

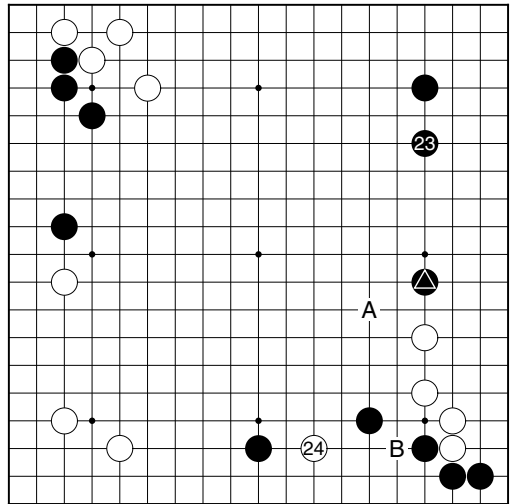
22

Since White cannot expect to make life on the right edge as a result of ⑳, Takemiya plays high with ㉒, making it easier to gain access to the center.

Black doesn't have a good follow-up in this area now—he can't seal White in. Since he also is not going to fix his own weakness here, he will play elsewhere.

㉓ supports ▲ and also develops potential at the top. Black also has a follow-up at A to attack White's unsettled group.

White meanwhile does not want to just run his weak group out into the center since it is hard to see points for White there. He would rather investigate the weakness of Black's group, which is the point of ㉔. White is looking at B next.



23 - 24

In this situation Kato's style shows itself. If you were Black now, where would you play?

4 kyu: I would attach to make White heavy and then extend to ③.

Ah, yes, but when White extends to ②, he has the attachment at A to seal Black in. Actually, this helps White and is a common sort of bad play for Black.

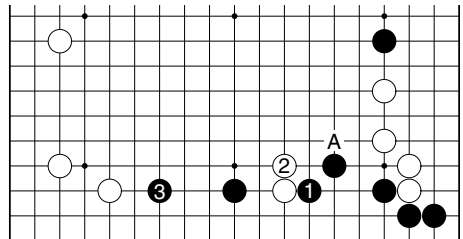


Diagram 3

Moreover, Black cannot kill White's stone here. If Black contains White with ①, this sequence allows White to start a fight in which he is clearly better off than Black.

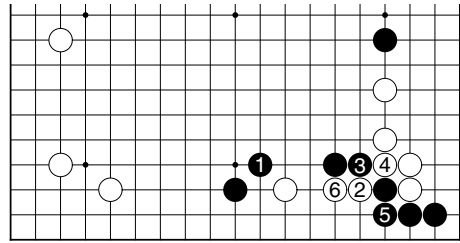
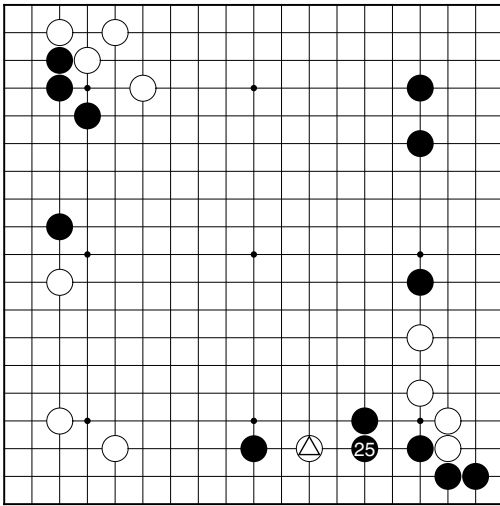


Diagram 4



25

②⑤ is the proper move. It seems slow and the shape is a little strange. However, Black fixes his weakness—and without helping White to become stronger. In an attacking game it is important not to help your opponent become stronger.

After later study, the players agreed that △ is a mistake.

Before ②④, ① is sente. If Black plays elsewhere, White captures the two △ stones and lives. Also, White A is sente; Black must prevent a hane at B and White gets eye potential in the center. However, after the ②④-②⑤ exchange, White's group to the right is much more vulnerable because neither ① in this diagram nor A is now sente and ②④ becomes another weak stone.

