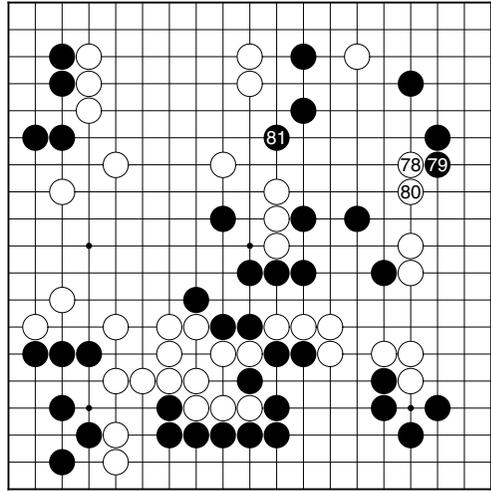
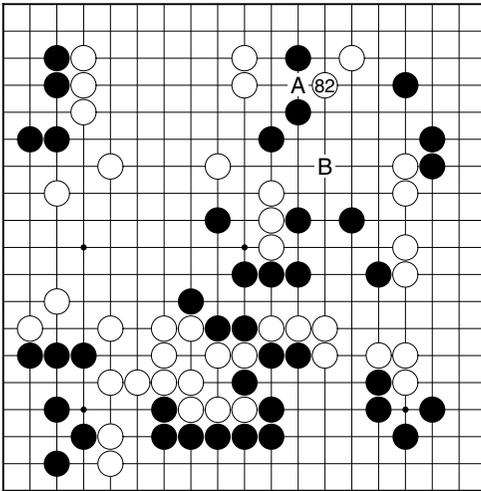


White aims to separate Black to get a target to attack with 78 and 80. However, Black responds by attacking at 81. (The best defense is to attack.) Black can fight back by aiming at White's weakness here.



78 – 81



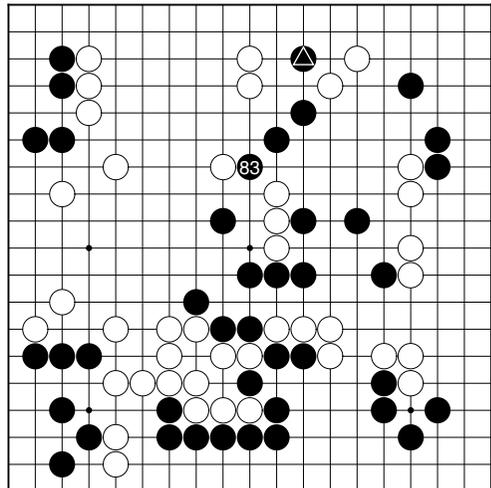
82

White also tries to fight back. He expects Black to connect at A and then White can attack at B. This is a clever plan and would be very effective, creating major complications—if Black cooperates.

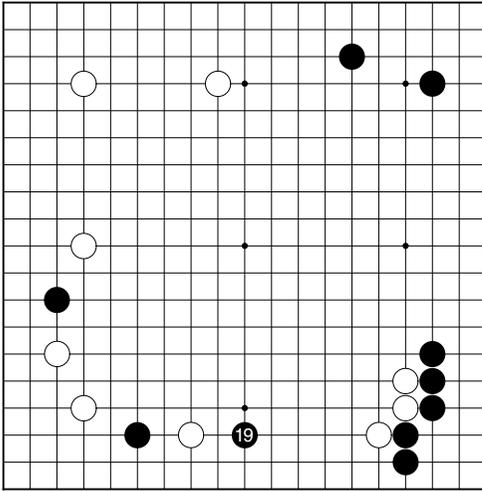
However, 82 becomes the losing move for White.

Black does not follow his opponent and answer 82. Instead, 83 offers to trade \triangle for White's three stones in the center, but White obviously cannot accept that.

The game situation now is very good for Black.



