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Hikaru no Go, Vol. 5 (Paperback)

By Yumi Hotta

Viz Media, Subs. of Shogakukan Inc, United States, 2005. Paperback. Condition: New. Takeshi Obata (illustrator). Language: English . Brand New Book. Sixth-grader Hikaru Shindo finds an old bloodstained Go board possessed by Fujiwara-no-Sai, the ghost of an ancient Go master. In one fateful moment, Sai becomes a part of Hikaru s consciousness and together they make an unstoppable Go-playing team. Will they be able to defeat Go players who have dedicated their lives to the game? Will Sai achieve the Divine Move so he ll finally be able to rest in peace? In another tournament, three members of the cutthroat Kaio Go Club face three members of the budding Haze Go Club. As tensions rise, the antagonism between both teams culminates in a telling match between Akira and Hikaru. Who will win? After the excitement of the tournament, there s nothing left for Hikaru and Kimihiro to do. except learn how to play more Go! In the process, Hikaru finds a way to let Sai play all the Go his fluttering heart desires without everybody pointing and staring at Hikaru.



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