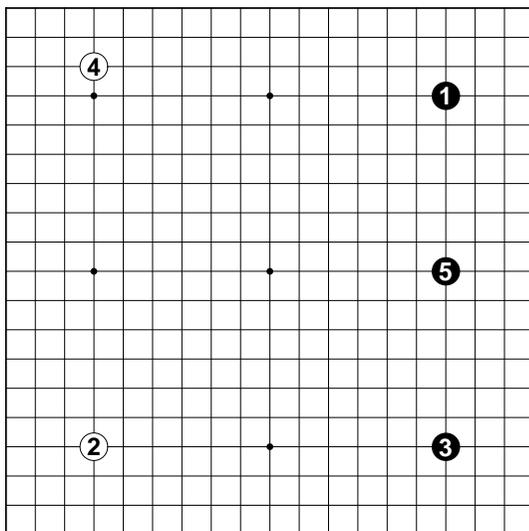


# TAKEMIYA WINS THE FIRST WORLD CHAMPIONSHIP

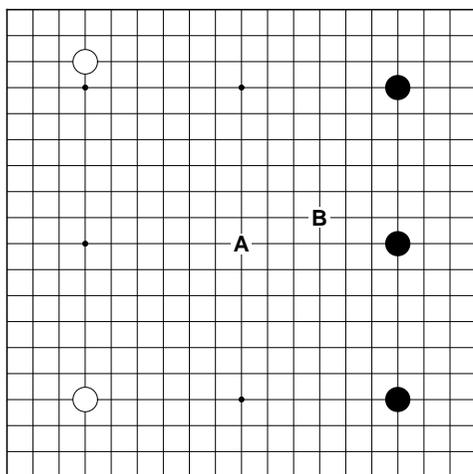
This first game was the final game of the first world championship, the first Fujitsu Cup, in 1988, when Takemiya was at the top of his game. His opponent was Rin Kaiho, also a very strong player, but more traditional in his style. Takemiya is Black and the komi is five and a half points. Basic time is three hours, with the last five minutes treated as five one minute periods of byoyomi.

Takemiya begins with his trademark sanrensei, of course. The sanrensei does have the advantage that it is easy to make the initial plays. Study has shown that this opening can be played by Black regardless of what White does. Of course, what comes later is not so easy.

The common star point with 3-4 point opening is a favorite of Rin Kaiho's.

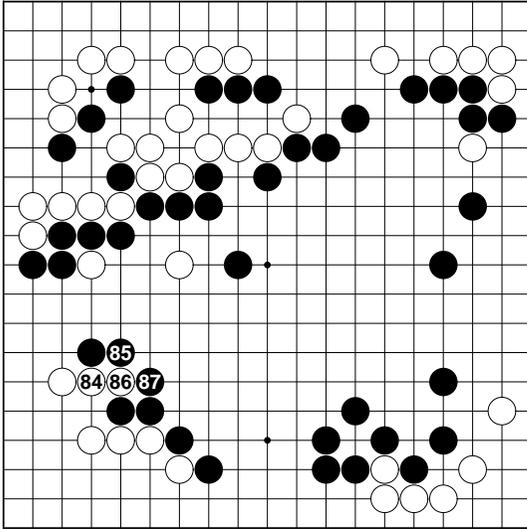


(1 - 5)



Variation 1

The key thing in playing a moyo game is not to start playing in the center at A or B, for example. The key is for the moyo to be naturally formed through the give and take of the game. It must emerge naturally from the flow of the game to be successful. If you try to force it, it usually doesn't work.



(84 – 87)

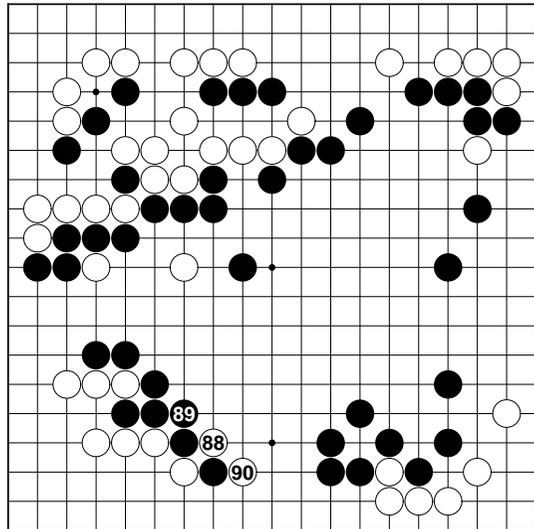
White now pushes at ⑧4, fighting back severely.

