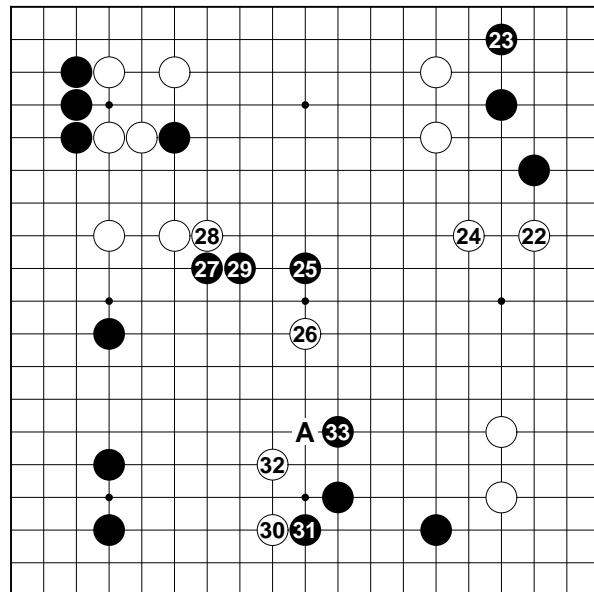


### Act Strongly Within One's Own Sphere of Influence



**Figure 3 (22-33)**

White blocked Black in with 22 and 24, developing both the upper side and the right side well.

**If it is possible to get good development on two sides simultaneously, one of the two will necessarily become good territory.**

A keynote of my game is that, as far as possible, difficult problems should be actively avoided.

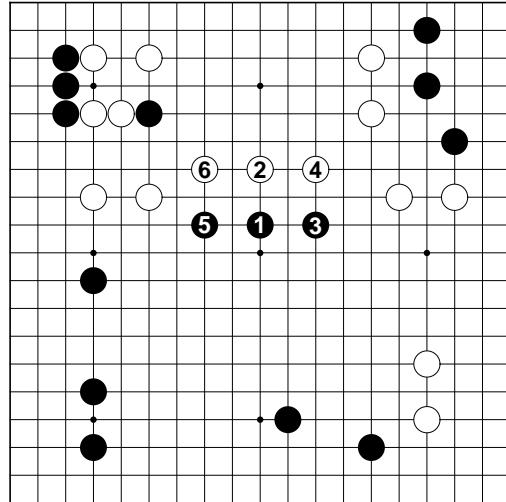
**The probe of black 25 adheres to the basic rules when reducing; it occupies a point where it absolutely cannot be captured by the opponent, and it occupies a point that would be difficult for the opponent to answer by encircling.**

### The Way of Creating a Thick and Strong Game

For instance, using white 26, to encircle with 2 in **Diagram 3** would let Black develop in an imposing way with 3 and 5.

Although White's own position is a big one, the opponent creates a similar sphere of influence and the scales do not balance.

Therefore, rather than encircling, white 26 puts into operation the strategy of fighting from the outside.



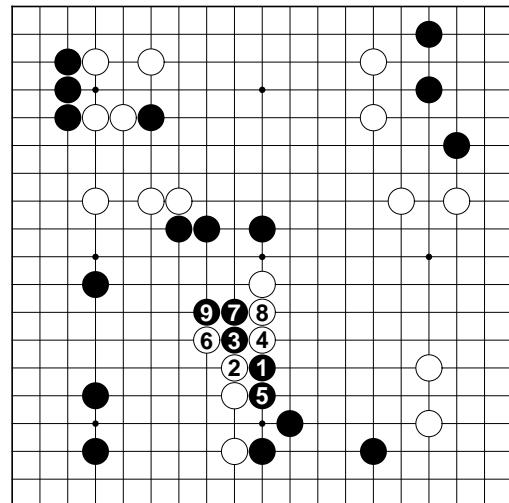
**Diagram 3**

For black 33, there was also the fencing-in move of "A."

This is Black's sphere of influence, so one is inclined to come out strongly.

