

GO WINDS

Volume 2 Number 4

Winter 1999

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GO GAMES ON DISK (GOGOD) SOFTWARE

Play over 1000 professional games to reach 1-dan, it is said. How about 6-dan? Games of Go on Disk now offers over 6000 professional games on disk, games that span the gamut of go history - featuring players that helped define the history.

All game collections come with DOS or Windows 95 viewing software, and most collections include the celebrated Go Scorer in which you can guess the pros' moves as you play (with hints if necessary) and check your score.

The star of the collection may well be "Go Seigen" - the lifetime games (over 800) of perhaps the century's greatest player, with more than 10% commented. "Kitani" 1000 makes an ideal matching set - most of the lifetime games of his legendary rival, Kitani Minoru.

Stars of the past feature in a monster collection covering Japanese go throughout the Edo period up to modern times - 1250 games "Sansa to Shusai". 300 games (out of just over 400 known) of Honinbo Shusaku form the "Shusaku" set. All the games in *Invincible* are there, but this disk includes corrected or extended versions of many of those games, using the latest discoveries.

Modern masters are not neglected. Two of the West's favorites appear in sets of over 300 games each - "Yi Ch'ang-ho" (Lee Changho) of Korea and "Takemiya Masaki" of Japan. Both sets include their earliest and latest games.

Recent sets have focused on "How the pros play the ...". So far there are sets covering the "Chinese Fuseki" Volume I (a second volume is in preparation), and "Nirensai", Volumes I and II. A "Sanrensei" volume is also in preparation. All these disks typically contain 300 games.

The latest addition to this series is a "specialty" item - so special GoGoD invented a new term for it. It is the "Sideways Chinese" fuseki, which incorporates the Mini-Chinese pattern. Very rarely seen in western publications yet played by most of the top pros, this opening is illustrated by over 130 games from Japan, China and Korea. Over half have brief comments. The next specialty item in preparation is a set of games featuring unusual fusekis - this will include rare New Fuseki games.

The more serious student who wants to see "everything" is also catered for. Between 200 and 400 games covering the tournaments for various years in Japan and Korea are provided on disk.

The above files are in GO or Ishi format. GoGoD also has special collections in a GMX format. Volume1 offers the complete games of Huang Longshi, the "Chinese Dosaku", plus 50 games (about 40 per cent of those known) of Honinbo Dosaku. Volume 2 offers the complete games of Honinbo Shuho. GMX games come with a viewing program containing proverbs that you can call up - a unique and valuable study aid.

Available on Disk in GO or Ishi Format for Windows, DOS or Mac

Go Seigen - \$ 45	Huang Longshi - \$30	Yearbooks	Fuseki
Lee Changho - \$20	Chinese Fuseki - \$ 20	Kido 80-84 - \$39 ea	Mini Chinese - \$20
Sansa to Shusai - \$35	Takemiya - \$20	Kido 90-95 - \$39 ea	Nirensai - \$20
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GO WINDS

HI!

Welcome to Yutopian Enterprise's *Go Winds*, designed to add spark to the winds of your Go studies. If you have any suggestions for improvement please let us know. We are providing a series of translated articles from the Chinese and Japanese Go scene and a series of articles on the application of the principles of war to Go. Enjoy!

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Translations by
Sidney W. K. Yuan
Editing, Layout, and Diagrams by
Craig R. Hutchinson
Diagram Creation Software - Go Write
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Nie Weiping's Introduction to Go

Lesson 8

The Technique of Reducing Liberties

Regardless of opening, middle or end game, the reduction of liberties is an integral part of the whole board position. Any local exchange or capturing race cannot be isolated from the concept of eliminating liberties.

Although the concept of reducing liberties is more revealing in capturing races, it also appears in opening joseki selection and middle game battles. The middle game generally consists of a number of large scale battles, which in turn consist of a few local fights. Such local fights may simply consist of a couple of plays, but they cannot be isolated from the concept of reducing liberties.

Like most everything, one should stress the basics in learning to reduce liberties. Building a solid foundation is crucial for getting strong. Otherwise, one can get confused when confronted by complicated variations in actual games.

Most professional games look uninspiring at a glance. Actually, a lot of strategies and planing go into a play. The variations that were not exploited in the actual game were considered by the professional to have unsatisfactory results and thus abandoned. Professionals control their games at all times. In contrast, amateurs, especially beginners, tend to plan one play at a time lacking farsighted consideration. QiJin says, "The side with much calculation wins, the side with less calculation loses. It's clear what the result will be if one doesn't calculate at all." To have accurate farsighted calculation, one must first learn to reduce liberties.

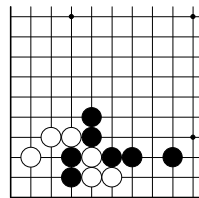


Diagram 1

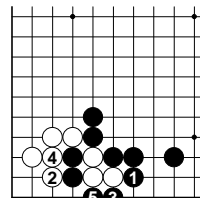


Diagram 2

Diagram 1 - This is a basic diagram for learning liberty reduction in a capture race. White has surrounded two black stones and black has surrounded three white stones. Which side will be captured first when both sides have three liberties? The side which plays first wins.

Diagram 2 - If black plays first at 1 and white reduces black's liberty accordingly at 2, black ataris at 3. It is too late for white to atari at 4

since black 5 captures three stones.

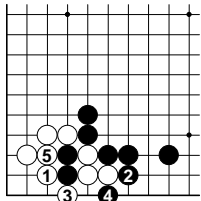


Diagram 3

Diagram 3 - What if white plays first at 1? Black turns at 2 and ataris at 4. However, black is one step too late and white captures two black stones at 5. In conclusion, if the number of liberties on each side are the same, the side which plays first wins.

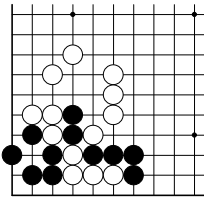


Diagram 4

Diagram 4 - In this diagram, white surrounds two black stones and black surrounds four white stones. If black plays first, can he capture the four white stones? Directly reducing white's liberties will fail.

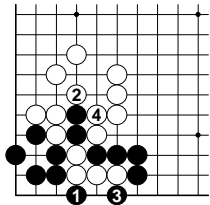


Diagram 5

Diagram 5 - Black directly reduces white's liberty at 1 and fails after white captures at 4. This shows black's failure to count liberties. In **Diagram 4**, black has two liberties and white has three, and will certainly fail if he directly reduces white's liberties. Thus one must do some calculation in this situation.