Black has to give way with ⑧5 and is getting a lot of cutting points.

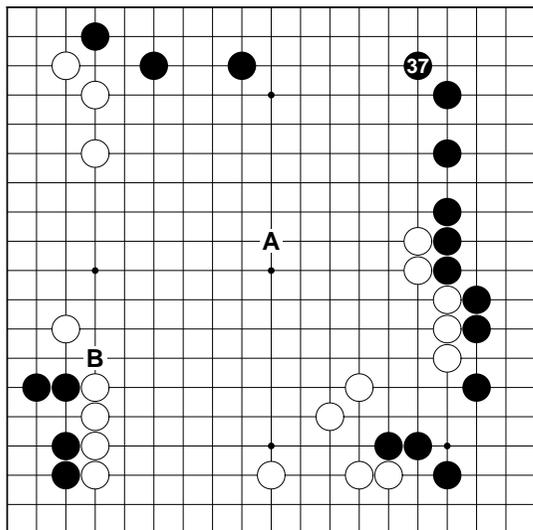
Takemiya did not play moyo style at the beginning of his professional career; it was only after he became 9 dan. Early on he was famous for playing a fighting game. Having that skill at fighting is necessary to play moyo style. It is guaranteed that your opponent is going to jump into a large moyo and try to make a mess.

White tries to break into the center from the bottom.

Takemiya has to be careful here.



(88 – 90)



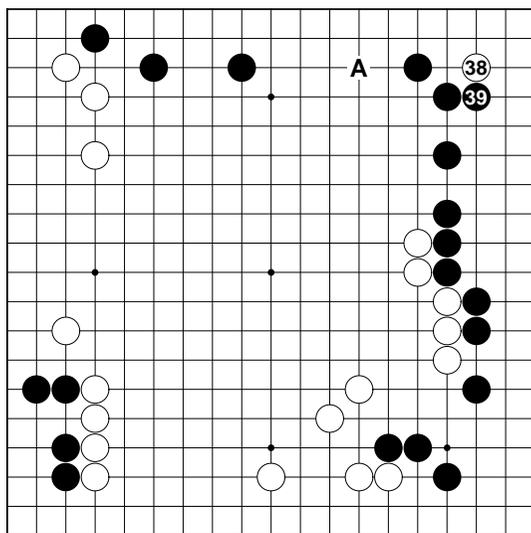
(37)

Later study shows that Black should now play at A to keep the game in balance.

However, Rin Kaiho continues to play in accordance with traditional principles and closes the corner with 37. Rin sees the center as still wide open, and there is also the aji of Black B. Black now has a lot more settled territory than White. In effect, Rin is saying, “Show me how you are going to make enough in the center to compensate for all the profit I am getting.”

Takemiya sees the corners as problematic because there is so much aji in them. With 38, he tests Black’s response to an invasion.

White invades now because at this point, Black must block on the right side with 39 because there are too many peeps and cutting points in Black’s position down the right side to allow White to run in that direction. This means that White has the potential of invading at A with a threat to connect to the white stone in the corner.



(38 – 39)

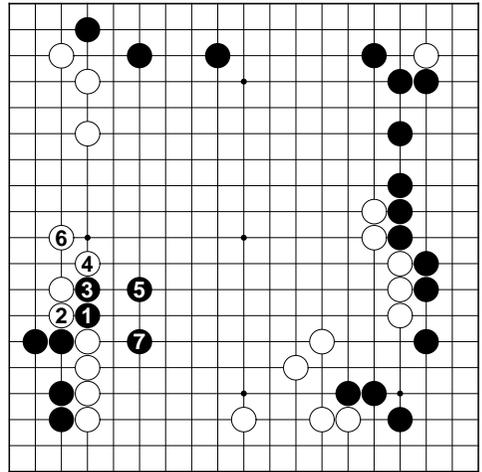
This is another important moment for White. Where should White play 40?

1 dan: Well, obviously White can’t just play out in the center somewhere. How about leaning on the black group on the left at the top?

4 kyu: Yes, White doesn’t want to let Black jump out there.

