

## Chapter 4

# Go Seigen-Sakata Eio 1

**Sakata Eio: “The Greedy”** As many nicknames as Sakata Eio has, he’s probably the champion of nicknames in the Go world — “Master to Make Alive”, “Razor Sakata”, “Attacking Sakata”, and “Double Champion” (on attack and defense), etc. Interestingly, his style combines good skills in both attacking and defense, which is not easy.

Sakata’s style, as just said, is multidimensional. His extraordinary strength is unmatched, but his greatest characteristic probably lies in his defense instead of his offense.

“Perhaps because I am too greedy,” said Sakata, “I want everything. As a result, every move I made, if it did not reach its greatest efficiency, I wouldn’t be satisfied. To make every move be the most efficient is to say to run in front of your opponent on every move. Thus, one or two spots would naturally become thin. Under these circumstances, I would have to make alive with my utmost effort. Some say that I am a ‘Master to Make Alive’; they probably mean this situation that I have to face.”

Just like Sakata said, the most efficient moves might not be the best moves. There are often times that some moves with certain vagueness in them are the best moves.

Sakata gave an example, “With the personality I have, it’s almost improbable to make any move that’s has no clear meaning. Takagawa Saku 9-dan, however, can often make such moves.”

Is one’s personality related to his Go style?

Sakata answered, “I think more or less it’s related. Rin Kaiho and Ishida Yoshio, for example, are soft and warm people, and their games are never played in a harsh manner. There are exception, though: Kato Masao is another nice and warm young man, but when he plays, he always chooses the strongest moves and shows no mercy...”<sup>1</sup>

Sakata seems to look for trouble for himself, picking the rather difficult routes [in his games]. As for this point, he said,

I have three shortcomings: One, I am not good at situational judgments. Two, I don’t know how to take advantage the komi [playing white].

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<sup>1</sup>See Appendix D for a game (partly) between Sakata and Kato, a famous and typical example of Sakata’s greediness.

Three, I am lack of 'long-distance' strength, so I try to knock down the opponents before going into the endgames.

However, he didn't mention his strength, and Sakata's most remarkable strength is that when his group is surrounded, he is confident to make a second eye.

**Inventor of Myoshu** ["Myoshu", or spelled with the long vowels, "Myooshuu", means an "extraordinary", "excellent", "magnificent" move, and such a move is unexpected by most people when it's delivered. The Chinese pinyin for the same word is "Miao4 Shou3".]

Trying to make every stone a most efficient move would naturally leave some thinness in one's own shapes. When shapes become thin, one has to struggle to save these weak stones. When Sataka is attacked and surrounded by his opponents, he can mostly make alive and escape from the danger. When making alive, ordinary moves do not work easily; one has to deliver severe tesuji or even myoshu. Sakate has made many such moves to save unsavable big teams, and when many people say he's an inventor of myoshu, they are not exaggerating.<sup>2</sup>

Professional high-dan players' reading skills are about the same among each other, but the sharpness and accuracy in Sakata's reading makes him the best on this aspect. When people nickname him "Razor Sakata", they are not being unreasonable.

He is able to create so many myoshu, is it because the structure of his brain different from others? What exactly is his brain made of?

Satata said, "Among the moves that I've made, there have been very very rare ones that I would consider as myoshu. If everyone regard it as a myoshu, it's then certainly not prepared long ago, but rather, it's discovered during a game. When one gets in trouble or danger, he naturally works harder and ideas come out. I often have such ideas come out when they're needed. This is my strength, and probably my greatest strength. But on the other hand, it's more important to win the game in a simple and easy manner. If one gets in trouble, he would have to work very hard to solve the problems, and to win it this way is tiresome."

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<sup>2</sup>See Appendix E for a most spectacular myoshu by Sakata.

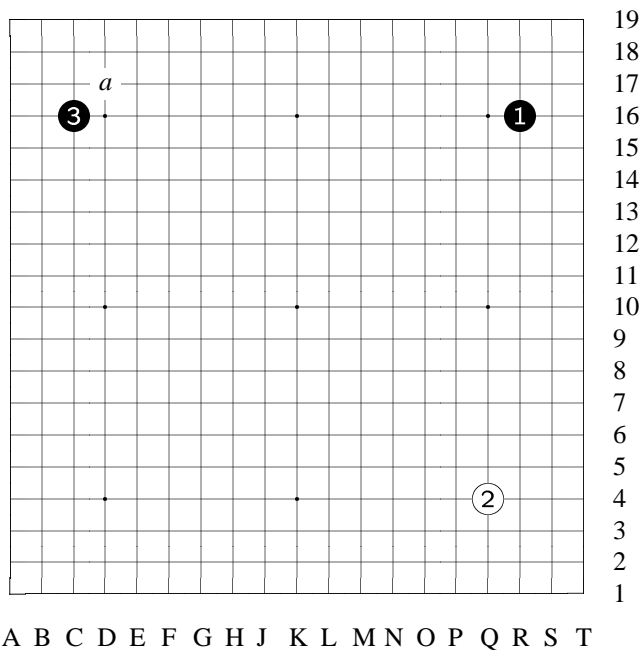
## The 1st Japan's Strongest Deciding Matches

Go Seigen vs Sakata Eio

**White:** Sakata Eio 9d**Black:** Go Seigen 9d

May, 1957

Matsuyama

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

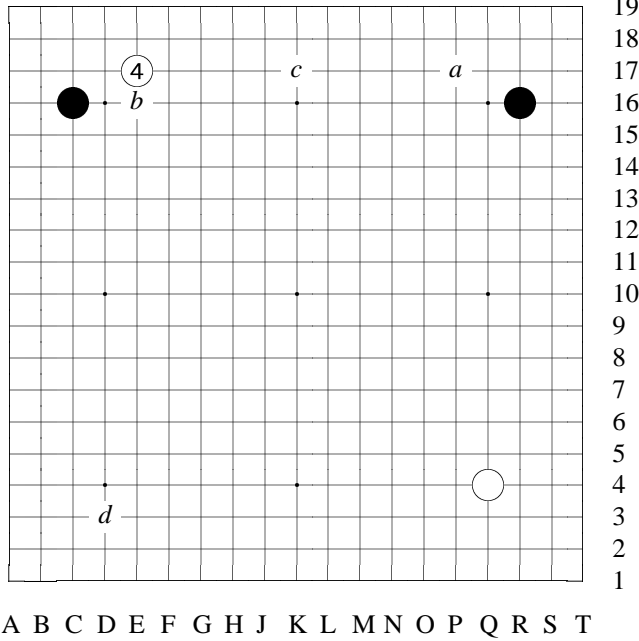
Date: May, 1957

Place: Matsuyama

2: *This game is  
played near some  
hot**spring in Matsuya-  
ma, Shikoku [one of  
the main islands of  
Japan]. Meanwhile,*

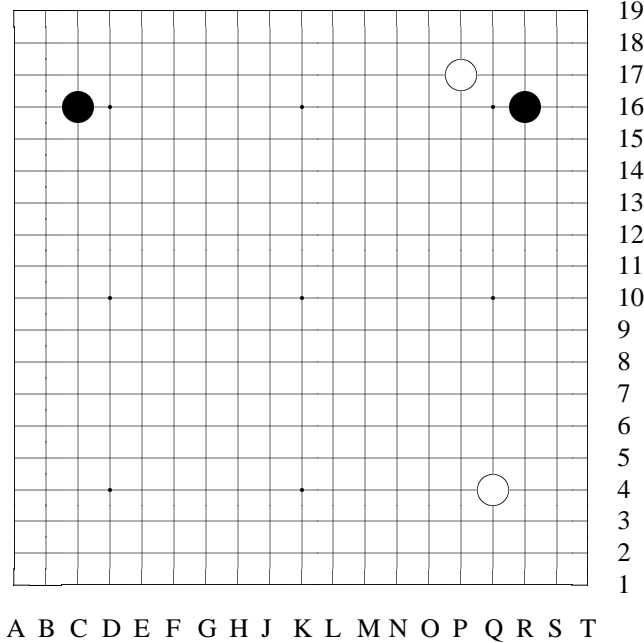
*the game between Hashimoto Utaio 9-dan and Takagawa Honinbo is also played here. The referee is Fujisawa Hosai 9-dan. Shikoku is a place where Go is very popular. This time, the arrival of five 9-dans at the same time [should be four 9-dans; Takagawa is still 8-dan then] is a rare chance for Go fans, thus the enthusiastic greetings from the fans are unprecedented.*

3: B #3 to make a mukai komoku [B #1 and #3 two komoku stones are "facing" each other] is the fuseki I have used quite often recently. When I was 4 or 5-dan, I'd sometimes play at [a]. This is only the difference in personal inclination. Nothing deep.

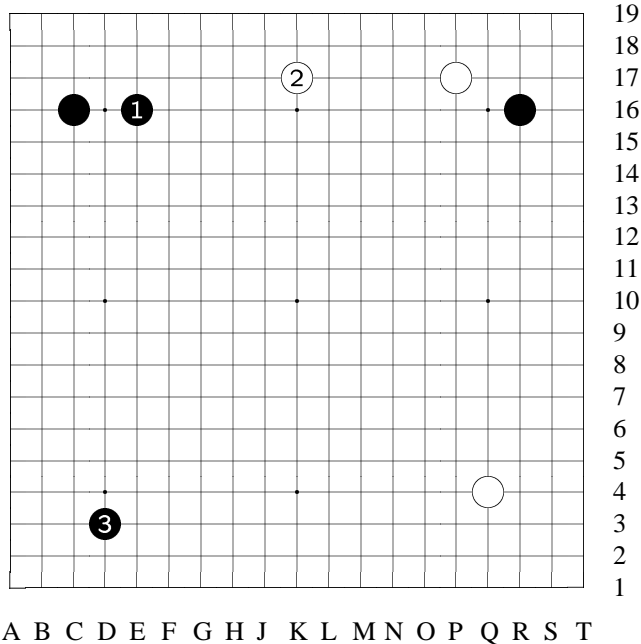


**Diagram 2: 4**

4: If W[a] kakari from the other side, when B[b] and W[c], B would occupy [d] at lower left. In such an arrangement, W #4 is better than Wa. This is a common sense in fuseki. [See the clear picture.]



**Variation 1** at move 5 in Diagram 2

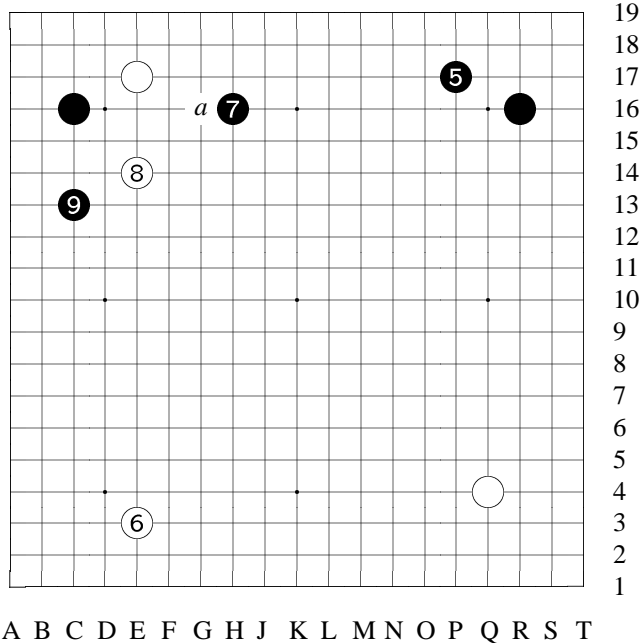


**Variation 1** (continued): 1-3

**reference**

[Suppose W to approach the corner from this side...]

3: [B's form looks good.]



**Diagram 3: 5-9**

5: B #5 kogeima shimari [kogeima: small knight move; shimari: corner enclosure] is the most solid shimari for B.

6: Up to W #6, this opening also appeared in the games when I played Iwamoto Kaoru 8-dan and Takagawa Honinbo. In those games, they played W too.

*Before, in a game between Sakata 9-*

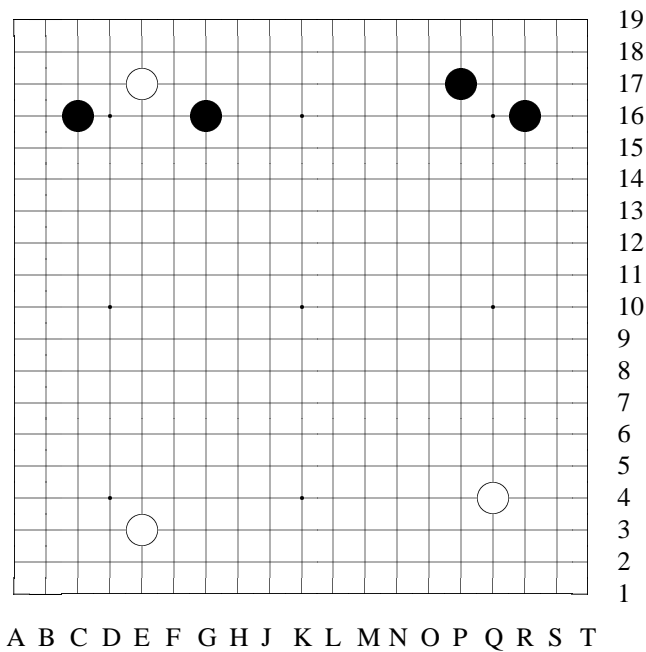
*dan, W, and Takagawa Honinbo, the exactly same opening appeared too. Perhaps because of this, in this game, both side spent little time to get to W #6.*

7: B #7 to play [a] for a one-space pincer can be also considered. In a game between

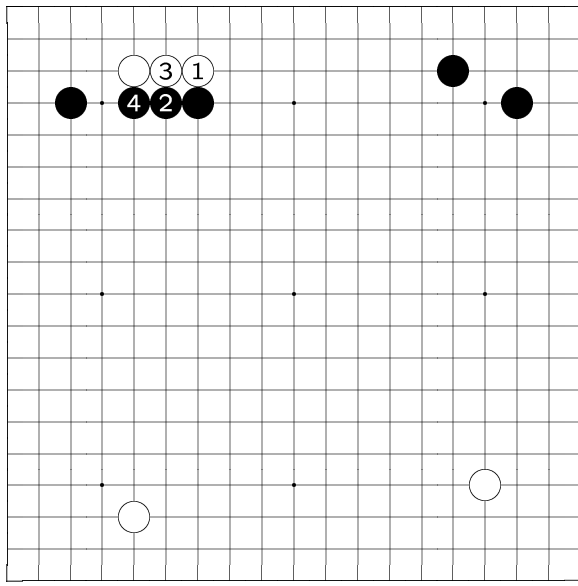
me and Takagawa Honinbo, I played this way [reference 1], and Sakata 9-dan played this way [reference 2] in Honinbo Sen. In short, under this arrangement, there are various ways like one-space or two-space pincers.

[The variations show references.]

9: W #8 and B #9 are the simplest joseki.



**Variation 2** at move  
8 in Diagram 3

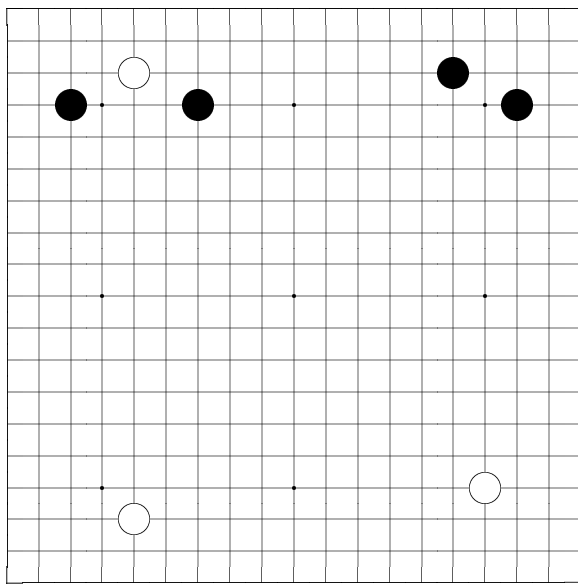


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**Variation 2** (continued): 1-4

**reference 1**  
[Wu once played a one-space pincer...]  
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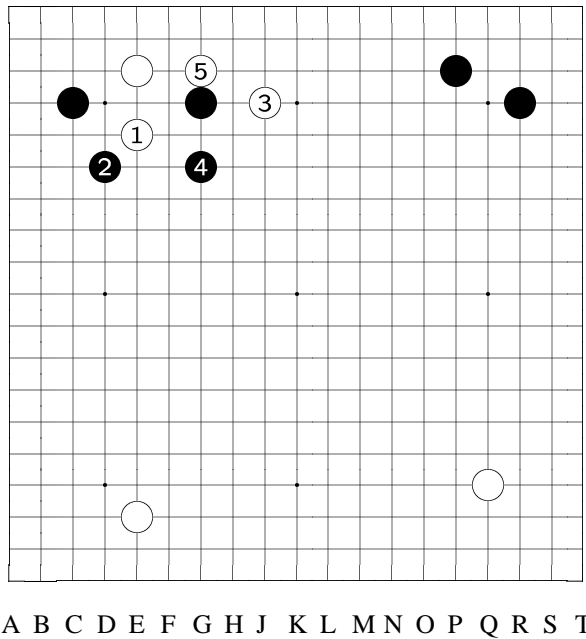
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**Variation 3** at move 8 in Diagram 3

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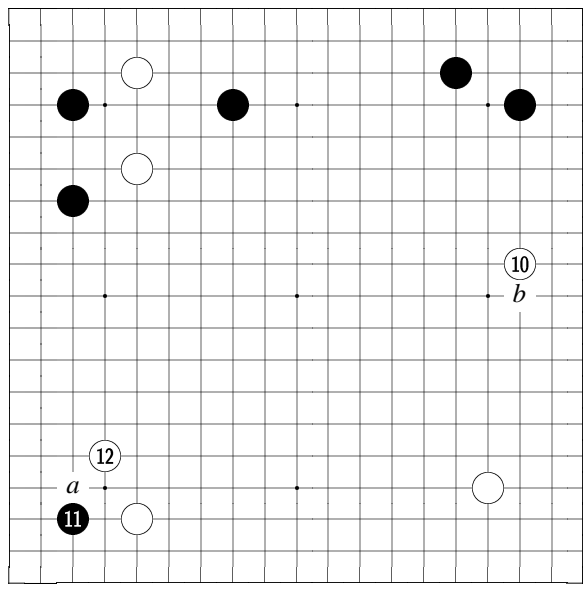
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**Variation 3** (continued): 1-5

**reference 2**

[And once when Sakata 9-dan applied the one-space pincer...]  
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**Diagram 4:** 10-12

10: W #10 is the biggest fuseki point. Of course, W[a] shimari [corner enclosure] is also big, but under this situation, it's difficult for B to play kakari at [a].