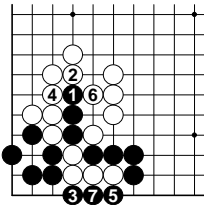


Diagram 6

Diagram 6 - Black's extension to 1 increases black's liberties from two to four (one more than white's). Black wins with the sequence to 7.

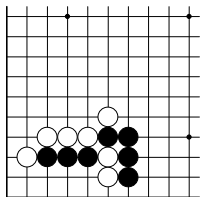


Diagram 7

Diagram 7 - This is a common position where white has two liberties and black has three. It seems white will lose. Can white win the capturing race?

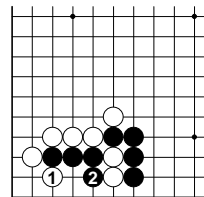


Diagram 8

Diagram 8 - Reducing black's liberty at 1 is

useless. Black 2 kills the two white stones. This is clearly a bad plan. Direct reduction of liberties generally results in failure.

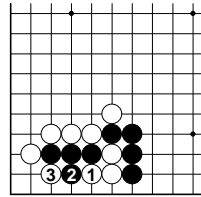


Diagram 9

Diagram 9 - White 1 occupying the common liberty is the correct tactic that allows white to win the capturing race. It increases white's liberties from two to three, and reduces black's to two.

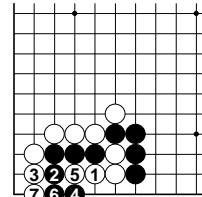


Diagram 10

Diagram 10 - After white 1, another choice for black is turning to 2. White then reduces black's liberties at 3 and through 7, black fails.

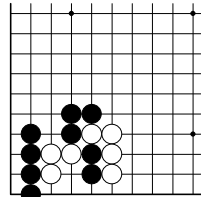


Diagram 11

Diagram 11 - This is another special position in a capturing race. Black has two liberties and white has three. Can black capture white?

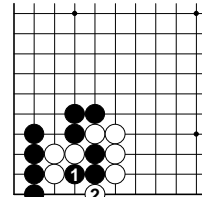


Diagram 12

Diagram 12 - The simple turn at 1 is useless. White's atari at 2 kills black. The key is careful calculation before reducing the opponent's liberties.

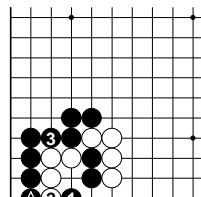


Diagram 13

Diagram 13 - The diagonal at 1 threatens to connect underneath. If white blocks at 2, black 3 kills the four white stones. The effectiveness of • is the key. There is a Chinese saying, "The deployment of soldiers does not take the same form much like water does not take on the same shape." Thus one should flexibly apply Go knowledge.

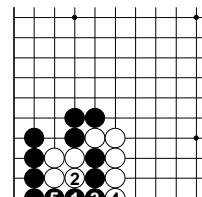


Diagram 14

Diagram 14 - If white ataris at 2 instead, black connects at 3. When white ataris at 4, black connects at 5 and white fails. (Note: white 4 at 5 will put the five white stones in atari.)

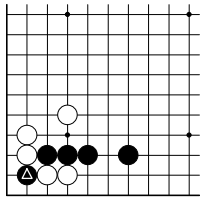


Diagram 15

Diagram 15 - This is a position which appears frequently in the corner. The key is •. It has two liberties, compared to the opponent's two stones with three liberties. General tactics for reducing liberties are not applicable here.

Diagram 16 - Black's turn at 1 will not work. White ataris at 2 and 4 and black fails. In this case, one needs to look ahead about five plays.

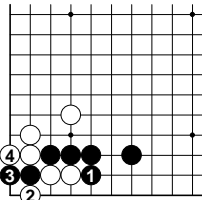


Diagram 16

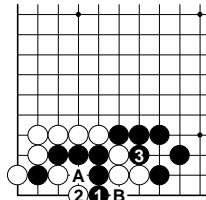


Diagram 21

Diagram 21 - The descent to black 1 is the key. It gives white no follow up tactics. Finding this play results from correct calculation. After white 2 and black 3, white cannot play A or B.

Diagram 22 - White 2 instead also fails. This is because black accurately applies the liberty reduction tactics of creating a white liberty shortage. Regardless of white's response, black will win.

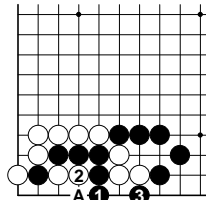


Diagram 22

filling in the common liberties during a capturing race.

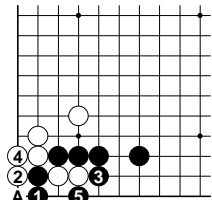


Diagram 17

Diagram 17 - The descent to 1 increasing black's liberties is the key. It is now difficult for white to reduce black's liberties. When white hanes at 2, black turns at 3. White has to connect at 4 before the atari at A. Black 5 wins the capturing race.

Diagram 18 - If white descends to 2 instead, black ataris at 3 and white fails.

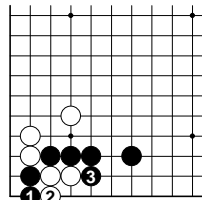


Diagram 18

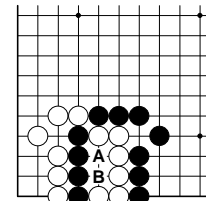


Diagram 23

Diagram 23 - Here is another capturing race where A and B are common liberties between the opposing groups. What will be the result if it's white to play or black to play? One basic fighting tactic in a capturing race is that one should not begin with filling in the common liberties. The side which starts with the common liberties will suffer.

Diagram 24 - If black first begins filling in the common liberty at 1 then white 2 kills black first.

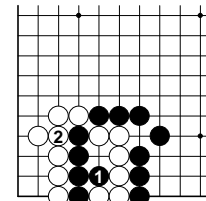


Diagram 24

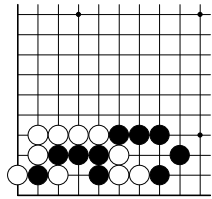


Diagram 19

Diagram 19 - This is another special position in a capturing race. The four black stones and the three white stones are mutually surrounded. How can black capture the three white stones?

Diagram 20 - Simply reducing white's liberties at 1 does not work. White's atari at 2 kills the four black stones. When faced with these situations in actual games, one must carefully calculate to find the correct answer.

