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Go vs Fujisawa

GPub

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Foreward

This is an *example* foreword.

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.

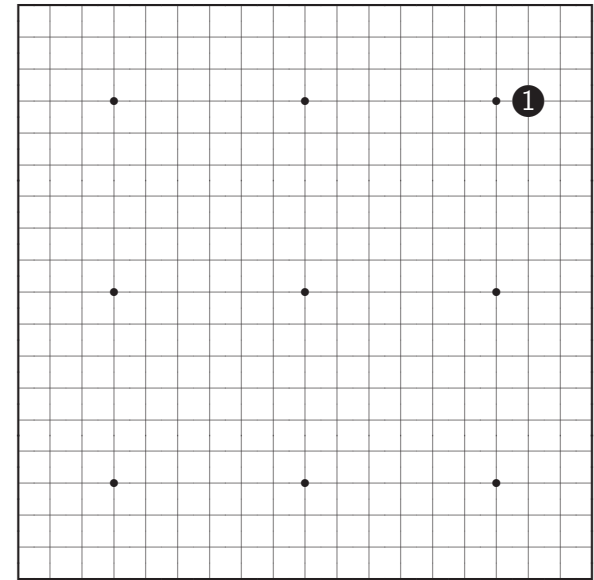
Fujisawa Hosai was very famous for his mirror Go. He kept experimenting with mirror Go because he wanted to learn all about it.

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)

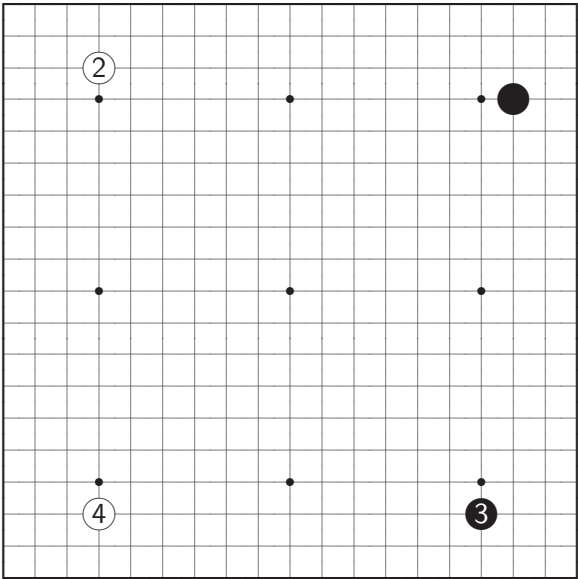


Diagram 2
(Moves: 2-4)

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.

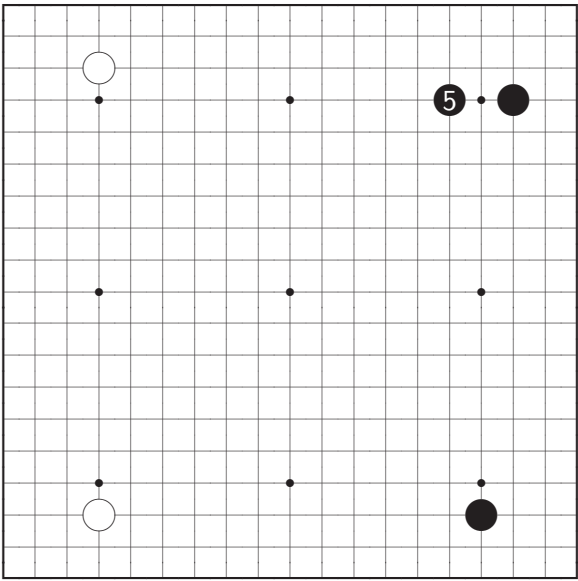


Diagram 3
(Move: 5)

This opening seemed to be popular at the time.

An Old Fuseki

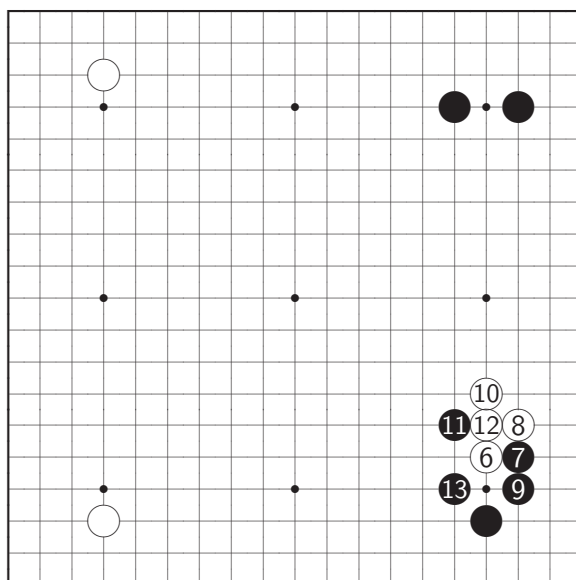
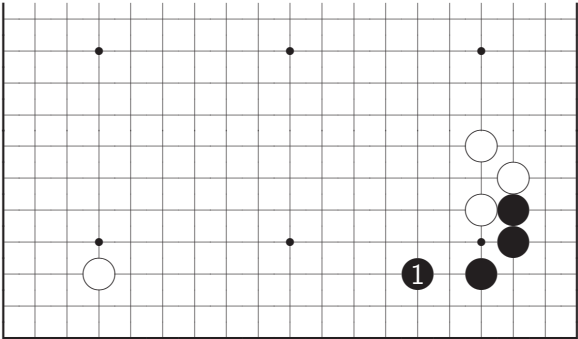


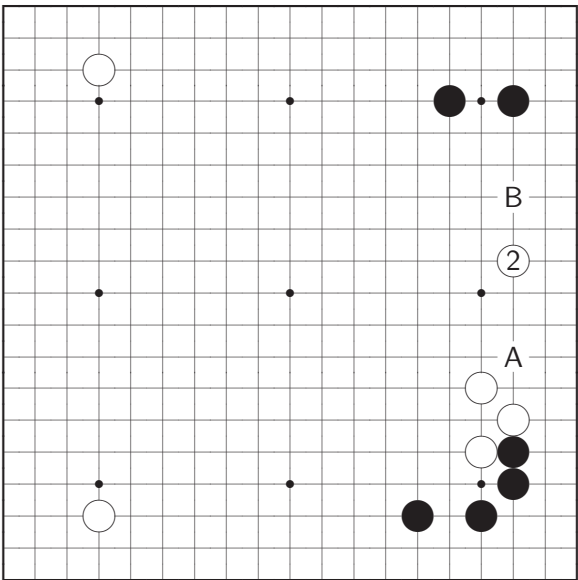
Diagram 4
(Moves: 6-13)

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.



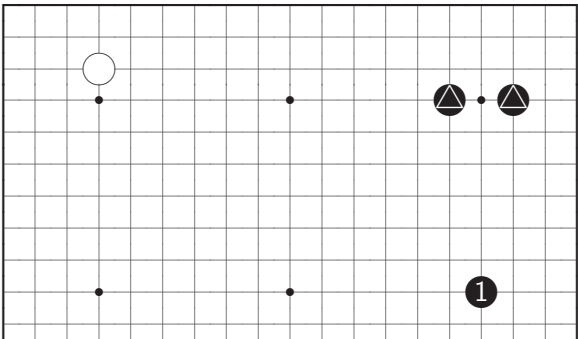
This is more common.

Variation 1 for 11



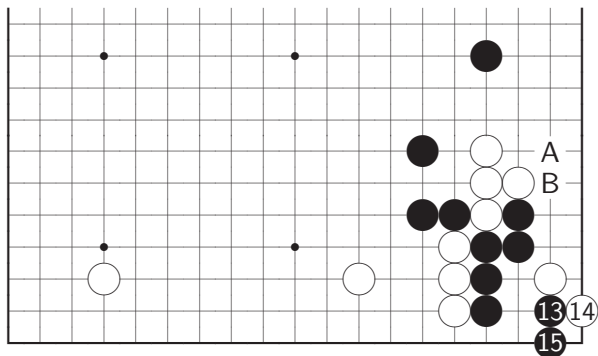
Black can aim to invade at A later. For example, after approaching at B.

Variation 2 for 11



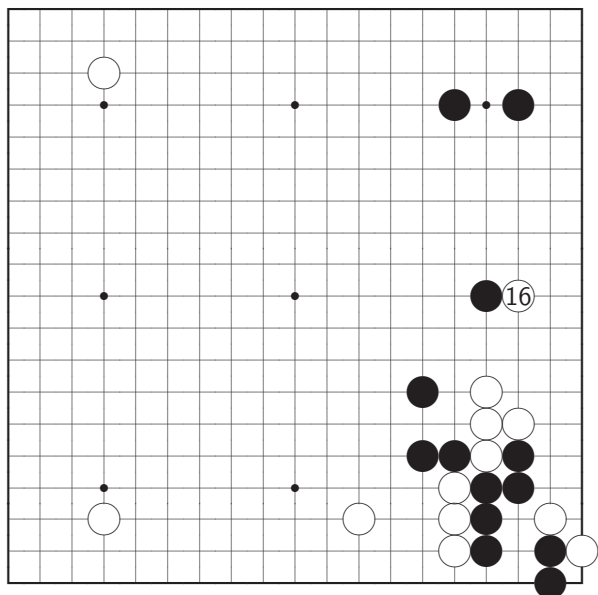
Black might also consider pinching here, to make his stones in the top right corner work effectively.

Variation 3 for 11



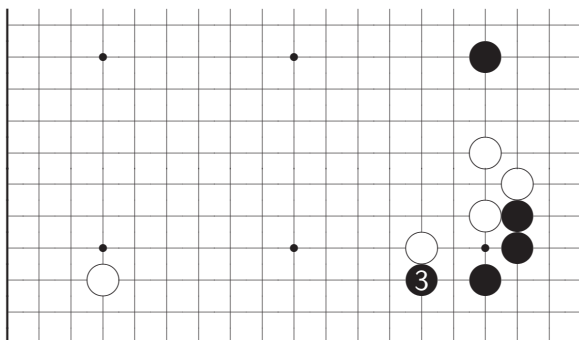
Variation 7 for **11**

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.



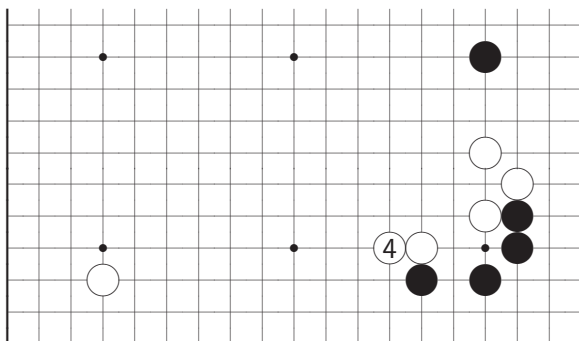
Variation 8 for 11

White could settle his group like this.



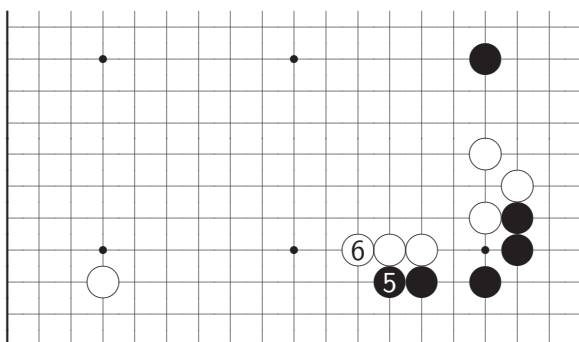
If black attaches,

Variation 12 for **11**



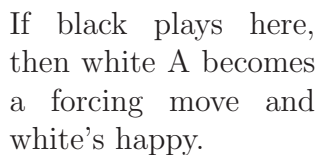
White can just extend.

Variation 13 for **11**



This result is satisfactory for white.

Variation 14 for 11



Variation 15 for 11

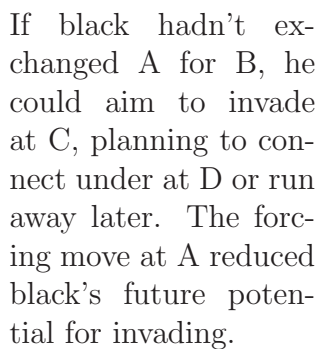


Diagram 5
(Move: 14)

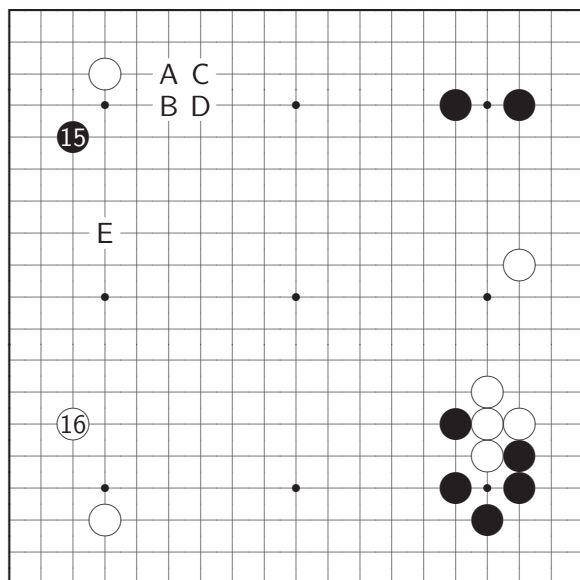


Diagram 6
(Moves: 15-16)

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

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

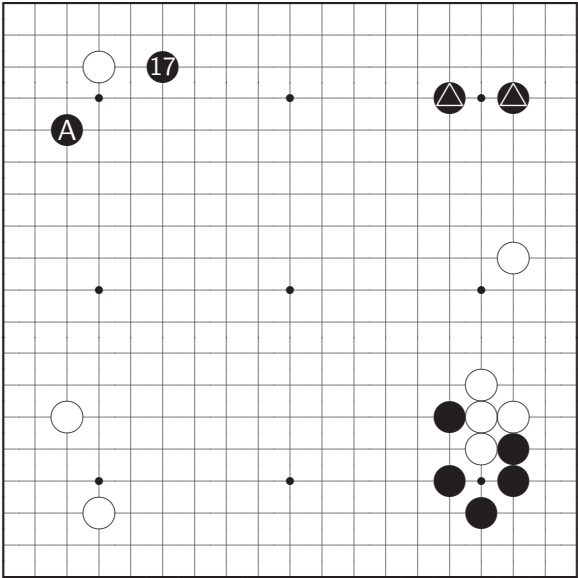


Diagram 7
(Move: 17)

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

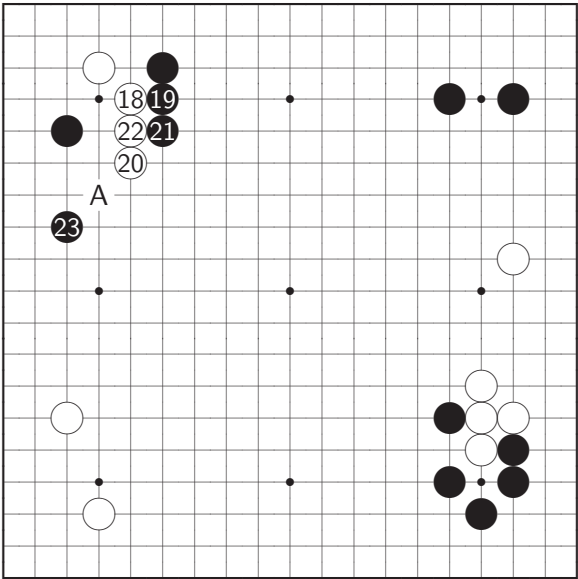
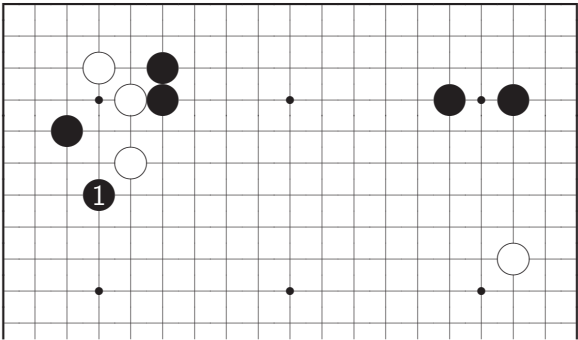


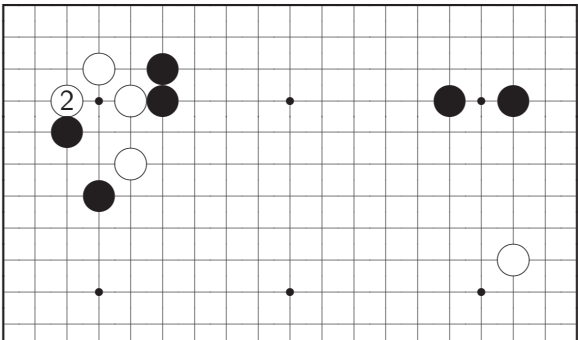
Diagram 8
(Moves: 18-23)

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



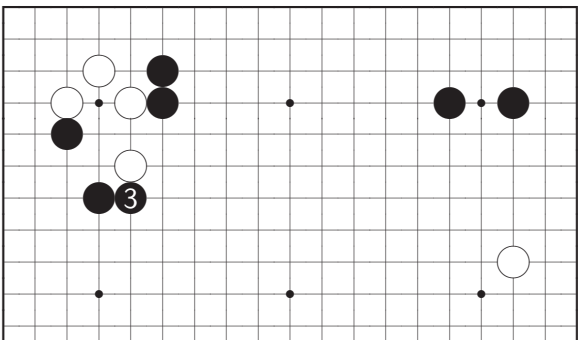
Variation 16 for 21

This is also conceivable.



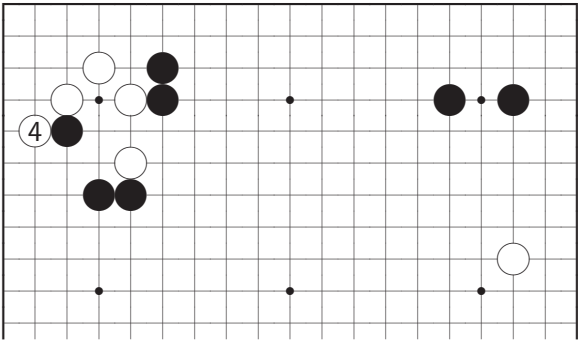
Variation 17 for 21

If white attaches here,



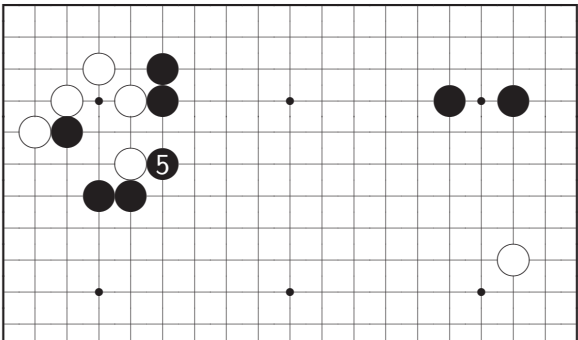
Variation 18 for 21

Pushing up here is good.



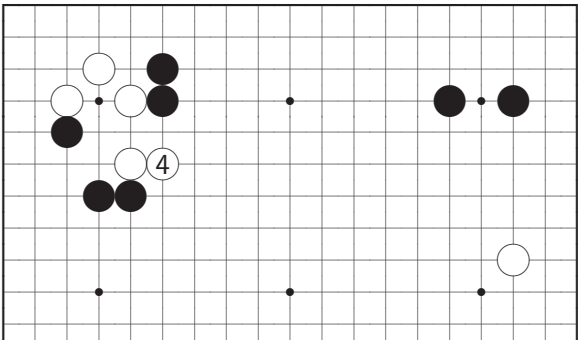
Variation 19 for 21

This hane is the right move for white.



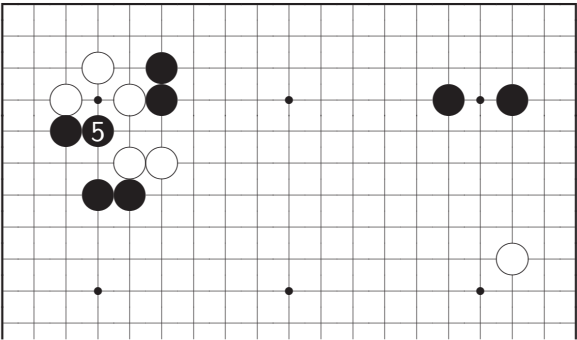
Variation 20 for 21

It's another game.



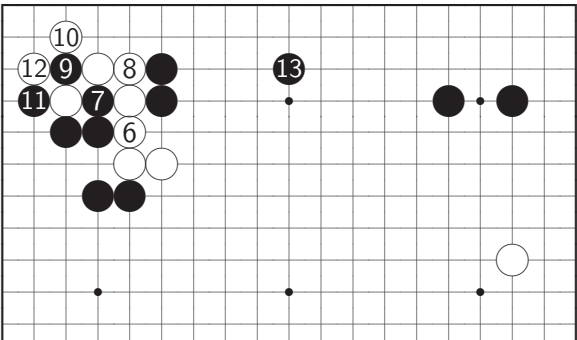
Variation 21 for 21

White shouldn't play here, because



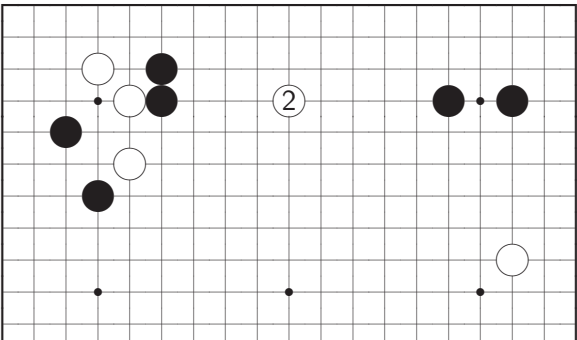
This is painful.

Variation 22 for 21



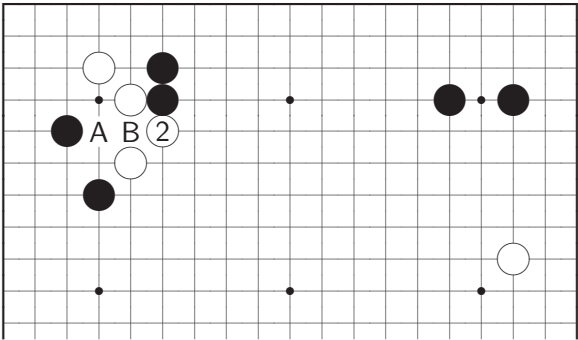
The result it better for black.

Variation 23 for 21



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

Variation 24 for 21



Variation 25 for 21

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

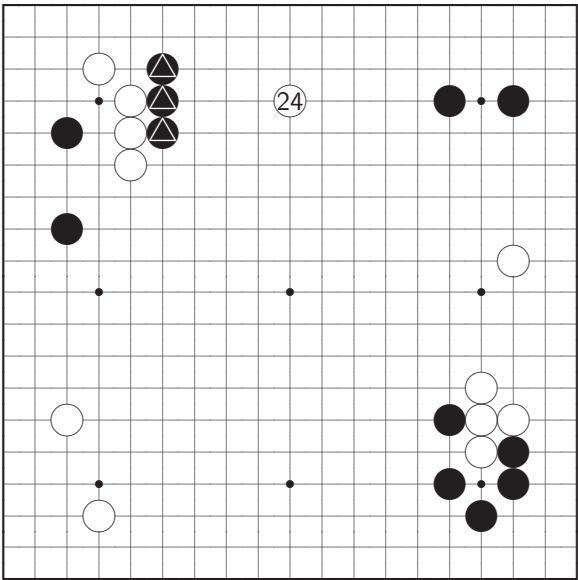
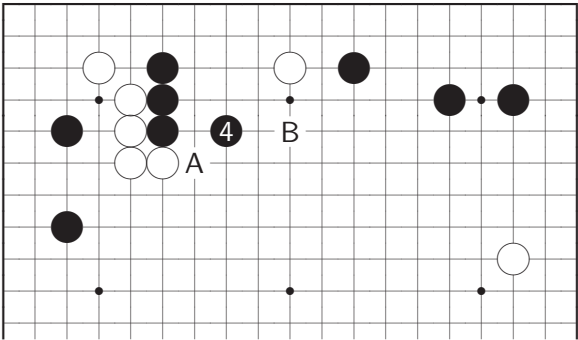


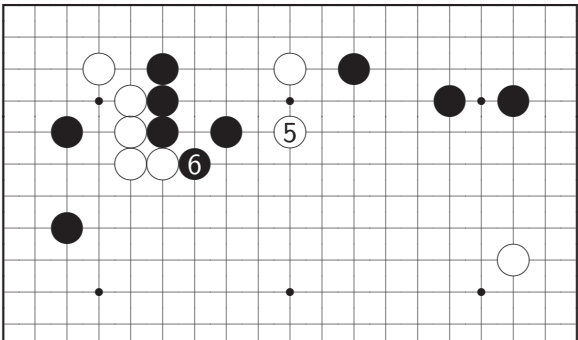
Diagram 9
(Move: 24)

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



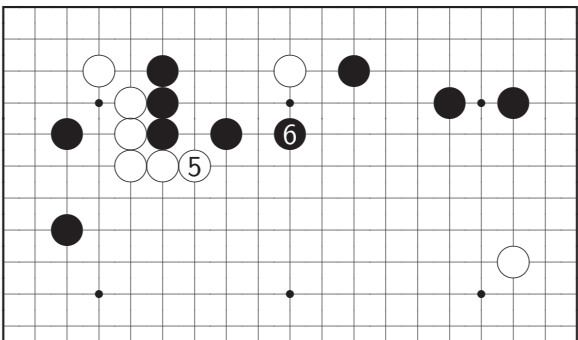
Variation 29 for (24)

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



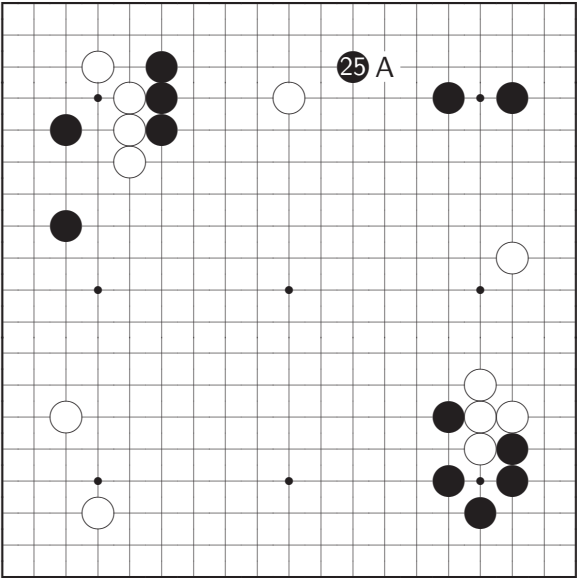
Variation 30 for (24)

Black moves out with good shape.



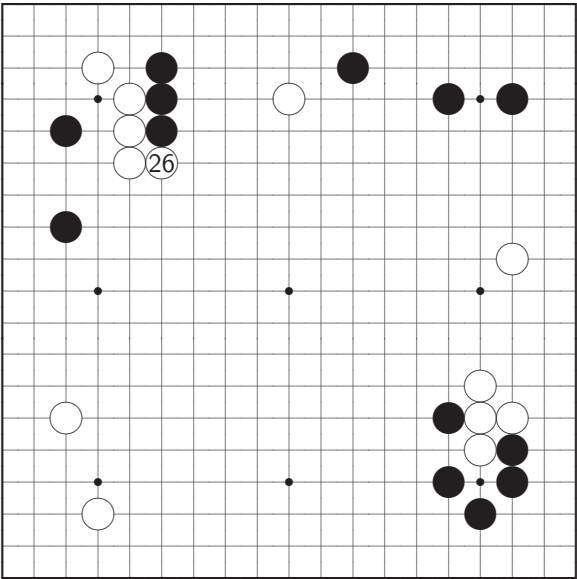
Variation 31 for (24)

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



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

Diagram 10
(Move: 25)



This is a vital point.

Diagram 11
(Move: 26)

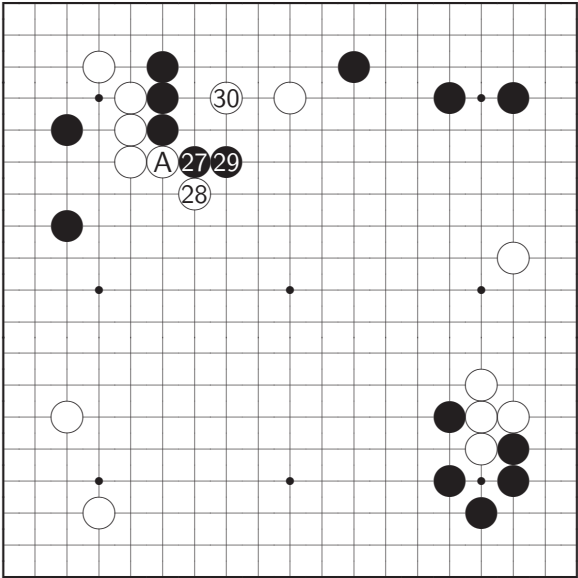
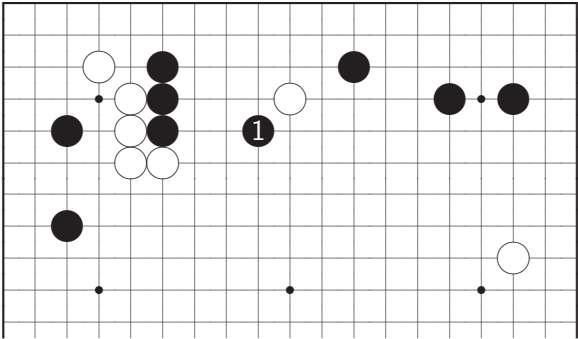


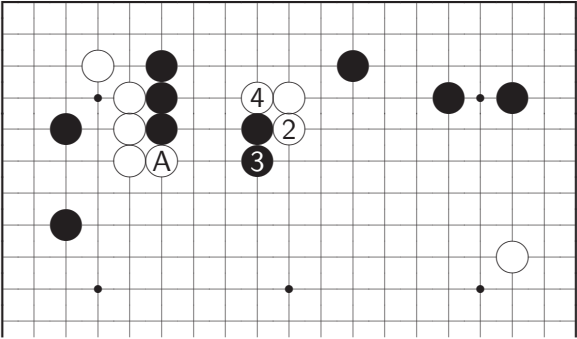
Diagram 12
(Moves: 27-30)

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



Variation 32 for 27

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



Variation 33 for 27

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

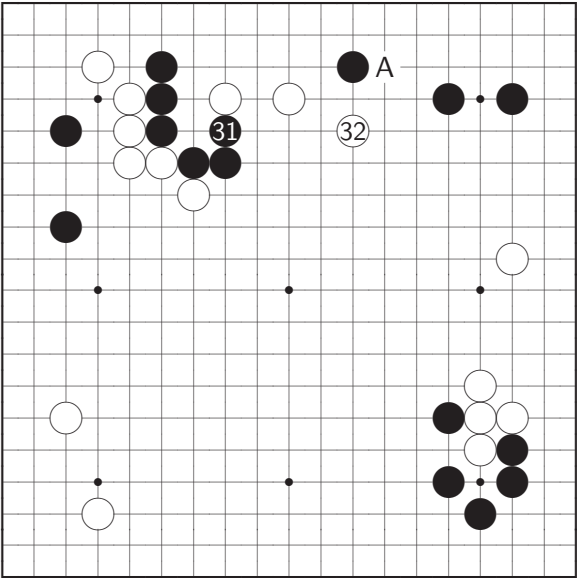
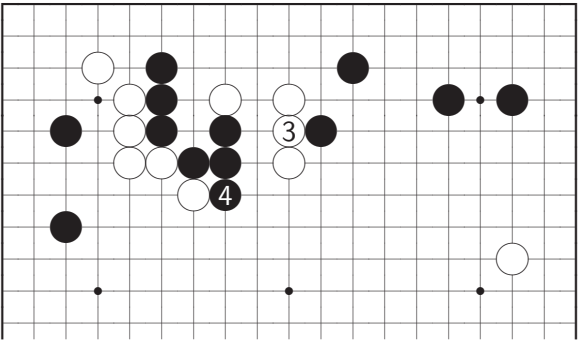


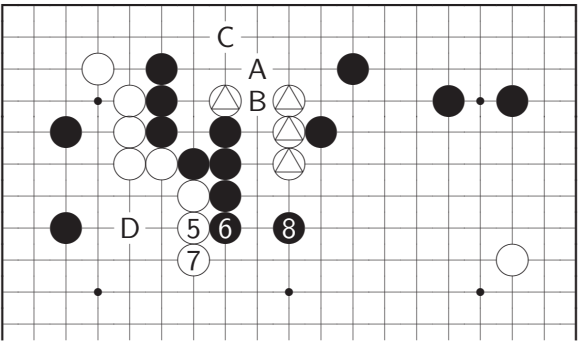
Diagram 13
(Moves: 31-32)

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



Variation 37 for (32)

Lean against this group to build power.