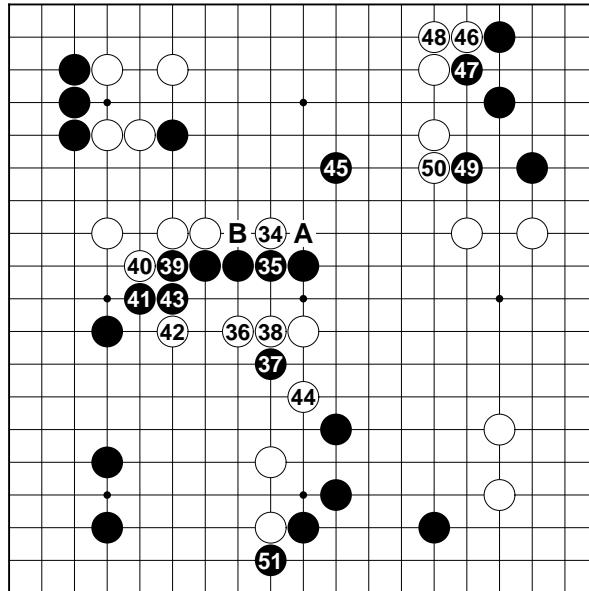
If White answered Black 1 in **Diagram 4** by extending to 2, it would be met by the *hane* of black 3, and in this fight Black clearly has the advantage.

Instead of the one-space jump, the knight's move would have proved troublesome for White.



**Diagram 4**

### Playing Nimby



**Figure 4 (34-51)**

**When facing a fight, one must avoid needlessly making heavy shape or developing so that one's freedom of movement is restricted.**

**Playing nimby lightens the spirit.**

**Depending on circumstances, sacrificing is also possible.**

White pokes at 34, and Black pokes at 37.

Both moves force connections that make the enemy position heavy.

The problem is what comes after this.

One wants to use one's thickness effectively, and prevent the enemy camp from doing the same.

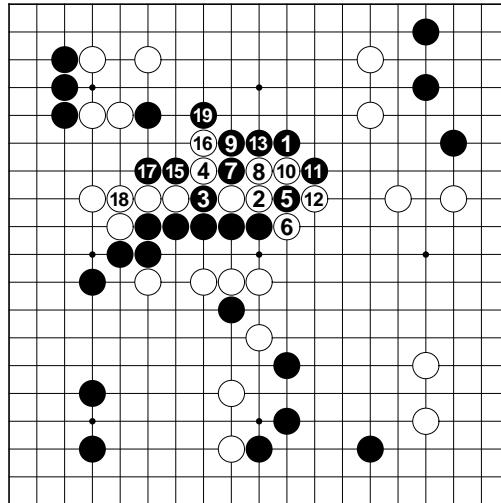
Advancing as far as black 45 is a judgment based upon the aura emitting from Black's thickness and the expectation of using "A" and "B" effectively.

### The Way of Creating a Thick and Strong Game

It is unreasonable for White to oppose black 45 with a separation strategy, with White 2 in Diagram 5.

Black's resistance with 3 and the rest is one example.

Here, Black's thickness has its say.



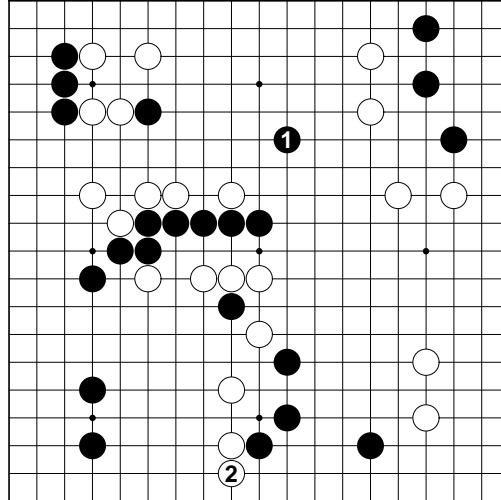
**Diagram 5**

White 14 connects at 5.

White 46 aims to threaten Black's unstable eye shape by solidly plastering the outside here, conscious of the thinness of Black's large knight's move [black 45].

Considered from the perspective of timing, had white 46 been played as the descent at 2 in Diagram 6, splitting Black to the left and right would have been unpleasant for me.

With 2 in place, White would wield significant power and influence on the lower side.



**Diagram 6**