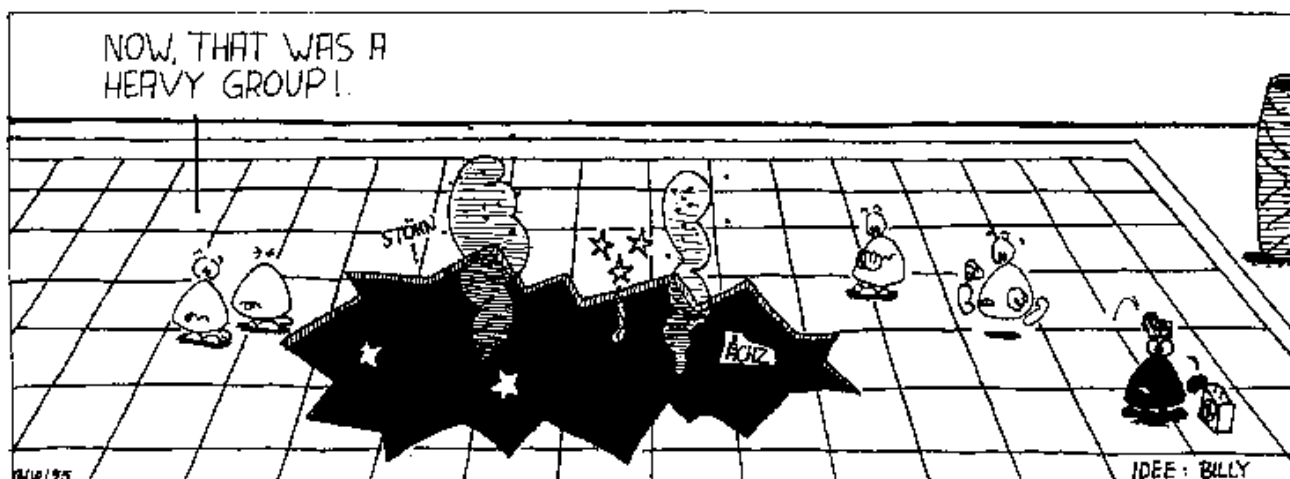


# SVENSK GO TIDNING

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**LINKÖPING OPEN 96 (I STOCKHOLM!)**

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## NYA TIDER !

För att få en snabbare distribution av Svensk Go Tidning så provar vi nu att skicka den som en vanlig textfil med elektronisk post. Tanken är att klubbarna själva därefter ska sköta slutdistributionen till sina medlemmar.

Detta nummer finns dessutom med traditionell layout i Adobe Acrobat (eller sk. pdf) format. Detta format lämpar sig bättre för pappersutskrift. De som är vana att surfa på WWW hittar dokumentet på redaktörens hemsida:

<http://www.pi.se/bjorn.wendsjol>

Som extra nyhet finns här dessutom ett GO-parti som är svårt att visa i textform (som i e-mail). I detta nummer har vi mest internationella nyheter. M.a.o. är nyheterna oftast på engelska. Varsågoda !

## LINKÖPING OPEN 96 (I STOCKHOLM!)

AV ERIK EKHOLM

Det har blivit lite av en tradition att Stockholm "lånar in" turneringar från de omgivande städerna när de har tagit ansvar för SM tidigare under året. Detta år var det Linköpings tur och det sammanföll dessutom med att deras mest aktive spelare Gustav just hade flyttat till huvudstaden.

Vi hade hoppats att kunna förgylla tillställningen med ett besök av den 94-årige Iwamoto 9 dan och Suzuki 3 dan och hade för detta ändamål hyrt en speciell lokal i Vasastaden. Tyvärr fick vi besked om att deras besök skulle skjutas upp tills senare i höst.

Det blev trots allt ett minnesvärt arrangemang med så gott som alla klubbar i landet representerade. Vad som var ännu mer glädjande var deltagandet av två juniorer, 8-årige Egil Salomonsson från Uppsala och japanske Wakui Daisuke från Stockholm. Dessutom lyckades vi med vår målsättning att locka många mindre erfarna spelare. När hade en svensk tävling senast sju spelare 7 kyu eller svagare?

Magnus Persson dominerade, som han så ofta gör, och lade beslag på förstaplatsen med fem raka segrar. Stockholms Hong Zhong blev klar tvåa med fyra vinster och Harry tog bronsplatsen före Staffan med en sodos-poäng. Retts och Görans goda insatser med fyra vunna partier belönades med bokpriser.

Tävlingens yngste, Egil, fick ett uppmuntringspris: en av Maedas tsumego-böcker, helt på japanska. Om man ändå inte kan engelska så är det nog det bästa valet. Om några år är han kanske en baddare på japanska!

pl	name	str	nat	MM	1	2	3	4	5	pt	sos	sodos
1	Magnus Persson	2d	S	10	6+	2+	4+	3+	7+	5	39	39
2	Hong Zhong	1d	CH	9	7+	1-	5+	6+	4+	4	40	30
3	Harry Taari	2d	S	8	5+	4-	6+	1-	12+	3	39	21
4	Staffan Backlund	1d	S	8	13+	3+	1-	7+	2-	3	39	20
5	Erik Ekholm	1d	S	8	3-	13+	2-	8+	9+	3	36	19
6	Gustav Fahl	1k	S	7	1-	8+	3-	2-	10+	2	40	13
7	Soren Lindstrom	1k	S	7	2-	11+	13+	4-	1-	2	38	11
8	Mikael Thulin	2k	S	7	10+	6-	12+	5-	13+	3	32	17
9	Everett Thiele	3k	USA	7	14+	10+	11+	13+	5-	4	30	22
10	Niklas Gyulai	2k	S	6	8-	9-	15+	11+	6-	2	32	11
11	Janos Puspoki	2k	H	6	12+	7-	9-	10-	14+	2	31	11
12	Leif Pettersson	2k	S	6	11-	14+	8-	15+	3-	2	31	10
13	Jorgen Abrahamsson	1k	S	5	4-	5-	7-	9-	8-	0	37	0
14	Niklas Mellin	3k	S	5	9-	12-	20+	18+	11-	2	26	7
15	Krister Strand	4k	S	5	17+	16+	10-	12-	21+	3	25	13
16	Joakim Lindfors	5k	S	5	20+	15-	18-	22+	23+	3	18	9
17	Goran Olsson	7k	S	5	15-	21+	24+	19+	18+	4	17	12
18	Lars Salomonsson	8k	S	4	22+	20+	16+	14-	17-	3	21	11
19	Daisuke Wakui	5k	JAP	4	-	-	-	17-	25+	2	11	0
20	Per-Erik Martin	5k	S	3	16-	18-	14-	-	-	1	18	0
21	Sebastian Strollo	11k	S	3	24+	17-	23+	25+	15-	3	14	4
22	Johan Holmberg	8k	S	3	18-	23-	25+	16-	24+	2	13	1
23	Erik Dyrelius	13k	S	3	25+	22+	21-	24+	16-	3	12	4
24	Claes Williamsson	15k	S	1	21-	25+	17-	23-	22-	1	14	0
25	Egil Salomonsson	18k	S	0	23-	24-	22-	21-	19-	0	14	0

## EM I MILANO

Slutresultat för de 45 högst placerade samt därefter för alla deltagande Skandinaver.

Pl.	Name	Str	Co.	MMS	1	2	3	4	5	6	7	8	9	10	Pt	SOS	SODOS
1	Guo Juan	7d	NL	44	36+	27+	16+	3+	9+	2+	4+	15+	12+	11+	10	402	402
2	van Zeijst, Rob	7d	NL	42	3-	69+	17+	6+	10+	1-	13+	5+	4+	14+	8	406	321
3	Lee, Hyuk	6d	KOR	41	2+	14+	4+	1-	19+	13+	9+	12-	7+	6-	7	409	284
4	Heiser, Laurent	6d	LUX	41	35+	5+	3-	59+	27+	7+	1-	10+	2-	41+	7	404	277
5	Colmez, Pierre	5d	F	41	12+	4-	47+	14-	20+	31+	30+	2-	17+	10+	7	399	276
6	Zhao Pei	5d	D	41	17+	9-	18+	2-	71+	22-	24+	30+	28+	3+	7	398	276
7	Gherman, Sorin	6d	R	41	8+	16-	23+	31+	29+	4-	74+	28+	3-	12+	7	397	275
8	Van Eeden, Gilles	5d	NL	41	7-	34+	11+	28-	37+	30-	55+	27+	29+	9+	7	393	274
9	Sumikura Yasuyuki	6d	J	40	30+	6+	29+	10+	1-	28+	3-	17-	74+	8-	6	402	236
10	Miyakawa Wataru	6d	F	40	19+	28+	13+	9-	2-	43+	29+	4-	32+	5-	6	400	236
11	Gerlach, Christoph	5d	D	40	42+	13-	8-	38+	25-	34+	46+	16+	15+	1-	6	400	235
12	Pop, Cristian	5d	R	40	5-	120+	31-	57+	32+	14+	16+	3+	1-	7-	6	400	235
13	Schoffel, David	6d	D	40	59+	11+	10-	15+	14+	3-	2-	32-	40+	29+	6	398	236
14	Mateescu, Robert	6d	R	40	15+	3-	55+	5+	13-	12-	73+	31+	33+	2-	6	398	235
15	Rehm, Robert	5d	NL	40	14-	30+	32+	13-	60+	33+	22+!	1-	11-	49+	6	397	233
16	Janssen, Frank	6d	NL	40	32+	7+	1-	35+	28-	62+	12-	11-	85+	33+	6	396	233
17	Danek, Vladimir	6d	CZ	40	6-	38+	2-	138+	23-	64+	19+	9+	5-	28+	6	395	232
18	Heshe, Thomas	5d	DK	40	20+	136+	6-	65+	21+	27+	28-	29-	38+	34+	7	390	271
19	Boon, Mark	6d	NL	40	10-	133+	68+	22+	3-	29-	17-	48+	58+	30+	6	389	229
20	Nijhuis, Emil	4d	NL	40	18-	161+!	53+	94+	5-	37+	21-	80+	44+	27+	7	387	266
21	Ghioc, Costantin C.	5d	R	40	94+	29-	83+	27-	18-	63+	20+	33-	55+	32+	6	386	229
22	Bogdanov, Victor	6d	RUS	39	29-	93+	95+	19-	50+	6+	15-	!-	-	-	4	374	153
23	Kozuki Takeshi	6d	J	39	58+	26+	7-	39+	17+	-	-	-	-	-	4	362	156
24	Hyodo Shunichi	6d	J	39	-	-	-	-	-	56+	6-	119+	48+	66+	4	357	151
25	Shima Hiroshi	6d	J	39	57+	94+	28-	83+	11+	-	-	-	-	-	4	356	152
26	Hui Li	5d	CH	39	157+	23-	52+	46+	35+	-	-	-	-	-	4	356	152
27	Laatikainen, Vesa	5d	SF	39	31+	1-	33+	21+	4-	18-	49+	8-	45+	20-	5	401	195
28	Kai Naoyuki	6d	J	39	46+	10-	25+	8+	16+	9-	18+	7-	6-	17-	5	401	199
29	Bogatskii, Dmitri	5d	UKR	39	22+	21+	9-	74+	7-	19+	10-	18+	8-	13-	5	399	197
30	Ben Malek, Farid-Geo	6d	F	39	9-	15-	75+	95+	61+	8+	5-	6-	56+	19-	5	394	192
31	Rittner, Egbert	6d	D	39	27-	66+	12+	7-	56+	5-	57+	14-	41-	74+	5	392	192
32	Gomeniuk, Andrey	5d	RUS	39	16-	62+	15-	58+	12-	101+	93+	13+	10-	21-	5	390	190
33	Mero, Csaba	5d	HU	39	53+	36+	27-	93+	55+	15-	60+	21+	14-	16-	6	389	230
34	Shepperson, Piers	5d	UK	39	98+	8-	56-	44+	66+	11-	63+	39+	35+	18-	6	389	230
35	Yatsenko, Dmitri	5d	UKR	39	4-	56+	50+	16-	26-	48-	54+	72+	34-	68+	5	389	191
36	Nechanicky, Radek	5d	CZ	39	1-	33-	84+	60-	92+	55-	72-	127+	106+	57+	5	383	186
37	Calota, Lucretiu	5d	R	39	63-	121+!	80+	51+	8-	20-	40-	133+	64+	61+	6	383	225
38	Bogatskii, Arkadi	5d	UKR	39	84+	17-	117+	11-	100+	93-	64+	65+	18-	55+	6	382	225
39	Pomstra, Willemkoen	4d	NL	39	61-	139+	42+	23-	64-	75+	43+	34-	93+	56+	6	381	227
40	Rasmussen, Jannick	4d	DK	39	136-	102+	67-	41+	57-	97+	37+	60+	13-	63+	6	380	228
41	Mechura, Jan	4d	CZ	39	93-	137+	94-	40-	140+	100+	61+	57+	31+	4-	6	378	224
42	Groot, Matti	4d	NL	39	11-	47-	39-	90-	117-	134+	104+	77+	97+	58+	5	378	186
43	Rueten-Budde, Jan	2d	D	39	109+	141+	82+	148+	65+	10-	39-	67+	73+	91+	8	377	298
44	Clare, Jim	3d	UK	39	102-	140+	98+	34-	141+	71+	59+	78+	20-	60+	7	377	261
45	Prescure, Catalin	3d	R	39	82-	164+	69+	80+	93-	70+	95+	62+	27-	65+	7	375	262
59	Siivola, Matti	5d	SF	38	13-	61+	51+	4-	62-	74-	44-	97-	101+	96+	4	383	150
69	Sannes, Paal	3d	NW	38	81+	2-	45-	114-	128+	140+	137+	76+	68-	93+	6	377	221
92	Pedersen, Jesper	3d	DK	37	-	-	-	-	36-	98+	75+	-	-	-	2	338	75
112	Pedersen, Torben	2d	DK	37	118+	145+	123-	98-	199+	96-	179+	137+	119+	64-	6	364	216
153	Ekholm, Erik	1d	SW	36	154+	211-	188+	180-	212+	158+	134-	184-	197+	189+	6	351	211
158	Soerensen, Klaus Hen	1d	DK	36	174-	247+	236+	161-	214+	153-	177-	186+	212+	193+	6	346	204
194	Rapmund, Antje	2d	NW	35	146+	111-	113-	-	-	209+	139-	147-	-	-	2	340	70
218	Fahl, Gustav	2k	SW	34	278+	190-	170+	240+	192+	245+	156-	193-	220+	182-	6	344	203
228	Christoffersen, Terj	1d	NW	34	208+	109-	172-	-	-	-	-	-	-	179-	1	322	34
256	Mellin, Niklas	3k	SW	33	302-	281+	318+	253+	268-	300+	255+	226-	251+	204-	6	324	192
259	Bergsaker, Henric	3k	SW	33	296+	308+	223-	279-	226-	318+	281+	276-	299+	277+	6	319	187
280	Kohonen, Sari	3k	SF	32	279-	227-	342+	288+	282+	226-	297+	284+	204-	262-	5	323	156
289	Strand, Krister	5k	SW	32	326+	226-	315+	323-	332+	320+	301-	328+	300+	303+	7	307	212
345	Ronkko, Seppo	7k	SF	29	371+	364+	348+	315-	325-	310-	368+	363+	354+	326-	6	287	165
348	Gjerstad, Oystein	7k	NW	28	362+	329+	345-	368+	307-	346+	310-	326-	355+	-	5		
383	Minkkinen, Miika	9k	SF	26	396+	355-	389+	359-	382-	392-	387+	400+	362-	399+	5	260	125
418	Illman, Jorgen	10k	SF	22	405+	384-	388-	394-	423+	404-	407-	401-	411-	415-	2	239	45
430	Putkonen, Leo	17k	SF	20	444+!	428+	437+	427-	433-	440+	434+	436+	429-	426+	7	188	129
431	Siivola, Sinikka	12k	SF	19	388-	416-	413-	408-	426+	420-	428-	424-	407-	433-	1	224	20
462	Lanz, Dieter	25k	D	10	460-	457+!	461+	448-	451-	459+	454-	458+	455+	449-	5	118	54