Variation 38 for (32)

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

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

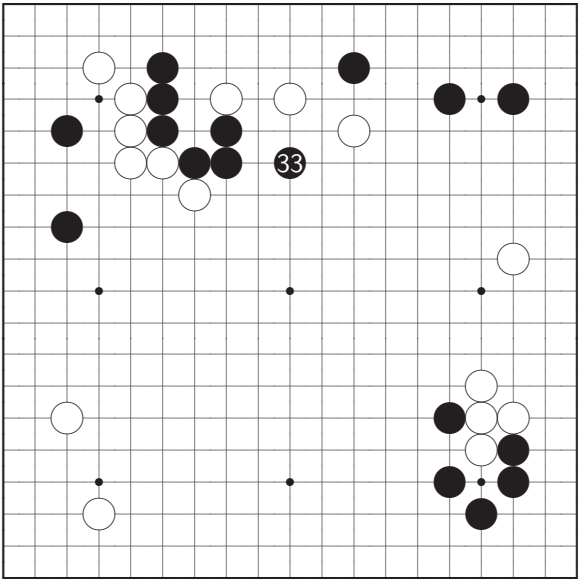
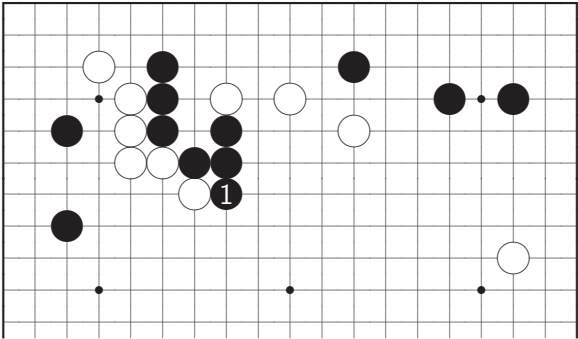
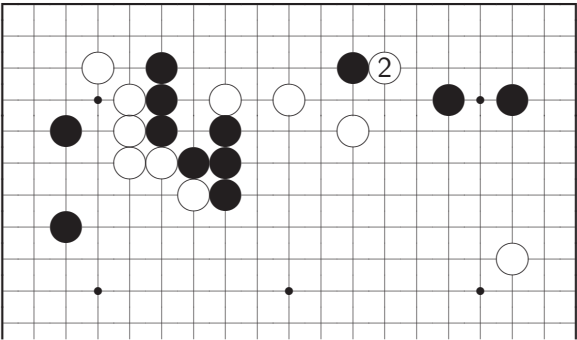


Diagram 14
(Move: 33)

If black pushes here now,

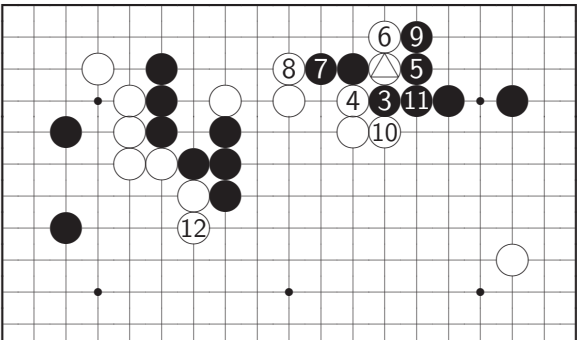


Variation 39 for 33



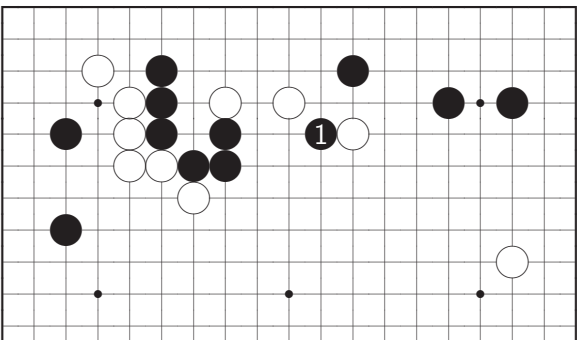
Variation 40 for 33

This attachment is good.



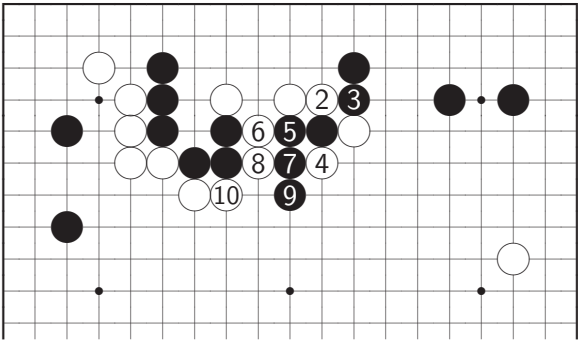
Variation 41 for 33

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



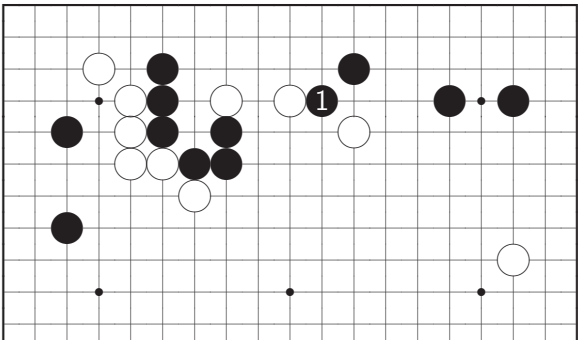
Variation 42 for 33

You might worry that black will cut here, but



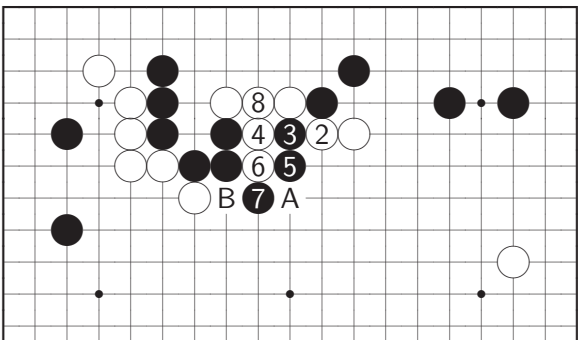
Variation 43 for 33

This would be a disaster for black.



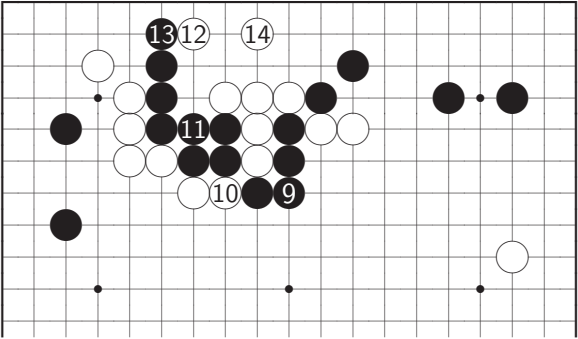
Variation 44 for 33

Cutting here isn't a good idea either.



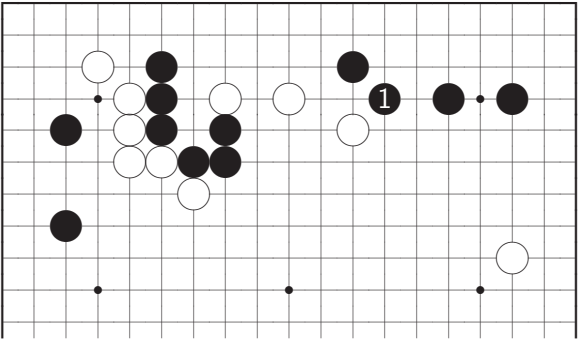
Variation 45 for 33

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



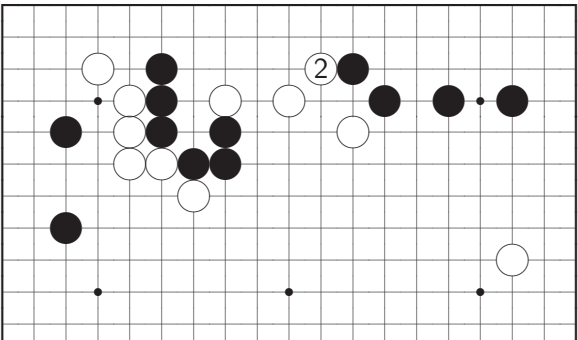
Variation 46 for 33

White will win this capturing race.



Variation 47 for 33

If black plays solidly like this,



Variation 48 for 33

White can start making shape by playing here.

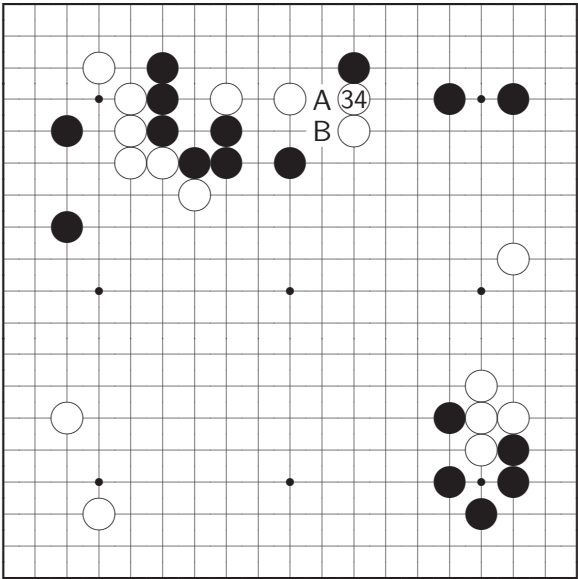
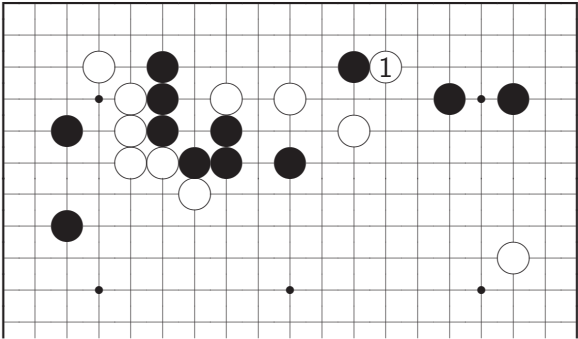


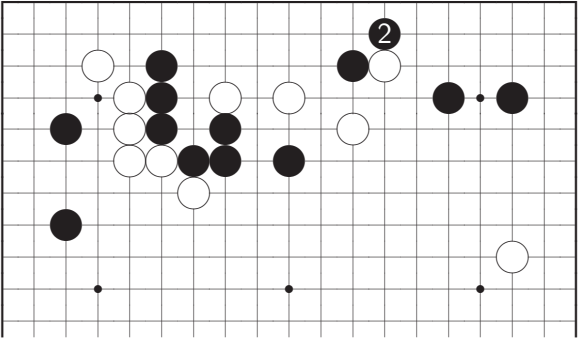
Diagram 15
(Move: 34)

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



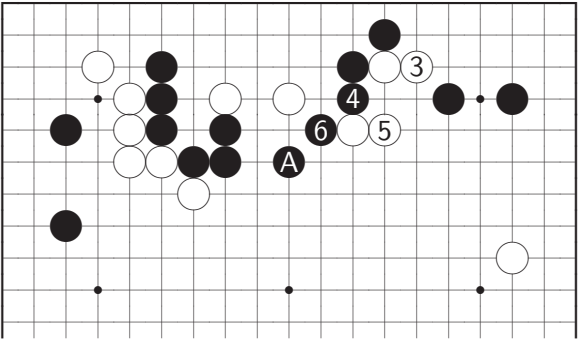
Variation 49 for ③4

If white attaches here now,



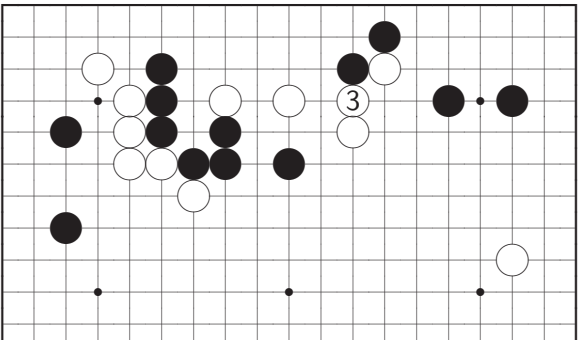
Variation 50 for ③④

This hane is a good response.



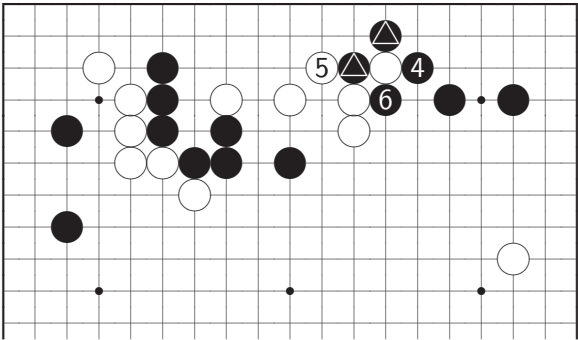
Variation 51 for ③④

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



Variation 52 for ③④

If white comes back here,



Variation 53 for ㉔

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

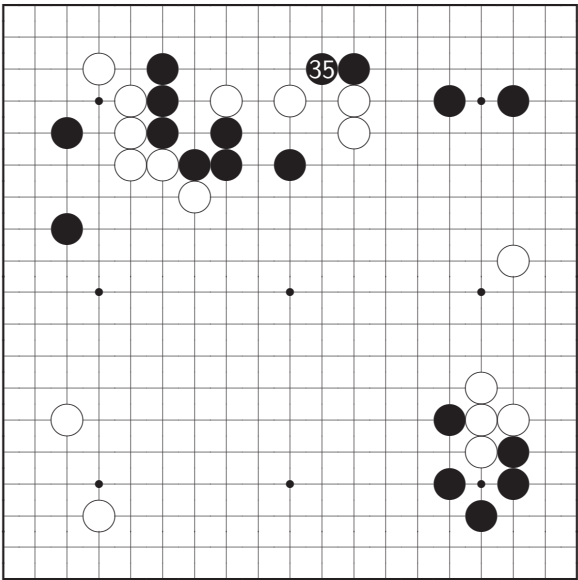
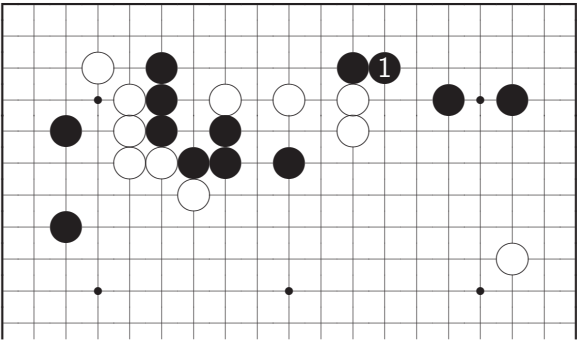


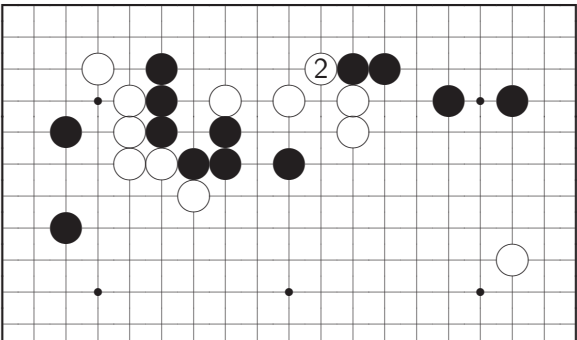
Diagram 16
(Move: 35)

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



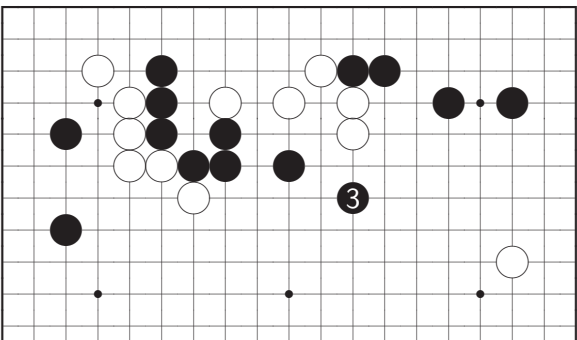
Variation 54 for 35

Black should have pulled back.



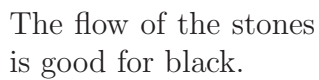
Variation 55 for 35

If white blocks here,



Variation 56 for 35

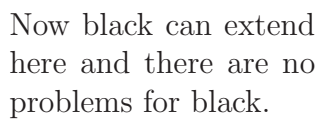
Capping here is nice.



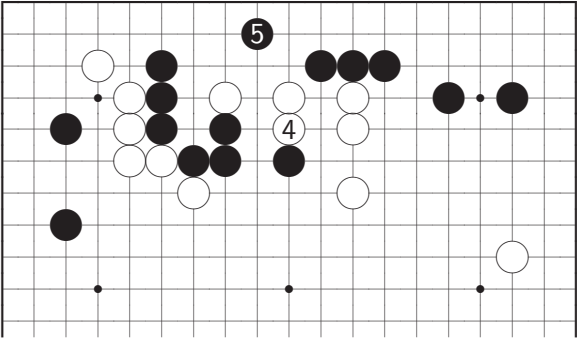
Variation 57 for 35



Variation 58 for 35



Variation 59 for 35



Variation 60 for 35

Black can connect under like this.

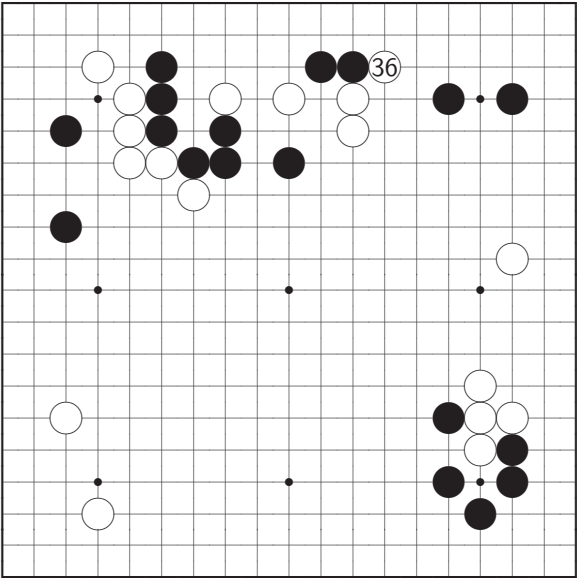


Diagram 17
(Move: 36)

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

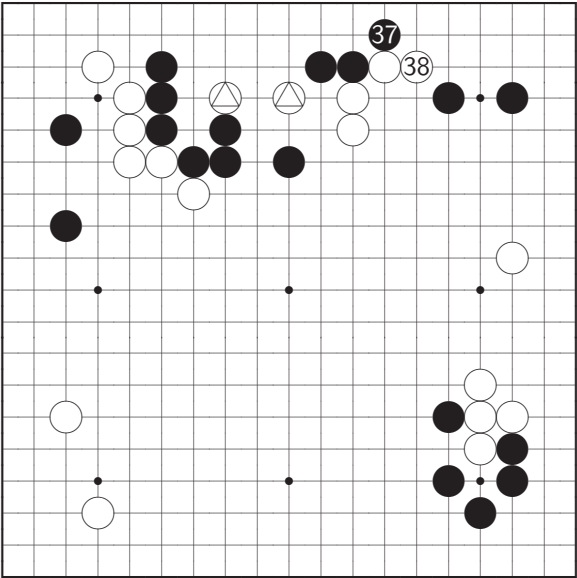


Diagram 18
(Moves: 37-38)

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

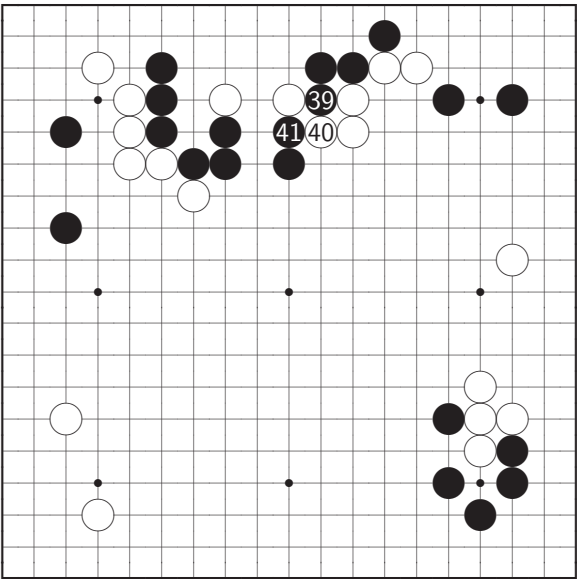


Diagram 19
(Moves: 39-41)

This was black's plan, but

The Brilliant Peep

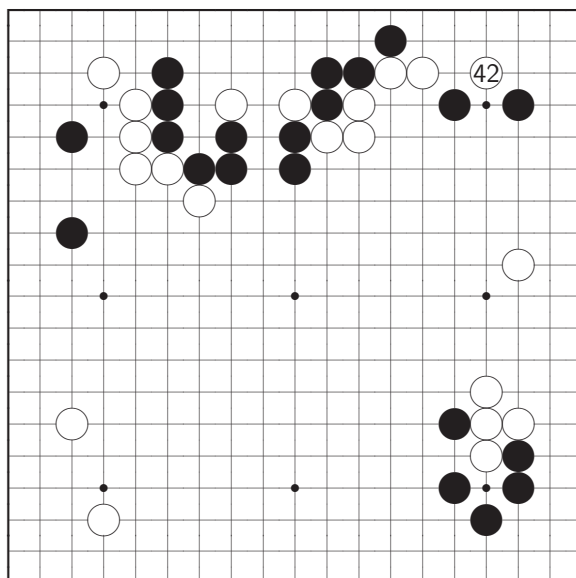
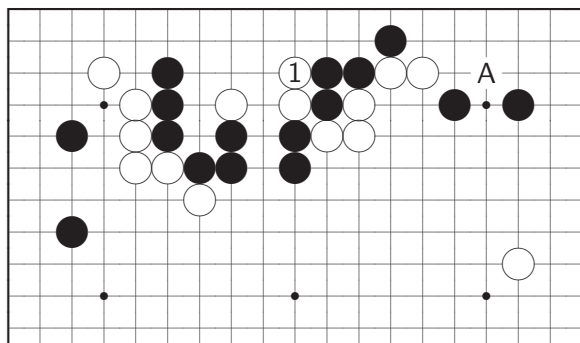


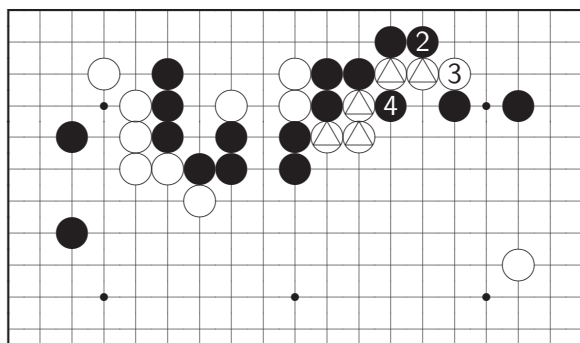
Diagram 20
(Move: 42)

This peep was brilliant!



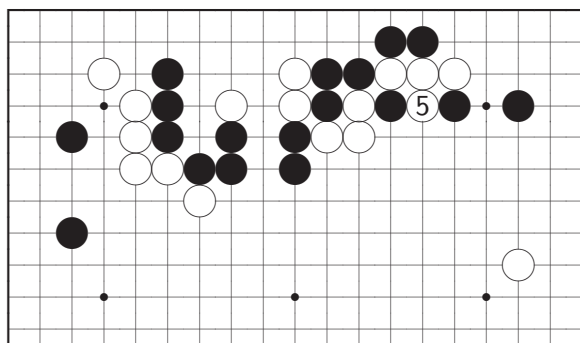
Variation 61 for ④2

If white blocks here,
without peeping at A
first,



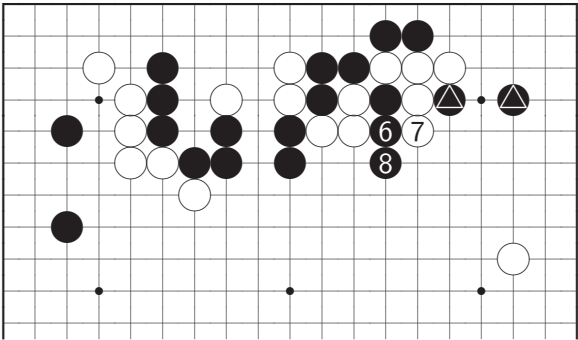
Variation 62 for ④2

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



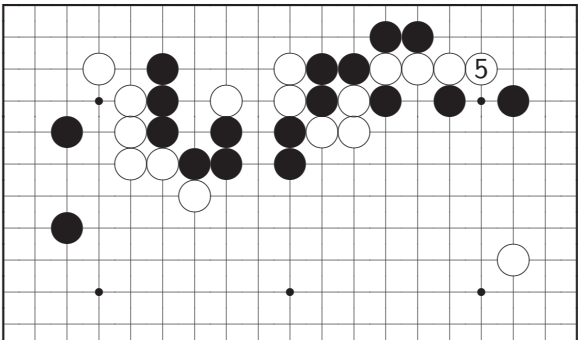
Variation 63 for ④2

If white plays here,



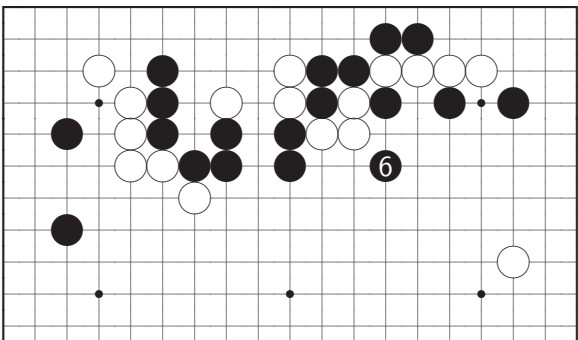
Variation 64 for (42)

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



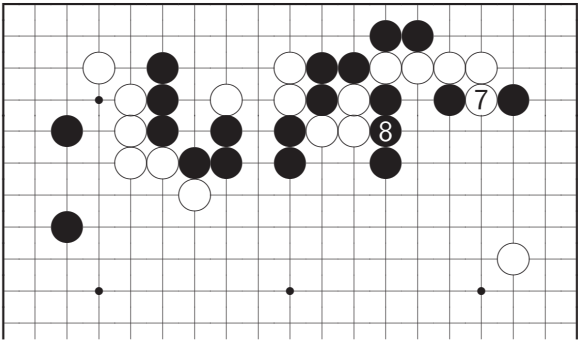
Variation 65 for (42)

This move looks similar to the game, but



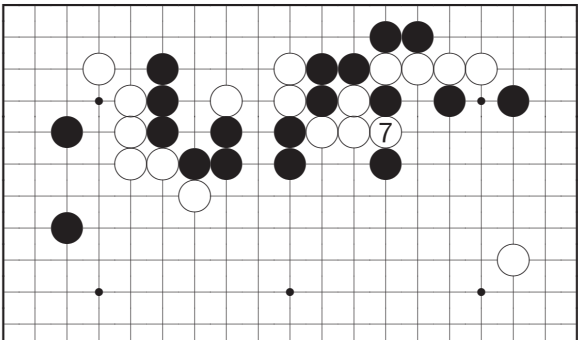
Variation 66 for (42)

This move is very nice.



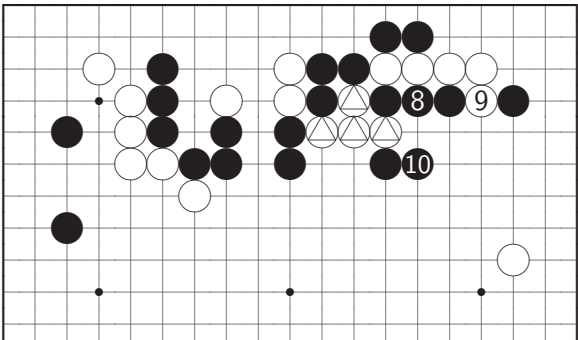
Variation 67 for (42)

This is better for black.



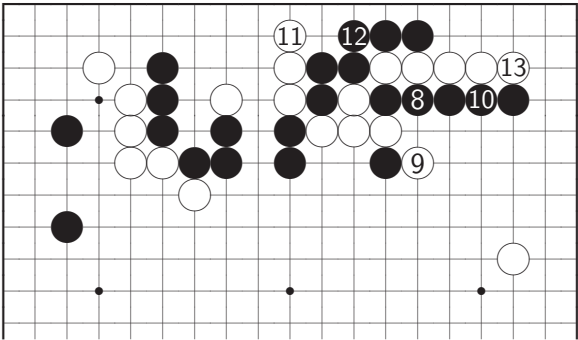
Variation 68 for (42)

If white keeps going,



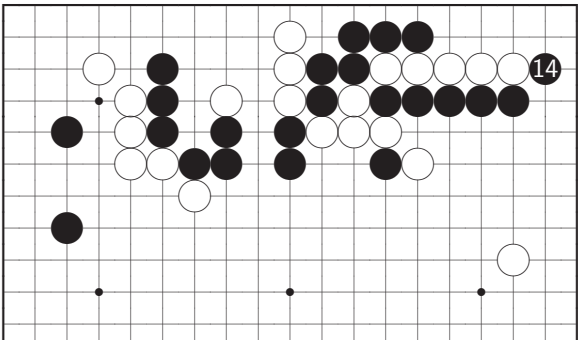
Variation 69 for (42)

White still can't save the marked stones.



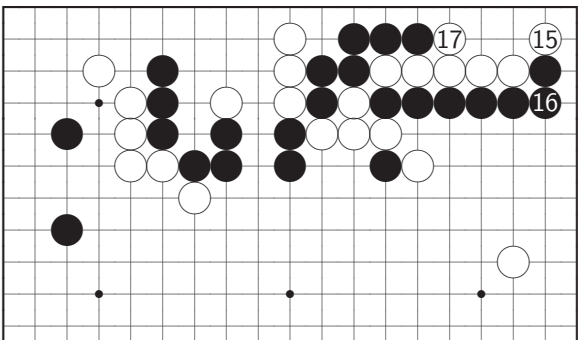
Variation 70 for ④2

It looks complicated.



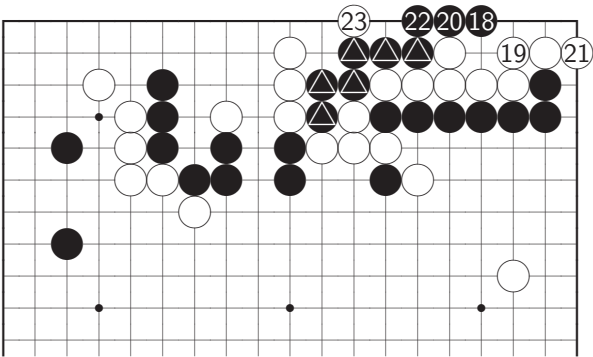
Variation 71 for ④2

This hane doesn't work well for black.



