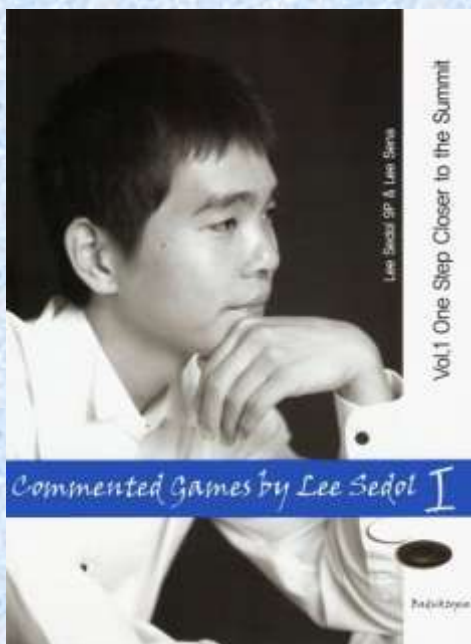


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חלמיש.

From the book back page :

"My ultimate goal is
to be the best player in the world. Winning my first
international title was a big step toward reaching this
objective. I remember how fervently my father had taught
me, and how he dreamed of watching me grow to be the
world's best. I feel great happiness and pride to have
achieved so much, moving ever closer to fulfilling his
dream ".

Yoon Young Sun 8P on the Korean edition :

"This book is really interesting to read because it is
written in such detail; you can really share the thoughts
and experiences of one of the world's strongest players.
For me it is very exciting to read the elaborate
commentaries by Lee Sedol himself".

במועדון מבחר גדול של ספרי לימוד גו, חידות, משחקי מקצוענים ועוד.

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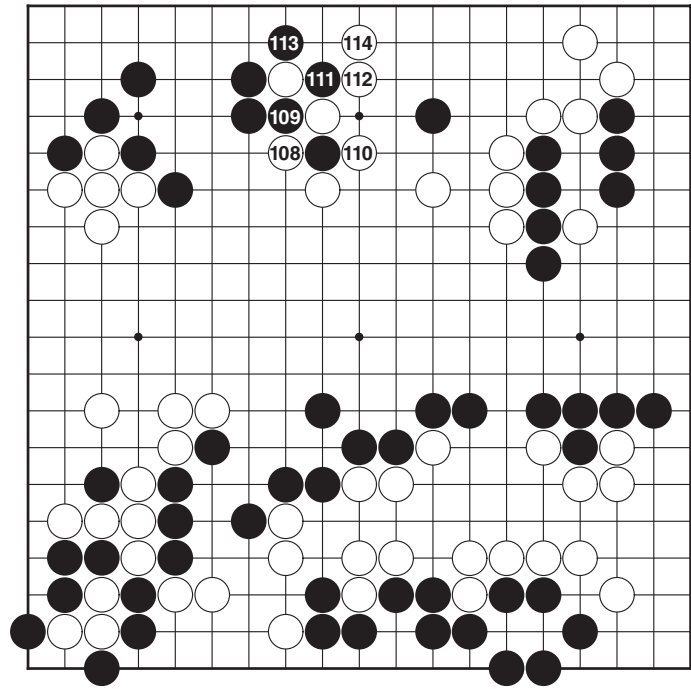
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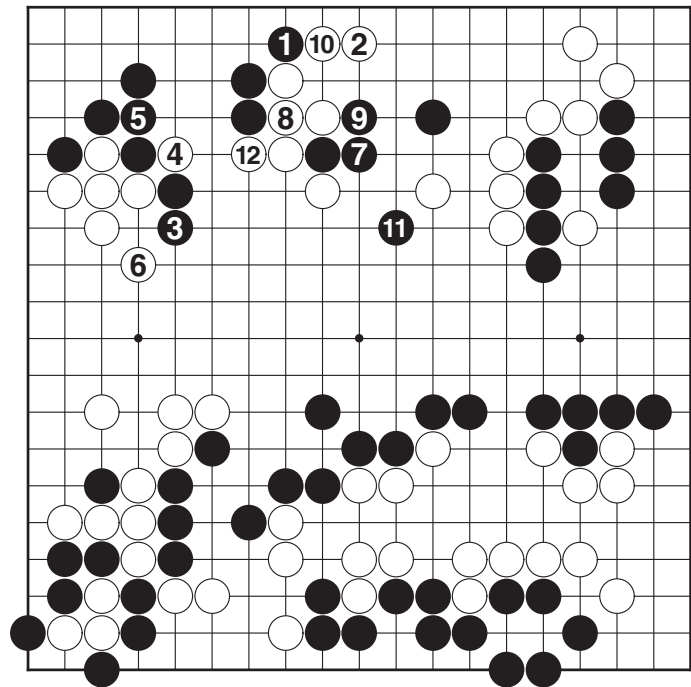
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Dia. 5: Black played the losing move at 109 soon after. Black should have searched for a stronger response to 108. In the sequence from 110 to 114, White was able to neatly complete his territory. At this point, the game is decided.