83

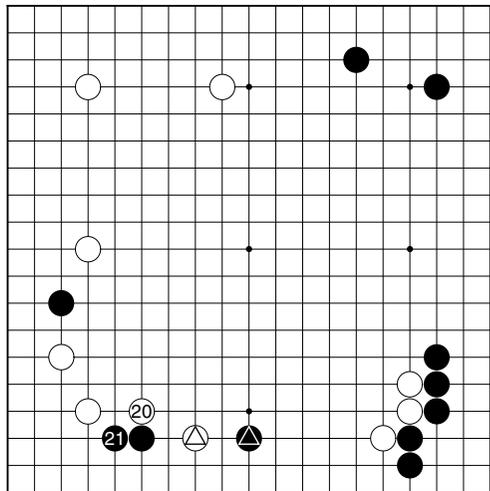


19

So Black switches away again, this time attacking at the bottom and making White's three stones to the right very uncomfortable. You can see how both players are resisting playing the way their opponent wants the game to go. Both players avoid following their opponent. This is a common characteristic of strong players' games. Especially at this stage, it is the global issues that are crucial.

White wants to save \triangle lest his group to the right become very vulnerable so $\textcircled{20}$ aims to seal Black in and connect White's stones on the outside. $\textcircled{20}$ also aims at isolating \triangle so it will become weak.

Black decides to take the corner lest White get too much territory here; hence $\textcircled{21}$.



20 - 21

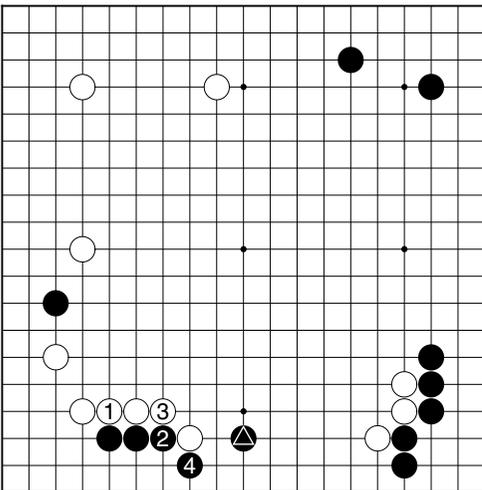
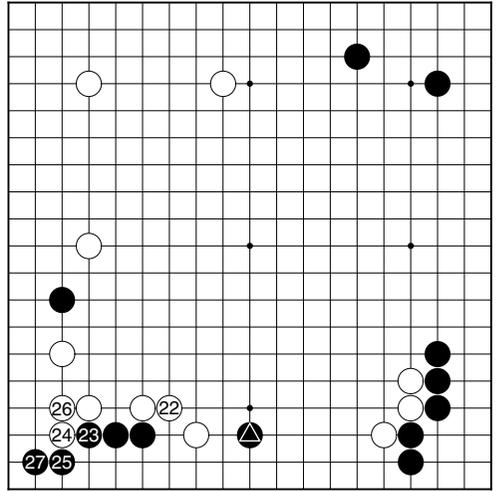


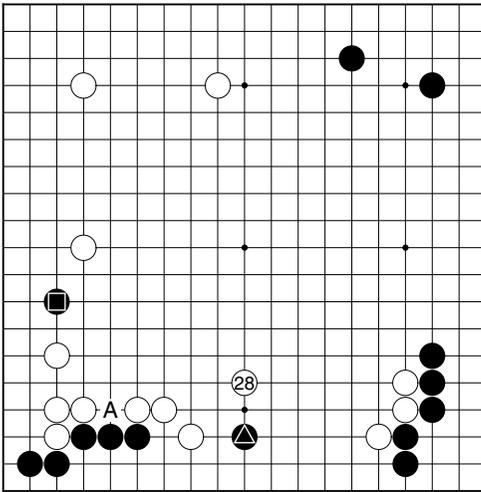
Diagram 6: White is not going to block Black in this way because Black will connect to \triangle and White's stones to the right will be under severe attack.