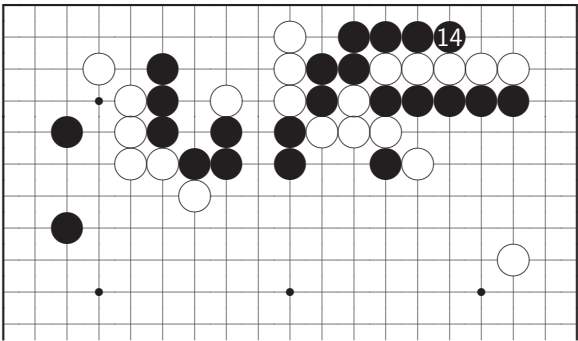
Variation 72 for ④2

It's a capturing race, but



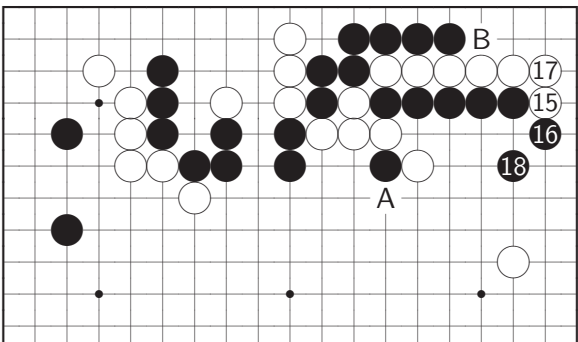
Variation 73 for (42)

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



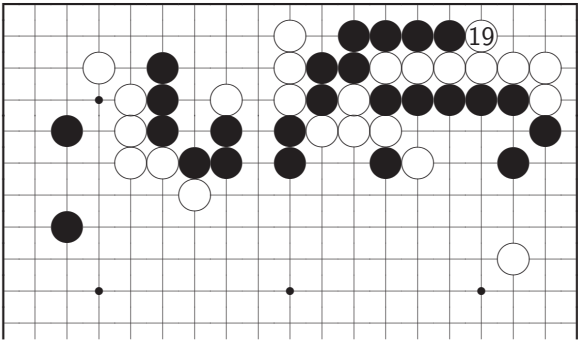
Variation 74 for (42)

This push is right and,



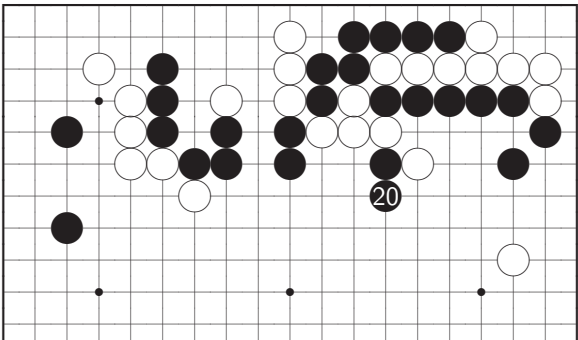
Variation 75 for (42)

Now, A and B are miai for black.



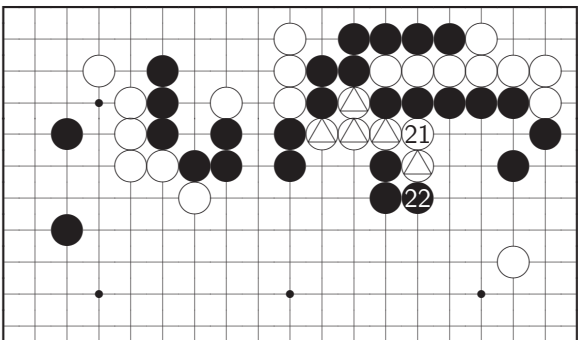
Variation 76 for (42)

If white blocks here to fight,



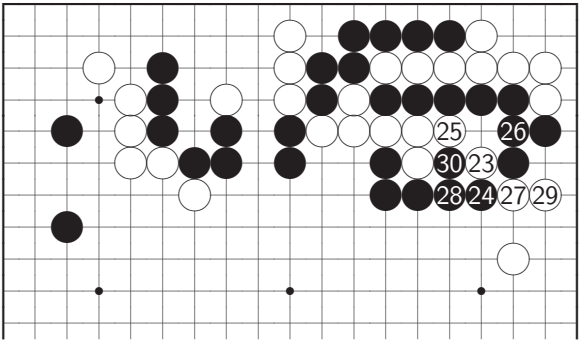
Variation 77 for (42)

This extension is good, and



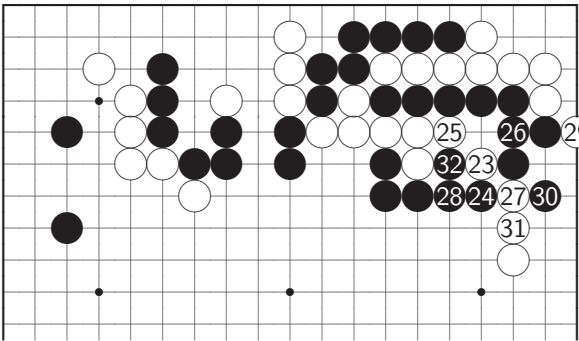
Variation 78 for (42)

White can't save the marked stones.



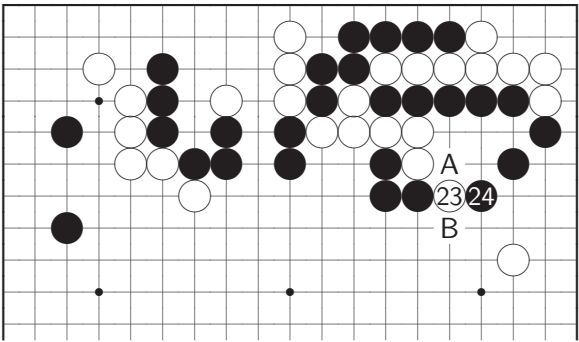
Variation 79 for (42)

White dies.



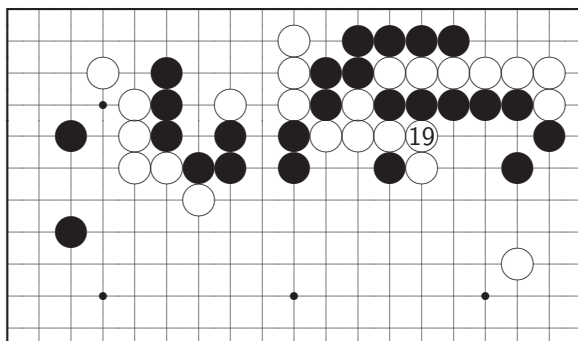
Variation 80 for (42)

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



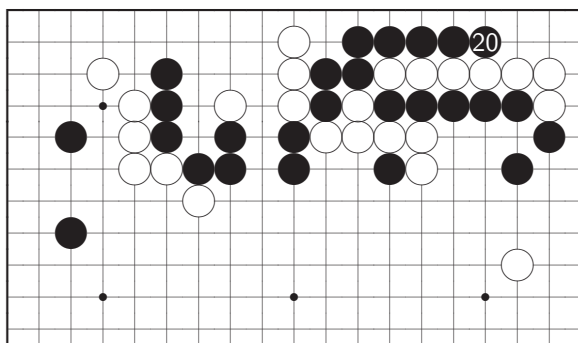
Variation 81 for (42)

A and B are miai for
black.



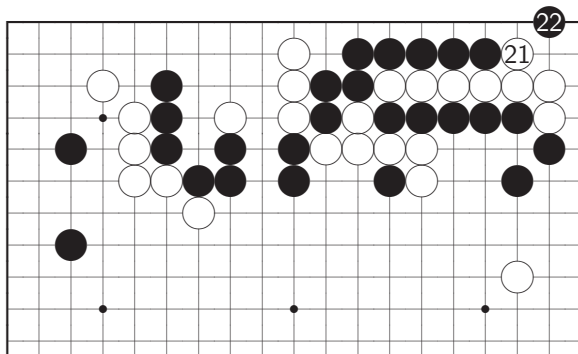
Variation 82 for ④2

If white reinforces
here,



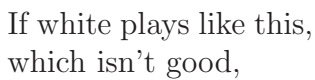
Variation 83 for ④②

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

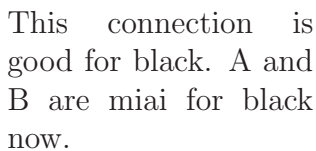


Variation 84 for (42)

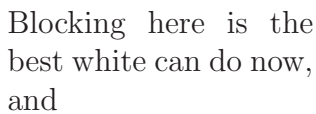
This is a tesuji for capturing races, and white's corner stones are dead now.



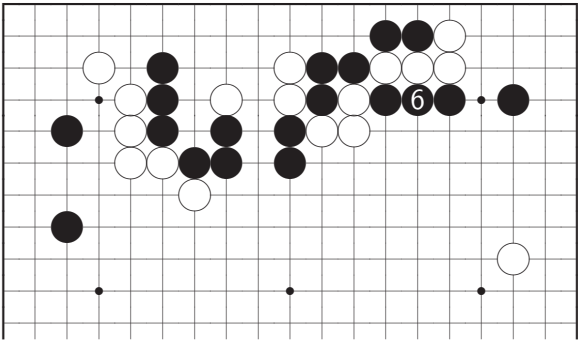
Variation 85 for ④2



Variation 86 for ④②

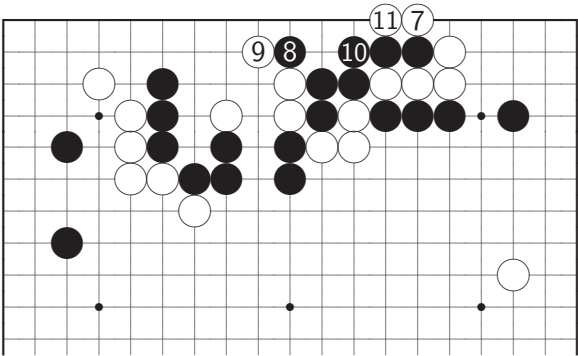


Variation 87 for ④2



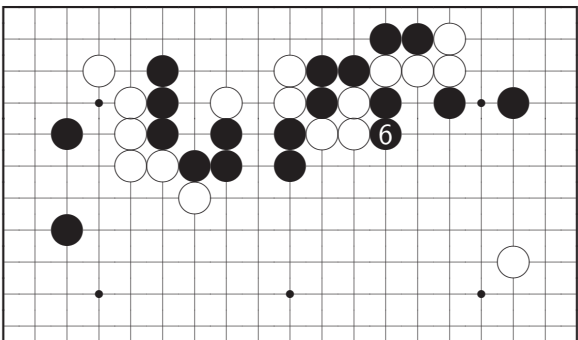
Variation 88 for (42)

This move doesn't work anymore.



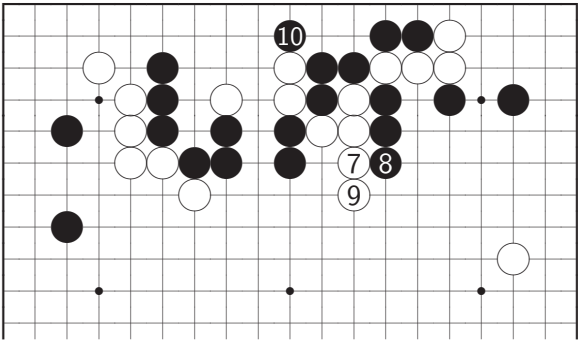
Variation 89 for (42)

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



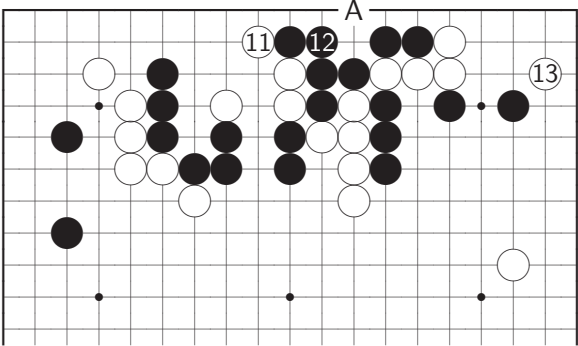
Variation 90 for (42)

Pushing here isn't good either.



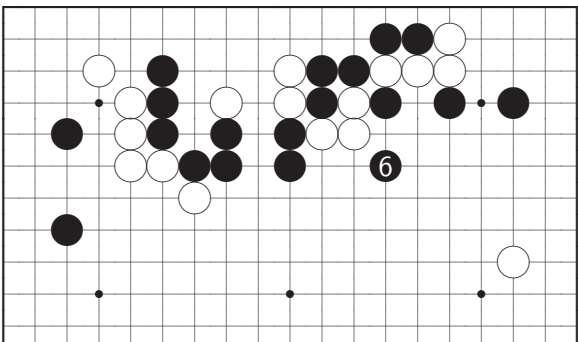
Variation 91 for (42)

Black has to come back here, and



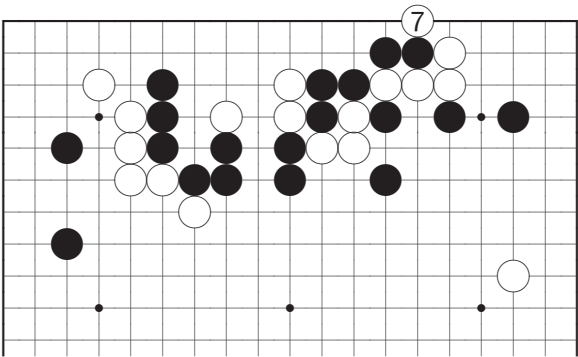
Variation 92 for (42)

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



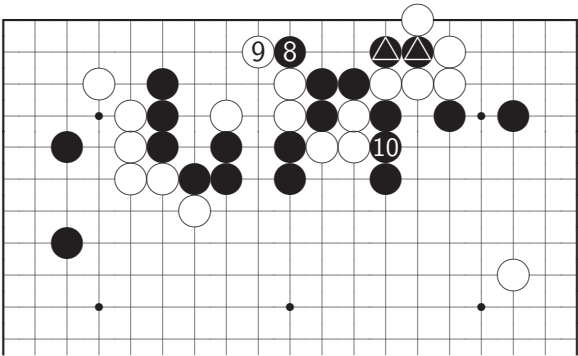
Variation 93 for (42)

If black caps here,



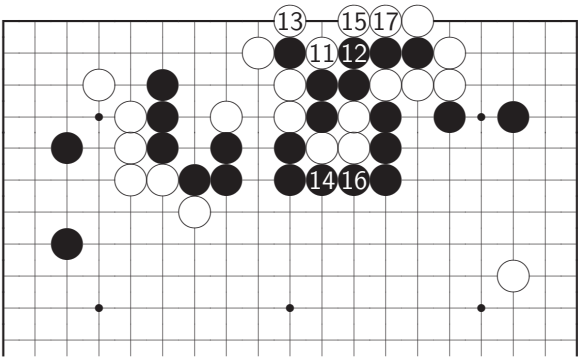
Variation 94 for ④2

This hane is wrong,



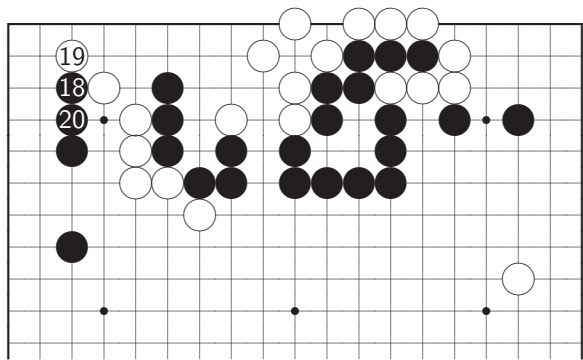
Variation 95 for ④2

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



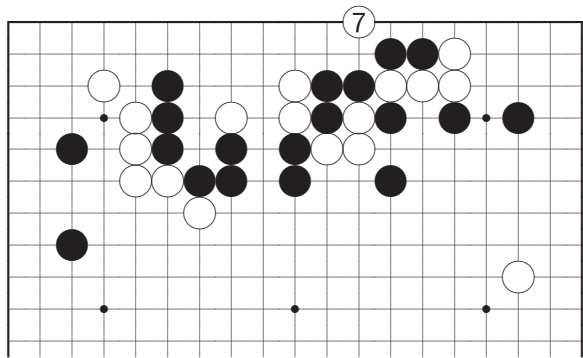
Variation 96 for ④2

White can connect under, but



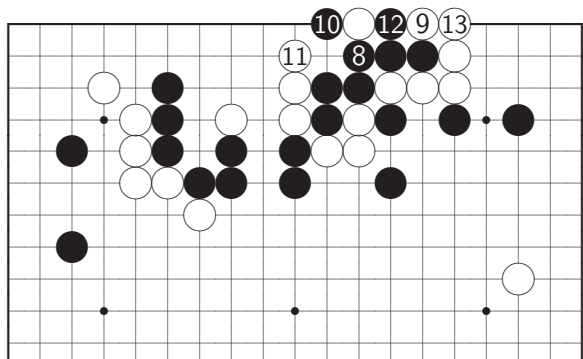
Variation 97 for (42)

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



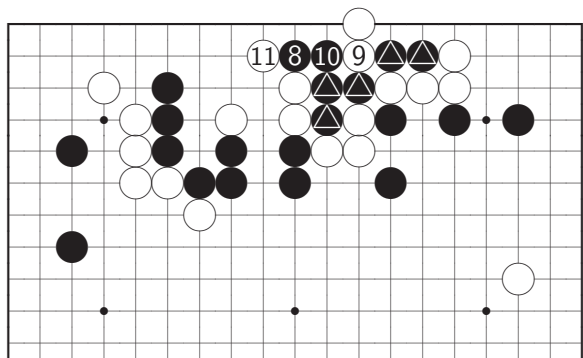
Variation 98 for (42)

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



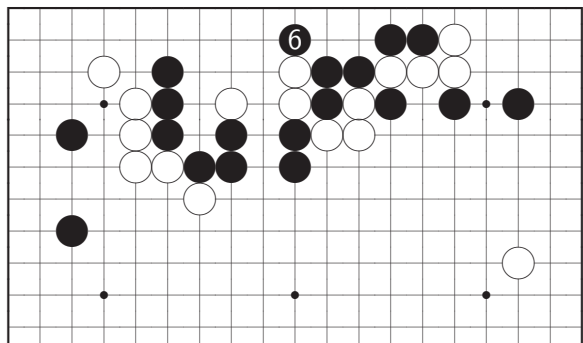
Variation 99 for (42)

The game's over.



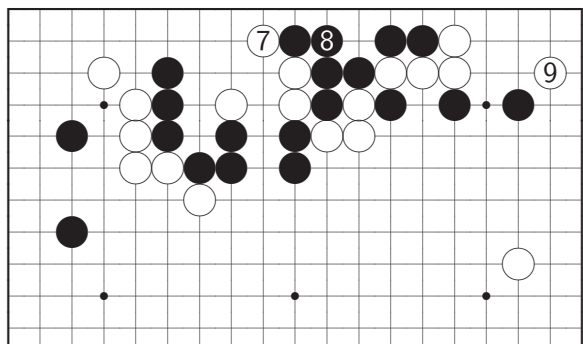
Variation 100 for 42

Black can't atari on either side.



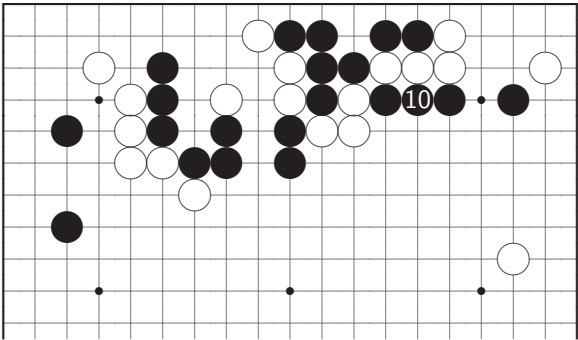
Variation 101 for 42

Black should answer here.



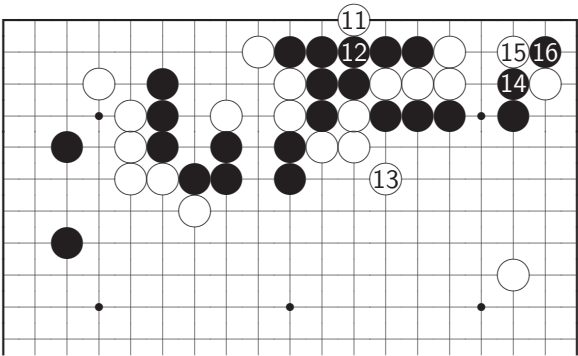
Variation 102 for 42

If white plays here,



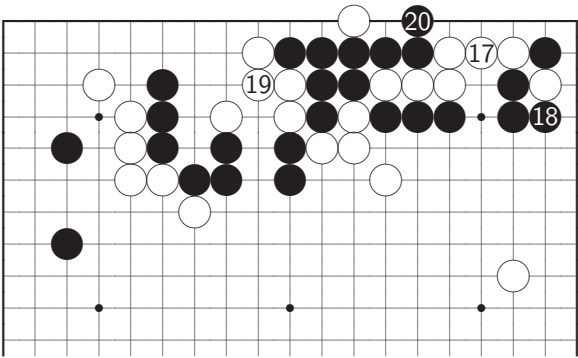
Variation 103 for 42

Black can connect here now.



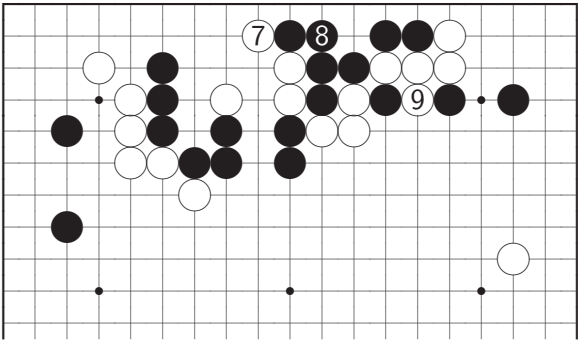
Variation 104 for 42

This is good for black.



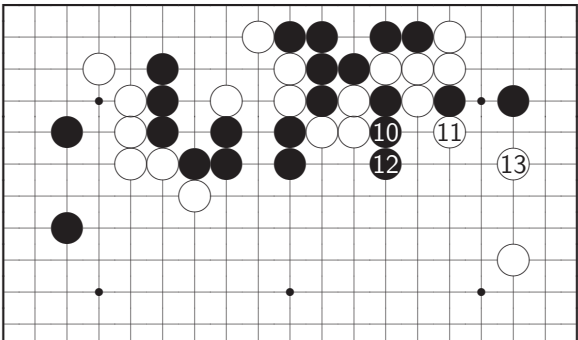
Variation 105 for 42

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



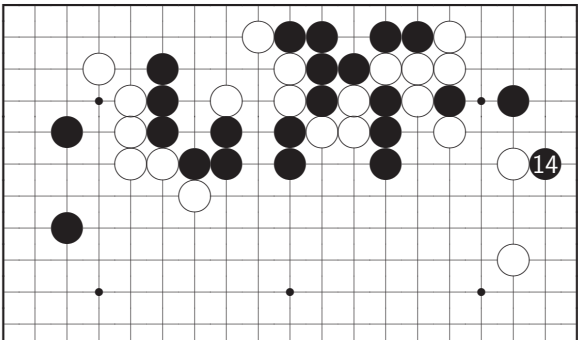
Variation 106 for 42

If white wants to trade,



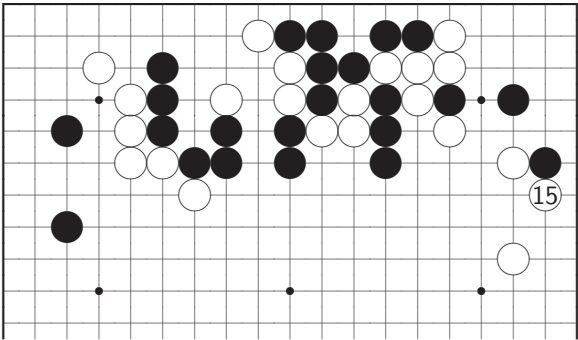
Variation 107 for 42

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



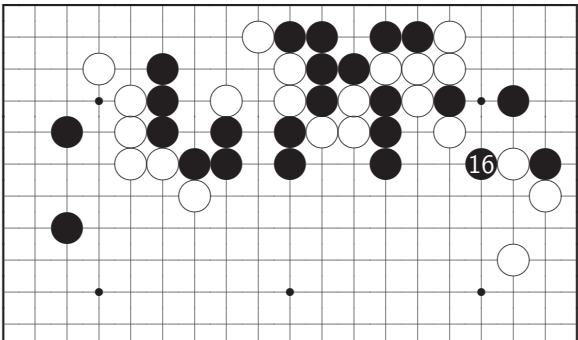
Variation 108 for 42

White can't simply capture the corner.



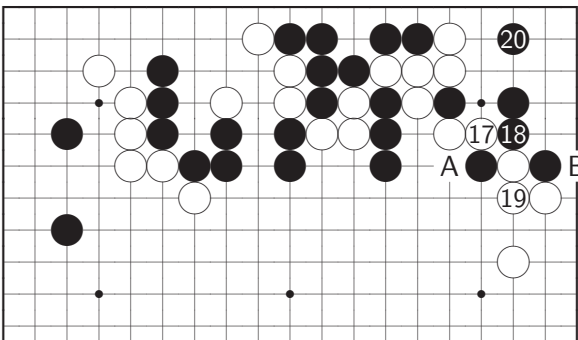
Variation 109 for 42

If white answers like this,



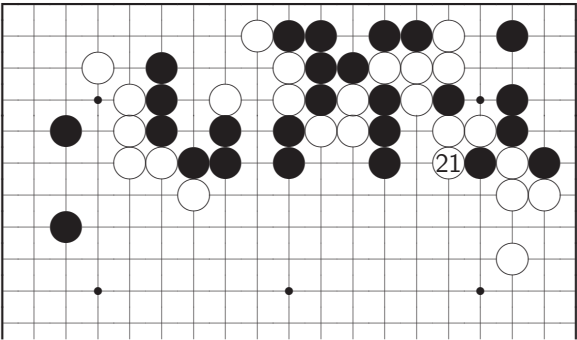
Variation 110 for 42

This attachment is good.



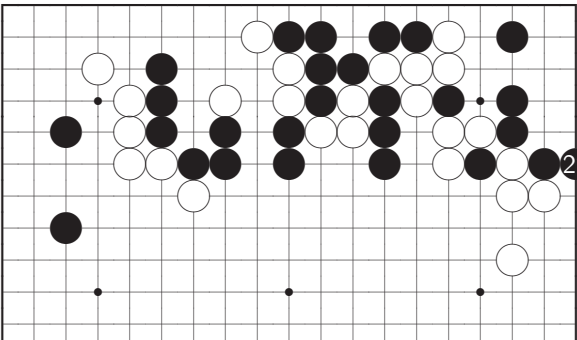
Variation 111 for 42

A and B are miai for black.



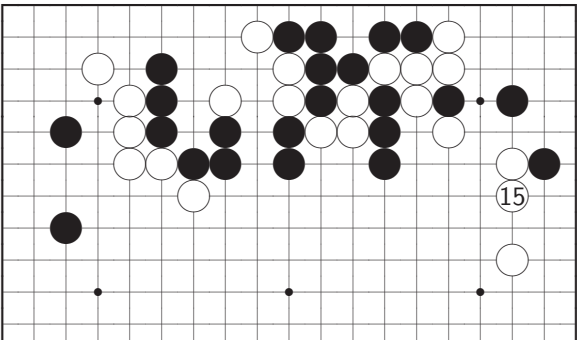
White need to play here, and

Variation 112 for 42



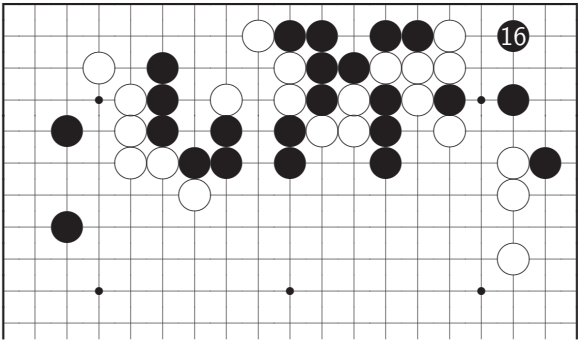
Black can live.

Variation 113 for 42



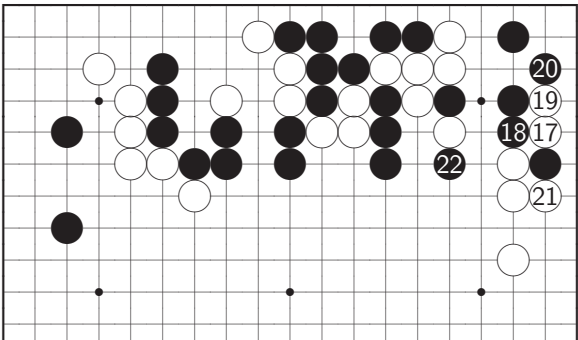
If white extends solidly,

Variation 114 for 42



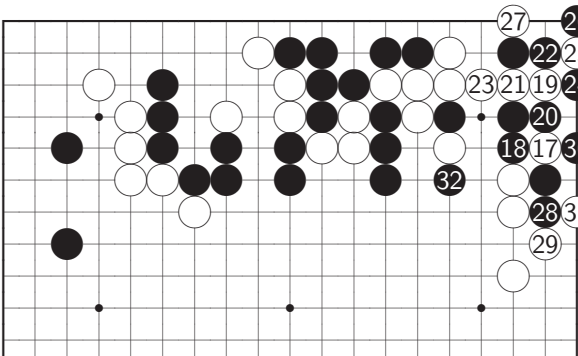
Variation 115 for 42

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



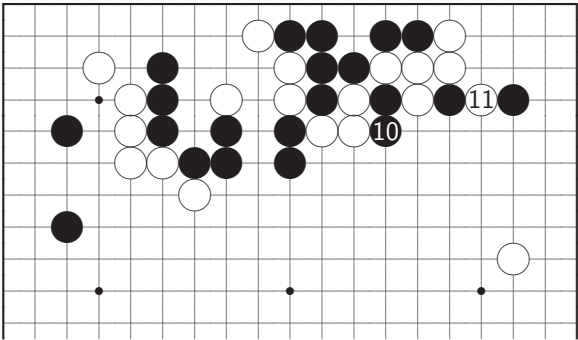
Variation 116 for 42

White is cut off and in trouble.



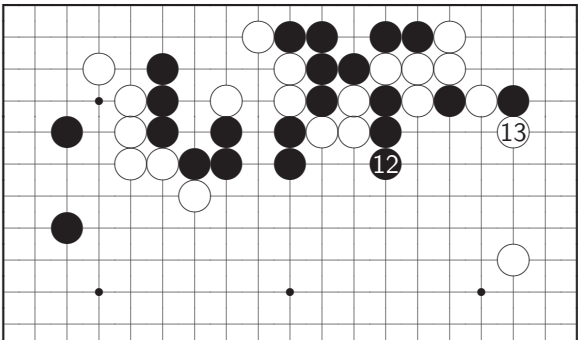
Variation 117 for 42

White is in trouble like this too.



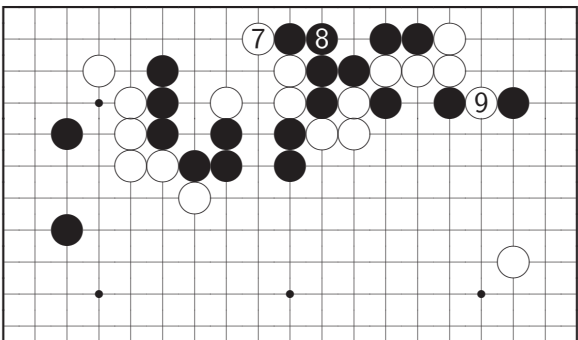
Variation 118 for ④2

This should be the best for white,



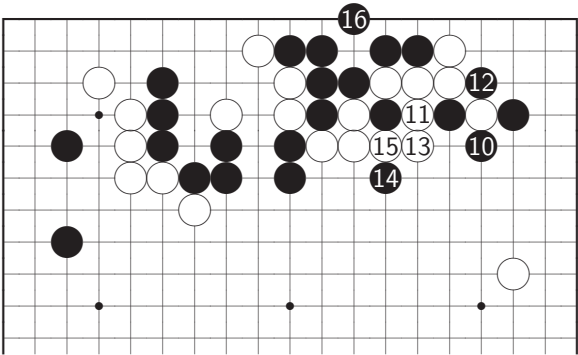
Variation 119 for ④2

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



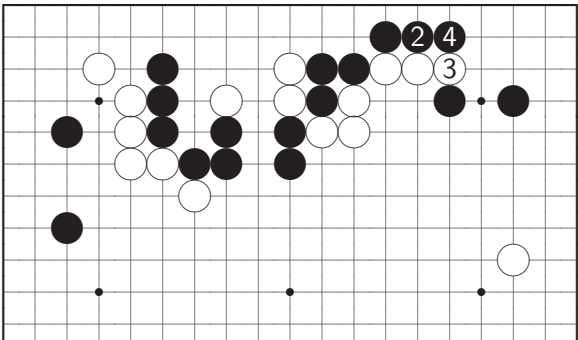
Variation 120 for ④2

If white wedges here first,



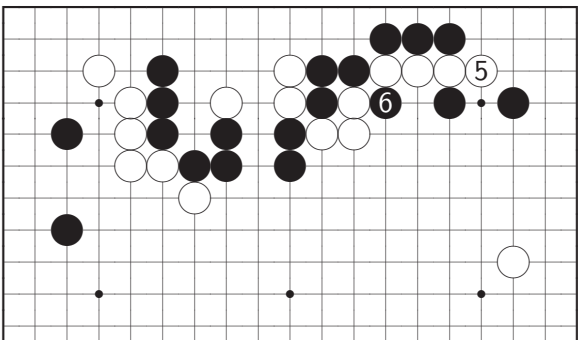
This is playable for black.