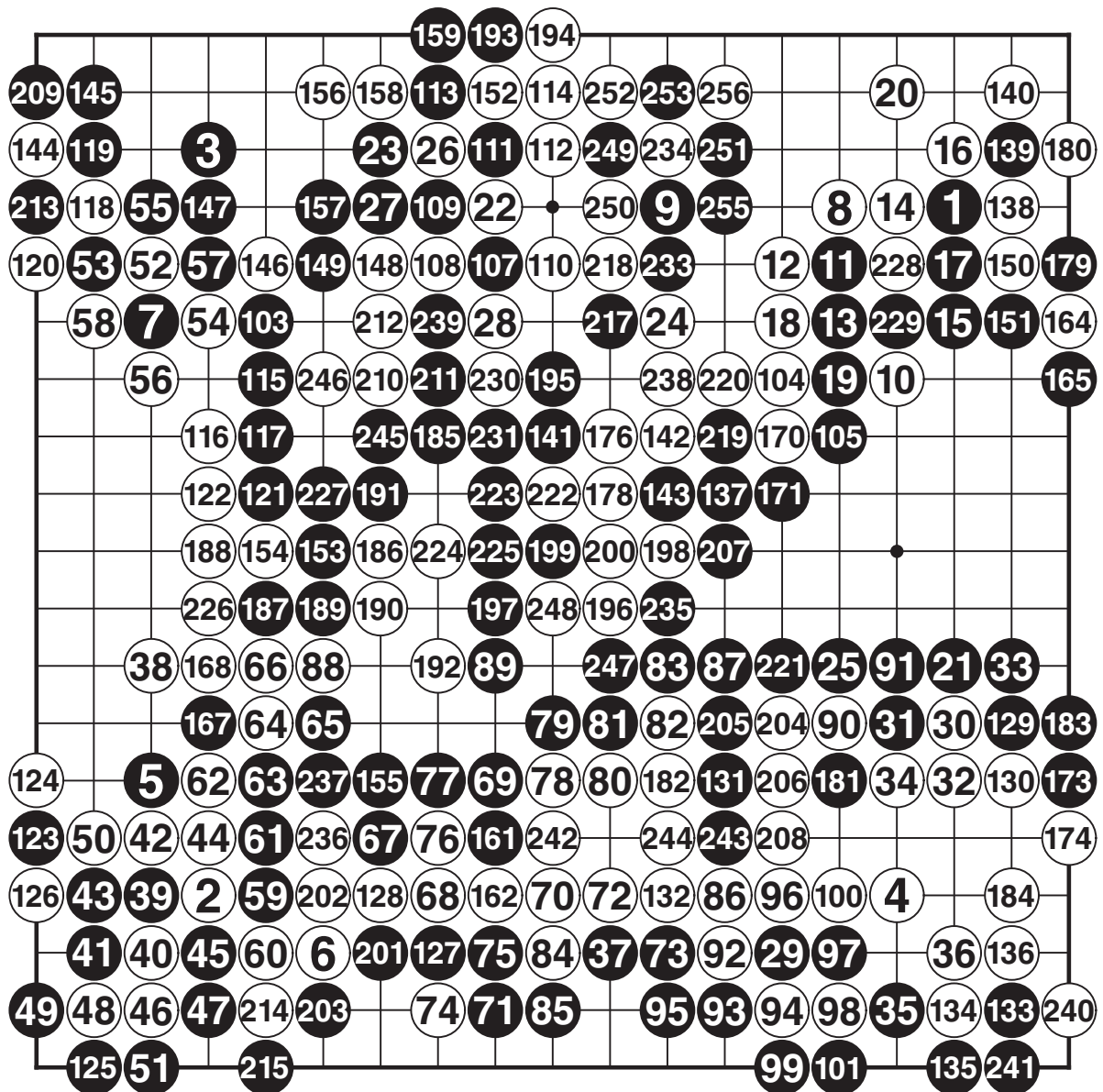
Dia. 5

Dia. 6: Black should have played the hane at 1 instead of 109. If the sequence to 12 follows, the game would still be playable for Black. It's still a difficult situation for both, but this would have delayed the settling of the game.



Dia. 6

Complete Game Record (1-256)