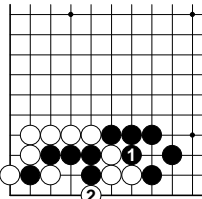


Diagram 20

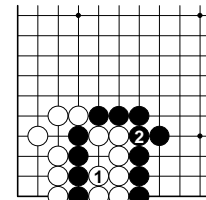


Diagram 25

Diagram 25 - White also cannot take the common liberty at 1. It is better if white did not play at all. Filling in the common liberty commits suicide.

Diagram 26 - Regardless who plays first, it's a seki. From this example, we learn that one should fill in the outside liberties first before

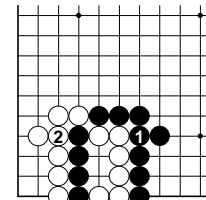
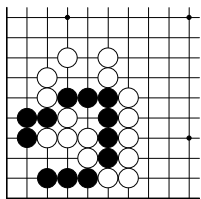


Diagram 26

EXERCISES



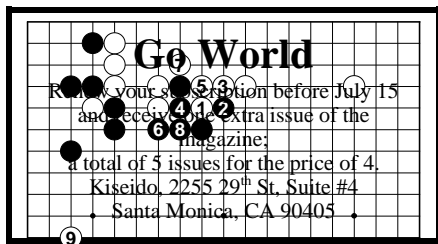


Diagram 3

Diagram 3 - The attachment at white 1 is the correct solution. If black 2 thrusts to 4, white cuts at 8 and black is in trouble. Therefore, black must have at 2. Black gets the outward influence with the sequence through 8. However, white gets sente and captures the key point at 9. This can be considered an even exchange.

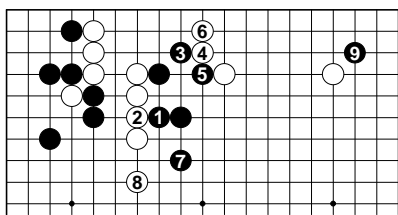


Diagram 4

Diagram 4 - Black 1 is an alert peep by Sakata. This looks crude, but it is correct. White is forced to connect at 2 and black diagonals at 3. With the sequence through 8, black cuts white apart with sente, before invading at 9. Black's dividing strategy is successful. The situation will be completely different if black did not capture this golden opportunity. Please refer to Diagram Five.

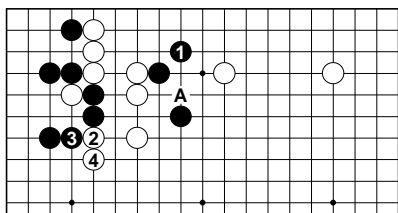


Diagram 5

Diagram 5 - If black simply diagonals at 1, white attaches at 2 and extends to 4. White makes good shape and has the tactics of attaching at A. Black fails. Thus occupying the key points in a timely fashion governs a successful whole board position and affects the game's outcome.

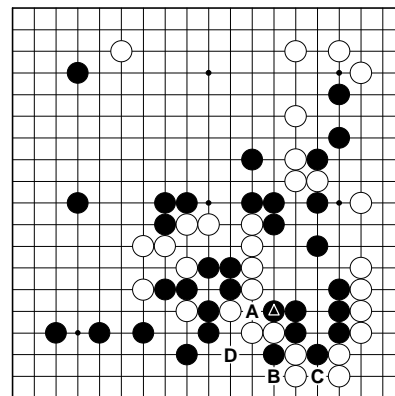


Figure 3

Figure 3 - This is another game from the Sino-Japanese Supergo Tournament. I took white against Awaji Shuzo 9 dan. It's white to play. The central white group is in danger. How to handle this group is the key. Black takes away white's eye at •, hoping that white will connect at A. Black then blocks at B, white C, and black diagonals at D. Of course white will not play according to black's plan.

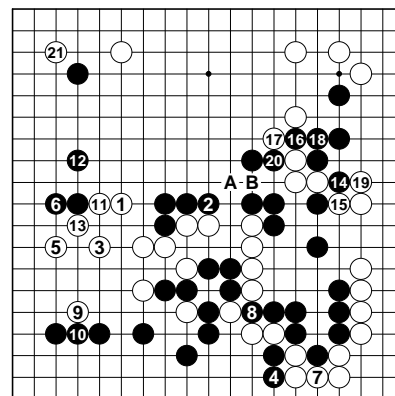


Diagram 6

Diagram 6 - In the actual game, white jumps out to 1 aiming to jump to A. The block at 2 is basic. White's jump to 3 makes good shape. Black has no choice but to block at 4, because a white connection at 8 is sente. The black group which extends from right to the center is not fully alive yet, thus it's difficult for black to attack white. White 5 is impulsive. If 5 at 13 instead, white has ample eye space. This is better than the actual game. Although not the best outcome, white can be satisfied with the position through 21 in the actual game.

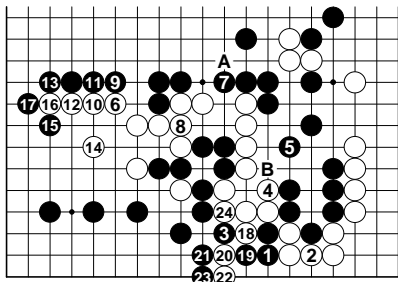


Diagram 7

Diagram 7 - If • in Figure 3 blocks at 1, black 3 connects and white 4 makes an eye. Black diagonals at 5 and white diagonals at 6 to make life inside. The reinforcement at 7 is necessary. If black simply attaches at 9, white jumps to A and it's troublesome for black. White creates an eye with sente through 14. The thrust and cut at 18 and 20, and the descent to 22 are a brilliant sacrifice. White ataris at 24 to form a burdensome ko for black since black lacks ko threats. (Note: if white 22 at 24, black ataris at B, white captures the ko stone, black ataris at 22, and white cannot connect and dies.) This result is better than the actual game for black since black can still put up a fight against white.