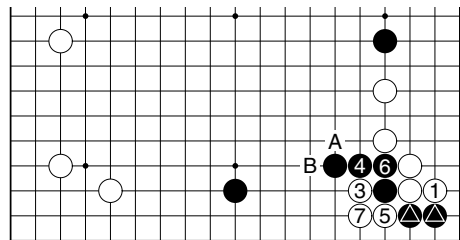


Diagram 5

So White must defend his weak group on the right edge immediately after ②⑤. He does not have time to run out ②④.

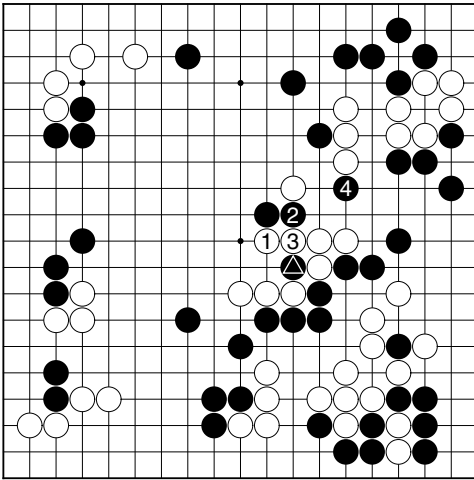


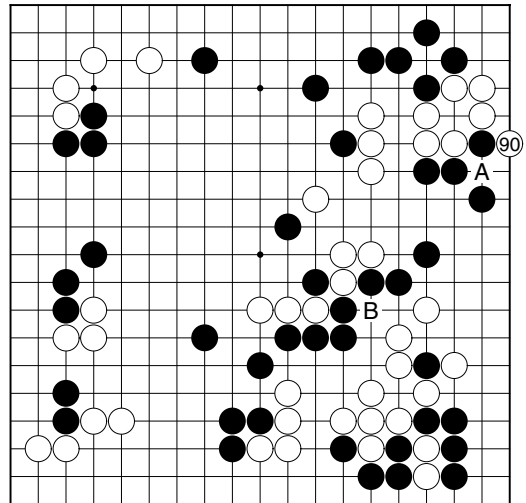
Diagram 10

This shows why 89 is such a good move. If White wants to prevent Black from connecting to \blacktriangle , he must play ①. Black can force with ②, and after ③ Black has a tesuji at ④ to cut White in two. Needless to say, this would be a major problem for White.

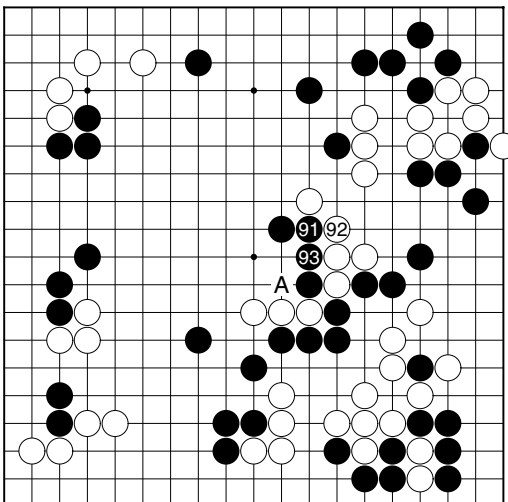
Black has again succeeded in creating complications and confusion.

Now White plays the atari at 90, expecting that Black will connect at A. Then the threat of the cut at B would be more severe.

However, Black is going to fight rather than connect at either place.



90

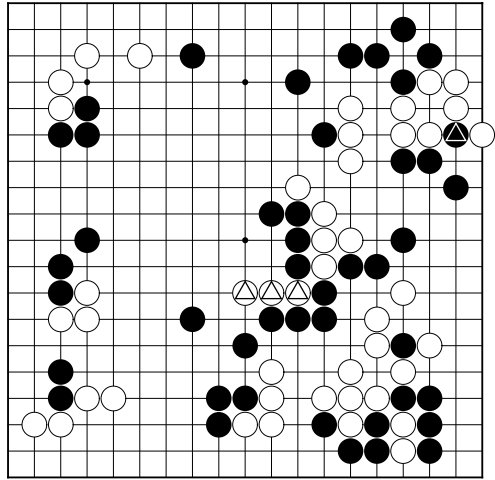


93 makes an empty triangle. Playing this stone at A would be better shape, but Seo is more concerned about fighting effectiveness than shape. He wants to shorten the liberties of White's four stones including 92.

