

## Chapter 7

# Go Seigen-Hashimoto

Hashimoto Utaro is probably best known of two things: his leadership in the Kansai Ki'in and his *long* Go career. According to the Go Player's Almanac (Ishi Press, 1992), he probably holds the all-time longevity record for a professional (and he's extending this record; he was born in February 1907). Being a 3-time Honinbo title winner and the loser in the 1st Kisei title match (to Fujisawa Shuko), Hashimoto has also composed a tsume-go problem a day for several decades!

Some of his games with Go Seigen in his early years were associated with some interesting stories.

In 1933, Kitani Minoru and Go Seigen spent a summer together in Nagano (Mrs. Kitani's hometown). When the autumn arrived, their return to Tokyo marked the beginning of the New Fuseki Era. (Of course, both players had had thoughts on new openings and had tried some new moves before the summer; a revolution doesn't occur in one day or two.)

Just at this time, Yomiuri Newspaper sponsored a Japanese Go Championship to celebrate the publication of the No. 20,000 of the newspaper. It was a knockout tournament in which sixteen 5-dan or above players (i.e. perhaps all the top players at the time) participated. The winner would earn the bonus to play a game against Meijin Honinbo Shusai (9-dan). The finalists were Go Seigen and Hashimoto Utaro.

As mentioned above, Kitani and Wu had just brought New Fuseki to the Go world, and this new style of playing immediately became popular. It emphasized on the global situation on the board, and that local values should be determined by its influence to the whole board. Based on this philosophy, all kind of starting moves at the corners could be used as long as they sighted on the whole board, thus the opening moves were no longer limited to the traditional 3-4 points, and players, especially amateurs, were relieved from the burden of complicated josekis.

There were, naturally, traditional forces against this new current. The highest representative of the old style was of course Meijin Shusai. Therefore, before this final match between Go Seigen and Hashimoto, the fans were earnestly hoping for a Go Seigen victory that would lead to a clash between the old (Shusai) and the new (Wu).

As it turned out, Wu won the game. The president of Yomiuri (which would go on to sponsor the Shusai-Wu game) was so excited that he held Hashimoto's hands and

said, “Thank you so much! You lost so wonderfully!”

“I almost exploded.” Hashimoto later said, “I was just in the pain and disappointment of losing a game, and I received such a greeting! However, the Go world was full of excitement afterwards; based on this result, I probably lost the game correctly.”

Go Seigen and Meijin’s match started later in October, 1933. It turned out to be a famous game in which Go Seigen started the game with a 3-3, a hoshi (star point), and the tengen (center point) as his first 3 moves.

Go Seigen had been a religious person; in 1944 he became a convert to a Buddhist sect, and he retired from Go. (Notice that was the time WWII was moving toward its final stages, and Go Seigen, being a Chinese, had faced much hostility in his second nation since the War started. That could be another reason he tended to avoid the public.)

But by 1946, Go Seigen decided to return to the Go world. Yomiuri Newspaper promptly arranged a 10-game series between Go Seigen and Hashimoto Utaro, and this series not just marked the return of Go Seigen, it also marked the beginning of a remarkable reign of Go Seigen over the next dozen years, in which, Go Seigen beat, in turn, Hashimoto Utaro, Fujisawa Kuranosuke (twice), Sakata Eio, and Takagawa Honinbo in 10-game series. (Go Seigen did not just beat them; he forced his opponent to change handicap in each of these series.)

In the very first game after his return, however, Go Seigen didn’t look sharp at all. His rusty play led to a comment by the easy winner Hashimoto that “Even Mr. Wu doesn’t know how to play now.” Hashimoto, being Wu’s elder learning mate, was mainly concerned with Wu’s religious state, but a much more violent reaction actually came from the representatives of the Chinese government in Japan. (Notice it was before 1949.)

Right after the War, Go Seigen was issued a temporary Chinese passport by the Chinese representatives. But after he lost his first game to Hashimoto Utaro, those representatives got so angry that they confiscated Wu’s passport, saying, “A passport is useless to a loser.” (Some years later, the Chinese government in Taiwan invited Go Seigen to pay a visit and honored him with the “Great National Hand” title. Clearly, he wasn’t treated as a “loser” this time. :-) Go Seigen thus was without citizenship (of any nation) for several years.

Another person who was concerned after Go Seigen’s loss was the head of his Buddhist sect, and she (the head was a female) asked (since she was the head, I guess this was like an order :-) to spend the night with Go Seigen in the same room before his 2nd game against Hashimoto, saying she was going to give him “the strength of the Heaven Gods” (Note either in Shinto or Buddhism, the two major religions in Japan, there are many gods). As you can imagine, it turned out to be a nervous suffering for Go Seigen. :-)

“She was a ‘living immortal’, and she was also a female, so I was even afraid to turn my body while I was asleep. As a result, I didn’t get enough sleep. (\*laugh\*)”, Go Seigen said during an interview. “The next day during the game, with sleepy eyes I missed obvious moves at the beginning, and I was on the edge to lose another game. Suddenly, Mr. Hashimoto unexpectedly made an incredible mistake in the second half, and I was miraculously saved. At the end, I barely pulled off the game with one point.”

Figure 7.1 shows the “incredible mistake” by Hashimoto. As shown, B (Hashimo-

Go Seigen (W) vs. Hashimoto Utaro (B)

**White:** Go Seigen 9 dan

**Black:** Hashimoto Utaro 9 dan

1946

**Komi:** 4.5

**Time:** -

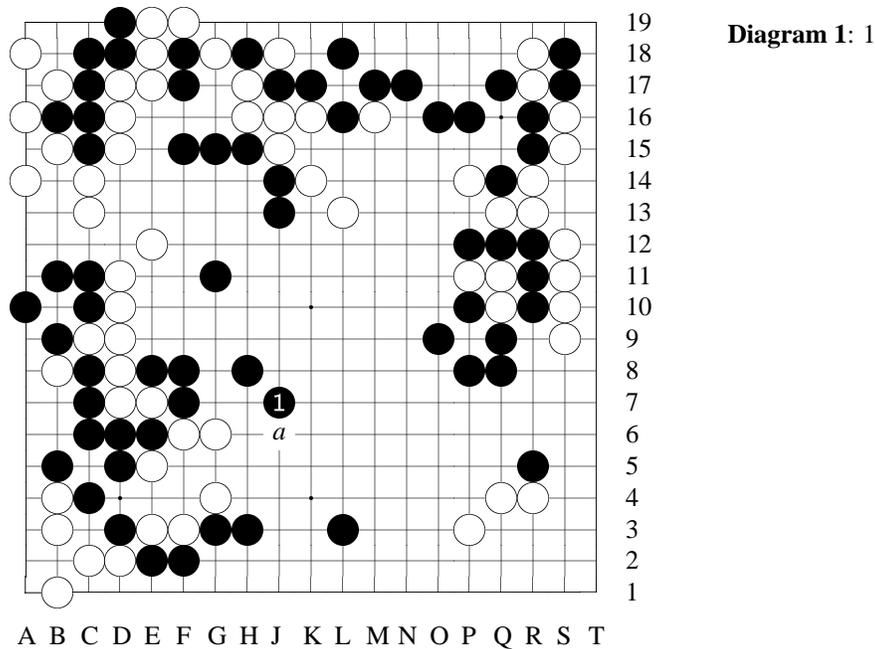


Figure 7.1: The Mistake in Go Seigen-Hashimoto

to) just made move #135 at [J7]. However, had B played [a] instead, W team wouldn't live. Hashimoto missed it! (On the other hand, from this missed golden opportunity by Hashimoto, we can see how badly Go Seigen played in the first half.)

After the game, Hashimoto said, "I played as if I lost my consciousness, completely unable to think."

His thought was then "modified" and became the following rumor:

"Just as Hashimoto was about to play, suddenly from nowhere came the sound of big drums, disturbing his thinking. Or (I love this "or" :-), there was a spider hanging onto the board from the ceiling (just when he was about to play)."

Later Hashimoto recalled with a bitter smile, "If I review that game now, I would too think that my mind was abnormal...a mistake wouldn't have been made by a normal person...I heard some rumors on the game, 'Drum sound went into the ears of Hashimoto, who was playing, and the sound messed up his mind — Hashimoto lost to

the Gods.' ...There were indeed meddlers in this world; they could hear sound that even I didn't hear.."

(Hey, I don't care about the drums; I like the part of spider. :-)

This game marked the start of Go Seigen's recovery. He won the next three game in a row. After Hashimoto won the 6th (thus avoided a demotion), Wu again won the next two, forcing Hashimoto to BWB handicap (it was even at the beginning of the series). At this time, Go Seigen's magnificent game had fully returned.

Hashimoto said, "I was indeed not as good as Mr. Wu; being forced to BWB was not unfair. The War had just ended, and everyone was busy for living. Mr. Wu didn't have such worries, and he recovered quickly."

Finally, a note on the head of that Buddhist sect: Go Seigen actually had to turn his earnings from the games to her – about 10,000 yen a game at that time, which was not a big deal to her, since she could obtain much more from other businessmen because two members of her sect were very famous (one was Go Seigen, and another was a wrestler). Very soon, however, Go Seigen realized that what he had been seeking for could not be found in the form of this Buddhist sect (It must be found in Go! :-), and he ended his relation with that "living immortal."

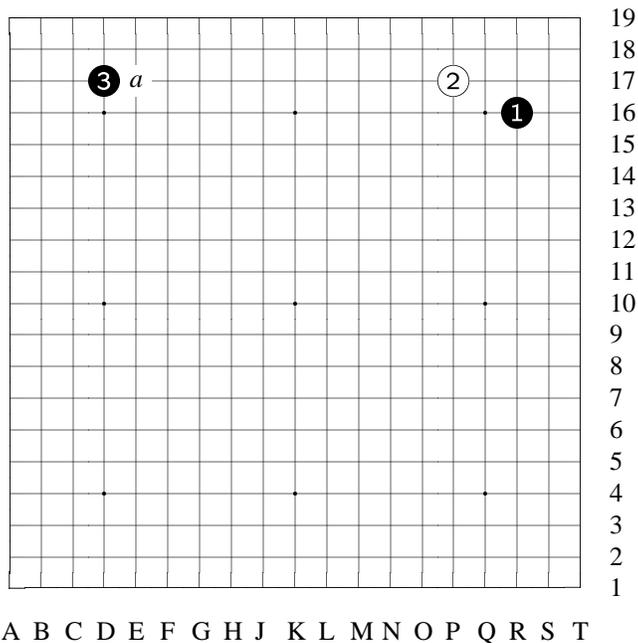
## The 1st Japan's Strongest Deciding Matches

Go Seigen vs Hashimoto

**White:** Hashimoto Utaro 9-dan**Black:** Go Seigen 9-dan

May 8-9, 1957

Uji, Japan

**Komi:** 0**Result:** B+Resign**Time:** 10 hours each**Diagram 1:** 1-3Go Seigen (Wu) vs.  
Hashimoto(The 1st Japan's  
Strongest Deciding  
Matches)Black: Go Seigen  
(Wu), 9dWhite: Hashimoto  
Utaru, 9d

Date:

May 8-9, 1957

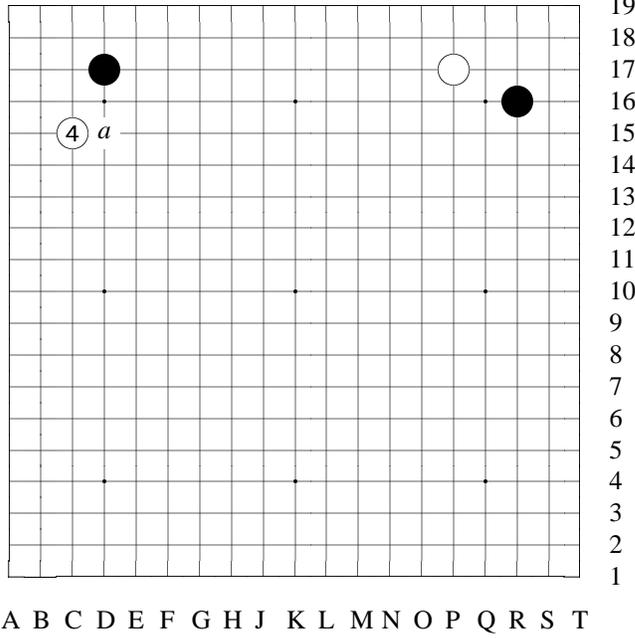
Place: Uji (Kyoto  
suburb)

1: When B #1...

2: W #2 immediate-  
ly approaches. Wdoes so not only to  
prevent a solid shi-

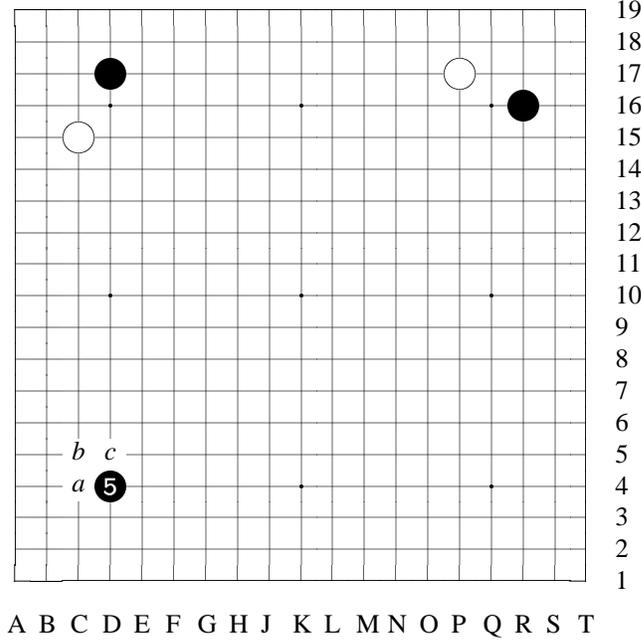
mari [corner enclosure] by B, but more importantly is to first observe B's response.

3: B #3 traditionally is played at [a], which is regarded as common sense, but B #3 to get komoku [3-4 point] is also valid.



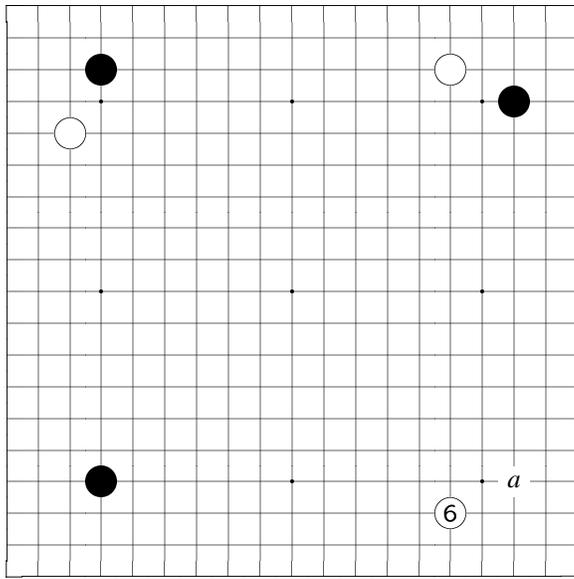
**Diagram 2: 4**

4: W #4 again kakari [cornre approach]. This move is to prevent B[a] shimari.



**Diagram 3: 5**

5: B #5 certainly plays this direction. Also, this move at [a], [b], or [c] is also valid.

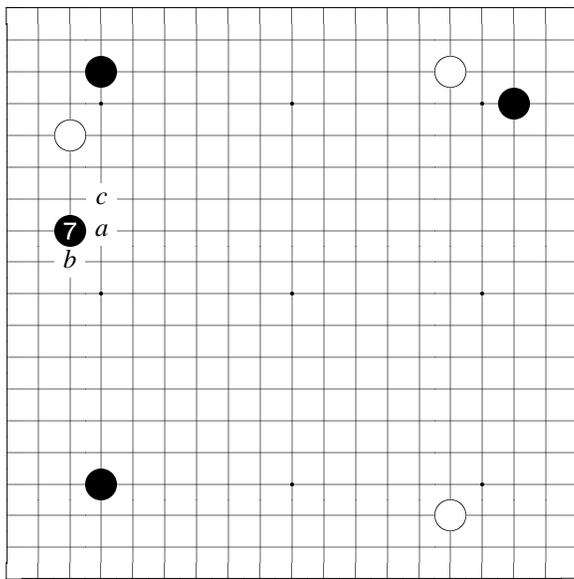


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**Diagram 4: 6**

6: W #6's purpose is to prevent B from approaching at the low position point [a], since the B stone at upper right corner is already low [line 3].

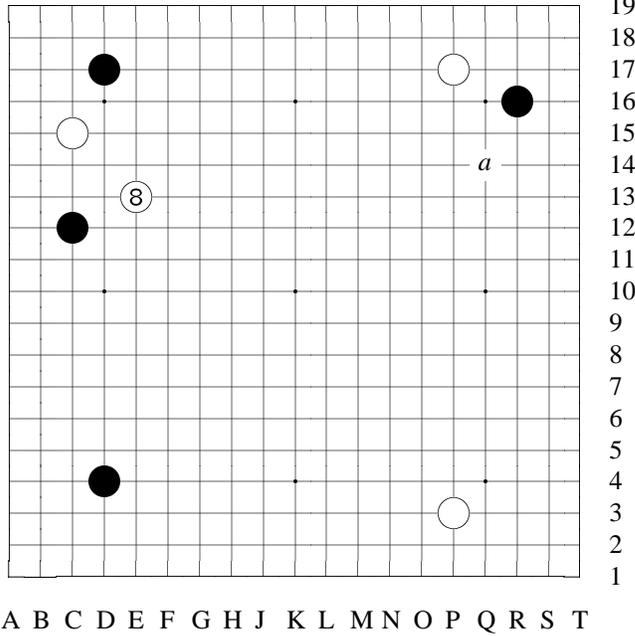


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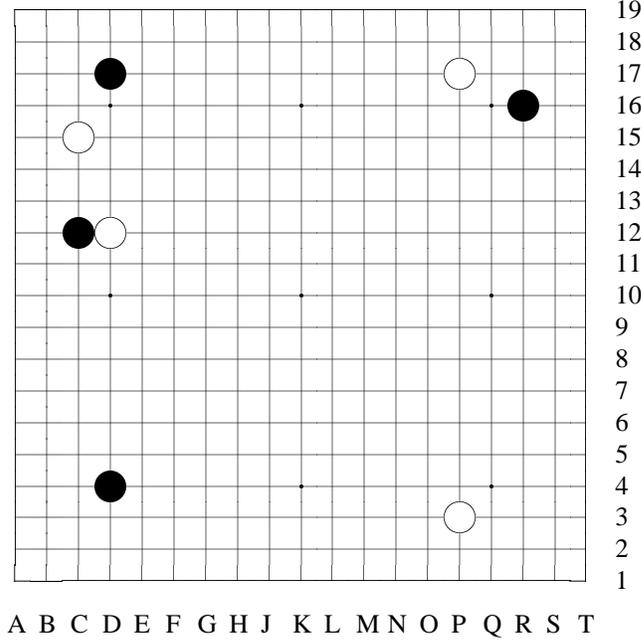
**Diagram 5: 7**

7: B #7 can also pincer at [a], [b], or [c]; any of these moves works. ["Anything works at the beginning." :-)]

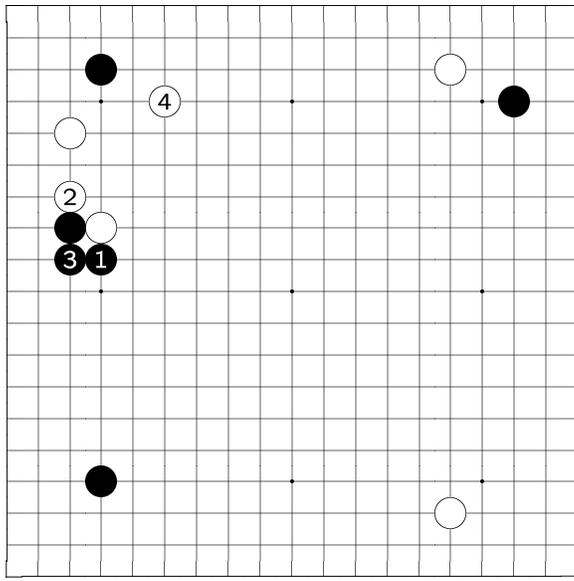


**Diagram 6: 8**

8: Under this situation, W #8 has many ways to play. For example, W[a] [Q14] ogeima is also interesting. Also —  
[See the variation.]



**Variation 1** at move 9 in Diagram 6



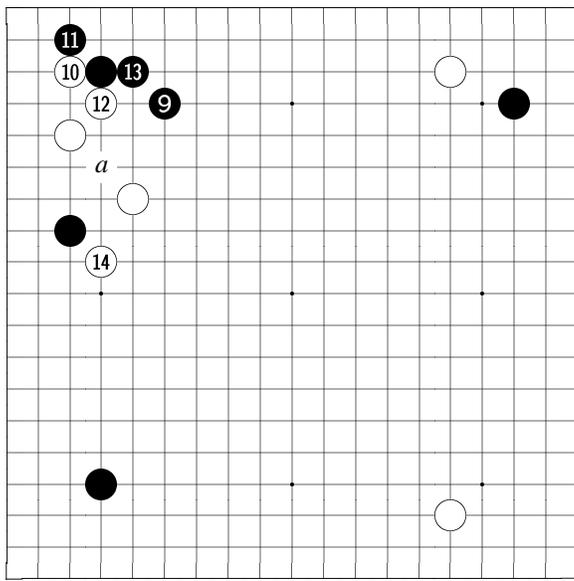
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**Variation 1** (continued): 1-4

**variation**

W could also consider this joseki...  
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**Diagram 7: 9-14**

9: B #9 this move —

[See the variation.]  
In addition, can B #9 play [a] to "cross through the diagonal jump"?

[The variations show two other variations.]

11: B #11 hane — [See the variation.]

12: W #12 certainly.