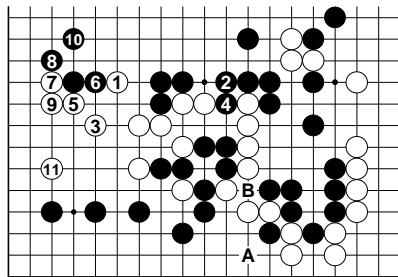


Diagram 9

Diagram 9 - Looking back, white should have reinforced at 3 instead, hit at 5, and made life with the sequence through 11. In the future, white can jump to A to link back his three stones. Although black captures four stones at B, it's quite tasteless. The difference between this and **Diagram 8** is like night and day.
(to be continued)

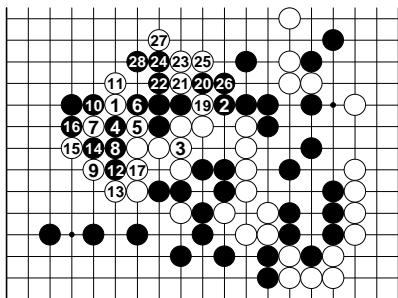


Diagram 8 (18 @ 7)

Diagram 8 - If white 6 in the previous diagram jumps to 1, then black reinforces at 2 first before cross-cutting with 4 and 6, and a capture race results. White has no guarantee to win this race.

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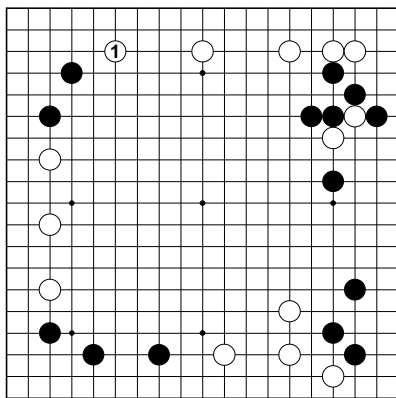
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CHO HUNHYUN'S RIGHT WAY TO GO

Part 8

Instead of trying to win every game, I think one should try his best to make good plays and thus create game records that one can be proud of. In our lives, we are constantly faced with the opportunity of going the right way. Likewise, in the game of Go, the opportunity of making the right play appears at every turn. Life is beautiful and so is Go.

Cho Hunhyun



Problem

Problem - White approaches the upper left corner at 1. If black ignores, white will enter the corner, take away black's territory and leave the two black stones without a base. Therefore, it is important for black to defend the corner. The question is to find the most efficient tactics. One should not look at the profit alone, but should consider the whole board position and its influence on the future development of the game.

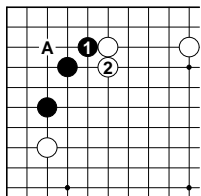


Diagram 1

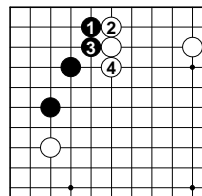


Diagram 2

Diagram 1 - Black has a Weakness. Black's diagonal at 1 not only stalls white's attack, it can be an effective tactic to defend the corner. However, the white 2 extension strengthens white and weakens black in this

situation since white can still invade at A. Note that strengthening the opponent without a special reason is bad.

Diagram 2 - Not Favorable to Black.

Although black's jump to 1 is on the second line, it is another effective tactic for defending the corner. After 3, black has no cutting points in the corner. However, by extending to 4, white forms a big moyo on the top, which is not favorable for black.

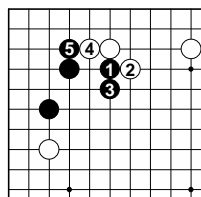


Diagram 3

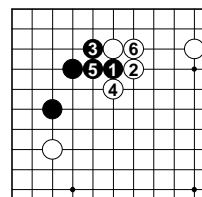


Diagram 4

Diagram 3 - White is Thick. Black's attachment at 1 helps to strengthen black and develop towards the center. However, one should never forget that attachments generally help strengthen the opponent's stones. Black successfully defends the corner with the sequence through 5, but it also helps white to get thick at the same time.

Diagram 4 - Similar Result. If black tries to secure more territory in the corner with a tiger at 3 instead, after white ataris at 4 and black connects at 5, black's shape results in a farmer's hat. However, white also strengthens his shape by connecting at 6. The end result is very similar to the previous diagram, with black helping white to get thick.

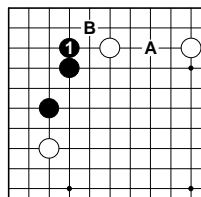


Diagram 5

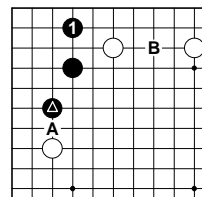


Diagram 6

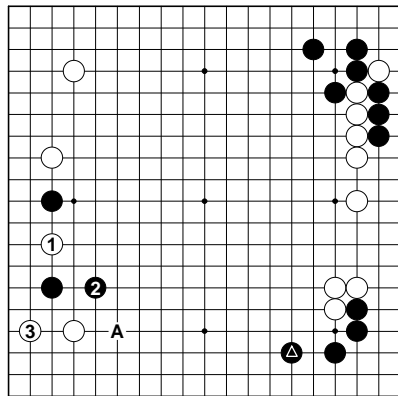
Diagram 5 - Losses in the End Game. So the tactic is to defend the corner without helping the opponent get thick. The descent to black 1 is the correct approach. Black 1 secures the entire upper left corner. Moreover, black can invade at A. However, this allows white to diagonal at B in sente during the end game resulting in losses for black.

Diagram 6 - A Effective Defense. The jump to black 1 is a more effective defensive tactic than the previous diagram. With the presence of •, black can afford to make a one-space jump to 1. If • is at A instead, black should descend to 1 as in the previous diagram. Black

1 successfully defended the corner without helping white to get thick. Moreover, black can invade at B in the future.

LEE CHANGHO'S NOVEL PLAYS and SHAPES

Part 8



An Extraordinary Novel Play

This game is taken from the seventh game of the fourth Korean Kisei Tournament. Lee Changho takes white against Cho Hunhyun. Lee and Cho were in a 3-3 tie, and it all boiled down to this final game of the biggest tournament in Korea. At that time, nobody could predict who could capture the crown. In this game, Lee played an extraordinary move which led to novel plays claiming an unexpected victory for him. After white invaded at 1 and black jumped to 2, white made the extraordinary jump to 3. Let us analyze the position as follows.