Variation 121 for 42



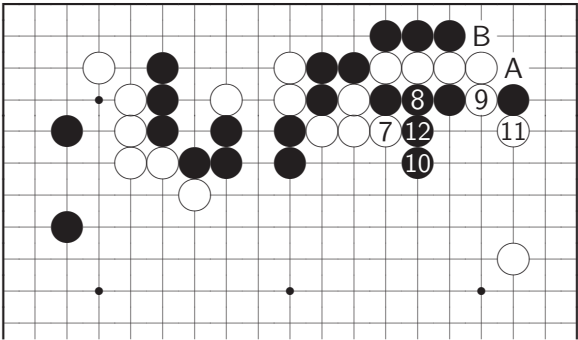
Black can also push here first, and

Variation 122 for 42



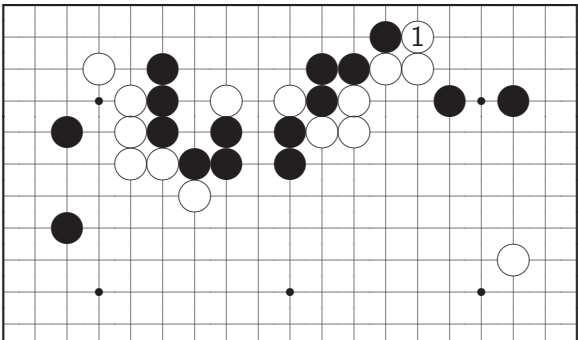
Then cut here.

Variation 123 for 42



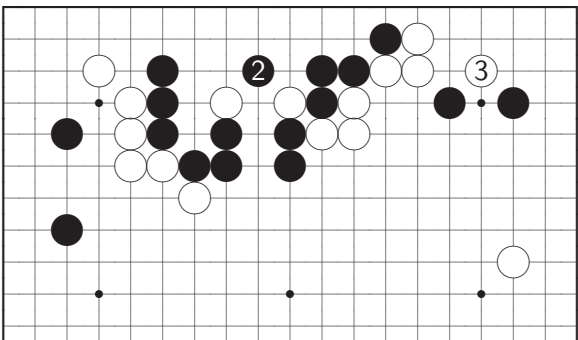
Variation 124 for (42)

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



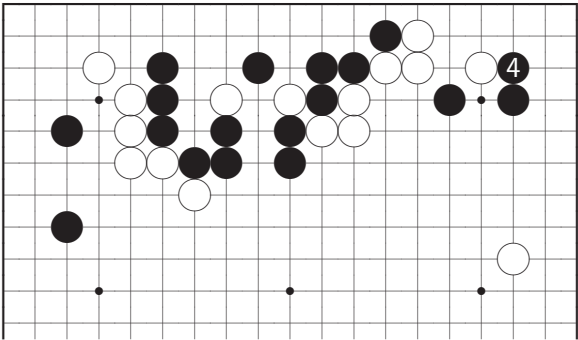
Variation 125 for (42)

If white turns here now,



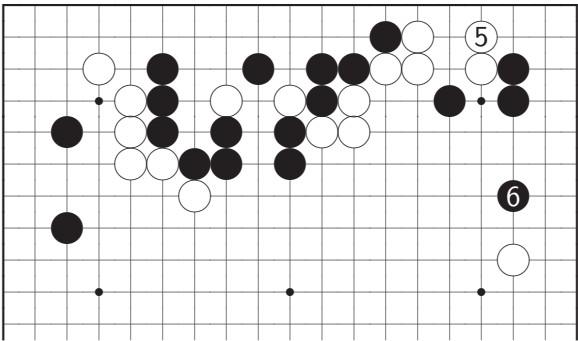
Variation 126 for (42)

And then peeps here,



Variation 127 for 42

Black will just block off the corner now.



Variation 128 for 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

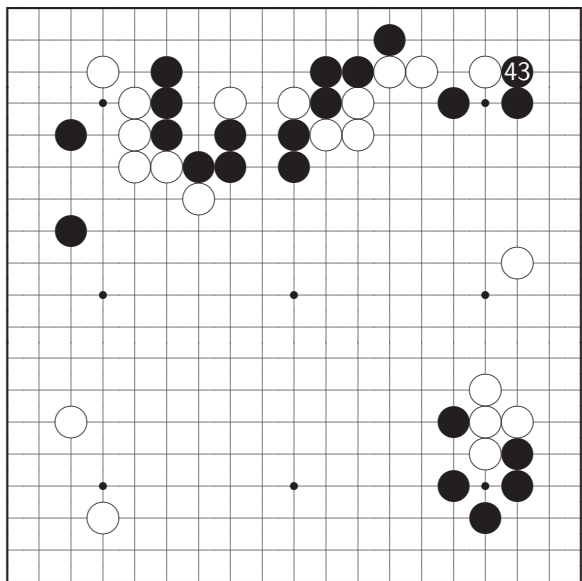
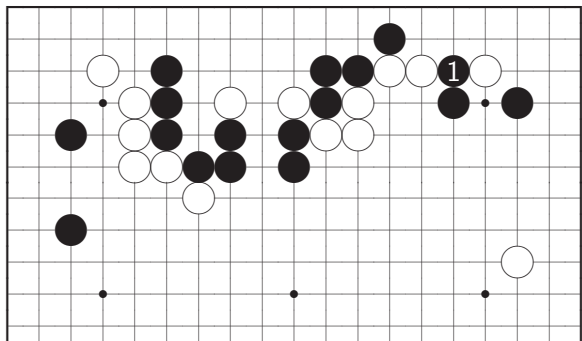
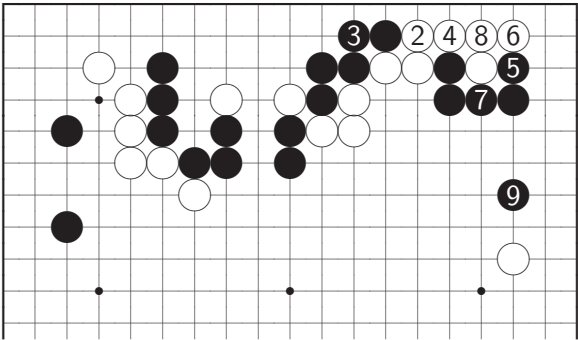


Diagram 21
(Move: 43)

If black pushes down here,

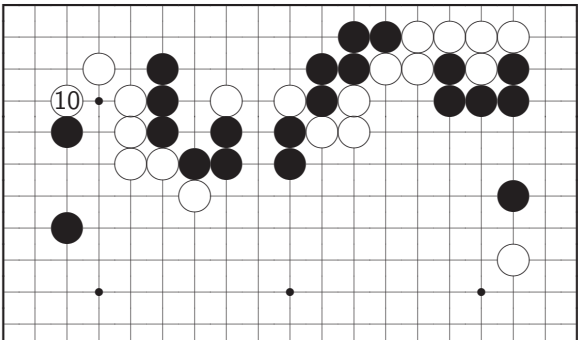


Variation 129 for 43



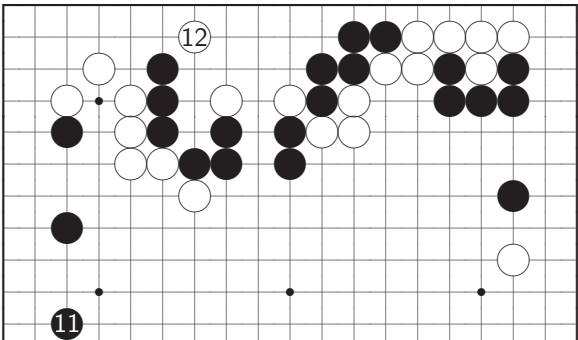
Variation 130 for 43

The result looks ok for black, but



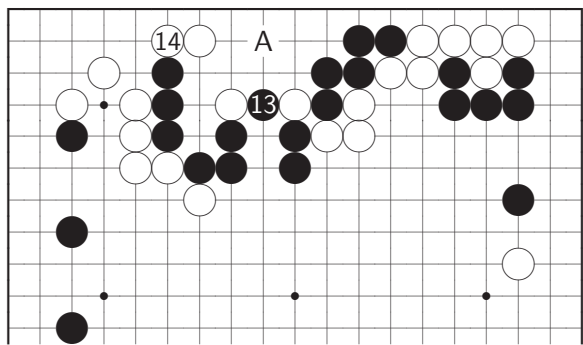
Variation 131 for 43

White can come back here, and



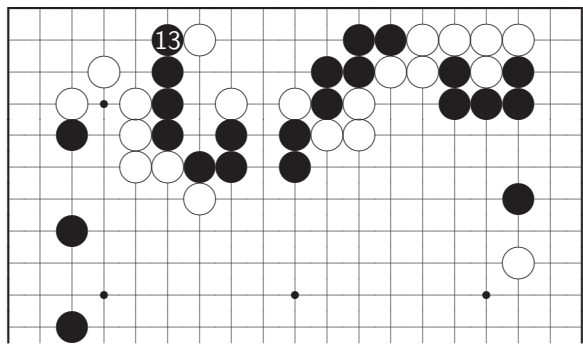
Variation 132 for 43

This move will be annoying for black.



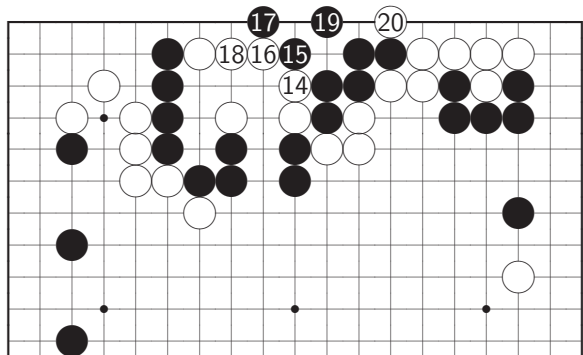
Variation 133 for 43

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



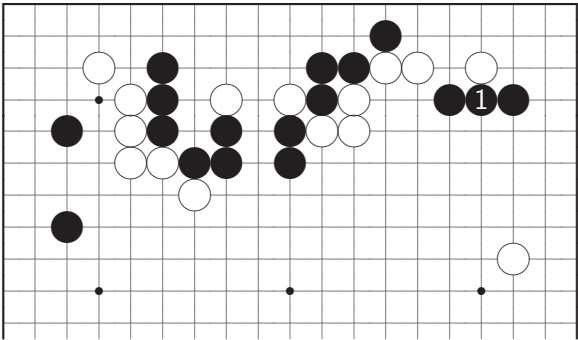
Variation 134 for 43

Black can't block here,



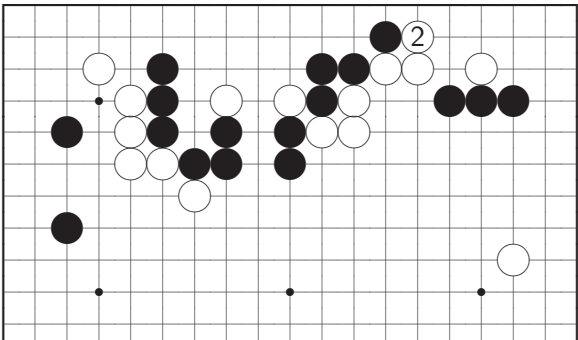
Variation 135 for 43

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



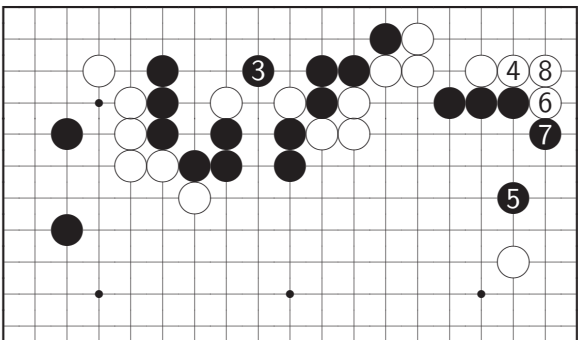
Variation 136 for 43

If black simply connects,



Variation 137 for 43

Go Seigen said he planned to trade like this.



Variation 138 for 43

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

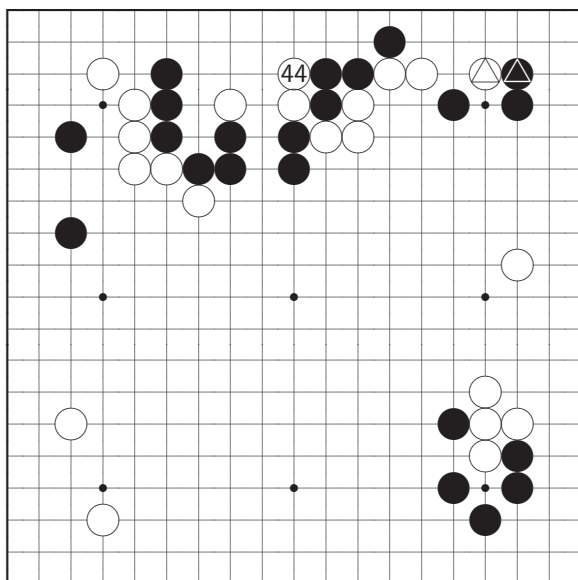


Diagram 22
(Move: 44)

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

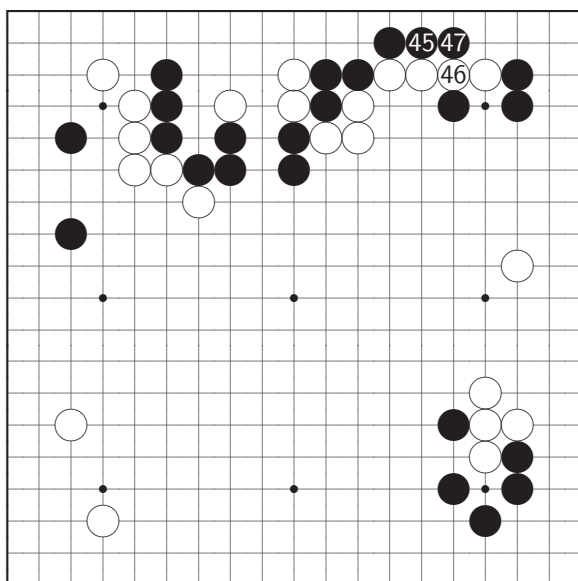
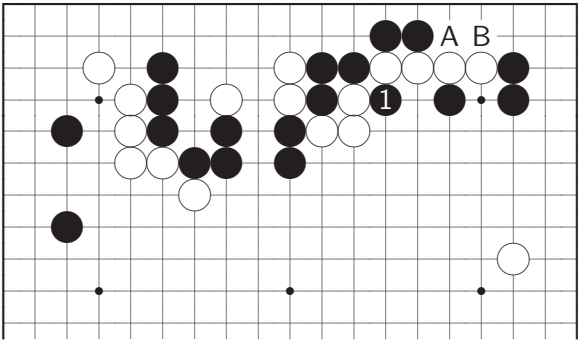


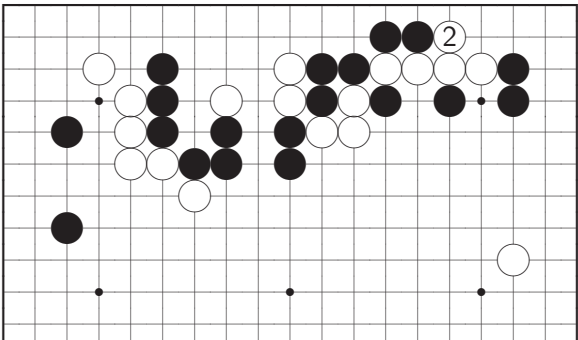
Diagram 23
(Moves: 45-47)

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



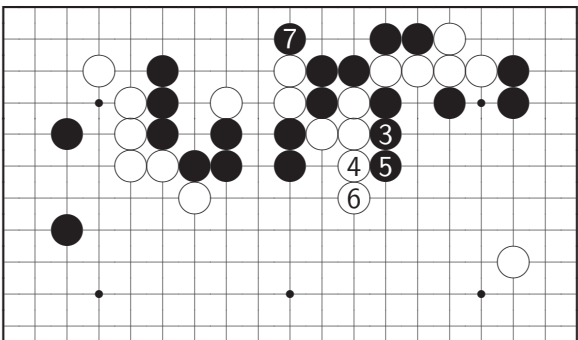
Variation 139 for 47

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



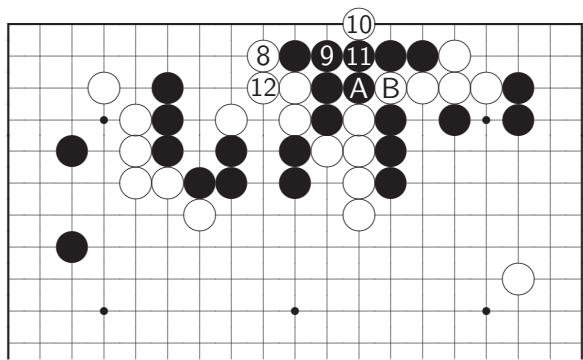
Variation 140 for 47

Blocking here is good.



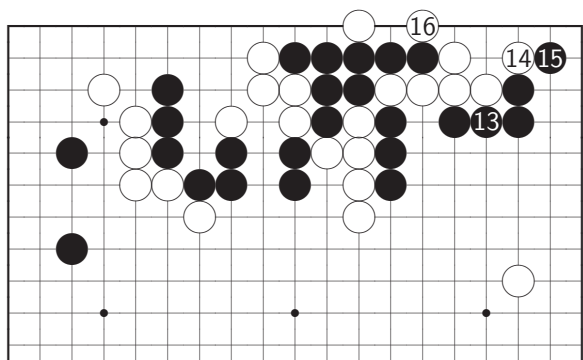
Variation 141 for 47

Black needs to come back here, but



Variation 142 for 47

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



Variation 143 for 47

White will win this capturing race.

Black cut here, to counter-attack.

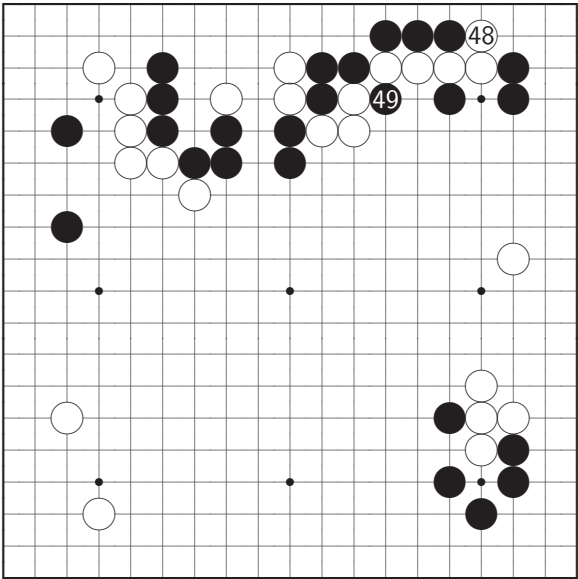


Diagram 24
(Moves: 48-49)

This atari was the right move, and

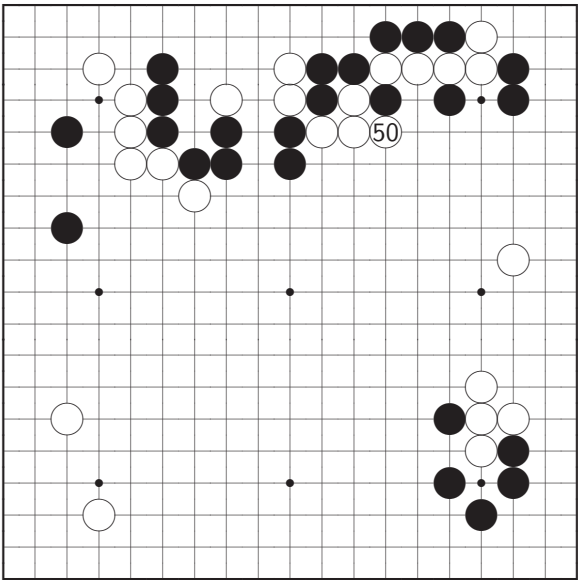
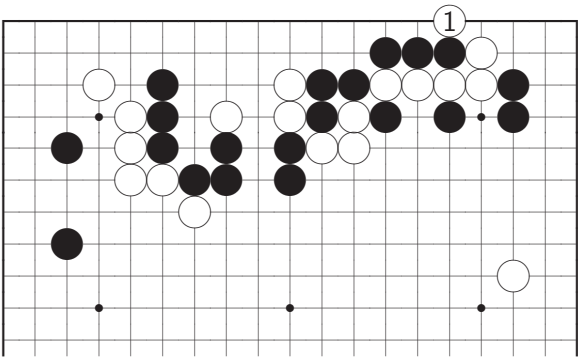
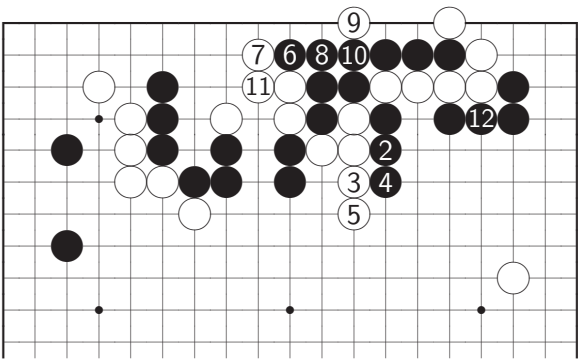


Diagram 25
(Move: 50)



Variation 144 for 50

If white still tries to capture black,



Variation 145 for 50

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

This is the right sequence.

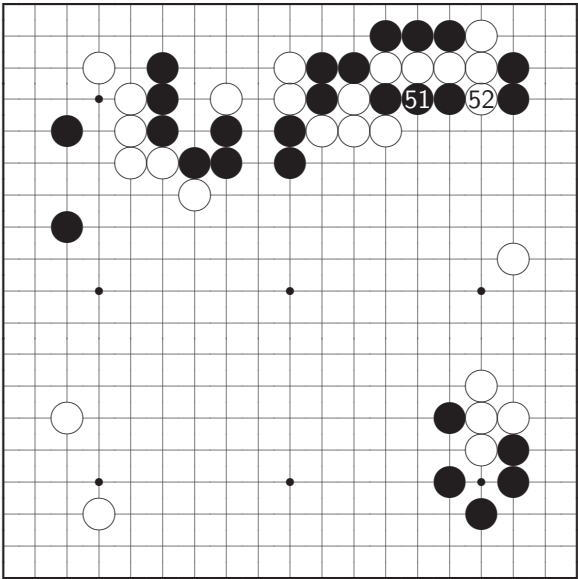


Diagram 26
(Moves: 51-52)

This jump is the only move for black, and

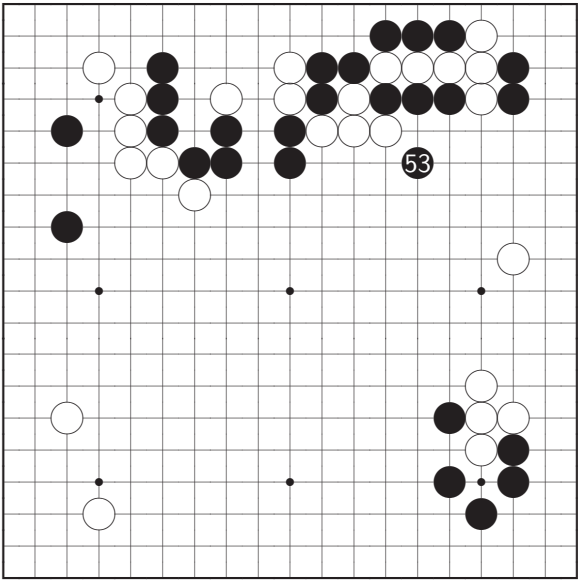


Diagram 27
(Move: 53)

This hane aims at A.

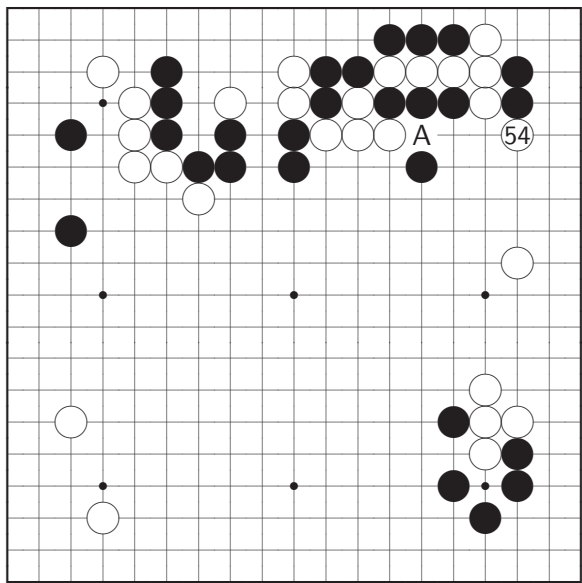


Diagram 28
(Move: 54)

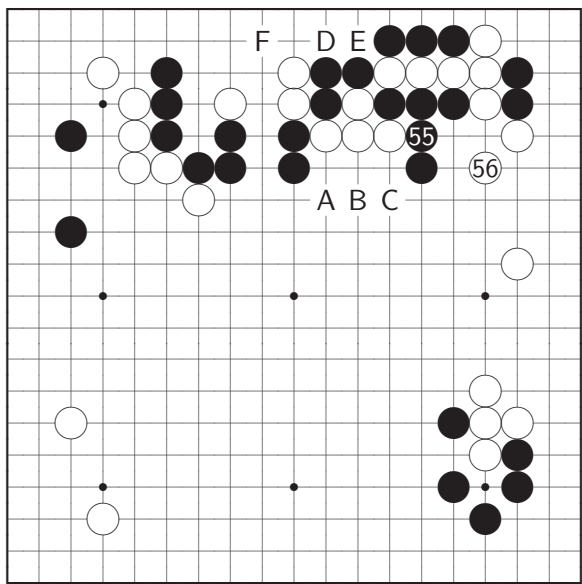


Diagram 29
(Moves: 55-56)

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.

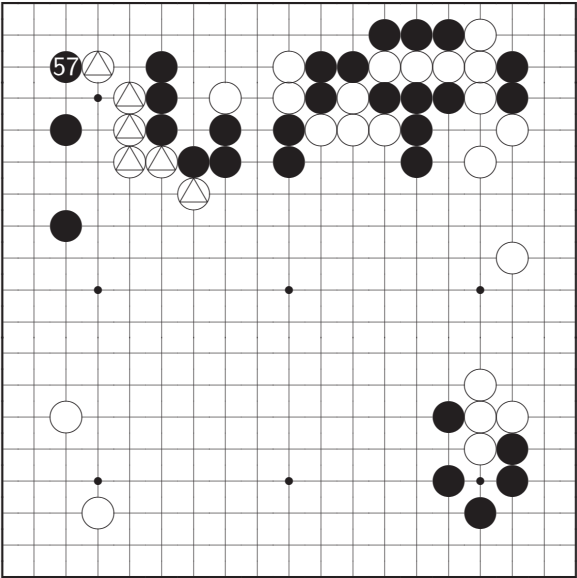
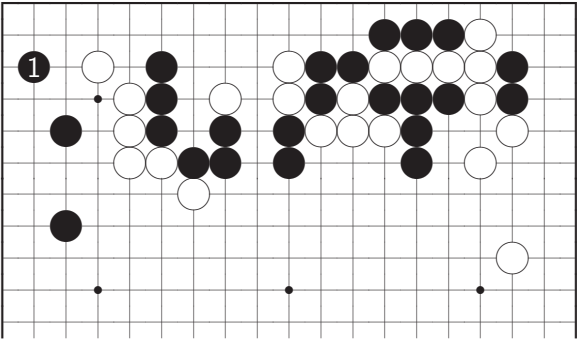


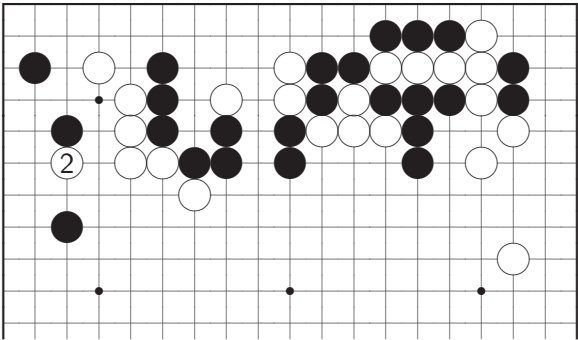
Diagram 30
(Move: 57)

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



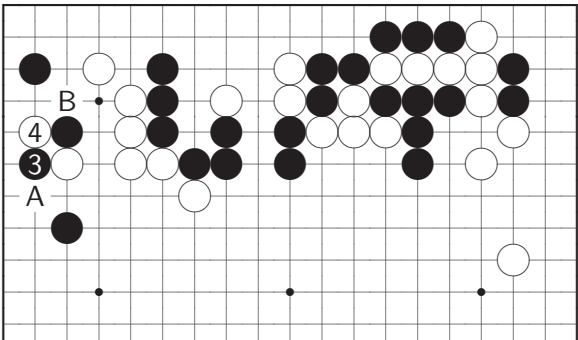
Variation 148 for 57

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



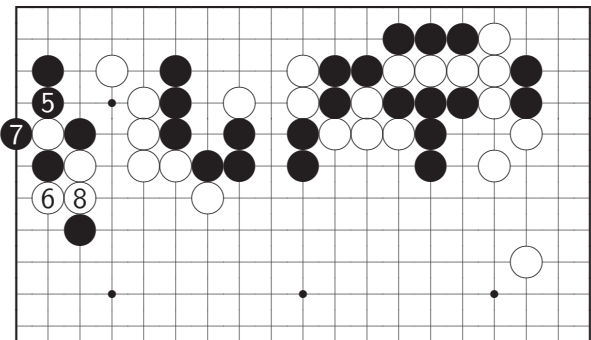
Variation 149 for 57

White can attach here and crosscut.



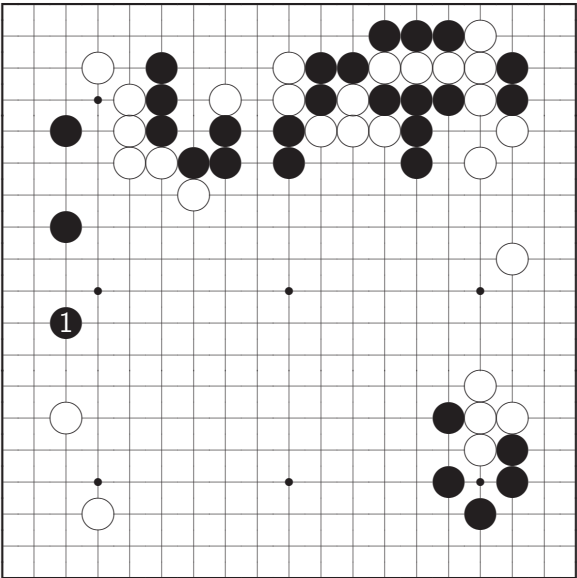
Variation 150 for 57

White makes miai of A and B.



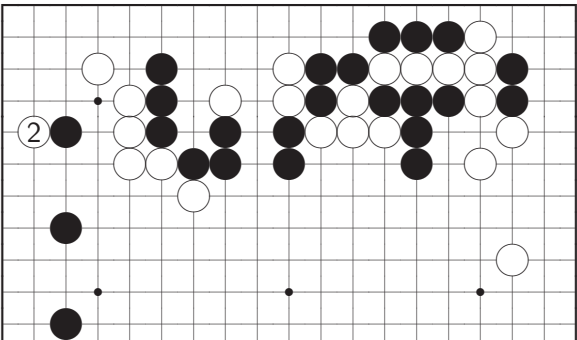
Variation 151 for 57

Black won't be happy with this result.