# RESULTS OF THE DUTCH CHAMPIONSHIP

BY DON JUAN DE MARCO

Hoi! , This weekend, Frank Janssen mailed the particular game results of the dutch championship to me. Since i can't see it posted anymore/yet, i will do it. Thanks to Frank@egcc!! :)

1	Guo Juan	+10 + 9 + 4 + 3 + 5 + 2 + 6 + 7	8	37	37
2	Frank Janssen	+ 6 -11 +10 + 7 +13 - 1 + 9 + 3	6	36	24
3	Gerald Westhoff	+14 + 8 +11 - 1 + 6 - 9 + 4 - 2	5	37	19
4	Gilles van Eeden	+13 +12 - 1 - 5 + 7 +11 - 3 + 8	5	37	19
5	Robert Rehm	- 8 +14 +12 + 4 - 1 - 6 +16 + 9	5	31	15
6	Willem Koen Pomstra	- 2 +15 + 9 +11 - 3 + 5 - 1 -12	4	38	15
7	Filip Vanderstappen	-12 +13 + 8 - 2 - 4 +14 +10 - 1	4	36	13
8	Caspar Nijhuis	+ 5 - 3 - 7 +10 - 9 +13 +11 - 4	4	34	16
9	Mark Boon	+16 - 1 - 6 +15 + 8 + 3 - 2 - 5	4	34	11
10	Tonny Claasen	- 1 +16 - 2 - 8 +15 +12 - 7 +14	4	30	8
11	Walther Warnaar	+15 + 2 - 3 - 6 +14 - 4 - 8 +16	4	28	10
12	Nico Spruit	+ 7 - 4 - 5 -13 +16 -10 +15 + 6	4	27	10
13	Vincent van Gelderen	- 4 - 7 +16 +12 - 2 - 8 -14 +15	3	27	6
14	Rudi Verhagen	- 3 - 5 -15 +16 -11 - 7 +13 -10	2	27	3
15	Stijn van Dongen	-11 - 6 +14 - 9 -10 +16 -12 -13	2	25	2
16	Dave de Vos	- 9 -10 -13 -14 -12 -15 - 5 -11	0	28	0

Place 3 went to Gerald, because he won his game against Gilles. That's it folks :)

Cha

## 5TH ODAYASHI CUP, FINAL RESULTS

JAN VAN DER STEEN, MON, 9 SEP 1996

We had another increase in the number of players this year. 228 players joined the first day Macmahon tournament deciding the top 16 who would qualify for the play-off on Sunday. In the preliminary tournament over 4 rounds 13 players managed to win all their games (fl. 200,=), 52 players won 3 games (fl. 100,=), and nearly 100 players won 2 games (fl. 20,=).

The players who qualified for the championship group were:

Guo Juan	7d, China
Zhang Shutai	7d, China
Frank Janssen	6d, Holland
Zhao Pei	6d, China
David Schoffel	6d, Germany
Geert Groenen	5d, Holland
Felix Arnim	5d, Germany
Gilles van Eeden	5d, Holland
Christoph Gerlach	5d, Germany
Filip Vanderstappen	4d, Holland
Caspar Nijhuis	4d, Holland
Emil Nijhuis	4d, Holland
Pierre Colmez	5d, France
Willem Koen Pomstra	4d, Holland
Rob Koopman	4d, Holland

Three notes on these results:

1. First time Zhang Shutai didn't make it to the final
2. First time we had an all-female Obayashi Cup final
3. Guo Juan won the Obayashi Cup for the third time (out of 5)  
When she wins it again next year it will be three times in a row.

Thomas Koranda 4d, Czech

The final results was:

Zhang Shutai	Zhang		
David Schoffel		Zhang	
Geert Groenen	Arnim		
Felix Arnim			
			Zhao
Frank Janssen	Janssen		
Filip Vanderstappen			
		Zhao	
Zhao Pei	Zhao		
Caspar Nijhuis			
			Guo
Emil Nijhuis	Nijhuis		
Pierre Colmez		Nijhuis	
Christoph Gerlach	Gerlach		
Willem Koen Pomstra			
			Guo
Rob Koopman			
Gilles van Eeden	van Eeden		
Thomas Koranda		Guo	
Guo Juan	Guo		

A BOOK REVIEW  
**WHOLE BOARD THINKING IN JOSEKI**  
**VOLUME 1: 3-4 POINT, LOW KAKARI**

AUTHOR: YI-LUN YANG, PHIL STRAUS  
PUBLISHER: FOURTH LINE PRES, ISBN 0-9653546-0-1  
*REVIEWED BY KEN WARKENTYNE*

**Summary: I strongly recommend this book to any player who, like myself, relies on mid-game fighting to make up for sub-par (or disastrous) opening play.**

I have always viewed studying joseki with suspicion, if not outright hostility. Indeed, most go players know the infamous proverb "study joseki and become two stones weaker."

Because of my negative view, it is doubtful that I would have bought WHOLE BOARD THINKING if a representative of Fourth Line Press hadn't talked me into it and, even so, I wasn't particularly looking forward to reading the book. However, the moment I picked it up I realized that this was something that I hadn't expected and now, after having worked through over half the problems, I must say that WHOLE BOARD THINKING is one of the most useful go books in my collection.

The format of WHOLE BOARD is quite simple. Each section begins with a set of two or more problems. The problems (112 in total) have one identical corner but different positions in the other corners. In each case, the reader must choose the next move from the same set of "legitimate" joseki continuations.

The solutions are presented separately for each problem. Each solution in turn analyzes all the alternatives in the context of the whole board position for the particular problem. Thus, taken as a whole, each problem set aims at emphasizing the different strategic implications of joseki moves in different contexts.

The analysis itself is short and to the point. Many joseki sequences are not played out to the end, leaving further analysis to the reader. Overall, the approach taken by WHOLE BOARD is very effective for avoiding the pitfalls of joseki study, which are rote memorization and the ignorance of global considerations.

Finally, I must say something about the physical appearance of this book. The pages are large and uncluttered. Each problem fits on either one page or two opposing pages. Obviously a lot of care has gone into designing the page layout.

## TWO NEW YUTOPIAN BOOKS

**Yutopian is proud to announce the publication of the following two books, the last two books for this year:**

### **UTILIZING OUTWARD INFLUENCE**

*BY JIN JIANG AND ZHAO ZHENG*

Go - Life, Liberty, and the pursuit of Territory through Connection and Influence. Each player must discover the strategy and tactics necessary for acquiring the most territory. Ideally each move should pose multiple threats to create or destroy Life, Connection, Influence, and Territory.

Utilizing Outward Influence by Jin Jiang and Zhao Zheng provides a study of how to efficiently build and use influence...

Jiang provides numerous examples of how to construct thickness (strongly connected strings of stones that can not be

disconnected) and how to avoid thinness (weakly connected strings of stones that can be disconnected). Also included are abundant examples of sacrifice and ko tactics that can be used for constructing large territorial frameworks (Moyos) out of influence. Seizing control of the center is vital for gaining the most territory. Additional examples of using pivot points (an intersection on the edge of opposing moyos, which upon occupation by one side, will expand that side's moyo and reduce the opposing moyo) for seizing control of the center are provided.

Utilizing Outward Influence is a book for helping one reach shodan strength and reviewing the tactics and strategies used by dan players. Over 50 problems are included addressing: how to create thickness and avoid thinness in building influence; using influence to create territorial frameworks (moyos); and using influence to create by attacking.

## TESUJI AND ANTI-SUJI OF GO

BY SAKATA EIO

This is an exhaustive manual that details how sparkling technique may bring one's game alive. 61 Model situations are examined, in which deadly hane, exquisite placements, and stunning attachments, among many other skillful finesse, are shown to be surprisingly effective. The flip side of the matter, crude moves (or "anti-suji") are offered in contrast, demonstrating how thoughtless play can throw away the chance for an advantage. The positions in the book are illustrated in more than 700 diagrams, which makes comprehension of the material simple, even without setting up the positions on a go board. The layout of the book is also ideal for study and review work.

In addition, a general introduction to the subject sets the stage for the main text, while the book ends with several examples from actual games. In addition, the author, Sakata Eio, Honorary Honinbo, includes a number of vignettes, in the manner of Killer of Go, the work of his which preceded this one.

This is both a thoroughly enjoyable exploration into one of the most fascinating aspects of go, and a text which can be invaluable for growing stronger.

The above books are \$14.95 each (\$1.00 shipping within US).  
Yutopian, 4964 Adagio Court, Fremont, CA 94538, U.S.A.  
Tel:(510) 659-0138, FAX:(510) 770-8913, Hotline: 1-800-YUTOGO-3  
e-mail: yutopian@netcom.com, yutopian@aol.com  
homepage: <http://www.best.com/~webwind/go/gostuff.html>

## TEACHING GO

I am a high school art teacher with a passionate interest in go.

A colleague of mine is a history teacher teaching a course in world history to ninth graders. He is currently doing a unit on Japan. When I discovered this I decided to offer to do a guest presentation on the game of go.

My colleague and I played a few times. And we decided that we would introduce the game to his 18 student class with a short lecture on my part explaining the basics followed by a 9 x 9 game between the history teacher and myself. After that I played a 9 x 9 game with an older student who was more accomplished than the history teacher. The ninth grade group listened attentively to the introduction and asked some insightful questions which lead neatly into discussions of safe groups and the value of corners and sides of the board. I was pleased. When I played the history teacher I could have killed every stone on the board but didn't do it so the students would see a more normal scoring at the end of the game. (They took pleasure in seeing their teacher beaten, and it was part of the strategy.) Then they saw the older student beat me by one point with a four stone handicap. This was exciting for them too. It made them realize that they could really learn the game.

