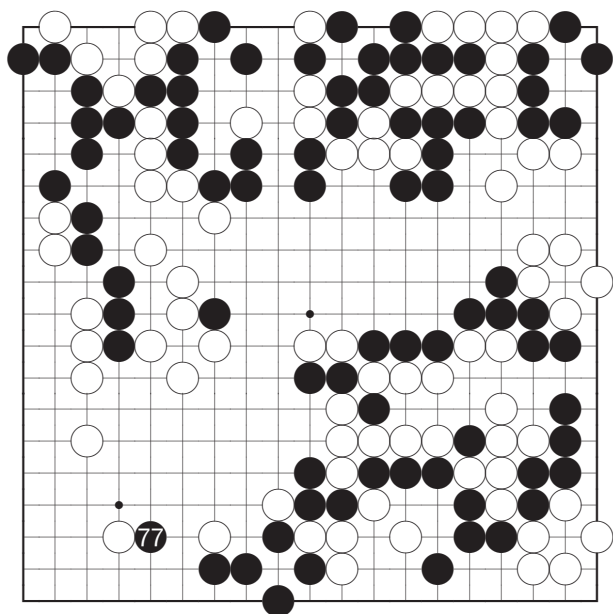
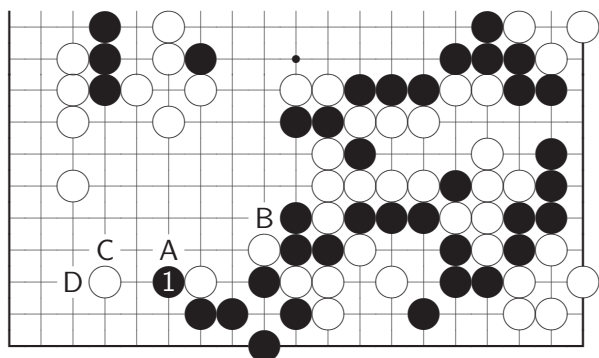


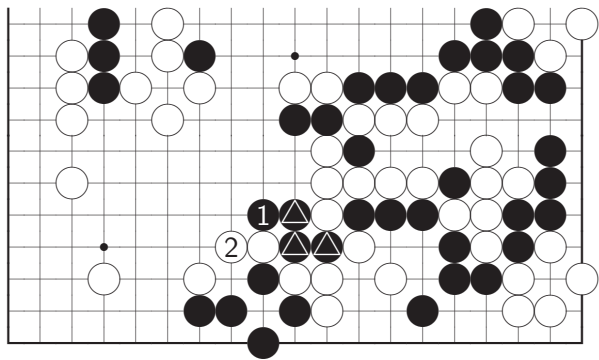
Diagram 80
(Move: 177)

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



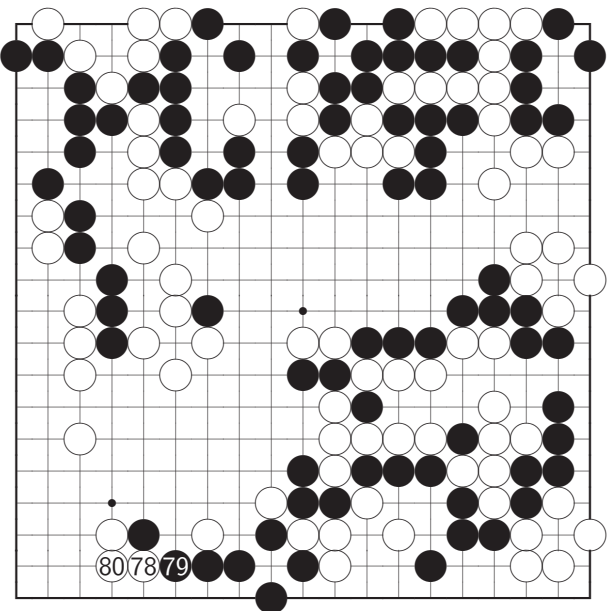
Variation 219 instead of 177

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



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

Variation 220 instead of 177



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

Diagram 81
(Moves: 178-180)