Previously, W #8 [E13] diagonal jump is a rarely used move, close to

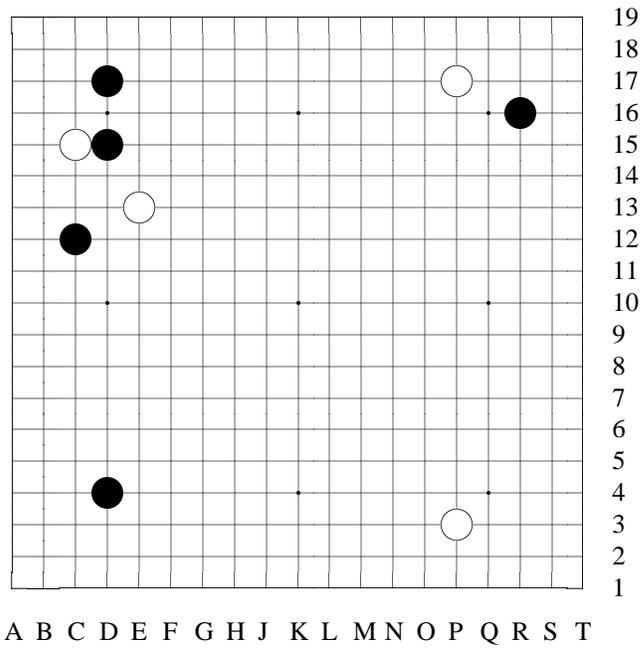
a "strange move." But Hashimoto 9-dan has used this move now and then in the past. Nowadays players making this kind of moves are almost not seen.

13: B #13 —

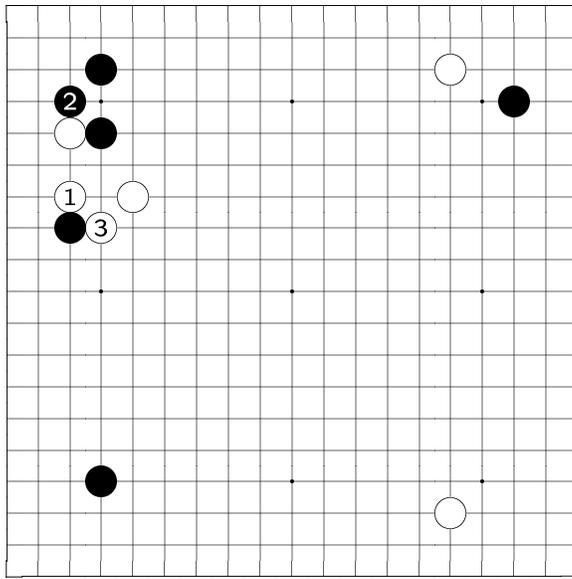
[See the variation.]

14: W #14 is a joseki shape.

*This form seems not finally settled yet, so it can be seen as an unfinished joseki.*



**Variation 2** at move  
10 in Diagram 7



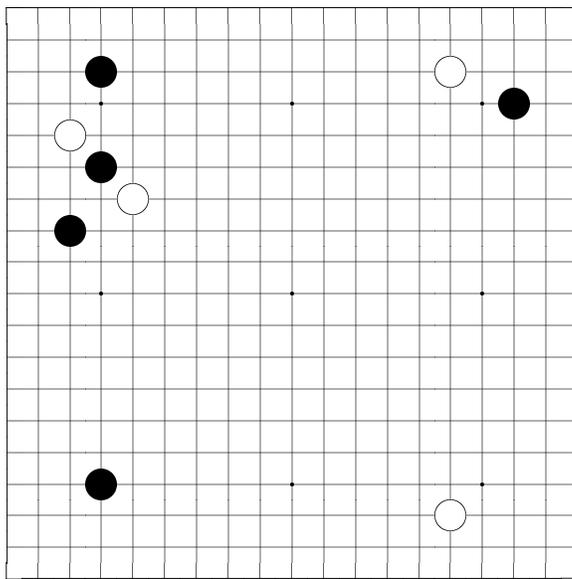
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**Variation 2** (continued): 1-3

**variation 1**

B could also play this jump-attach move...  
3: To here, it's also a common joseki.

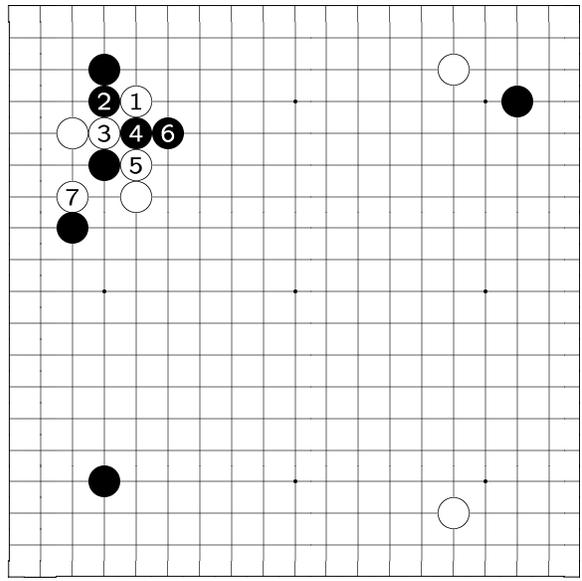
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**Variation 3** at move 10 in Diagram 7

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**Variation 3** (continued): 1-7

**variation**

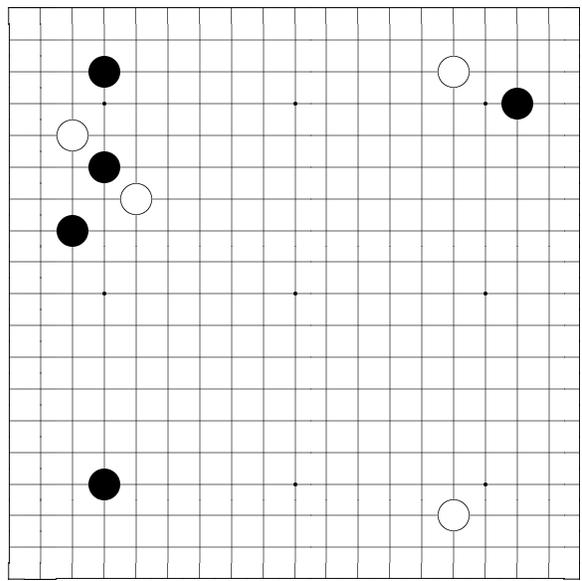
**2 (no good)**

If B crosses through W's diagonal jump...

1: W can play it lightly. Next —

2: If B pushes and cuts...

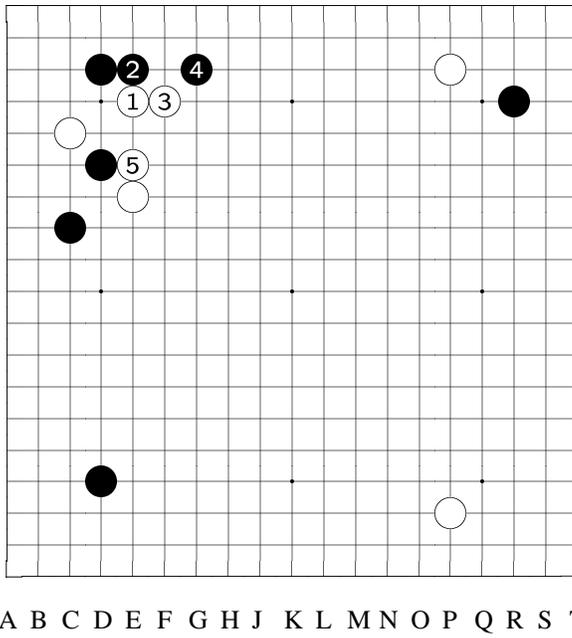
7: To W [C13], B is not good.



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**Variation 4** at move 10 in Diagram 7



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**Variation 4** (continued): 1-5

**variation 3 (okay)**

[Again B crosses through W's diagonal jump...]

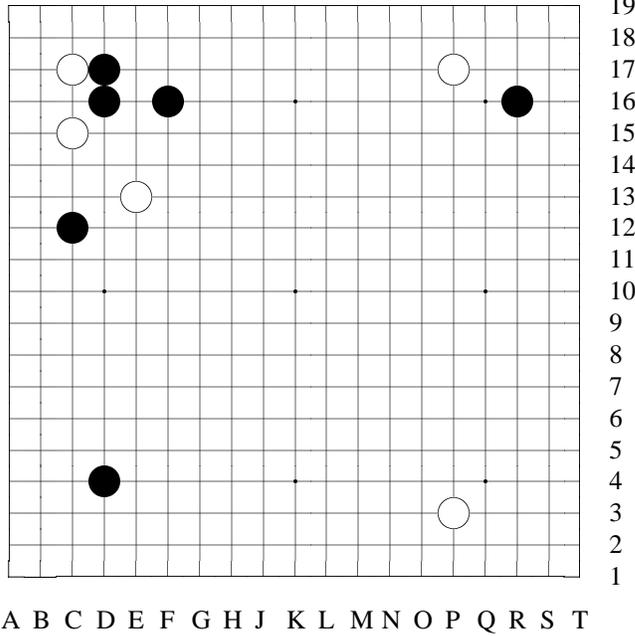
1: When W [E16]...

2: B [E17] should extend in this case...

4: When B [G17] jumps...

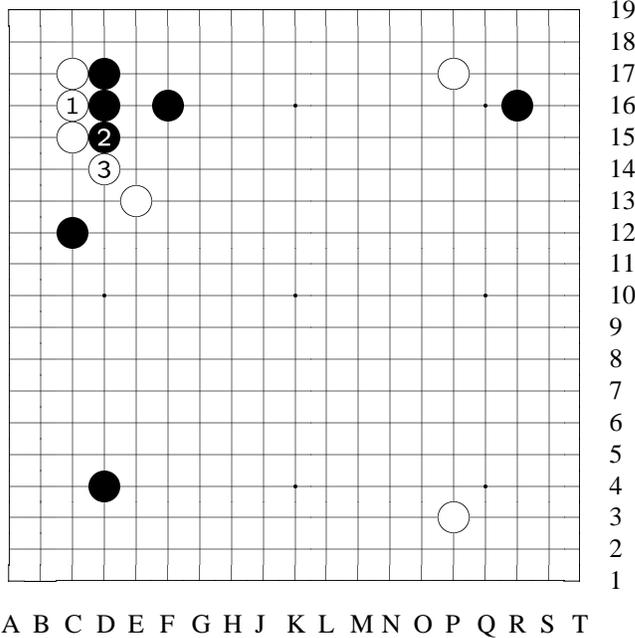
5: W [E14] presses. This way, it's another game. In other words, it's not to say "crossing through the diagonal jump" does not work.

*In professional games, however, it's rare to cross through a diagonal jump immediately.*



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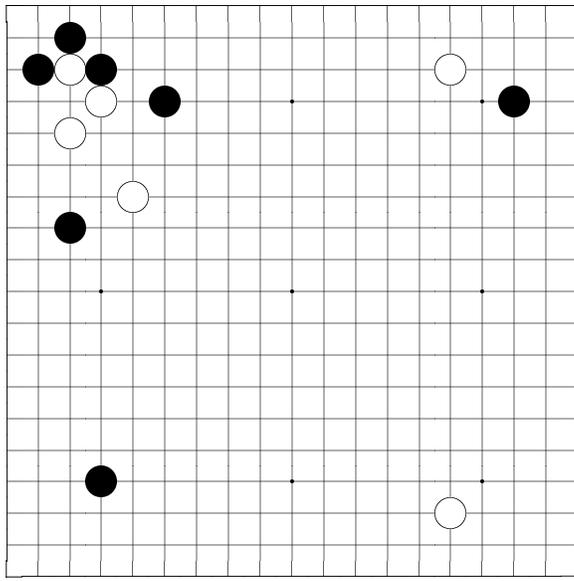
**Variation 5** at move  
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**Variation 5** (contin-  
ued): 1-3

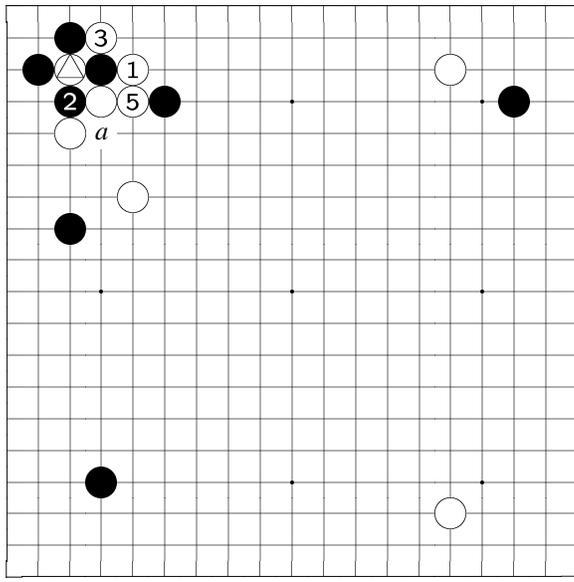
**variation**  
If W extends in-  
stead...  
3: To W [D14], W  
gets B's corner. B is  
not good.



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**Variation 6** at move 14 in Diagram 7



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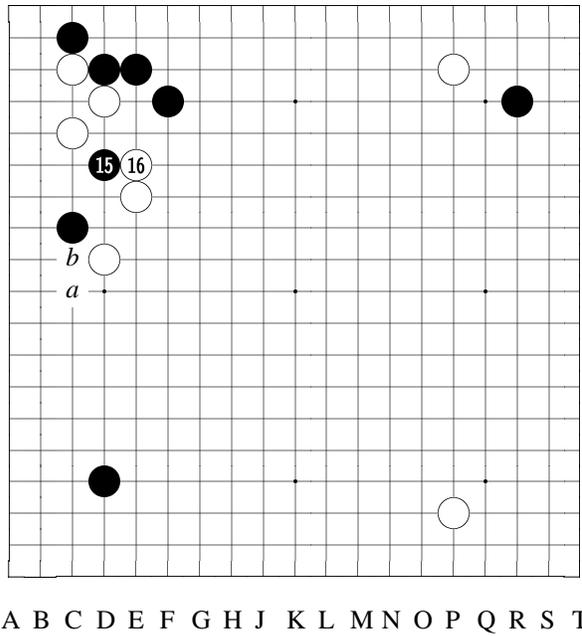
**Variation 6** (continued): 1-5

4 at

**variation**

If W [B17] hane instead...

5: To here, B cannot cut at [a]. Therefore, this picture is unfavorable for B.



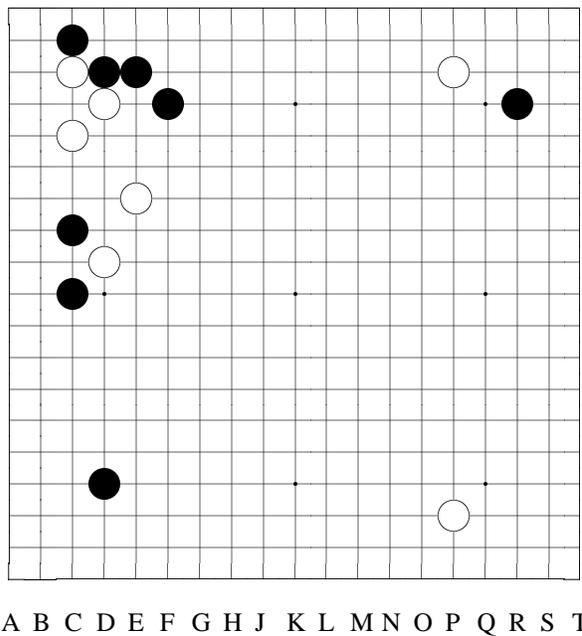
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**Diagram 8:** 15-16

15: B #15 to jump at [a] or extend to [b] is joseki, but when B[a] —  
[See the variation.]  
16: B #15 [D14] to exchange with W #16 is a variation never seen in this joseki before, but under the current situation, this exchange is efficient. The reason will be explained later.

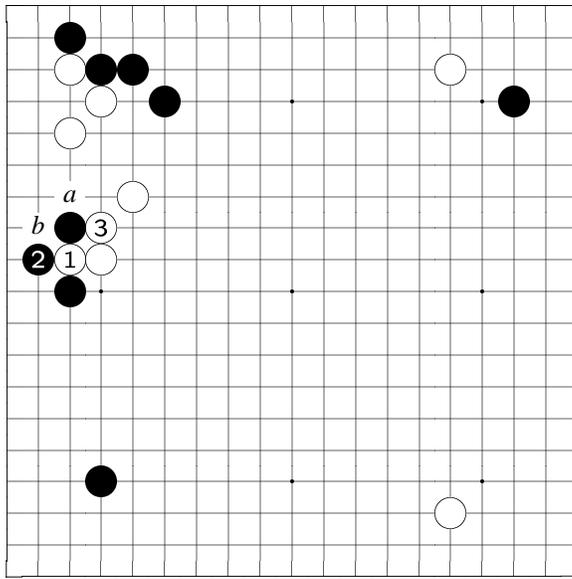
*Please follow the moves to #25, then read and*

*study the explanations.*  
[See the variation.]



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**Variation 7** at move 16 in Diagram 8



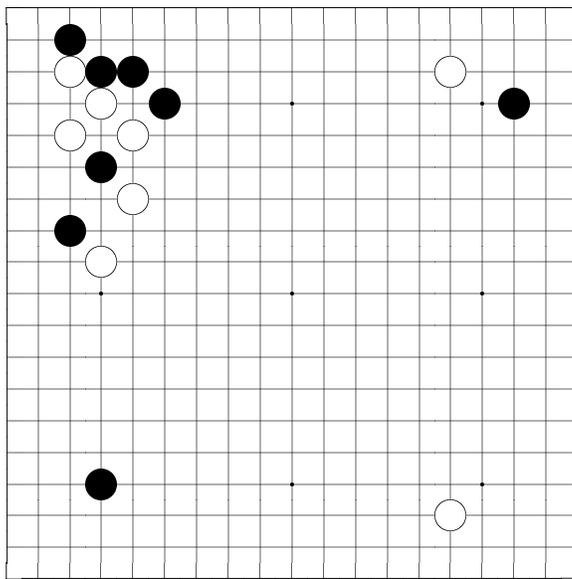
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**Variation 7** (continued): 1-3

**variation**

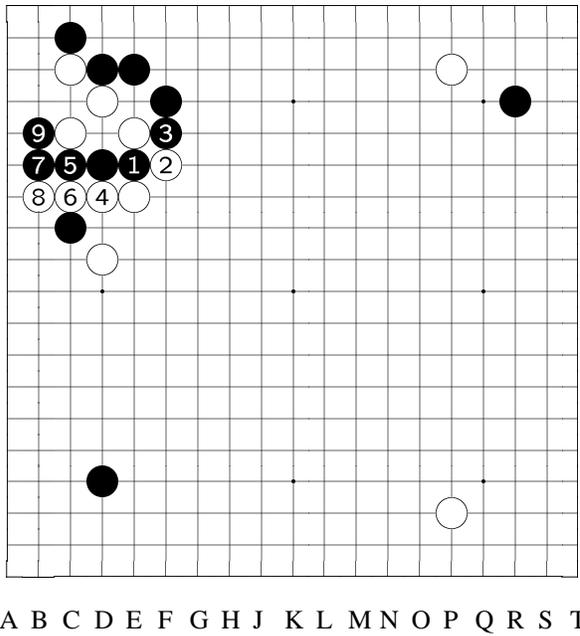
[When B jumps here...]  
1: If W pushes...  
3: ...Then blocks, B's next move would be difficult. If B[a] next, W[b] cuts.



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**Variation 8** at move 17 in Diagram 8

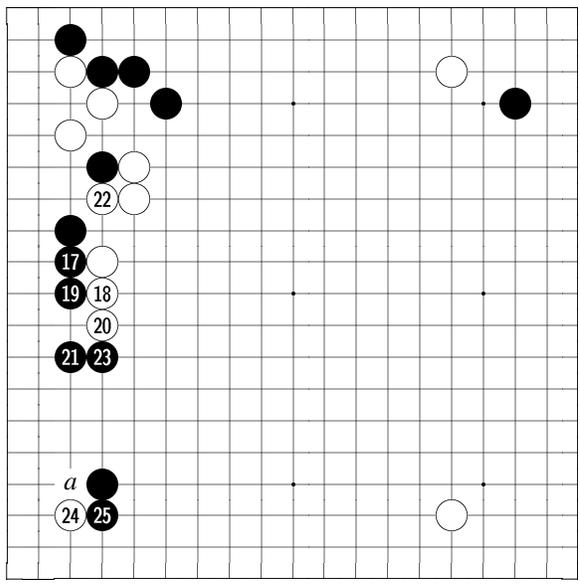


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**Variation 8** (continued): 1-9

**variation**  
If W plays [E15]...  
9: To here, it's an exchange. This way, B gains too much at the corner.

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**Diagram 9:** 17-25

21: To here, if W tenuki [ignore and play elsewhere] — [See the tenuki variation.]  
22: Therefore, W #22 cannot omit. Now sente is B's.  
However — [The variations show explanation on how B gained sente with #15.]  
*How professionals deeply deliberate for gaining a sente is worth*

A B C D E F G H J K L M N O P Q R S T

*our studying and understanding.*

*B #15 this new variation of joseki will probably be widely used hereafter.*

23: After obtaining the sente, B #23 pushes, and this is the key point on the whole

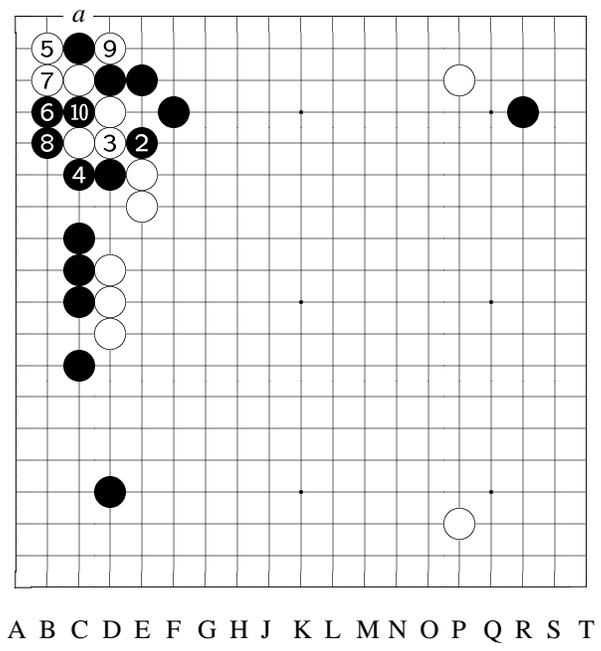
board. Next move (W #24) is difficult.

[See the variation.]

24: Based on the above reasoning, W #24 therefore invades 3-3 immediately. This is a move by Hashimoto 9-dan after a deep thinking.

[The variations show the references.]