(102) at (52) (106) at (7) (160), (166), (172), (177) at (26)
 (163), (169), (175) at (111) (216) at (144) (232) at (213) (254) at (249)

256 moves, White wins by 3.5 points.

● Yoo Chang Hyuk 9P ○ Lee Sedol 3P · 115

A Critical Stage

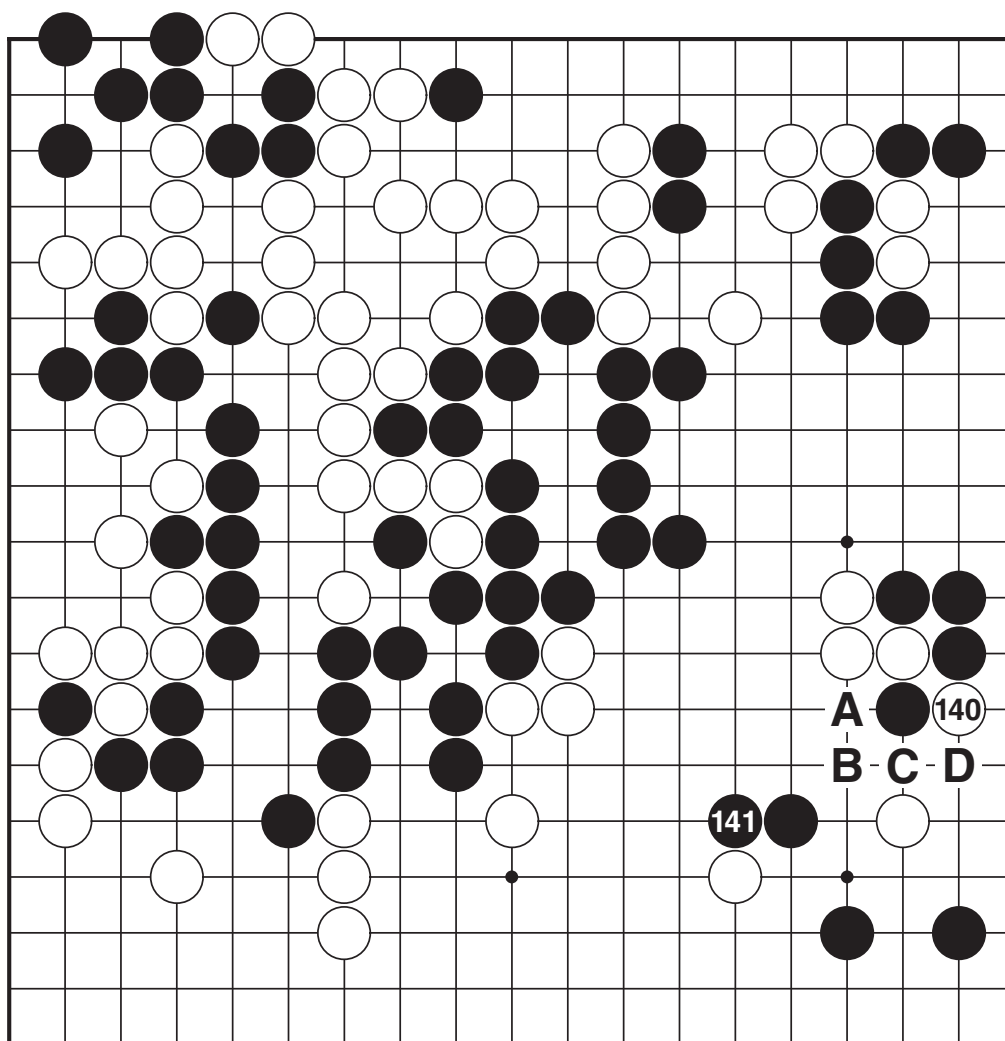
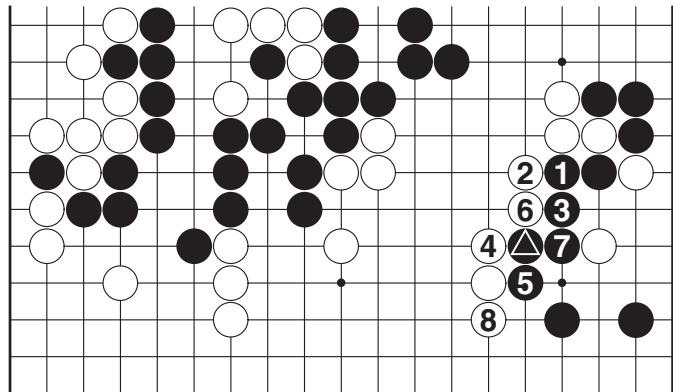