Diagram 6

②② prevents Black from connecting to \blacktriangle , and Black lives in the corner. However, White gets sente from this sequence



22 – 27

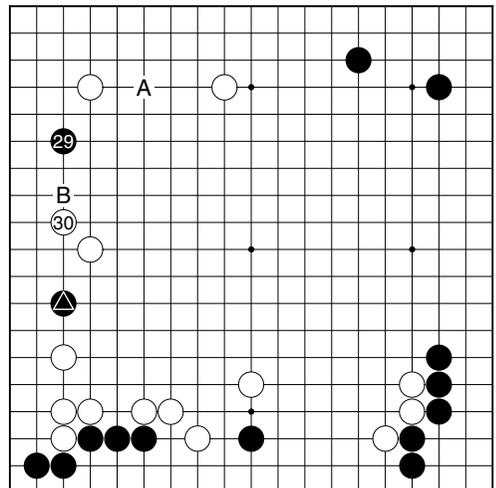


28

②⑧ is an important, multi-purpose move. It expands White's moyo while reducing Black's potential in the lower right area. It also attacks \blacktriangle while protecting against a black push and cut starting at A. Moreover, it is hard for Black to decide what to do about \blacksquare . Running is out of the question now and if Black tries to live on the side here, White will benefit greatly from sealing him in.

②⑨ is a clever move; White has to respond carefully—see Diagram 7 on the next page. ③⑩ eliminates any possibility of Black's saving \blacktriangle and leaves Black no choice but to go into the corner, which is White's plan. ③⑩ is not at B because that would leave some aji for Black to exploit and would be too close to the thickness White anticipates now.

29 – 30



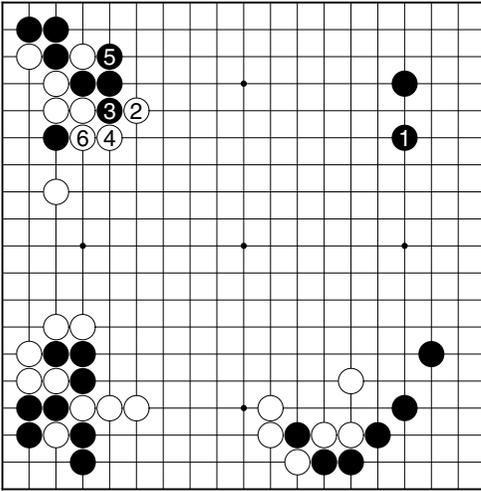
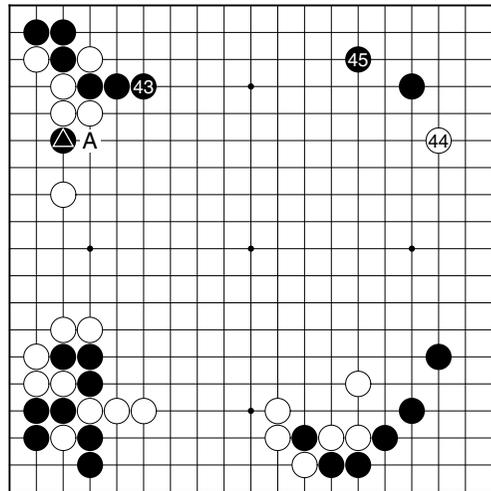


Diagram 4

Diagram 4: If Black plays 43 in the game elsewhere, say at 1, White is very happy to play the sealing in sequence in Diagram 4 since it makes White's moyo very big and strong. 43 prevents this and punishes White for not finishing the joseki in the upper left corner.

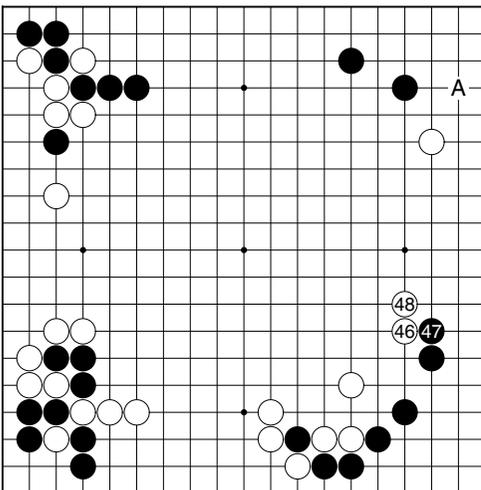
It is not easy for White to manage his moyo after 43. Black could still pull out \triangle , but White cannot afford to give Black another sente by preventing that with a play at A. So White plays 44. 45 is clearly a good direction for Black. White cannot continue with a normal joseki in the upper right since that would end in gote.