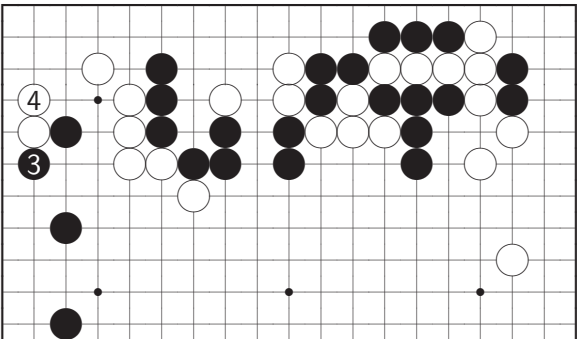
Variation 152 for 57

If black extends here instead,



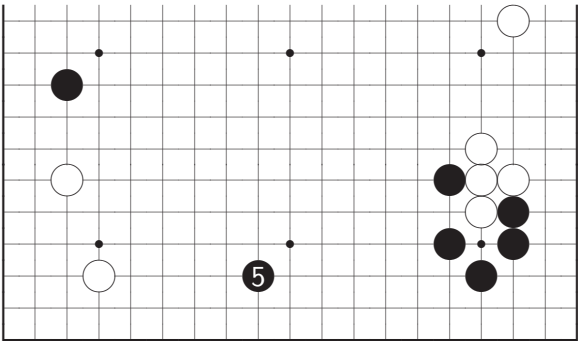
Variation 153 for 57

This attachment is good, and



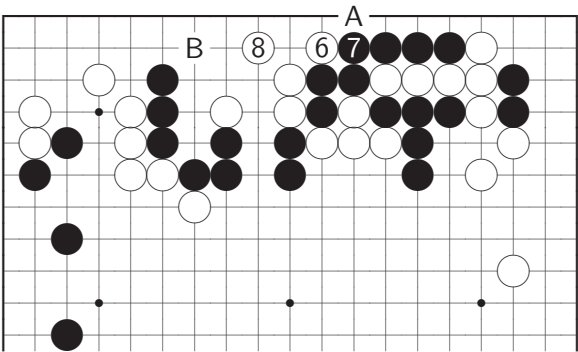
Variation 154 for 57

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



If black takes a big point, like this,

Variation 155 for 57



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

Variation 156 for 57

White exchanged these moves in order to settle his group.

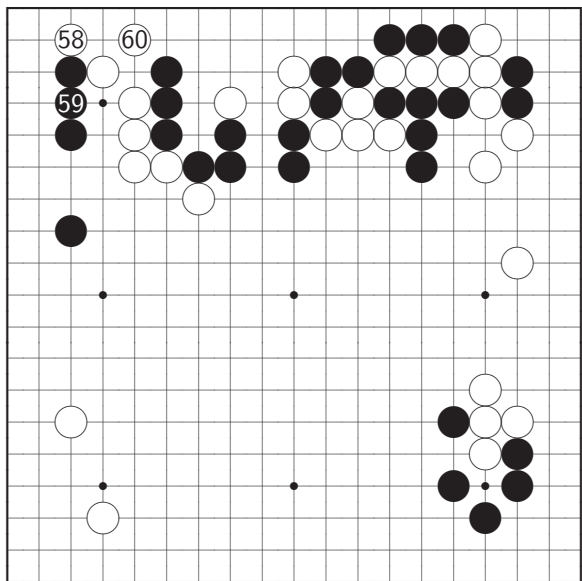


Diagram 31
(Moves: 58-60)

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

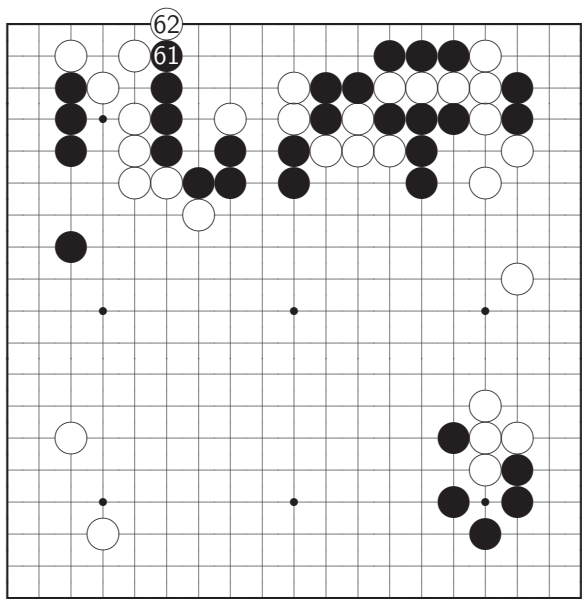


Diagram 32
(Moves: 61-62)

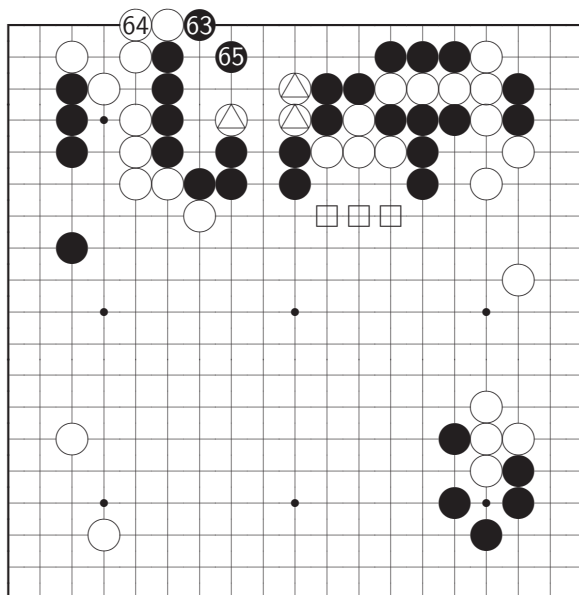


Diagram 33
(Moves: 63-65)

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).

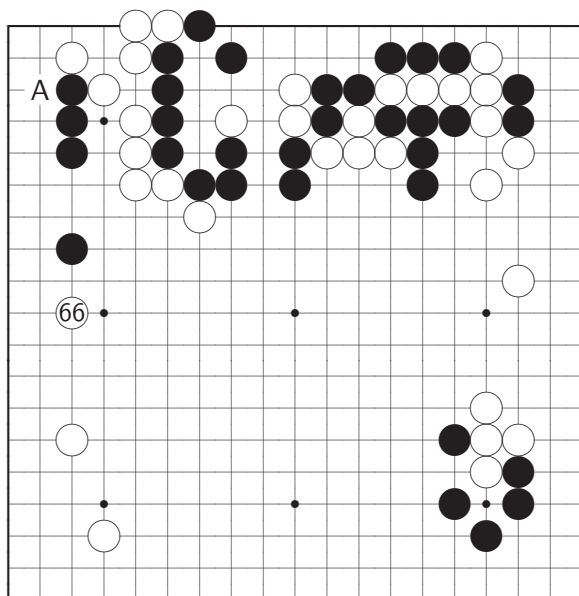


Diagram 34
(Move: 66)

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

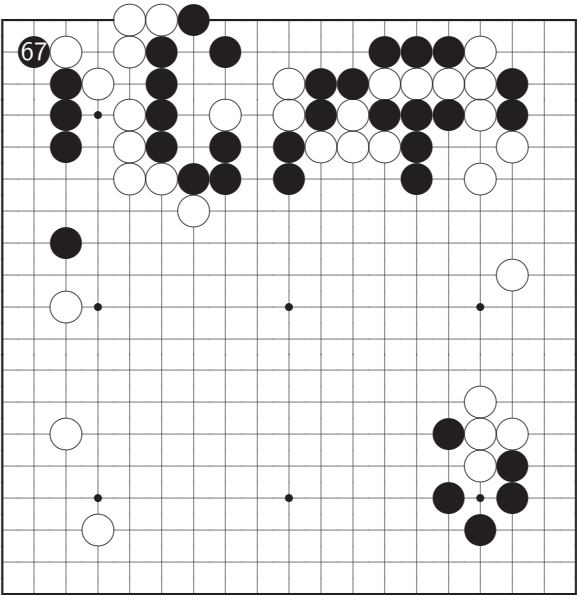


Diagram 35
(Move: 67)

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.

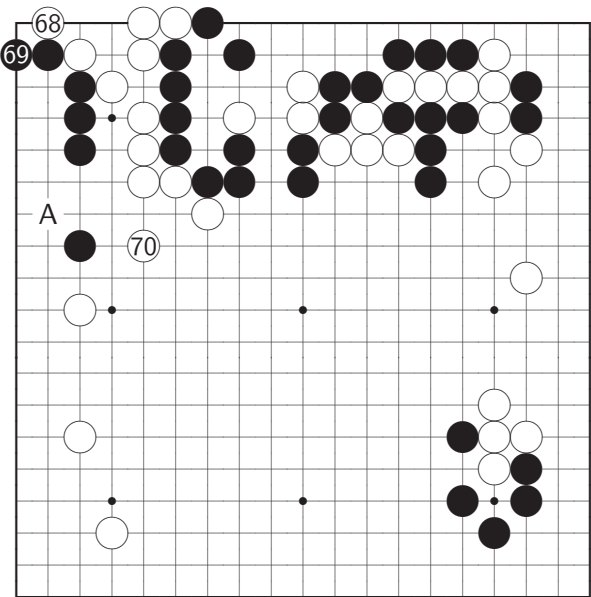


Diagram 36
(Moves: 68-70)

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

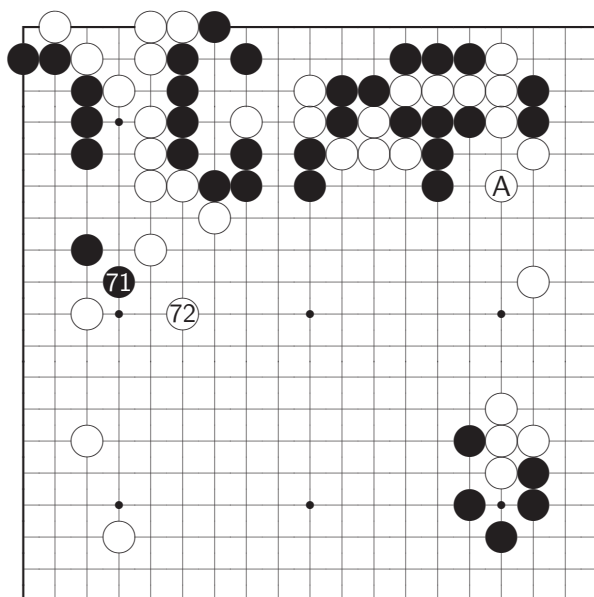


Diagram 37
(Moves: 71-72)

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

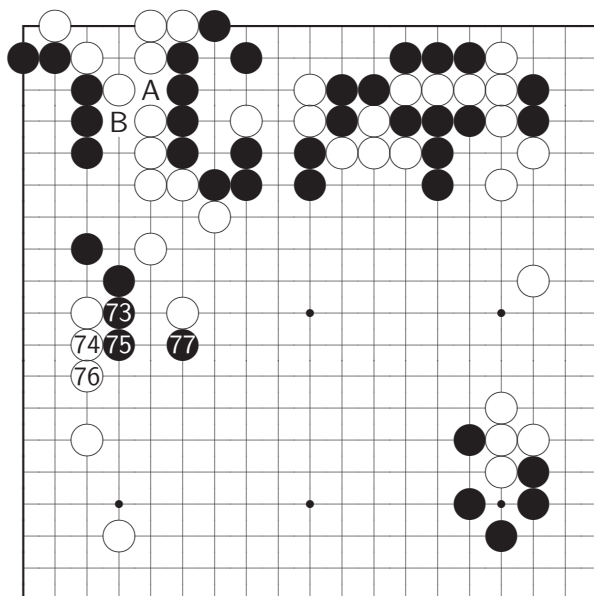
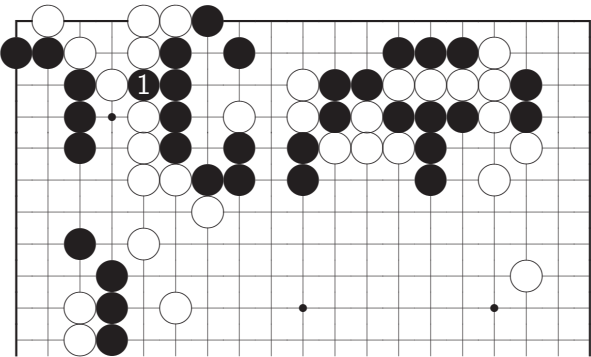


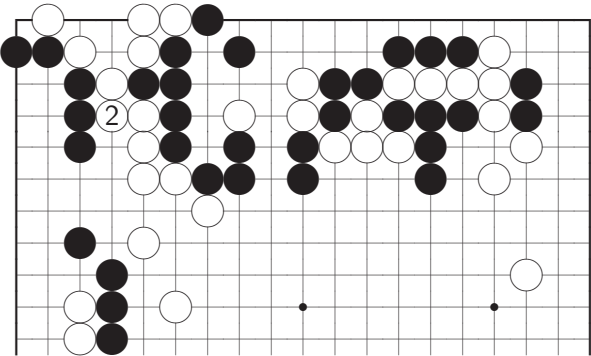
Diagram 38
(Moves: 73-77)

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



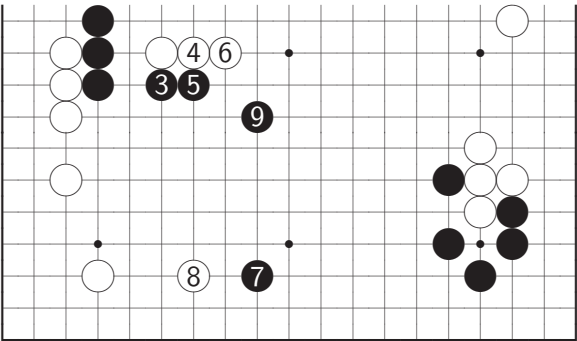
Variation 157 for 77

If black had played here now,



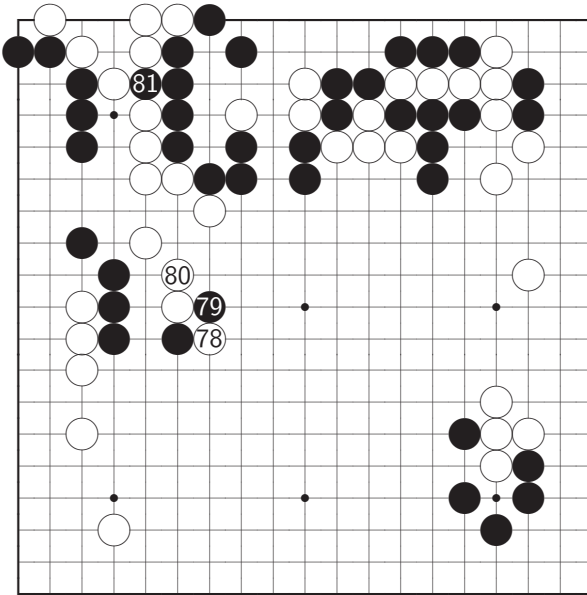
Variation 158 for 77

White would answer and,



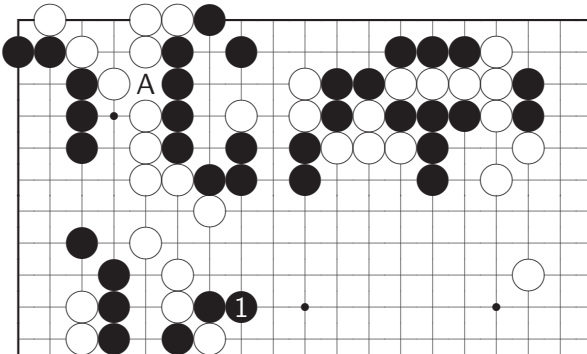
Variation 159 for 77

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



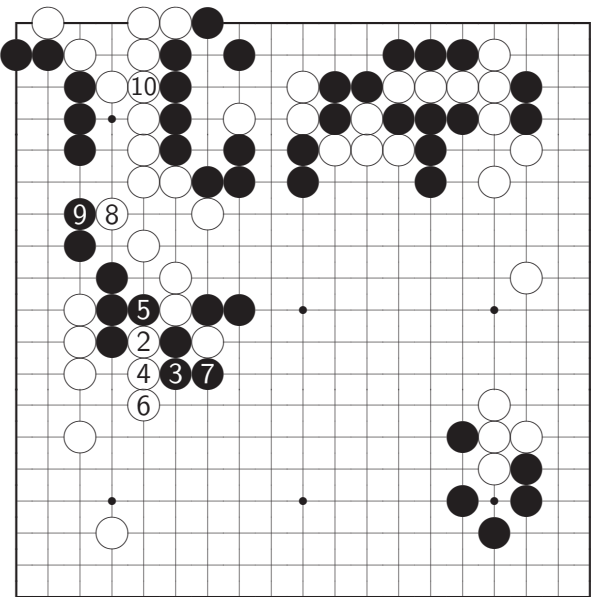
This was a probe, but
it was a bit too late.

Diagram 39
(Moves: 78-81)



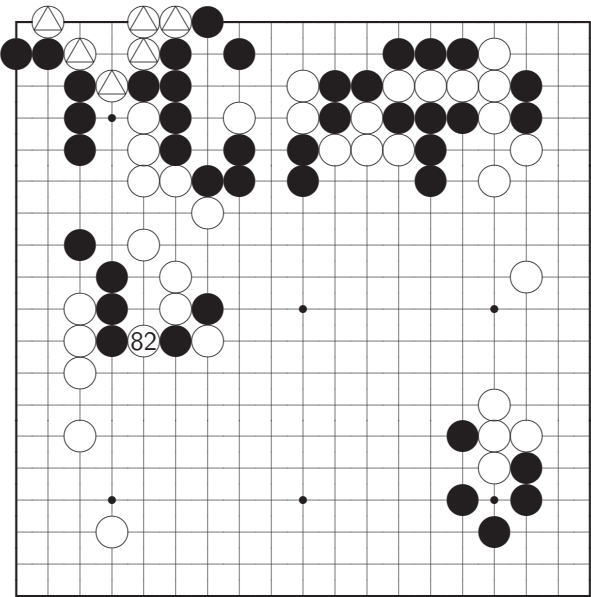
If black extends here,
instead of playing at A,

Variation 160 for 81



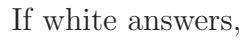
White can live here,
and it's ok for white.

Variation 161 for 81

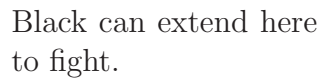


Go Seigen decided to
give the marked stones
away.

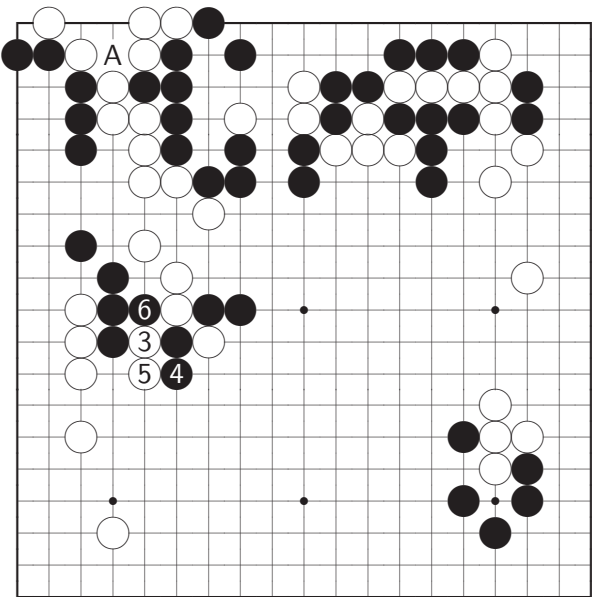
Diagram 40
(Move: 82)



Variation 162 for (82)

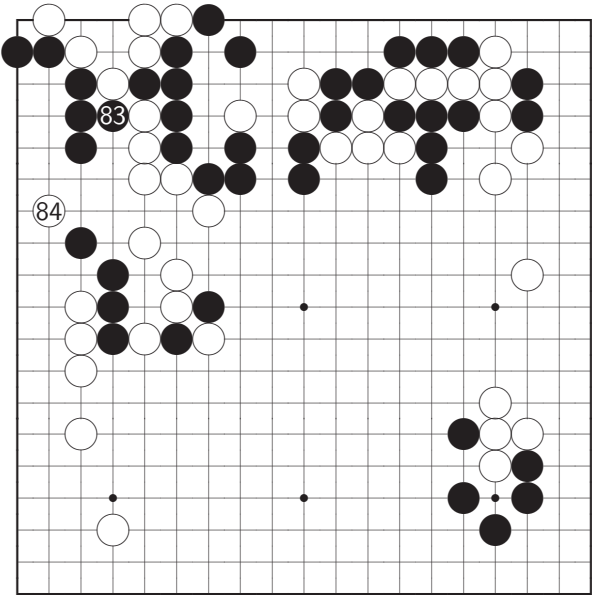


Variation 163 for (82)



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

Variation 164 for 82



This placement was very sharp. The timing was perfect.

Diagram 41
(Moves: 83-84)

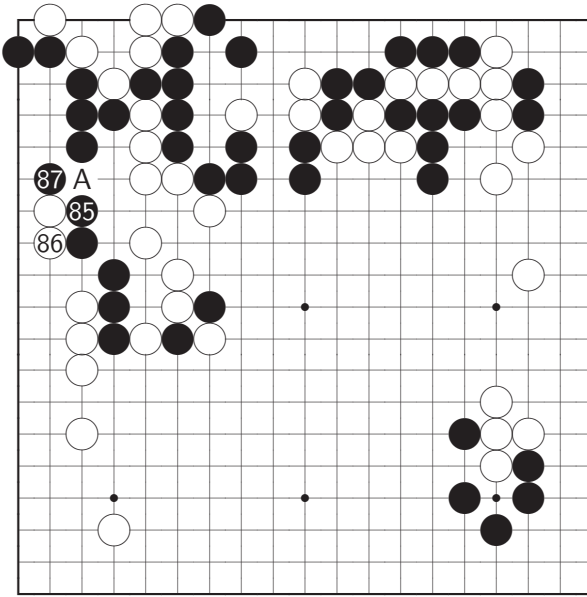


Diagram 42
(Moves: 85-87)

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

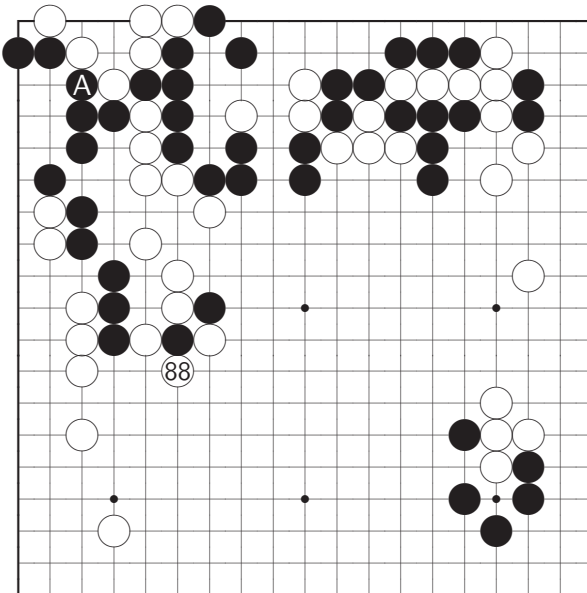


Diagram 43
(Move: 88)

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

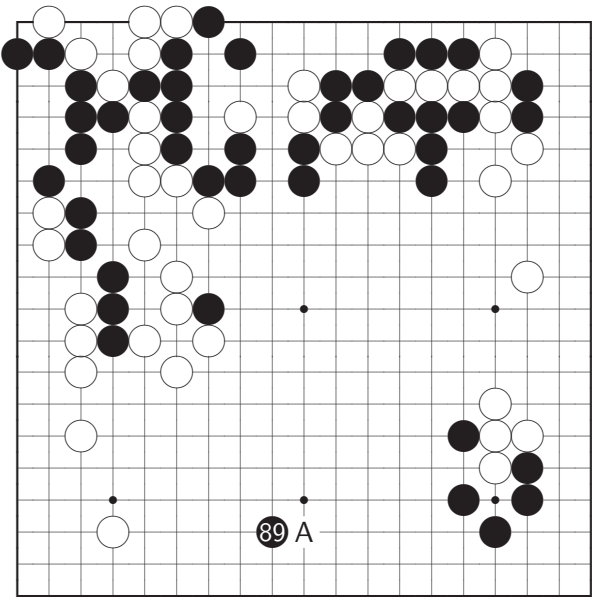


Diagram 44
(Move: 89)

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

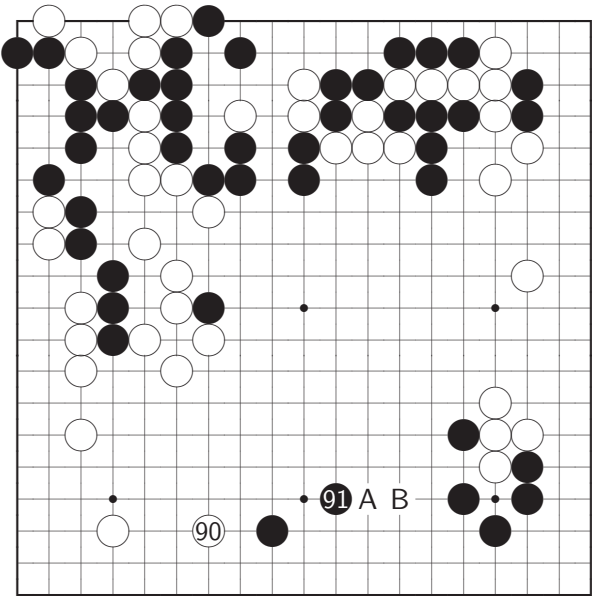
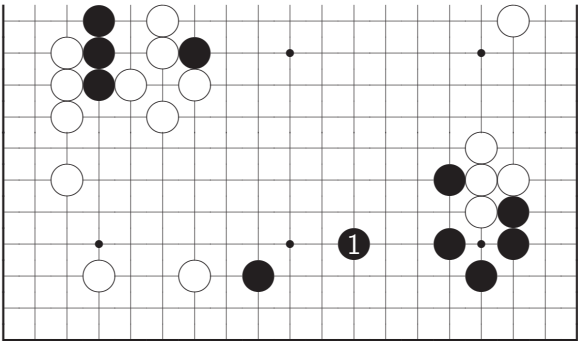


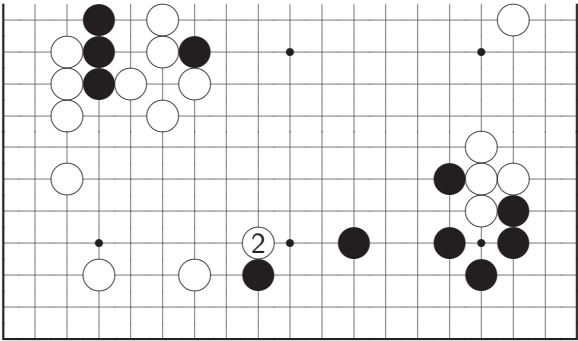
Diagram 45
(Moves: 90-91)

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



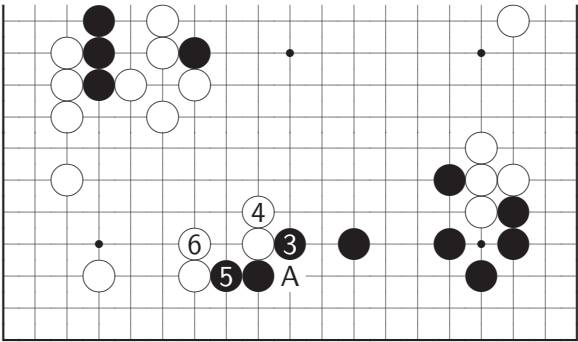
Variation 165 for 91

If black plays here,



Variation 166 for 91

This attachment is good.



Variation 167 for 91

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

The game's even now.

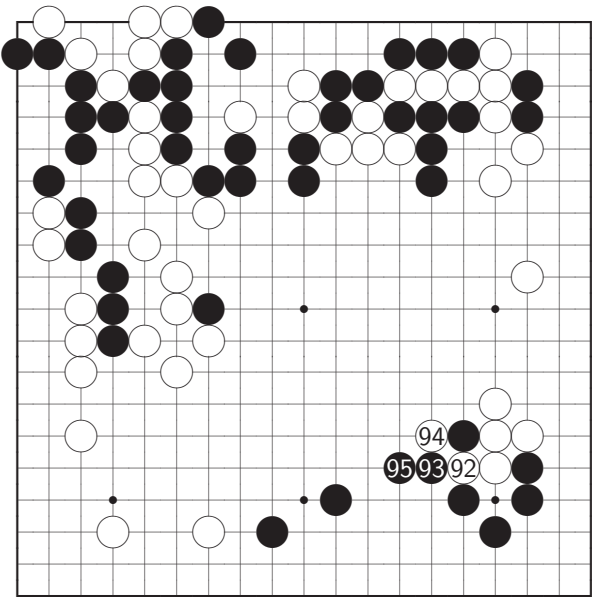
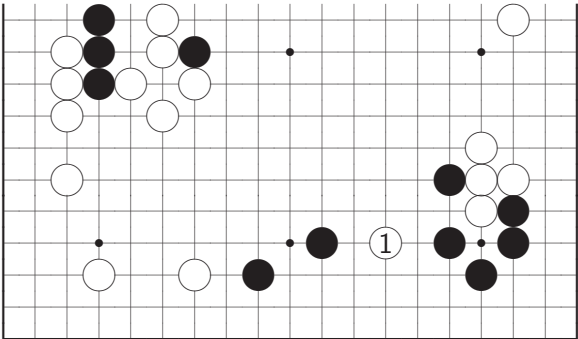
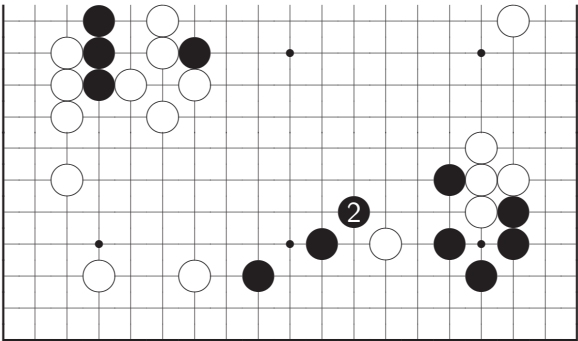


Diagram 46
(Moves: 92-95)



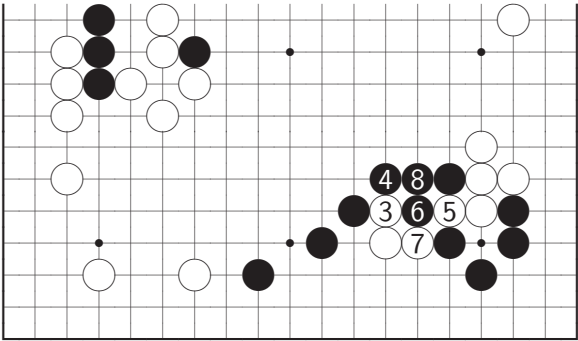
Variation 168 for ⑨2

If white invades here,



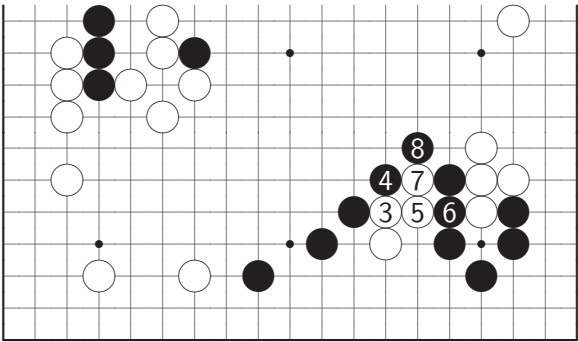
Variation 169 for 92

This is a good response, and



Variation 170 for 92

It's hard for white to fight or live.



Variation 171 for 92

White can't escape like this.