Figure 24 (140-141)

Close combat situations often have many complex variations, and it is not easy to read everything and find the best move. It's necessary to examine priority moves as well as relatively easy and clear moves before all others, especially when there is a limited amount of time.

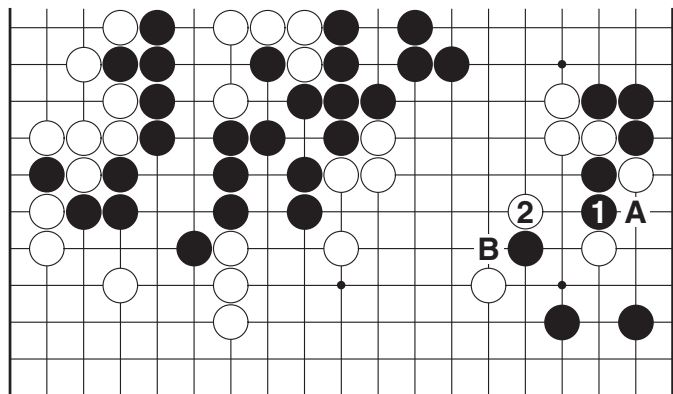
Fig. 24: Black may think of various moves when White cuts with ⑭, but it is now time to enter the last critical stage. In the actual game, Black chose the simple and clear variation by pushing at ⑬. He could also have considered A, B, C or D.

Dia. 1: If Black pushes ahead with ①, White can achieve a great result simply by blocking thickly at ②. This would have been even better for White than pushing at ④ directly after ③ was played.



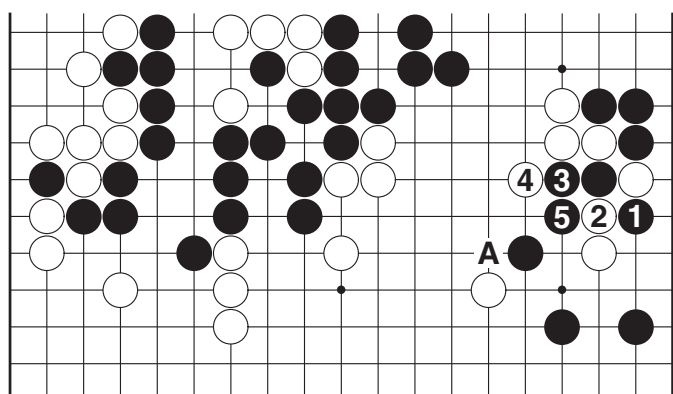
Dia. 1

Dia. 2: If Black butts his head with ① here, ② is the proper tesuji to answer with. Next, A and B are miai—another failure for Black.