Tomorrow the students will be grouped together to play using the three 9x9 boards I have and my set of stones. There will be three students on a team taking turns making moves.

I will circulate to be sure that stones leaving the board are really dead.

I think it will be fun, and fully expect some of these students to stop by after to school some day to play me. One of them already suggested that he want to "take me on". My goal is to generate enough interest for a club next year. If I can interest just ten students in the game out of a student population of 800 I will feel like I have been successful.

Wish me luck folks.

Terri

schurter@mars.superlink.net. Date: 5 Mar 1996

## **ONE GIANT LEAP FOR GO, OR ASTRONAUTS FIND LIFE IN SPACE**

*BY MIKE PENG, MARK HALL, HOUSTON GO CLUB*

*"If there is intelligent life in space possibly they play chess; most certainly, they play Go." -Edward Lasker*

On the 18th of January, while most of the country slept, a small bit of history was made. High above the Earth, an unusual pair of go games was played by Dan Barry and Koichi Wakata, astronauts and go enthusiasts on board the space shuttle Endeavour. They replayed a famous go game and then played a game of their own, each on boards specially designed for weightlessness.

"GO to space, a journey of 4,000 years" and "Be Good and Be Right" were the slogans inscribed respectively in English and Chinese on the two go boards and carried on board the Space Shuttle Endeavour. This flight of the Endeavour circled the earth from January 11, 1996 through January 20, 1996. On these boards, Barry and Wakata, two of the six Endeavour's astronauts, made history by playing the first board game ever in space. These activities were also the climax of the space go contests that were sponsored by the American Go Association (AGA), funded by the American Go Foundation (AGF), and organized by the Houston Go Club (HGC).

Dan, an HGC member, had been in training as a Space Shuttle astronaut since 1992. We had met Dan in March of 1994, when he first joined the HGC. "I would like to play go in space during my Space Shuttle flight", he had said. At that time his flight had been scheduled for November, 1995. He had added, "I am going to need a special go set to play in the weightless conditions". We had promised him that we would make one for him.

Then we thought, "let's organize a space go set design contest and select the winning set for his flight." With that in mind, we contacted Phil Straus, AGA president, for suggestions and help. Phil loved the idea and recommended an essay contest and a drawing contest for elementary and high school students in addition to the design contest. He proposed the titles: "Space, Go and Communications" for the essay contest and "How to Play Go in Space" for the drawing contest.

We conveyed the contest proposal to Dan - his reaction? "Great! But we have to be careful because NASA does not allow people to use space programs to endorse things or organizations." After consulting with NASA lawyers in Washington DC, Dan brought us the good news, "NASA has approved the contests, but with some restrictions". We would not be able to award cash to those entries which will be flown in space and we must state clearly on each flyer: "These contests are not sponsored by NASA. NASA has no responsibilities for the contests in any way. Any entry that is flown in space becomes the permanent property of the US government and will not be returned to either the AGA or the designer, builder, or winner of the contest". We decided to award a plaque to the winners of the design contest and award cash to winners in the other two contests. This allowed Dan to fly the winning go sets.

Dan helped put together the requirements for the space go set. It was quite a challenge: design or build a complete set to fit in a 8.5"x11"x1" space and weigh less than 1.5 pounds. A computerized solution was not an option. As Barry remarked in a recent interview with Houston's David Perkola, "Any software that goes in flight has to be verified and certified, made sure that it won't interfere with some of the other programs that are running". Failure was not an option, either.

For the next several months, notices were posted in the AGA Newsletters and the American Go Journal as well as on rec.games.go on the Internet.

The winning go set design by Wai-Cheung Willson Chow of Alhambra, CA was made of paper and foam board with paper pockets to store the paper 'stones'. The board unfolds into a full size go board with transparent pockets to hold the paper pieces. Mr. Chow is a recent immigrant from Hong Kong and is currently preparing to obtain a dentist's license in California. His design was based on his elementary school experiences of making a Chinese chess board to play in the windy school ground in Hong Kong. He and his classmate, Chie-Wai Yau, couldn't afford a commercial chess board and jointly built a paper board. He even adopted the school motto of "Be Good and Be Right" for his entry.

The second place design by Ronald Doctors of Santa Barbara, CA was a magnetic set fabricated from a magnetic sheet on a wood backing, with thumb tack pieces housed in wooden drawers. The point of each thumb tack serves as a "handle" for ease of placement and removal. The set can successfully resist a force of 1.0 G - in other words, it can be used upside down on Earth!

Third place was taken by Jeff Shaevel, the AGA's newly elected Central Vice President and the President of the Austin Go Club, with a design consisting of paper board and rotating paper disc pieces. Jeff declined his award, enabling us to provide each of the participants in the drawing contest and the essay contest with a memento.

As a back-up, the HGC also provided Dan and Koichi with a wooden folding board. This board was constructed out of a quarter inch thick maple and used the adhesive label game recording system from the British Go Association. Thanks go to Paul Margetts and his friend Yvonne Mao for hand-delivering the sticky labels. The foam board was the arena in which Barry and Wakata reenacted the 1936 retirement game of Shusai, as printed in the book *The Master of Go*. "We duct-taped it to the wall," says Barry, "and then Koichi played above the board on the ceiling." (Try doing that here on Earth!) "We actually didn't play through the whole game," Barry added, "because in the interest of time we wanted to get a second game going that was our own game." That second game was played on the maple board. They didn't finish playing that one, either. Barry and Wakata employed a tactic that placed them in the company of Sir Edmund Hillary and Neil Armstrong, as Barry explained: "It would have taken up all of our scheduled time to finish the whole game, and also...[we didn't want there to be] someone who's won a game and someone who's lost a game in space."

In the essay contest, the winner was 15 year old David Ho of Houston, Texas, a 10th grader in the Memorial High School in Houston. He received a \$150.00 check from the AGF. The second place check for \$100.00 went to David's 16 year old brother Bryan, an 11th grader in the same school. We are very proud of both David and Bryan, Houston's own home-grown players, for their outstanding achievement of advancing from 20 plus kyu to shodan in just two years.

Sixteen boys and girls ranging from 7 through 12 submitted entries for the drawing contest. The winning entry, by Joanna Erbach of Winnipeg, Canada, appears on the front cover of the latest issue of the *American Go Journal*. Joanna, 12, is a 6th grader in the Victor H. L. Wyatt School. The main idea for the drawing was hers but she credits her Dad with suggesting that she "draw something that contrasted Japanese formality and American informality". The AGF awarded Joanna \$100.00.

The second place winner was 11 year old Darius Wu of Plano, Texas, a sixth grader at Renner Middle School. Darius received a \$75.00 award from the AGF.

We would like to extend our sincere thanks to all the participants who submitted the entries. Thanks also go to Roger and Bonnie White and the AGF, which funded the contests and the AGA which encouraged this excellent educational project. We are indebted to the following members of the Houston Go Club who helped build the maple go set and judge the contests. They are Robert Cordingley, Mark Hall, Charles Harveson, Andy Kochis, George Patrick and Mike Peng. We also want to thank Paul Margetts, Yvonne Mao and the British Go Association for providing the sticky labels for the maple board. Of course, how can we forget to say "Thank You" to Dan Barry and Koichi Wakata. Without them, this program would have not been possible.

Is there a future for go in space, perhaps on a space station? Barry indicated that there just might be: "If you are going to live some place for a year, it can't be all work, and I think that go is a game that appeals to...the type of people that would fly on a space station." Barry might even play on a future shuttle mission, if there is another such mission in his stars, "I would have no problem at all bringing that foam board back." Both Barry and Wakata received honorary promotions from the Nihon Kiin, Wakata to 1D and Barry to 2D. "It's gonna take me a long time to earn that rank," says Barry.



# GO NEWS FROM JAPAN

## JANUARY GO NEWS

Two major rematches are unfolding on Japanese game boards. On the go board, in Amsterdam, Kobayashi Satoru defeated Cho Chikun by resignation in the first game of the Kisei match on January 17-18. Cho gave up after just eighty-five moves. The game was far from over, but Cho was behind, he had used up all but seven minutes of his time, and apparently he did not care to fight on in byo-yomi. In Japan, the game received modest coverage in the back pages of the sponsoring Yomiuri newspaper, and brief mention in the *Asahi* and *Mainichi*.

On the shogi board, Habu Yoshiharu has taken a 2-0 lead over Tanigawa Koji in the Osho match. In contrast to the Kisei game, Habu's victories made the front pages of the sports dailies, with banner headlines and color photos. Habu enjoys roughly the same degree of recognition in Japan that Lee Changho has in Korea. As one shogi commentator put it, Habu is the first shogi player to attract a following of young female fans who don't know how to play shogi.

The activities of Daniel Barry and Wakata Koichi on January 17 in the space shuttle *Endeavor* also received media attention. Television broadcasts gave the impression that the two astronauts played a game of go. Printed media reported more truthfully that they re-enacted Shusai's 1938 retirement game against Kitani. The *Nihon Kiin* awarded Wakata an "honorary shodan" diploma and encouraged him, in the pages of *Go Weekly*, to try to reach Barry's level. Thanks to another *Nihon Kiin* award, that level is now 2 dan.

In terrestrial international competition, there was both good and bad news for Japanese go fans this month. The good news was that Otake Hideo won two more Supergo games, beating China's Liu Xiaoguang on January 28 and Cao Dayuan on the 30th in Tokyo. Both victories were by resignation. This Supergo match is starting to get interesting.

More good news: the University of Hokkaido won its second Asian University Go Championship, defeating China's Qinghua University and the Hankuk (Korean) University of Foreign Studies by 3-2 scores, on January 5 and 6 in Beijing. It was a balanced effort, with each of the five players on the Hokkaido team contributing a victory. Asano Tetsuya was the key man who won both his games. Qinghua shut out Hankuk UFS 5-0 to finish second.

The bad news was that Japan failed to score a win in the second round of play in the Jinro-SBS Cup. The results of the four games, held January 9-13 at the Hilton Hotel in Seoul, were:

Yoo Changhyuk (Korea) beat Yamashiro Hiroshi (Japan)  
Cao Dayuan (China) beat Yoo Changhyuk (Korea)  
Cao Dayuan (China) beat Yoda Norimoto (Japan)  
Lee Changho (Korea) beat Cao Dayuan (China)

Lee will face Takemiya next, on February 6 in Shanghai.

Cho Chikun was also winless in his semi-final match against Lee Changho in the Tongyang Securities Cup. Ma Xiaochun beat Korea's Cho Hunhyun 2-1 in the other semi-final. This sets up what should be an epic clash between Lee, who holds practically all the Korean titles, and Ma, who likewise dominates the Chinese go scene.

In professional pair go, the second Ricoh Cup was won by a father-and-daughter pair: Kobayashi Koichi (9-dan) and Kobayashi Izumi (shodan). The Kobayashi's overcame last year's winners, Hashimoto Shoji and Konishi Kazuko, in the final game on January 28.

The Honinbo league is turning into a one-man race. Yo Kagen is out in front with a 4-0 score, while everyone else is at 2-2 or 1-3. Ryu Shikun has gone into a post-Tengen tailspin, losing two Honinbo league games and two more in the Judan challenger's tournament, from which he is now eliminated.

Update from 1995: Feng Yun (China) defeated Lee Youngsin (Korea) 2-0 to win the Bohae Cup and become women's world champion. The games were played December 18 and 20 at the Hyundai Hotel in Kyongju, Korea.

## FEBRUARY GO NEWS

The Korean team has won the Korean-sponsored Jinro Cup again, and for the first time they did it on foreign soil. The last four games were played February 6-10 in Shanghai, with these results:

Lee Changho (Korea) beat Takemiya Masaki (Japan)  
Lee Changho (Korea) beat Nie Weiping (China)  
Ma Xiaochun (China) beat Lee Changho (Korea)  
Cho Hunhyun (Korea) beat Ma Xiaochun (China)

The final team scores were Korea 7-4, China 6-5, Japan 1-5. After finishing a strong second in the past runnings of this event, Japan takes a turn in third place this year.

Kato Masao has retained possession of one of the two titles he currently holds by defeating Kobayashi Satoru in the final game of the Kakusei tournament. Kato's other title, the Acom cup, was also won at Kobayashi's expense, last year.

Speaking of the Acom cup, by beating four professional opponents, ranked 1-dan to 4-dan, Sakai Hideyuki has become the first amateur to reach the second knockout stage of this tournament.

Meanwhile, Kato's pupil Nishida Terumi is challenging Kato Tomoko (no relation to Kato Masao) for the Women's Meijin title. Nishida lost the first game of the best-of-three match by half a point, by making a zero-point move in the late endgame, but she won the second game, so the match is tied 1-1.