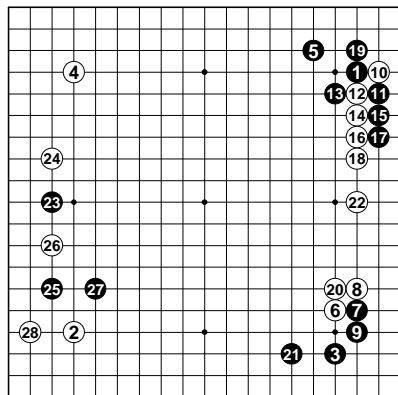


Figure 1

Figure 1 - Actual Game Diagram. Black 1,

3, and 5 are typical fuseki plays which stress real territory. When black draws back to 9, white is not eager to settle the local shape on the lower right corner but probes black at 10 instead. Most people think that white is thick after the opening through white 20. Black splits the left side with 23. When black jumps to 27, white 28 is a novel reply.

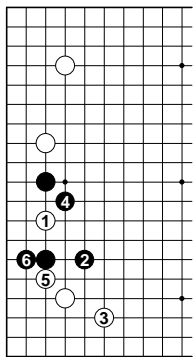


Diagram 2

Diagram 2 - Traditional Response. White's invasion at 1 is a common sophisticated tactic for settling shape with the sacrifice of white 1. Black 2 through 6 is a basic position which appears frequently in actual games. The advantage is white gets sente; the disadvantage is that the door is still open in the corner.

Diagram 3 - A Variation. Due to the unsatisfactory result in the previous diagram, white can defend the corner by jumping to 5, securing real territory. Since white has to defend at 7 after black 6, white loses sente.

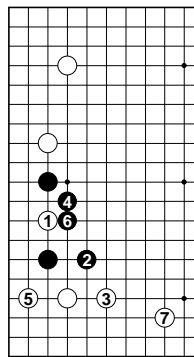


Diagram 3

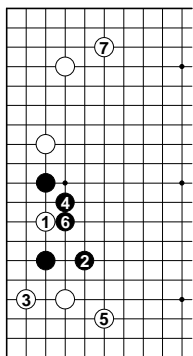


Diagram 4

Diagram 4 - White's Intention. After the exchange of 1 and 2, white 3 intends to let black 4 capture a stone. White then jumps to 5 taking the corner with sente. When black reinforces at 6, white takes the upper left corner with 7, capturing a big territorial point on the top.

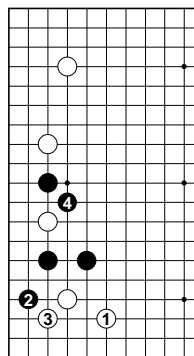


Diagram 5

Diagram 5 - White's Perception. If white simply jumps to 1, black jumps into the corner at 2. After white defends at 3, black surrounds a white stone with 4. White's obvious dissatisfaction with this result, led to the creation of the novel play.

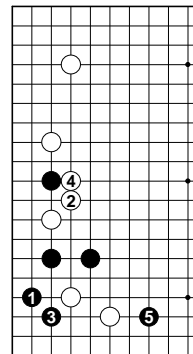


Diagram 6

Diagram 6 - White's Counterattack. When black jumps into the corner at 1, he was anticipating white to play 2 at 3 (Diagram 5). White's counterattack at 2 gains momentum. Both sides stabilize with 3 and 4. Black then takes the initiative attacking white with the pincer at 5.

Diagram 7 - An Elastic Shape. If) is a one-space jump instead of A, black's jump to 1 is not good. The sequence from 2 to 5 is exactly identical to that of the previous diagram. However, with the high position of), white has a more elastic shape with the jump to 6.

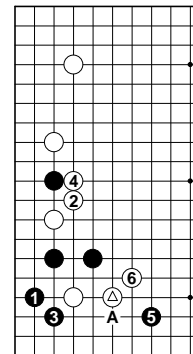


Diagram 7

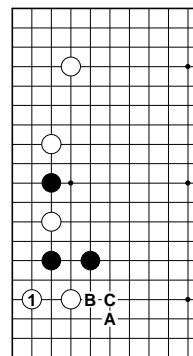


Diagram 8

Diagram 8 - The Next Move With sente, white defends the corner by jumping to 1. In order not to fall into white's trap, black needs to select the next move from either A, B, or C.

Diagram 9 - Unfavorable to Black. Black attacking at 2 is an overplay. White presses at

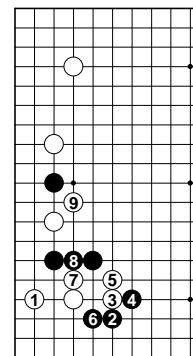


Diagram 9

3 and naturally pushes through at 5 dividing black and attacking both black groups.

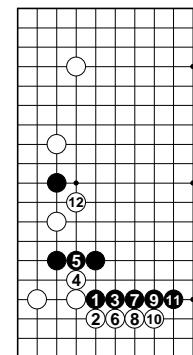


Diagram 10

Diagram 10 - White Handles the Situation Fast Paced. If black attaches at 1, white hanes at 2. After black extends to 3, white thrusts severely with sente at 4. White handles the situation fast paced from white 6 to 10, before occupying the key point at 12. The position favors white.

Diagram 11 - A Similar Result. If Black answers at 3, white connects at 4. Black still loses sente with the sequence through 9 and allows white to capture the vital point at 10. Similar to the previous diagram, this is not favorable for Black.

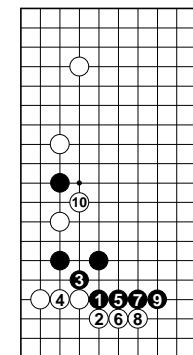


Diagram 11

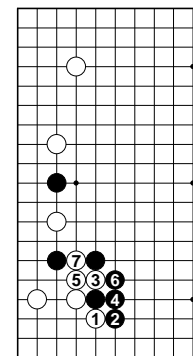


Diagram 12

Diagram 12 - Big Territory for White. If black hanes at 2 instead, white ataris at 3 and connects at 5, forcing black to block at 6. After white thrusts through to 7, white's territory in the corner is big. Since black's position is low on the lower right corner, the outward influence black constructed with the sequence to 6 is not as valuable.

Diagram 13 - Sealing Tactics. The tactics of sealing white in with 1 is correct. White can

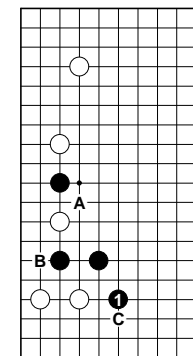


Diagram 13

consider responding at A, B, or C.