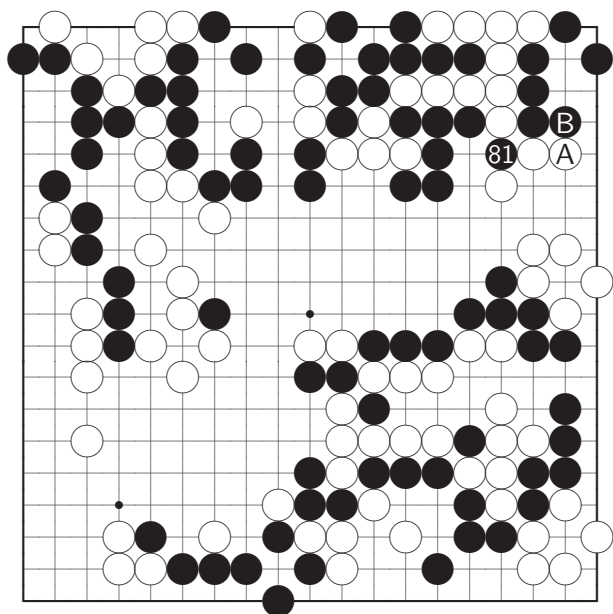


Diagram 82
(Move: 181)

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.

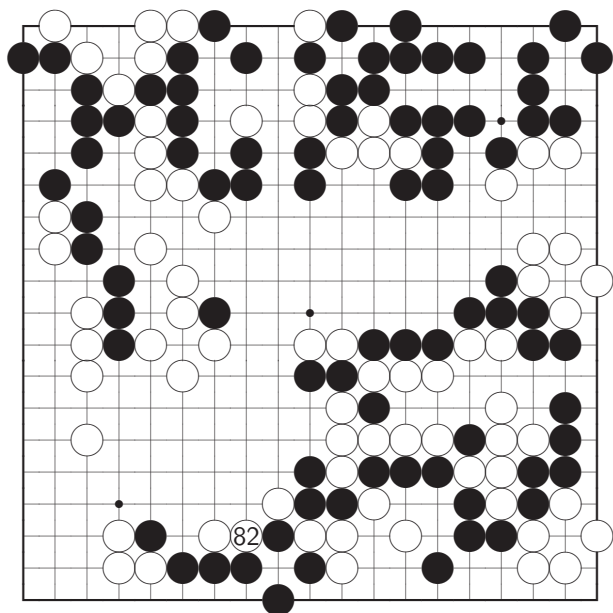


Diagram 83
(Move: 182)

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

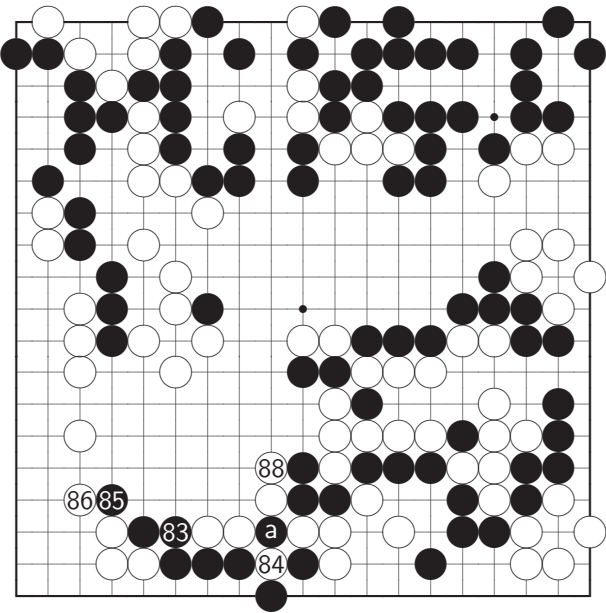


Diagram 84
(Moves: 183-188)
187 at a.