Besides losing the Kakusei final, Kobayashi Satoru managed to lose three straight Kisei games to Cho Chikun in February. Cho now leads the Kisei series 3-1.

Kobayashi Satoru also lost to O Rissei in the final game of the Judan preliminaries, so O will challenge Yoda for the Judan title, starting March 7.

But the big news in Japan this month (after tunnel disasters and financial scandals) concerns shogi. Though he played the fourth game of the Osho title match with a cold and fever, Habu Yoshiharu won it, as he won the first three, to take the Osho title from Tanigawa. That gives Habu possession of all the major shogi titles — a king with seven crowns, or eight if you count the lightning shogi tournament sponsored by Tokyo TV that Habu also won recently. Habu follows in the footsteps of Tsukada, who gained all the shogi titles in 1957, and Oyama, who performed this feat several times in the period from 1959 to 1970, but in a sense Habu has already surpassed his predecessors, because there were fewer titles to be won in those days.

Habu's victory over Tanigawa came on Valentine's day, and it was a Valentine for the whole country. Habu has been lionized by the mass media, even honored by an award from the Prime Minister. Habu modestly attempted to decline the award, saying he was too young. In the meantime, he has already started in on the defense of his seven titles (he leads Takahashi 2-0 in the Kio match), and is engaged to be married at the end of March.

## MARCH GO NEWS

Shortly before 6:00 p.m. on March 28, in the seventh game of the Kisei match at the Yokohama Grand Intercontinental Hotel, Cho Chikun played a peeping move that set up the capture of one or the other of two medium-sized black groups. Kobayashi Satoru nodded and resigned, returning the title he had taken from Cho last year. Kobayashi made an excellent start in the game by constructing a huge framework, but he tried to kill some stones that could be not killed, and his fortunes went downhill from there. After bad losses in the fifth and sixth games, Cho came through when it counted most, as he has often done in the past. This is Cho's nineteenth victory in twenty-three best-of-seven title matches (Kisei, Meijin, Honinbo).

Cho also beat Kobayashi Satoru in the final game of the NHK Cup. Kobayashi had been sure he had the game won, and he had been right, but he made some endgame mistakes, and when the score was counted, Cho was ahead by half a point.

Those were not Cho's only victories this month. In the final game of the zodiacal Japan Tobacco Cup, Cho (Honinbo, Gemini) defeated Nakaonoda Tomomi (7 dan, Aries) by resignation. Except for his three Kisei losses to Kobayashi, Cho is completely unbeaten this year.

In Korea, the twenty-year-old Korean superstar Lee Changho won his third Tongyang Securities Cup on March 20, by forcing China's Ma Xiaochun to resign in the fourth game of the best-of-five match. This followed an extremely close half-point win by Lee in the third game, a game that had about 25 opening moves, 15 middle-game moves, and the rest endgame, and which Ma would have won had they been playing by Chinese rules. For the moment, Lee and Ma are co-champions of the world: Lee has the Tongyang Cup, while Ma has the Fujitsu Cup.

Back in Beijing, Ma won the tenth China-Japan Supergo Series for China, beating Japan's last remaining player Otake Hideo by resignation on March 30. Otake had a good game going until White 90, a diagonal anti-tesuji that Ma took quick advantage of. "I got distracted," Otake said afterward. "Another move might have won. I'd like to do it over."

On March 2, Otake and Rin Kaiho gave the thousand-plus assembled fans at the Postal Savings Hall in Tokyo a demonstration of what lightning go can look like at its best: a middle game that broke up into a kaleidoscope of struggling groups, then resolved itself through flashes of tesuji brilliance into a 7 1/2 point win for Otake. This triumph earned Otake his third NEC Cup.

The super-lightning (ten seconds per move) NEC Rising Stars tournament was won on the same day by Morita Michihiro. Once rumored to be Japan's strongest player because of his many victories over Japan's top stars, Morita defeated Yamada Kimio by 9 1/2 points.

In another lightning tournament, nineteen-year-old Hane Naoki edged past Mimura Tomoyasu by half a point to win Tokyo TV's New Stars tournament. The TV commentator was Naoki's 9-dan father Hane Yasumasa.

The Judan title match is tied 1-1. Challenger O Rissei lost the opener through poor endgame play, so he looked visibly relieved when defender Yoda Norimoto resigned in the next game.

In the third and deciding game of the women's Meijin match, Nishida Terumi (4 dan) went ahead on some middle-game mistakes by her opponent Kato Tomoko (4 dan) and held on securely to her lead, winning the game and title by 2 1/2 points. This steadiness is a new strength for Nishida, who had shown a previous vulnerability to late-game upsets. She attributed the change to self-discipline: she has been training herself to relax and enjoy her games, and life in general.

Nishida (age 26) is another part of the tidal wave of young talent that has swept over Japanese professional women's go, and this tidal wave is also rolling in at the amateur level. In this year's women's amateur championship, all eight of the quarter-finalists were in their twenties. The new champion is Tsukuda Yuko, sister of pro shodan Tsukuda Akiko. Runner-up was Fu Hongmei, a Chinese exchange student and former Chinese pro trainee.

Japan's strongest amateur, however, is now officially Sakai Hideyuki. Sakai, a second-year medical student at the University of Kyoto, earned this title and a million yen by defeating defender Imamura Fumiaki in two straight games, played in one of the rooms at the Nihon Kiin usually reserved for important professional matches.

Two of Japan's best young pros have made a move that, if go talent is hereditary, could have important implications in the next century. Yuki Satoshi and Yoshida Mika, both of the Kansai Kiin, were married on March 1.

## APRIL GO NEWS

When a fast-moving billiard ball strikes a stationary ball, there is a transfer of momentum from the former to the latter, and something like that may have happened this month in the Judan title match. Since winning the Judan a year ago, Yoda Norimoto has been stuck in the doldrums. His best effort was to regain his place in the Meijin league, after losing it with a near-bottom finish in 1995, but then he lost his first four games in the 1996 league, and failed to shine in any of the other professional tournaments. In contrast, O Rissei (or Wang Licheng, to give him the name he was born with in Taiwan), has been applying opening theories developed by Go Seigen and winning game after game, picking up the Oza title from Cho Chikun. So when O beat out Kobayashi Satoru for Judan challenger's spot, there was every expectation that he would roll right over Yoda.

Doldrums or none, Yoda showed that he was taking the title match seriously by dressing for the first game in traditional formal Japanese attire: dark kimono, striped and pleated trousers (hakama), and black crested jacket (haori). Traditional wear is obligatory for Japan's professional sumo wrestlers and shogi players, but it has become rather unusual among go professionals, who tend to dress in suits and neckties. The effect was as if a chess player had come to a chess tournament wearing a tuxedo, and it made a noticeable contrast to O's white shirt and woolen vest.

Whether it was the clothing or something else, Yoda managed to win the first game, but it was not a win to inspire confidence. He was outplayed in the opening and middle game, and would clearly have lost if O had not made some inexplicable mistakes in the endgame. Then in the second game, wearing the same outfit, Yoda got crushed.

The third game was played in Omachi, a mountain ski resort that will be the site of this year's world amateur championship. Yoda arrived the day before, looking pale and complaining of a stomachache, but he had come prepared, this time with an expensively-tailored, light-colored kimono and haori, and dark hakama. Once the game started, the change in the force of his play was as great as the change in the color scheme of his apparel. O was completely routed. He lost stones all over the board and resigned as the endgame was just beginning.

Yoda came to the fourth game similarly clad, and O must have

realized that he was in trouble. Normally a bold and very fast player, O now played cautiously and slowly, but the result was another impressive victory for Yoda. True, it was only a half-point victory, but Yoda was in control for most of the game. Score 3-1, match to Yoda, and suddenly O cannot win anywhere. He lost his last two games in the Honinbo league and his first game in the Ing cup, while Yoda has streaked into the Ing-cup semifinals.

Afterward, Yoda was quoted as saying, "I made some mistakes, but I figured that you can't compete unless you find out what you're doing wrong. I played the way I wanted to, and I'm glad I did."

Judan title match

Game 1 (March 7) Yoda won by 1 1/2

Game 2 (March 21) O won by resignation

Game 3 (April 4) Yoda won by resignation

Game 4 (April 11) Yoda won by 1/2

Other April news:

Honinbo League: Ryu Shikun and Kato Masao tied for first place at 5-2, and Ryu won the play-off. Yo Kagen finished third after dropping his last three games. The title match between Ryu and Cho Chikun starts May 13. Final league standings: (1) Ryu, (2) Kato, (3) Yo, (4) Kataoka, (5) O Rissei, (6) Nakano, (7) Yuki, (8) Miyazawa

Fujitsu Cup, first round (April 6, Tokyo)

Yu Bin (China) beat Guo Juan (Europe)

Cao Dayuan (China) beat Seo Bongsoo (Korea)

O Meien (Japan) beat Senfeng Wang (S. America)

Minsoo Cha (N. America) beat Yuki Satoshi (Japan)

Lee Changho (Korea) beat Chen Yungun (Chinese Taipei)

Yang Jaeho (Korea) beat Sakai Takeshi (Japan)

Liu Xiaoguang (China) beat Choi Kyubyung (Korea)

Cho Hunhyun (Korea) beat Ishida Yoshio (Japan)

Second round (April 8, Tokyo)

Ma Xiaochun (China) beat Minsoo Cha (N. America)

Kobayashi Koichi (Japan) beat Cho Hunhyun (Korea)

O Meien (Japan) beat Yoo Changhyuk (Korea)

Liu Xiaoguang (China) beat Cho Chikun (Japan)

Kobayashi Satoru (Japan) beat Yu Bin (China)

Fujisawa Shuko (Japan) beat Cao Dayuan (China)

Lee Changho (Korea) beat Nie Weiping (China)

Chang Hao (China) beat Yang Jaeho (Korea)

Pairings for the third round (May 31, Pusan, Korea)

Lee Changho (Korea) v. O Meien (Japan)

Kobayashi Koichi (Japan) v. Chang Hao (China)

Fujisawa Shuko (Japan) v. Liu Xiaoguang (China)

Ma Xiaochun (China) v. Kobayashi Satoru (Japan)

World Meijin match, first game (April 10, Tokyo)

Lee Changho (Korea) beat Takemiya Masaki (Japan)

Ing Cup, first round (April 24, Shanghai)

Yoda Norimoto beat Michael Redmond

Cho Hunhyun beat Zhang Wendong

Yoo Changhyuk beat O Rissei

Lee Changho beat Yu Bin

Jiang Zhujiu beat Chou Chun-hsun

Ma Xiaochun beat Chan Kayui (a.k.a. Chin Kaei)

Liu Xiaoguang beat Fujisawa Shuko

Cao Dayuan beat O Meien

Second round (April 26, Shanghai)

Yoda Norimoto beat Seo Bongsoo

Cho Hunhyun beat Awaji Shuzo

Yoo Changhyuk beat Otake Hideo

Lee Changho beat Rui Naiwei

Cho Chikun beat Jiang Zhujiu

Ma Xiaochun beat Yang Jaeho

Takemiya Masaki beat Liu Xiaoguang

Rin Kaiho beat Cao Dayuan

Third round (April 28, Shanghai)

Yoda Norimoto beat Cho Hunhyun

Yoo Changhyuk beat Lee Changho

Cho Chikun beat Ma Xiaochun

Rin Kaiho beat Takemiya Masaki

Pairings for the semifinal round (July, Osaka)

Yoo v. Rin, Cho v. Yoda

Obituary: Kobayashi Reiko, professional 6 dan, daughter of Kitani Minoru, wife of Kobayashi Koichi (9 dan), and mother of Kobayashi Izumi (shodan), died on April 16 of lung cancer. During her career she won the Nihon Kiin Women's Championship six times, the Women's Kakusei twice, and the NTV Women's Meijin twice.

Environmental note: the professional playing rooms at the Nihon Kiin were to have become a no-smoking area this month, but intense opposition to this rule has forced reconsideration.

Sources: Shukan Go, newspapers, and <http://www.cnd.org/HYPLAN/hxchen>

## MAY GO NEWS

For the past seven years, the World Amateur Go Championship has been touring large Japanese cities. This year, for a change, it came to Omachi, a small town in the Japan Alps. Approaching by bus from Tokyo, the players were pleasantly surprised to see snow-capped mountains. Their surprise increased when the bus stopped in Omachi's main street to be greeted by Omachi's mayor, the local high-school band, and hundreds of expectantly waiting kindergarten children. Mats had been spread, and the kindergartners took on the world's top amateurs in simultaneous 9 x 9 games of atari-go (first player to capture a stone wins).