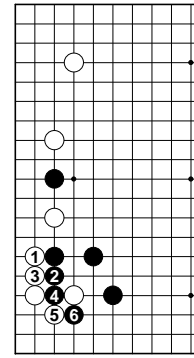


Diagram 14

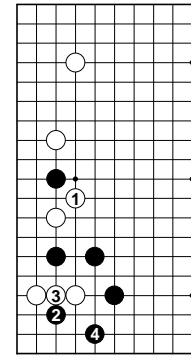


Diagram 15

Diagram 14 - White is Submissive. White's attachment at 1 is too submissive. Although white manages to connect with 3, black reaps up profit with 4 and 6. This is not acceptable for white.

Diagram 15 - Entering White's Corner. If white diagonals at 1, black jumps into white's corner and peeps at 2. After white connects at 3, black jumps to 4 with excellent shape. On the other hand, white still needs to reinforce his shape.

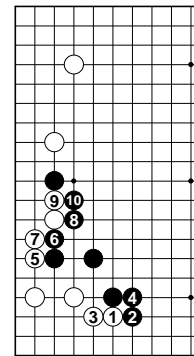


Diagram 16

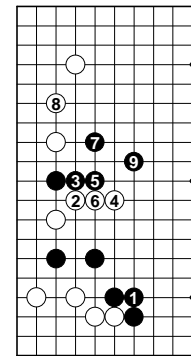


Diagram 17

Diagram 16 - Black's Outward Influence is Horrendous. If white attaches at 1, the draw back to 3 is sente. White then pushes along the second line at 5 and 7, linking up his lone stone. However, this allows black to build up a horrendous outward influence which favors black.

Diagram 17 - Splitting Attack. When black connects at 1, white 2 is a vital point which prevents black from connecting underneath on the second line. The development towards the center with sequence through 10 is inevitable. This is the best result for either side.

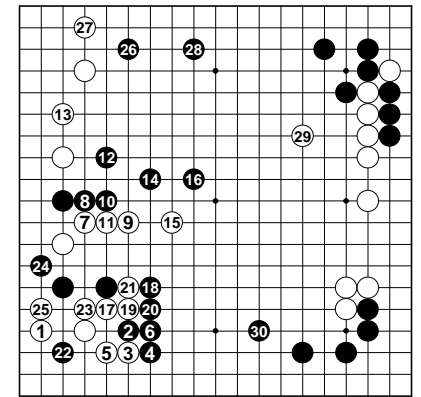


Diagram 18

Diagram Eighteen - The Development in the Actual Game. The novel shape led to a ferocious battle in the lower left corner. Black 22 and 24 are exquisite sente plays. The game ended with 252 plays and white winning by 8.5 points.

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Japanese Superstars' Annotated Games Part 4

First Game of the 23rd Meijin Tournament

Black - O Rissei, challenger (5.5 points komi)

White - Cho Chikun, Meijin

On the heels of the Hononbo Tournament, comes the Meijin Tournament. Although the title of the tournament changed, the players remained the same- with O Rissei challenging Cho Chikun.

It was O's first seven-game match in the Honinbo Tournament. O lost 2:4 due to lack of experience. Most people expect him to play better in the Meijin Tournament. The first Meihin game was in Hokkaido in September with Kobayashi Koichi 9 dan as judge.

Besides Kobayashi in the discussion room, there was Gosei Yoda. Yoda was the challenger in the Kisei Tournament, Kobayashi was the challenger in last year's Meijin Tournament, and O was also the challenger in the Kisei Tournament. It was quite a coincidence to have three challengers in one place.

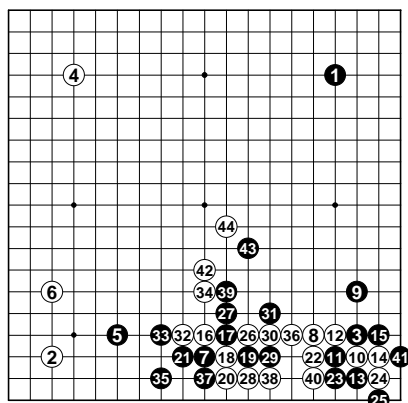


Figure 1 (1-44)

1-14: Cho used his favorite weapon, long consideration, right from the beginning. White 10 took 39 minutes, 12 took 12 minutes, and 14 took 23 minutes. The jump to black 7 is not a common response. When white approached at 8, black made a one-space jump to 9. Yoda said that black has a predetermined strategy. Usually, black 7 is at 18 forming a Mini-Chinese fuseki.

16-44: Most people were surprised by the attachment at 16! This attachment led to the cut at black 23. After black's hane at 17 and

white's cross-cut at 18, black 19 and 21 are the proper responses. White 32 is a powerful attack by Cho. After careful consideration the connection at white 36 is brilliant.

When black jumped to 43, white did not waste time in replying at 44. Later Cho regretted this play.

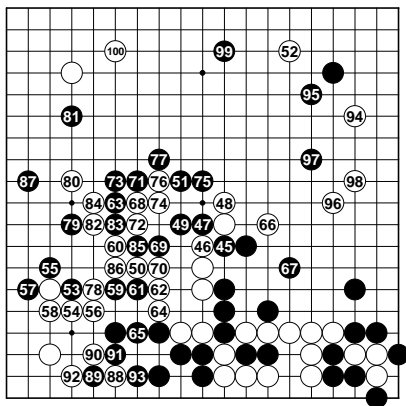


Figure 2 (45-100) Leaving the Battle Field

The Meijin Tournament is a two-day match. Usually, the game reaches the climax during the second. However, in this game, Cho made so many devilish moves during the first day that both Kobayashi and Yoda were exhausted going over all the variations in the discussion room.

44-47: Because of white's cap at 44, the thrust and cut of 45 and 47 are inevitable. When faced with this, Cho could not find a proper response.

Cho, "I thought white 44 was the only play...." The comments from the discussion room was that white 44 was a slight overplay. Kobayashi, "Is it better for white 44 to jump to 86 to settle the left side which indirectly aids the center?"

51-52: When black jumps to 51, white suddenly leaves the battle field and approaches the upper right corner with 52. This is Meijin Cho's favorite strategy. However, playing elsewhere during a tense situation in the center would certainly bring adverse effects.

53-65: The closed-circuit TV showed that Meijin Cho was sitting uncomfortably in the playing room. On the other hand, O was as calm and cool as usual. After black's counter attack attachment at 53, Cho spent a mere 6 minutes on the sealed play of 54. After white 54 and 56, the sequence of black 55 to 59 is a well-known tactic. After black 65, Cho looked stunned. Obviously, Cho was in deep trouble.