It's a very good time to probe.

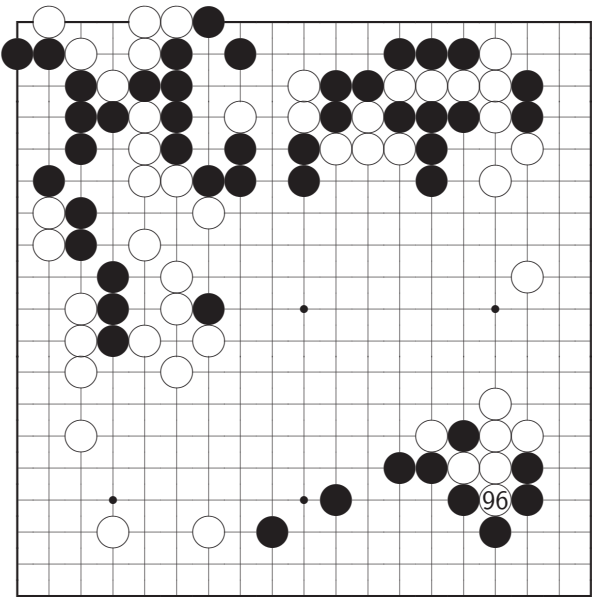


Diagram 47
(Move: 96)

This connection was right.

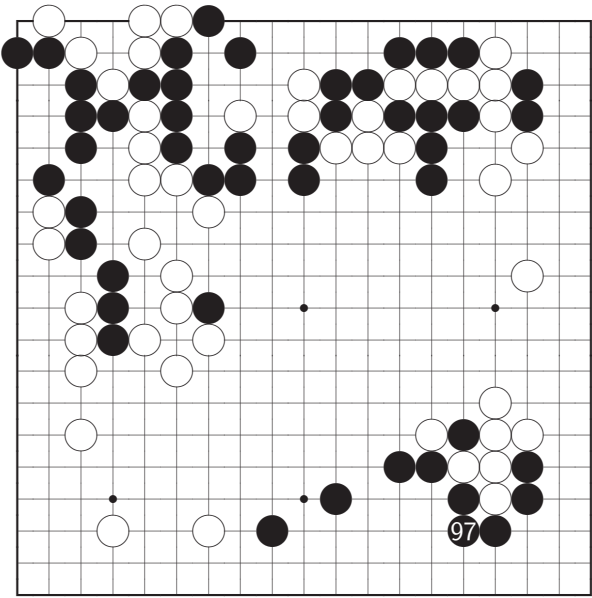
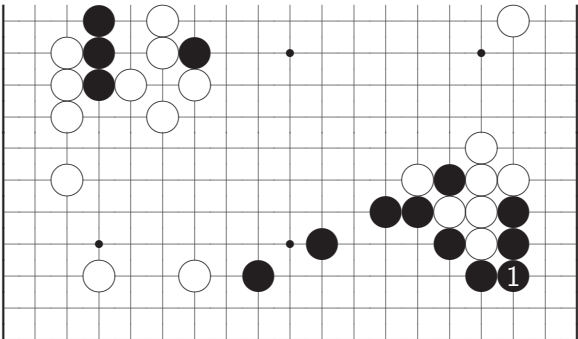
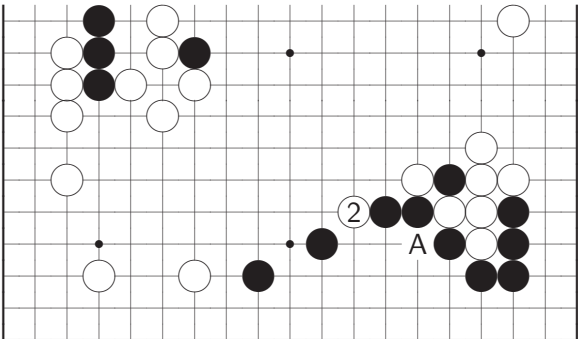


Diagram 48
(Move: 97)



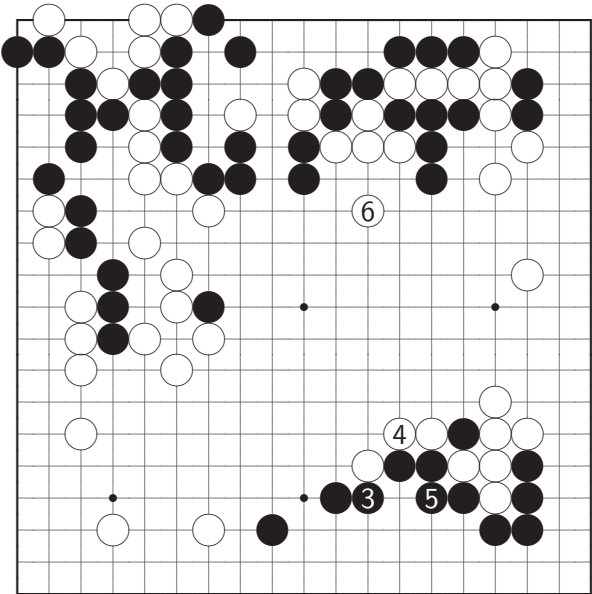
Variation 172 for 97

If black connects here,



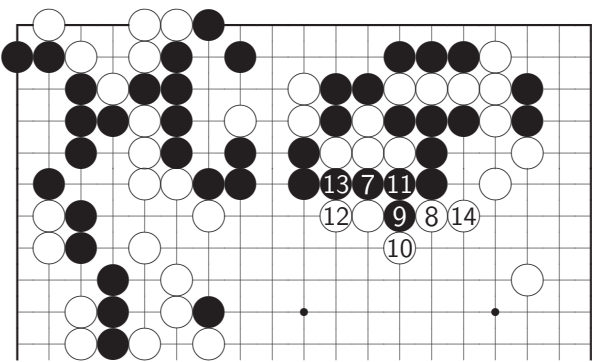
Variation 173 for 97

This attachment (aiming at A) is good and,



Variation 174 for 97

White gets sente, and plays here.



Variation 175 for 97

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

A Small Mistake

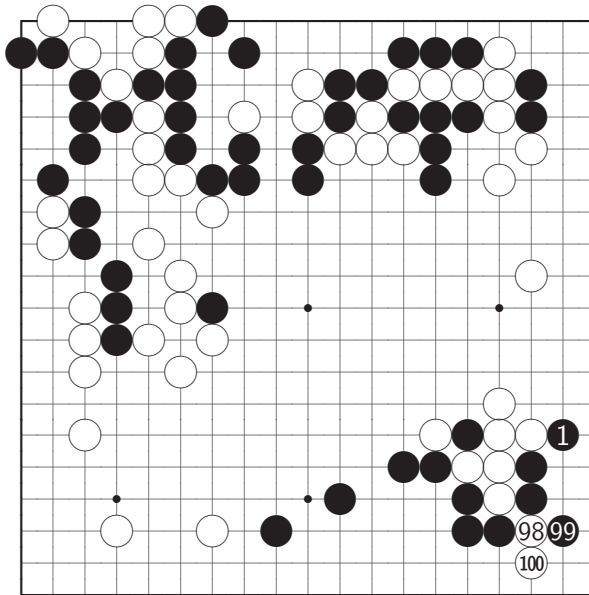
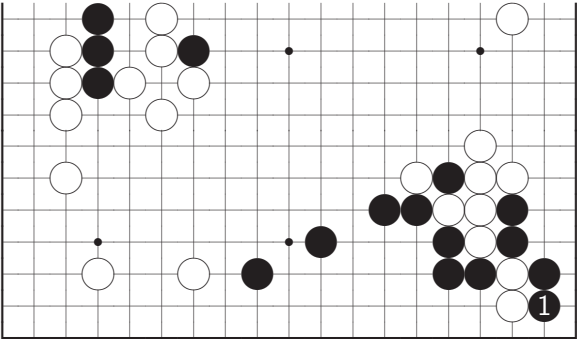


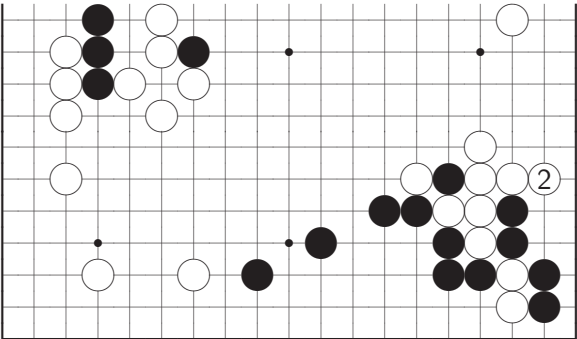
Diagram 49
(Moves: 98-101)

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



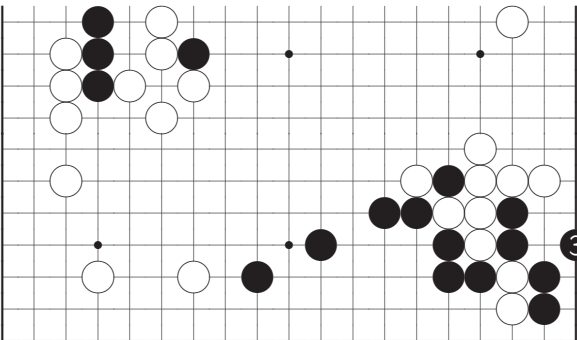
Black should have played here,

Variation 176 for 101



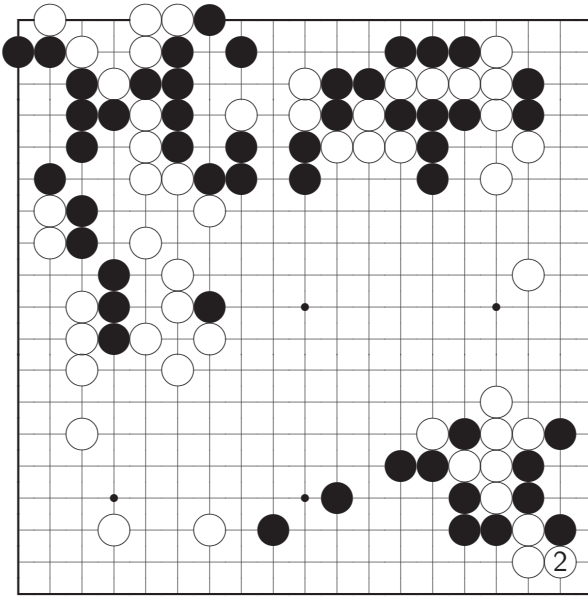
White gets to force here,

Variation 177 for 101



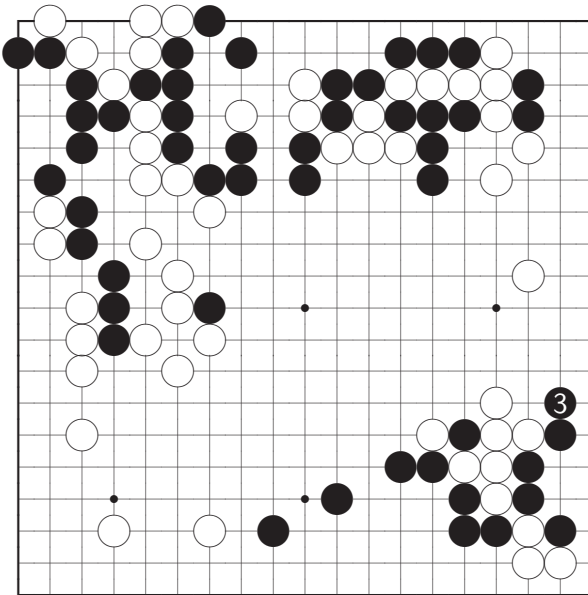
But the game's still very close.

Variation 178 for 101



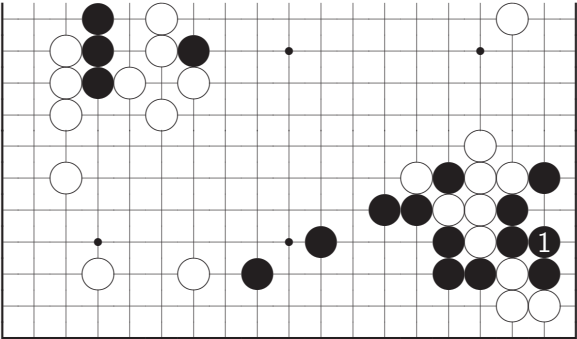
White seized a good chance here. Go Seigen doesn't miss his opponent's tiny mistakes.

Diagram 50
(Move: 102)



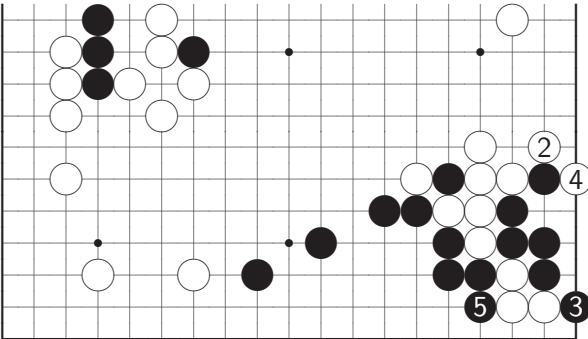
This is the only choice for black.

Diagram 51
(Move: 103)



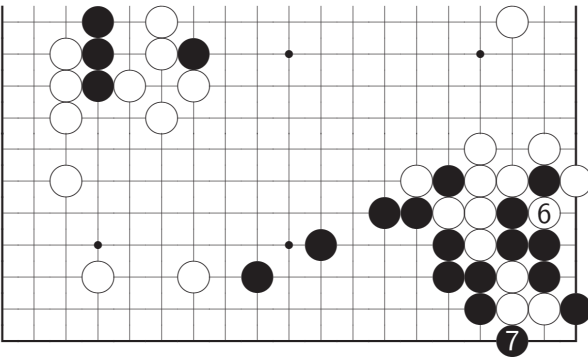
Black can't connect here, because

Variation 179 for 103



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

Variation 180 for 103



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

Variation 181 for 103

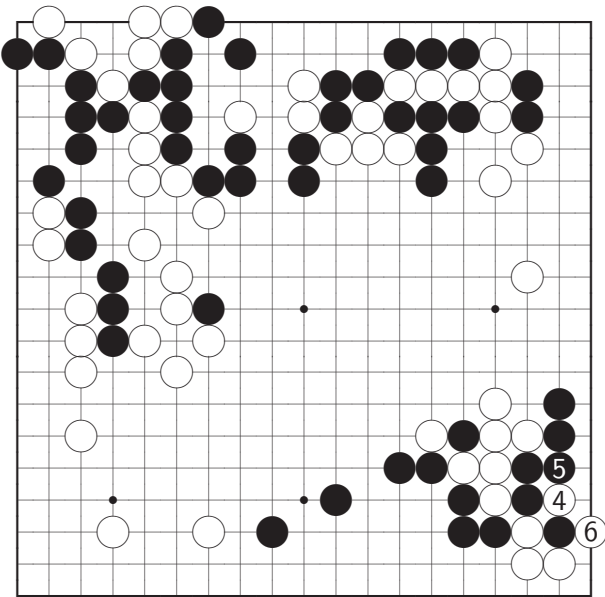


Diagram 52
(Moves: 104-106)

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

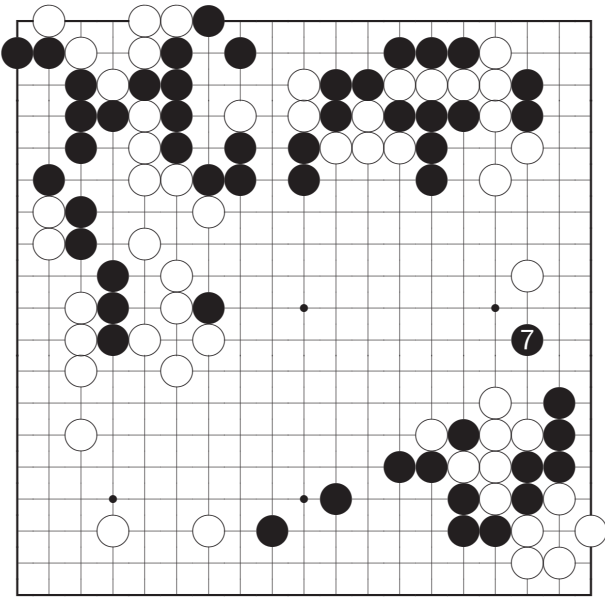


Diagram 53
(Move: 107)

Black has to look after this group now.

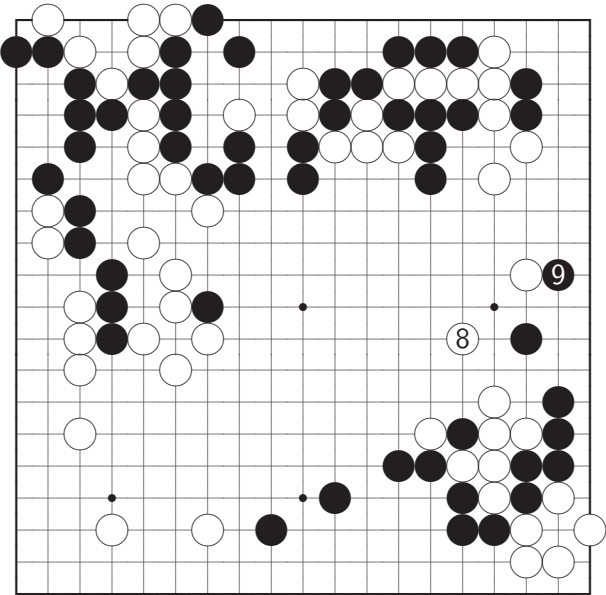
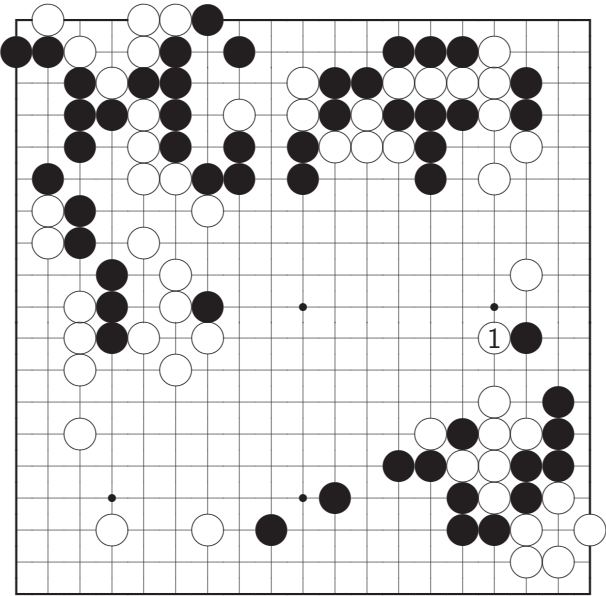


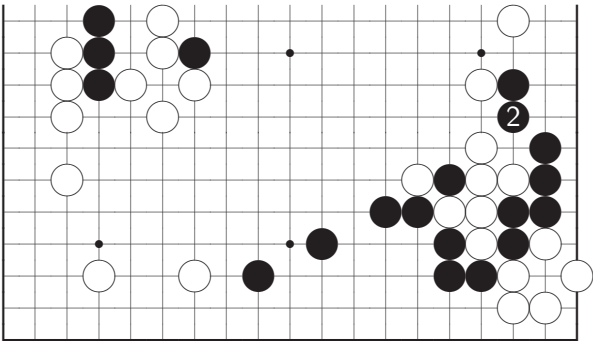
Diagram 54
(Moves: 108-109)

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



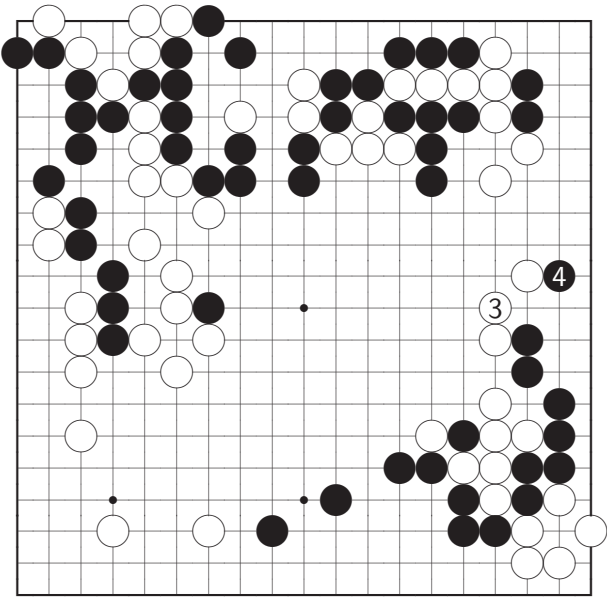
Variation 182 for 108

If white attached here,



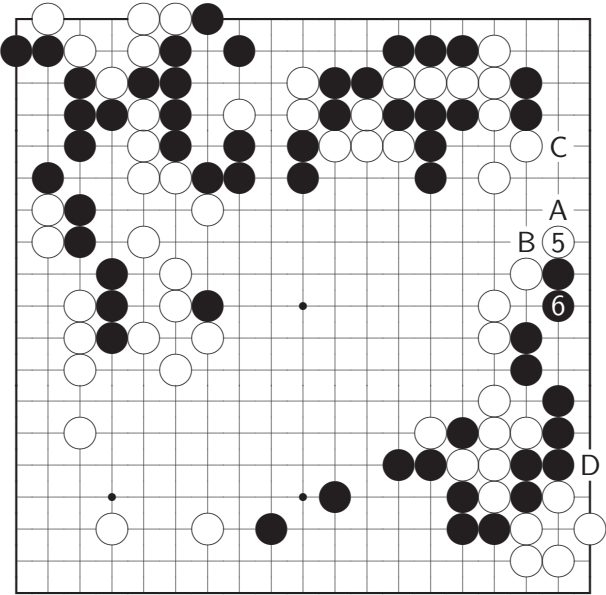
Black can just pull back,

Variation 183 for 108



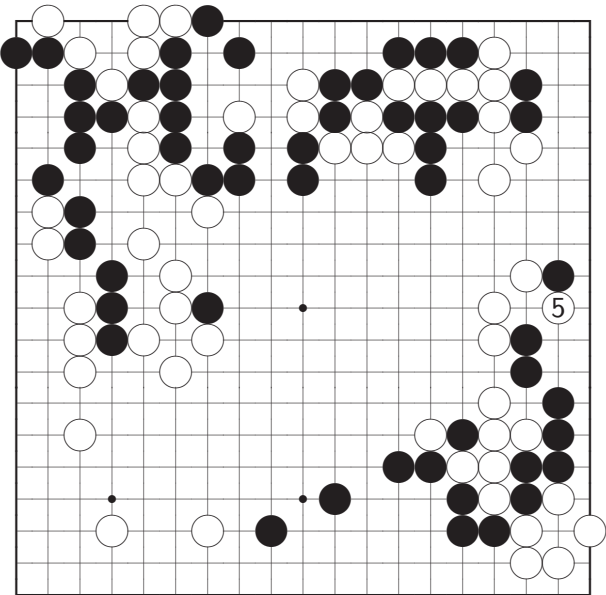
And attach.

Variation 184 for 108



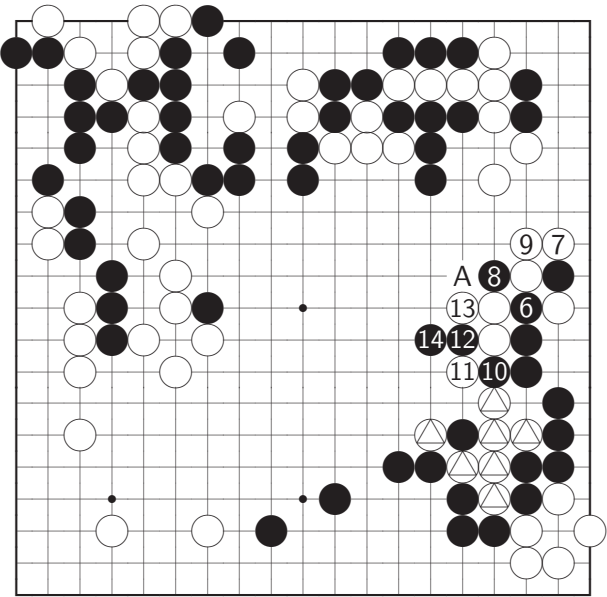
White wouldn't like to leave black the aji of A-C and black's group is already alive because D is sente.

Variation 185 for 108



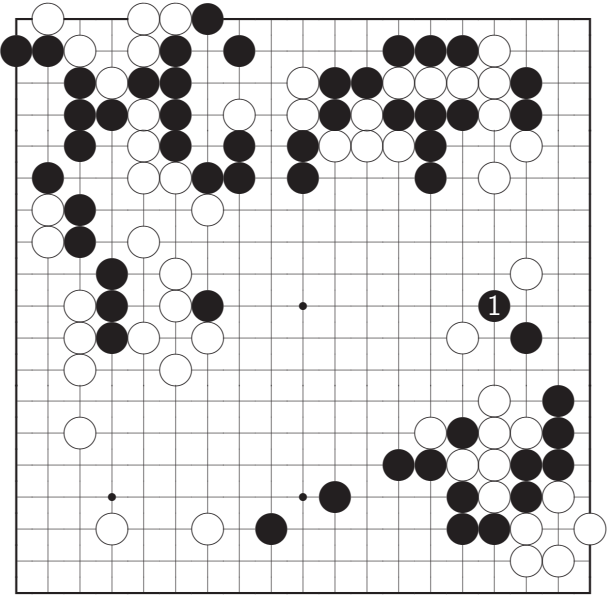
If white cuts here,

Variation 186 for 108



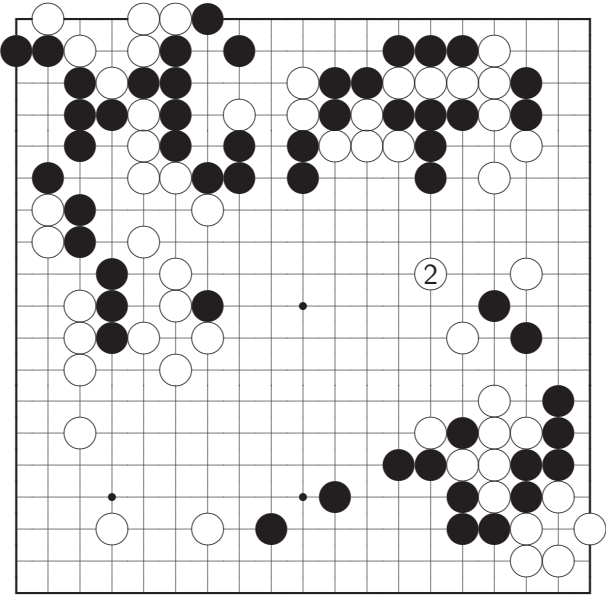
Black will break through and white will lose control of the fight. Black can ladder at A next or capture white's marked stones.

Variation 187 for 108



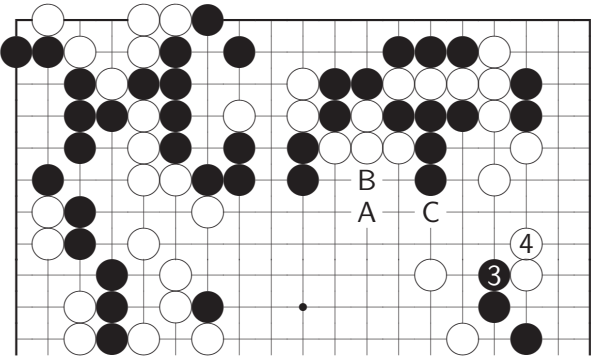
Moving out like this would be dangerous.

Variation 188 for 109



Variation 189 for 109

White can keep attacking like this and,



Variation 190 for 109

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

This atari was right.

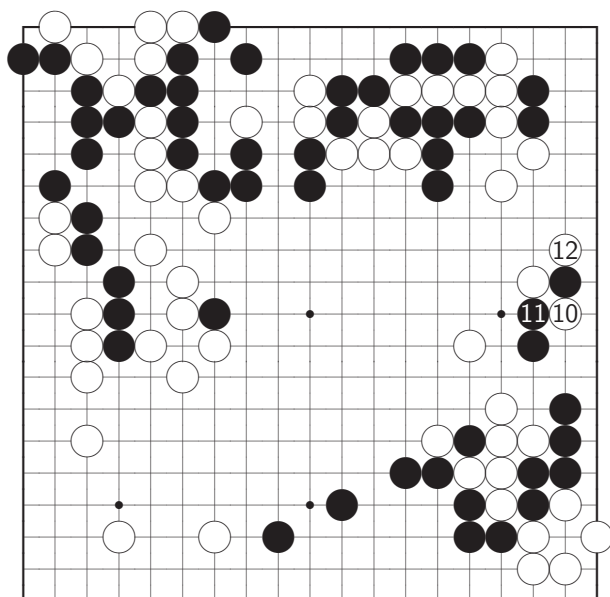
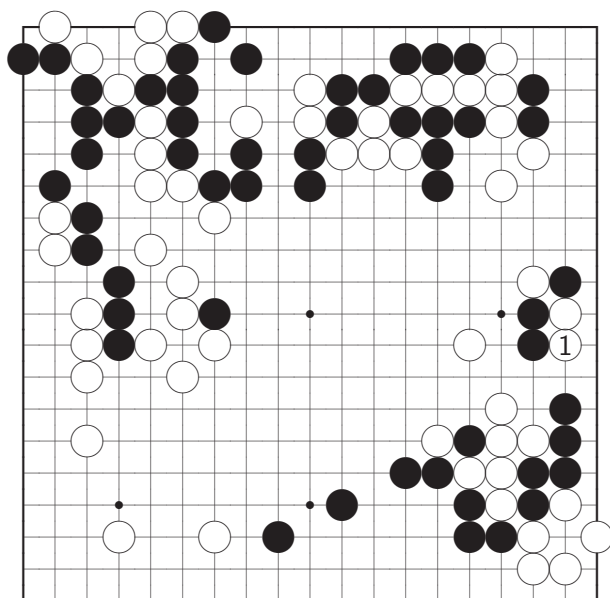
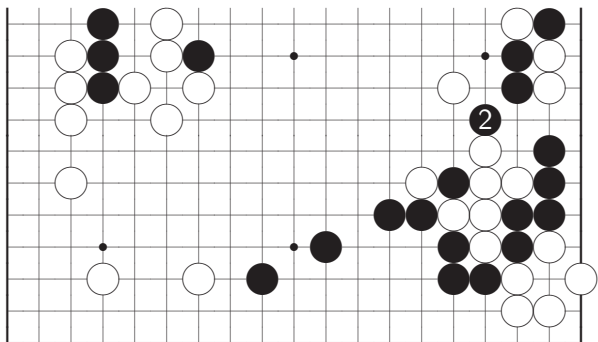


Diagram 55
(Moves: 110-112)



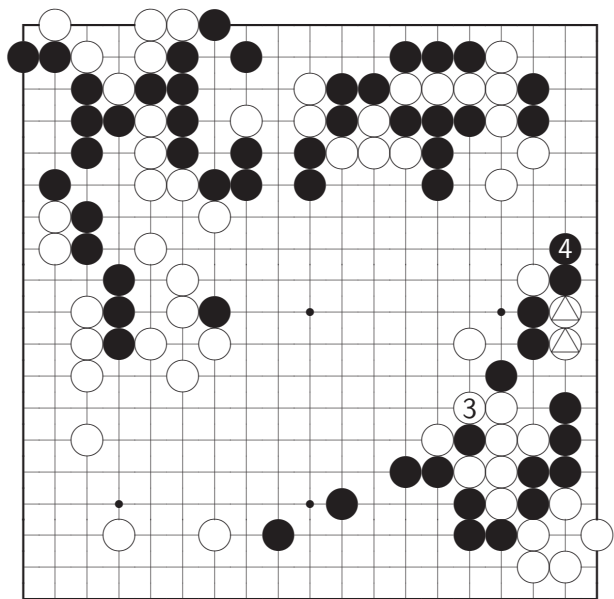
Pushing here doesn't
work, because

Variation 191 for (112)



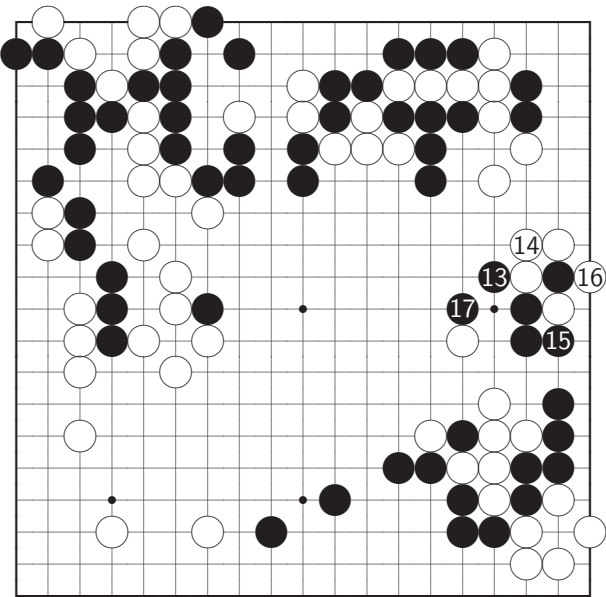
This attachment is very good, and

Variation 192 for (112)



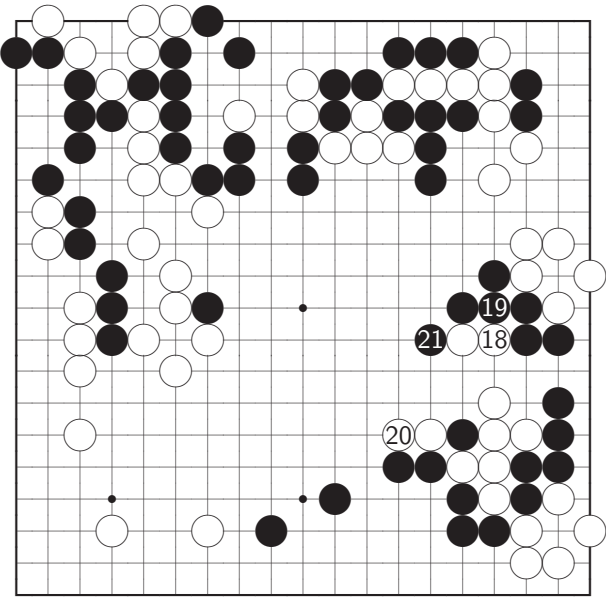
White can't save the two stones.