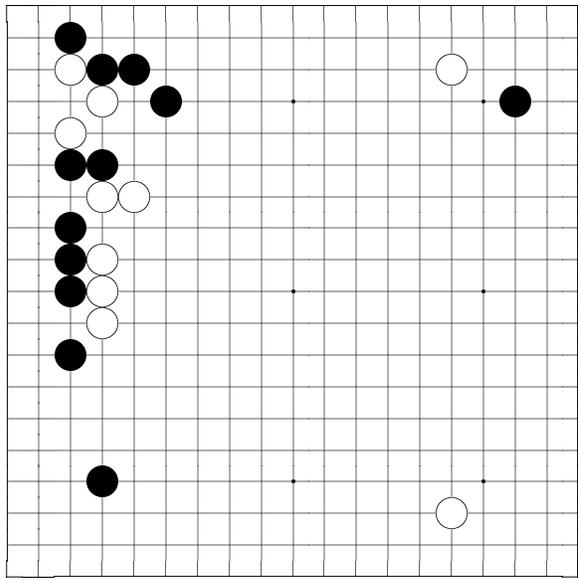
25: If B #25 blocks at [a], the space above would be too narrow; not good.



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**Variation 9** at move 22 in Diagram 9: 1-10

**variation (W #22)**  
[When B [C8]...]  
1: Pass  
If W tenuki...  
2: B [E15] hane is a severe move.  
10: To B [C16], B captures three W stones for a huge profit. Also, after B later makes moves to the right, B[a] would be possible, therefore W corner is not clean yet.

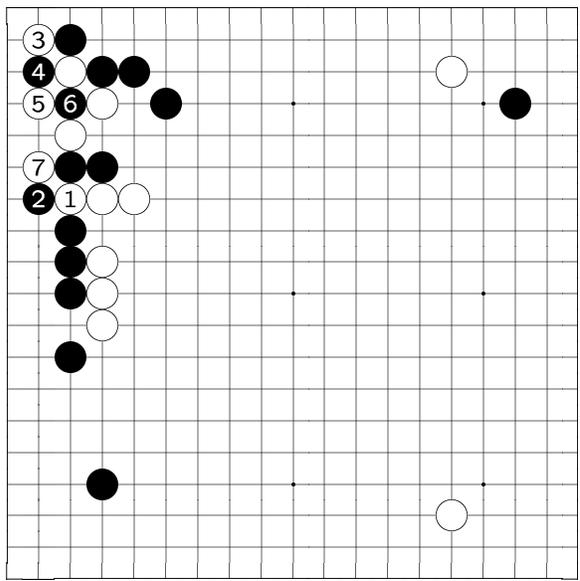


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**Variation 10.1** at  
move 10 in Vari-  
ation 10

**variation 1 (B #15)**

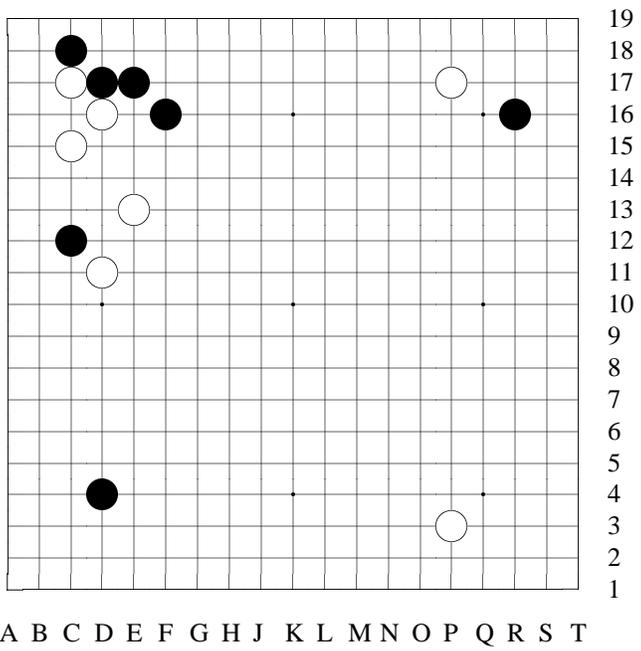


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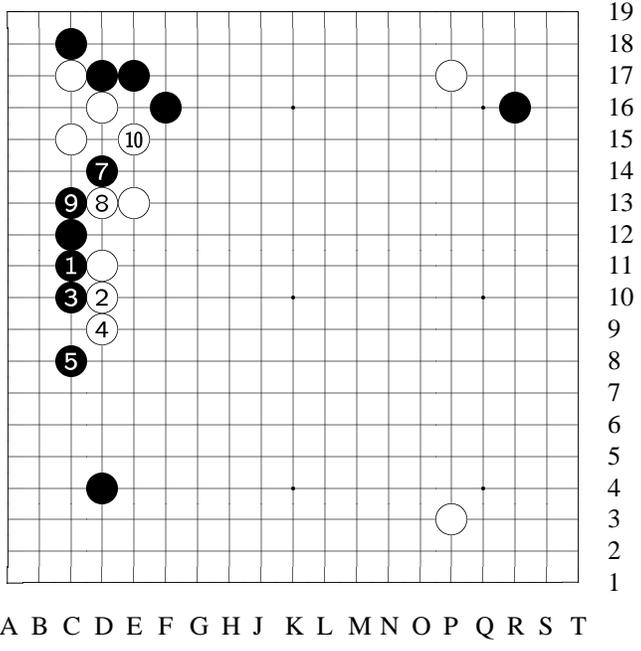
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**Variation 10.1**  
(continued): 1-7

**variation**  
If this move plays  
here instead...  
1: W pushes one  
move...  
3: Then immediat-  
ly takes the advan-  
tage of this hane...  
7: To here, B gains  
nothing.



**Variation 10** at  
move 23 in Diagram  
9



**Variation 10** (con-  
tinued): 1-10

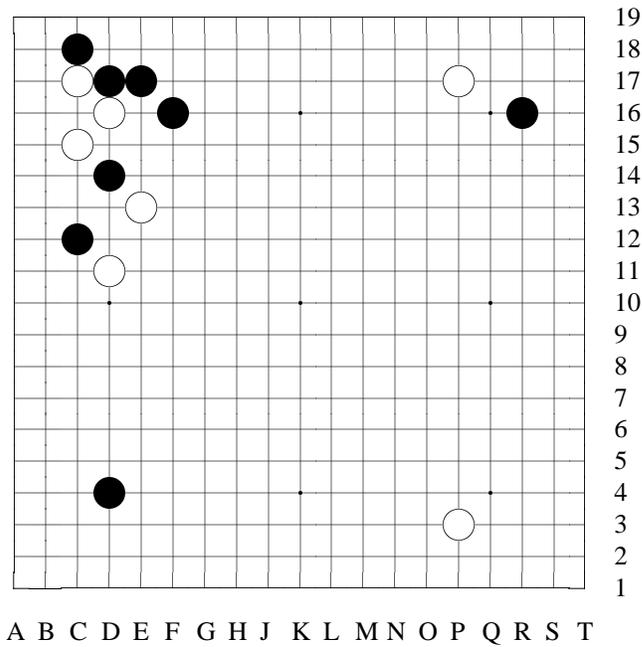
**variation 1 (B #15)**  
[When  
earlier W [D11]...]  
1: If B extend im-  
mediately  
[instead of the actu-  
ally played [D14]...]  
6: Pass  
Now W can tenuki.  
7: That is to say,  
if B crosses through  
the diagonal jumps  
now...  
8: [W does not play  
[E14] anymore...]  
9: [See the variation  
(in the variation) of

this move.]

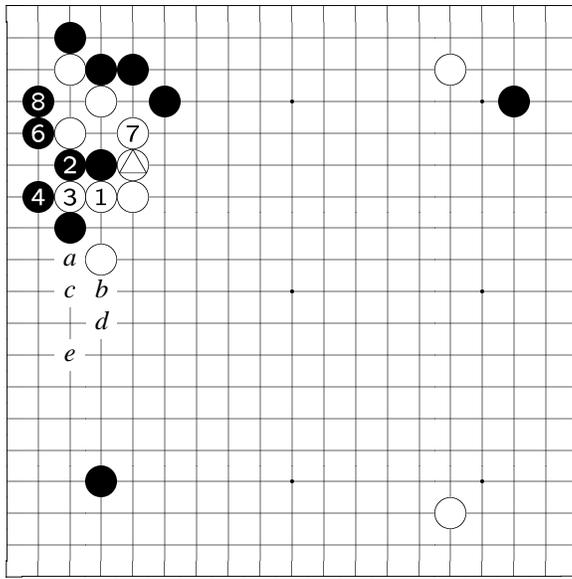
10: W can settle the group this way.

[And B gains nothing.]

Therefore, if B wants to cross through the diagonal jump, the move actually played [#15, D14] caught just the right timing. Even a slight delay could make things completely different.



**Variation 11** at  
move 23 in Diagram  
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A B C D E F G H J K L M N O P Q R S T

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**Variation 11** (continued): 1-8

⑤ at △

**variation 2 (B #15)**

[Now explain after B [D14]...]

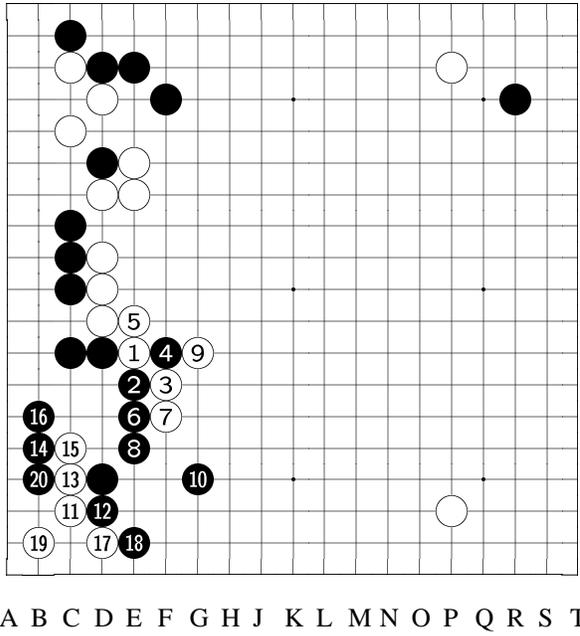
1: If W answers with [D13]...

8: To here, B gets home. If so, B[a]-W[b]-

B[c]-W[d]-B[e] exchange would be unnecessary. In the

game, however, B [D14] was played at the right time, forcing W at [E14], then

the [a-b-c-d-e] exchange became certain, and at the end, sente fell into B's hand.

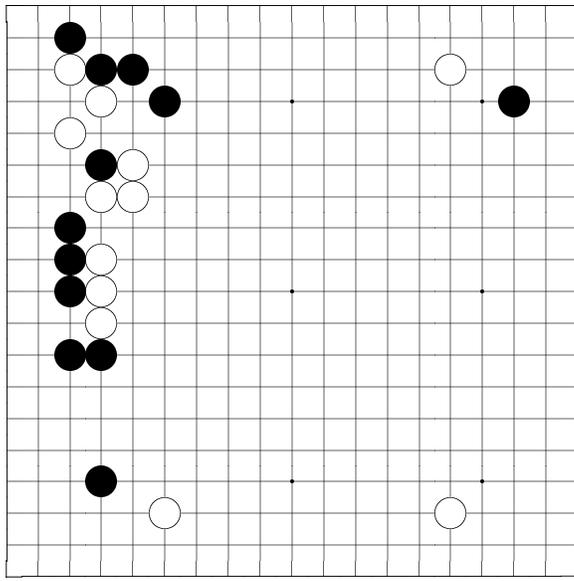


vades the 3-3 point...  
 14: B has this keima, and W doesn't live.  
 15: Next, if W extends...  
 20: When B [B4] extends, W is dead.

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**Variation 12** at  
 move 24 in Diagram  
 9: 1-20

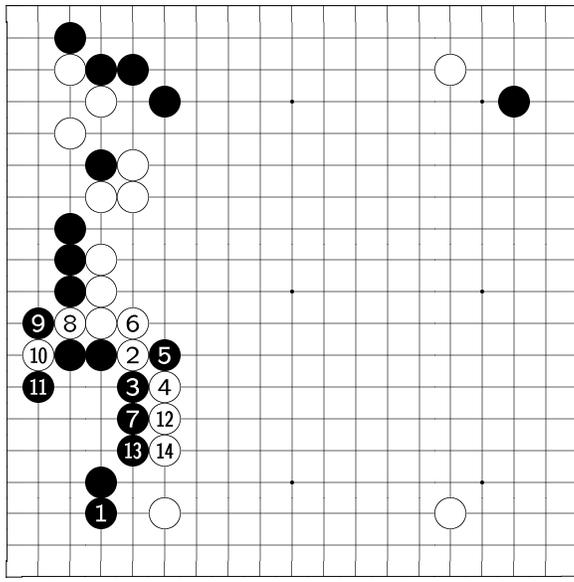
**variation (W #24)**  
 [When  
 B gets [D8]...]  
 1: W might first  
 think of [E8] hane...  
 3: Then another  
 hane...  
 4: But if so...  
 9: When W [G8]  
 captures one B s-  
 tone...  
 10: B [G4] keima,  
 and B might get the  
 whole corner. That  
 is to say —  
 11: Even if W in-



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**Variation 13** at  
move 25 in Diagram  
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**Variation 13** (con-  
tinued): 1-14

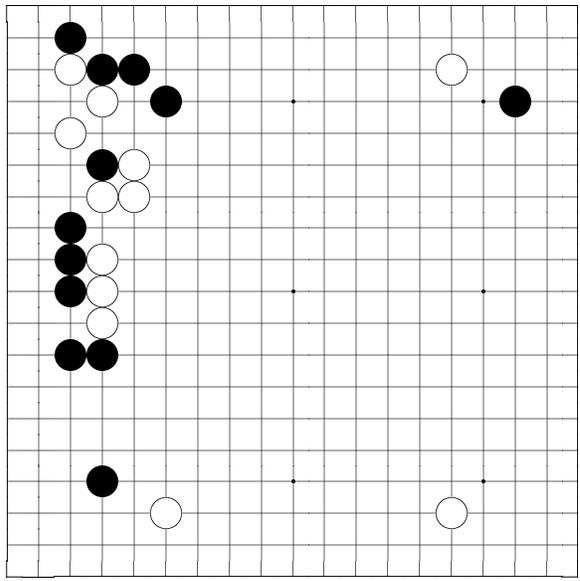
**reference 1**

It seems that W [F3]  
to approach this way  
can also be consid-  
ered.

1: If B protects the  
corner with a "pil-  
lar" move...

2:  
W could choose the  
following moves...

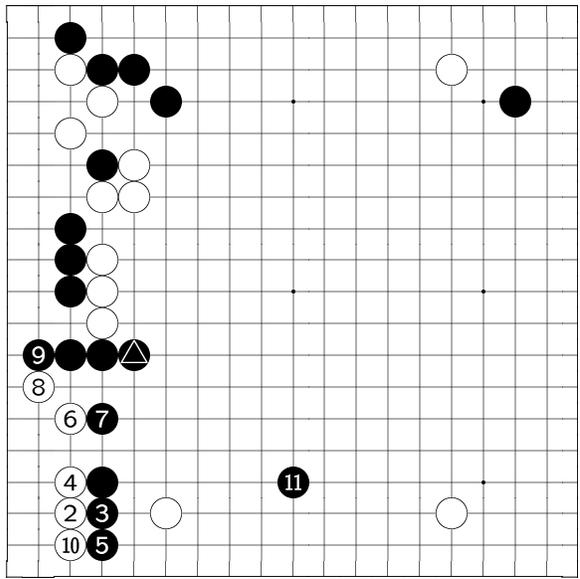
14: To here, W seal-  
s B inside and get-  
s a solid wall. This  
way, W can be satis-  
fied. However —



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**Variation 14** at  
move 25 in Diagram  
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**Variation 14** (con-  
tinued): 1-11

① at ▲

**reference 2**

When W [F3] kakari  
[approach]...

1: If B [E8] extend-  
s out one step, then  
W would not easily  
get a satisfactory re-  
sult.

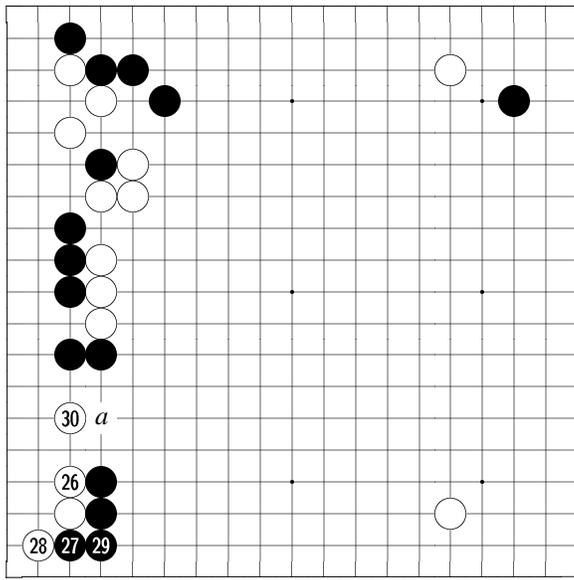
2: Next if W invades  
the corner...

3: B blocks from  
this side...

10: To here, B let W  
live inside...

11: [But] then B

[K4] gets an extremely good point, and the move extended out [E8] is now shining. Clearly B is better.



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**Diagram 10:** 26-30

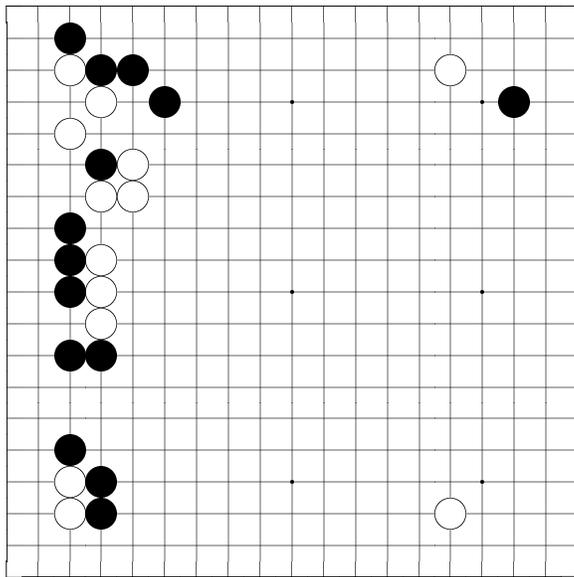
27: When there are [C8-D8] stones [marked], B #27 hane [and next after W [B2], #29 connecting at [D2]] from this side is common sense. In this game, however —

[See the variation.]

30: After W #30 jumps, B feels unexpectedly difficult.

At this moment, B[a] is the shape, but —

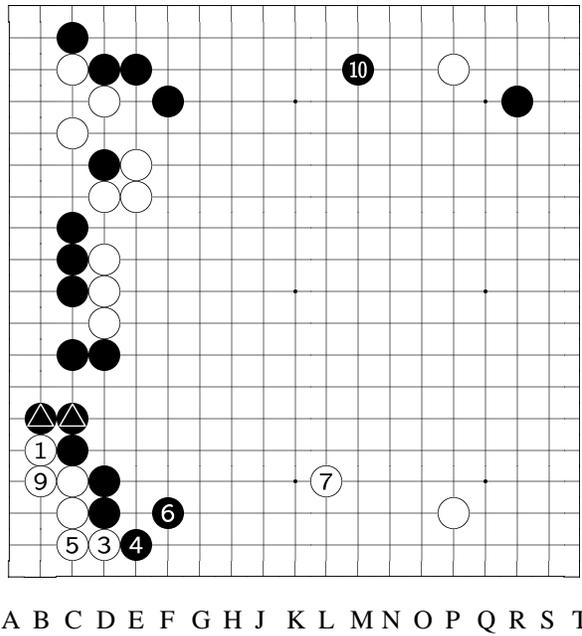
[See the variation.]



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**Variation 15** at move 28 in Diagram 10



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**Variation 15** (continued): 1-10

②, ③ at ▲

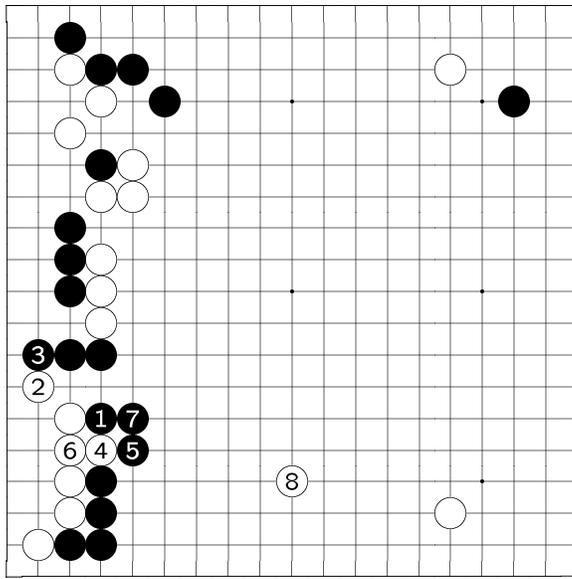
**variation**

[In this game,] B is better to hane from this side [C5]...

6: This sequence would be certain.

10: Up to here. Then, why didn't W choose this variation? Because this way, the [marked] stones at the left side look heavy, and [L4] big point was occupied by W in sente;

more or less B wasn't satisfied with this picture. However, based on the results, in this picture, after B gets #37 [M17], B shape is very thick, and it is much better than B's later situation in actual play.

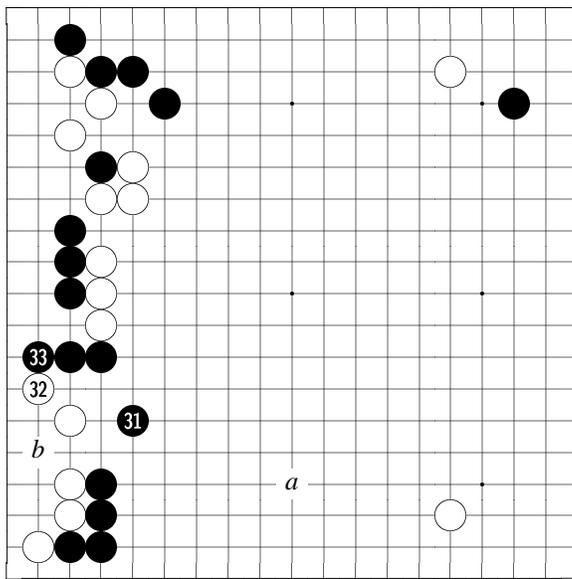


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**Variation 16** at  
move 31 in Diagram  
10: 1-8

**variation (W #31)**  
[When W [C6]...]  
1: If B [D6]...  
6: W would live in  
sente...  
8: And W imme-  
diately gets this big  
fuseki point. This  
way of playing [by  
B] is conservative  
and inefficient.