[The variation shows why B[a] at this point is not so good.]

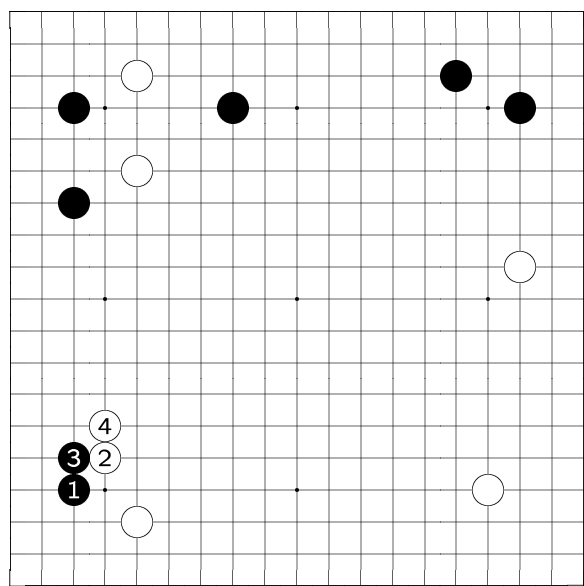
Besides, B[b] at this point would be extremely good for B, and W #10 prevents that. From this standpoint, W #10 in-

deed is the best point.

11: Based on the reason described before [see reference diagram at W #10], B #11 to approach at [C4] is not very good, so B chooses [C3] kakari.



Both [C3] and [C4] are "low approach", but the meaning is totally different.  
 12: W #12 certainly.



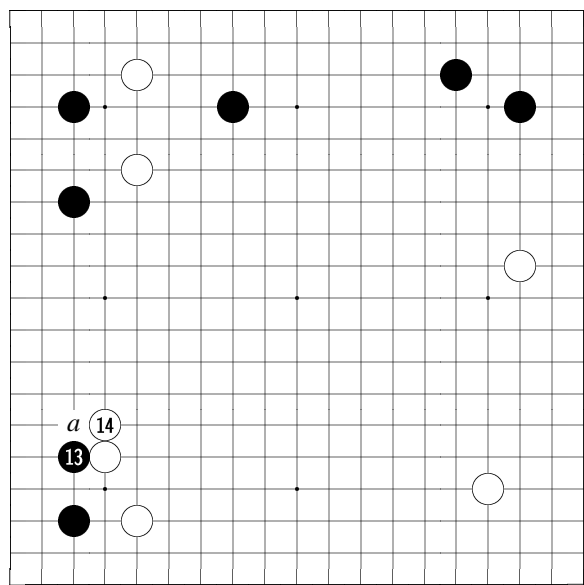
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**Variation 4** at move 11 in Diagram 4: 1-4

**reference**

[Suppose B approaches the lower left corner...]  
 4: To here, B stones at left are forced to a low position [line 3] on both upper and lower sides.  
 Therefore, for W, to enclose the lower left corner is not urgent. [W played [R11] instead.]

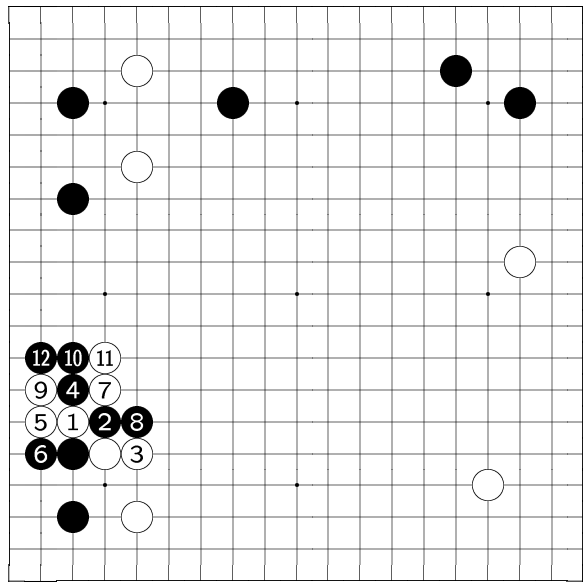


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**Diagram 5: 13-14**

13: Next W #14 to play W[a] would not be good because — [The variations show variations.]  
 14: Therefore, W #14 extend is the only move.

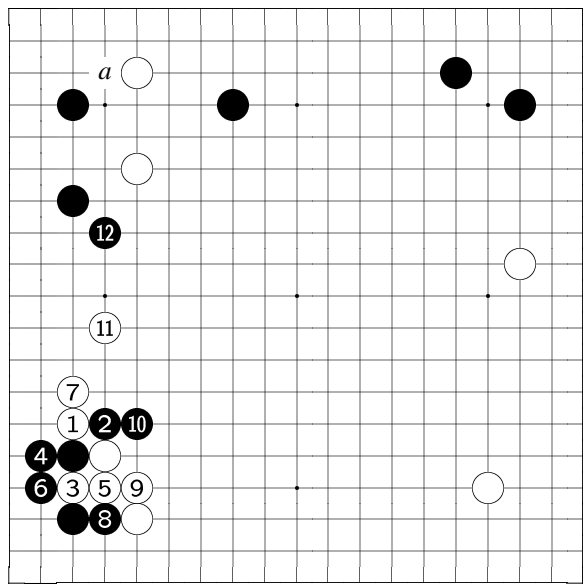


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**Variation 5** at move 14 in Diagram 5: 1-12

**variation 1 (W #14)**  
[When B [C5]...]  
1: If W [C6] hane...  
2: B cuts...  
12: To B [B8], since the ladder doesn't work for W, W fails.



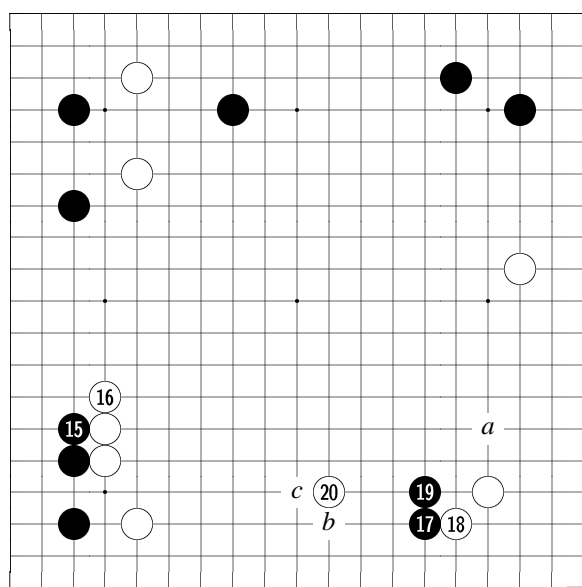
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**Variation 6** at move 14 in Diagram 5: 1-12

**variation 2 (W #14)**  
[Again, when B [C5]...]  
1: When W [C6] hane...  
2: B [D6] cut...  
5: If W adopts [C4] and [D4]...  
12: To here, it's a form of violent fight. In this picture, if B next to play [a] kosumituske [roughly, a diagonal touch], W would be under attack.

W again [like in variation 1] is not good.



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**Diagram 6: 15-20**

15: *And to extend here is also the only move for B.*

16: *To W #16, it's clear that B [C3] stone has added a force at the corner, which is obviously better than [C4]. That's why previously, B #11 played at [C3] instead of [C4].*

*After W #16, if B[a], B's top and bottom stones would be all at low position. Not good.*

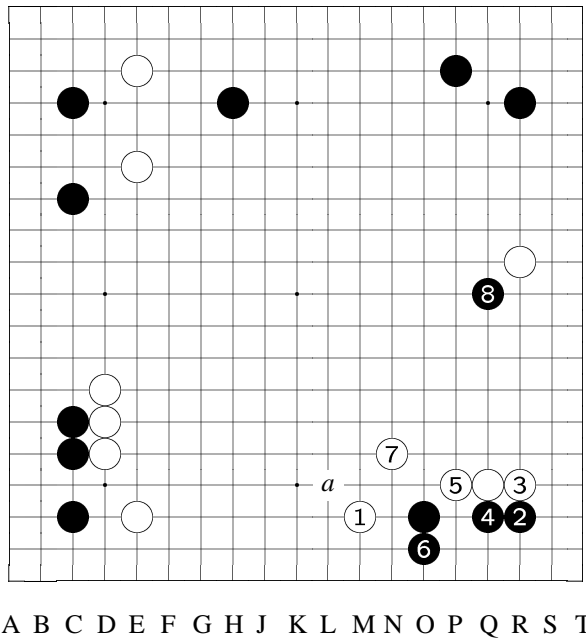
17: *When B #17 kakari, W has various ways to respond, and the choice is difficult. If W simply [a] jumps, B would immediately [b] or [c] to extend. If so, it would be a simple, easy game for B.*

Or —

[See thenother variation for W #18.]

18: *W chooses to play [P3] kosumi tsuke...*

20: *Then extend to W #20 [from the left side wall]. The purpose of this sequence [#18-#20] is to prevent B from getting into the corner \*and\* from a pincer attack on B stones. That is, W is trying to make moves on both sides. This is a greedy way.*



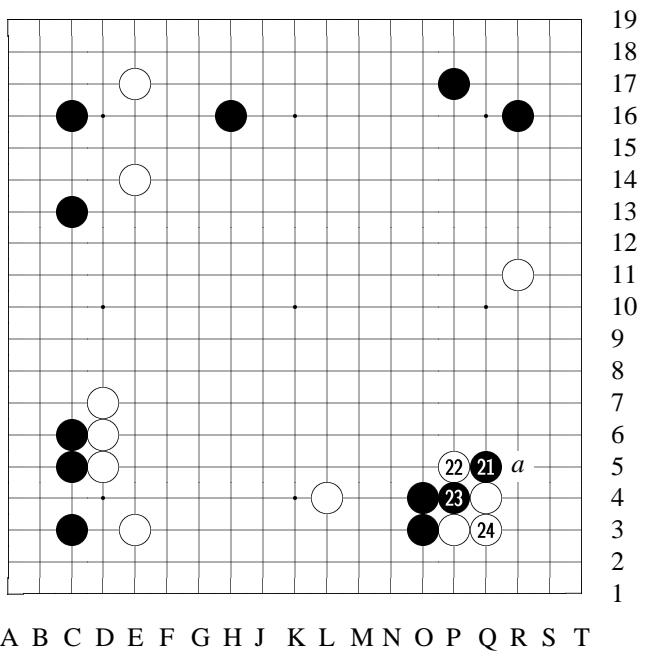
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**Variation 7** at move 18 in Diagram 6: 1-8

**variation (W #18)**  
[When B [O3] kakari...]  
1: W [M3] pincer move...  
2: B invades 3-3...  
8: To here, although B gains corner and the keypoint at [Q10], W's outside moyo is also remarkable. This is another choice [for W #18].

However, if W plays [M3] at [a], it would

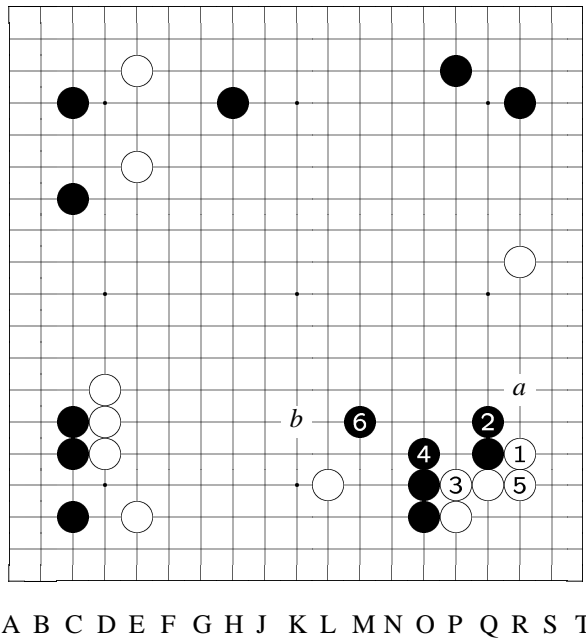
be no good, since later B would certainly play [N2] instead of [O2], aiming at [K3] invasion.



**Diagram 7:** 21-24

21: B #21 is the urgent point. Next if W[a] hane —  
 [See the variation.]  
 22: Perhaps W is not satisfied with the way shown in variation [at node #21], so W #22 a strong hane, initiating a violent fight with B.  
 The reason that W plays such violently is because a ladder is good for W —  
 23: W has already seen that if B #23...

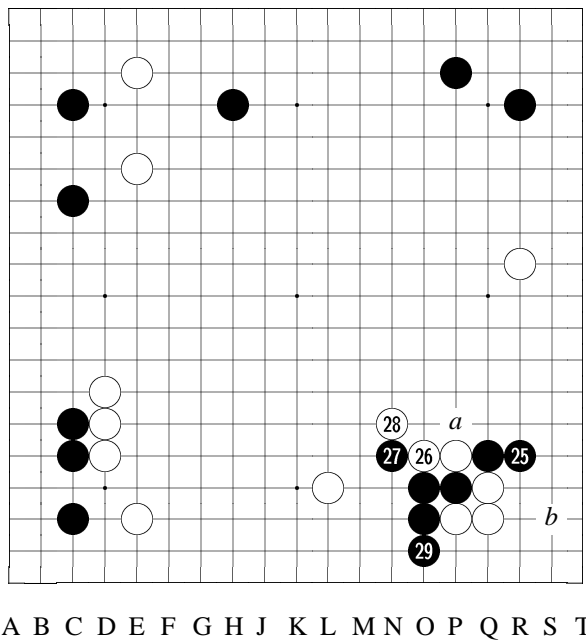
24: When W #24, next B (#25) cannot play at [a] since the ladder doesn't work for B. Therefore W chose [P5] hane for #22. From a strategical standpoint, since B gained at lower left corner, it's natural for W to force B to fight inside his [W's] sphere of influence – W hopes to gain in the process.



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**Variation 8** at move 22 in Diagram 7: 1-6

**variation (W #22)**  
[When B [Q5]...]  
1: If W [R5] hane...  
6: To here, if W[a] jumps, B[b] jumps, too, to reduce W's moyo.

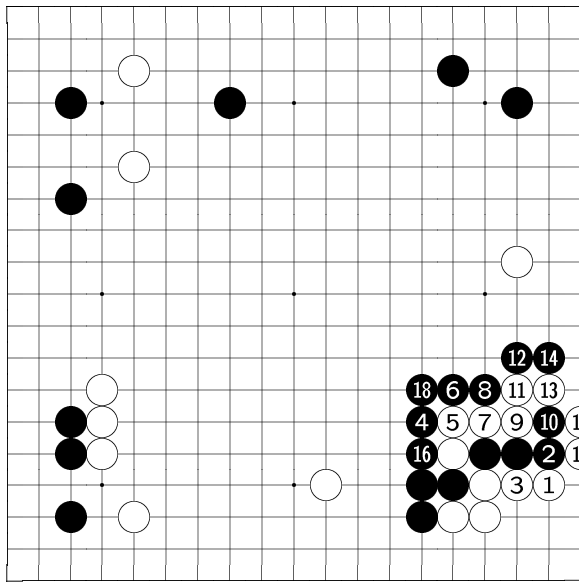


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**Diagram 8:** 25-29

25: B #25 sagari to accept the challenge [for a fight] with determination. The result of this battle would directly relate to the outcome of the game. This is the first climax of the game. Next (W #26) — [See the variation for W #26.]  
26: Based on the shape, it seems that W should play #26 at [a]. But if so, B

would get the chance to play [b].  
28: B #27 and W #28. Neither side can give in an inch.

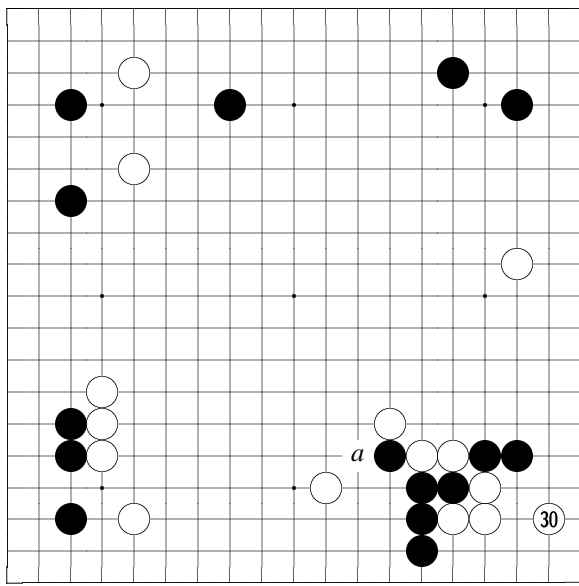


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**Variation 9** at move 26 in Diagram 8: 1-18

**variation (W #26)**  
[When B [R5]...]  
1: If W [S4] to protect the corner...  
2: B blocks...  
4: B [O6] gets...  
18: To [O7], B sacrifices stones to seal W tightly from outside. This way, W's moyo would be thin.