Black has also cut off three white stones in the center, which is a big value.

91 – 93

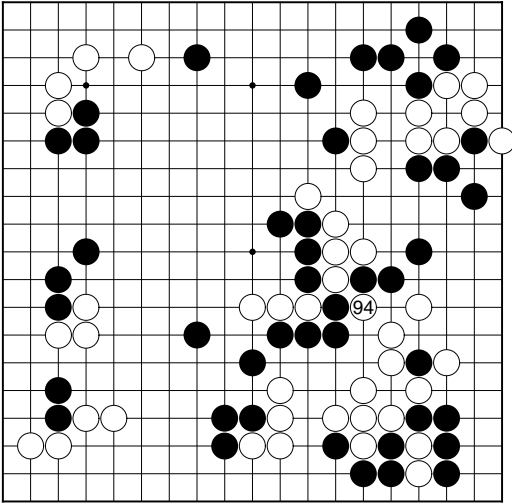
At this point, if White captures \triangle , his group here would be alive. However, White wants to get compensation for the isolation of the three \triangle stones, so he is not going to do that.



Current Game Situation

White's cutting with $\textcircled{94}$ is the right way for him to go, but it is also what Black wants because White is allowing a major fight.

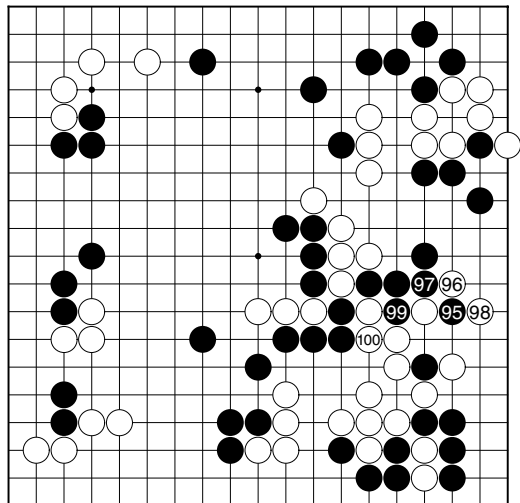
Many players would see this sort of confused complicated situation as a headache, but not Seo, of course. This is the kind of situation in which he expects to find the opportunity to win.



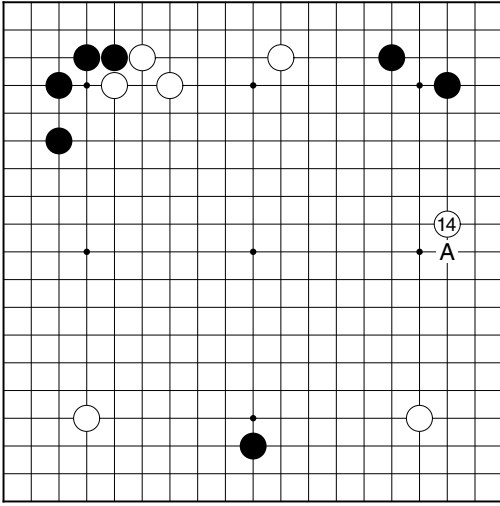
94

As the fighting here starts, White makes a mistake after the double atari of $\textcircled{99}$ by connecting at move 100.

See Diagram 11 on the next page.