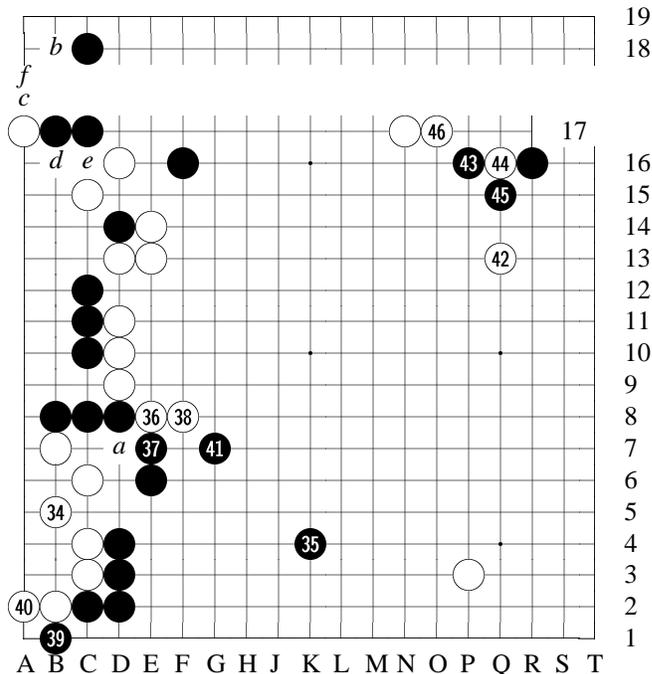


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**Diagram 11:** 31-33

31: B #31's shape is  
thin. But to get sente  
to play [a], B has no  
other choice.  
*If W tenuki here,*  
*B[b] and W dies.*  
32:  
Now W is forced to  
live in gote.

**Diagram 12:** 34-46

start a ko fight at upper left corner with W[b]-B[c]-W[d]-B[e].

If W wins this ko, after W[f] to finish the ko, W[a] cut would become extremely powerful. But now there is no appropriate ko threat, so starting the ko fight is still early.

The importance of [a] cut is —

[See the reference.]

41: B #41 jumps. On one hand it strengthens the lower side, on the other hand it advances to the center.

42: Under the current circumstances, there are many points available for W #42. In the game, W #42's purpose is —

[See the reference.]

43: [But,] B unexpectedly presses a W stone [instead of the kosumi variation shown previously], and this does not follow W's plan.

W next move —

[See the variation.]

44: Therefore W #44 wedging in is the only move.

Next if B —

[See the variation for B #45.]

45: But, after #45 [indeed] atari...

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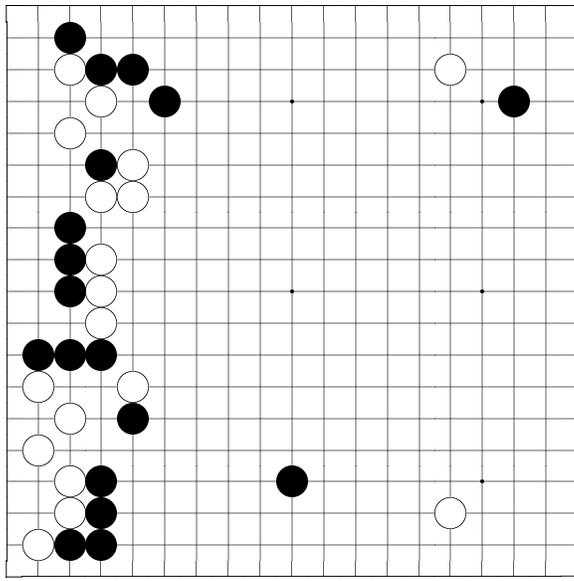
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35: And B gets to play this big fuseki point. Although B achieves this goal, but B's overall shape is thin, therefore the variation shown previously [at node #27] is better.

36: W #36 is correct. This move —

[See the variation.]

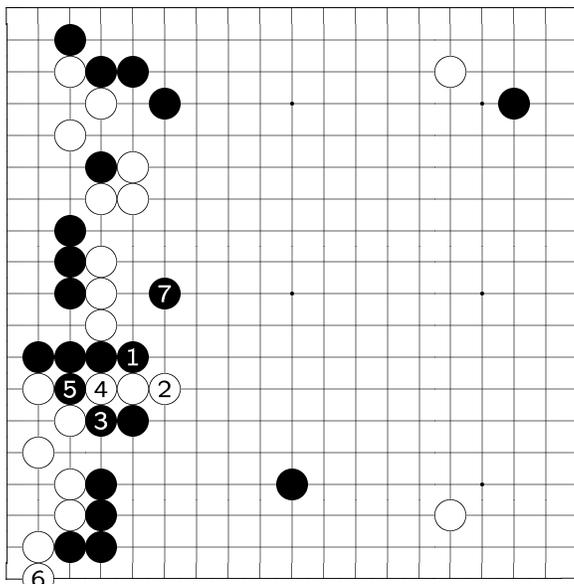
38: W #38 is aiming at [a] cut, and at the same time, it prepares for a chance to



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**Variation 17** at move 37 in Diagram 12

A B C D E F G H J K L M N O P Q R S T

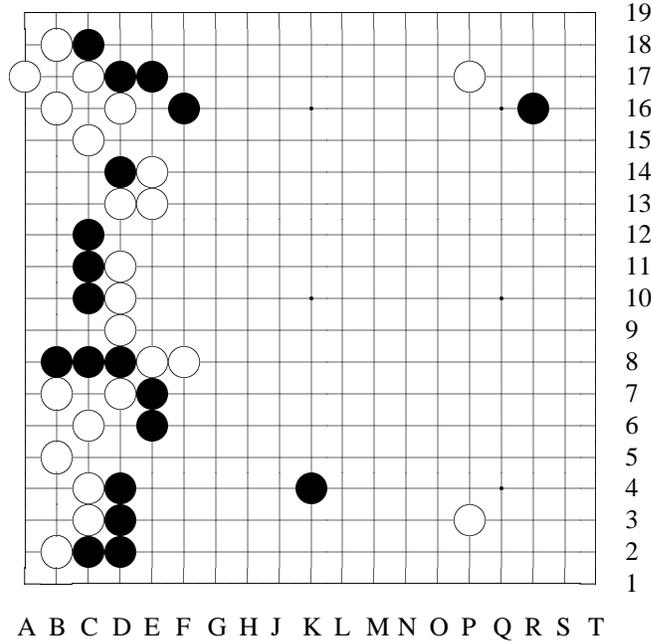


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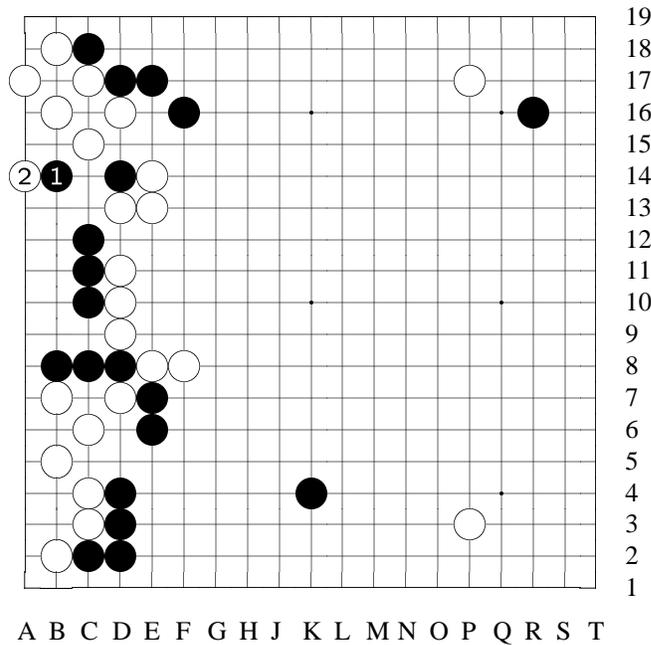
**Variation 17** (continued): 1-7

**variation**  
If W tries to separate B this way...  
1: B [E8] is good...  
3: So is B [D6]...  
5: When B cuts here...  
6: W [B1] cannot be omitted.  
7: Then B [F10] keima, and W is not good.

A B C D E F G H J K L M N O P Q R S T

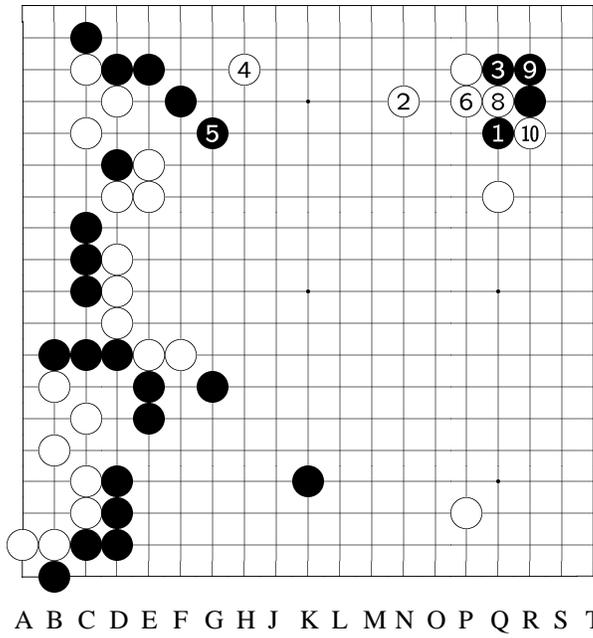


**Variation 18** at  
move 39 in Diagram  
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**Variation 18** (con-  
tinued): 1-2

**reference**  
Suppose W has won  
the ko fight at upper  
left corner, and W  
has had [D7] cut...  
1: When B [B14]...  
2: W can play here –  
W will get at least a  
ko here.



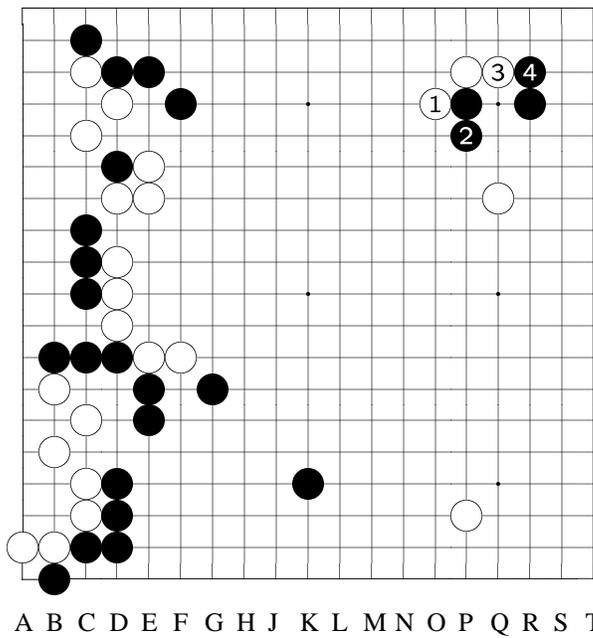
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**Variation 19** at  
move 43 in Diagram  
12: 1-10

**reference**

[W [Q13] is to hope  
— ]  
1: If B [Q15] kosu-  
mi...  
2: [A joseki.]  
3: When B kosu-  
mi again...  
4: W [H17] to force  
an exchange with B  
first...  
6: \*Then\* W [P16]  
extends.  
7: Pass  
This way, when later  
W has chance...

10: W has this tesuji.



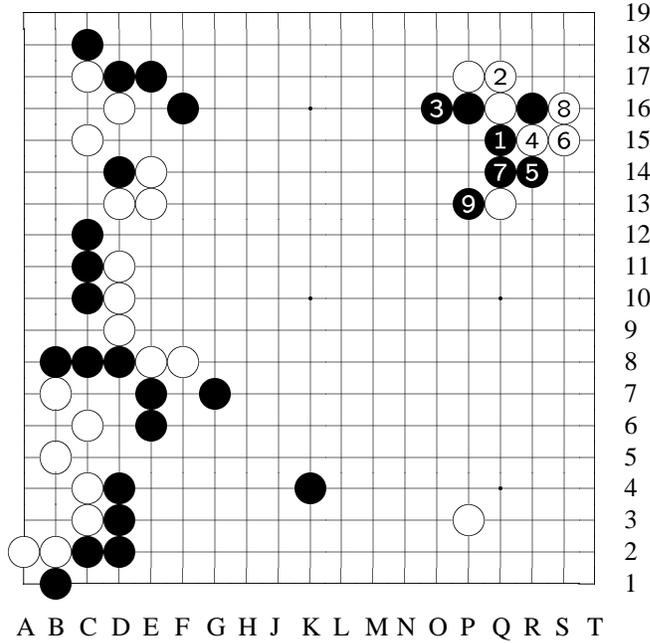
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**Variation 20** at  
move 44 in Diagram  
12: 1-4

**variation (W #44)**

[When B [P16]...]  
1:  
If W [O16] hane...  
3: And [Q17] ex-  
tends...  
4: To here, B get-  
s the corner and is  
extending out [P15].  
This way, B is too  
easy.

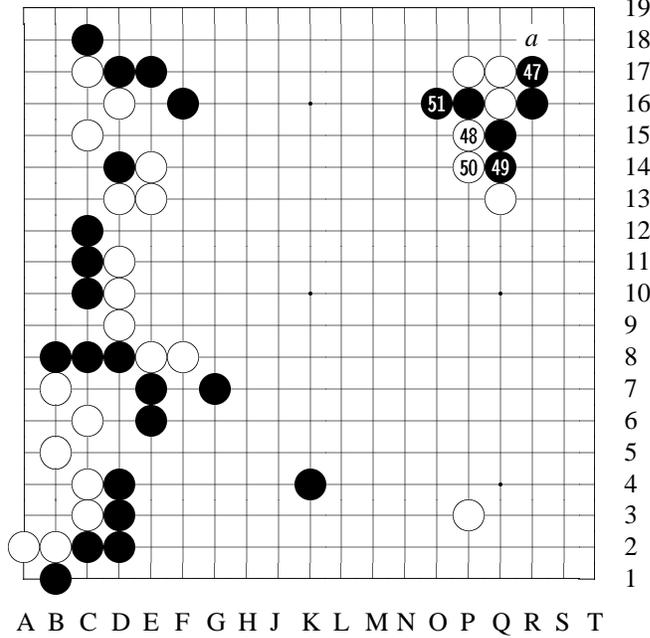
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**Variation 21** at  
move 45 in Diagram  
12: 1-9

**variation (B #45)**  
[When W  
[Q16] wedges in...]  
1: If B atari and ex-  
tends...  
9: To here, W's  
profit at the corner  
is too large. That's  
why [the unexpect-  
ed] B [P16] is rarely  
applied in the past.



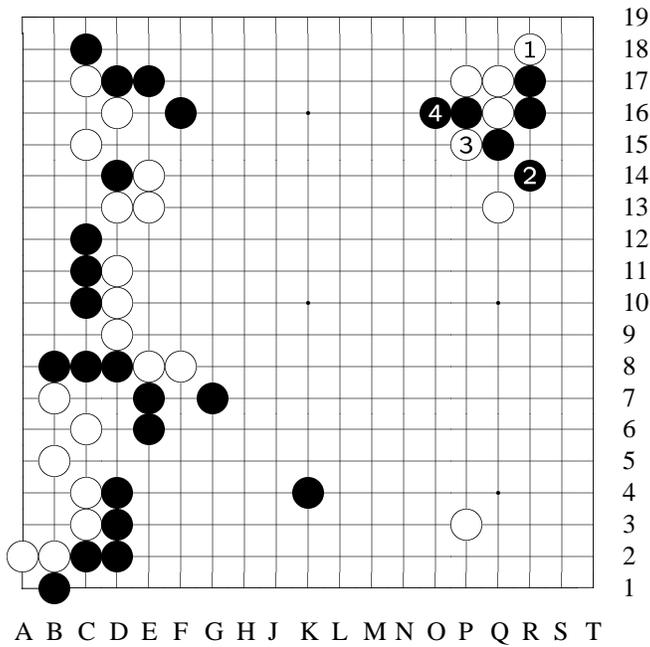
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**Diagram 13:** 47-51

47: B has this vari-  
ation for #47 [it was  
[O16] in the vari-  
ation shown previ-  
ously]. I think this is  
a powerful tactic.  
Next if W[a] —  
[See the variation.]  
48: W #48 cut is the  
only move.  
Against W #48 cut  
—  
[See the variation  
for B's next move.]  
50: W #50 this  
move —  
[See the variation.]

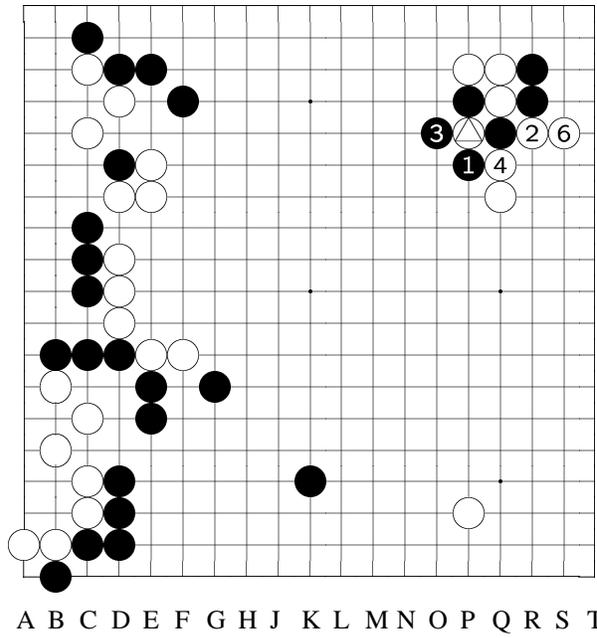
51: B #51 extends absolutely. Let W to capture a stone [P16] now is unbearable.  
*At the time, Go Seigen 9-dan had beaten all the top players in 10-game series, thus becoming the undisputable "Number One."*

*The winner of a championship match was called a "champion." This kind of matches have been numerous and frequent, thus more and more "champions" have appeared. But to beat all these champions to become go world's "Number One," there was no one but Go Seigen.*



**Variation 22** at  
 move 48 in Diagram  
 13: 1-4

**variation (W #48)**  
 [When  
 B [R17] blocks...]  
 1:  
 If W [R18] hane...  
 2: A hanging con-  
 nection. B is good.  
 3: Next if W cuts...  
 4: B extends and B  
 is ready for the fight.



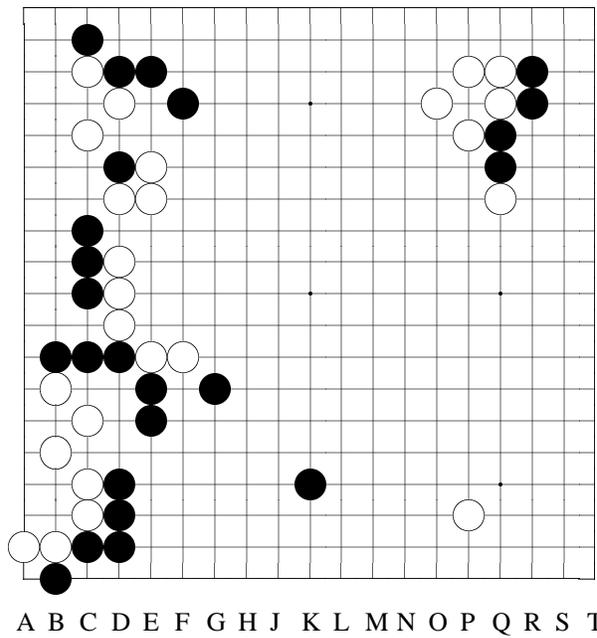
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**Variation 23** at  
move 49 in Diagram  
13: 1-6

5 at

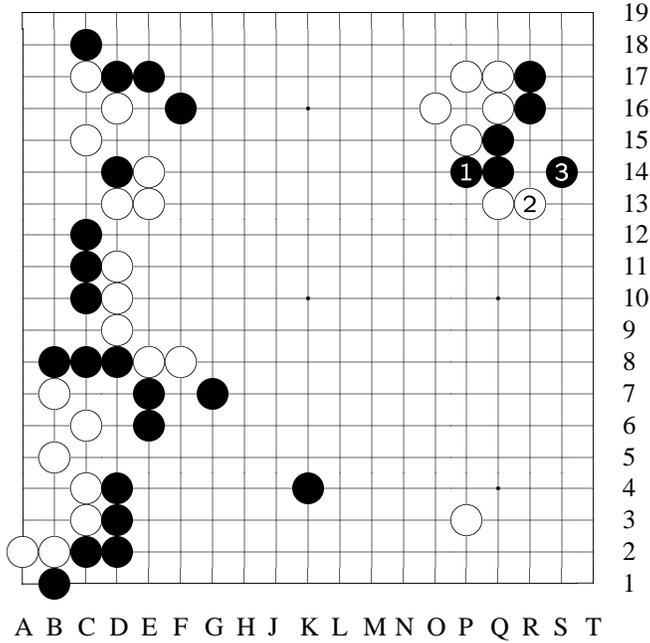
**variation (B #49)**  
[When W [P15] cut-  
s...]

- 1: If B responds this way...
- 2: W would cut from below...
- 6: To here, W's profit is too huge. B loses too much.