Half an hour later, a refreshed and happier group of players reboarded the bus to be taken to their hotel, which was located in a resort area in the middle of a forest, well situated for bird-watching. Among the players were last year's champion Hirata Hironori of Japan; last year's almost-champion Kan Ying of Hong Kong; 1992 runner-up Lee Yongman of Korea; former Chinese professional trainee Liu Jun; fourteen-year-old Choe Myongson of DPR Korea, who had also trained in China; Huang Hsiang-Jen, who was contemplating a professional career in Chinese Taipei; and a strong contingent from Europe and North America.

After a goodwill match and opening ceremonies, the tournament began on May 21. In the first round Choe demonstrated his prowess by defeating Victor Bogdanov of the Russian Federation, but there were no major upsets. In the second round, there was a stunner: Hirata was beaten by Gilles van Eeden of the Netherlands. Hirata challenged van Eeden to a difficult but somewhat unreasonable fight, and van Eeden captured two large groups.

Next morning van Eeden lost to Kan, while in the afternoon Lee lost to Liu. At the end of the second day only Kan, Liu, and Thomas Ko of the USA remained undefeated. The day's highlight was another visit from Omachi's kindergarten population, who cheered the players on with song, dance, and slippery noedles.

On the third day, the players were entertained with songs, games, and stilt acrobatics staged by Omachi's primary-school children. In addition, Liu beat Kan in the morning and Hirata in the afternoon to remain undefeated, while Ko lost to Hirata and Bogdanov. This seemed to settle the issue of the championship.

In the morning of the fourth day, however, Liu fell behind in his game against Zhiqi Yu of Canada. If Liu lost, he could easily have been overtaken on SOS points by Lee, who still had only one defeat. Liu pulled the game out, however, and went on to win his last game against Felix von Armin of Germany, finishing the tournament with a perfect record. In the meantime, Lee dropped his last game to Hirata, who thus gained second place.

Liu is a tall, quiet, and somewhat solitary player, who confined his post-tournament comments to saying he was happy. This sentiment was not echoed by the North and South Korean players. Lee declared himself dissatisfied with his performance and vowed to keep trying until he became champion. Choe, who had lost to Hirata, Lee, and Ko, had difficulty finding voice to say anything at all. We have probably not seen the last of these two Koreans.

Among other noteworthy performances, Alain Wettach overcame a tough Argentine opponent in his last game to score five wins, a record-shattering result for Belgium. Also noteworthy was the first participation by a player from Cuba. Ranked at 3 kyu, Rafael Alberto Torres Miranda won only one game, but he sounded serious about turning game-loving Cuba into a Caribbean go power.

A new feature this year was that tournament results were posted on the Internet almost as soon as the games were finished. Go fans accessing the Nihon Kiin's English-language Web page could see some of the game records. Japanese fans equipped with the necessary software could play through these games on their computers.

Another new feature was that the tournament pairings were generated by a computer program. The pairing scheme was unusual (Hirata was drawn up four times, for example), and attracted much unfavorable comment. In view of the pairings, perhaps not too much significance should be attached to the standings from second to forty-third place, but here they are.

1 J. Liu (China)	8-0		24 C. Sanchez Munoz (Spain)	4-4
2 H. Hirata (Japan)	6-2		25 E. Pedrini (Italy)	4-4
3 Y. Lee (Korea)	6-2		25 L. Matoh (Slovenia)	4-4
4 Y. Kan (Hong Kong)	6-2		27 U. Olsson (Sweden)	4-4
5 T. Ko (USA)	6-2		28 N. Mitchell (Ireland)	4-4
6 H. Huang (Chinese Taipei)	6-2		29 K. Jones (New Zealand)	4-4
7 M. Choe (DPR Korea)	5-3		30 E. Lopez (Argentina)	3-5
8 V. Bogdanov (Russian Fed.)	5-3		31 K. Suzuki (Brazil)	3-5
9 Z. Yu (Canada)	5-3		32 M. Siivola (Finland)	3-5
10 F. von Armin (Germany)	5-3		33 K. Chairasmisak (Thailand)	3-5
11 P. Colmez (France)	5-3		34 G. Szabics (Hungary)	3-5
12 K. Hornbaek (Denmark)	5-3		35 K. Tiong (Malaysia)	3-5
13 L. Heiser (Luxembourg)	5-3		36 J. Rivaud (Mexico)	3-5

14 S. Ng (Singapore)	5-3		37 M. Poliak (Slovakia)	3-5
15 V. Danek (Czech Republic)	5-3		38 R. Morrison (Switzerland)	3-5
16 F. Huttler (Austria)	5-3		39 N. Smythe (Australia)	3-5
17 A. Wettach (Belgium)	5-3		40 P. Sannes (Norway)	3-5
18 G. van Eeden (Netherlands)	4-4		41 P. Saez (Chile)	3-5
19 M. Macfadyen (UK)	4-4		42 W. Djap (Indonesia)	2-6
20 V. Chow (South Africa)	4-4		43 K. Karaerkek (Turkey)	2-6
21 M. Bisca (Romania)	4-4		44 G. Branco (Portugal)	2-6
22 L. Soldan (Poland)	4-4		45 R. Torres Miranda (Cuba)	1-7
23 D. Yatsenko (Ukraine)	4-4		46 Y. Nakada (Venezuela)	0-8

Other May news:

Honinbo Title match: Cho Chikun leads Ryu Shikun 2-0

Game 1 (May 13-14, Hiroshima) Cho (black) won by 8 1/2

Game 2 (May 27-28, Sapporo) Cho (white) won by resignation

World Meijin match, second game (May 13, Beijing)

Takemiya Masaki (Japan) beat Ma Xiaochun (China) by 1/2

Tianyuan-Tengen play-off (May 20-22, Nikko):

Ma Xiaochun (China) beat Ryu Shikun (Japan) 2-0

Game 1 Ma (white) won by resignation

Game 2 Ma (black) won by 4 1/2

China-Japan Supergo, game 1 (May 30, Tokyo)

Feng Yun (China) beat Nishida Terumi (Japan) by resignation

Fujitsu Cup, third round (May 31, Pusan, Korea)

Ma Xiaochun (China) beat Kobayashi Satoru (Japan)

Liu Xiaoguang (China) beat Fujisawa Shuko (Japan)

Kobayashi Koichi (Japan) beat Chang Hao (China)

Lee Changho (Korea) beat O Meien (Japan)

Pairings for the semifinal round (July 6, Osaka)

Ma v. Liu, Kobayashi v. Lee

## JUNE GO NEWS

On the Japanese go calendar, there is one event so unorthodox that it does not even appear in the Nihon Kiin's annual yearbook. Its unique feature is that it mixes those who have made the professional grade with an equal number of those (insei) who are still aspiring to do so. The idea is to give a selection of top-level insei and promising young pros a chance to show their stuff under tournament conditions. The event is the Hosu-sen: the Young Phoenix Tournament. This year marked its fifth anniversary.

The first two rounds were played on May 16 at the Takagi Bonsai Museum, near the Nihon Kiin building in Tokyo. The tournament began with a minute of silence in memory its founder and energetic organizer, the late Kobayashi Reiko. Then the thirty-two contestants settled down for some serious go. Underlining the increasingly cosmopolitan character of the Japanese go scene, about one-third of the contestants were foreign-born, including insei Hans Pietsch from Germany and Ion Florescu from Romania.

The first round paired the sixteen insei against the sixteen pros. In past years the insei have done respectably in the early rounds, but this year they were completely shut out, losing all sixteen games in the morning session. At the end of the afternoon round, those still in competition numbered five professional shodans, two 4-dans, and one 5-dan. Among the shodans were Umezawa Yukari and Kobayashi Izumi (Reiko's daughter), two of the latest additions to Japan's female professional ranks.

The sole 5-dan contestant, eighteen-year-old Akiyama Jiro, was one of the two survivors of the next two rounds, which were played at the Nihon Kiin on June 1. The other survivor was sixteen-year-old So Yokoku, 4-dan, a native of Guangzhou, China. So, whose name reads as Su Yaoguo in Chinese, has been playing go since the age of five, and had established quite a reputation in Guangdong go circles before coming to Japan in 1991.

For the final round on June 15, the tournament returned to the Takagi Bonsai Museum. Playing white, Akiyama adopted the crab-eyed opening, placing his first two stones on the 5-3 points in adjacent corners. With his next move he closed one of these corners on the 5-4 point. Thirty or so moves later, there were living black stones in that corner and So had taken a territorial lead, which he followed up with sharp invading and attacking moves. Akiyama turned the tables in a ko fight, however, and won by 3 1/2 points. Kobayashi Koichi gave a public commentary on the game.

Akiyama's professional career so far had been marked by an impressive won-lost record, and a lack of any titles to show for it. Now he has his first professional championship, and Japan has another prospective star to keep an eye on.

## Other June news:

## First LG Cup (World Baduk Championship) Round 1 (June 25, Seoul)

Lee Changho (Korea) beat Chou Chun-hsun (Taipei)  
 Yoo Changhyuk (Korea) beat Liu Xiaoguang (China)  
 Yoda Norimoto (Japan) beat Choi Kyubyung (Korea)  
 Choi Myunghoon (Korea) beat Chang Hao (China)  
 Chen Linxin (China) beat Yang Jaeho (Korea)  
 Seo Nunook (Korea) beat Kobayashi Koichi (Japan)  
 Cho Chikun (Japan) beat Jang Sooyoung (Korea)  
 Nie Weiping (China) beat Kim Huijoong (Korea)  
 Kim Dongyup (Korea) beat O Rissei (Japan)  
 Kobayashi Satoru (Japan) beat Kim Wun (Korea)  
 Kim Sungjoon (Korea) beat Takemiya Masaki (Japan)  
 Yuki Satoshi (Japan) beat Lee Sungjae (Korea)  
 Ma Xiaochun (China) beat Mok Jinsuk (Korea)  
 Cao Dayuan (China) beat Chen Yung-an (Taipei)  
 Jiang Zhujiu (USA) beat Ryu Shikun (Japan)

## Round 2 (June 27, Seoul)

Lee Changho (Korea) beat Nie Weiping (China)  
 Cho Hunhyun (Korea) beat Cho Chikun (Japan)  
 Yoo Changhyuk (Korea) beat Yoda Norimoto (Japan)  
 Kobayashi Satoru (Japan) beat Seo Nunook (Korea)  
 Ma Xiaochun (China) beat Kim Dongyup (Korea)  
 Kim Sungjoon (Korea) beat Cao Dayuan (China)  
 Choi Myunghoon (Korea) beat Yuki Satoshi (Japan)  
 Jiang Zhujiu (USA) beat Chen Linxin (China)

## Pairings round 3

Lee v. Kobayashi, Yoo v. Jiang, Cho v. Choi, Ma v. Kim

## Honinbo title match: Cho Chikun leads Ryu Shikun 3-1

Game 3 (June 10-11, Unzen) Ryu (white) won by resignation  
 Game 4 (June 19-20, Kawaji) Cho (white) won by resignation  
 Next game: July 2-3

## World Meijin match, third game (June 3, Beijing)

Lee Changho (Korea) beat Ma Xiaochun (China) by 2 1/2  
 Results so far: Lee 2-0, Takemiya 1-1, Ma 0-2  
 Next game: Takemiya v. Ma, July 18, Tokyo

## China-Japan Supergo, game 2 (June 1, Tokyo)

Hane Naoki (Japan) beat Feng Yun (China) by resignation

## Gosei title: Yoda Norimoto beat Cho Chikun to become challenger

First game: July 11

## May updates:

## Asian TV Championship (May 1-4, Qingdao, China)

Lee Changho (Korea) won for the second straight year, by defeating Kobayashi Satoru (Japan) and Yoo Changhyuk (Korea).

Promoted to 8-dan: Michael Redmond, after an Oteai victory over Hirono Norikazu (5-dan) on May 30

## JULY GO NEWS

If life begins at forty, then Cho Chikun is off to a good start. Having recently turned that age, he has also set a modern record by winning his tenth Honinbo title, and is closing in on Takagawa's long-standing mark of nine consecutive Honinbo titles.

When the match began in May, it appeared that Cho might be on his way to the best year yet of his illustrious career. He had regained the Kisei title and won nearly all his other games, and he started the Honinbo series off with two more victories, making challenger Ryu Shikun look slightly outclassed.

Cho is noted for having his ups and downs, however, and his fortunes took a drastic dip in June. He split the next two Honinbo games with Ryu and lost to five other players, making his best-year chances suddenly look rather remote. Particularly aggravating were his losses to Yoda Norimoto in the game that decided who would become the Gosei challenger, and his spectacular loss to Cho Hunhyun in Korea, in the new international LG cup.

July started with another setback for Cho in the fifth Honinbo game. Cho almost demolished Ryu in an early ko fight, but Ryu wriggled out of trouble, Cho made a mistake in the middle game, and Ryu took command and won. Cho was furious with himself afterward. Asked what the losing move had been, he snapped back that it had been "the first move of the game."