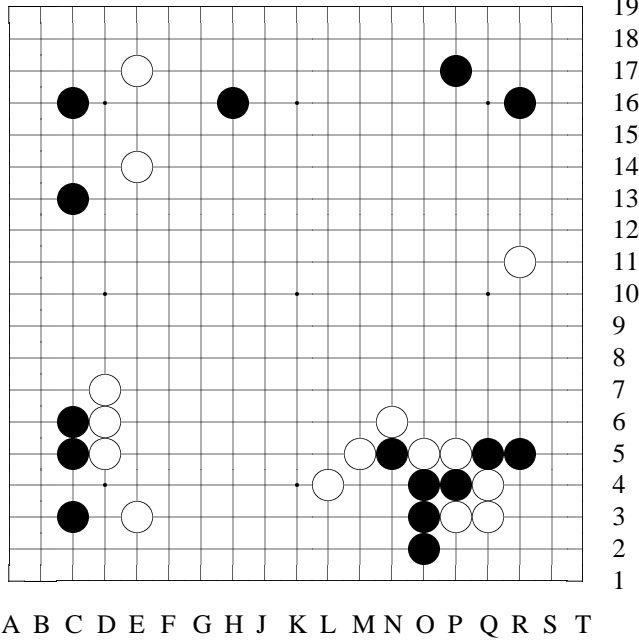


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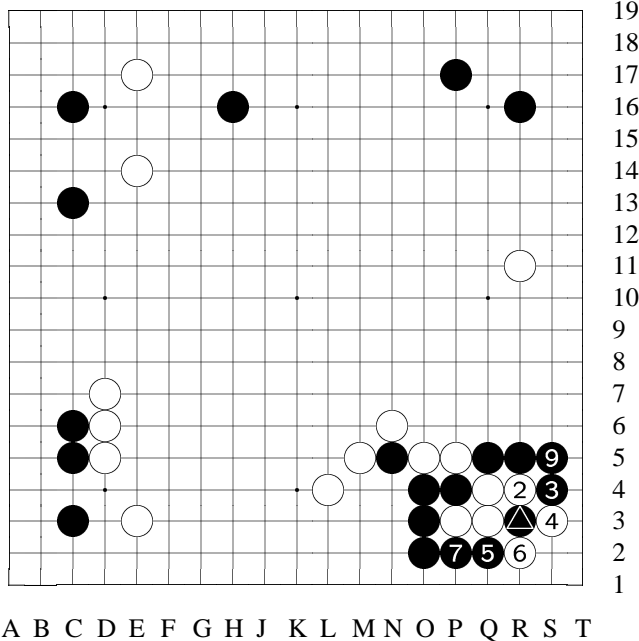
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**Diagram 9: 30**

30: If W #30 hane at [a] —  
[See the variation.]



**Variation 10** at move 31 in Diagram 9

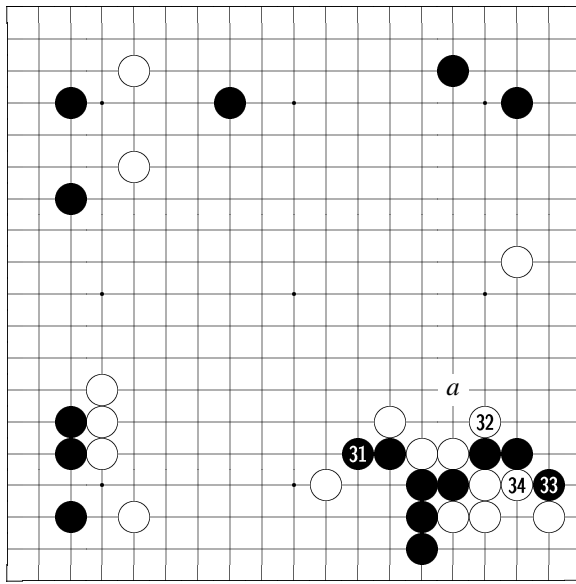


**Variation 10** (continued): 1-9

- ① at △,
- ⑧ at ①

**variation**  
 [Suppose W #30 plays at M5...]  
 1: Then B #31 would kill W at the corner...  
 9: To B #39, B wins the semeai [capturing race].





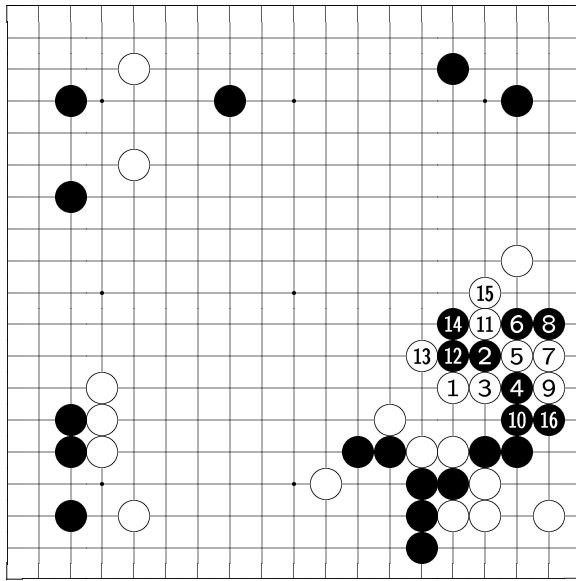
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**Diagram 10:** 31-34

31: When B #31 extends, W to jump at [a] next is normally the shape. In this situation, however, W cannot do so — [See then explanation.]  
32: W #32 therefore hane. Next B #33 —  
[See the variation for B #33.]  
33: In the game, B #33 is tesuji.  
Next (W #34) —  
[\*\*\* 'B' and 'C' to see variations.]

34: Therefore W [R4] and (later) [R2] to live. No other choice.

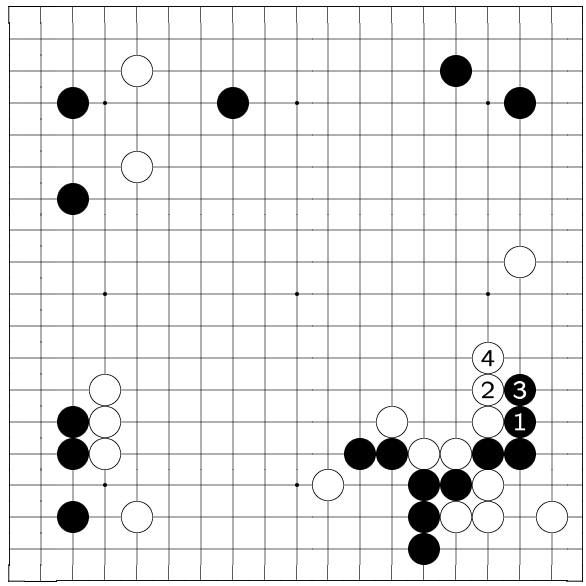


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**Variation 11** at move 32 in Diagram 10: 1-16

**variation (W #32)**  
[When B [M5]...]  
1: When W [P7]...  
2: B [Q8] jumps out...  
5: If W cuts...  
16: To B [S6], since the ladder to capture B stones [P9] doesn't work for W, W fails.

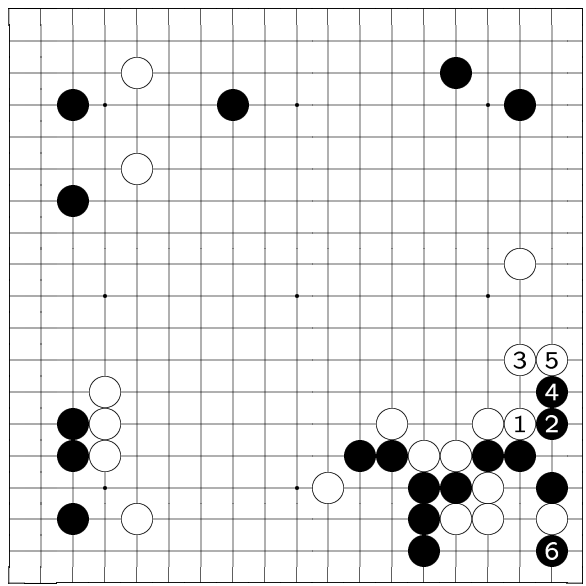


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**Variation 12** at  
move 33 in Diagram  
10: 1-4

**variation (B #33)**  
[When W [Q6]...]  
1: If B [R6]...  
4: W extends to  
build up a solid wal-  
l, sealing B to insid-  
e. If so, even if B  
lives inside, it would  
be still very unfavor-  
able to B.

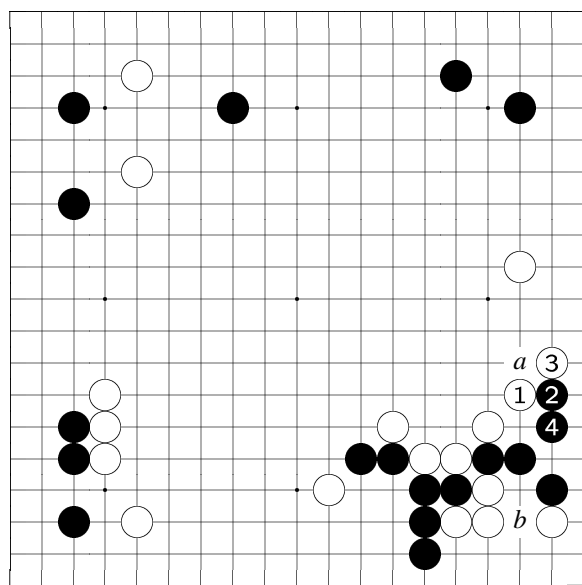


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**Variation 13** at  
move 34 in Diagram  
10: 1-6

**variation 1 (W #34)**  
[When B [S4]...]  
1: W [R6] tries  
to block B inside.  
Pushing too hard.  
4: B first increases  
liberties...  
6: Then [S2], and B  
wins the semeai.



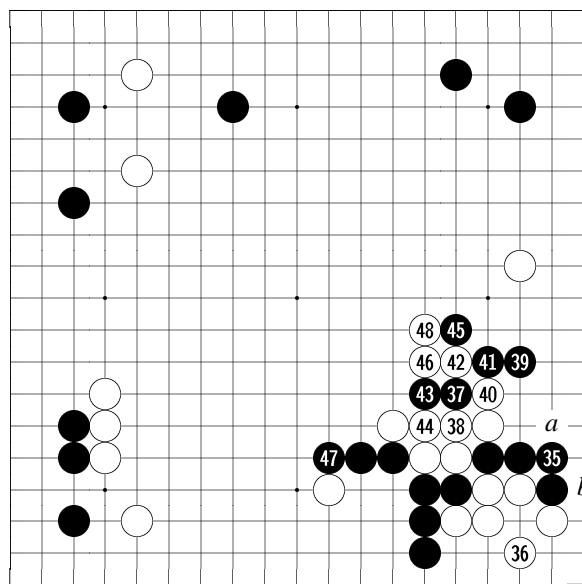
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**Variation 14** at  
move 34 in Diagram  
10: 1-4

**variation 2 (W #34)**

[Again,  
when B [S4]...]  
1: Even if W plays  
a little bit looser at  
[R7]...  
4: After B [S7] and  
[S6], [a] cut and [b]  
wedge are miai for  
B. Still B is good.



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**Diagram 11: 35-48**

35: Can B [S5] play  
at [S6]? \*If\* W[b]  
after B[a], then [R2]  
to live, of course  
[S6] would be better  
than [S5]. Howev-  
er, when B[a], if W  
doesn't play [b] but  
[R2] directly to live,  
B would have some  
trouble.

[The  
variations show ref-  
erences.]

36: *In the game, B  
#35 connects solid-  
ly, and B next will  
have a severe attack*

on W.

37: B #37 is the urgent point.

Next move (W #38) —

[See the variation for W #38.]

38: B #37, forcing W #38 to connect, gains in sente.

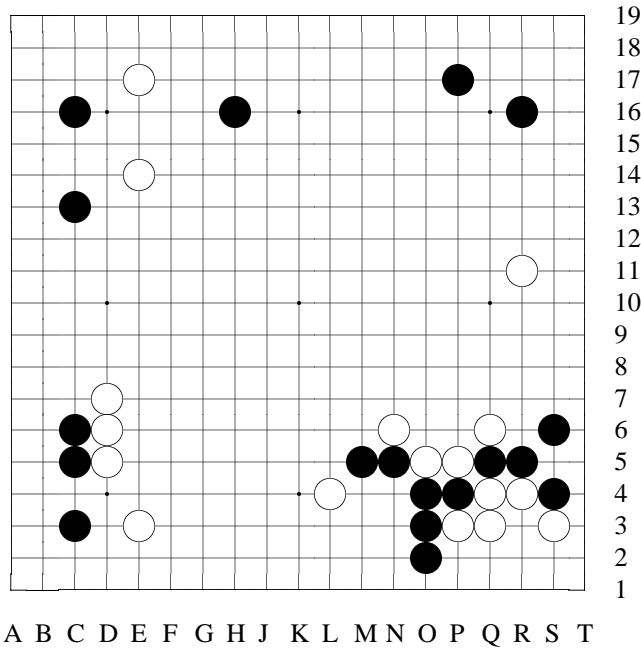
40: W #40 pushes. W has no way but to determinedly hangs on.

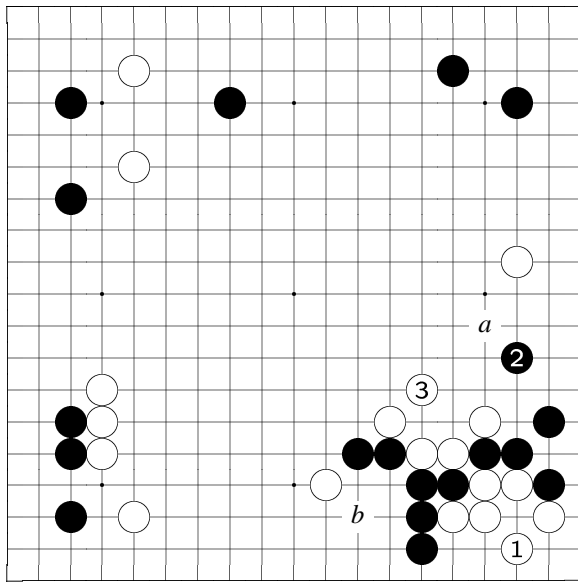
42: *A violent fight has started.*

43: *A close combat this early in a opening is rarely seen in today's high-dan encounters.*

45: B #45 atari...

47: B #45 atari then #47 extend is a good order. After W's push-and-cut of #40-#42 [Q7-P8], this picture is expected.





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**Variation 15** (continued): 1-3

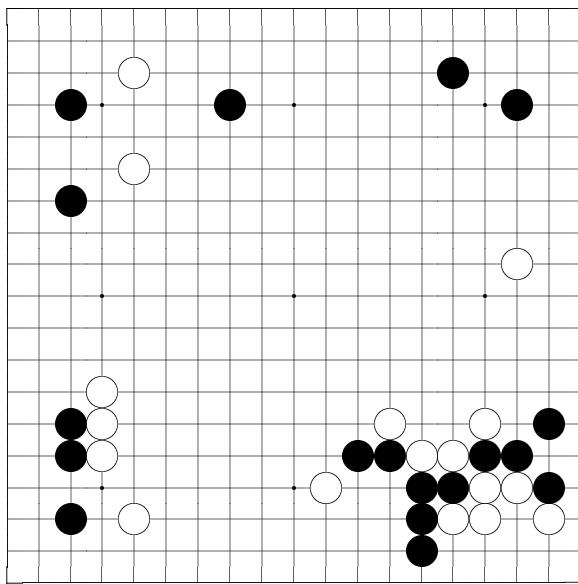
**reference 1**

[If B connects with [S6]...]

1: W [R2] lives...

2: When B [R8]...

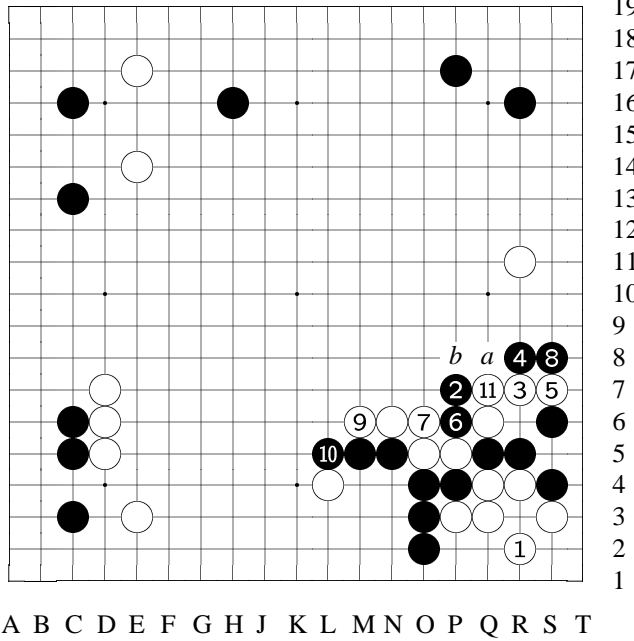
3: W [O7] protects the cutting point. Next, W[a] or W[b] are miai. B not good.



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**Variation 16** at move 36 in Diagram 11



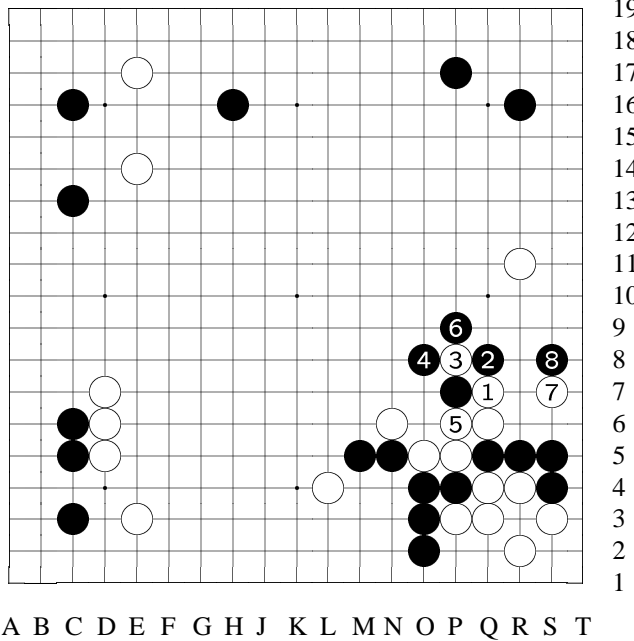
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**Variation 16** (continued): 1-11

**reference 2**

[Again if [S6] instead of [S5]...]  
1: After W [R2] lives the corner...  
2: If B peeps...  
3: W [R7] kosumi is a good move...  
11: To here, if B[a] blocks, W[b] cuts and the ladder works for W. B moves don't work.