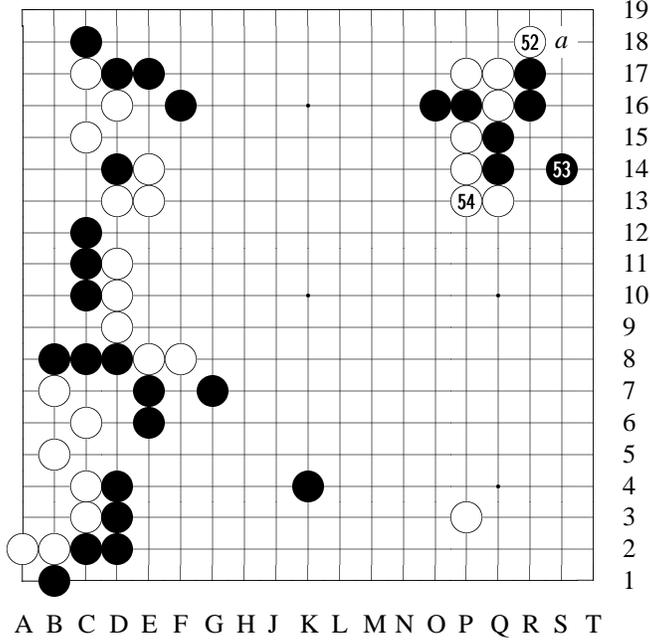
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**Variation 24** at  
move 51 in Diagram  
13



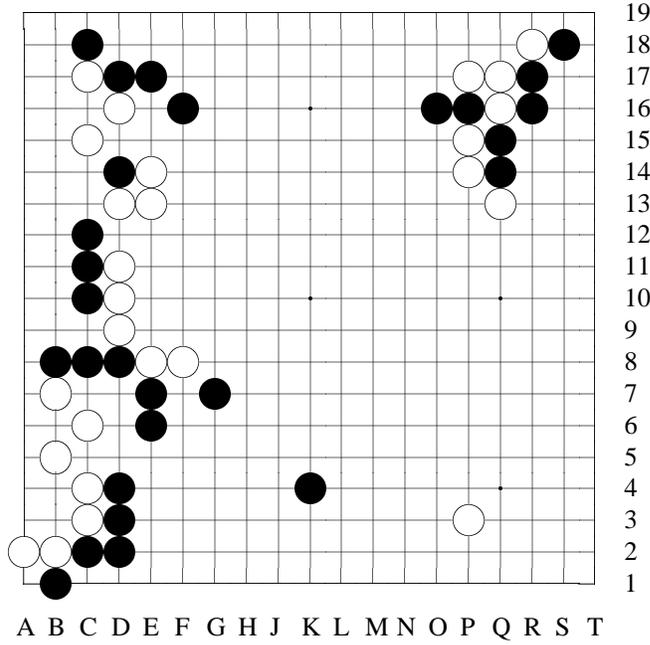
**Variation 24** (continued): 1-3

**variation**  
 If W captures one B stone [P16]...  
 3: Then these moves are certain. Locally, it seems to be a fair trade between the two sides, but globally, W's central thickness is hurt. W is unfavorable.

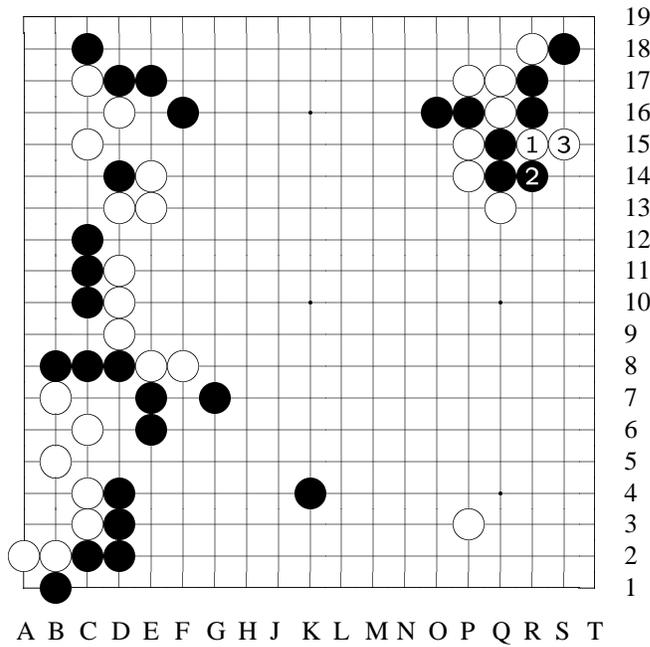


**Diagram 14: 52-54**

53: If B #53 carelessly plays [a] hane —  
 [See the variation.]  
 54: If W #54 —  
 [See the variation.]

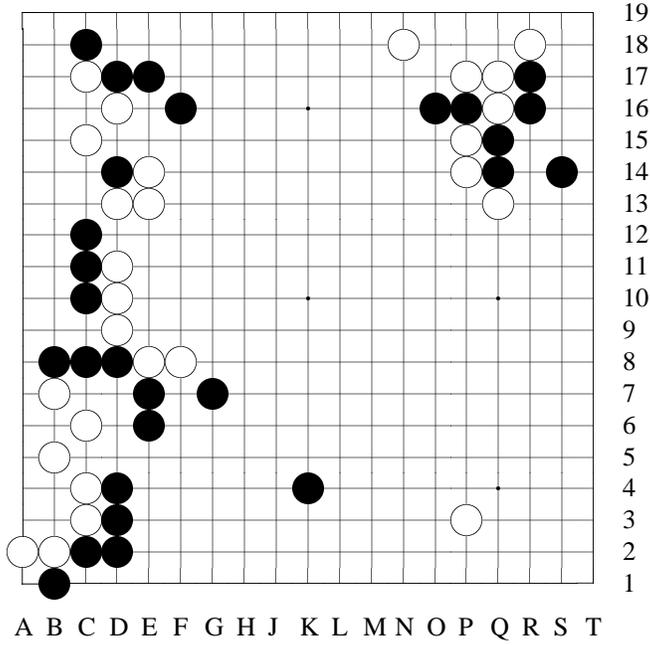


**Variation 25** at  
move 54 in Diagram  
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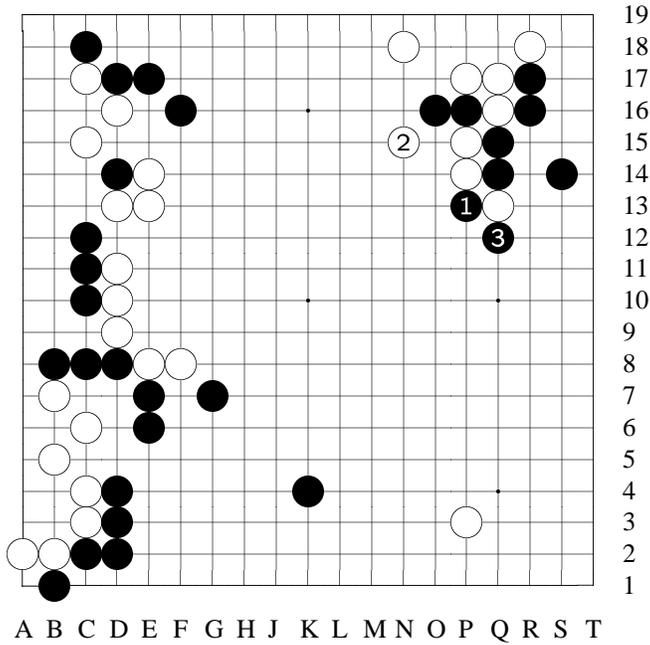


**Variation 25** (con-  
tinued): 1-3

**variation**  
[If B plays [S18]...]  
3: W cuts and ex-  
tends. Either side of  
the B stones would  
be captured.



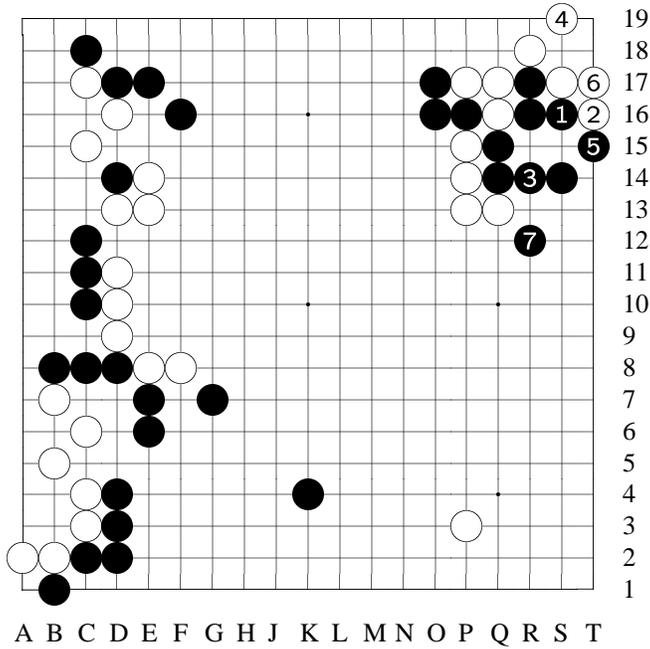
**Variation 26** at  
move 55 in Diagram  
14



**Variation 26** (con-  
tinued): 1-3

**variation**  
[If W chooses to  
play [N18] keima ...]  
3: To here it's an ex-  
change. This is the  
simpler way of play-  
ing, but W certainly  
can't be satisfied.



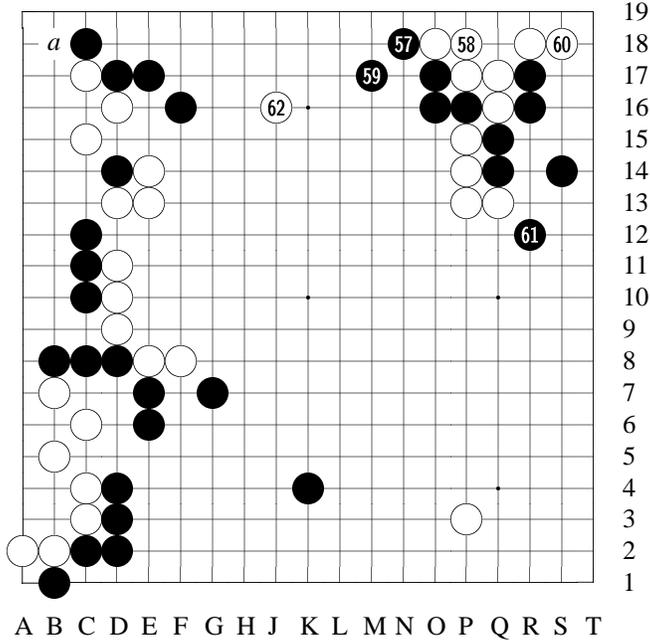


**Variation 27** (continued): 1-7

**variation**

If W plays [S17] hane ...

7: To here, B simply lives completely. This way of playing [by W] is not appropriate.



**Diagram 16:** 57-62

59: After these exchange moves...

60: W #60 to simply extend is good. This way, B is still not completely settled, and this is certainly better [for W] than the variation [at node #56].

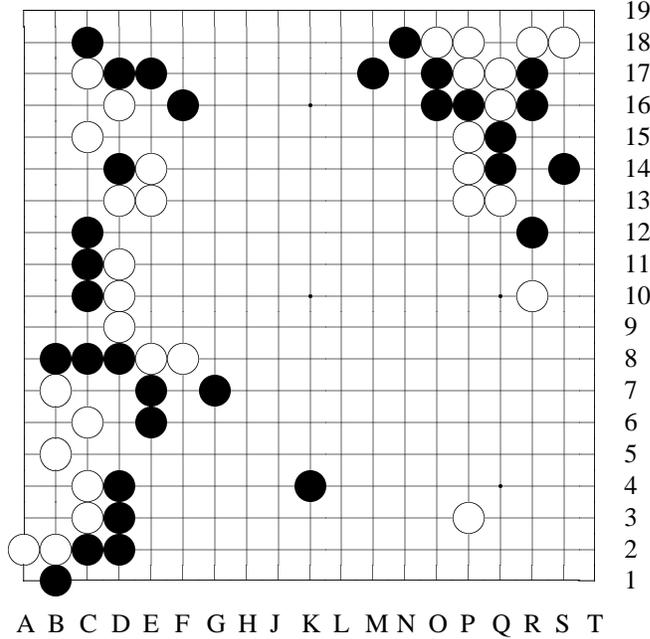
61: B #61 has no other choice.

62: W #62 this move —

[The variations show two references.]

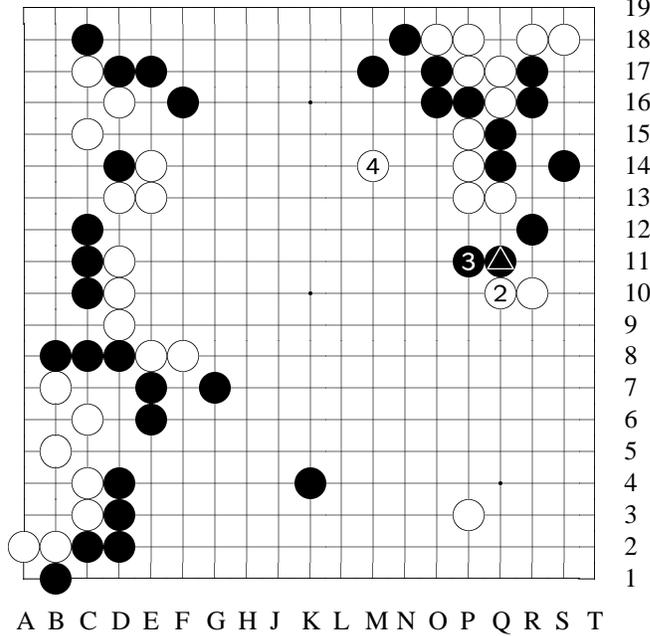
W of course has read out the above variations, and W is not going to make any haste actions. #62, therefore, invades.

W hopes to start a ko fight at upper left (at [a]), and is waiting for chances.



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**Variation 28** at  
move 63 in Diagram  
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**Variation 28** (con-  
tinued): 1-4

① at ▲

**reference 1**

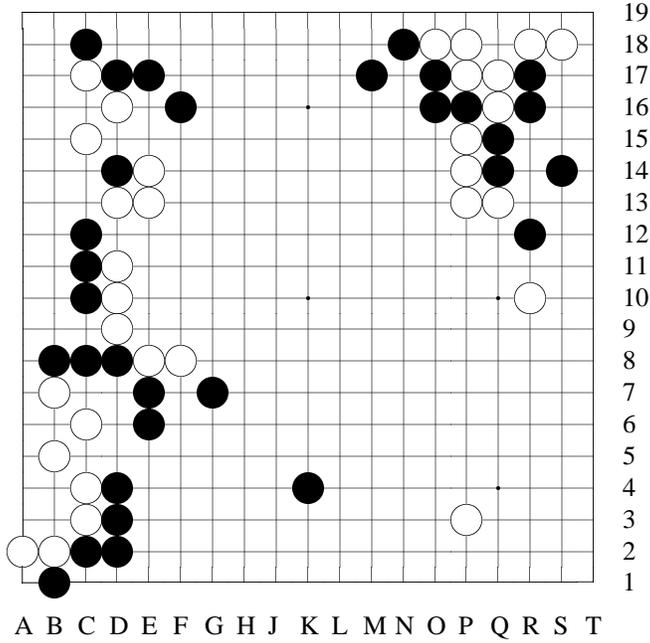
W [R10] to press B  
from this side would  
be good if...

1: [If] B tries to es-  
cape...

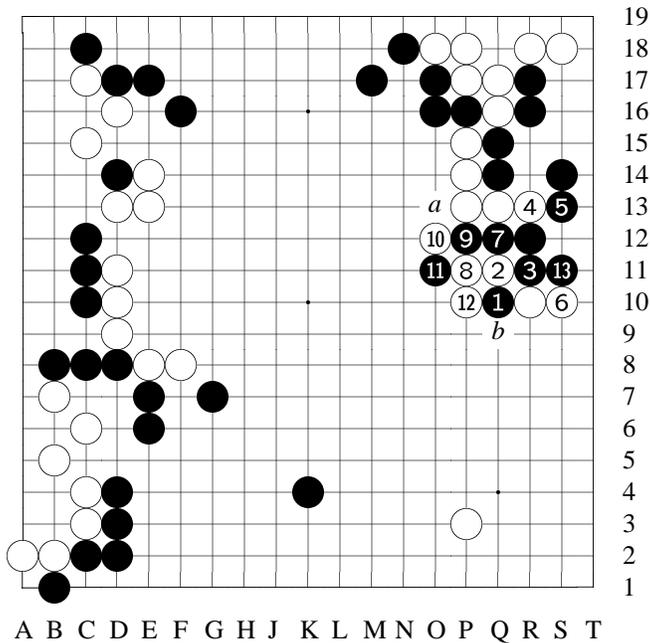
4: Then W [M14]  
jumps. This way,  
W is developing to-  
wards

the center, and at the  
same time putting  
pressure on B. If so,  
W is of course not  
bad. However, when

W [R10], B has a variation other than [Q11].



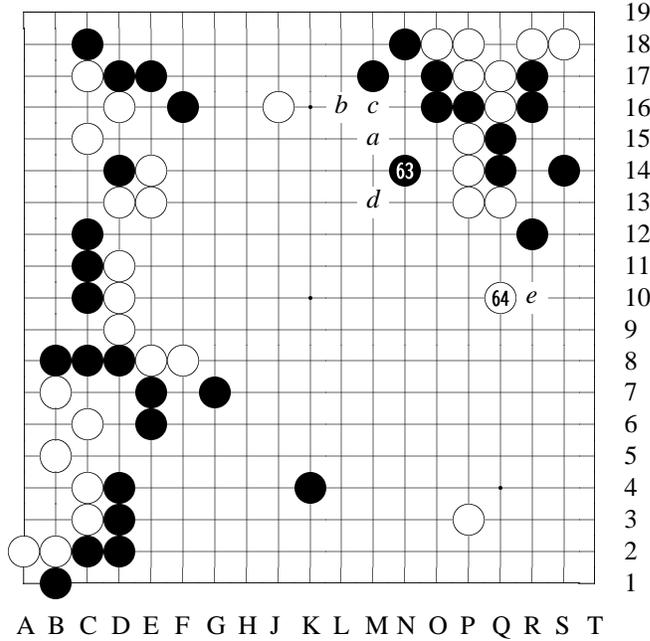
**Variation 29** at  
move 63 in Diagram  
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**Variation 29** (con-  
tinued): 1-13

**reference 2**  
[Again  
assume W presses B  
from here...]  
1: B could Q10 to  
severely attack this  
W stone...  
2: If W doesn't give  
in...  
6: To here is a cer-  
tain sequence...  
7: Then B [Q12]  
pushes out, and W  
cannot seal B —  
8: If W tries hard to  
block B...  
11: After B atari...

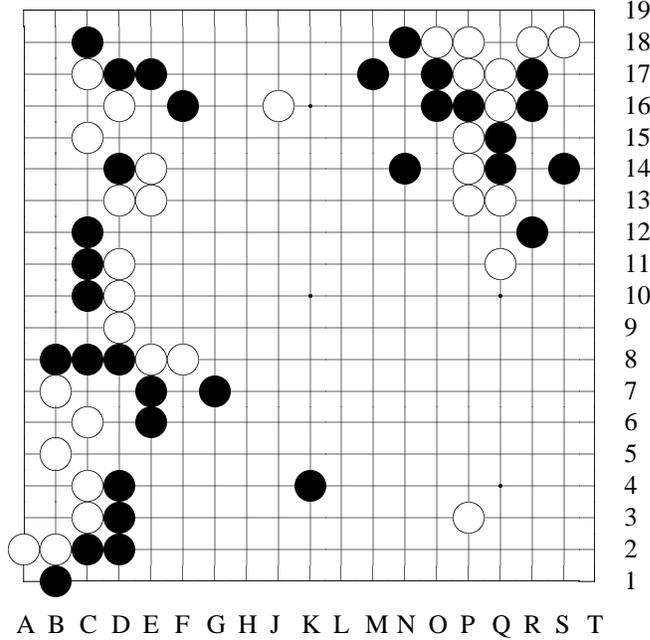
13: B [S11]. Now [a] and [b] are miai for B; either side of W stones would be captured.



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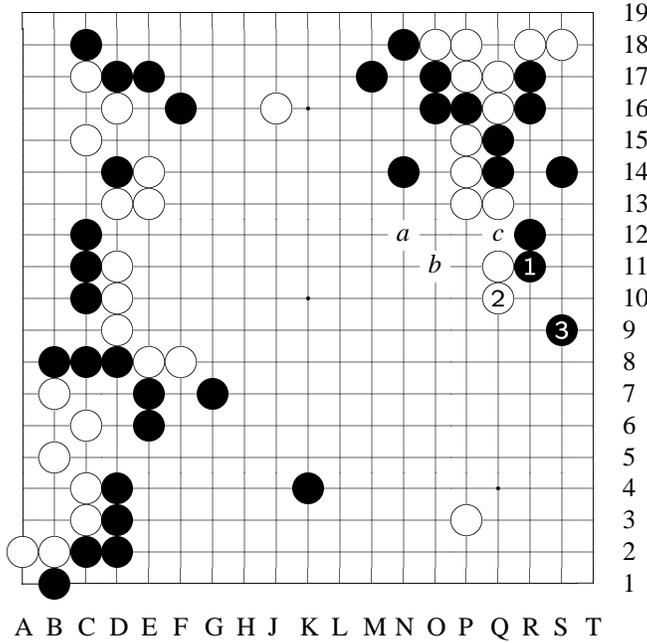
**Diagram 17:** 63-64

63:  
On first look, B[a] is the shape for B. But if so, W[b] immediately peeps — when B[c] connects, W[d] boshi [cap]. As soon as W gets [d], W[e] would be severe now. This way, B[a] clearly becomes a bad move. In actual play, B #63 [N14] to press the four W stones is appropriate.  
64: W #64 —  
[See the variation.]



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**Variation 30** at move 65 in Diagram 17



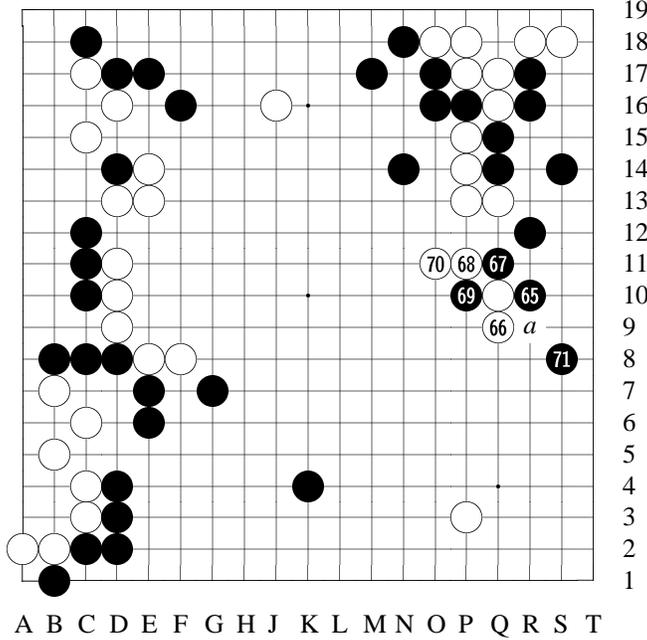
**Variation 30** (continued): 1-3

**variation**

If W covers with this move [Q11]...

1: That would give B a chance to extend...

3: And B keima. Later, after B[a], B would have [b] and [c] points to attack W.