There was a suggestion in the discussion room that Cho should resign. Kobayashi, "I don't see a good response for White." Yoda, "Where did Cho fail?"

66: White spent 59 minutes in playing 66.

White tried his best to handle the situation in the center. When Yoda saw white 80, he said, "Amazing!" This is a brilliant play to confuse the situation.

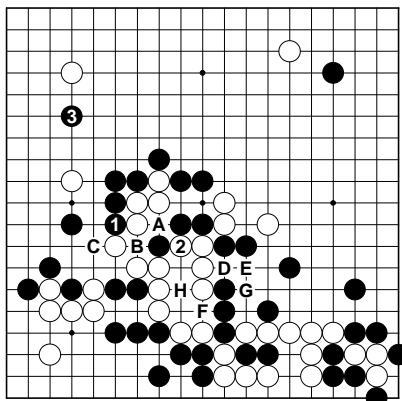


Diagram 1

81: Black 81 is questionable. The exchange of black 1 for white 2 in **Diagram 1** followed by the cut at 3 is the correct order. Black forces white to make two eyes with black A through H, which is quite different than the result in the actual game.

85-94: Black traps four white stones with 85. White connects with sente at 86, before approaching at 94, which is of great value.

Kobayashi 9 dan was caught mumbling, "A done game seemed to find a way of continuing."

Although white managed to catch up a bit, the game still favors black. After 94, white has only 15 minutes out of the allotted 6 hours. In contrast, O has about 3 hours left. In front of Cho was his challenger O and the harsh second-reading.

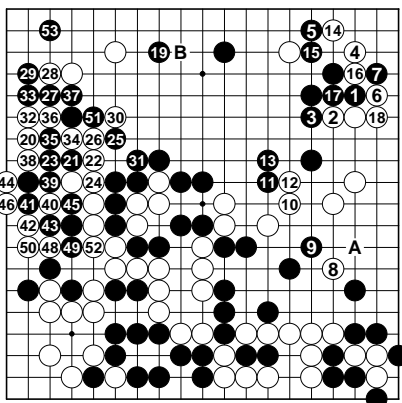


Figure 3 (101-153) (147 @ 140)
Time is Running Out

104: White 4 is the losing play! After the game, Cho pointed out that he should have jumped A instead attacking on the upper right. If black answers at 10, white jumps to the

mutual vital point of B.

120: Minute by minute, Cho's time slipped by. White has only one minute left, at white 20. When the referee read "58 seconds" Cho hastily played at 20. This should have been a diagonal at 23.

139: Following black 39, a big change resulted. Most people did not like white's chances of winning. In fact, there is one white group which is not completely alive.

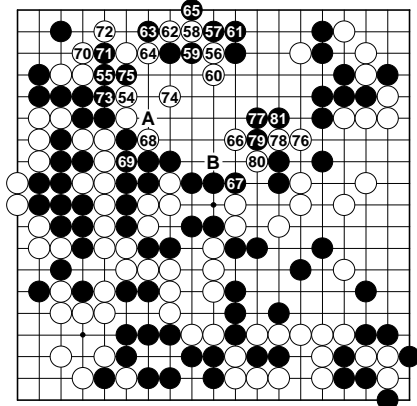


Figure 4 (154-181) Dead or Alive?

81: When Cho saw black 81, he resigned.

Cho was not particularly sad after losing this game. Maybe because this was only the first game of a seven game match, and the pressure wasn't too immense. Besides, this was not a good game anyway.

During the game review a player barged into the room and yelled, "White could have made life!"

75: Black 75 was a crude move. White could make two eyes cleanly with sequence from white 1 to 21 as shown in **Diagram 2!**

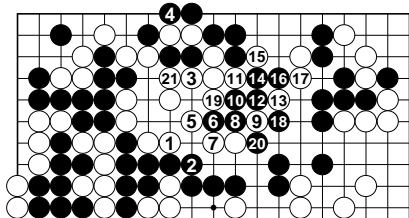


Diagram 2

Black 75 should cut at A to avoid the variation in **Diagram 2.**

Challenger O captured the first game by resignation after 181 plays.

Second Game of the 23rd Meijin Tournament

Black - Cho Chikun, Meijin (5.5 points Komi)

White - O Rissei, challenger

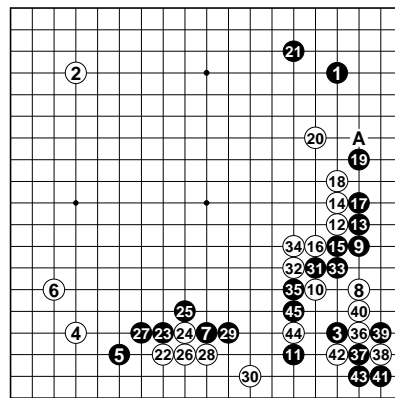


Figure 1 (1-45)

A Long Consideration of 2 hours and 10 minutes

By winning the first game, challenger O made this tournament more interesting. After two weeks, the second game took place in Japan's old capital, Kyoto.

Cho arrived at the playing room about 7 minutes ahead of O Rissei. The two did not talk to each other and quietly waited for the game to start.

1-11: Cho played the nirensai (two consecutive star point) opening. In making a small knight corner enclosure at 11, black stressed real territory.

12-20: The sequence 12 through 20 is a common joseki. The small knight corner enclosure at 21 prevents white from invading at A. The commentator of the game was the Oza title holder Yamada Kimio. Yamada said that by getting the rights to challenge Honinbo, Meijin, and recently Oza, O can be considered the king of challengers. O would soon challenge Yamada in the Oza Tournament.

22-24: White's invasion at 22 is a little unexpected. It shows that O is beginning to stir up a fight. After the lunch break, Cho spent 2 hours and 10 minutes on 23. Black 23 looks like an ordinary amateur play. One reporter said, "It would have taken me one second to make this play." What was Meijin Cho thinking about nobody knows. In reply, O spent 2 minutes to play 24.

30-35: With 30, the local battle comes to an end. Most people thought black would play elsewhere. Unexpectedly, black wedged at 31. With the sequence through 35, a small battle is

created on the lower right.

36-45: After the sequence from 36 to the attachment at 44, black forcefully attaches at 45. It looks like the game will be decided prematurely.

46: White 46 is the sealed play on the first day. At this stage, Cho spent 4 hours and 52 minutes and O spent 2 hours and 9 minutes. Cho had used more than double the time of O.