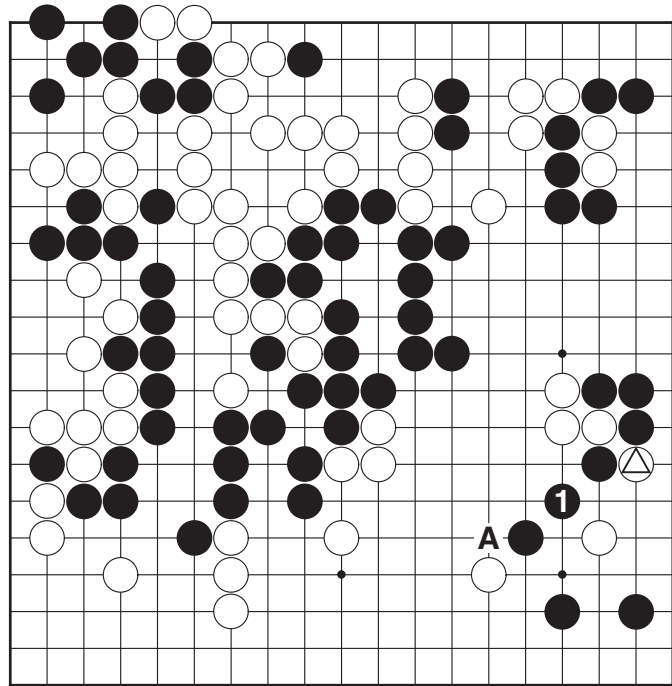
Dia. 2

Dia. 3: When Black plays atari at ①, countering with the atari at ② is a good response. When Black goes out with ⑤, White can block thickly at A. This isn't good for Black either.



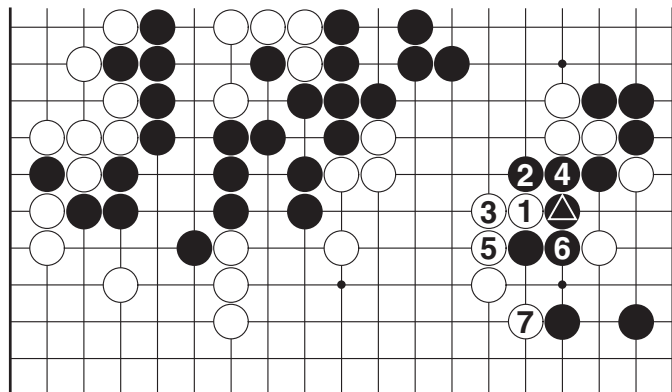
Dia. 3

Dia. 4: Finally, Black has the strong connection at ① as an alternative to ⑭. This way involves difficult variations, and I thought it through thoroughly during the game.



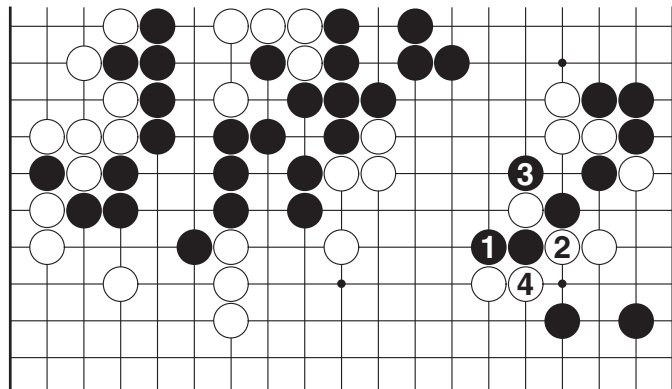
Dia. 4

Dia. 5: After \triangle , ① is a difficult tesuji to come up with. Black must carefully consider his answer. Supposing Black follows up with ② and ④, White will make huge territory with the moves until ⑦.