Gaining confidence from victory, Ryu took command of the sixth game from the opening stages by following a large-scale, framework-oriented strategy. In doing this, he was running a deliberate risk, for Cho is unsurpassed in the art of invading large frameworks, and had won the first two games in just that way. Ryu's strategy succeeded for most of the sixth game, but in the end he could not find the right answers to all of Cho's invading moves, and went down to defeat. This

gave Cho the match by a score of four games to two.

Game 1 (May 13-14, Hiroshima) Cho (black) won by 8 1/2  
 Game 2 (May 27-28, Sapporo) Cho (white) won by resignation  
 Game 3 (June 10-11, Unzen) Ryu (white) won by resignation  
 Game 4 (June 19-20, Kawaji) Cho (white) won by resignation  
 Game 5 (July 2-3, Gero) Ryu (white) won by 2 1/2  
 Game 6 (July 16-17, Hachinohe) Cho (white) won by 4 1/2

So Cho has disposed of one younger rival, at least for the time being, but another rival is emerging. Yoda Norimoto took the Gosei title from Kobayashi Satoru in three straight games, so like Cho, Yoda now holds two of the major Japanese go titles. Although Cho's Kisei and Honinbo outrank Yoda's Judan and Gosei, the upcoming clash between Cho and Yoda in the semifinal round of the Ing Cup may be the prelude to a struggle for supremacy in the Japanese go arena. Here is how the Gosei title match went:

Game 1 (July 11, Kagoshima) Yoda (black) won by resignation  
 Game 2 (July 20, Matsumoto) Yoda (white) won by resignation  
 Game 3 (July 30, Kanazawa) Yoda (black) won by 1/2

Meanwhile, a tremor has rocked a related Japanese arena: on July 30 a young challenger named Miura Hiroyuki wrested the Kisei shogi title from Habu Yoshiharu, less than half a year after Habu completed his total conquest of the seven major shogi tournaments; but that is another story.

\* \* \*

## Other July news:

## Fujitsu Cup, semifinal round (July 6, Osaka)

Ma Xiaochun (China) beat Liu Xiaoguang (China) by 5 1/2  
 Lee Changho (Korea) beat Kobayashi Koichi (Japan) by 7 1/2  
 Final game: August 3, Tokyo

## World Meijin match, fourth game (July 18, Tokyo)

Takemiya Masaki (Japan) beat Ma Xiaochun (China) by resignation  
 Results so far: Lee 2-0, Takemiya 2-1, Ma 0-3

## China-Japan Supergo (July 18 and 20, Dalian, China)

Game 3 Hane Naoki (Japan) beat Wang Lei (China) by 5 1/2  
 Game 4 Chang Hao (China) beat Hane Naoki (Japan) by 2 1/2  
 The match is tied at 2-2.

## Kisei dan section winners: Japan's top shodan is a woman.

9-dan Kataoka Satoshi  
 8-dan Cho Sonjin  
 7-dan Mimura Tomoyasu  
 6-dan Hoshino Masaki  
 5-dan Kato Atsushi  
 4-dan Mizokami Tomochika  
 3-dan Yamashita Keigo  
 2-dan Yamada Takuji  
 Shodan Kobayashi Izumi

## Amateur Best-Ten Tournament (July 28-30, Tokyo): young players, in their early or middle twenties, won the top three places:

1. Hiraoka Satoshi (1993 World Amateur Champion)  
 2. Sakai Hideyuki (holds the Strongest Amateur title)  
 3. Takano Hideki (1994 Amateur Honinbo)

## China-Japan-Korea five-man amateur team championship (Beijing)

Round 1 (July 12): China beat Korea 4-1  
 Round 2 (July 13): Japan beat Korea 3-2  
 Round 3 (July 14): Japan beat China 3-2  
 Japanese team: Takano, Hiraoka, Sakai, Miura, Kikuchi

## AUGUST GO NEWS

A crowd of amateur and professional Japanese go players turned out on August 3 to watch Chinese and Korean finalists compete for the Fujitsu Cup. The Chinese contestant was Ma Xiaochun, who swept the Fujitsu and Tongyang Cups last year. The Korean was Lee Changho, who has spent the past five years establishing a new dynasty in Korean go, and appeared to be on the verge of consolidating his conquests overseas. This spring Lee beat Ma 3-1 to win his third Tongyang Cup; more recently, Lee won a second consecutive Asian TV Championship; now he was just one victory away from adding the Fujitsu Cup to his bag.

Lee had previously had extreme difficulties in the Fujitsu Cup. Only once had he gotten as far as the quarter-final round, and in 1993 he became so discouraged that he sat the tournament out. In view of his domination of Korean go, his poor performance in the Fujitsu had been something of a mystery. Theories had been put forth that Lee could win only on his home turf in Seoul.

The final game of this year's Fujitsu cup laid those theories to rest. Lee did not need any of his vaunted endgame skills to win. Playing black, he went ahead early, perhaps as early as the fifteenth move, according to Ishida Yoshio, who gave the public commentary. Once in the lead, Lee played a flexible but strong defensive game and never quite let Ma catch up. Eventually Ma found himself staring down

at a large group of his own stones that had died in the center of the board, at which point he resigned. The Japanese go fans watching the commentary responded by giving Lee a spontaneous and massive round of applause. A previous Lee dynasty ruled Korea for over five hundred years. How long will the current one continue? Perhaps for quite some time, since Lee Changho only recently turned twenty-one.

In the play-off for third place, Japan's Kobayashi Koichi defeated Liu Xiaoguang of China by 2 1/2 points, but that does not prevent one from asking what has become of Japan, the world's leading go-playing country for the past several centuries. The first five Fujitsu Cups, from 1988 to 1992, were all won by players affiliated with the Nihon Kiin, either native-born Japanese (Takemiya and Otake), or players like Rin Kaiho and Cho Chikun who have lived in Japan since childhood and are products of the Japanese system. In Olympic terms, that made five gold medals in a row for Japan. Since 1993, however, Japan's take in this event has been limited to three bronze medals, one silver, and no gold at all. On top of that is Japan's failure so far to win the Ing Cup, the Tongyang Cup, or the Jinro Cup, and the disappointing performance turned in by the all-star team Japan fielded last June in the new Korean-sponsored LG cup.

The Japanese go press, which in the past has confined itself to remarking that Japan was "not doing well" in international competition, has now begun sounding the alarm in phrases such as "shattered dreams" and "the twilight of Japanese go." These inflammatory words have not fallen on deaf ears. When ten places were allocated to Japan in the preliminary rounds of the new Samsung Open, there were fifty-two applicants for those ten spots, despite the condition that the participants would have to pay their own hotel expenses and round-trip air fare to Seoul. Of the ten players who were chosen to go, Kobayashi Koichi, Kobayashi Satoru, Kataoka Satoshi, and Yamada Kimio returned home unbeaten, so they will join the five major Japanese title-holders in the final phase of the Samsung tournament, where they will try to halt the further expansion of the Lee empire.

Other items:

Ing Cup semi-final results (August 10-14, Kunming, China)  
Yoda Norimoto (Japan) beat Cho Chikun (Korea) 2-1  
Yoo Changhyuk (Korea) beat Rin Kaiho (Chinese Taipei) 2-0

Meijin League: final standings

(1) Cho, (2) O Rissei, (3) Kato, (4) Kobayashi Koichi,  
(5) Kataoka, (6) Rin, (7) O Meien, (8) Kudo, (9) Yoda  
First Meijin game (Cho v. Takemiya): September 6-7, Hong Kong

Women's Kakusei (August 27, Tokyo):

Nakazawa Ayako won for the second straight year, defeating  
Kobayashi Izumi in the final game.

Amateur Honinbo (August 23-25, Tokyo): won by Sakai Hideyuki, who becomes the youngest-ever Amateur Honinbo.

Student Honinbo (August 9-10, Tokyo): won by Sakamoto Shusaku

## SEPTEMBER GO NEWS

\*\*\* Hello, and here's another month's worth of go news. Missing are the \*\*\* results of a three-way team match among young Chinese, Japanese, and \*\*\* Korean pros, held in China. Perhaps someone with better access to \*\*\* Chinese news sources can fill us in.  
\*\*\* —JD

While Japan's top pros were doing battle at home and abroad this month, two young knights-errant from Osaka and Tokyo jostled for the title of Shinjin-O: King of the New Men. The sponsoring Akahata (Red Flag) newspaper defines 'new men' as those who are under thirty, have not reached the rank of 8 dan, and have not yet won any of the seven major Japanese tournaments. That is a rather broad definition of 'new,' but this year the two finalists really were newcomers to the Japanese title field. Osaka's hopeful was Nakamura Shinya, 5-dan, age twenty-three. His rival from Tokyo was Takao Shinji, also 5-dan, still only nineteen. Nakamura was not only playing in his first title match; he was hoping to bring the Osaka branch of the Nihon Kiin the biggest title in its history. Takao had won the 3- and 4-dan sections of the Kisei tournament from 1992 to 1994, but he too was playing for his first real title.

As the junior contestant, Takao sallied forth to Osaka for the first game of the best-of-three series, and it was a successful sally. Both players took their time (they had five hours each, plus minute-a-move overtime), and played carefully. Takao helped himself to a generous amount of territory in the opening, and fought back flexibly when Nakamura attacked a weak group in the center. Nakamura finally gained ascendancy around the 150th move, but he stumbled shortly after the 200th move. Takao snared some quick sente profit and nailed down a come-from-behind half-point victory.

For the second game, Nakamura braved typhoon weather to travel to

Tokyo. The game was played in the Yugen room at the Nihon Kiin, the room reserved for important title matches. The pace of play remained slow and careful. After some early struggling, Nakamura got the lead around the 100th move, but then he relaxed his vigilance and Takao came from behind once more, cutting off five stones in the center to take the match by a 2-0 score.

Game 1 (September 11, Osaka) Takao (black) won by 1/2 point

Game 2 (September 23, Tokyo) Takao (white) won by 3 1/2 points

Takao's post-victory comment: "I should have lost both games, but now that I've seen how weak I am, I guess I'll buckle down and try for something bigger."

In other words, he will be seeking to follow in the footsteps of Kobayashi Koichi, winner of the first two Shinjin-O titles in 1976 and 1977, and Yoda Norimoto, who cut his teeth on the Shinjin-O by winning it four times from 1986 to 1990. Judging by early results in the Korean Samsung Open (see below), those who become Kings of New Men bear watching in world-class competition.

Other items:

Ryusei Cable TV Championship: won by Kobayashi Satoru, who defeated Nakaonoda Tomomi (7 dan) in the final game on September 1.

World Meijin match, fifth game (September 4, Korea)

Lee Changho (Korea) beat Ma Xiaochun (China) by resignation.

Results so far: Lee 3-0, Takemiya 2-1, Ma 0-4

Meijin Title match: Cho Chikun and Takemiya Masaki are tied 1-1.

Game 1 (September 6-7, Hong Kong) Cho won by resignation

Game 2 (September 18-19, Atami) Takemiya won by resignation

FOST Cup Computer Go Championship (September 13-14, Tokyo)

(1) Handtalk (Chen Zhixing)

(2) Go4++ (Michael Reiss)

(3) Many Faces of Go (David Forland)

Samsung Open, 1st round (September 22, Seoul, Korea)

Yoo Changhyuk (Korea) beat Zhang Wendong (China)

Rin Kaiho (Japan) beat Choi Kyubyoung (Korea)

Wu Songsheng (Korea) beat Ma Xiaochun (China)

Liu Xiaoguang (China) beat Seo Nungwook (Korea)

Kim Sungryong (Korea) beat Kobayashi Satoru (Japan)

Takemiya Masaki (Japan) beat Yoon Kihyun (Korea)

Cho Hunhyun (Korea) beat Yamada Kimio (Japan)

Yoda Norimoto (Japan) beat Kim Soojang (Korea)

Yang Jaeho (Korea) beat She Ping (China)

O Rissei (Japan) beat Minsoo Cha (USA)

Kobayashi Koichi (Japan) beat An Choyoung (Korea)

Nie Weiping (China) beat Ryu Shikun (Japan)

Lee Changho (Korea) beat Kataoka Satoshi (Japan)

Yu Bin (China) beat Kim In (Korea)

Seo Bongsoo (Korea) beat Liu Jun (China)

Cho Chikun (Japan) beat Wu Zhaoyi (China)

2nd round (September 24, Seoul, Korea)

Yoo Changhyuk (Korea) beat Rin Kaiho (Japan)

Liu Xiaoguang (China) beat Wu Songsheng (Korea)

Kim Sungryong (Korea) beat Takemiya Masaki (Japan)

Yoda Norimoto (Japan) beat Cho Hunhyun (Korea)

Yang Jaeho (Korea) beat O Rissei (Japan)

Kobayashi Koichi (Japan) beat Nie Weiping (China)

Lee Changho (Korea) beat Yu Bin (China)

Seo Bongsoo (Korea) beat Cho Chikun (Japan)

3rd and 4th rounds: October 28 and 30, Pusan, Korea

Acom Cup (September 29, Tokyo): Kato Masao defeated Yoda Norimoto by half a point to win this cup for a second consecutive year.