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** at move 38 in Diagram 11: 1-8

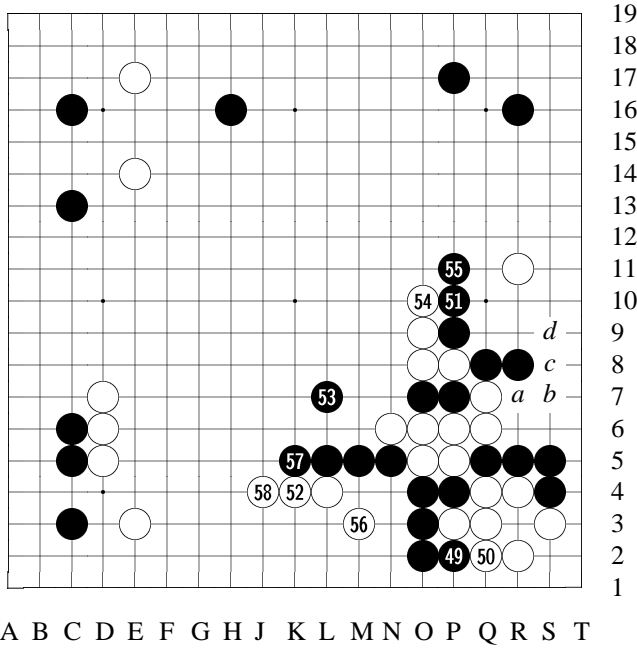
**variation (W #38)**

[When B [P7] peeps...]  
1: If W [Q7] extends...  
2: B [Q8] blocks...  
8: To here, although W captures four B stones, but to let B form a ponnuki at the middle, W's loss is greater than the gain.

*Proverb says "a ponnuki is worth 30 points", and the*

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

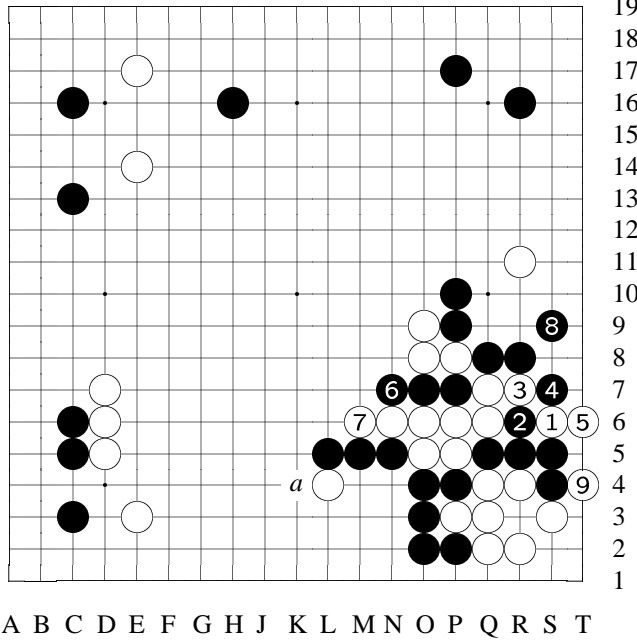
*power of this shape is clearly seen.*



**Diagram 12:** 49-58

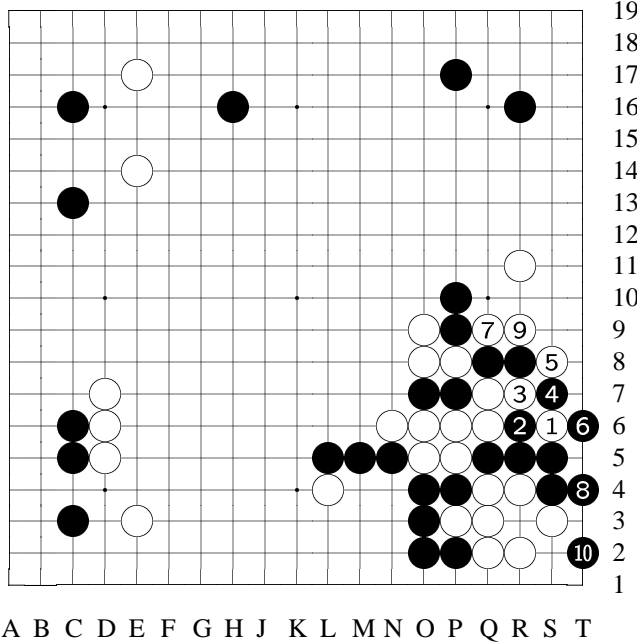
49: There is nothing deep about B #49, but consider – Later after W[a]-B[b]-W[c] and B[d] (Of course W can't play this right now), B #49 [P2] wouldn't be sente anymore. Therefore, #49, still sente, to exchange for a gain now is good.  
 51: When B #51, Next (W #52) — [The variations show variations.]

52: Therefore [base on 2 variations shown], W #52 has no choice.  
 55: These couple of moves are certain.  
*The first day of this game was sealed at move #55.*  
 56: Against W #56...  
 57: B #57 oshi first is good order.  
 Next W #58 —  
 [See the variation.]



**Variation 18** at  
move 52 in Diagram  
12: 1-9

**variation 1 (W #52)**  
[After B [P10]...]  
1: If W [S6] tsuke...  
2: B would sacrifice  
with [R6] and the  
following moves...  
9: To here, although  
W captures five B s-  
tones, but B[a] next,  
and B is good.  
Now look at another  
variation —

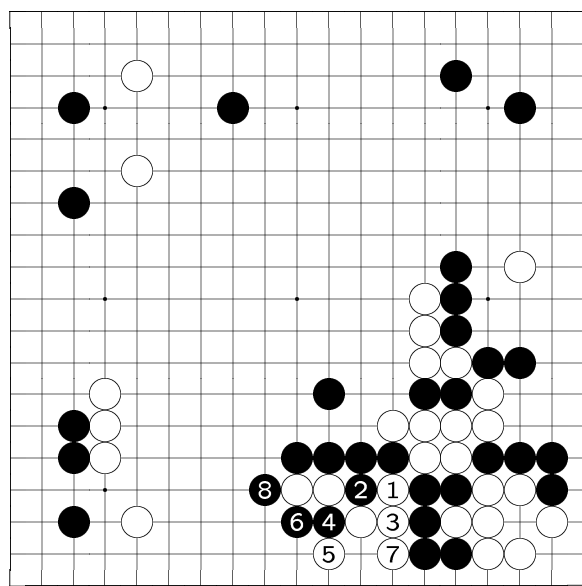


**Variation 19** at  
move 52 in Diagram  
12: 1-10

**variation 2 (W #52)**  
[Again,  
after B [P10]...]  
1: When W [S6]  
tuske...  
5: If W [S8] cuts im-  
mediately (in varia-  
tion 1, this move is  
to extend at [T6])...  
6: B would live  
first...  
9: When W is forced  
to capture the two B  
stones...  
10: B [T2] jumps  
in and the corner is

killed. This way, not only B gains huge, also W will have no way to attack B's team at lower side.



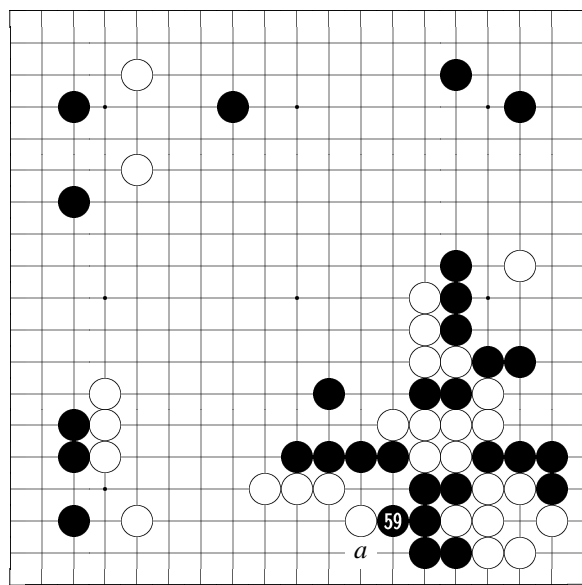


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**Variation 20** at  
move 58 in Diagram  
12: 1-8

**variation (W #58)**  
8: To here, B cap-  
tures two stones at  
the middle. W loses  
big.

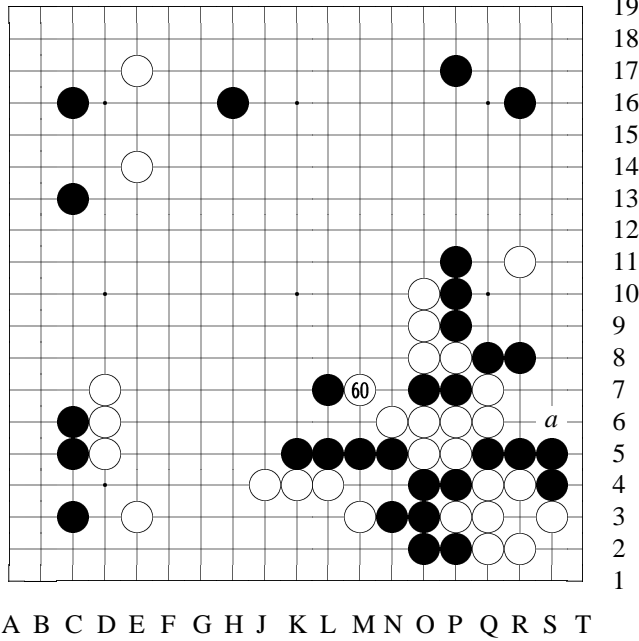


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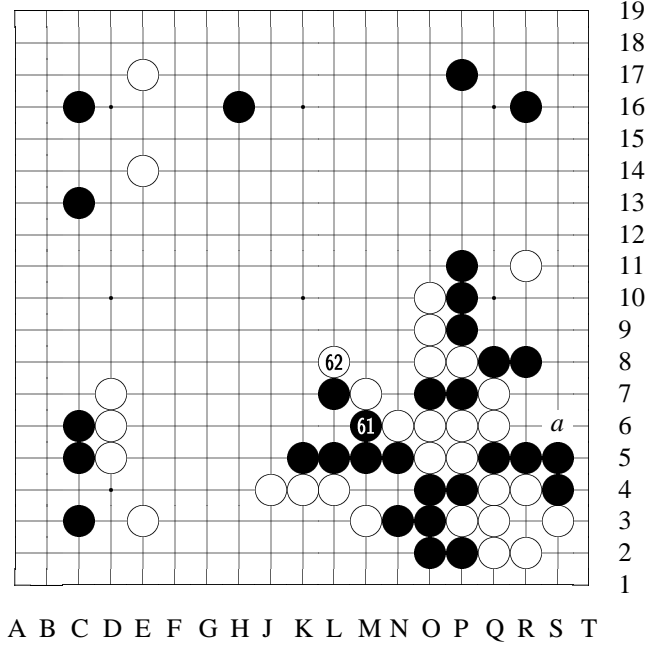
**Diagram 13: 59**

59: B #59 is the best  
way to connect [the  
cutting point].  
Later B[a] can gain  
an eye in sente.



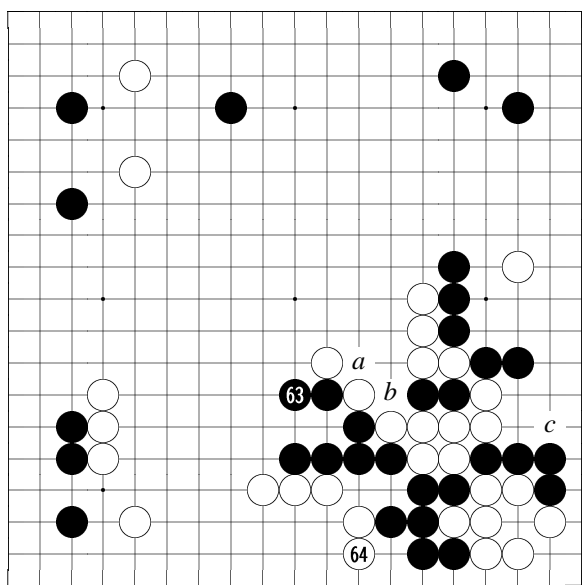
**Diagram 14:** 60

60: W #60 to add a move, aiming at W[a] tesuji next.



**Diagram 15:** 61-62

61: B #61 prevents W[a] tesuji, and it also helps to make an eye. It's the most efficient move.



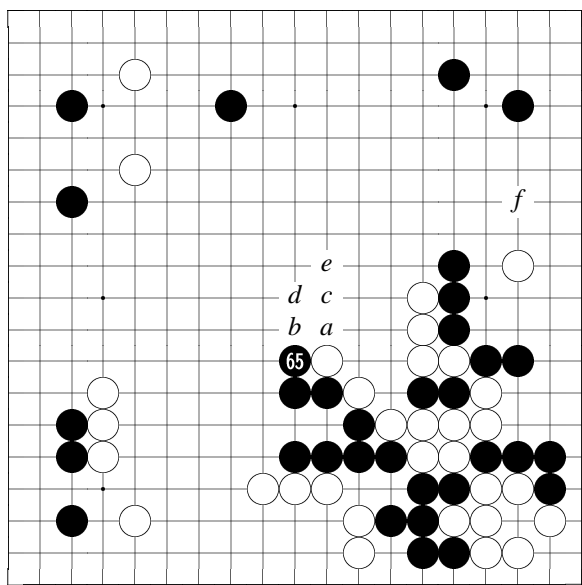
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**Diagram 16:** 63-64

63: B #63 absolutely *cannot* atari at [a], since if B[b] captures two W stones, B[c] tesuji would work again.

64: W #64 is extremely big. From the standpoint of profit, it's an anti-sente worth 6-7 points (Compare it with B sente hane here), and it has the purpose of taking away W's eyes and attacking W. So it's a huge point.

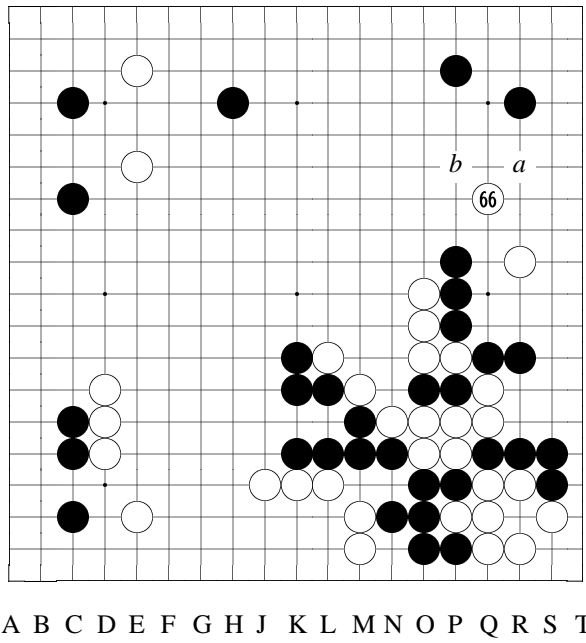


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**Diagram 17:** 65

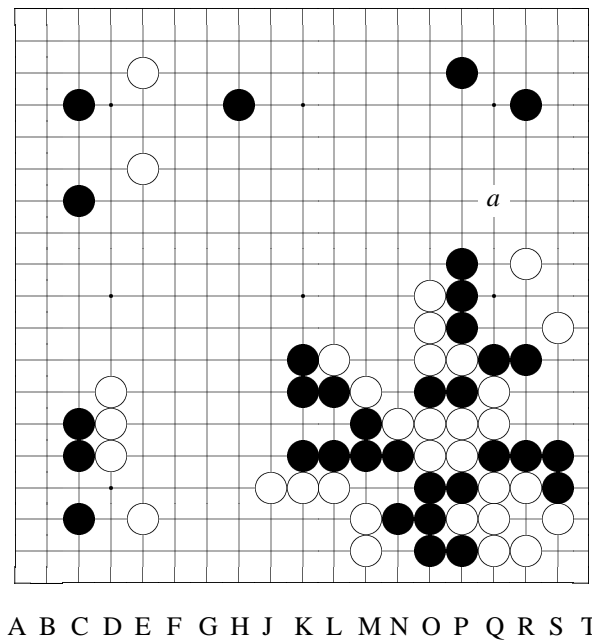
65: When B #65 bends, W's next move is very difficult. If W[a], giving B[b], W[c], and B[d] a couple of pushes – it's unbearable for W. Next when W is forced to extend again at [e], B would take [f], an extremely good point



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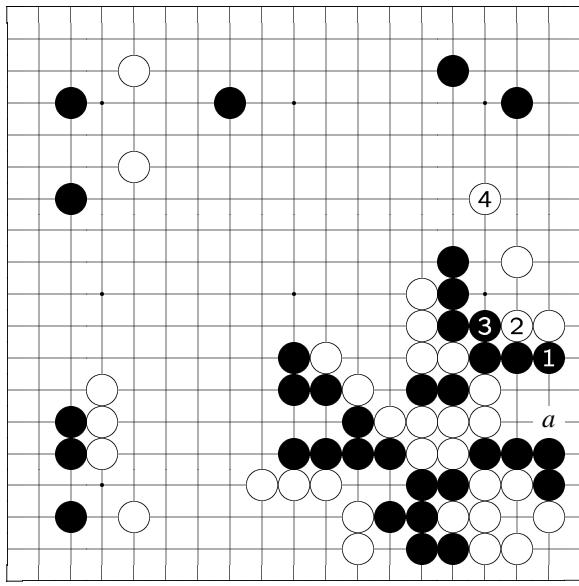
**Diagram 18:** 66

66: W temporarily puts the left side aside, and play W #66 at the right. If #66 plays at [a], after B[b] boshi, W would be in trouble. Also, before #66 ko-geima — [See the reference.]



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**Variation 21** at move 67 in Diagram 18



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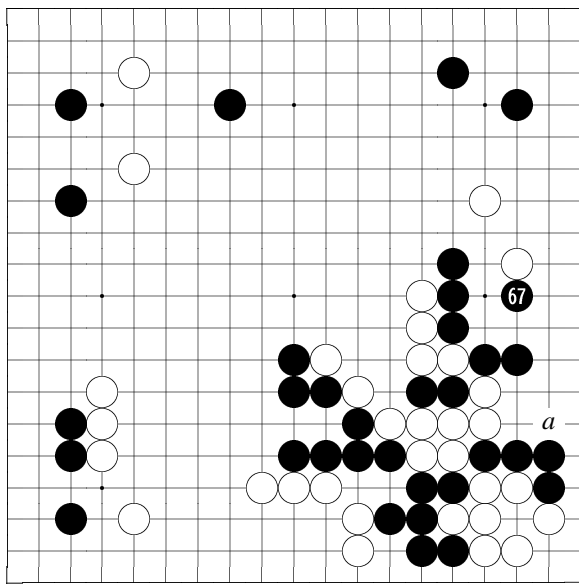
**Variation 21** (continued): 1-4

**reference**

[If W plays here before [a]...]

2: W gains with sente...

4: But to [Q13], the aji at [a] is gone, so W cannot play this way.