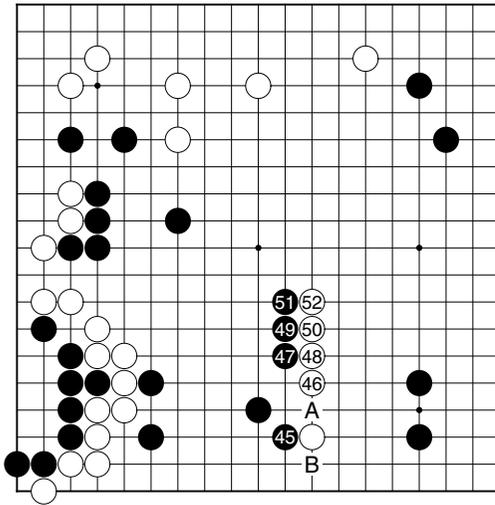
43 – 45

Instead, 46 presses down Black, making White's moyo as big as possible and giving Black a hard problem of deciding how to deal with the moyo.

Black's next move is questionable—not a good idea. Black should play at A, a big move, and patiently wait to see what White does.



46 – 48



45 – 52

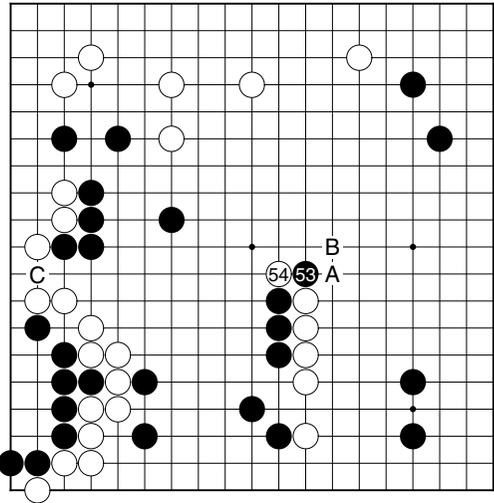
Black attacks with ④5. White's running faster with the jump to ④6 is correct. If White A, Black would attack severely at ④7. After ④6, Black does not seek to settle with B, which would be slack.

Black continues to attack forcefully—attacking is important. White can only run. This is helping Black's upper left group, while White gains little.

White cuts after Black hanes with ⑤3. This is the correct attitude—White must fight back, creating complications.

If ⑤4 is at A, Black will double hane at B, which would be very hard on White.

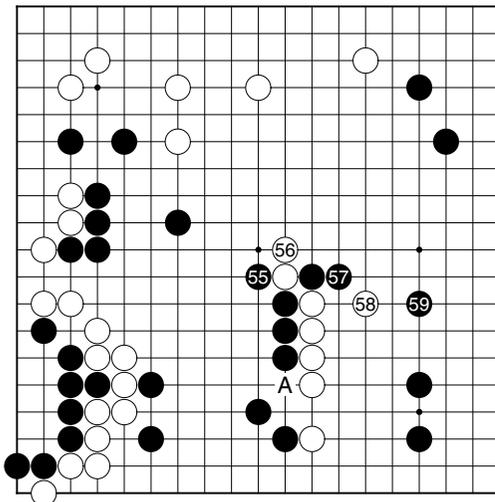
Note that White's left side group is not fully alive. Black has a sente play at C.



53 – 54

Black plays atari with ⑤5 to protect against a push and cut by White starting at A. Naturally, White pulls out with ⑤6 and Black extends to ⑤7. This is standard fighting technique.

White must run with ⑤8 and Black keeps up the pressure while making territory with ⑤9.



55 – 59