Women's Honinbo: Nakazawa Ayako will challenge Yoshida Mika.

First game: October 7

Oza tournament: Ryu Shikun will challenge O Rissei.

First game: October 22

World Amateur Go Championship: Sakai Hideyuki will represent Japan in 1997.

## ENGLISH LANGUAGE GO BOOKS LIST

Here is a list of english language Go books that are available (at least in the US). It is intended to serve as a "checklist" or inventory list. It is reasonably comprehensive in regard to the Ishi, Kiseido, Yutopian, and Good Move Press lines, but probably weak in the "other" category.

Any additions or corrections can be sent to [jberry02@interserv.com](mailto:jberry02@interserv.com). Also, there is an article available from the Go ftp archives ([info/books.Z](http://info/books.Z) I think) that has some additional information, short reviews, etc.

### GO BOOKS PUBLISHED BY ISHI PRESS

Number	Level	Status	Description/Comments					
G1		Not Available	Modern Joseki and Fuseki I, by Sakata	G17	**	Available	Kage's Secret Chronicles of Handicap Go, by Kageyama Toshiro.	
G2	**	Available	Basic Techniques of Go, by Nagahara Yoshiaki and Haruyama Isamu. "A general introduction to tactics, opening, endgame and handicap Go."	G18	***	Available	Test Your Go Strength, by Miyamoto Naoki. "50 Whole board problems for the opening, middle and endgame."	
G3		Not Available	Modern Joseki and Fuseki II, by Sakata	G19	***	??	Breakthrough to Shodan, by Miyamoto Naoki.	
G4		Not Available	International Handbook & Dictionary [?]				"Principles you need to know to reach expert level. The examples shown are from low handicap games."	
G5		Not Available	The Middle Game of Go, by Sakata	G20				
G6	***	Available	Strategic Concepts of Go, by Nagahara Yoshiaki. "Some of the basic concepts of Go and the middle game are analyzed with a large number of problems that utilize these concepts."	G21	****	Not Available	Dictionary of Basic Joseki, Volume 1, by Ishida Yoshio. "The standard reference work in English for even game josekis."	
G7		Not Available	1971 Honinbo Tournament [?]	G22	****	??	Dictionary of Basic Joseki, Volume 2, by Ishida Yoshio. "The standard reference work in English for even game josekis."	
G8		Not Available	Go for Beginners [?]	G23	****	??	Dictionary of Basic Joseki, Volume 3, by Ishida Yoshio. "The standard reference work in English for even game josekis."	
G9		Not Available	Go Para Principiantes [?]	G24	****	??	Enclosure Josekis, by Takemiya Masaki. "Josekis that occur in the middle game, with emphasis on those for attacking and defending corner enclosures."	
G10	**	Not Available	In The Beginning, by Ishigure Ikuro. "Required reading for all beginning players. Covers the fundamental ideas of the fuseki (opening)."	G25	***	Available	Appreciating Famous Games, by Ohira Shuzo. "Expert analysis of 10 of the most famous games in Japanese Go history."	
G11	**	??	38 Basic Joseki, by Kosugi Kiyoshi and James Davies. "The ideal introduction to josekis. All the josekis that you need to know until you reach expert level."	G26	***	??	Direction of Play, by Kajiwara Takeo. "Fuseki theory as expounded by the great modern fuseki theoretician, Kajiwara."	
G12	**	??	Tesuji, by James Davies. "The basics of tesuji (tactical brilliancies) with over 300 examples and problems."	G27	***	??	Kato's Attack and Kill, by Kato Maseo. "Attacking techniques in the middle game. How to attack and kill your opponent's stones."	
G13	**	Available	Life and Death, by James Davies. "The basics of life and death with over 200 examples and problems."	G28	**	??	Lessons in the Fundamentals of Go, by Kageyama Toshiro. "A chatty and easy to read book about the fundamental principles of strategy and tactics."	
G14	***	Available	Attack and Defense, by Ishida Akira and James Davies. "The basic book on the middle game. Covers the fundamentals of positional judgement as well as other topics."	G29	****	??	Reducing Territorial Frameworks, by Shuko Fukisawa. "An excellent book on the middle game. All about building and reducing territorial frameworks."	
G15	***	Available	The Endgame, by Ogawa Tomoko and James Davies. "The standard book in English on the endgame. Lots of examples and problems."	G30	*	??	An Introduction to Go, by James Davies and Richard Bozulich.	
G16	**	Available	Handicap Go, by Nagahara Yoshiaki and Richard Bozulich. "The fundamental principles of handicap Go are presented, with a large problem section."	G31	**	Available	The Second Book of Go, by Richard Bozulich. "Written for players who have just learned the rules of Go. It covers every phase of the game and aims to set the novice on the right track with respect to strategic principles."	

G32	***	Available	The Power of the Star Point, by Takagawa Shukaku. "A thorough analysis of the 3 star point opening."	H1	****	??	Invincible: The Games of Shusaku, edited by John Power. "160 games with detailed commentaries by modern professionals of the greatest Go genius who ever lived. A panorama of 19th century Japan, the Golden Age of Go. A must for every serious player."
G33	***	??	The Chinese Opening, by Kato Maseo. [aka The Chinese-Style Opening, and maybe as The Chinese-Style Fuseki.] "A thorough analysis of the Chinese-style opening."	H2			
G34	***	Available	All About Thickness, by Ishida Yoshio. "Thickness and influence, and how to use them in your game."	H3	*	Not Available(1)	Graded Go Problems for Beginners, Volume 1, by Kano Yoshinori. "A collection of nearly 1500 problems for the beginner, drilling them in the basic tactics of Go."
G35	***	Available	The Great Joseki Debate, by Honda Kunihisa. "Discusses how to choose the right joseki in the context of the whole situation. Gives 24 typical examples."	H4	*	Not Available	Graded Go Problems for Beginners, Volume 2, by Kano Yoshinori. "A collection of nearly 1500 problems for the beginner, drilling them in the basic tactics of Go."
G36	**	Available	Opening Theory Made Easy, by Otake Hideo. [aka An Introduction to Opening Theory.] "Presents 20 principals to guide your opening play."	H5	**	Not Available	Graded Go Problems for Beginners, Volume 3, by Kano Yoshinori. "A collection of nearly 1500 problems for the beginner, drilling them in the basic tactics of Go."
G37	****	Available	Beyond Forcing Moves, by Takagi Shoichi. [aka Forcing Moves.] "When and how to play forcing moves so that they work to your advantage."	H6	**	Not Available	Graded Go Problems for Beginners, Volume 4, by Kano Yoshinori. "A collection of nearly 1500 problems for the beginner, drilling them in the basic tactics of Go."
G38							
G39							
G40		Available	The Go Player's Almanac, edited by Richard Bozulich. [aka The World of Go.] "A reference volume covering everything from history to rules. Includes extensive glossary."	H7		Available	Mathematical Go Endgames, by Elwyn Berlekamp and David Wolfe. "The newly-developed, mathematical theory of Go endgames."
G41	*	Available	The Magic of Go, by Cho Chikun.			??	The Treasure Chest Enigma, by Nakayama Noriyuki. "A collection of go essays and 20 challenging whole-board problems, one of which Black captures 72 white stones without being able to live."
G42	**	Available	All About Life and Death, Volume 1, by Cho Chikun. "A comprehensive reference and problem book for this critical subject."				
G43	***	Available	All About Life and Death, Volume 2, by Cho Chikun. "A comprehensive reference and problem book for this critical subject."				
G44	***	Available	The 3-3 Point, by Cho Chikun. "Openings and josekis that take advantage of the territorial strength of the 3-3 point."				
G45	***	??	Positional Judgement, by Cho Chikun. "How to quickly estimate the score in the middle game, and how this should affect your playing strategy."	K2	**	Available \$10	Basic Techniques of Go, by Nagahara Yoshiaki and Haruyama Isamu. "A practical book for the novice player. All aspects of the game are covered with emphasis placed on 9-stone, 6-stone, and 4-stone handicap go."
G51		Unreleased ?	Get Strong at Invasions, by Richard Bozulich.	K6	***	Available \$10	Strategic Concepts of Go, by Nagahara Yoshiaki. "This unique and penetrating work describes the strategic concepts that govern all phases of go."
G52		Unreleased ?	Get Strong at Tesuji, by Richard Bozulich.				
G53		Unreleased ?	Get Strong at Ko, by Richard Bozulich.				
G54		Unreleased ?	Get Strong at Joseki, by Richard Bozulich.	K10	**	Available \$10	In The Beginning, by Ishigure Ikuro. "Covers the methods and principles of opening play starting with the very first moves of the game."
G55		Unreleased ?	Get Strong at Handicap Go, by Richard Bozulich.				
G56		Unreleased ?	Get Strong at the Opening, by Richard Bozulich.	K11	**	Not Available Out-Of-Print	38 Basic Joseki, by Kosugi Kiyoshi and James Davies. "Working steadily out from the 3-3 point to the 4-5 point, this book surveys the principal variations of the thirty-eight most common corner patterns, pointing out the key ideas in each and showing the reader how to choose and use joseki in relation to other stones on the board. A must for beginners and double-digit kyu-players."
G57		Unreleased ?	Get Strong at Life and Death, by Richard Bozulich.				
G58		Unreleased ?	Get Strong at the Endgame, by Richard Bozulich.				

## GO BOOKS PUBLISHED BY KISEIDO

Number	Level	Status	Description/Comments
K2	**	Available \$10	Basic Techniques of Go, by Nagahara Yoshiaki and Haruyama Isamu. "A practical book for the novice player. All aspects of the game are covered with emphasis placed on 9-stone, 6-stone, and 4-stone handicap go."
K6	***	Available \$10	Strategic Concepts of Go, by Nagahara Yoshiaki. "This unique and penetrating work describes the strategic concepts that govern all phases of go."
K10	**	Available \$10	In The Beginning, by Ishigure Ikuro. "Covers the methods and principles of opening play starting with the very first moves of the game."
K11	**	Not Available Out-Of-Print	38 Basic Joseki, by Kosugi Kiyoshi and James Davies. "Working steadily out from the 3-3 point to the 4-5 point, this book surveys the principal variations of the thirty-eight most common corner patterns, pointing out the key ideas in each and showing the reader how to choose and use joseki in relation to other stones on the board. A must for beginners and double-digit kyu-players."