Variation 193 for (112)



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)

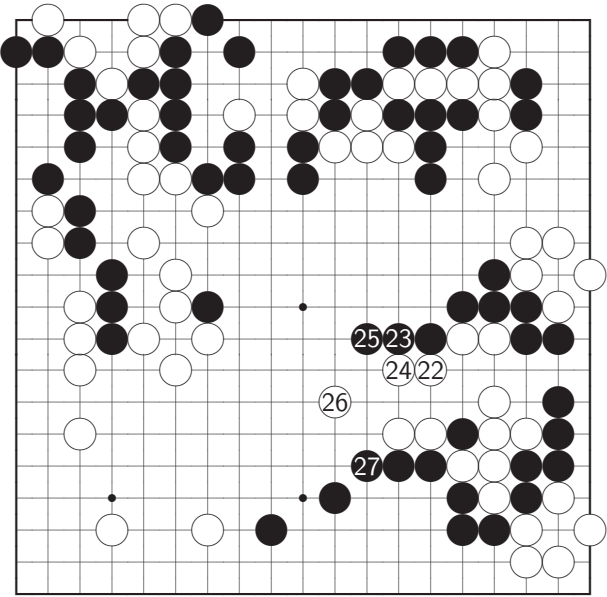
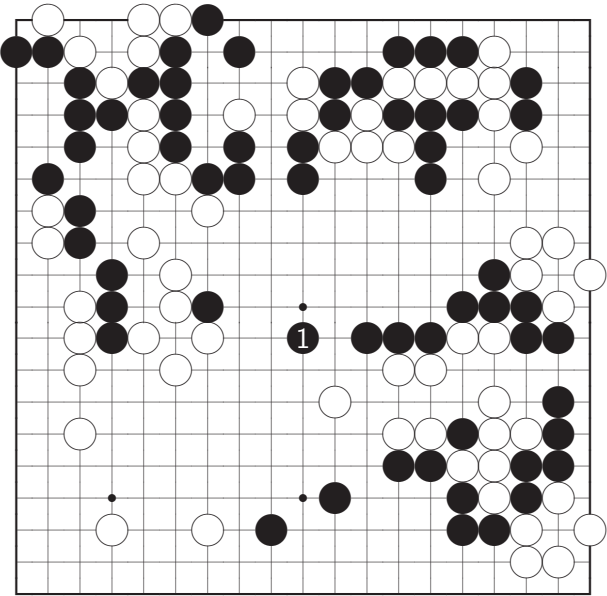


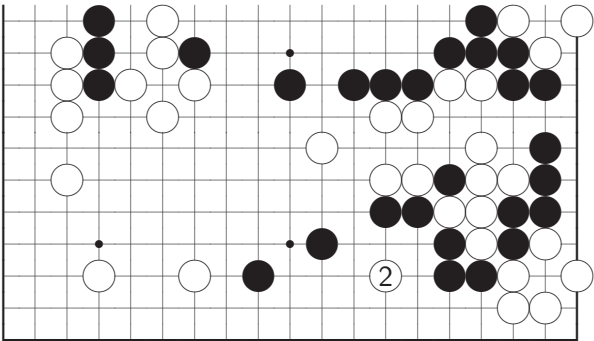
Diagram 58
(Moves: 122-127)

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



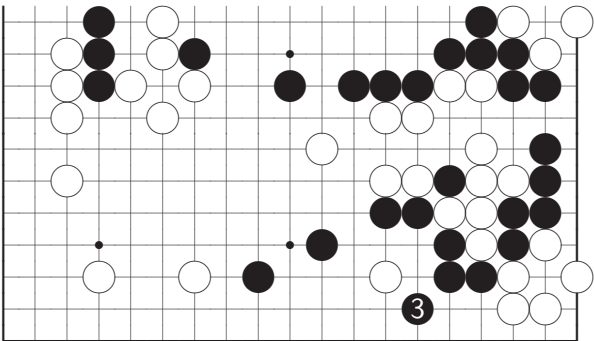
Variation 194 for 127

If black doesn't reinforce at the bottom,



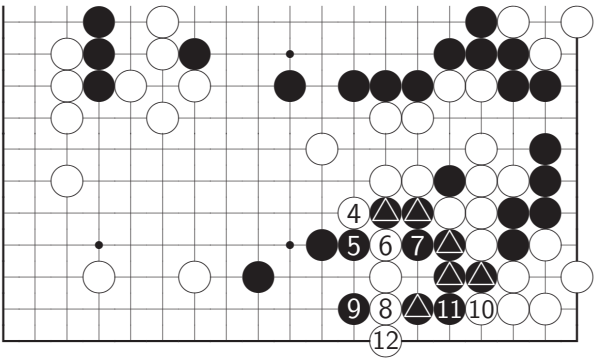
White can invade here.

Variation 195 for 127



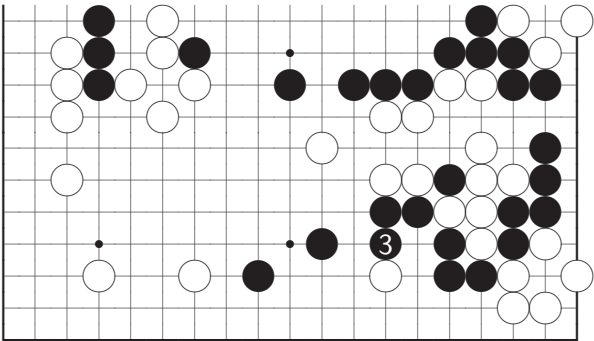
If black responds here,

Variation 196 for 127



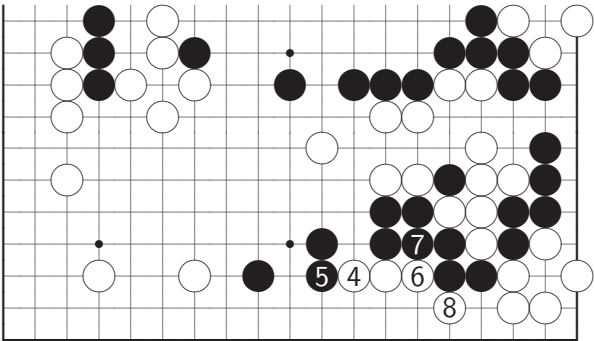
Black's marked stones
are captured.

Variation 197 for 127



If black answers here,

Variation 198 for 127



White can easily connect under like this.

Variation 199 for 127

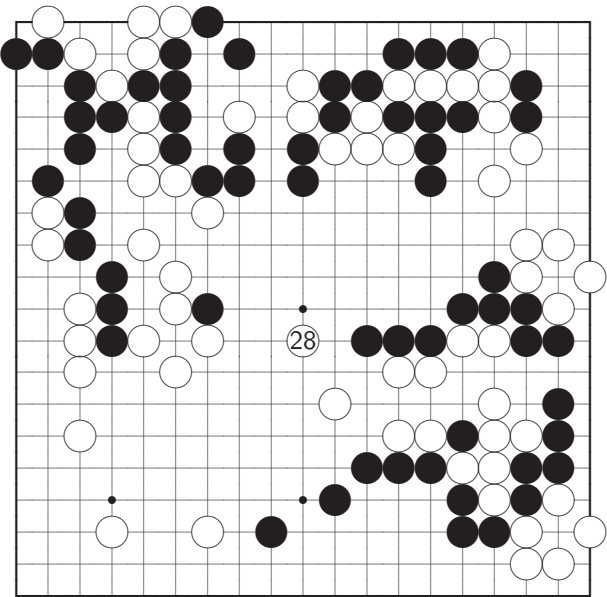


Diagram 59
(Move: 128)

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

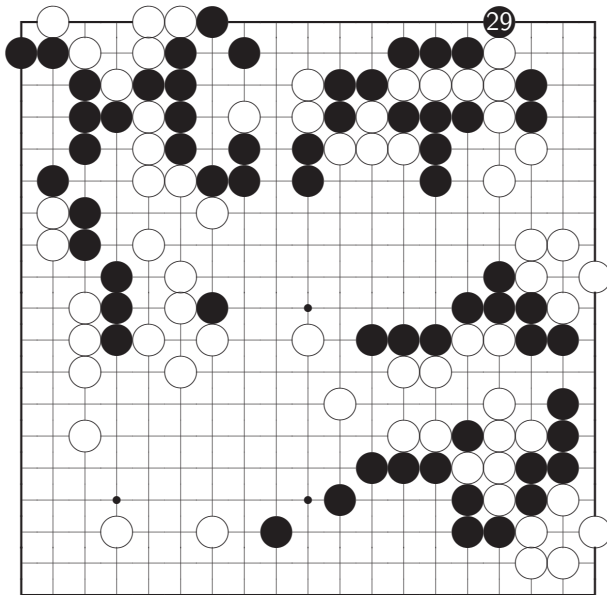


Diagram 60
(Move: 129)

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

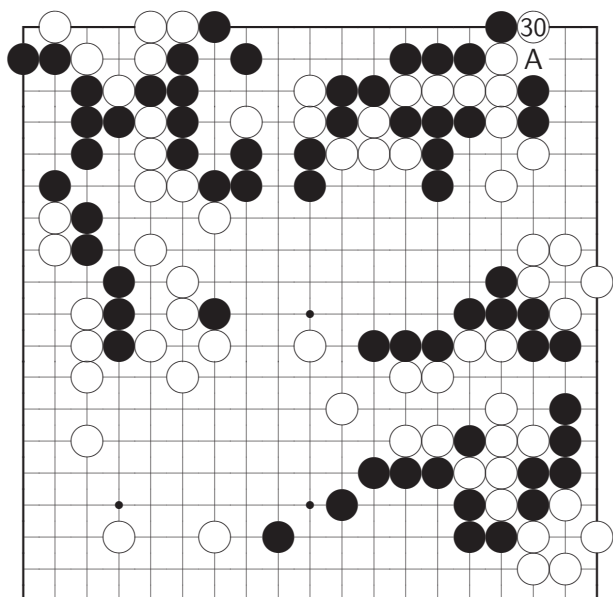


Diagram 61
(Move: 130)

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

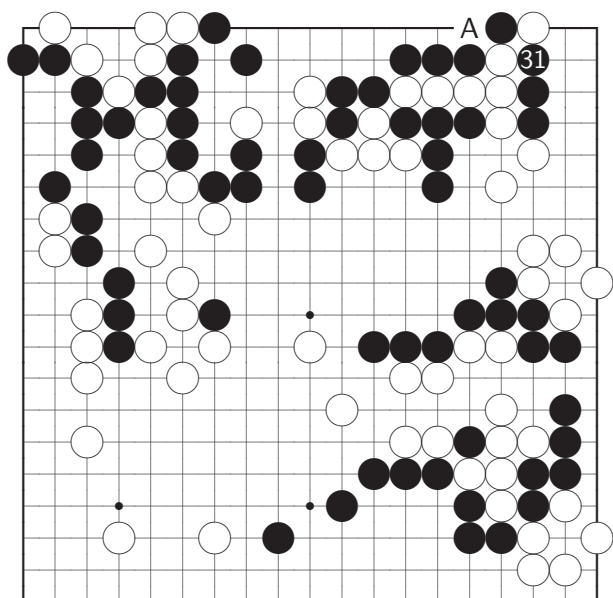
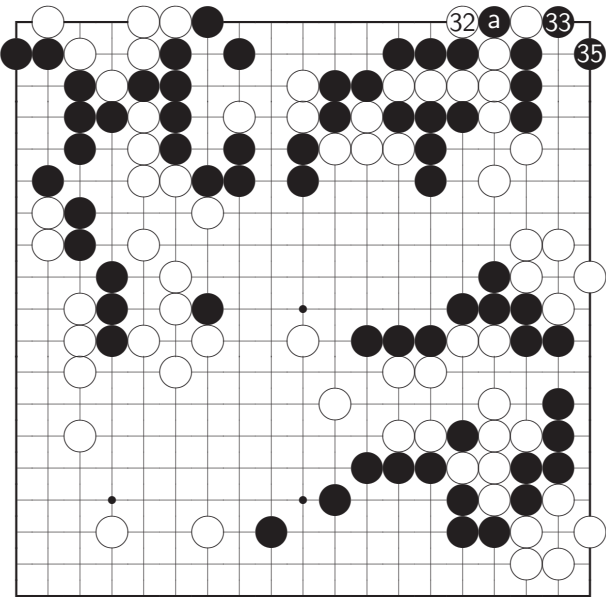


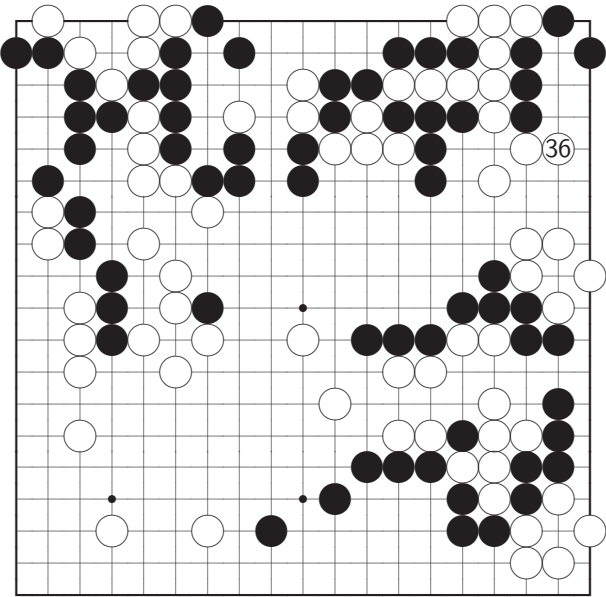
Diagram 62
(Move: 131)

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



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

Diagram 63
(Moves: 132-135)
⑬④ at a.



The timing of this forcing exchange was exquisite.

Diagram 64
(Move: 136)

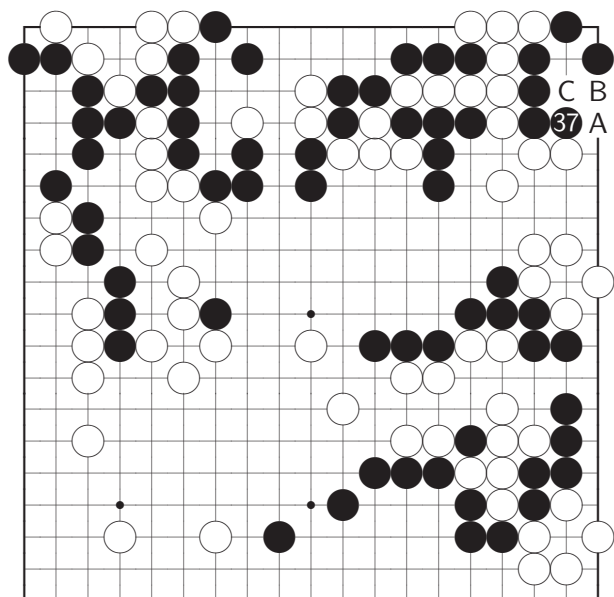


Diagram 65
(Move: 137)

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

White fights back

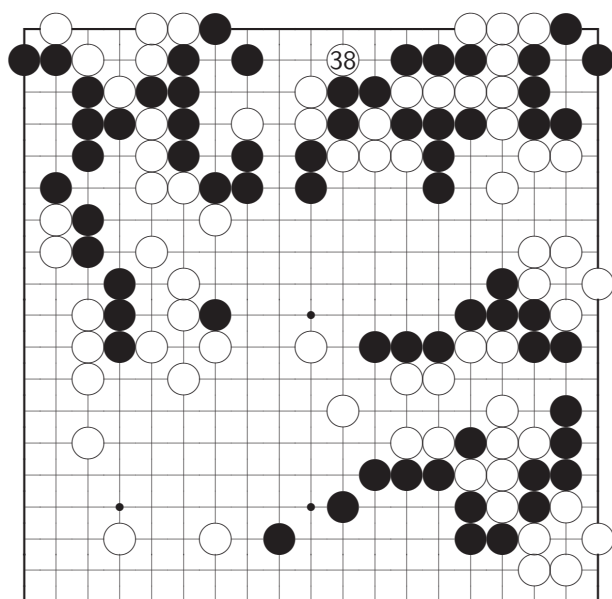
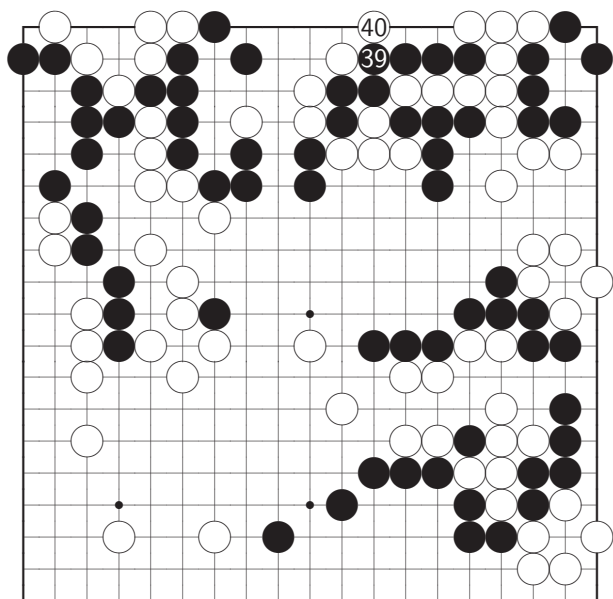


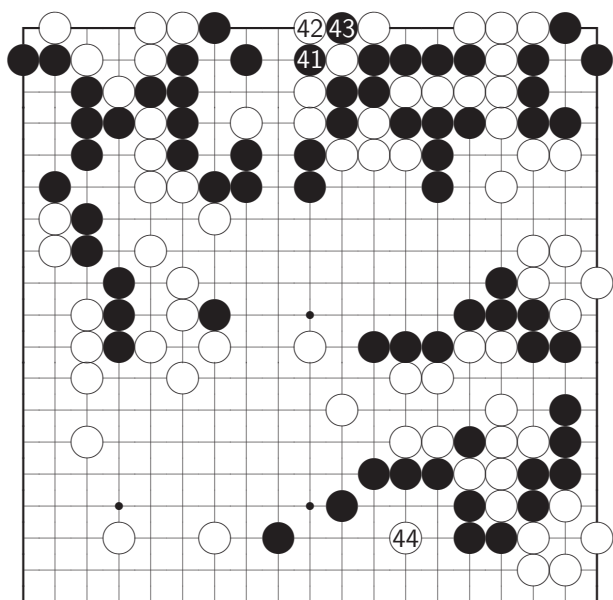
Diagram 66
(Move: 138)

This is what white was aiming at.



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)

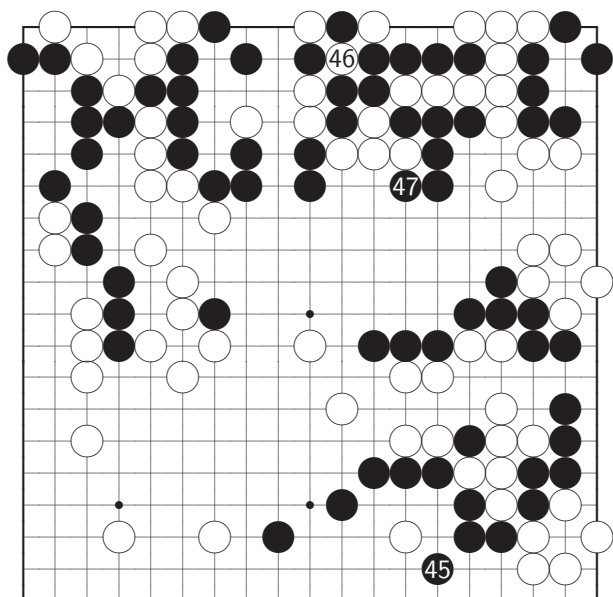


Diagram 69
(Moves: 145-147)

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

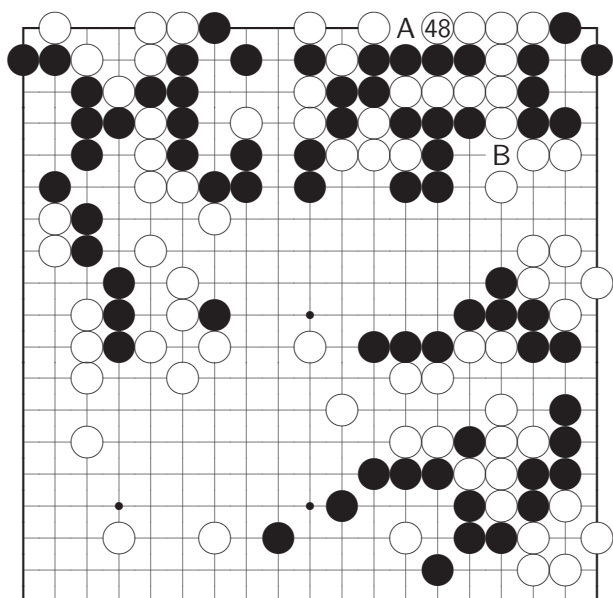
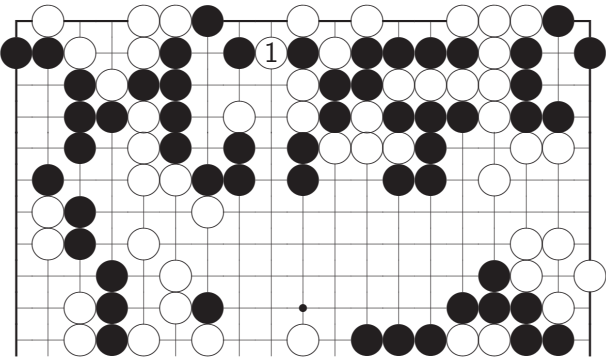


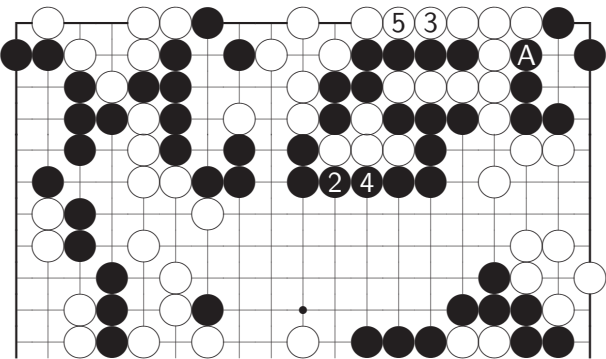
Diagram 70
(Move: 148)

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.



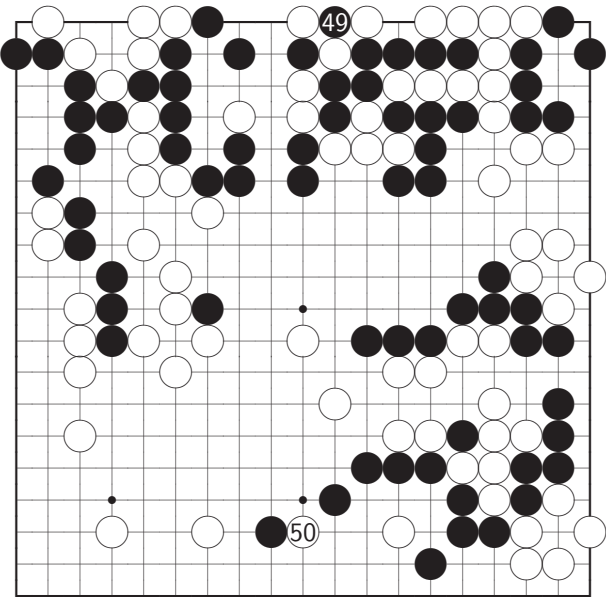
Variation 200 for (148)

This is possible, and



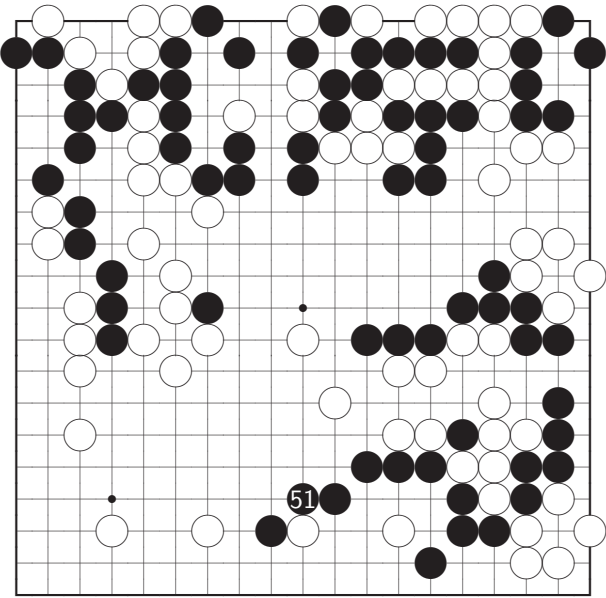
Variation 201 for (148)

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.



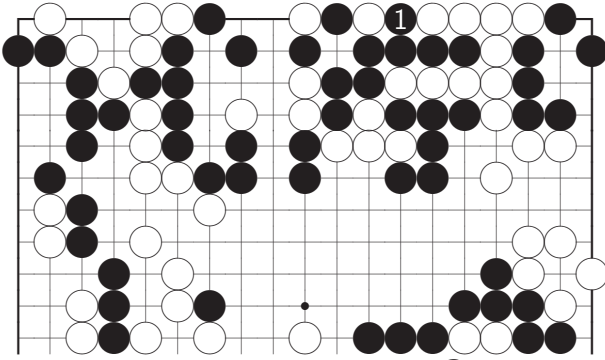
This was a good ko threat.

Diagram 71
(Moves: 149-150)



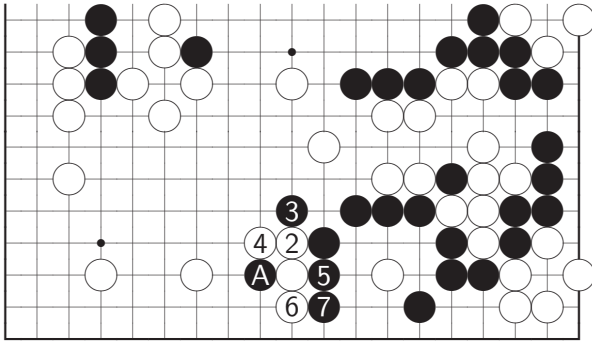
Black must answer here.

Diagram 72
(Move: 151)



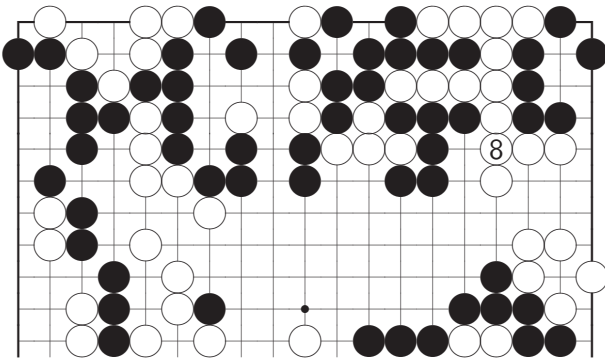
Variation 202 for 151

If black doesn't answer,



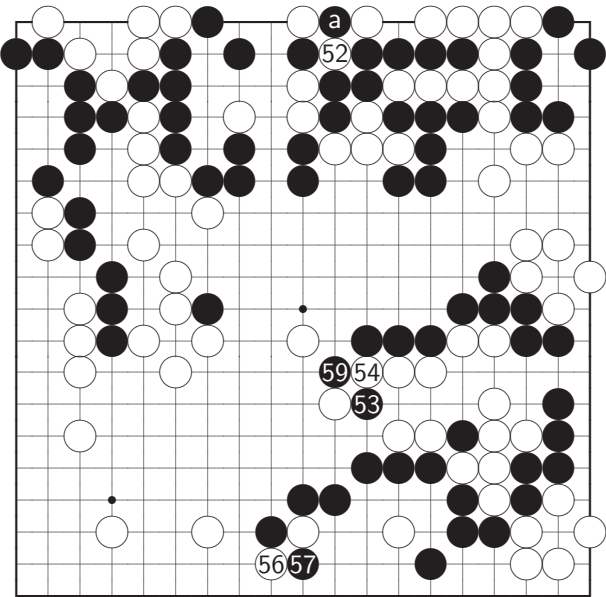
Variation 203 for 151

White captures the stone at A in sente, and



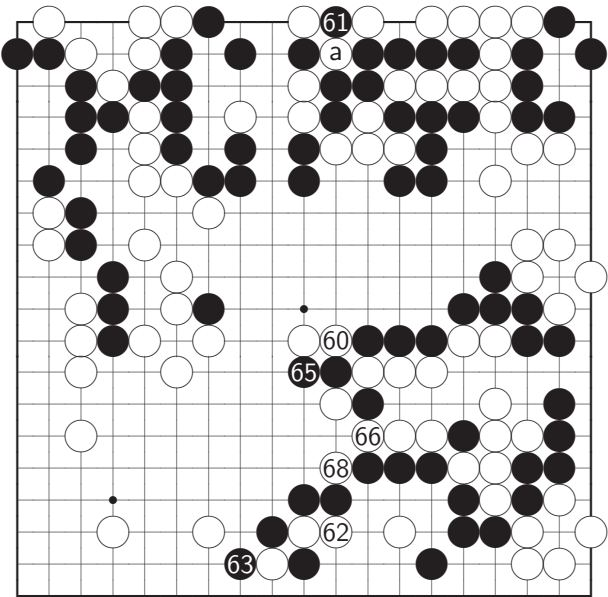
Variation 204 for 151

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 ①a,
①67 at ①61.