95 - 100

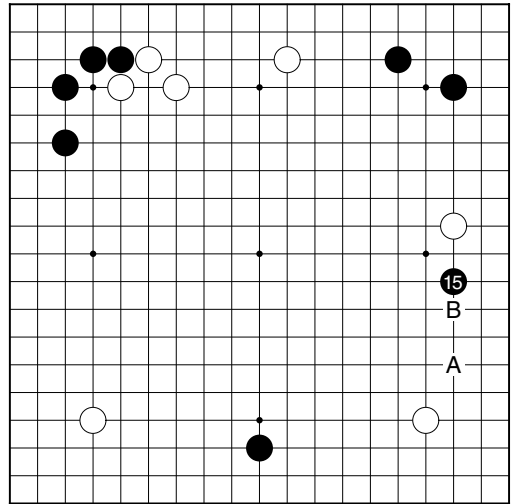


14

The right side is now clearly the biggest area. White A would be a peaceful way to play. That would create a position in the lower right that Black would be reluctant to invade and Black could get a reasonable extension in front of his corner enclosure. However, Seo stretches to ⑭, crowding Black's upper corner and inviting Black to invade and fight.

⑮ continues to aim at dividing up the board. If ⑮ were at A, White would attack with B and start fighting.

Diagram 1 shows the kind of peaceful opening Ishida wants.

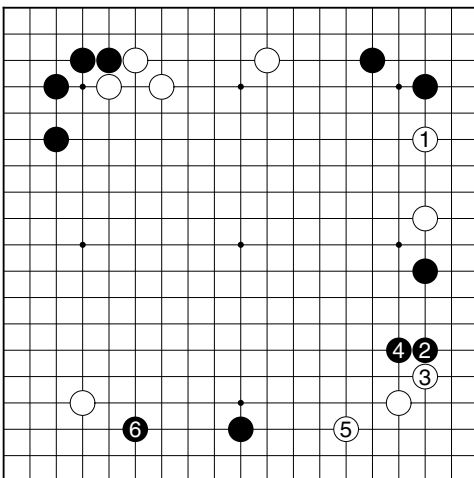


15

This sequence is perfectly playable for both sides, but there is no fighting. Settled groups are being formed; the territory is being divided up peacefully. This sort of opening naturally leads to a close game that will be won by only a few points in the endgame.

This is not what Seo wants, of course.

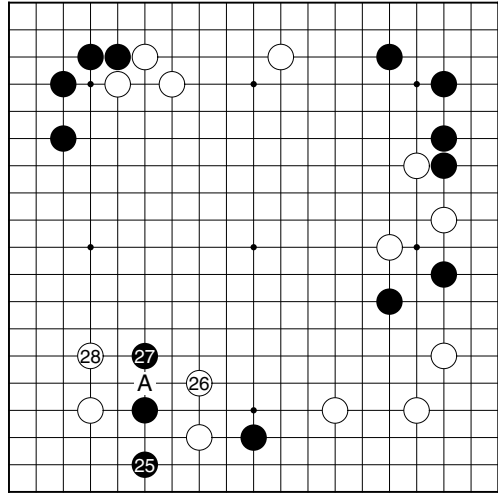
Diagram 1



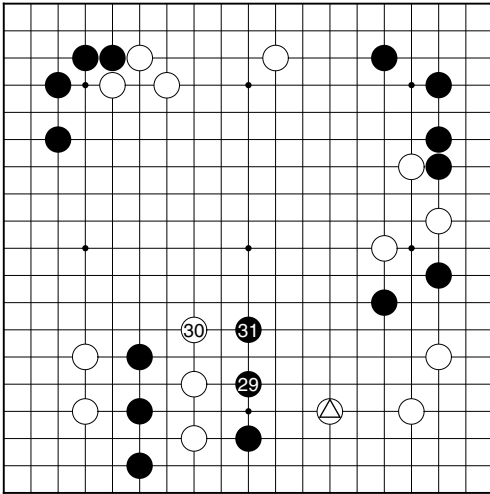
25 separates White, which is the proper attitude here. Of course, this is just what White desires: a fight.

Now weak groups are scattered all over the board.

Black jumps to 27 to prevent a white seal at A. 28 prevents getting sealed into the corner.



25 - 28



29 - 31

Both players continue running their groups into the center to prevent being sealed in.

After these jumps we'll see the usefulness of the triangle symbol.

White peeps with 32 and 34, connecting up all his stones in this area and forcing Black into a stick shape. This is great for White's plan. The triangle symbol supports 32 and 34.

White now gets sente to make the important move at 36. White has found an opportunity through fighting, and Black's two stones are under great pressure.

32 - 36