**Diagram 18:** 65-71

66: If W #66 to play [a] hane instead, B would cut at #66 [Q9] right away — W[a] would be an overplay.

Both

*Hashimoto Utaro 9-dan and Go Seigen 9-dan were disciples of Segoe Kensaku 9-dan. Hashimoto was in fact Wu's elder study-mate. Before Go Seigen's move to Japan, Inoue Kohei 5-dan had discovered*

*Wu's genius when he visited China. In 1928, when Hashimoto Utaro visited China, he played Go Seigen (then 14) two games. Wu took black (H-1) and won both — those were the first matches between the two; Hashimoto was 4-dan at that time. Af-*

ter WWII, they played each other many times. For example the 1946 Wu-Hashimoto 10-game series; 1950 Wu-Hashimoto 3-game series; 1950 Wu-Hashimoto 10-game series; 1957 the First Japan's Strongest Deciding Matches; 1958 the Second Japan's Strongest Deciding Matches; 1959 the Third Japan's Strongest Deciding Matches; and 1961 the First Meijin Sen; etc. Go Seigen beat all the top players in 10-game series, as mentioned before, and the first 10-game series of such was started between Wu and Hashimoto.

67: B #67 a "hanging connection" to...

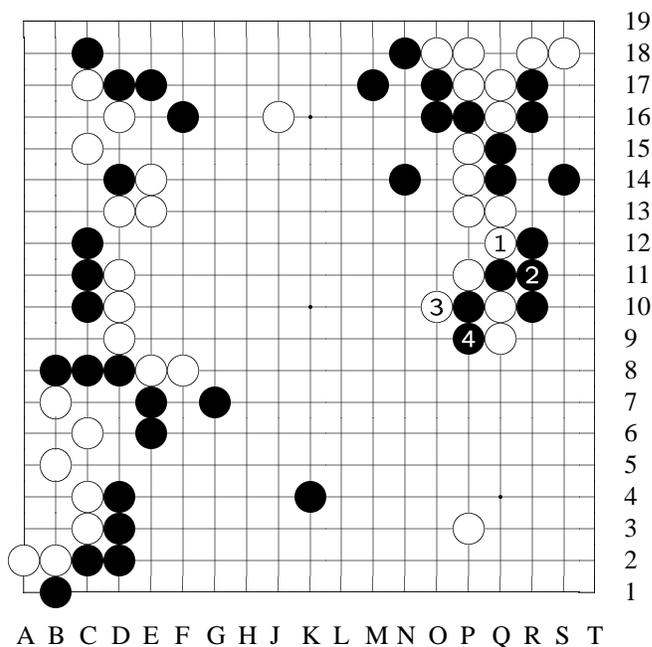
68: [To] force W #68 to block is to take into account the fact that a ladder would work for B.

69: When B #69 cuts —

[See the variation for W's next move.]

71: B #71 this move is aiming at —

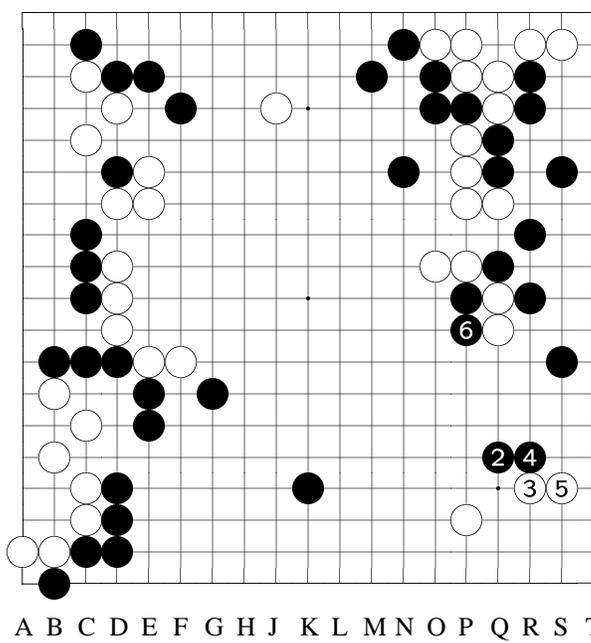
[See the reference.]



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**Variation 31** at  
move 70 in Diagram  
18: 1-4

**variation (W #70)**  
[When B [P10]...]  
1: If W [Q12] atari...  
4: W doesn't have a  
ladder working. W  
is clearly unreason-  
able.

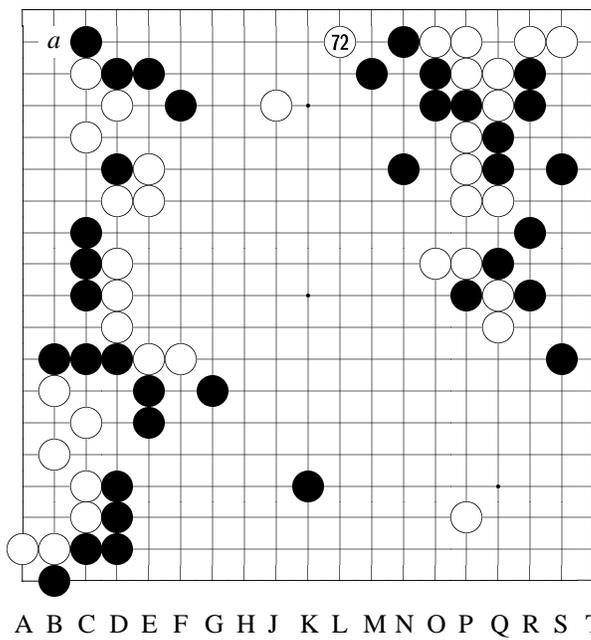


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**Variation 32** at  
move 72 in Diagram  
18: 1-6

**reference**

[The purpose of B  
[S8] is...]  
1: Pass  
[Later, when B has  
chance...]  
6: B [P9] captures  
the two W stones.

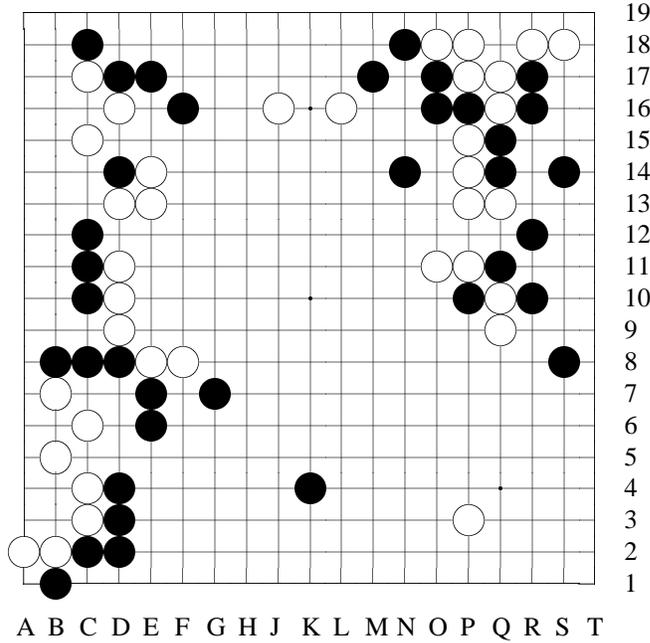


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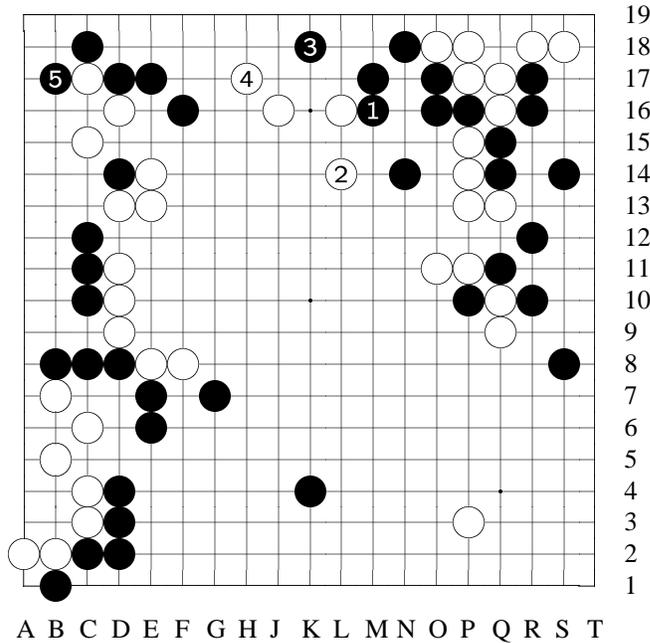
**Diagram 19: 72**

72: W #72 is a dif-  
ficult move.  
[See the variation.]  
[Indeed,] based on  
the current position-  
s, although W is  
thick, B is far ahead  
on territory.  
W also realizes that  
the chance to form  
territory at the center  
is uncertainly, so  
he chooses to play  
#72, on one hand  
keeping a pressure  
on B team, while on  
the other hand wait-  
ing for a chance to

play [a], using a ko fight to struggle. This strategy itself was not wrong, but based on the later result, this #72 is questionable.



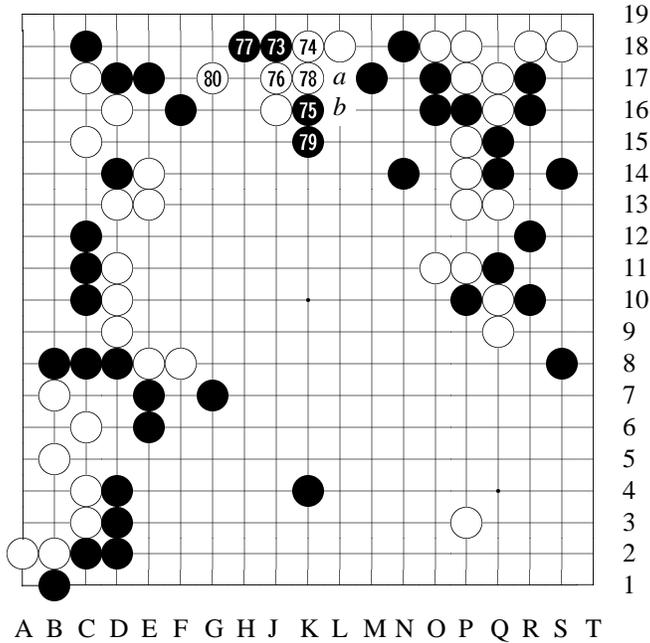
**Variation 33** at  
move 73 in Diagram  
19



**Variation 33** (con-  
tinued): 1-5

**variation**  
W could also [L16]  
jump  
[actually played at  
[L18]]...  
1: Forcing B to de-  
fend one move...  
2: Then jumps a-  
gain...  
4: And finally [H17]  
ko-  
sumi, and W shape  
is thick. Howev-  
er...  
5: [However,] this  
way, B would get  
[B17] to eliminate a-

ji at the corner. Probably W thought after this variation, W's territory would not be enough, so he adopted [L18] attack.



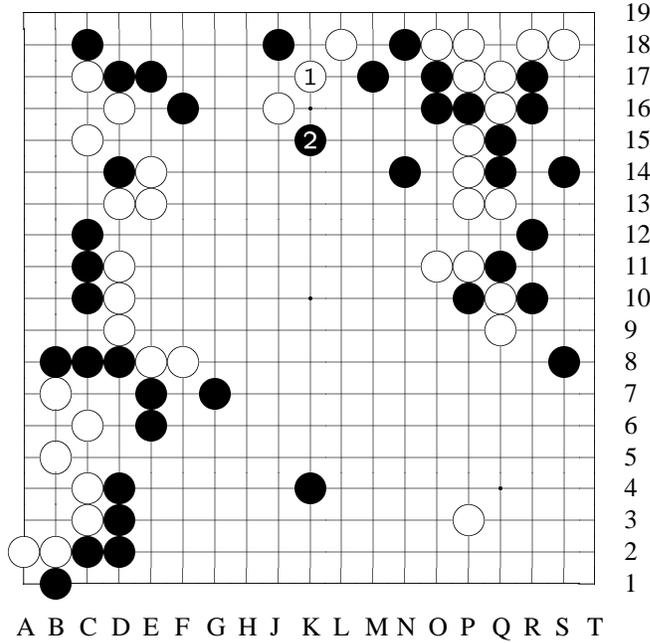
**Diagram 20:** 73-80

73: B #73 is tesuji.  
 Next if W[a], B[b]  
 hane and W is col-  
 lapsed. Also —  
 [The variations show the vari-  
 ations.]  
 75: B #75 is another  
 blow right at W's  
 weak spot.  
 This move —  
 [See the variation.]  
 How will W handle  
 B #75 with his next  
 move (W #76)? —  
 [See the variation.]  
 76: Based on the

above reasons, W #76 and...

78: [...And] #78 are not what W likes but he has no other choices.

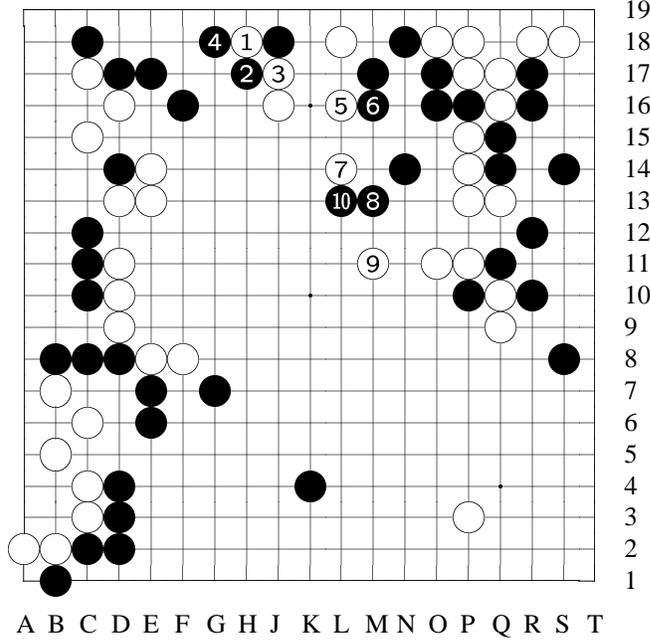
79: As a result, W [L18] stone becomes a bad shape. The result of a bad W stone [L18] is caused by the strong B tesujis of #73 and #75, and these two tesuji moves were led by W #72. When I previously said W #72 was questionable, the reason is shown here.



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**Variation 34** at  
move 74 in Diagram  
20: 1-2

**variation 1 (W #74)**  
[When B [J18]...]  
1: If W kosumi...  
2: B [K15] a shoulder  
hit is a tesuji.

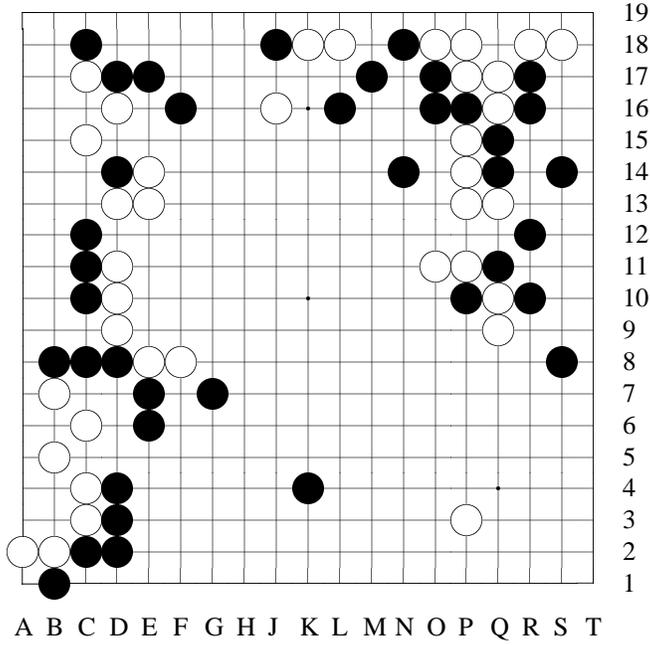


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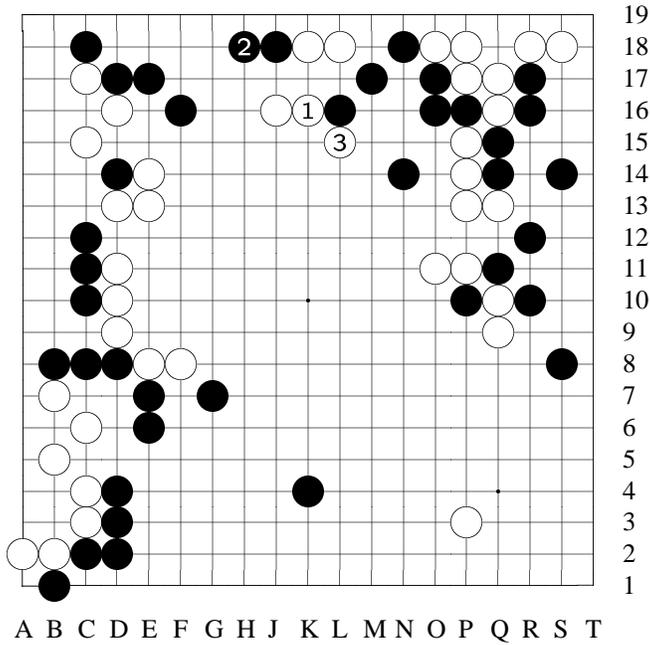
**Variation 35** at move 74 in  
Diagram 20: 1-10

**variation 2 (W #74)**  
[Again,  
when B [J18]...]  
1: What if W plays  
[H18] here?  
3: Suppose W origi-  
nates a fierce attack  
[against B team to  
the right] ...  
9: But...  
10: When B [L13],  
it becomes very dif-  
ficult for W to cap-  
ture this B team. In  
fact, if W is unable

to capture this B team, W himself would fall into trouble.

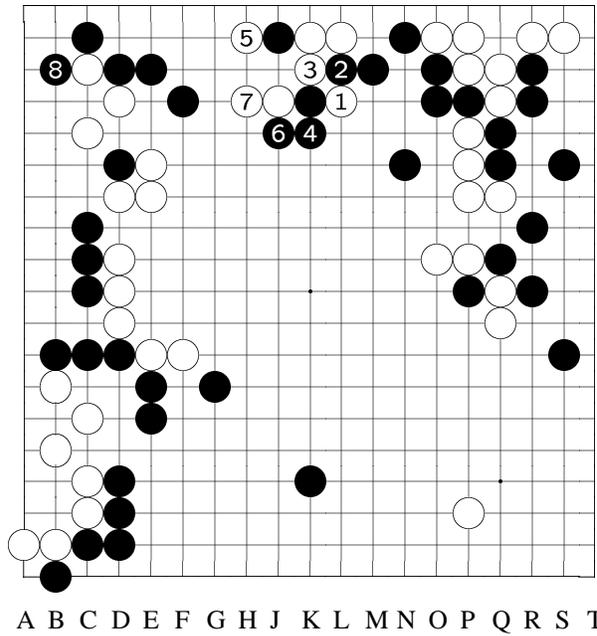


**Variation 36** at  
move 76 in Diagram  
20



**Variation 36** (con-  
tinued): 1-3

**variation**  
A kosumi seems to  
be a tesuji for B [in-  
stead of the actually  
played [K16]]...  
3:  
But after W [K16]  
and [L15] counterat-  
tack, B has no good  
moves to follow.

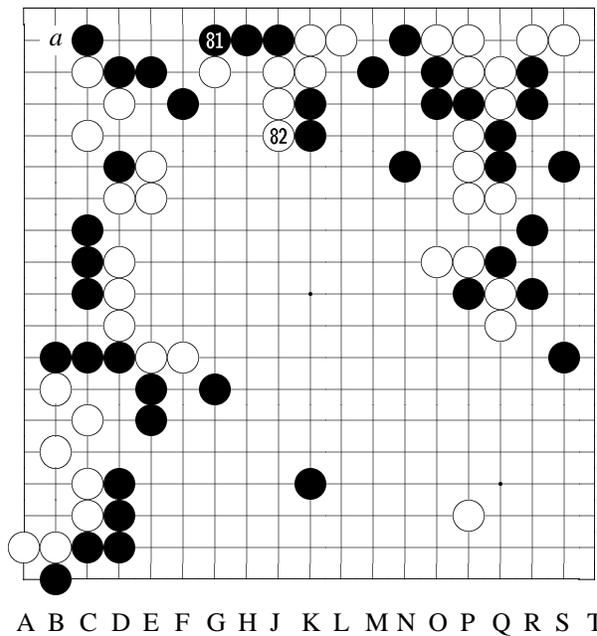


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**Variation 37** at  
move 76 in Diagram  
20: 1-8

**variation (W #76)**  
[When B [K16]...]  
1:  
If W plays [L16]...  
4: When B extends  
out...  
5: W [H18] cannot  
be omitted...  
8: When B [B17]  
hane, B teams on  
both sides live, and  
W's central thick-  
ness is gone. This  
way, W is frustrat-  
ed on both sides, and  
he has lost attacking

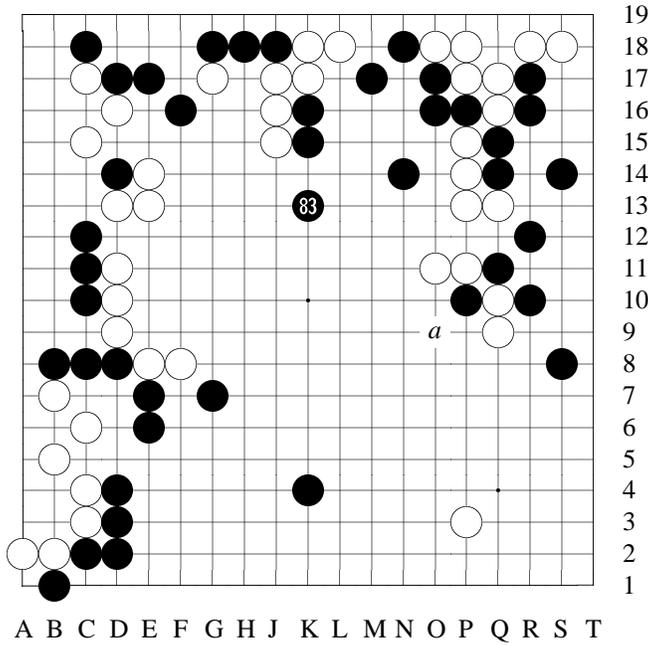


A B C D E F G H J K L M N O P Q R S T

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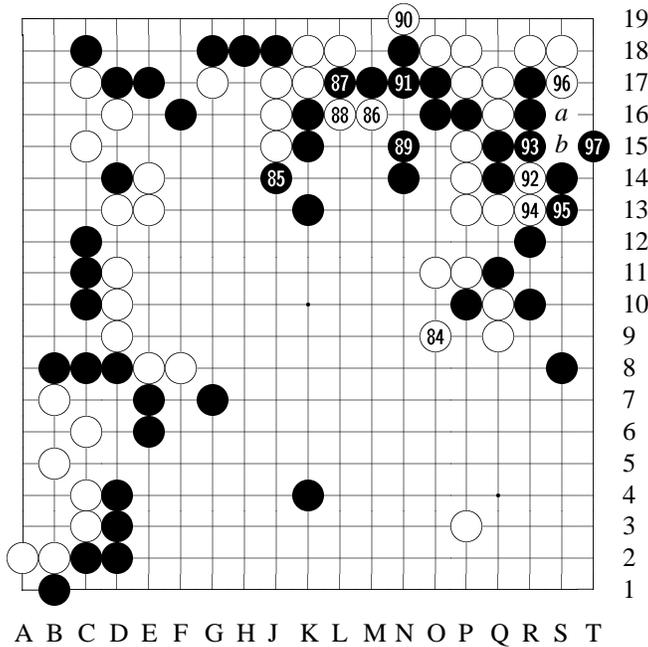
**Diagram 21:** 81-82

81: Earlier, W[a] to  
start a ko had al-  
ways been a threat to  
B's eyeshape, and B  
had to worry about  
it from time to time.  
But as soon as B get-  
s #81, a ko started  
by W [at [a]] is not  
serious anymore.  
82: To here, #82  
to escape is the on-  
ly way W could  
choose.