Ok, so you both think White should concentrate on the upper left. So you again see that it is not easy to know how to play moyo style.

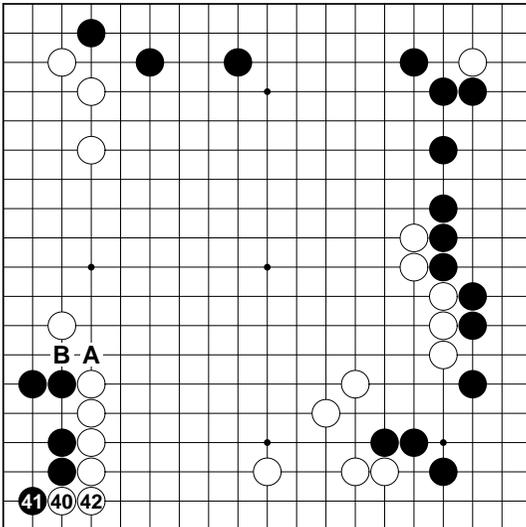
Black's next aim is to play this way. If Black gets a live group in the center here, the game is over. And in fact White cannot expect to kill this group. After ⑤, White must defend against a cut with ⑥, and after ⑦, White must defend on the lower side.



Variation 5

In playing moyo style, you have to be very careful about not leaving weaknesses. If you think that White has already sealed off the center on three sides at this point, you will get a rude shock.

However, White does not want to make a slow move in the lower left to fix this problem. Note how Takemiya deals with this situation.



(40 - 42)

This is very smart. White now makes some big endgame type moves with ④① and ④②. The impact of this is that if Black now plays at A and White plays B, Black's corner is not alive. This means that Black will not have time to create a live group in the center that way.

Takemiya's moyo continues to emerge from the natural flow of the game.

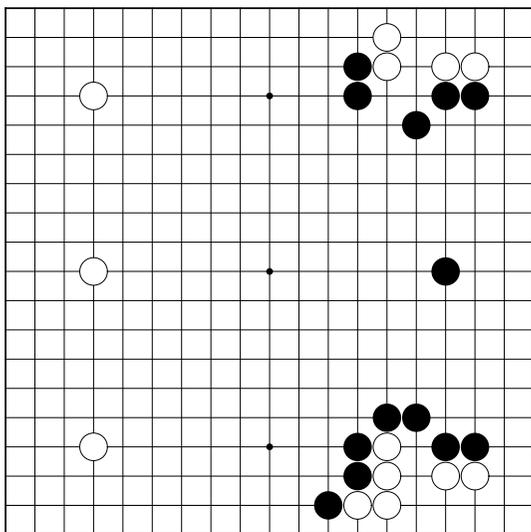
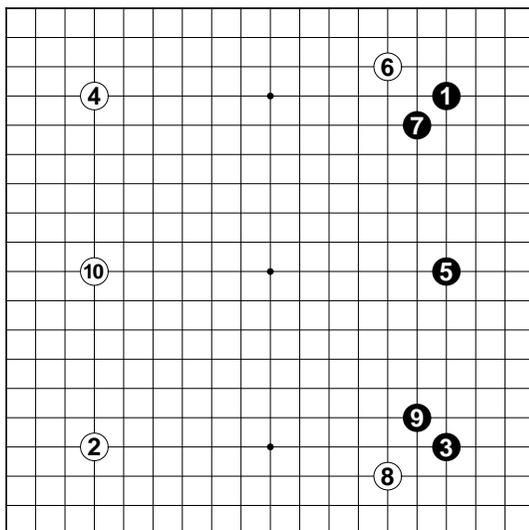
## APPENDIX

### MORE EXAMPLES OF TAKEMIYA'S MOYO STYLE

COMPILED BY WILLIAM COBB

In later years, Takemiya has not always played the sanrensei when he has Black. Sometimes he has played opposite 4-4 points, but the sanrensei is still a common part of his play. Here are some more examples for your consideration.

In the fourth game of the 21st Meijin title match, in 1996, Takemiya was the challenger for Cho Chikun Meijin. Cho was White and played a counter sanrensei after making approaches to Takemiya's two 4-4 stones. Takemiya used one of his common responses to a low approach, playing the 5-5 points. Cho then finished a sanrensei himself.



Takemiya next pressed down on Cho on both sides and the game reached this point. It is Black's turn.

How do you think Takemiya played?