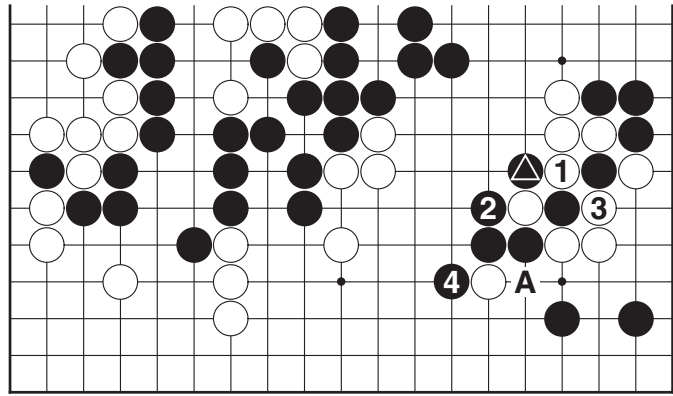
Dia. 5

Dia. 5-1: If Black extends with ① instead of ② in Dia. 5, White will give Black a hard time by cutting with ②. When Black plays atari at ③, ④ is a good response and Black will be in dire need of his next haengma.



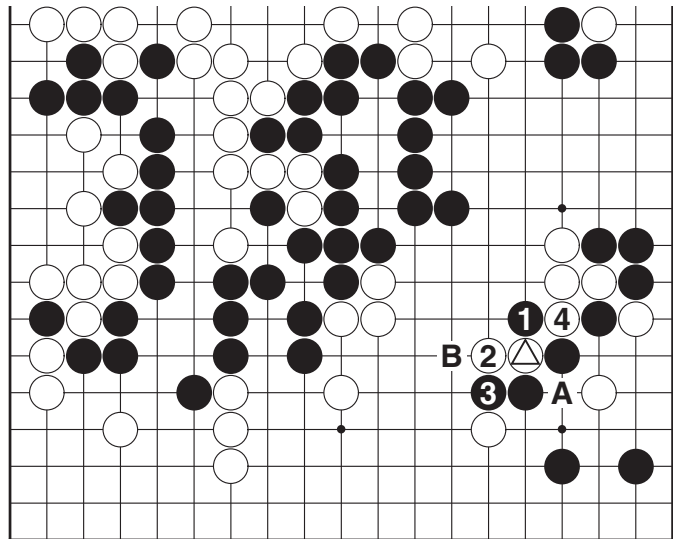
Dia. 5-1

Dia. 5-2: Answering \triangle with the atari at ① is not a good idea because Black can simply take with ②. Even if White connects with ③, Black is satisfied after thickly confiscating the single white stone. White has destroyed Black's territory on the right, but Black's profit on the lower side is big, and White has still a weak group to take care of.



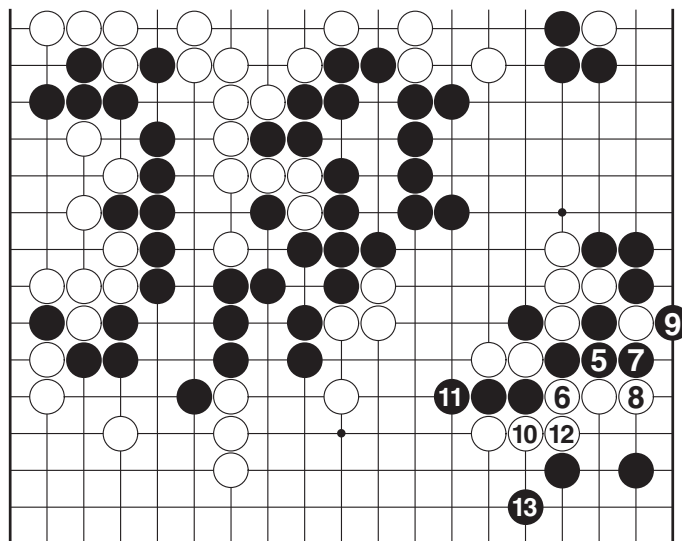
Dia. 5-2

Dia. 6: In conclusion, Black's best answer to White's tesuji at \triangle is to atari with ① and break through with ③. After that, White may cut at ④. If White cuts at A instead, Black can capture the two white stones in a ladder with B.