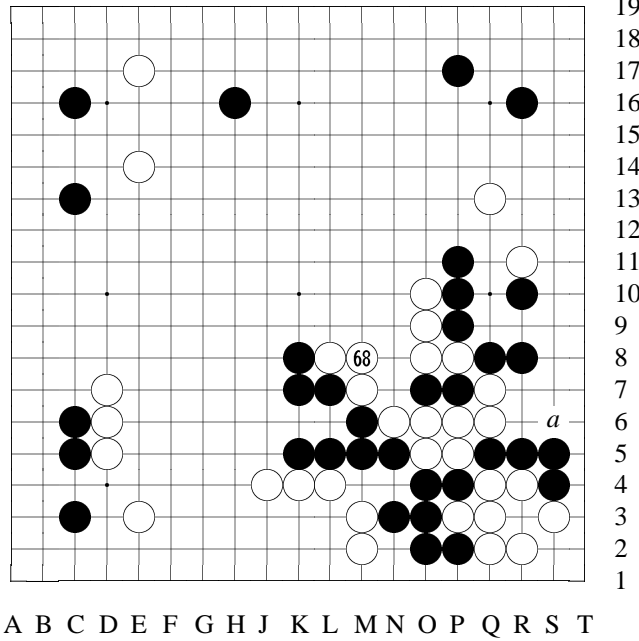


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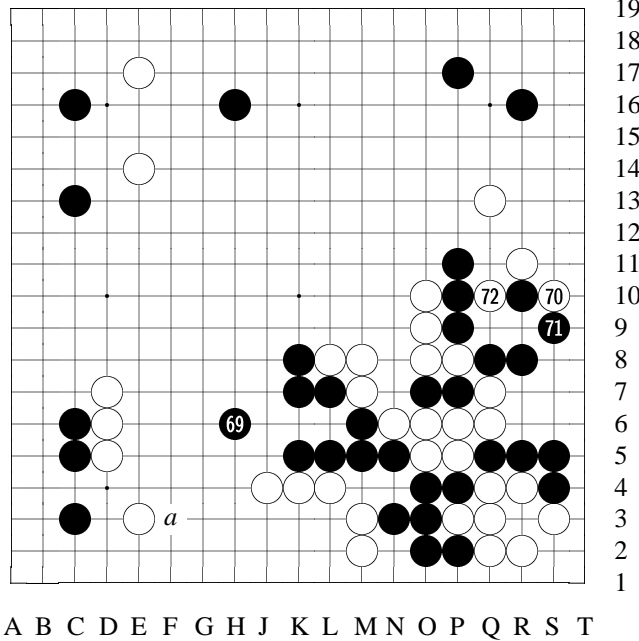
**Diagram 19: 67**

67: B #67 is the key point for both sides' eyeshape; no way to pass by. Also, after B #67, W's aji at [a] doesn't exist anymore.



**Diagram 20:** 68

68: Since the aji at [a] is not there anymore, B could now cut at [M8] if W ignores here. So W #68 plays at [M8].



**Diagram 21:** 69-72

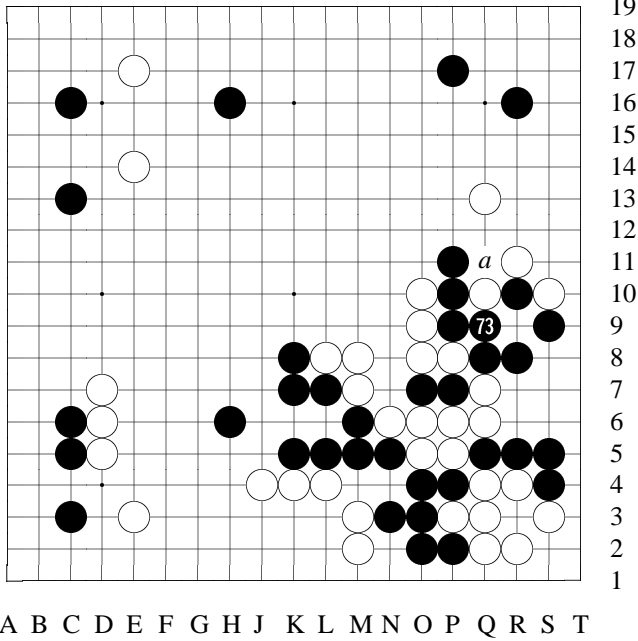
69: B #69 gets the key point of both sides – If W gets this point, the difference is tremendous. Not only this, after #69, B[a] tesuji becomes available.

To #69, the violent fight started from the lower left comes to a pause. Based on the result up to now, W didn't quite get what he hoped. B is better.

70: W #70 and what

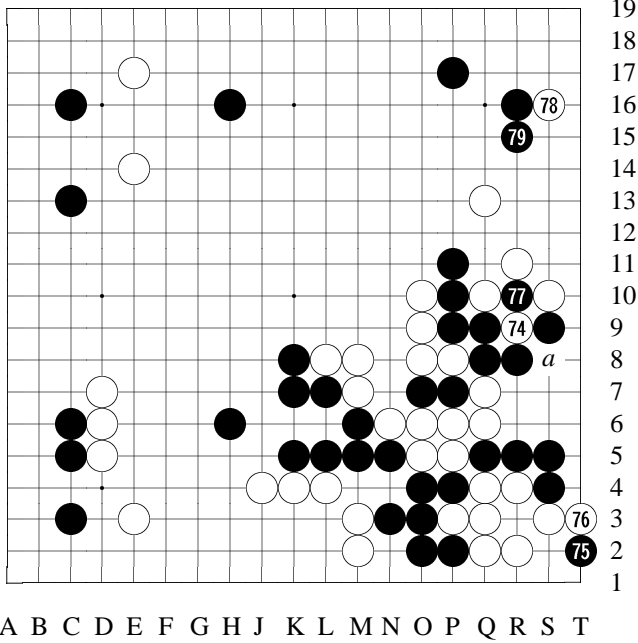
followed show a severe method.

72: W #72 initiates a ko fight.



**Diagram 22:** 73

73: This ko is light to W, since even if B wins the ko and then captures at [a], it wouldn't be much of a loss to W...



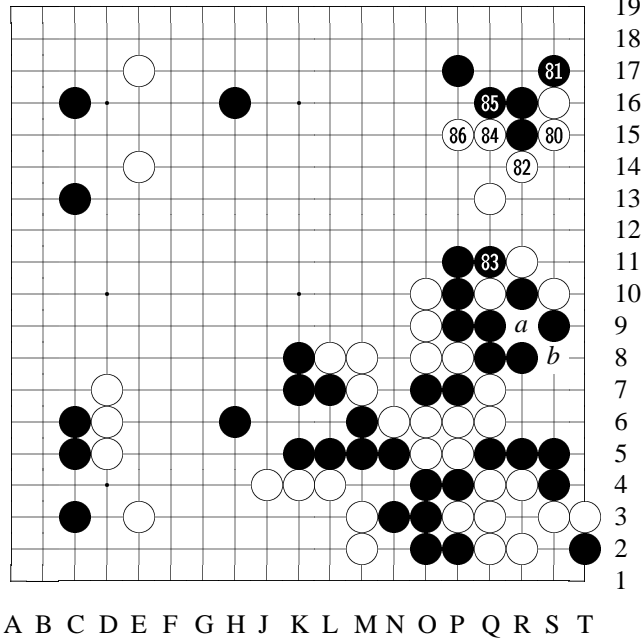
**Diagram 23:** 74-79

74: On the other hand, if W wins the ko and next cuts at [a], it would be a heavy burden to B. So if B loses this ko, the loss would be huge.

75: B has to take the ko seriously, as explained before. But to W, even if he can't win the ko, he would still have chance to play two [non-ko] moves in a row to settle this W team [R11] – this is

W's purpose to start this ko.

78: W #78 is a point W wants to get even if it's not used as a ko threat. Great timing.



**Diagram 24:** 80-86

80: If W #80 to recapture at [a], B would play [S15] to get the one B stone. Then even if W[b] cuts next, since W wouldn't have enough ko threats, W cannot win the ko —

[See the reference on the ko fight.]

82: W has invested quite a bit here, so when B #81 [S17] here, W #82 cannot be omitted.

83: To B #83, it's a

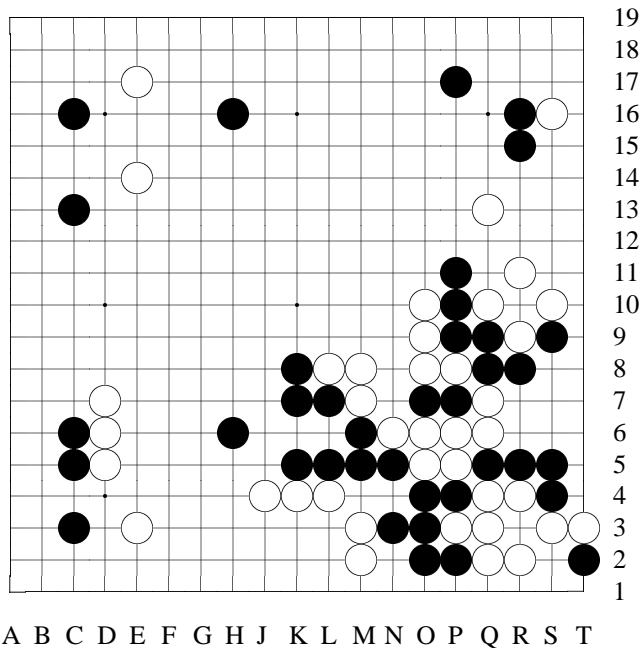
fair trade between the two sides.

84: Although W didn't win the ko, but with #84...

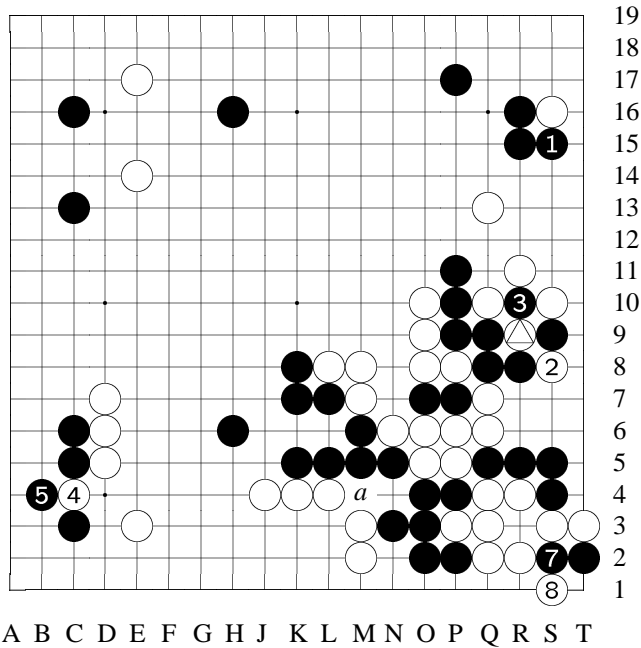
86: ...and #86, W rushes out, and W should be satisfied.

W was fighting inside B's influence, to get this result is quite decent.





**Variation 22** at  
move 81 in Diagram  
24



**Variation 22** (con-  
tinued): 1-9

⑥ at △,

⑨ at ③

**reference**

[Say W captures at [R9] instead of [S15] (actually played)...]

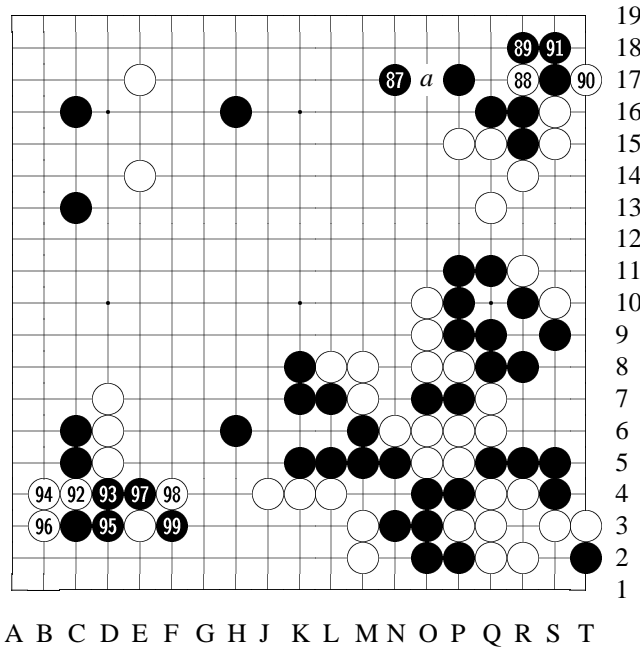
1: B would [S15] to get the stone at the corner...

2: When W cuts...

3: B takes back...

9: And when B takes the ko back again, W cannot find

another ko threat. Threats like [a] would be too small.

**Diagram 25:** 87-99

87: #87 point is also a must.

If B tenuki here, W[a] would be severe.

88: W #88 great timing.

If W ignores here and plays somewhere else, B would immediately B[a] hane. The difference is big.

91: To here, W gains in sente. This is the results brought by W #88 [R17].

How should W play

the next move (#92)?

[See the variation.]

92: In the game, W #92's purpose is to start a violent fight, so that he can use the thickness to gain the best results.

93: If B #93 responds from the bottom —

[See the variation.]

94: When W #94 sagari...

95: B #95 connects. The next move for W (#96) is difficult. The conclusion —

[The variations show variations.]

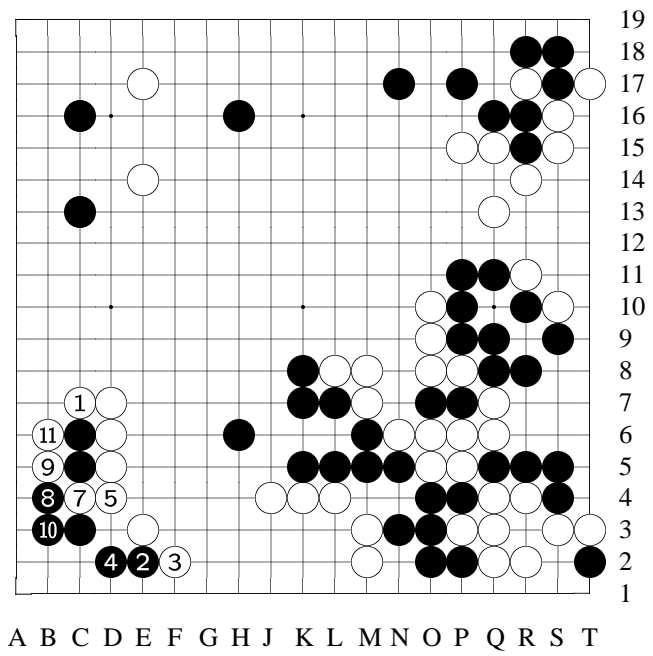
96: Locally speaking, W #96 is the most advantageous variation, and it's quite severe a move. But based on the changes afterwards, it seems that this move is worth a reconsideration.

97: B #97 certainly. What should the next move (W #98) be?

[See the variation.]

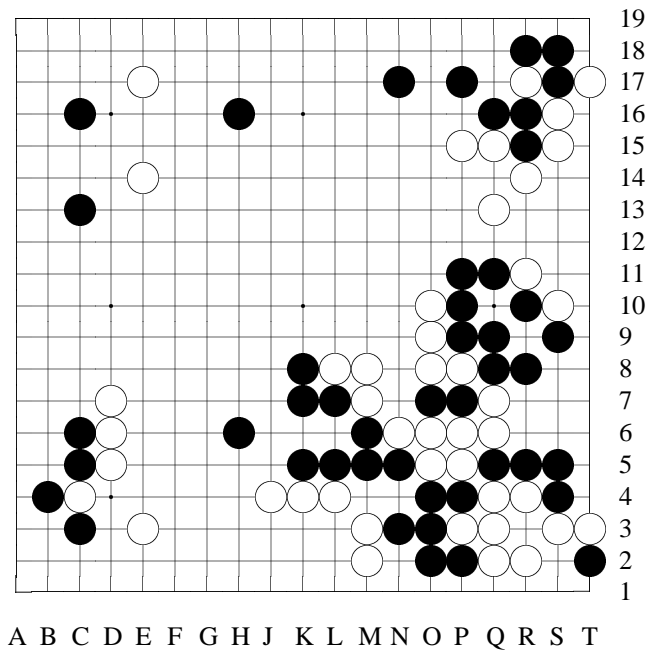
98: [Therefore,] W #98...

99: ...to exchange with B #99 first, \*then\*...

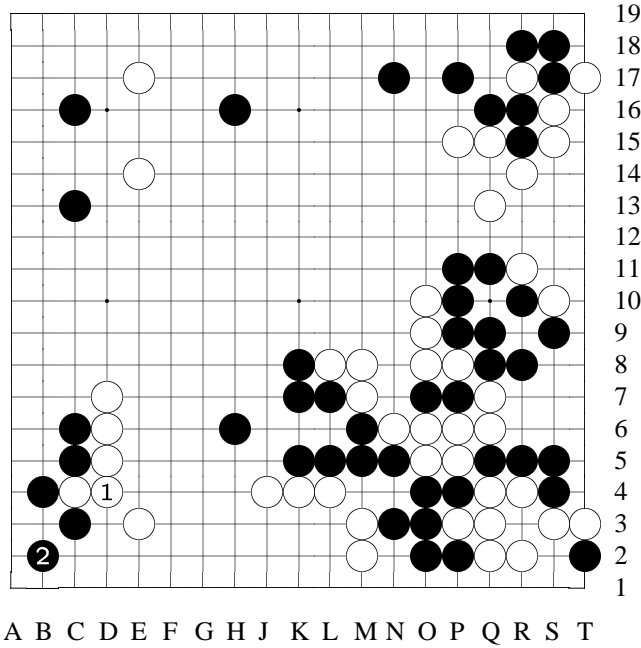


**Variation 23** at  
move 92 in Diagram  
25: 1-11

**variation (W #92)**  
[After B [S18]...]  
1: If W blocks  
here...  
5: After W [D4], B  
can actually tenuki-  
i to get some other  
big points.  
6: Pass  
Say B tenuki here...  
9: If W cuts...  
11: To  
here, W gets two s-  
tones in \*gote\*, and  
W would be trailing  
globally.



