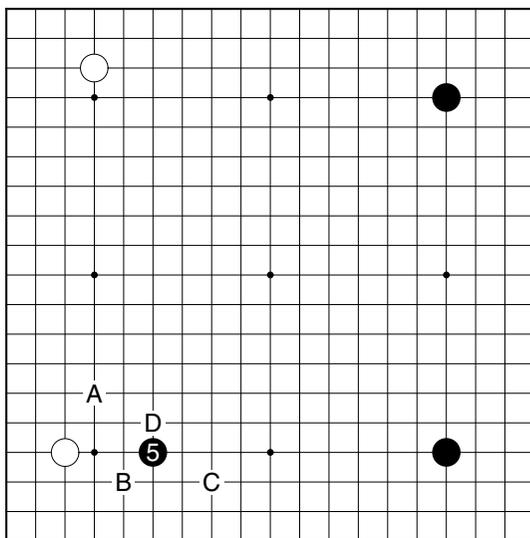


HAND-TO-HAND FIGHTING

⑤ had been totally unexpected and sparked the first proper discussion, with Suzuki about to play ⑥.

Segoe: “The joseki move [for ⑥] is to play the knight’s move at A (in the game diagram), but that would be slack. There is a danger we’d be trampled on by our opponents.”

Suzuki: “It would give them momentum. Not very promising for us. Even so, defending underneath at B is weak, too.”



Time used: ⑤ = 2 minutes
Total: Black 3 minutes, White 1 minute

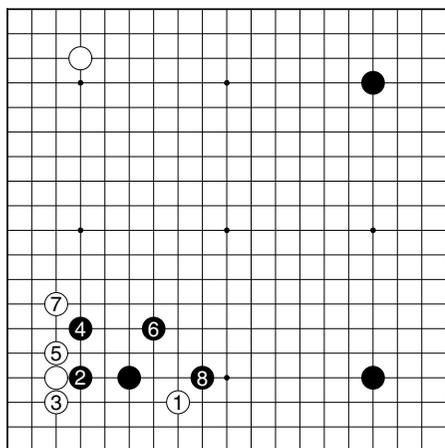


Diagram 2

Suzuki: “How about attaching on the outside at D (① in Diagram 3)?”

This was considered a good, strong move and merited being played out on the board.

Segoe: “This diagram is reasonable, but there are some aspects I’m not too struck by.”

Both players then gazed silently at the board for a while.

Suzuki: “We have to do something. How about blocking on the other side at C?”

Exploration of C led to Diagram 2.

Segoe: “This is playable but somehow leaves no sharp moves for later. It doesn’t appeal to me.”

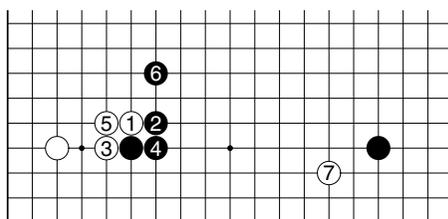


Diagram 3

Again the scene was set for a difference of opinion, but Go laid out the variation in Diagram 24, and as he did so he said, “Surely Black can play this. If White answers ③ around A, Black immediately clamps at B, and if White then plays at ⑤, Black can block at C. Also, if White replies to Black B with a hane at ④, then ⑤, ⑥, Black D, White E, Black F is probably good for Black. And going back to the beginning, if White answers ③ at G, Black can again clamp at B with nothing to worry about.”