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

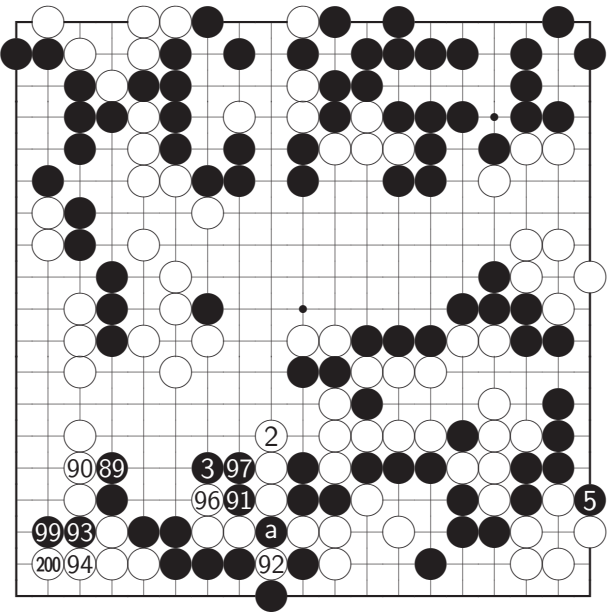
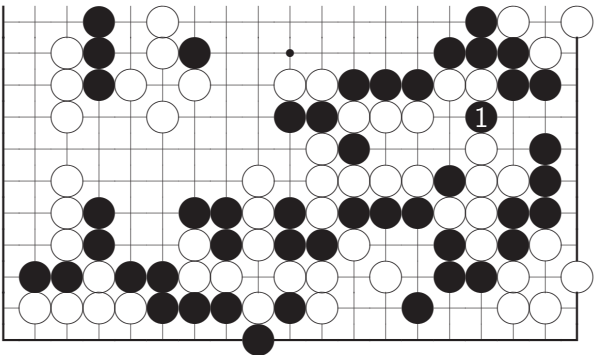


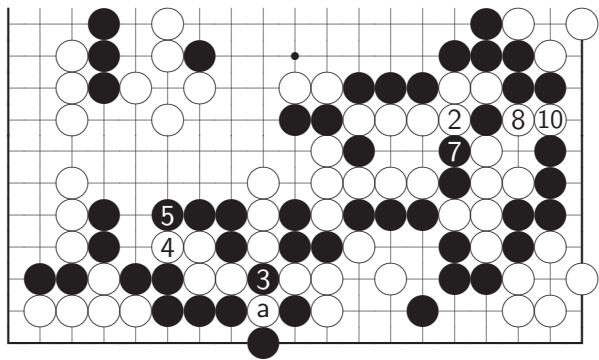
Diagram 85
(Moves: 189-205)
●195, ●201 at a,
○198, ○204 at 192.

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



Variation 221 instead of ●205

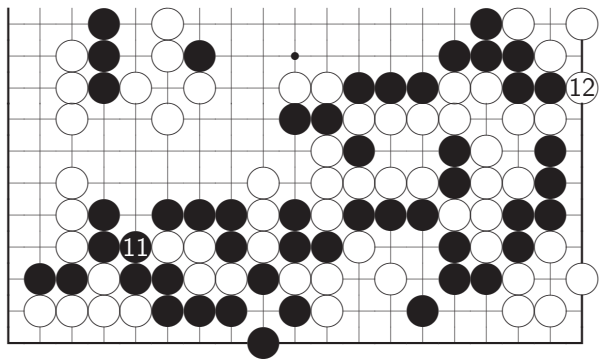
This is a good ko threat, but



Black can't answer this ko threat, and

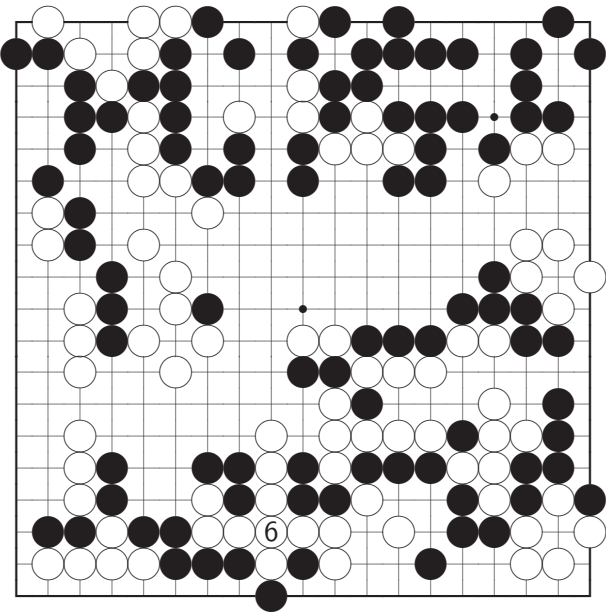
Variation 222 instead of 205

- 6 at a,
- 9 at 3.