**Diagram 22:** 83

83: B #83 jumps out. B's pace is easy and smooth.  
 [Also,] W would have to play [a] geta sooner or later; this is always a burden to W.



**Diagram 23:** 84-97

84: W #84 —  
 [See the variation.]  
 In short, if W #84 doesn't capture one B stone first, it would be difficult for W to take any actions [elsewhere].  
 85: B #85. Normally, W would be in great danger and pain after such a hane move by B. In this picture, however, W has tesuji to connect at the upper edge in case of emergency.

86: W #86 and...

88: [...And] #88 are the tesuji moves to connect along the upper edge.

Next move —

[See the variation for B #89.]

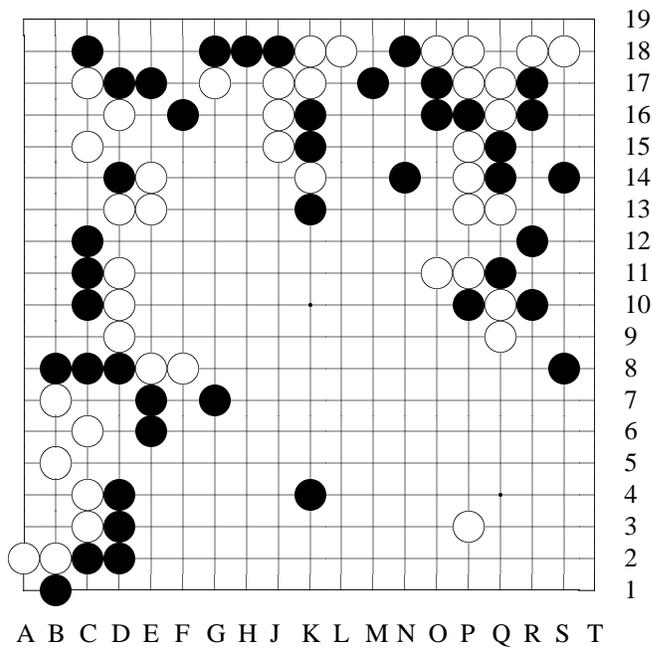
89: Therefore B #89 has no choice.

91: B #91 is also the only move.

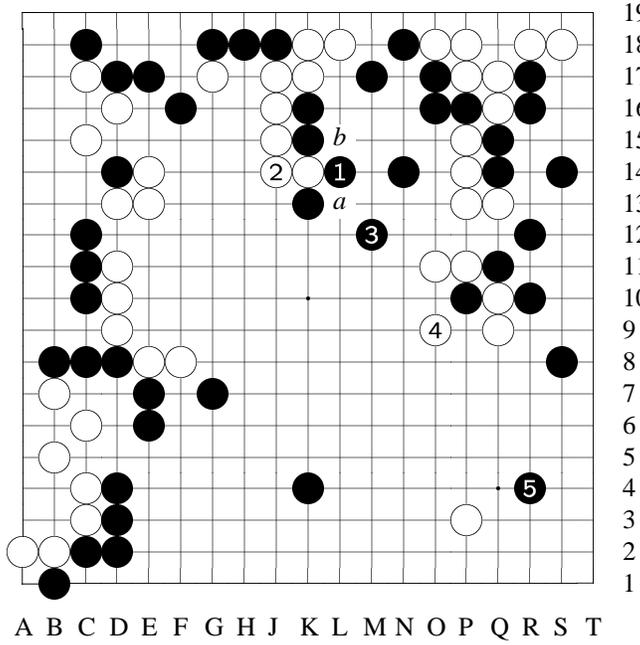
To here, W [team at upper middle] could either escape to the outside or connect from below [at the \*upper\* edge :-)]; W has two ways to withstand any danger. Therefore, naturally, W could tenuki now.

94: W #92 [R14] and #94 gain in sente, leaving a big sente endgame move at the corner as well.

97: #97 is the best response to save eyeshape. (For example, if W[a], B[b] ensures a whole eye to the right.)



**Variation 38** at  
move 85 in Diagram  
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**Variation 38** (continued): 1-5

**variation**

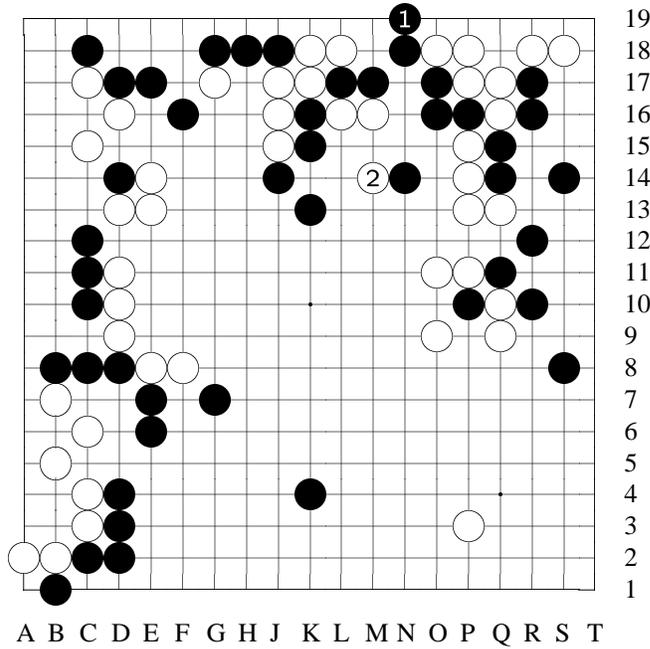
If W wedges in with [K14]...

3: To B [M12]. Although B leaves two cutting points at [a] and [b], but if W cuts now, B could capture the part from where W cuts [sacrificing the other side] — B is light here, and W has no efficient way to threaten the big B team.

4: And at the end, W still has to play this

gate...

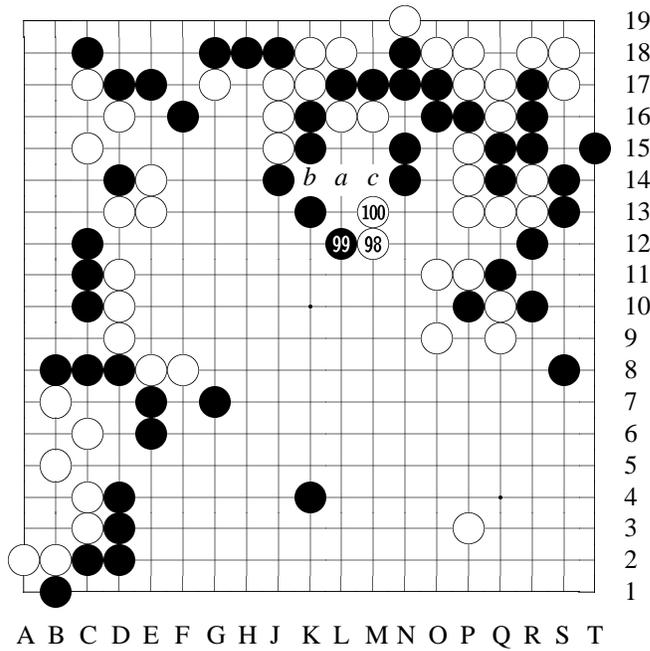
5: Thus B easily gets the chance to play [R4] kakari, and B will lead comfortably on territory.



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**Variation 39** at  
move 89 in Diagram  
23: 1-2

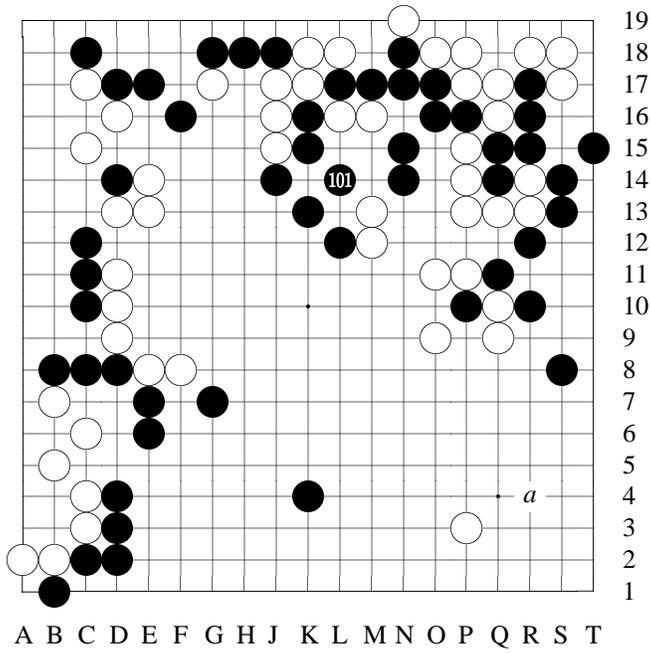
**variation (B #89)**  
[When W [L16]...]  
1: If B [N19] pre-  
vents W from con-  
necting at the top...  
2: W [M14] attaches  
and B has no good  
moves to follow. In  
fact, B is now in  
trouble.



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**Diagram 24:** 98-  
100

98: W #98 is aim-  
ing at W[a]-B[b]-  
W[c] to save two s-  
tones.  
99: B #99, howev-  
er, eliminate this W  
plan.

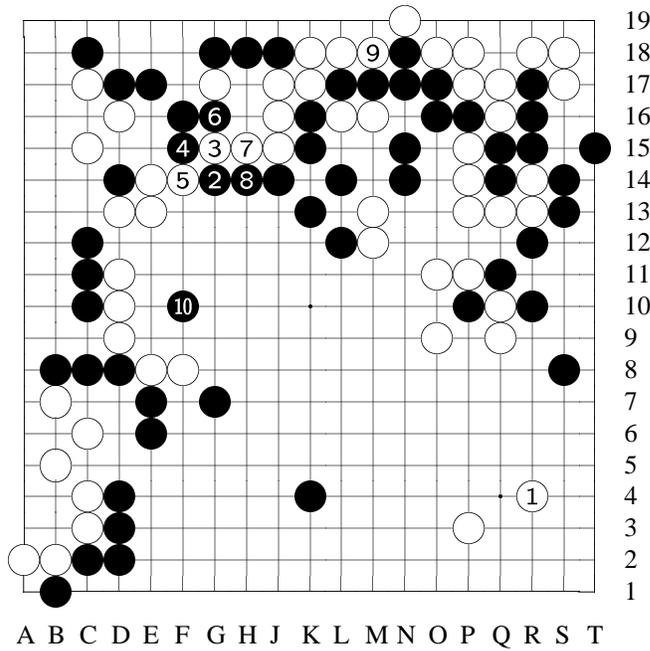


**Diagram 25: 101**

101: After B #101 defends, how W should plan for the future battles is rather a difficult question for W. W is in trouble, needless to say.

If W thinks in the ordinary way that it's time to get the next big point on the board, then W should enclose the lower right corner at [a]. However, if W adopts this ordinary move —

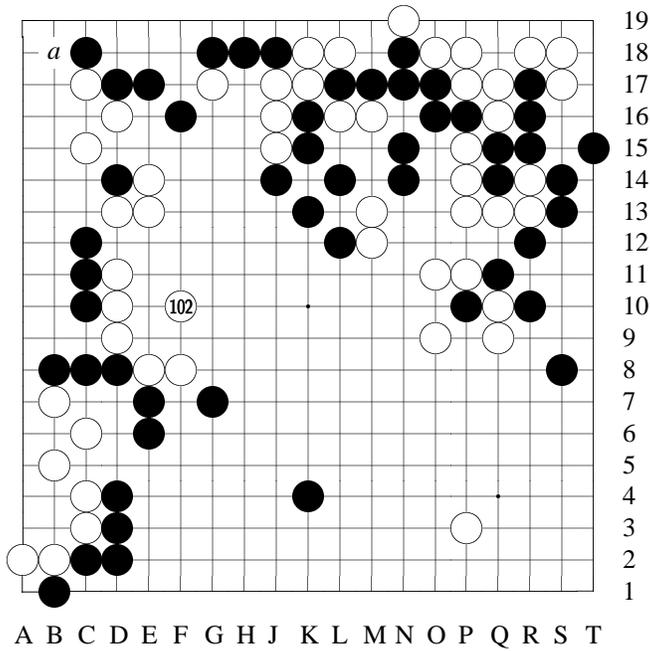
[See the variation.]



**Variation 40**  
 at move 102 in Diagram 25: 1-10

**variation (W #102)**  
 [After B [L14]...]  
 1: When W [R4] shimari [corner enclosure]...  
 2: B [G14] would start an attack...  
 9: To here, W is forced to connect in gote...  
 10: And B gets to play this fierce peep — W would have a hard time to handle it.

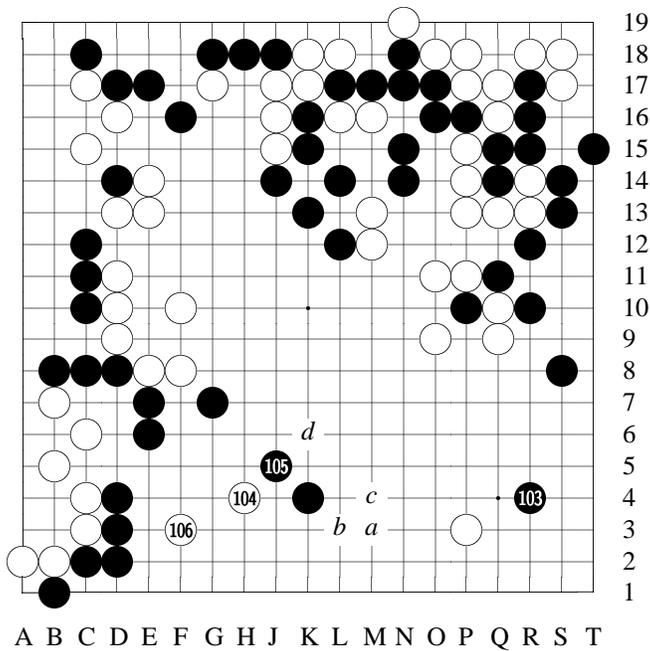
If the situation develops to this state, W would have lost any chance to attack, and the game would be over. When there is already a big difference in gained territory [W trailing], an ordinary move like [R4] shimari wouldn't work.



**Diagram 26:** 102

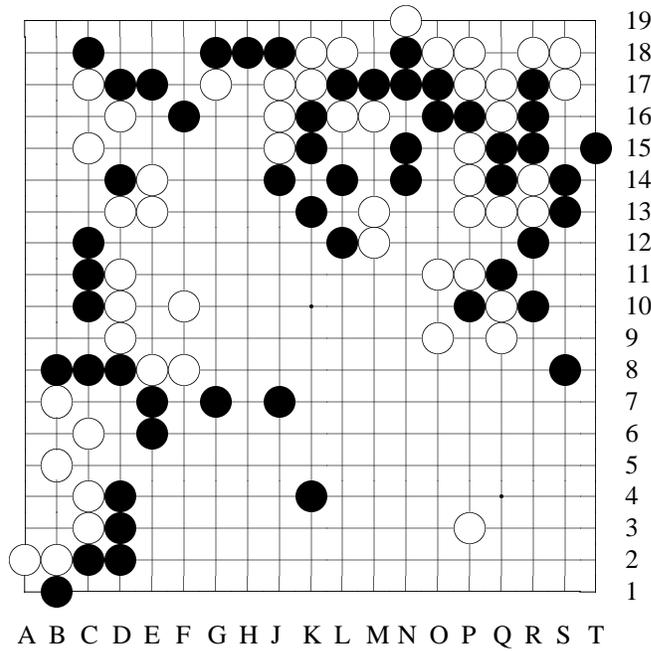
102: After a long deliberation, W decided on #102. This seems to be a defensive move, but in fact it's also aiming at B's weak spots. First, it still threatens W[a] to start a ko at upper left corner. Secondly, it aims at an invasion to the lower side. And third, it's also eyeing at the central B team. It's indeed a scary move.

Under the current situation, how should B respond?

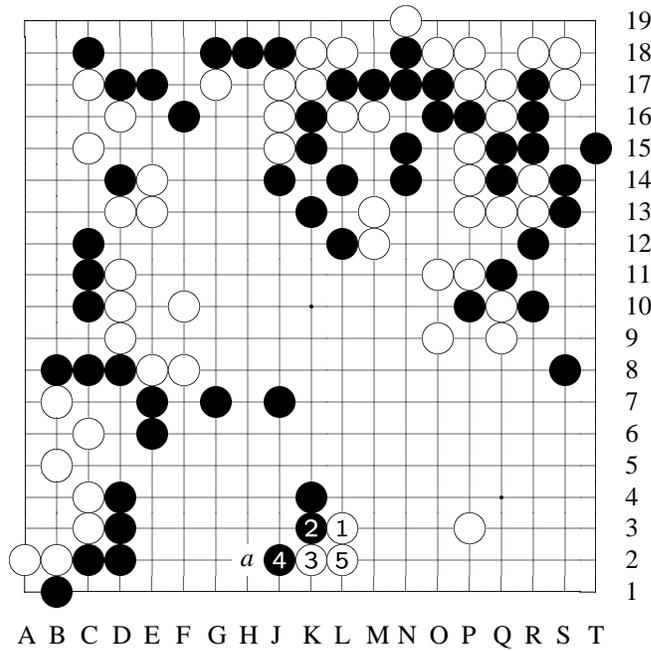


**Diagram 27:** 103-106

103: B chooses to play #103. This move — [See the variation.]  
 Later, if W[a], B[b] forces W[c], and B gets the chance to fence at [d].  
 104: #104 was the point W already aimed at when W played #102 [F10]. This is a do-or-die move.  
 106: Next move (B #107) — [See the variation.]

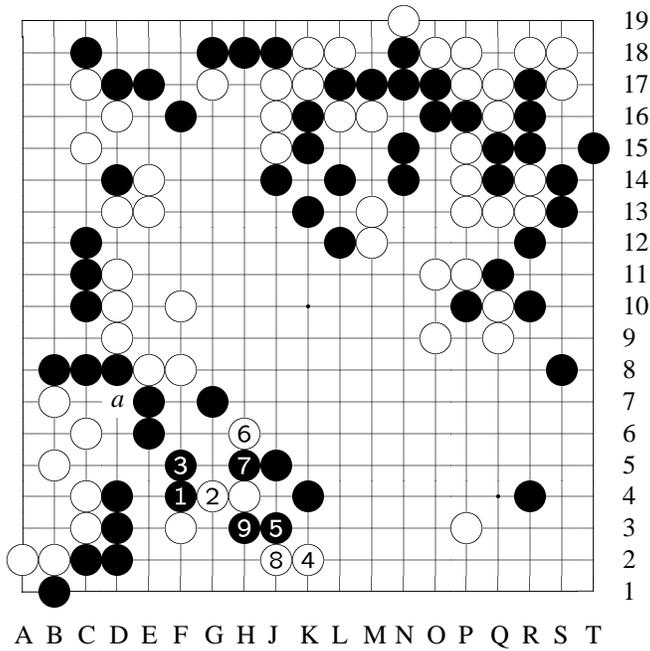


**Variation 41**  
at move 104 in Diagram 27



**Variation 41** (continued): 1-5

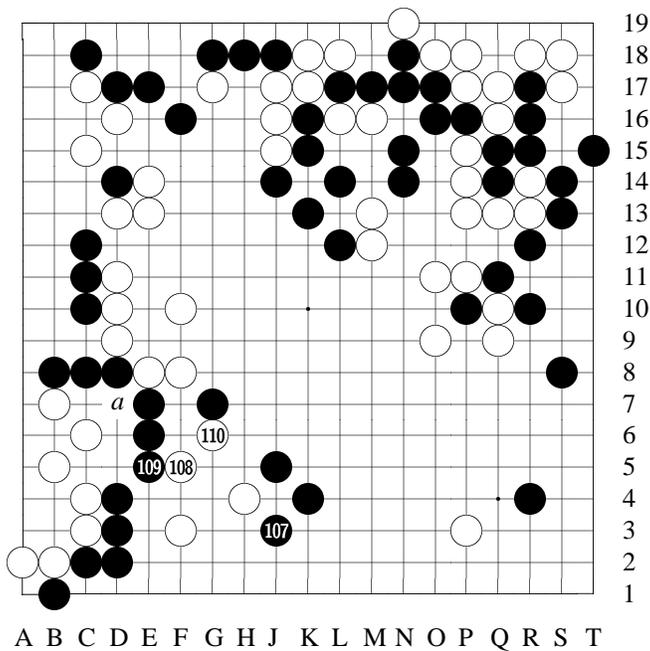
**variation**  
B to fence here is indeed solid, however —  
1: After W's approaching...  
5: W next has W[a] tesuji. W gains while B loses.