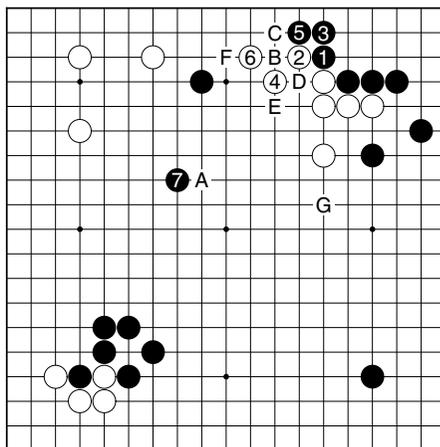
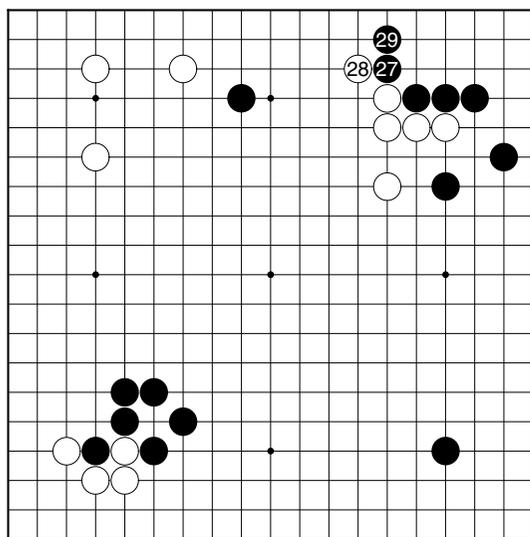


Diagram 24

Really? That *is* interesting! OK, let’s diagnose ①.

Both Kitani and Go liked using the word “diagnose,” said Ikoma. Their meaning was to sound out how the opponent might reply. In other words it was just an examination. Surgery or administration of medicine might have to wait until later. However, as a result of this diagnosis, it was Kitani who this time gave way in the clash of opinions. They decided on ②7 in the game at ① and returned to the game room.



②8 was a relatively natural response but after Black descended to ②9, the White team decided to confer for the sixth time in the next room.

Time used: ②7 = 11 minutes, ②8 - ②9 = 0 minutes
Total: Black 37 minutes, White 1 hr, 42 minutes

Kitani: “While things are still unsettled here, could we try attacking at D?”

Go: “Then we would have to put up with White E and I’m not sure how things would go after that. In any event, the exchange of Black B for White F is obligatory.”

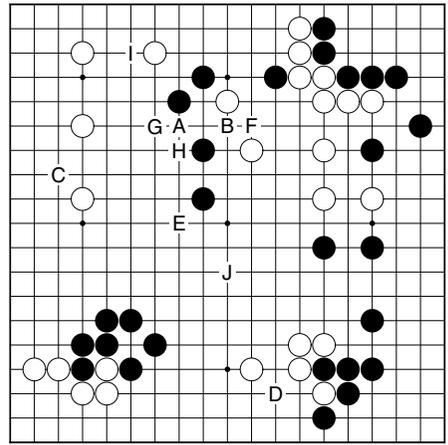


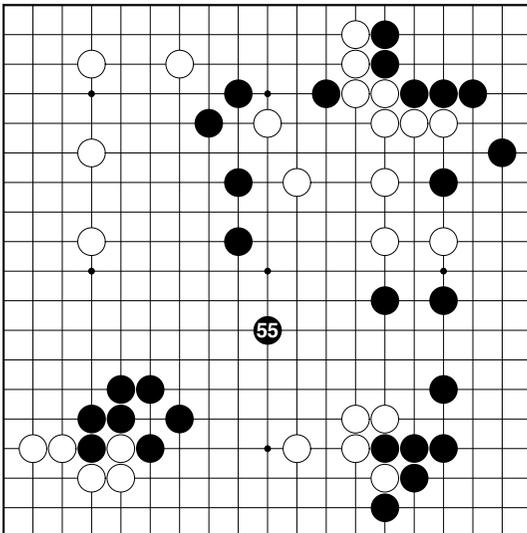
Diagram 48

KITANI’S TRIPLE

Kitani gazed at the board for a long time with a grim visage. Finally, a happy look came on his face. He had an important proposal to make.

Kitani: “After White’s cut through at A in Diagram 48 and Black G, White H, there is a natural follow-up for Black, the attachment at the top at I, so there is no way we cannot survive here. Therefore, by playing J now we can plan on joining up our forces in all directions while also exerting a clear threat against the White group at the bottom. Maybe that’s interesting?”

Having listened to this proposal, Go suddenly turned his expression into a look of hope and gave his consent without demur.



So, returning to their seats in the playing room, they played Kitani’s three-base hit, 55.

Whereupon the two old timers of Team A looked at each other and exchanged pensive looks. Without a word, they rose and trudged back to the dugout.