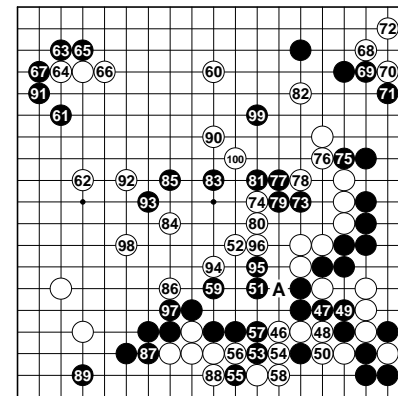


Figure 2 (46-100)
Invasion Into White's Moyo

46-51: White's extension to 46 was pre-calculated. Both sides played smoothly through 51. The discussion room questioned whether 50 at A is better. However, it was verified that 50 in the actual game was correct.

59: The battle on the lower right comes to an end with Black 59. Let's perform a positional judgment. Black captured five white stones and obtained great profit. White gets sente plus the overwhelming outward influence. It can be considered an even exchange.

60-62: White expands his moyo with 60 and 62. Here, O made a judgment mistake, "I didn't realize that the cut at 97 does not work. I should have played 60 as a small knight's jump to 61."

67-68: When black hanes at 67, white invades the upper right corner with 68. Maybe O changed his strategy after realizing that he made a mistake.

73: Another interesting point is black taking the vital point of 73, with upper left and right corners unattended. As strange as it is, I think most observers are beginning to get used to this style.

Ishii Kunio commented that, "Black 73 is a pre-calculated play after black 59."

75-77: Black 75 and 77 are two more amazing plays. "Isn't black inside white's hemisphere of influence?" "Can one win the war against a wall?" are some of the questions asked. Nobody seemed to know the answer.

78-80: White counter-attacks at 78 and 80.

When being attacked, self-defense is inevitable. Yamada seemed to disagree with 78. "White 1 in **Diagram 1** is more powerful. Although the cut at black A is big, white's outward influence created through 19 is definitely no worse off."
89-91 In running for his life with his central dragon, that black still has time to reap up profit on the side with 89 and 91 is simply amazing.

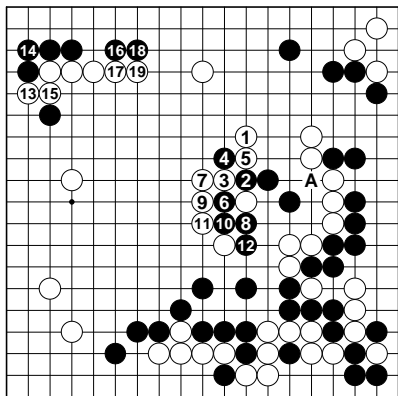


Diagram 1

90-92: This seemed to provoke O, who attacked the urgent points at 90 and 92. The central black dragon's well being is vital to the game's outcome.

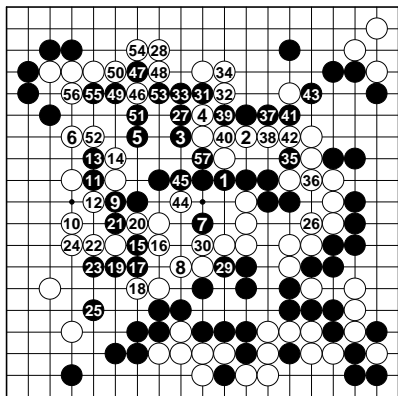


Figure 3 (101-157) Dragon Makes Life

101-111: During white's forceful attacks, black made an eye with 3. White surrounded black with 6 to 10. After 11, Cho got into byo-yomi. Cho who was so quiet, now began to mumble to himself.

Locally, there are a few unresolved issues, and the life and death of the central black group is unclear.

115-127: Attaching at 15 is a tesuji. The

clamp at 16 is powerful. If 16 at 19, black presses at 16, simply making life. Through 27, both sides played smoothly.

The central black dragon is getting closer to being saved. Maybe because of this Cho stopped mumbling.

146-157: White jumps to 46, the attachment at 47 is another tesuji. In order to prevent the two black stones from escaping, white must reinforce at 52. Black lives with the sequence through 57.

After the game, a big discussion tried to kill the black dragon, but none of the variations favored white.

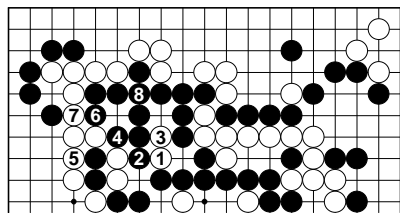


Diagram 2

Diagram 2 - Black can make life with the sequence through 8. The game has been decided.

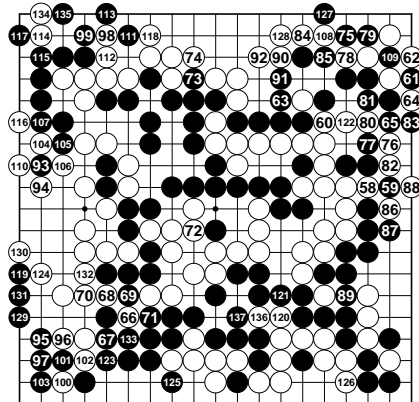


Figure 4 (158-237) One Win One Loss

158-237: At the very end, Cho's silence and O's self-mumbling was the exact opposite to what happened earlier. Entering this figure, O was already far behind, but O still refused to resign and persisted until he had one minute left. Maybe this reflects O being mad at himself for not capturing the golden opportunity of winning the game.

The game ends with 237 plays by resignation.

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GO — AN APPLICATION OF THE PRINCIPLES OF WAR

Part 8

Excerpts from *Go Notes* By Craig R.
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Surprise is a most effective and powerful tool. Its psychological effect frequently will result in complete demoralization. Surprise must be accompanied by mass for maximum exploitation of its results. The attainment of surprise involves resourcefulness and frequently the assumption of a calculated risk using finesse. Like many of the other principles, it is not sought solely for itself but actually as a means to gain superiority. It consists in striking your opponent at a time or place or in a manner for which he is not prepared. It is not imperative that he be taken unawares; the basic consideration is that when he becomes cognizant of the true state of affairs it is too late for him to react effectively. Surprise may be attained in a number of ways by variation in tactics and methods of operation and application of unexpected combat power. Surprise can decisively shift the balance of combat power. By surprise, success out of proportion to the effort expended may be obtained.

(To be continued with the Security Principle)

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