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|-----|------|-------------------------------|--|-----|-----|---|--|
| K12 | **   | Available<br>\$12             | Tesuji, by James Davies.<br>"Tesuji are the tactics of infighting, and here are over 300 examples and problems aimed at training the reader to spot the right play in any tactical situation."   | K32 | *** | Available<br>\$12                               | The Power of the Star Point, by Takagawa Shukaku.<br>"The sanren-sei opening consists of playing on the star-points on a side. It is the most powerful and dynamic of modern opening patterns, yet it is the easiest to master. In this lucid exposition, Takagawa helps you to grasp the key concepts and how to use the sanren-sei to build large territorial frameworks. The sanren-sei strategy is easy to master, but by the time you finish this book you will understand why it has been the favorite opening pattern of many great players." |
| K13 | **   | Not Available<br>Out-Of-Print | Life and Death, by James Davies.<br>"This book covers the basic life and death situations with over 200 examples and problems aimed at training the reader to kill his enemy's stones and make his own live."  | K14 | *** | Available<br>\$12                               | Attack and Defense, by Ishida Akira and James Davies.<br>"Middle game techniques and principles."  |
| K15 | ***  | Available<br>\$10             | The Endgame, by Ogawa Tomoko and James Davies.<br>"The basic skills and strategies of the endgame, using problems, examples, explanatory sections, and actual games. The subject is approached in a variety of ways in five chapters."   | K34 | *** | Available<br>\$12                               | All About Thickness: Understanding Moyo and Influence, by Ishida Yoshio.<br>"Forty-five examples from handicap and non-handicap games, graphically teaching you how to build thickness and the fundamental principles of how to use it once you have constructed it. A new kind of go book: two-color graphics on almost every page; a minimum of text because each graphic is worth an additional 1,000 words."   |
| K16 | **   | Available<br>\$10             | Handicap Go, by Nagahara Yoshiaki and Richard Bozulich.<br>"How to use the handicap stones efficiently by playing for influence and how to turn this influence into secure territory. Strategic principles are emphasized and example games show how these principles are put to use. The last chapter presents 37 problems, giving the reader a chance to apply the principles he has learned."   | K40 |     | Available<br>\$25                               | The Go Player's Almanac, edited by Richard Bozulich.<br>"Everything you ever wanted to know about go. Its history, philosophy, and mystique, how to become a professional player, tournaments, biographies of all the leading players, details of the major tournaments, go equipment, computer go, the rules, etc. You will find all this and more in this book.<br>(Hard cover)"   |
| K17 | **   | Available<br>\$10             | Kage's Secret Chronicles of Handicap Go, by Kageyama Toshiro.<br>"The theme of this book: handicap stones should not be used to grab territory; instead Black should build influence and play a fast fighting game. Kageyama gives detailed analyses of 2- to 5-stone handicap games played between professionals or between a professional and amateur."  | K44 | *** | Available<br>\$12                               | The 3-3 Point, by Cho Chikun.<br>"This book analyzes the role of the 3-3 point in opening strategy and features examples taken from about 100 of Cho Chikun's games."  |
| K21 | **** | Not Available<br>Out-of-Print | Dictionary of Basic Joseki, Volume 1, by Ishida Yoshio.<br>"The small-knight approach, the large-knight approach, and the two-space high approach against the 3-4 point."  | K52 |     | Available<br>\$12<br>(Currently Shipping)       | Get Strong at Joseki 1, by Richard Bozulich.<br>"Covers the basic josekis which start with the first move on the 3-4 point."   |
| K22 | **** | Available<br>\$16             | Dictionary of Basic Joseki, Volume 2, by Ishida Yoshio.<br>"The one-space high approach against the 3-4 point. The 5-3 point joseki. This volume contains the Nadare, Magic Sword, and Taisha josekis."  | K53 |     | \$12<br>Reschedule<br>d for<br>December<br>1995 | Get Strong at Joseki 2, by Richard Bozulich.<br>"Covers the basic josekis which start with the first move on the 3-5 point and the 5-4 point."   |
| K23 | **** | Available<br>\$16             | Dictionary of Basic Joseki, Volume 3, by Ishida Yoshio.<br>"The 5-4 point, the 4-4 point, and the 3-3 point josekis."  | K54 |     | \$12<br>Reschedule<br>d for<br>February<br>1996 | Get Strong at Joseki 3, by Richard Bozulich.<br>"Covers the basic josekis which start on the 4-4 point and the 3-3 point."   |
| K25 | ***  | Available<br>\$14             | Appreciating Famous Games, by Ohira Shuzo.<br>"Analysis of ten of the most famous games from go history. The book begins with the lifetime masterpieces of the 4th Honinbo Dosaku and concludes with games by the 19th century geniuses Shuwa and Shusaku, whose skill reached a level of perfection unsurpassed in go history. The commentaries on these games brings out their brilliance and profundity, yet makes them accessible to players of all levels." | K55 |     | Available<br>\$10                               | Get Strong at Invading, by Richard Bozulich.<br>"A survey in problem format of the basic invading positions. This book is divided into three parts: Part One deals with the standard invasions on the side, Part Two with invading corners and attacking corner enclosures, and Part Three with erasing territorial frameworks. If you are a weak kyu player, this book will increase your invading ability by six stones. If you are already a dan-level player, it will fill in the gaps that may exist in your invasion technique."               |
| K30 | *    | Not Available<br>Out-of-Print | An Introduction to Go, by James Davies and Richard Bozulich.<br>"A simple introduction to the game of go based on the Japanese rules. Tactics and strategy as well as example games."  |     |     |   |  |



K99	Available \$19.95	Go: An Asian Paradigm for Business Strategy, by Miura Yasuyuki "Mr. Miura, president of Nikko Hotels International and Japan Air Lines Development Company (USA) from 1984 to 1992, and currently executive vice-president of JAL Card, Inc., and a member of its board of directors, explains in detail how to play go and how go's strategies can give you a fresh approach to the competitive world of business.
GGP1	* Available \$20	(2) Graded Go Problems for Beginners, Volume 1, by Kano Yoshinori. "Introductory Problems: 30-kyu to 25-kyu. 239 problems ideal for teaching children and adult beginners."
GGP2	* Not Available Out-of-Print	Graded Go Problems for Beginners, Volume 2, by Kano Yoshinori.
GGP3	** Available \$16	Graded Go Problems for Beginners, Volume 3, by Kano Yoshinori. "Intermediate Problems: 20-kyu to 15-kyu. 421 problems dealing with the opening, the middle game, the endgame, and connecting groups as well as 1-, 2-, and 3-move life and death situations."
GGP4	** Available \$16	Graded Go Problems for Beginners, Volume 4, by Kano Yoshinori. "Advanced Problems: 15-kyu to 2-dan. 390 problems dealing with seki, capturing races, the endgame, the middle game, the opening, ko, life and death."
TCE	Two copies only, autographe d by Nakayama 6-dan. \$50	The Treasure Chest Enigma: A Go Miscellany, by Nakayama Noriyuki; translated by John Power and Richard Dolen. "A compilation of very interesting essays about Go and Go players; three game commentaries - the ladder mimic game; Fujisawa Shuko vs Sakata Eio (1976); and Kajiwara Takeo 9-dan vs Cho Chikun 7-dan (1978) - and twenty unusual whole-board problems."

**GO BOOKS PUBLISHED BY YUTOPIAN**

Number	Level	Status	Description/Comments
		Available	Killer of Go, by Sakata Eio.
		Available	A Compendium of Trick Plays-The Nihon Kiin.
		Available	Nie Weiping on Go-The Art of Positional Judgement.
		Available	Fighting Ko, by Jin Jiang.
		Available	100 Challenging Go Problems, edited by Nihon Ki-in.

**GO BOOKS PUBLISHED BY GOOD MOVE PRESS**

Number	Level	Status	Title/Description/Comments
		* Available	Learn to Play Go, Volume 1: A Master's Guide to the Ultimate Game, by Jeong Soo-hyun and Janice Kim.
		Available	Learn to Play Go, Volume 2: The Way of the Moving Horse, by Jeong Soo-hyun and Janice Kim.

**OTHER GO BOOKS**

Publisher	Level	Title/Description/Comments
		The 1971 Honinbo Tournament, by Iwamoto. [This may be an Ishi book, G??]
		The Game of Go, by Smith.
Sabaki?		Go!, by Takagawa. [A Reprint of Takagawa's "How to Play Go" and "The Vital Points of Go".]
		Go and Go-Moku, by Lasker.
Pantheon	*	Go For Beginners, by Kaoru Iwamoto. Go Proverbs, by Mitchell. The Master of Go, by Yasunari Kawabata. The Protracted Game: A Wei-Ch'i Interpretation of Maoist Revolutionary Strategy, by Boorman. Steppingstones to Go, by Kishikawa. The Theory and Practice of Go, by Korschelt. [First book on Go written in a western language - German.] What's Your Rating?, by Miyamoto.

1 These problems are available in computerized form as part of the "Many Faces of Go" software.

2 These problems are also available in computerized form as part of the "Many Faces of Go" software.

## GO IN LITTERATURE

CHIWITO@NETCOM.COM (BRIAN R. MCDONALD)

Chung Kuo (David Wingrove) - epic SF series. The chung kuo series is now up to seven volumes in the UK (5 in US):

the middle kingdom  
the broken wheel  
the white mountain  
the stone within  
beneath the tree of heaven  
white moon, red dragon  
days of bitter strength

Shibumi ('Trevanian') - crappy thriller  
i'd list this as "very good thriller" but ymmv.

Jian ( Eric van Lustbader ) - another crappy thriller  
Shan - sequel to Jian

Limbo System (rick cook) - SF, space opera

Silk Road (jeanne larsen) - fantasy, main character is originally a go stone in a game between the gods

The Chinese Lake Murders (robert van gulik) - mystery set in ancient china

The Chessboard Cherry Tree (traditional folktale tr. by r. gordon smith) - the story, unlike the title, gets the game right

Isle of Woman (piers anthony) - the chapters in this novel are separate stories, and chap. 16 (t'ang) can be read as a short story with signifigant go content

The Ear-reddening Move of Shusaku (jonathon wood) - mystery short story

Queenmagic, Kingmagic (ian watson) - SF

Walking on Glass (iain banks) - SF

...many of the above are borderline as far as any "major" go references, but are included because of the lack of anything better available in english.

Minor Go elements

Some fiction with minor, often VERY minor, go elements, would include:

falling in place - ann beattie  
because of the cats - nicholas freeling  
rim - alexander beshar  
shike - robert shea  
the case of the sliding pool - e.v. cunningham (GREAT go cover on pb)  
to the spring equinox and beyond - soseki  
the wayfarer - soseki  
light and darkness - soseki  
kokoro - soseki  
four into one - damon knight  
doctor's orders - diane duane (star trek)  
moonheart - charles de lint  
prima belladonna - j.g. ballard  
stand on zanzibar - john brunner

shockwave rider - john brunner  
the fourth house - martin gross  
the court of the lion - cooney & altieri  
spring moon - bette bao lord  
the ship who searched - mccaffrey & lackey  
split infinity - piers anthony  
feersun enjinn - iain banks  
the left hand of darkness - ursula k. leguin  
always coming home - ursula k. leguin  
the cat who walks through walls - robert heinlein  
the Jaran series (4 vols so far) - "kate elliot" (alis rasmussen)  
the Wheel of Time series (7 vol so far) - "robert jordan" (? rigney)  
host - peter james  
sanshiro - soseki  
life a user's manual - georges perec  
a void - perec  
the brotherhood of the rose - david morrell  
romance of the three kingdoms - lo kuan-chung  
go - saami (noh play)  
heads i win, tails you lose - sam glanzman (comic book story)

Incidentally, "robert jordan" = james oliver rigney, jr. I may have erred on the number of Wheel of Time books. there may only be 6 so far (of a projected 9).

There was a post in this group some time ago about a story or novel or something by Toshiro Kageyama comparing go to softball. can either the original poster or anyone else provide more details??

I've been told by a source of unknown reliability that the following two books contain go references:

yamato: a rage in heaven  
zanzibar cat - joanna russ

chiwito

Part-time longshoreman and full-time dilettente at the game of go  
bibliophile, skeptic, oulipian, liberal, romantic  
"if you've got 'em by the balls, their hearts and minds will follow"

## GO-KLUBBAR I SVERIGE

### GÖTEBORGS GO-KLUBB

Våra öppentider är onsdagar klockan 18:30 på skolgatan 21 i Haga. Kontakta gärna mig om du vill besöka oss men inte varit här förut. Lokalen ligger i bottenplanet på huset och har separat ingång.  
c/o Per Kristensen, Svangatan 13A 416 38Göteborg 031-19 16 31 [www.algonet.se/~tobbec/go/gbg.html](http://www.algonet.se/~tobbec/go/gbg.html)

### MALMÖ GO-KLUBB

c/o Joakim Lindfors, Tel: 040-18 19 11  
Spelar i Malmö på onsdagkvällar c:a 18:30-23:30. Platsen är hemma hos någon av medlemmarna.  
Ring Jocke (eller Jörgen 040-979757) och fråga hos vem det är denna gång!  
[www.pi.se/bjorn.wendsjo/](http://www.pi.se/bjorn.wendsjo/)

### STOCKHOLMS GO-KLUBB

med ett 40-tal medlemmar, har sin spelplats i Stockholms schacksalonger på Brännkyrkagatan 65 08-840 710 nära tunnelbanestn. Mariatorget. Den reguljära tiden är onsdagar kl 18-23.  
c/o Sören Lindström 08-640 81 08, Torbjörn Bäck 08-85 01 52,  
Staffan Bäcklund 08-640 81 08, Dag von Arnold [ehsdva@ehs.ericsson.se](mailto:ehsdva@ehs.ericsson.se)

### VÄSTERÅS GO-KLUBB

Du hittar oss tisdagar från 17:30 på Bryggargårdens Café  
c/o Leif Pettersson 021 - 14 89 93 hem, 12 30 60 arb

### "LINGO" ELLER LINKÖPING GO-KLUBB

Vi har ändrat veckodag och adress för spelkvällarna:  
Tisdagar 18:00-23:00 på Vasavägen 28 hemma hos Gustav Fahl..  
[www.ida.liu.se/labs/edslab/members/gusfa/lingo/](http://www.ida.liu.se/labs/edslab/members/gusfa/lingo/)

### KARLSTADS GO-KLUBB

c/o Lennart Ljung, Graninge P L 522, Karlstad 054-36 557

### UPPSALA GO KLUBB

Mondays 18:00 -  
The hall by the coffee-shop at Humanist-Centrum (No address given)  
Contact: Per-Erik Martin (phone work (+46) 18 - 18 30 73) [pem@docs.uu.se](mailto:pem@docs.uu.se)

### GOFÖRENINGEN ÖGA FÖR ÖGA

Tisdagkvällar på Chalmers; Hilbert rummet i F-huset.  
c/o Peter Zoltan, Kapellgången 2/1253, 411 31 Göteborg. 031-20 47 4 [zoltan@cd.chalmers.se](mailto:zoltan@cd.chalmers.se)

Se även <http://www.abc.se/~m9742/Go/SwedGoInfo.html>