Time Used: 55 = 23 minutes

Total: Black 2 hrs 39 mins, White 4 hrs 6 mins

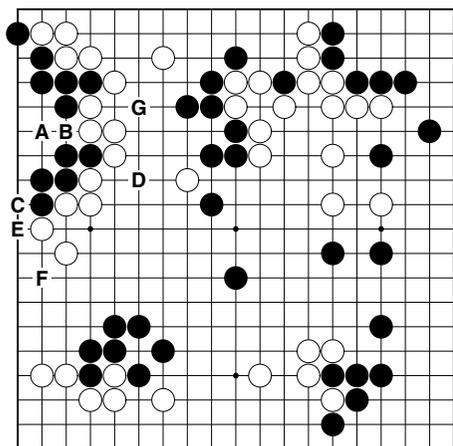


Diagram 82 repeated

your count C was the least profitable.”

Go: “The obvious profit is smaller, but if White in future links up on the left side and tries to make territory there, advancing to Black E is a one point gain in sente. We also have the aji of a placement at F. That’s a by-product of buried treasure for us.”

Kitani: “But in that sense connecting at B implies the peep at G.”

Go: “There’s room for doubt as to whether the peep at G really would be sente.”

At this point the two players were on a collision course. They did not speak for a while. Then Go broke the silence.

Go: “Kitani-san, how shall we play?”

Kitani: “I’m stuck. I do want to play B!”

Go again lapsed into silence. Kitani surveyed the whole board and frequently did a spot of counting.

Kitani: “What you say is logical, too, but do you really want to play C?”

Go: “I really do want to play there.”

Kitani: “OK, I have no choice. I give way.”

GO ASSERTS HIMSELF

Having finally resolved this knotty problem, they returned to the playing room.

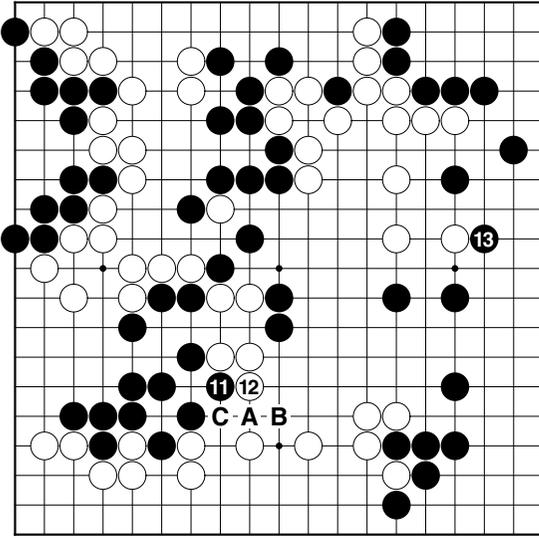
Kitani: “A is simply living, with no impact on White. We can’t fancy that.”

Go: “I’m of like mind, so removing A from consideration, we have to decide between B and C.”

Kitani: “I would go for B. That way the peep next at D would be even more effective.”

Go: “I would choose C.”

Kitani: “But surely according to



When Black returned to the playing room and put down 11, the White team, which was unaware of how intensely their opponents had analyzed this move, turned immediately at 12, as they had planned. They had assumed Black would continue with A, White B, Black C in the game diagram, which would give them the opportunity to turn to the right side and try out their invasion strategy.

Time Used: 11 = 59 mins, 12 = 1 min, 13 = 1 min
 Total: Black 10 hrs 7 mins, White 9 hrs 33 mins

But when, in answer to 12, Black promptly played 13,

the two veterans looked as if a bomb had been thrown at them. Their faces went pale with astonishment. They sat mute, and as if paralyzed, for some time. They eventually rose dispiritedly and dragged themselves off to the consulting room for their 30th round of discussions.

WHITE'S OPTIMISM SHATTERED

Segoe: "I didn't expect them to play elsewhere here."

Suzuki: "I'm completely amazed. I feel as if I must be dreaming. If we'd known this was going to happen we ought to have ignored 9 (△ in Diagram 110) and invaded on the right side."