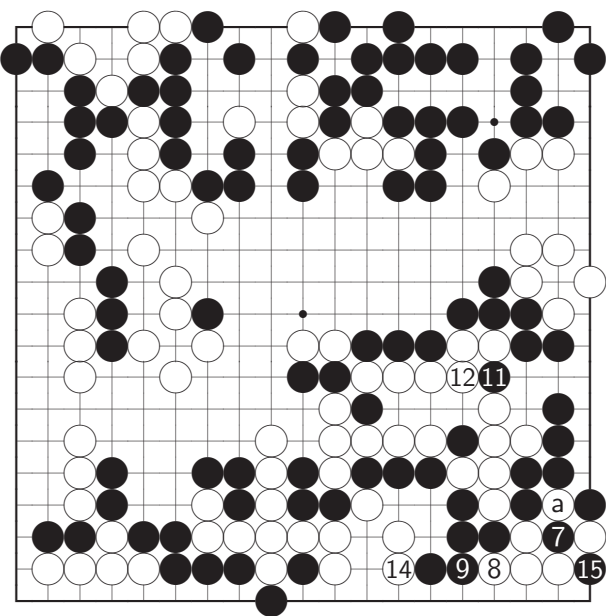
White's winning by about 10 points.

Variation 223 instead of 205



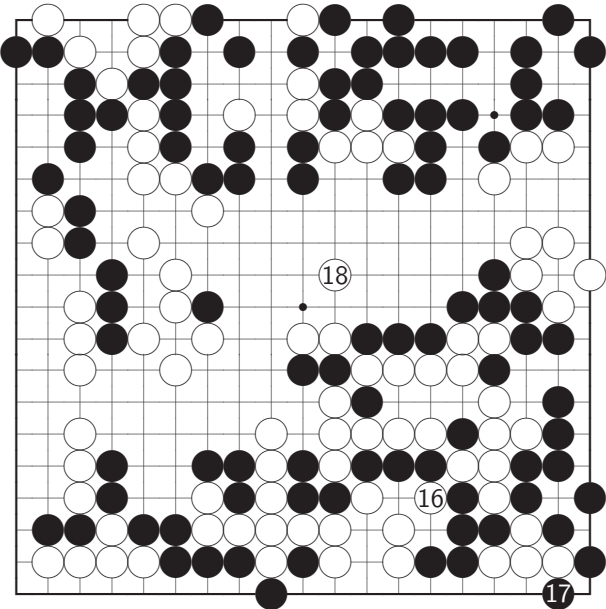
White eliminated the ko, and the game was practically over now.

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)

Black resigns

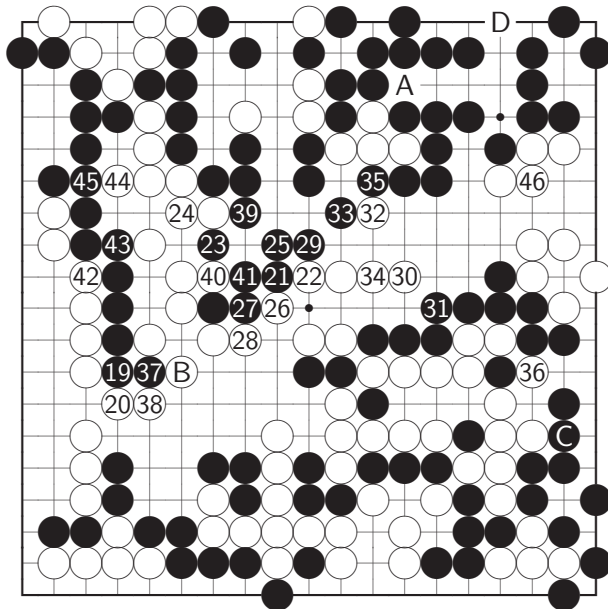


Diagram 89
(Moves: 219-246)

It was an interesting game.

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

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

● 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/>