**Variation 24** at  
move 94 in Diagram  
25

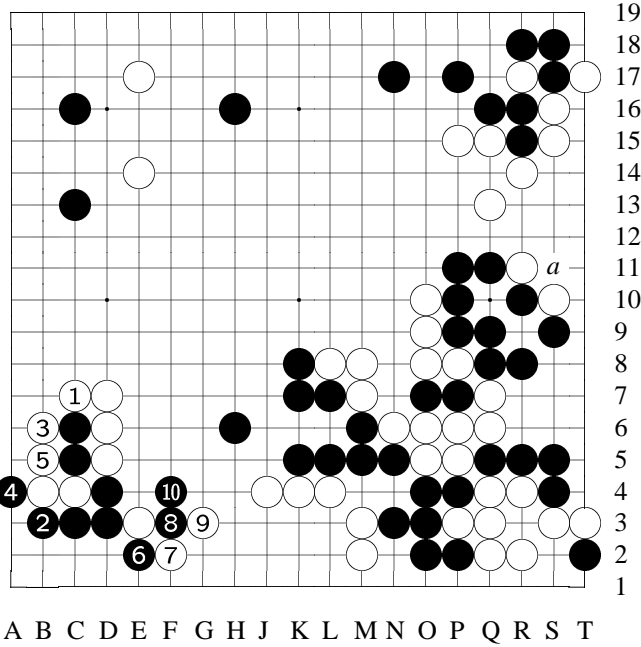


**Variation 24** (continued): 1-2

**variation**

Suppose B atari from the bottom...

2: To here, W gets a thicker outside in sente. B absolutely cannot give in like this.



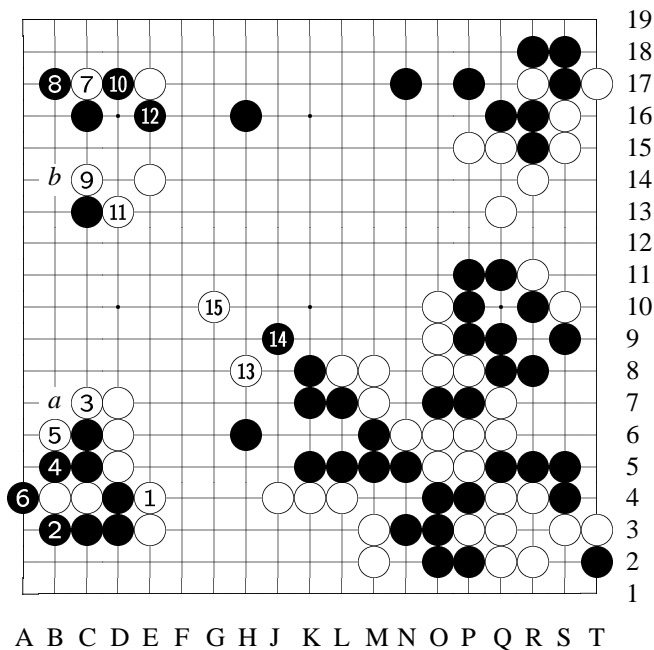
**Variation 25** at move 96 in Diagram 25: 1-10

**variation 1 (W #96)**

[After B [D3]...]

1: If W blocks here directly...

10: To here, W [G3] gains sente and next can play [a] – this would be the strongest way based on the results.



**Variation 26** at move 96 in Diagram 25: 1-15

**variation 2 (W #96)**  
[After B [D3]...]

1: What if W blocks from this side?

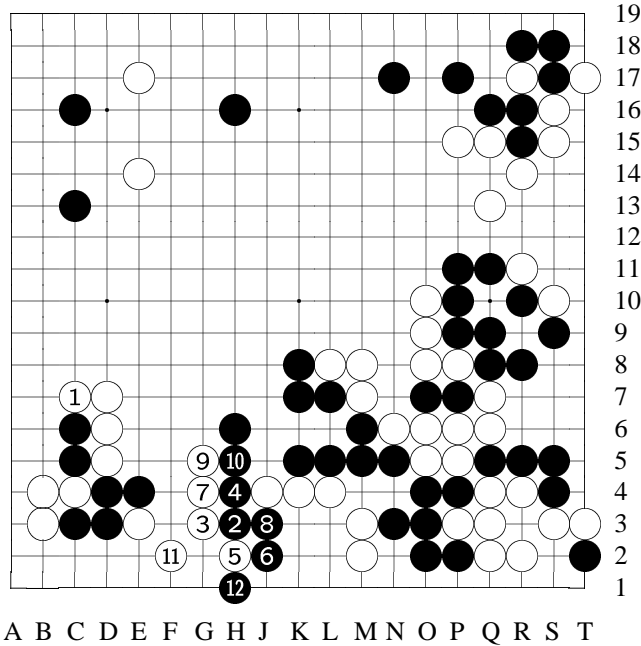
6: B certainly captures two stones...

7: Under this situation, W [C17] can be said as a strong move, and W can expect the following moves...

12: To here an exchange...

15: Then W tries to extend the moyo at

left. But after this, W cannot hope to get a big stomach as he imagine. Also, B still has [a] capture and [b] big endgame move. So clearly, this is in fact a situation in favor of B.



favorable to B.

**Variation 27** at move 98 in Diagram 25: 1-12

**variation (W #98)**

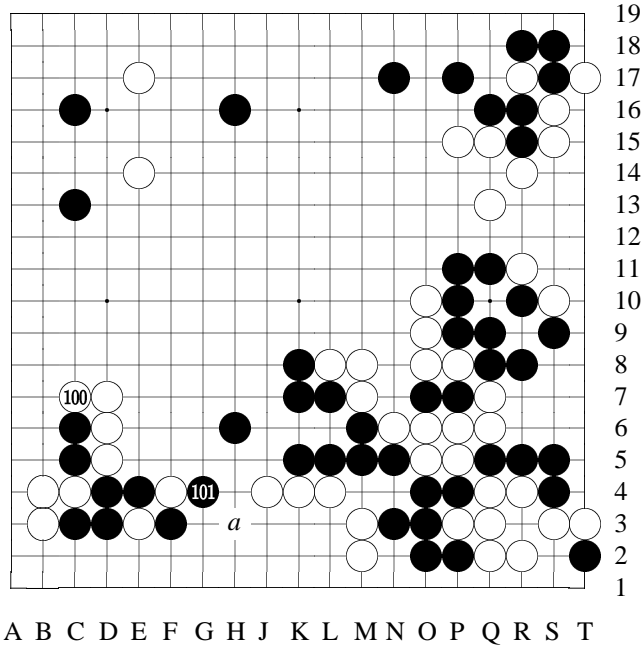
[When B [E4]...]

1: If W [C7] directly blocks to captures two B stones...

2: B [H3] is a severe tesuji...

3: W has no other choice but to go for the exchange...

12: To B [H1] hane, W still needs one more move to completely capture B stones. Therefore, this exchange is fa-

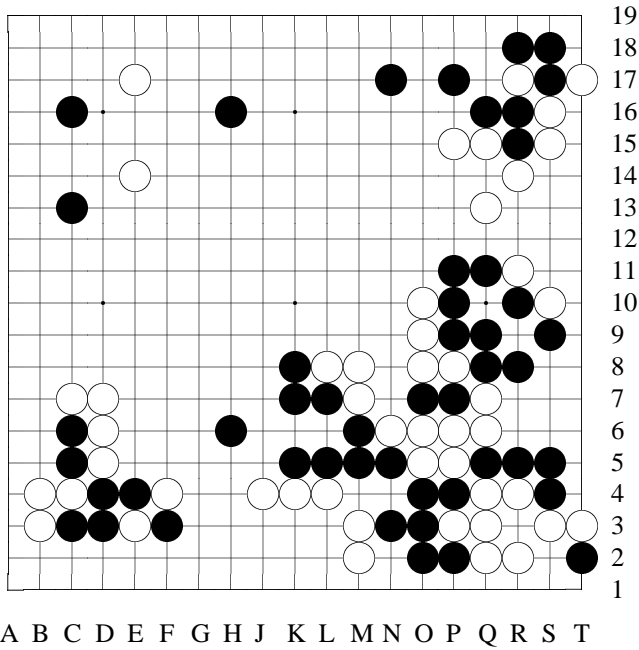


**Diagram 26:** 100-101

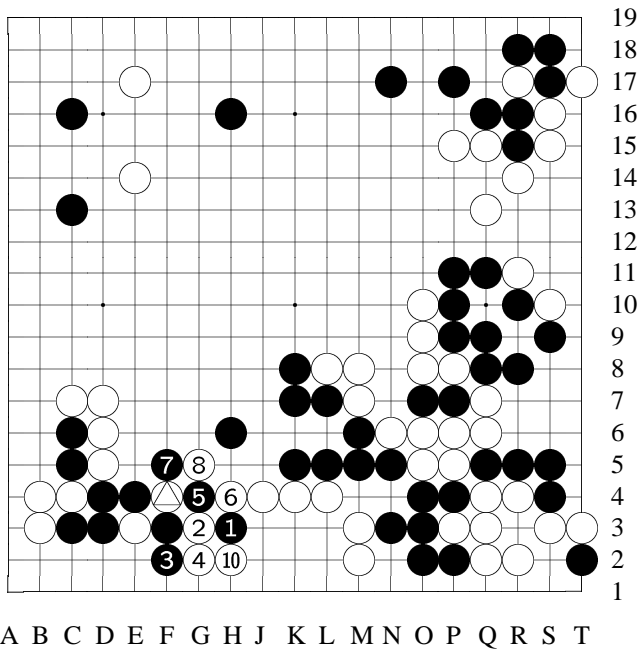
100: ...W #100 to capture two B stones are good moves. This time if B[a] to press again —

[See the reference.]

101: This time, therefore, B #101 can only atari at [G4].



**Variation 28**  
at move 101 in Diagram 26



**Variation 28** (continued): 1-10

9 at

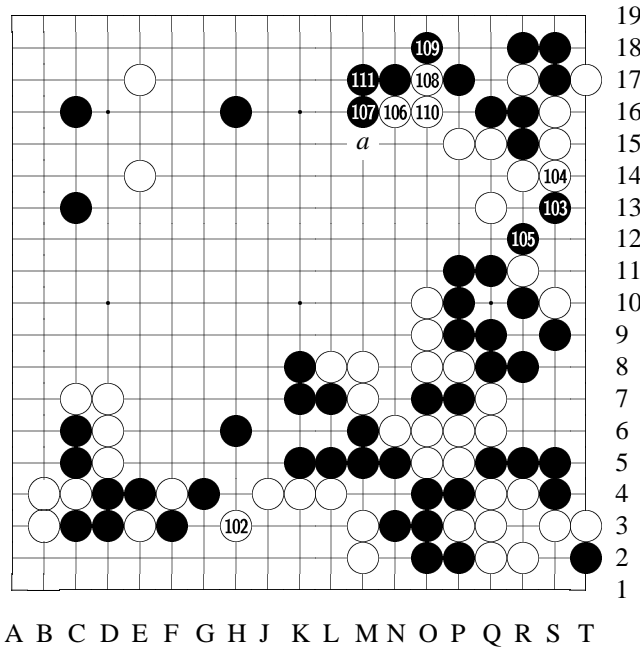
**reference**

[After W [F4] and B [F3] exchange, W gets two B stones...]

1: If B [H3] threatens...

2: W has [G3]...

10: To here, W is safe.



**Diagram 27:** 102-111

102: Then W #102 kosumi, and this W group's safety is no more a problem. The fight at lower left corner draws to a temporary conclusion. Locally, W got the corner and gained, but to lose sente under current situation is questionable. That is to say —  
 103: With sente, B gets to play #103 and...

105: ...[and] #105. Not only a big gain on territory, but also deprived W's eyeshape, thus threatening to attack B. B is able to get #103 and #105 — although losing a bit at lower left corner, B should be satisfied.

Therefore, if W adopted the variation shown before [variation 1 for #96 at node #95], wouldn't it be better?

106: W #106 is also questionable.

Because of this move, B's top side is solidified. Had #106 played at a looser point of W[a], it would have been tough to handle.

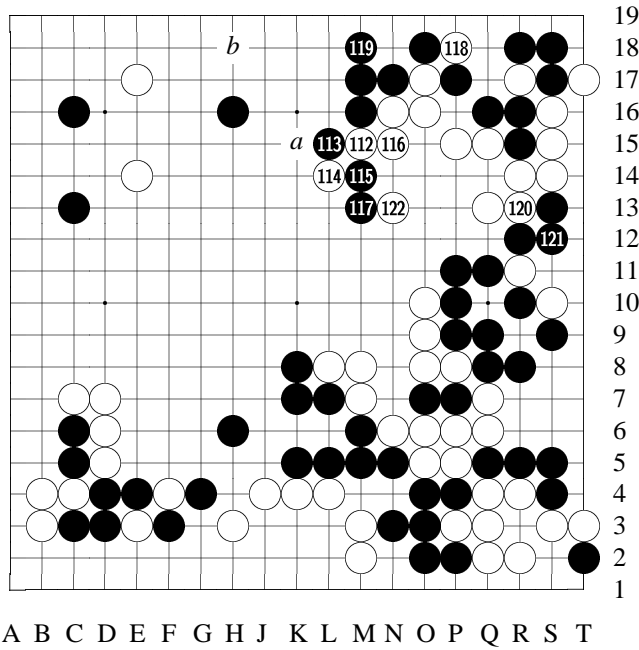
107: B #107 hane only move. No other choice.

108: W #108 is tesuji, very severe.

109: B #109 can only respond from below. Again, no other choice.

111: B #109 and #111 are gained by W in sente. But this way, this part of B stones are solidified.

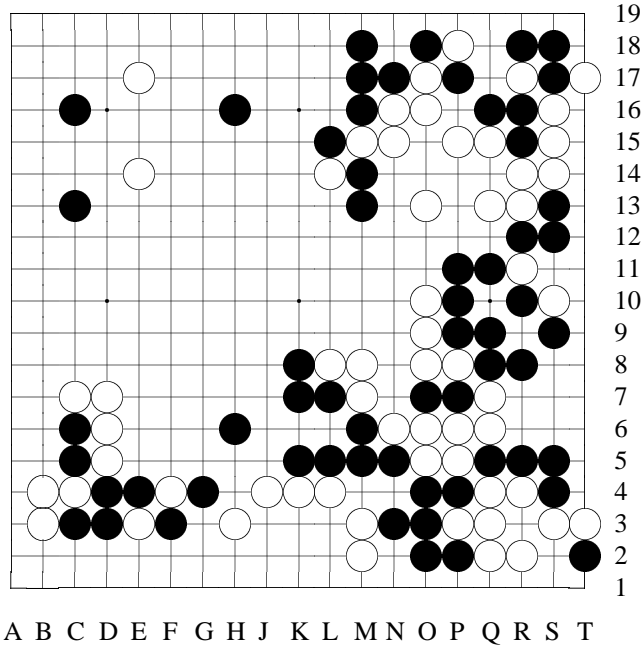




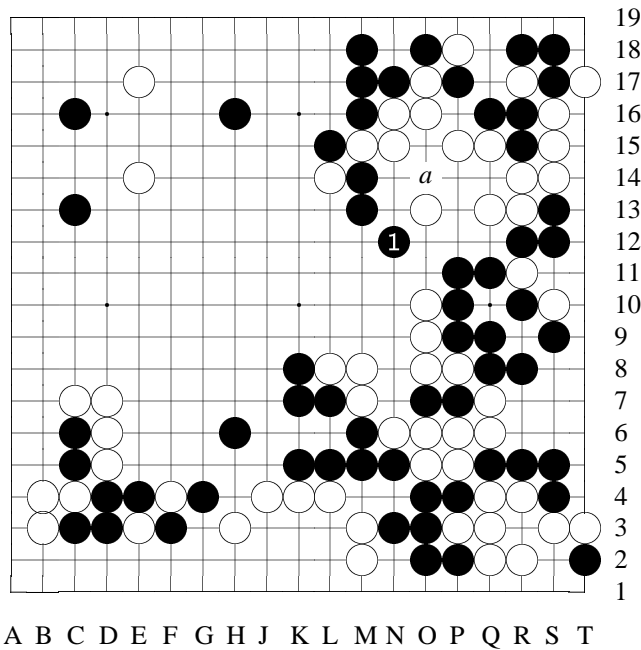
**Diagram 28:** 112-122

112: W #112 and...  
 114: ...[and] #114 are tesuji moves calculated when W played #106 [N16].  
 116: Next W might expect B[a] extension.  
 But even if B plays [a], the bottom still leaves a hole for W[b] invasion.  
 Therefore, B[a] next would be slightly slow.  
 117: B #117 is strong!

118: W #118 is a clever yose move...  
 119: ...Since B has no other way, B has to play #119. This way, later when W plays endgame at the corner, the outcome would be quite different. On the other hand, after B #119, W would suffer some loss in the endgame of upper side.  
 122: W #122 good move.  
 [See the reference – and it shows why #122 is good.]

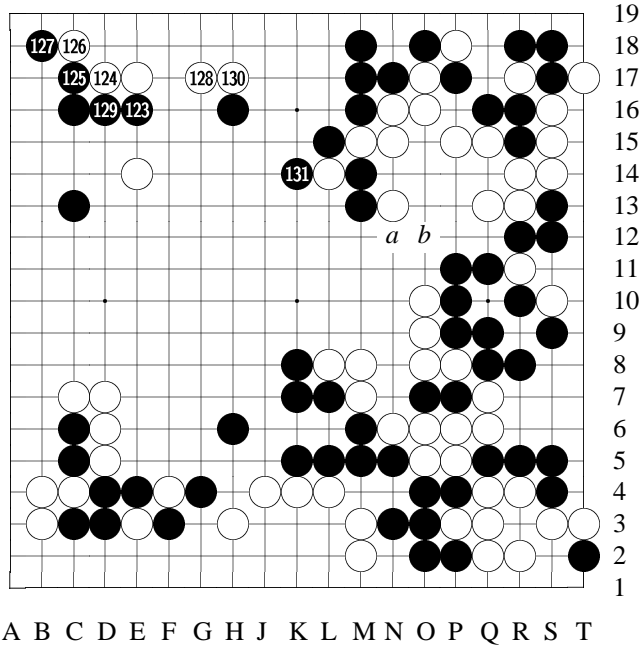


**Variation 29**  
at move 123 in Diagram 28



**Variation 29** (continued): 1

**reference**  
[Suppose W plays [O13] (instead of [N13], which W actually played)...]  
1: Then B [N12] would block W inside in sente – if W tenuki, B[a] and W dies.



**Diagram 29:** 123-131

123: If B #123 hane at [a], B[b] also hane, and W wouldn't get what he wants.