Dia. 6

Dia. 7: If Black connects at ⑤, the sequence until ⑫ is the only continuation. At a glance, it looks as if Black has failed since White managed to break out. However, when Black defends the corner with ⑬, the white stones in the center will end up being captured on a big scale.



Dia. 7

Part 29

A Lucky Half-Point Win

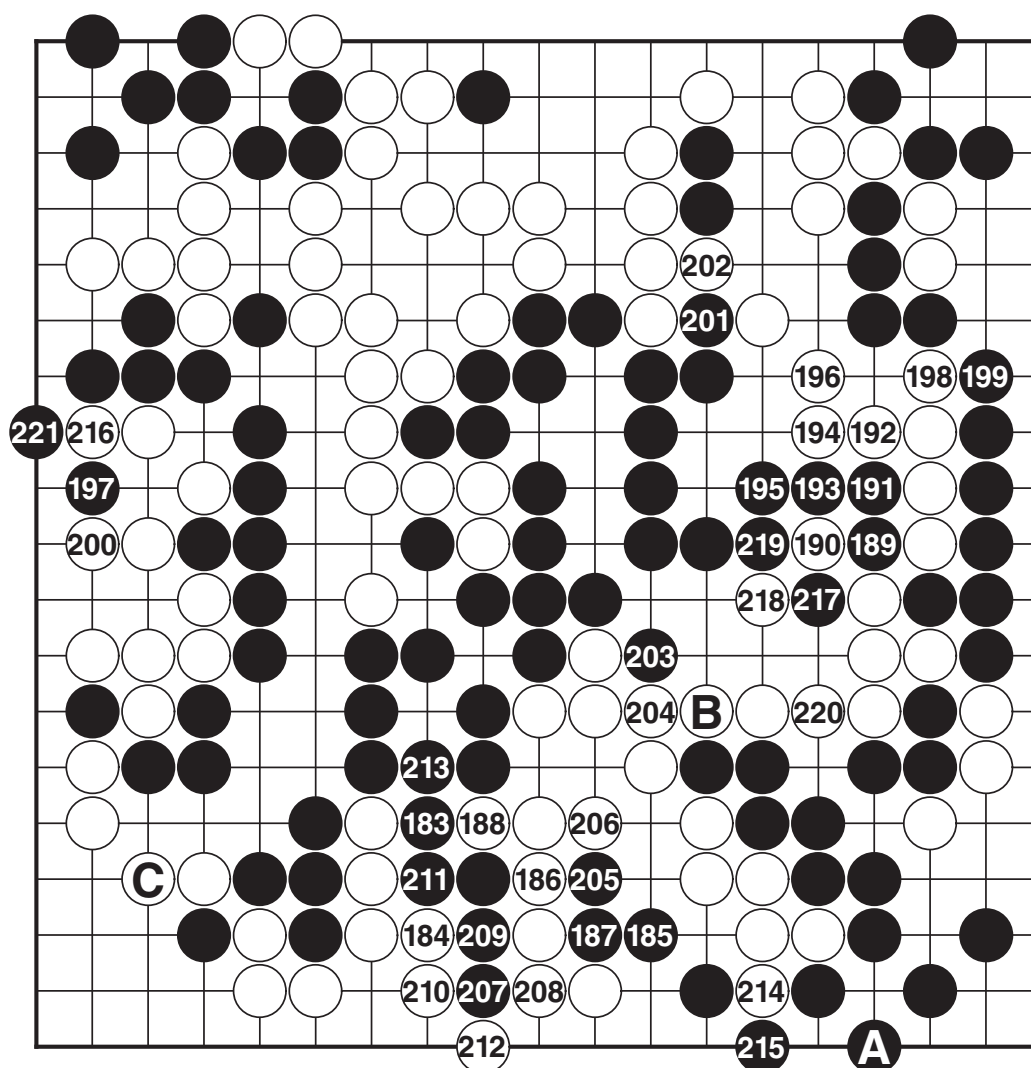
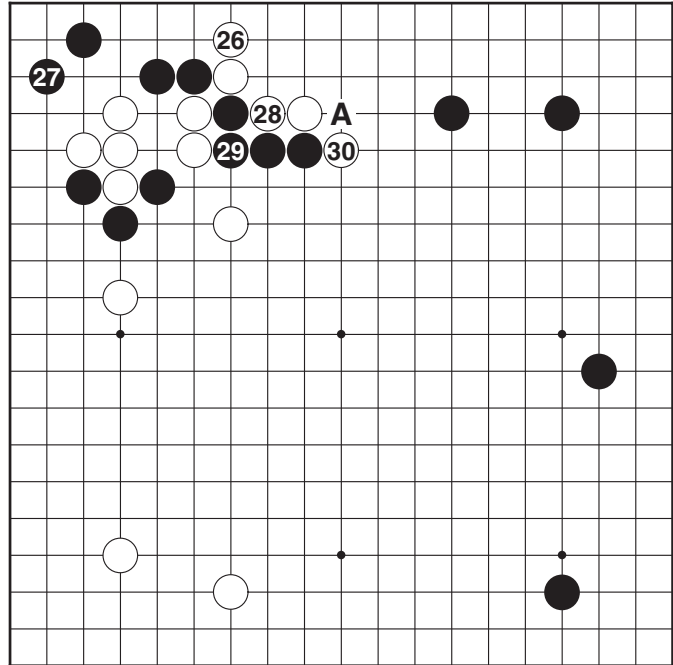