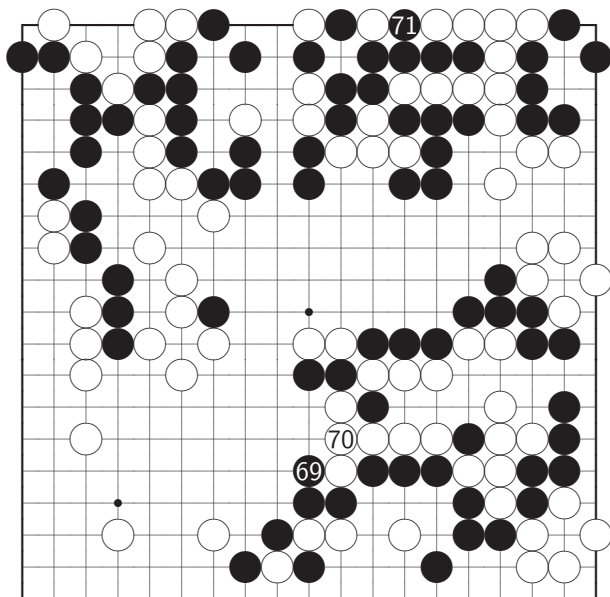


Diagram 75
(Moves: 169-171)

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

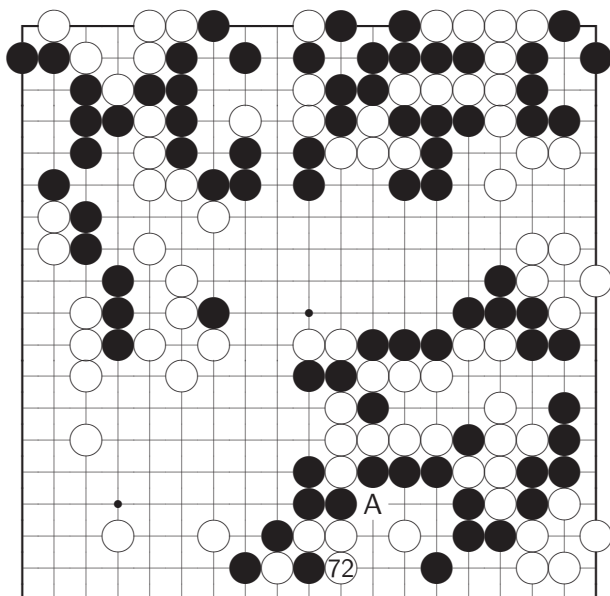
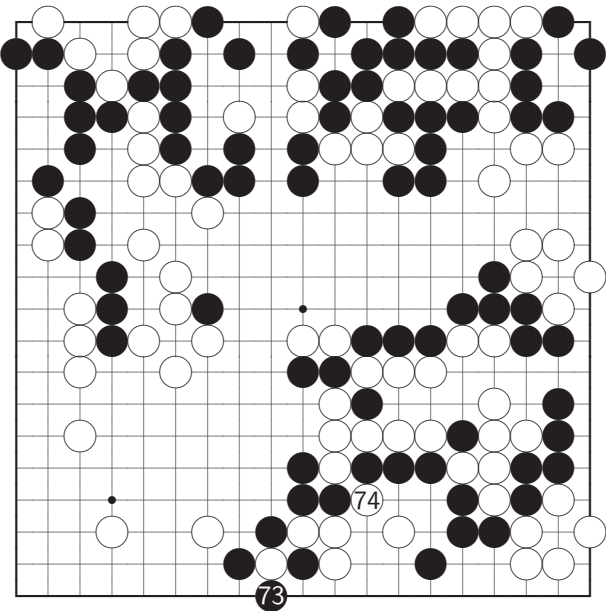


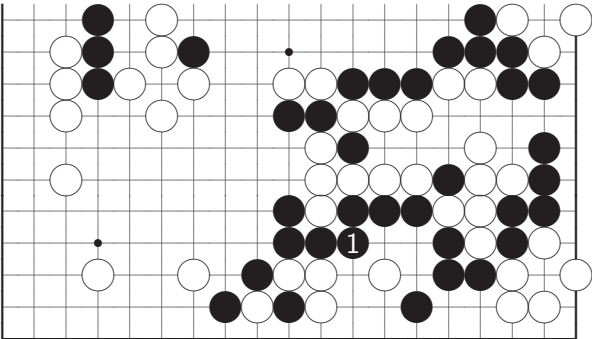
Diagram 76
(Move: 172)

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



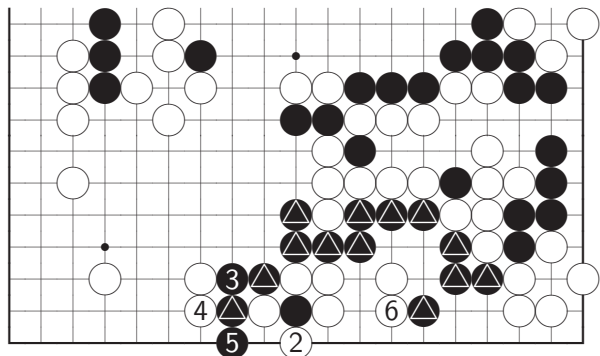
This was so big, and it was big enough to get compensation for losing the ko at the top.

Diagram 77
(Moves: 173-174)



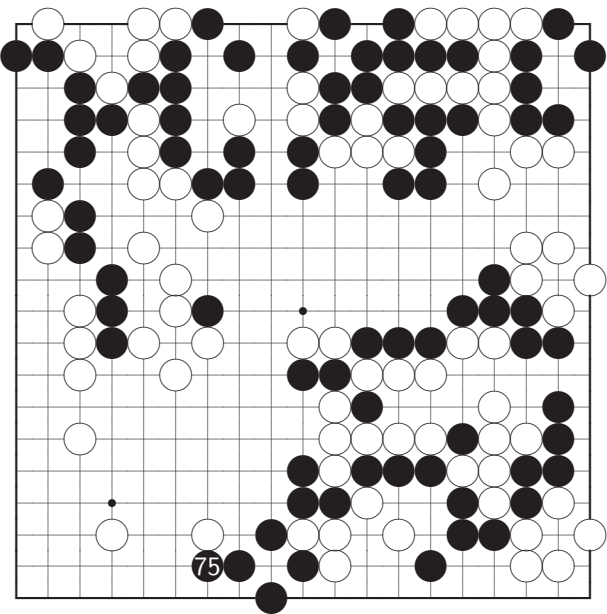
Black can't connect here, because

Variation 205 for 173



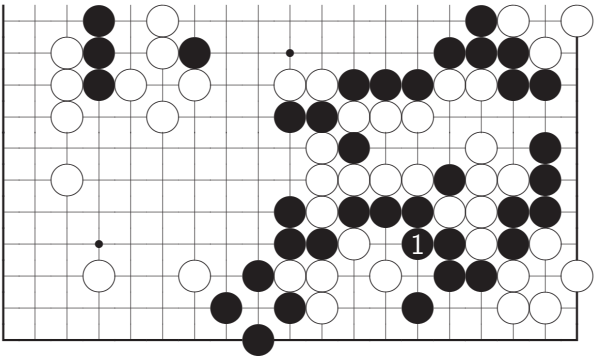
There's no way for black's marked stones to live.

Variation 206 for 173



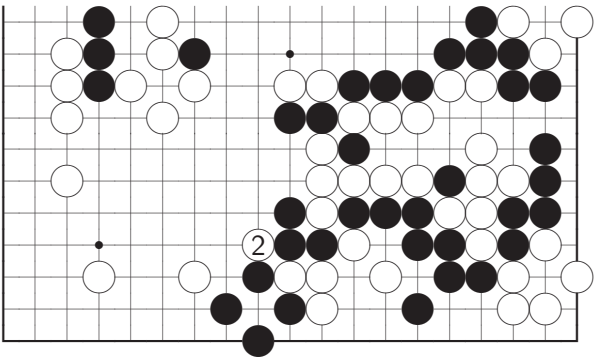
Black pushed here to live,

Diagram 78
(Move: 175)



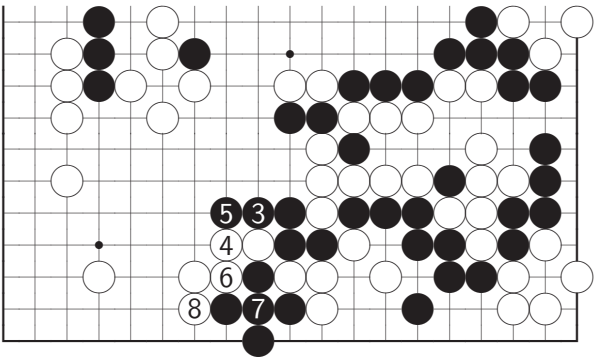
If black connects here to fight,

Variation 207 for 175



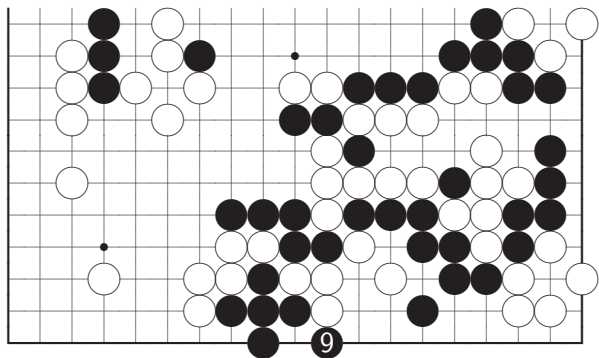
This cut is good.

Variation 208 for 175



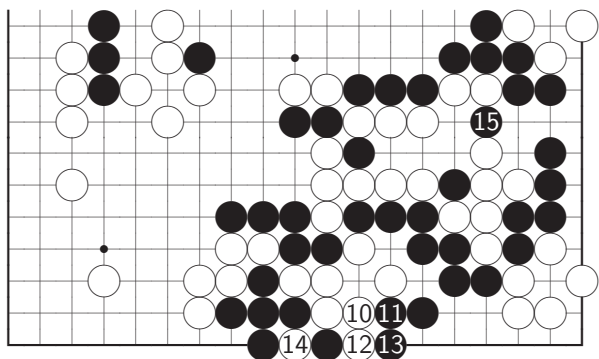
Black's in trouble.

Variation 209 for 175



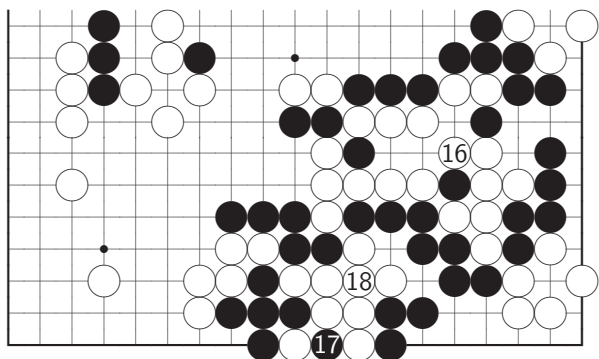
Variation 210 for 175

If black keeps going,



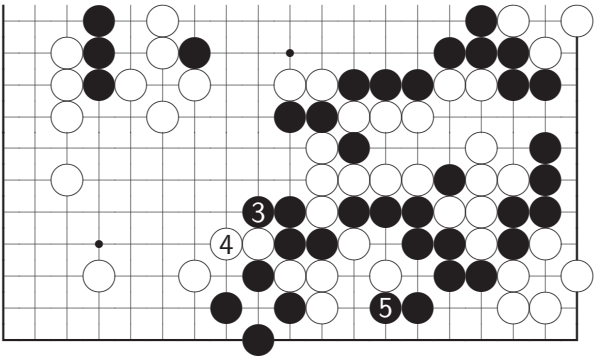
Variation 211 for 175

This is black's only big ko threat.



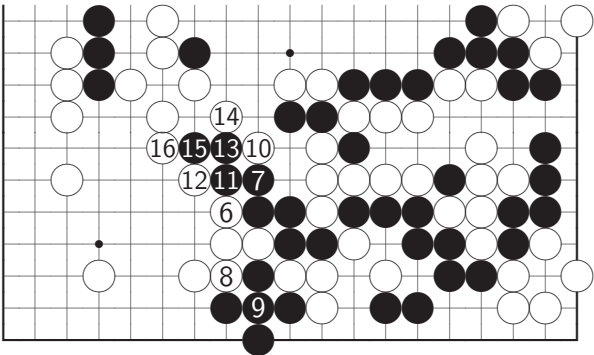
Variation 212 for 175

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



If black plays here,

Variation 213 for 175



Black's cutting stones
can't escape.

Variation 214 for 175

This cut was good.

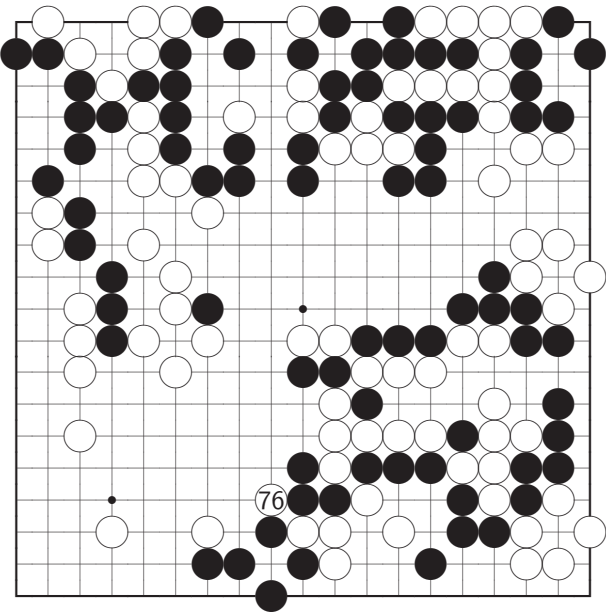
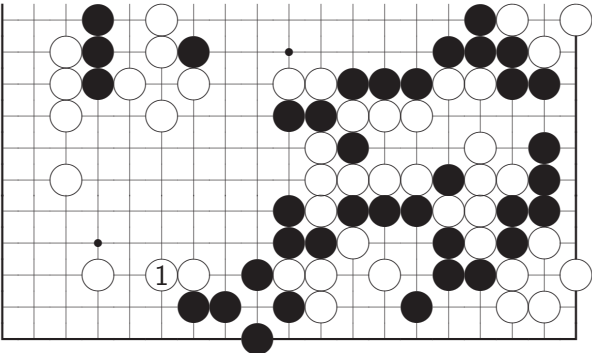
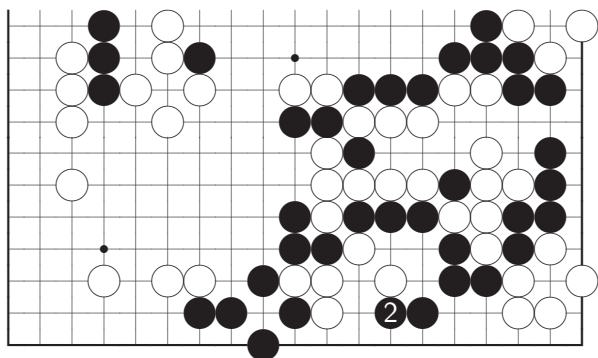


Diagram 79
(Move: 176)



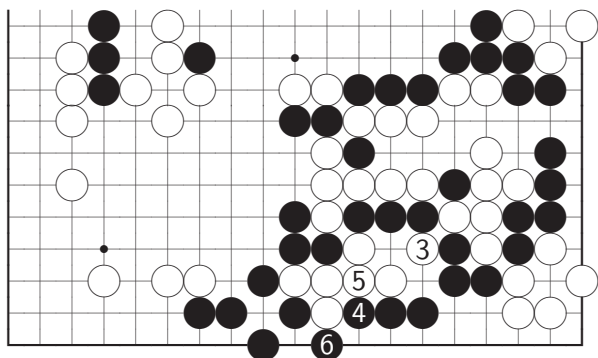
Variation 215 for ①76

If white just answers
here,



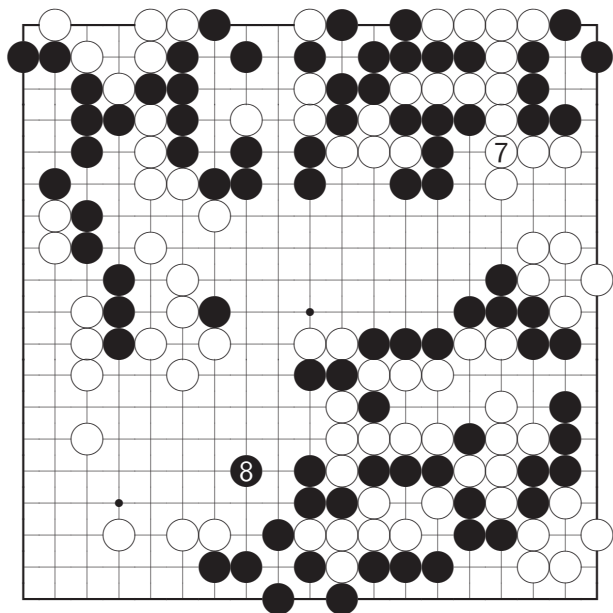
Variation 216 for (176)

Pushing in here is good, and



Variation 217 for (176)

Black can connect under to catch up.



Variation 218 for (176)

The game becomes close again.

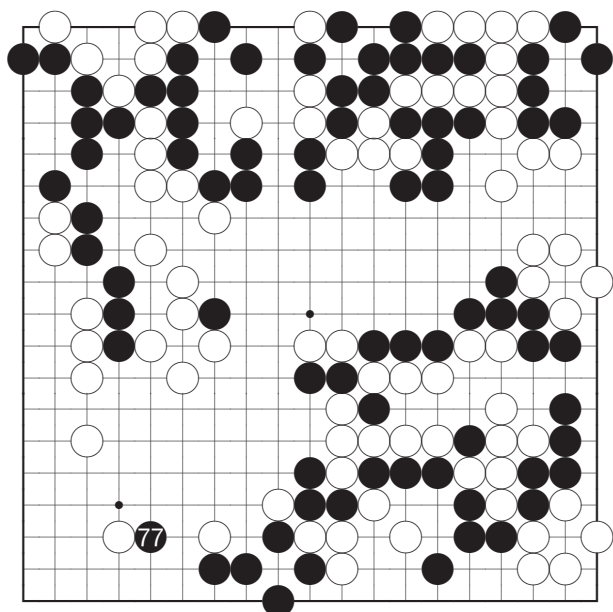
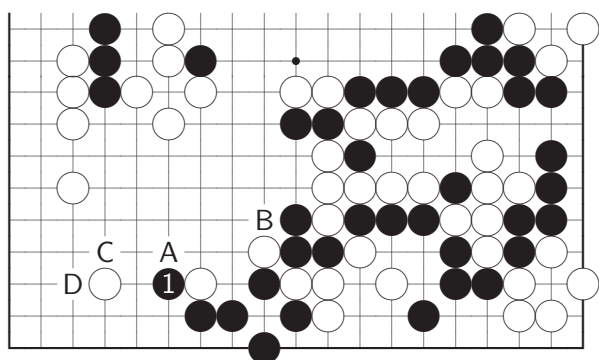


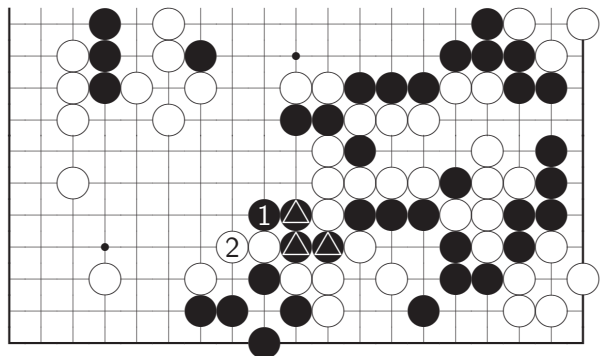
Diagram 80
(Move: 177)

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



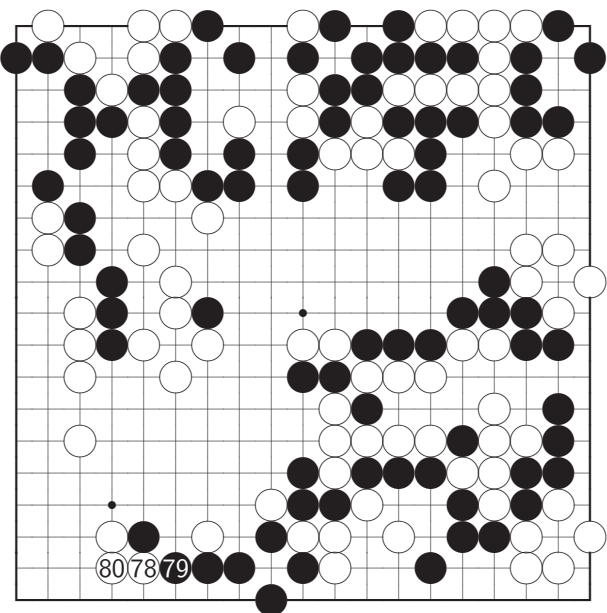
Variation 219 for 177

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



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

Variation 220 for 177



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

Diagram 81
(Moves: 178-180)

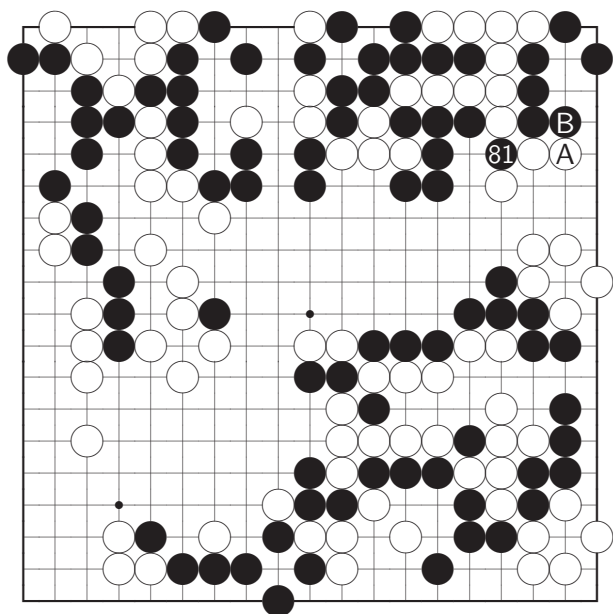


Diagram 82
(Move: 181)

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.

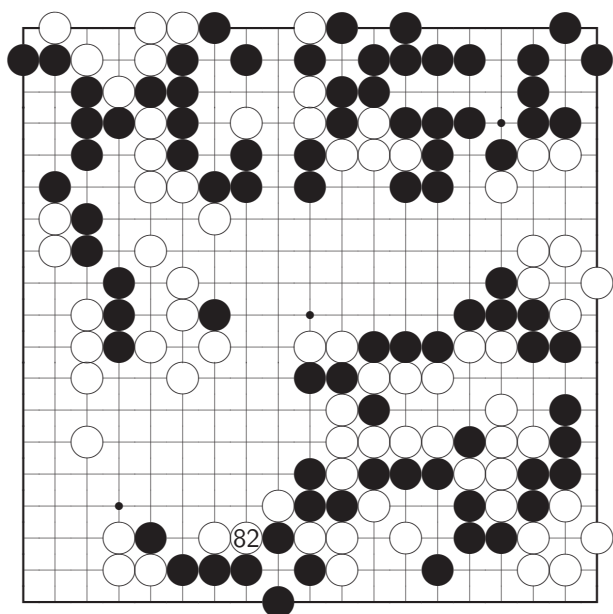


Diagram 83
(Move: 182)

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

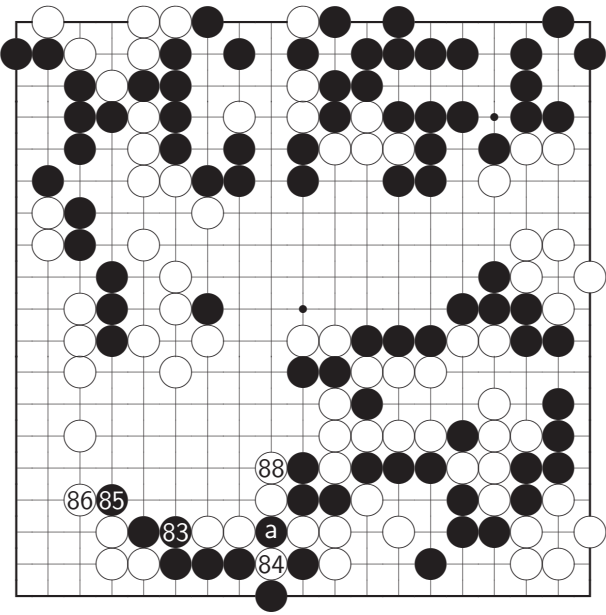


Diagram 84
(Moves: 183-188)
187 at a.

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

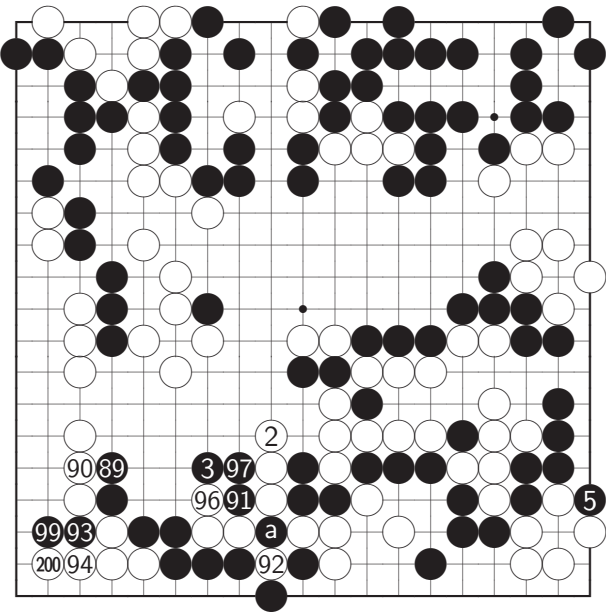
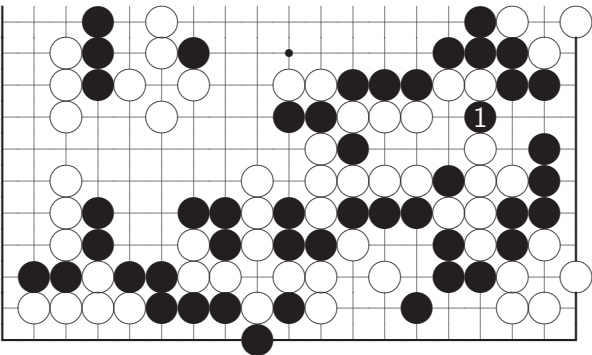


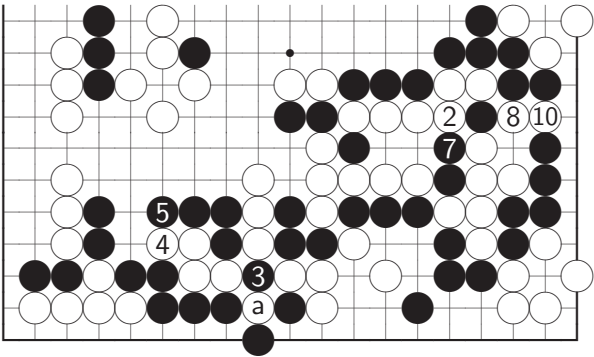
Diagram 85
(Moves: 189-205)
195, 201 at a,
198, 204 at 192.

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



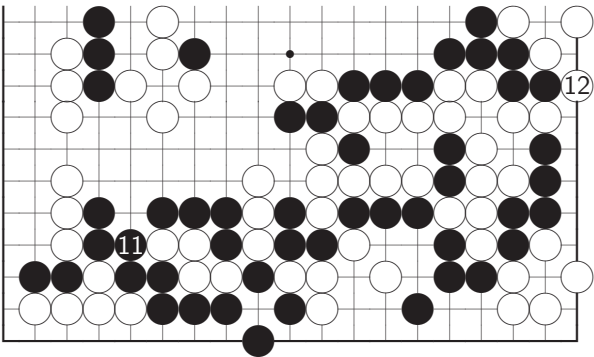
Variation 221 for 205

This is a good ko threat, but



Even if Black takes at ②, Black can't answer this ko threat, and

Variation 222 for 205
⑥ at ②,
⑨ at ③.



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

Variation 223 for 205

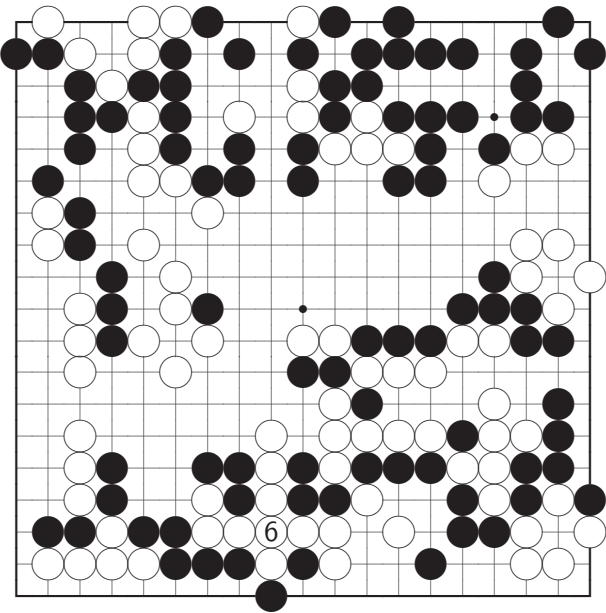
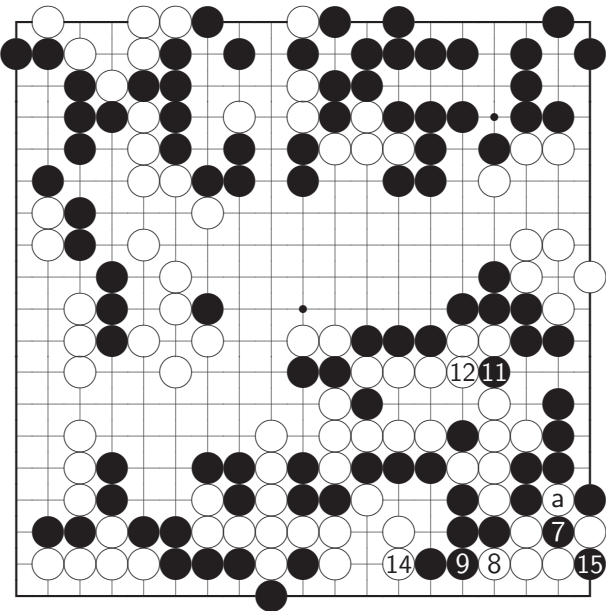


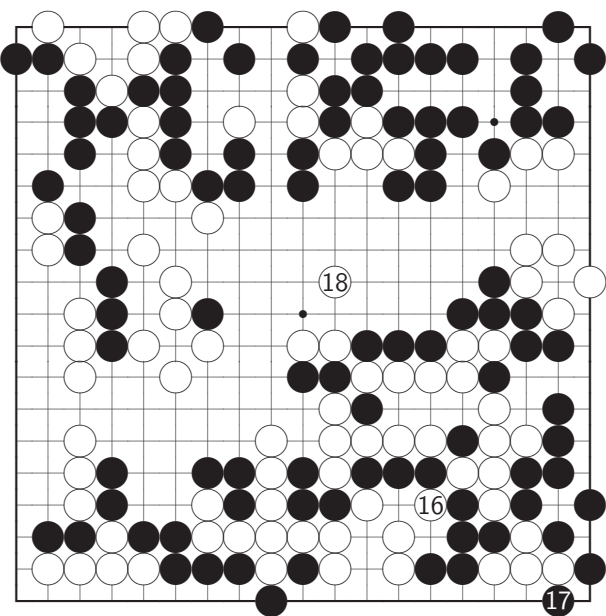
Diagram 86
(Move: 206)

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



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

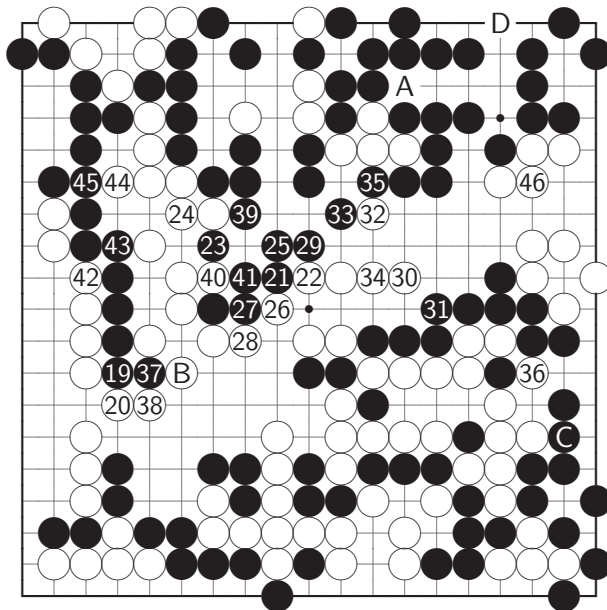


Diagram 89
(Moves: 219-246)

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/>