*This tight melee vividly shows Sakata 9-dan's extraordinary skills. At first, it seemed that W's both groups were under attack, very dangerous. But to W #122 [N13], it seemed even an expert like Go Seigen could not find a*

*strong move to continue to attack W.*

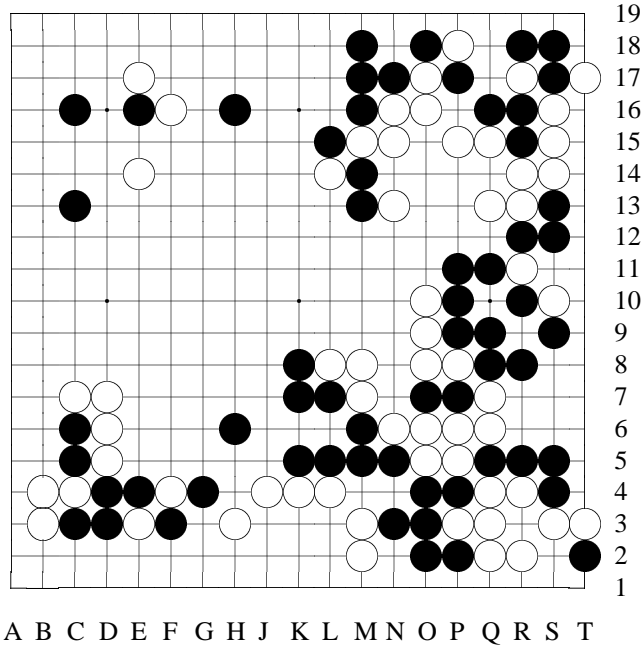
124: W #124 —

[See the variation.]

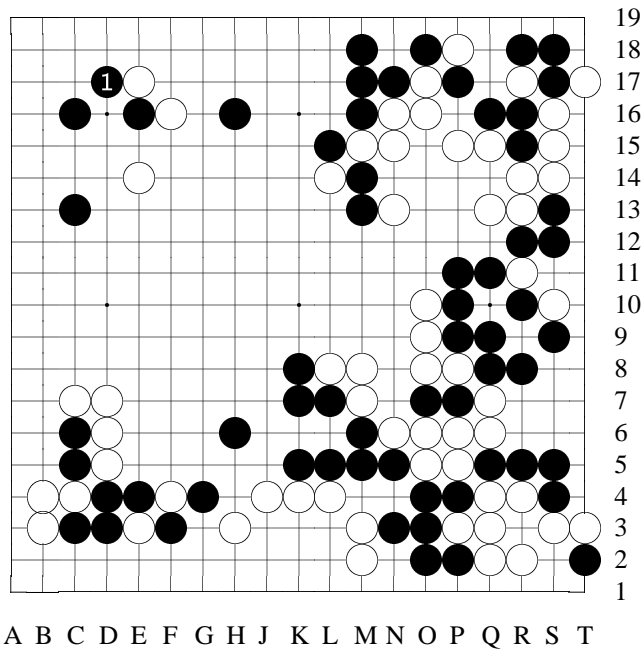
130: To W #130, it's clearly seen that the previous W [P18] and B [M18] exchange is hurting W here now.

131: When B #131 —

[See the variation for the next move.]

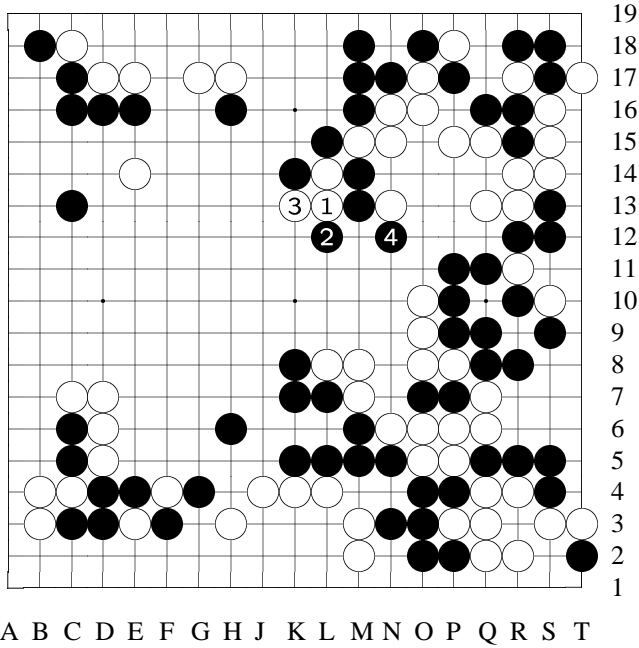


**Variation 30**  
at move 125 in Diagram 29



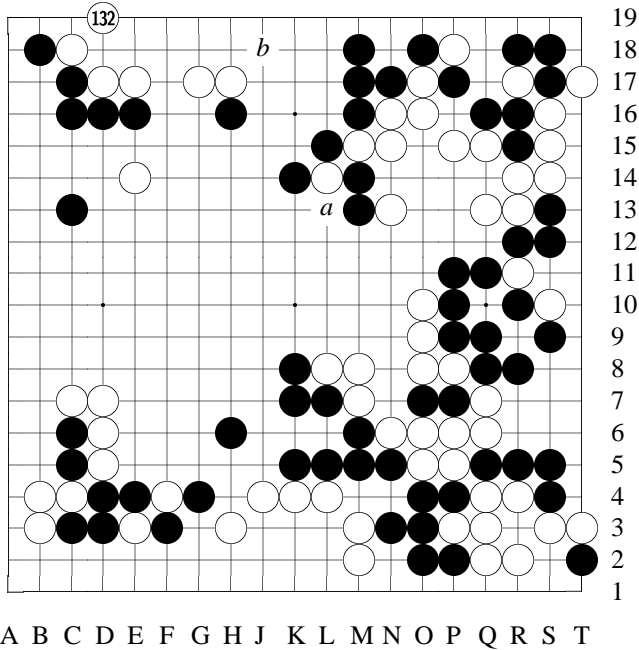
**Variation 30** (continued): 1

**variation**  
[If W hane at [F16] instead...]  
1: B [D17] would get the benefit at the corner.  
At this moment, to get the benefit at upper left corner is the central point of the fight.



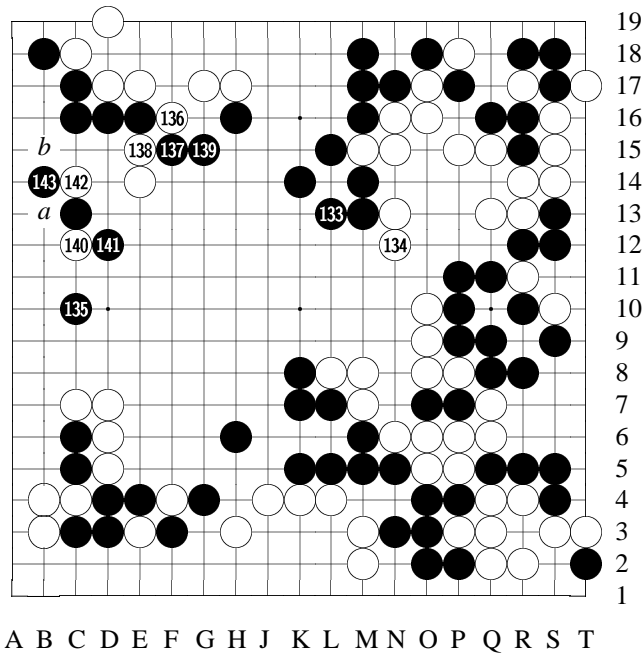
**Variation 31**  
at move 132 in Diagram 29: 1-4

**variation (W #132)**  
[When B [K14]...]  
1: If B tries to escape here...  
2: After B [L12]...  
4: B would have the chance to play [N12] hane. This way, W is hurt.



**Diagram 30: 132**

132: [Also,] If W omits #132 [D19], when B[a] captures one stone, next B[b] and W would lose eyeshape.



**Diagram 31:** 133-143

134: After #134, W's top and bottom are finally connected...

135: But when B gets #135, B is now leading in territory.

136: If W plays endgame in the normal way, his points would be enough, so W #136...

138: ...and #138 cut B, hoping to find a chance to turn it around.

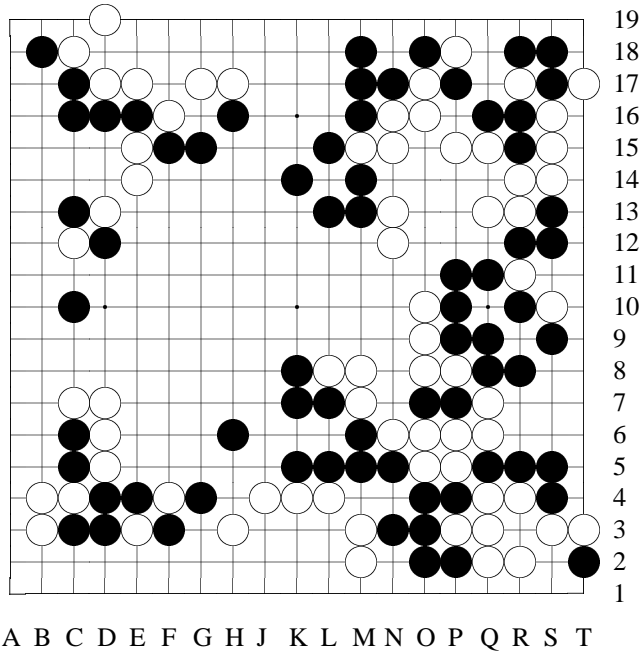
140: W #140 was

the tesuji aimed at when #136.

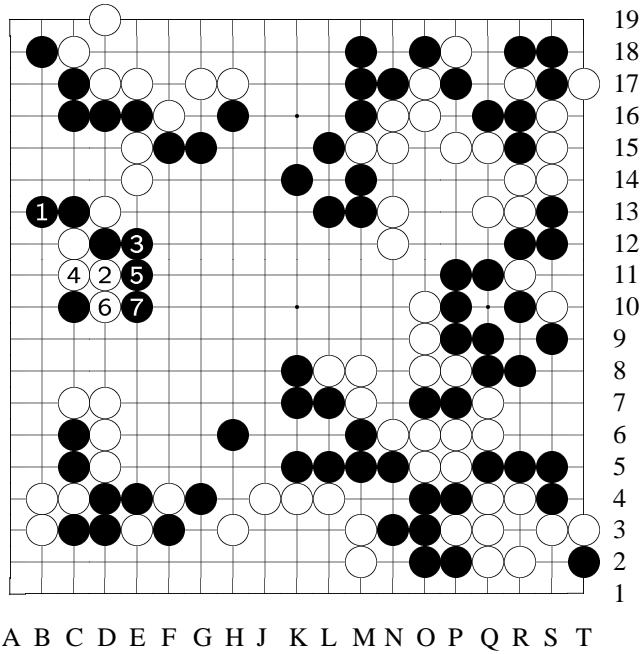
142: W #142. This move —

[See the variation.]

143: If B #143 sagari at [a], W[b] would kill B at the corner.

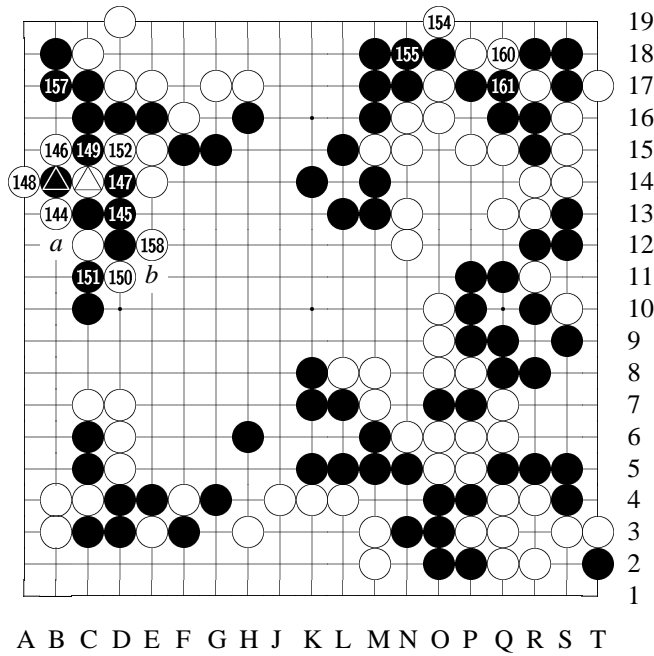


**Variation 32**  
at move 143 in Dia-  
gram 31



**Variation 32** (con-  
tinued): 1-7

**variation**  
[If W cuts at [D13]  
instead...]  
1: B would go  
for the following ex-  
change...  
7: To this picture, al-  
though B loses  
[C10] stone, but W  
too loses one more  
stone at [D13]. This  
way, B is not bad.



**Diagram 32:** 144-162

●, ● at ▲,

○, ○ at △

147: When B #147, next (W #148) —

[See the variation.]

148: So W #148 captures one stone; no other choice.

149:

When B #149...

150: W #150 hane...

152: ...then cuts at #152. Here, W tries

to start a ko, and

with it, W tries to

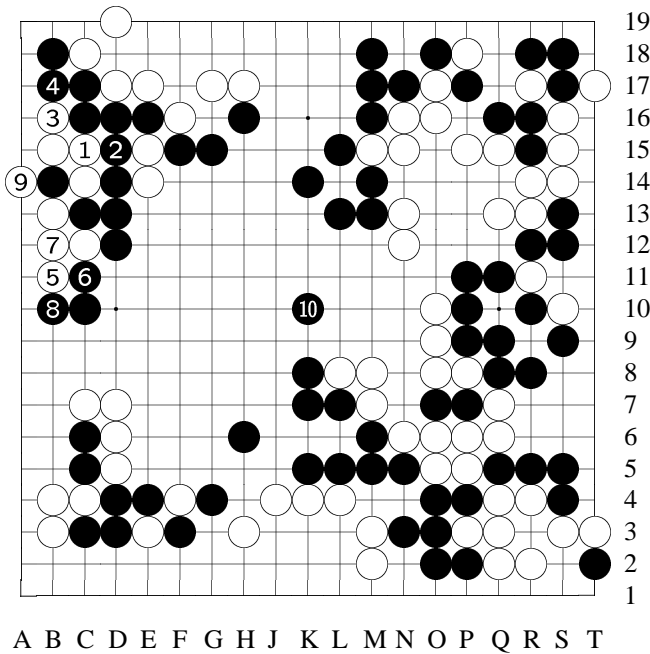
seal B from outside.

157: B gets a chance to play #157 during the ko fight since it wasn't a tight ko [B four stones are not under atari].

Next if W[a] connects, B[b] ladder works.

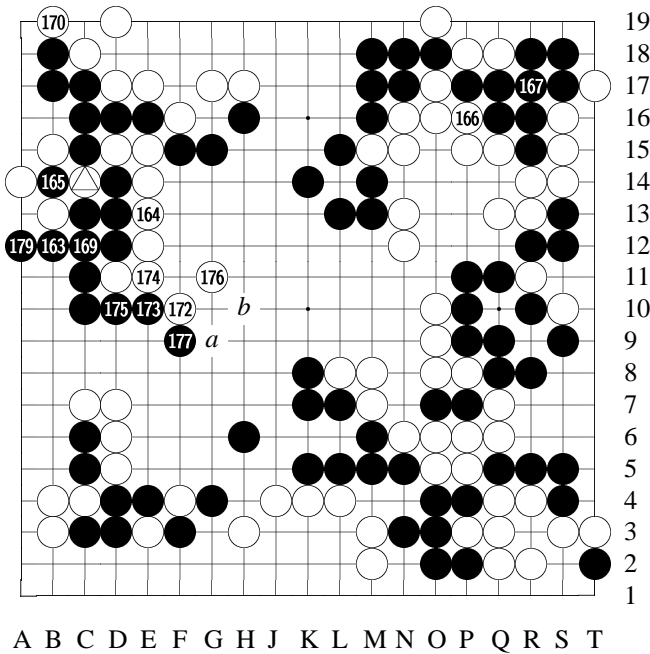
158: So W has to play #158...





**Variation 33**  
at move 148 in Diagram 32: 1-10

**variation (W #148)**  
[When B [D14]...]  
1: If W [C15] connects...  
9: To here, W lives. But if W gets gote, and ...  
10: ...[and] B next gets to jump at [K10], B will be able to get a considerably large territory outside. W can't be content.



**Diagram 33:** 163-179

168, 178 at

171 at 165

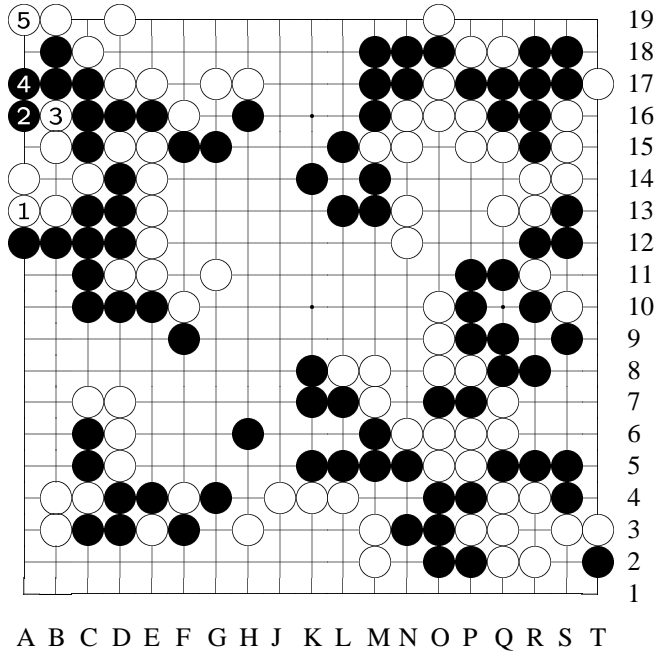
164: To #164. W seals B.  
166: *If the ko fight continues at the left, W wouldn't expect to have instant gain anyway. So it's more urgent to settle the right side weak group first.*  
172: When W #172 kogeima ...  
173: ...B #173 is the

key point to attack W.

177: When B #177, next if W plays [a], B would peep at [b], and W is in danger.