Segoe: "It means we can wrap up the game if we can slaughter the Black group in the lower center, though."

The two veterans frenziedly tried every which way to kill off the Black group. Yet just as Black had found

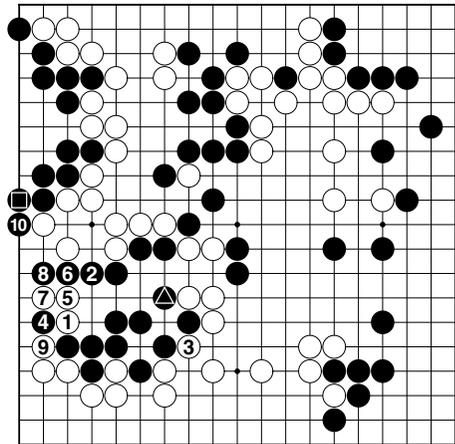
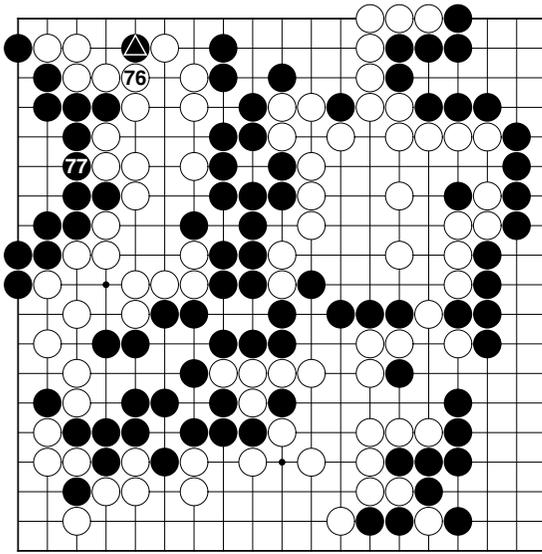


Diagram 110

earlier, the presence of 89 (◻) meant this group was not doomed. But when virtually every avenue had been explored, Segoe discovered a tesuji at ① in Diagram 110.



Time Used: ⑦⑥ = 3 minutes, ⑦⑦ = 0 minutes
 Total: Black 14 hours 44 minutes,
 White 14 hours 32 minutes

The White team eventually decided, with regret, to connect on the left side with ⑦⑥ since it would not pay to let \triangle in the game record get away in sente, even though they could reduce the Black territory on the left to nothing with a seki. However, as soon as they returned to their seats, the Black team played at ⑦⑦ since it is now the biggest move, even though it is eight points in gote, and that sent the White team straight back into a huddle—huddle number 46.

BLACK TEAM GET CARRIED AWAY

Kitani, watching as the players on the White team left their seats, made a face almost of regret, Ikoma recalled.

Kitani: “Go-san, we got carried away with ⑦⑦. It was too impetuous. We should have played it only after pushing in at A in Diagram 153 and making them connect with White B, Black C, White D, Black E, White F. We missed two points in sente, for Heaven’s sake!”

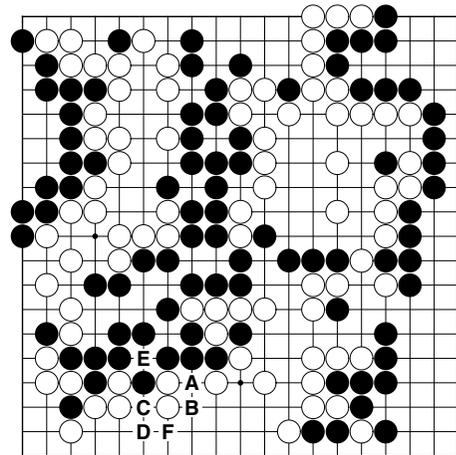


Diagram 153

However, the White team had already decided that the above sequence was a natural forcing play for Black, and in their repeated investigations of the endgame they had, in every case, assumed Black played here. Since it was a nuisance to put down the same stones every time, they had played out all the forcing moves and left them there while they looked at the variations elsewhere. Because they had never restored the original position, these stones were not really brought into consideration, but if they had removed them, perhaps they would have noticed they could play at C now.