**Variation 42**  
at move 107 in Diagram 27: 1-9

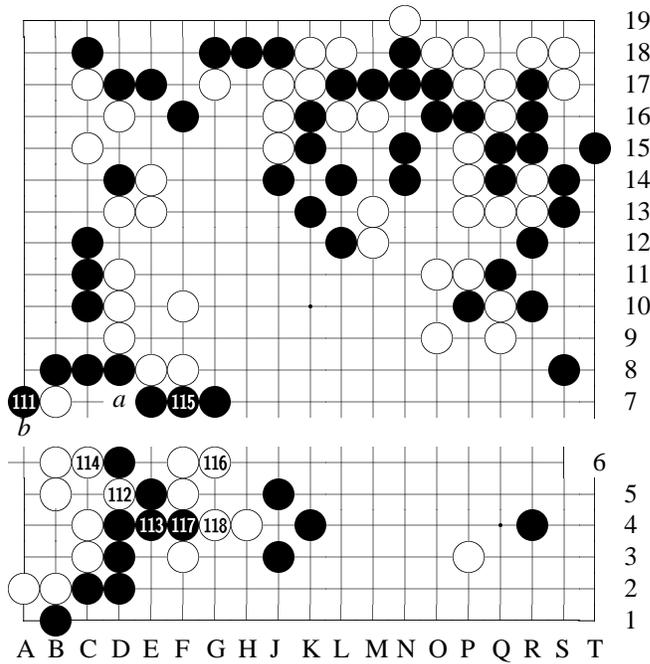
**variation (B #107)**  
[After W [F3] keima...]  
1: If B answers this way...  
3: [B worries about W[a] cut in this variation.]  
4: After W [K2]...  
6: W would gain at the top with [H6]...  
8: And [gain] at the bottom with [J2].  
9: To here, a big B territory is much shrunken. B cannot

stand this.



**Diagram 28: 107-110**

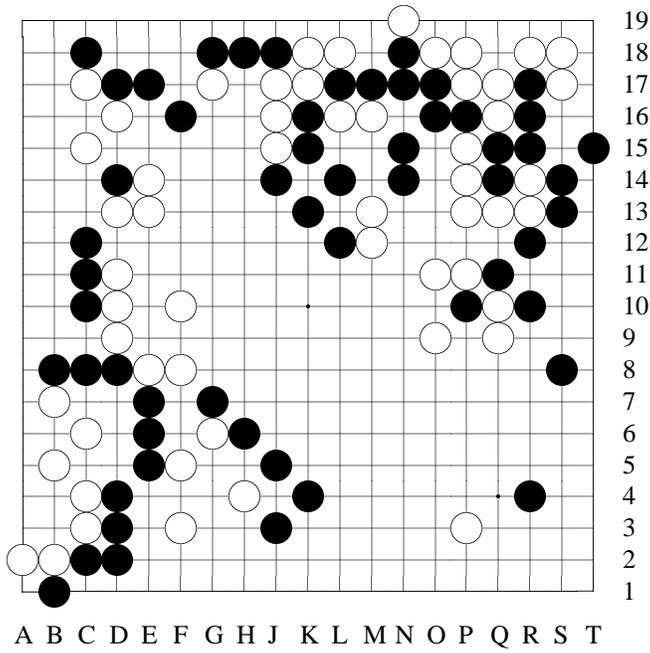
107: Clearly, W has aimed at W[a] cut since long ago, but B has other good choice but to go for the fight with #107 kosumi.  
110: W #110 kosumi-tsuke, and W seems to be escaping. At this moment, if B is a little bit careless, he could fall into W's trap.



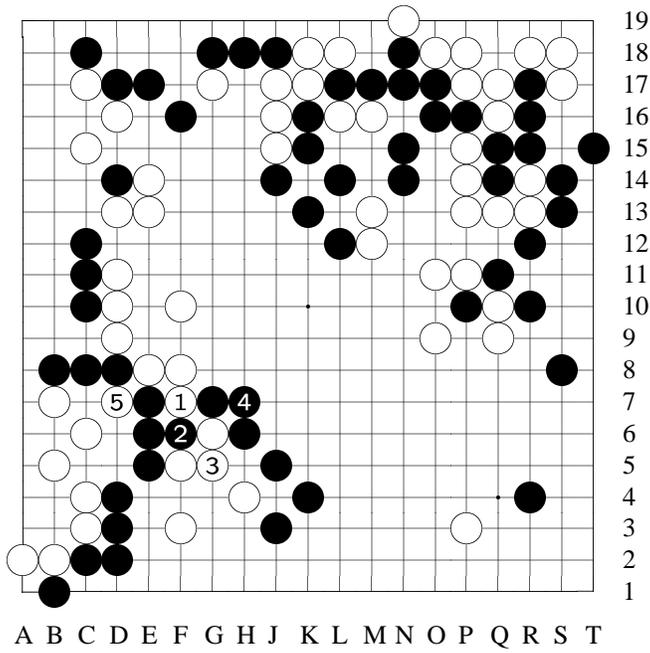
**Diagram 29:** 111-118

111: B #111 is a good move. This move —  
 [See the variation.]  
 The reason that #111 is a good move is that it restrains W from cutting at [a].  
 Next if W blocks at [b] —  
 [See the variation.]  
 112: Considering the serious result brought by the variation shown above [variation at the previous node], W decides to avoid the ko and live here.  
 To force W #112 to live is the result of B #111 [A7].  
 113: And when B gets #113, B now has tesuji to connect at the bottom.  
 116: These are certain exchanges.

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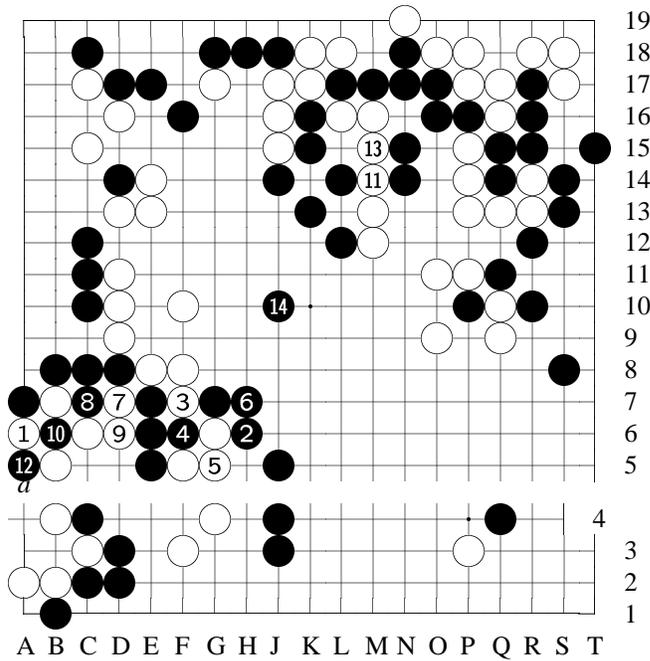


**Variation 43**  
at move 112 in Dia-  
gram 29



**Variation 43** (con-  
tinued): 1-5

**variation**  
If B carelessly  
blocks W from here  
[H6]...  
5: Finally, W cuts  
here and B fails.



**Variation 44**  
 at move 112 in Diagram 29: 1-14

**variation (W #112)**  
 [When B [A7] hane...]  
 1: If W [A6] blocks...  
 2: This time B would block W from here...  
 7: If W cuts...  
 8: B would atari and...  
 10: [And] takes the ko. Then no matter where W looks for a ko threat, B will not answer.

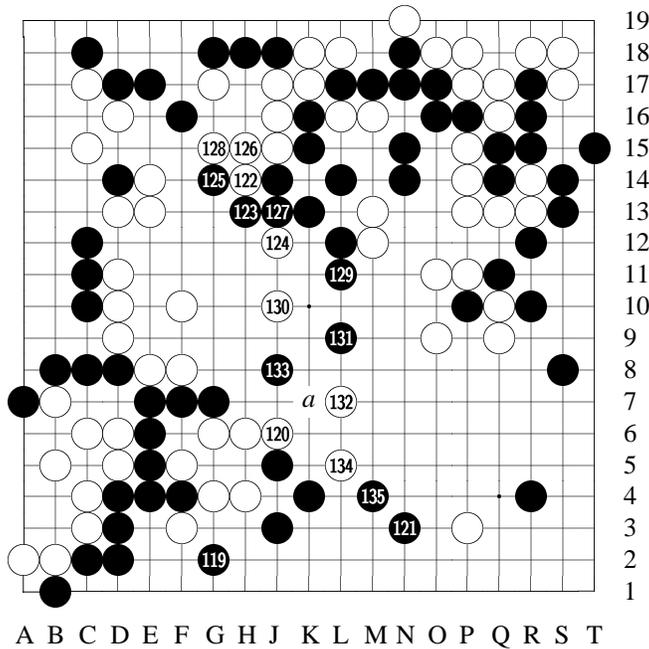
11: For example, W [M14] is probably the biggest ko threat...

12: But B would ignore it...

13: [Notice B [N17] group is captured, but B gets lower left corner.]

14: Then B [J10] keima, and B would win for sure.

At the [lower left] corner, if W[a], B[b] connects and W is dead.



**Diagram 30:** 119-135

119: After B #117 [F4] and #119 to connect from the bottom, B's territory has been damaged to quite an extent. However, after B teams are connected, B doesn't have to worry about being attacked anymore. In addition, B #119 connect is sente — if W tenuki, B[a] geta and this W team is captured. Since B gains sente,

he certainly would lose at somewhere else [territory in this case], needless to say.

120: W #120 certainly.

121: When B gets #121, he has gained back his loss [of territory at the left] quite a bit. Overall, B didn't lose much.

When W invaded into B's lower side, W's plan was to push B into a deciding fight. B, however, avoided W's sharpness, playing safe and running into the endgame.

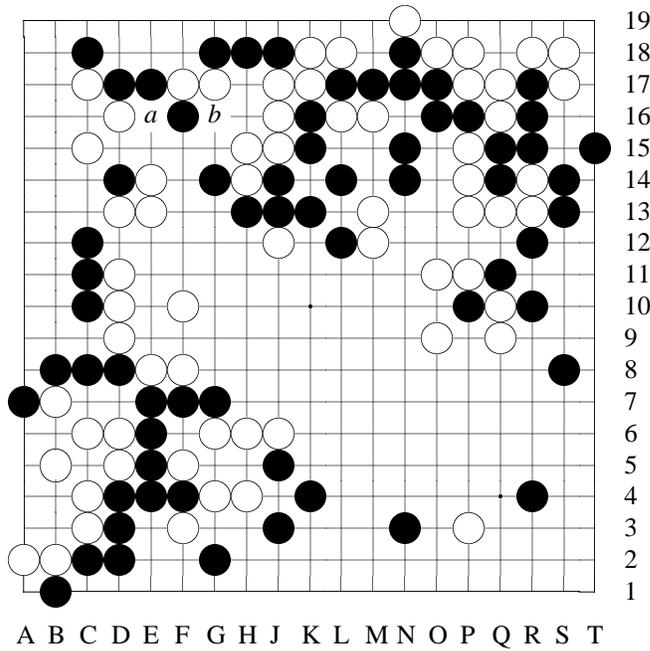
122: Now W has no other way but to gather all his strength to attack the B team at the middle.

124: W #122 [H14] and #124 are moves to start this attack.

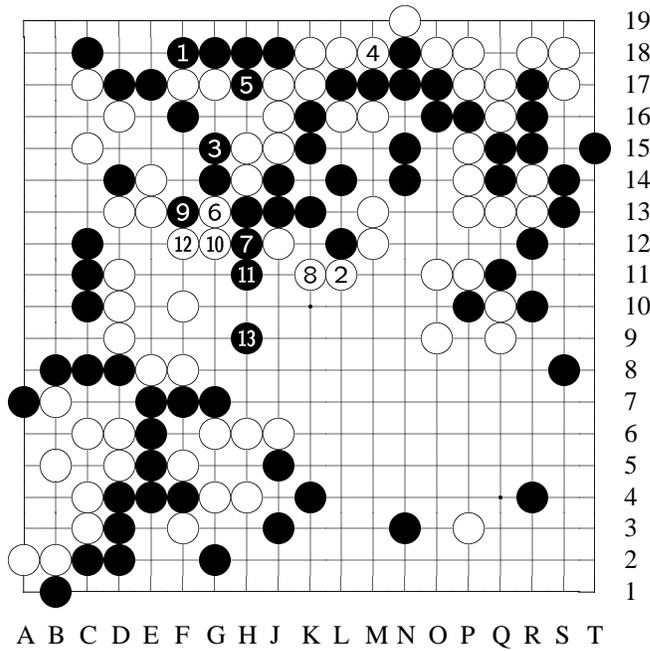
128: If W #128 starts to kill this B team [L14] now, since B [G7] stone [marked] is sticking out, W cannot expect to be effective.

If W insists to kill this B team, the only way is —  
[See the reference.]

132: W is chasing tightly, trying his hardest to capture B team.



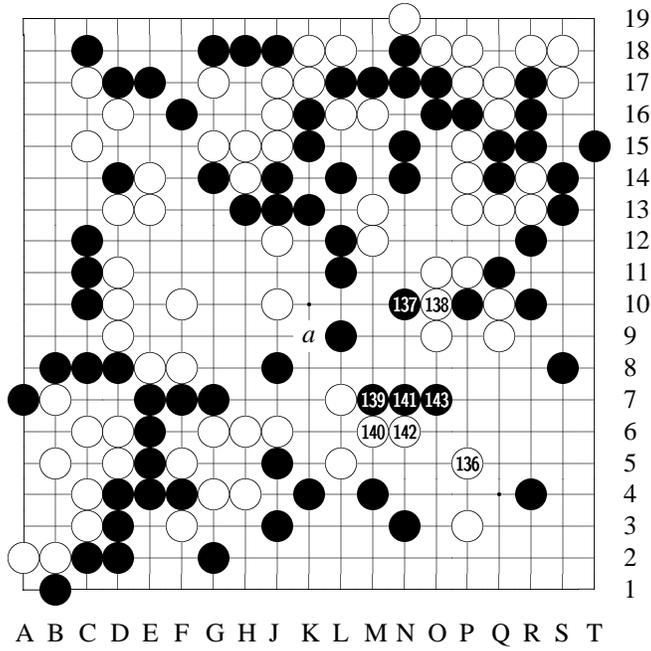
**Variation 45**  
at move 129 in Diagram 30



**Variation 45** (continued): 1-13

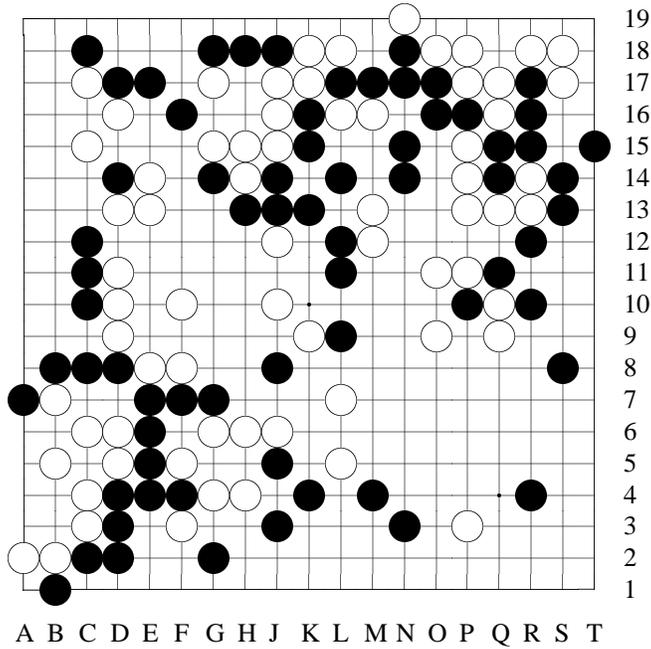
**reference**  
[If W aims to kill the B team to the right [L14]], W should play [F17]. This move creates two cutting points at [a] and [b].  
2: Then W [L11] hane, trying to kill.  
5: But B has [G15] and [H17].  
6: Now even if W cuts here...  
13: To here, B escapes. [Clearly,

[G7] stone that sticks out plays an important role here.]

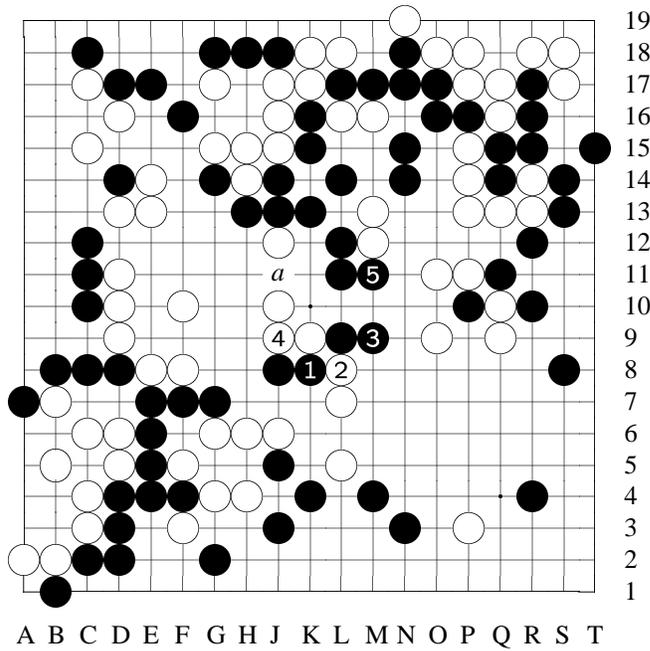


**Diagram 31:** 136-143

136: What if W #136 this move to cut at [a]; what will the result be? —  
 [See the variation.]  
 139: B #139 is tesuji.



**Variation 46**  
 at move 137 in Diagram 31

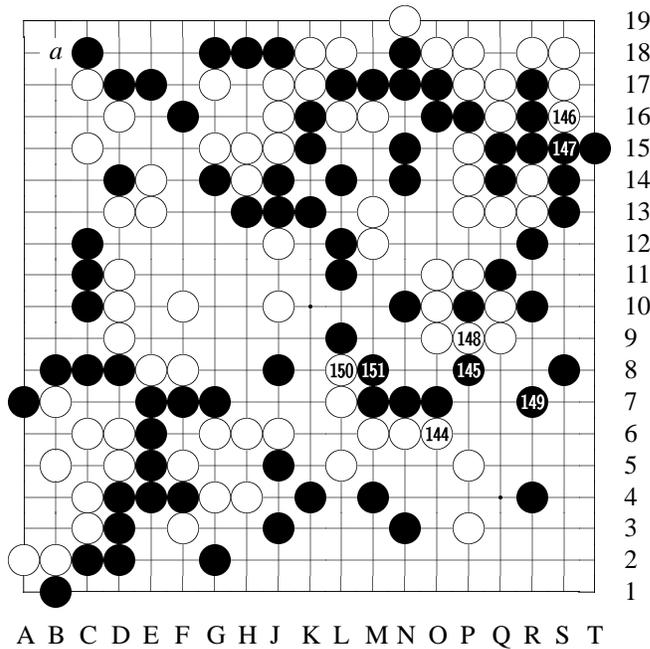


**Variation 46** (continued): 1-5

**variation**

Even if W cuts down B here...

5: But after [M9] and [M11], B is safe — B[a] can make another eye.



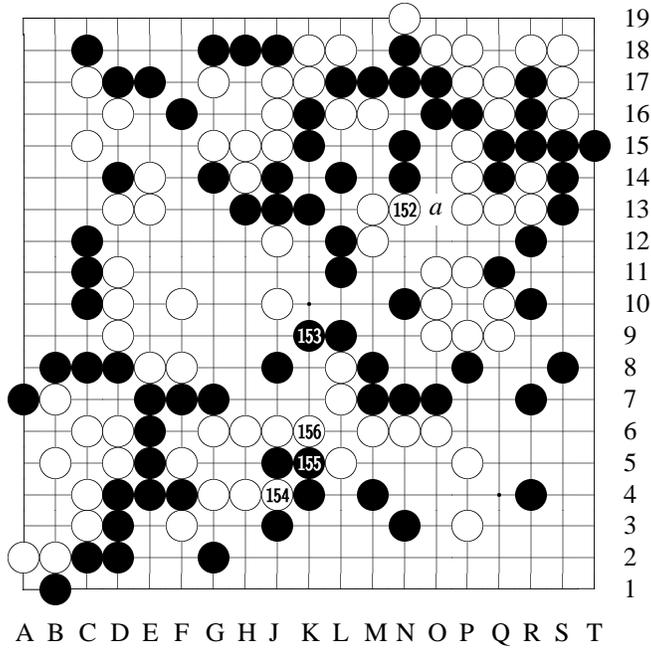
**Diagram 32:** 144-151

144: The key of this game was whether or not W could catch a chance to start a ko fight at upper left corner with W[a] hane. Entering the middle game, both sides deliberated their strategies around this possible ko fight. However, W never got the chance to start it. Tracing back, it was W #72's mistake.

149: #149 and B s-

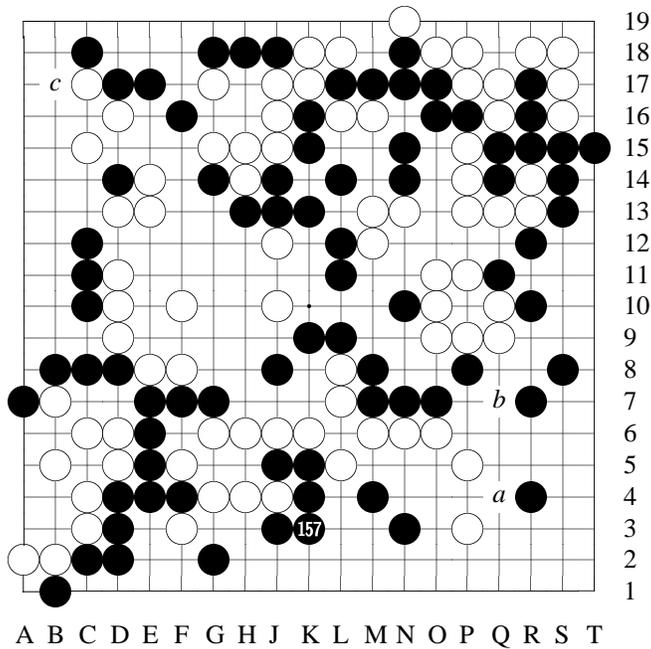
tones are finally connected.

150: The current situation is that the difference of the territories of two sides is so big that the life or death of W's big team is not even significant.



**Diagram 33:** 152-156

152: If W #152 is omitted, B[a] would deprive an eye from W.



**Diagram 34:** 157

157: To #157, although W has [a] and [b] to save the team, but let B get [c] at upper left corner, W's territory would be even more deficient.

157: Total of 157 moves. B wins by resignation.