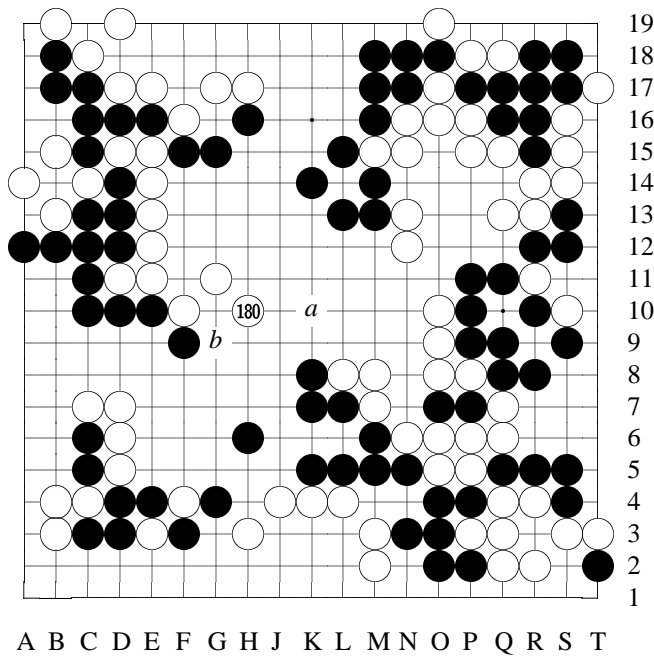
179: When W #178 [C14] captures, B #179 sagari is tesuji.

[See the reference diagram that explains #179's effect.]



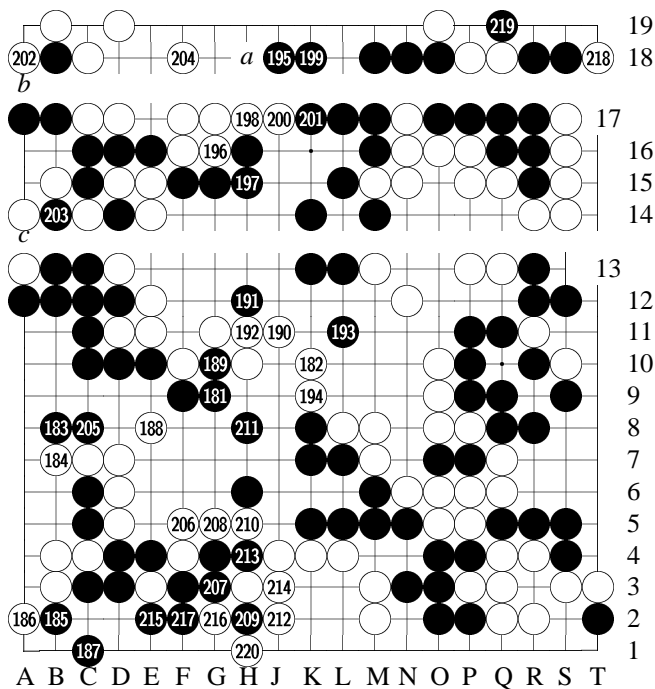
**Variation 34**  
at move 180 in Diagram 33: 1-5

**reference**  
[When  
B [A12] sagari...  
4: After B [A17]...  
5: Even if W plays  
one more move at  
[A19], it would be  
a 3-move loose ko.  
Such a ko is very  
light.



**Diagram 34: 180**

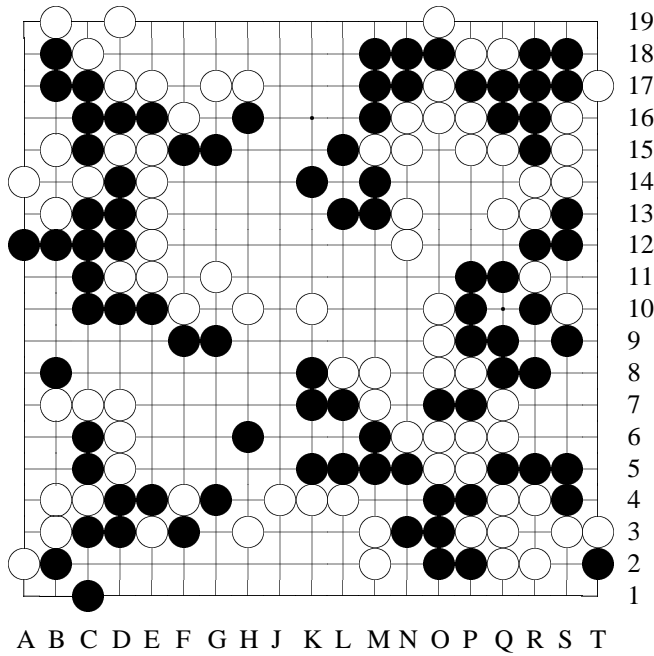
180: W #180 is  
shape. Next [a] and  
[b] are miai.



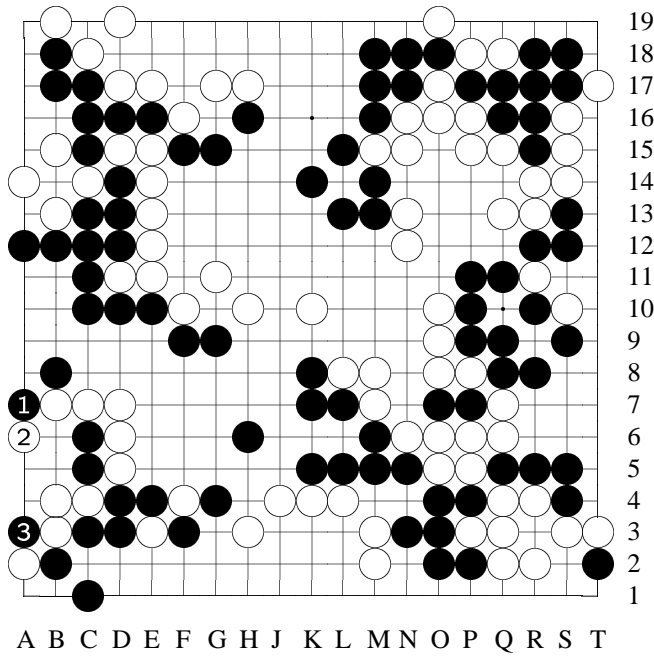
**Diagram 35:** 181-220

183: B #183 presses...  
 184: ...to force W #184. This is quite painful to W, but W has no choice but to answer.  
 185: Then W #185 and...  
 187: ...and #187 are big yose moves.  
 188: If W #188 tenuki — [See the reference.]  
 200: Although all three [previously weak] W groups are

now virtually settled, W's territory has trailed by much.  
 204: W #204 to block at [a] would get more points, but with this block, W would lose the big yose move at [b]. That is to say, when later W tries to continue the ko fight [B14-C14] and forces B[c], W[b] would not be there, and W wouldn't gain anything. (So W played [F18] instead of [H18].)  
 215: If B #215 connects at [G2], then W would play #215 [E2] and B group is not clean.  
 218: W #218 is sente 4 points or more.

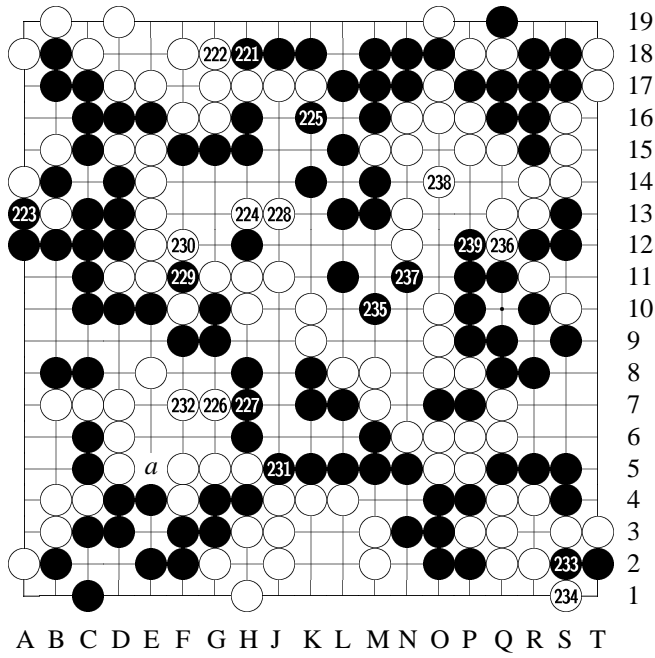


**Variation 35**  
at move 189 in Diagram 35



**Variation 35** (continued): 1-3

**reference**  
[Say if W plays somewhere else...]  
1: After B [A7]...  
3: ...and a throw-in at [A3], W team wouldn't have enough eyes.

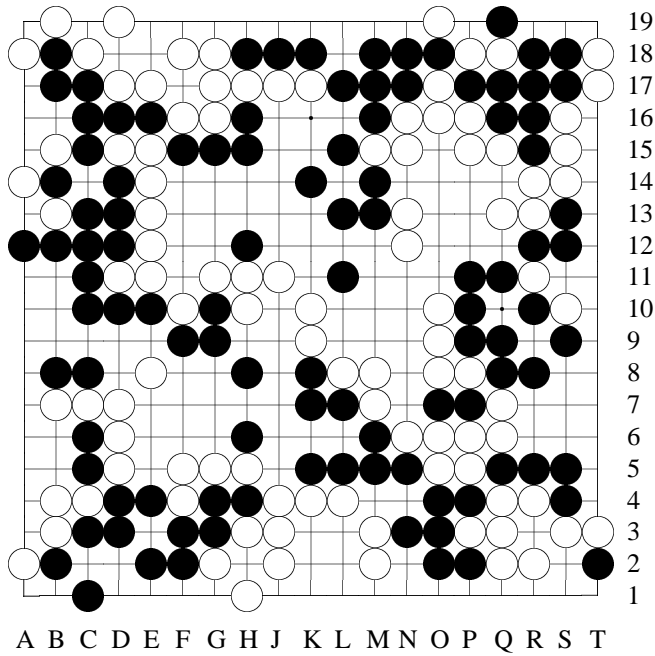


**Diagram 36:** 221-239

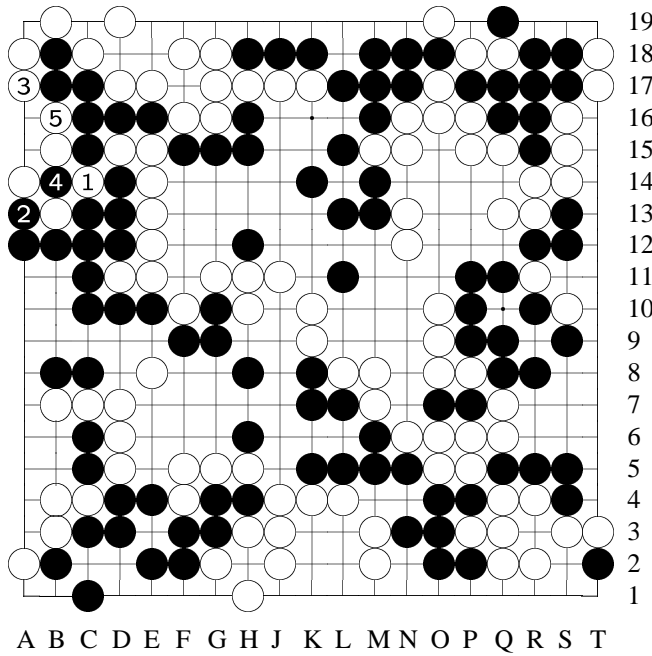
223: B #223 is worth 7 points or more.

[See the reference in which W moves here first.]

232: If W #232 is omitted, then B would have [a] push, and four W stones [F5] are captured – if W tries to save these four stones, the whole W team wouldn't have enough eyeshapes.



**Variation 36**  
at move 224 in Diagram 36



**Variation 36** (continued): 1-5

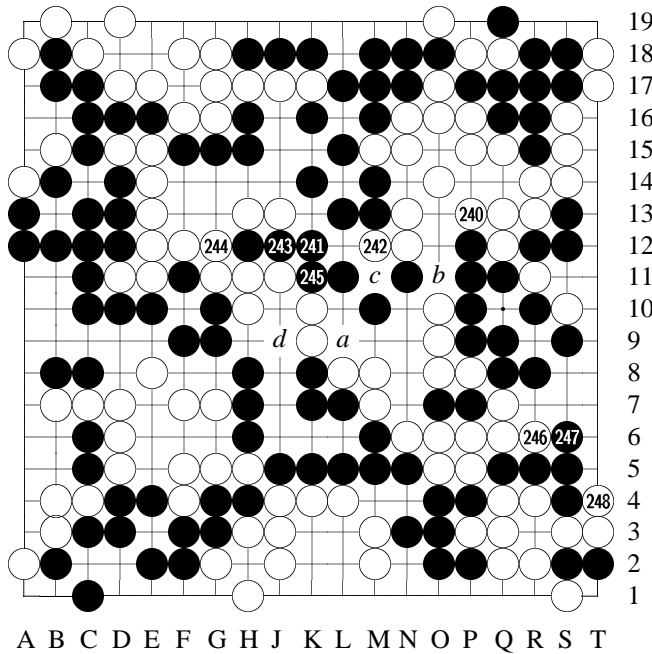
**reference**

[Suppose W moves here first...]

1: W has the following yose sequence...

5: ...To here.

[The reference shows why W wanted to save a possible move of [A17] – when he played [F18] instead of [H18].]



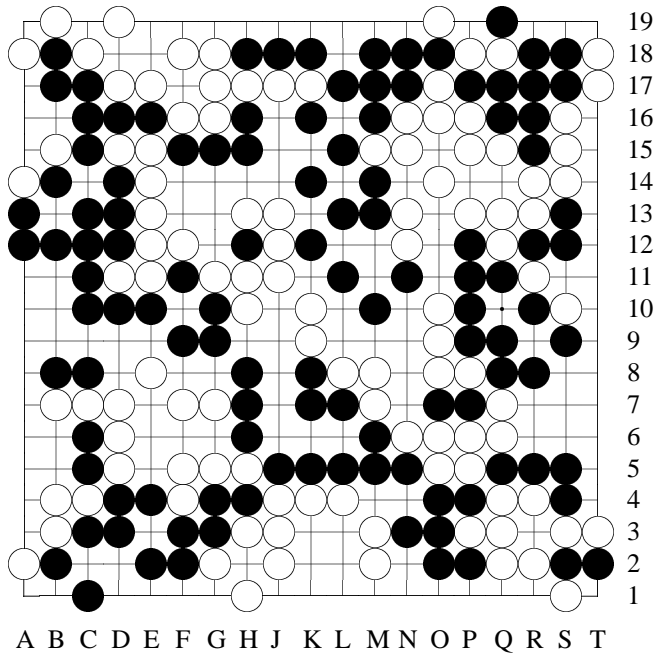
**Diagram 37:** 240-248

240: After W #240, even if B[a] cuts, W can [b] to live both groups. And if then B[c], W[d] lives.

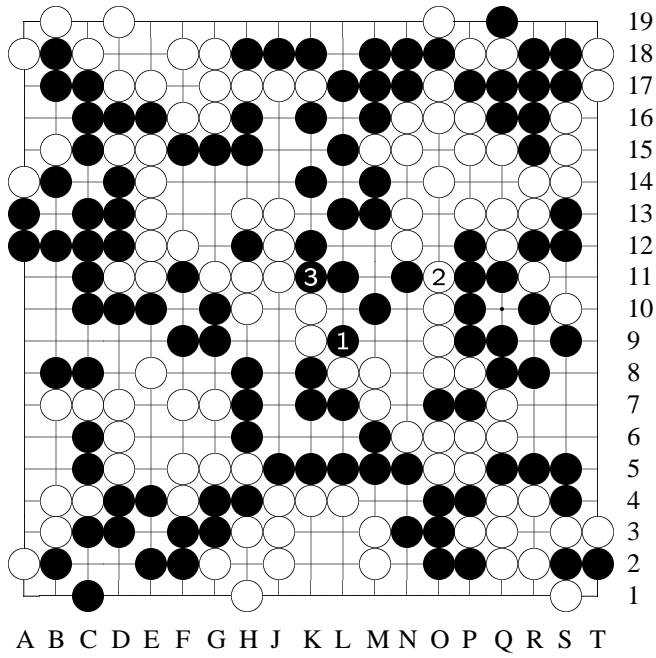
242: W #242 is the only move —

[See the variation.]

248: W #248 is aiming to live at above (W has [N7] sente capture).

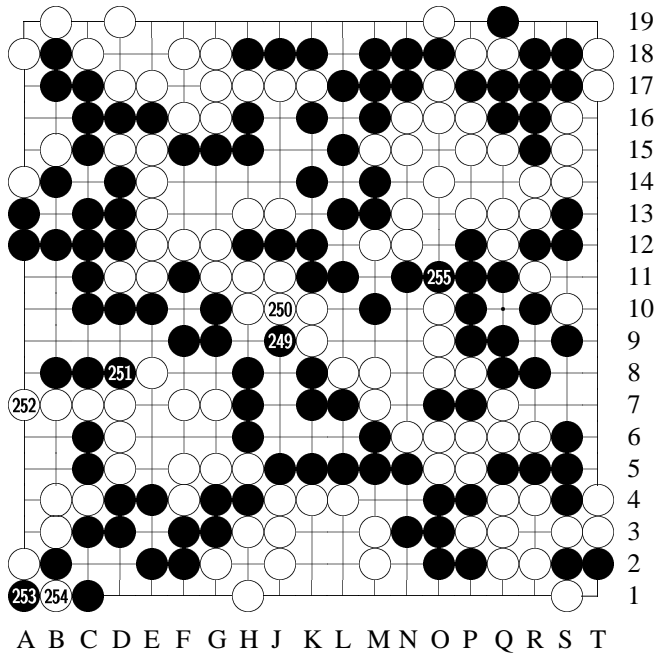


**Variation 37**  
at move 243 in Diagram 37



**Variation 37** (continued): 1-3

**variation**  
[Suppose W #242 plays here instead...]  
1: B cuts...  
3: ...and W is dead.



**Diagram 38:** 249-255

253: Even if B doesn't play #253 to start a ko fight, B is still better. Since B is better in ko threats, so B makes this move.

255: W didn't achieve his original goal after starting a fight at lower right corner, and W's situation just turned worse and worse, eventually losing the game.

255: Total of 255

moves. B wins by resignation.  
 Time given: 10 hours apiece  
 Time consumed:  
 Black: 4 hours 28 minutes  
 White: 9 hours 59 minutes