Figure 29 (183-221)

It is said that a half-point is in God's hands. Even though I made a big mistake at C and lost many points, I still won by half a point—this is nothing but good fortune I guess.

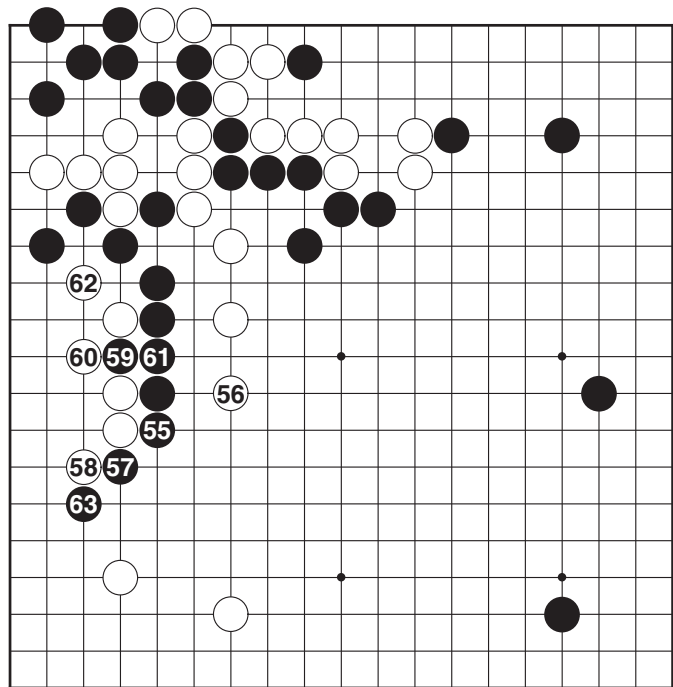
Fig. 29: After the game, I had a long review with Yoo Chang Hyuk 9P and we agreed that Black didn't have any chance after Black A allowed White B. Thanks to White's mistake at C, Black could catch up right underneath White's nose, but White was still ahead by half a point. After that there was no way to overcome this half-point gap.

Dia. 1: Let's do an overview of the game: In the opening, Black rushed to defend the corner when White descended with 26 instead of answering at A or 30; consequently, the flow became very comfortable for White.



Dia. 1

Dia. 2: However, the game became challenging when White missed the opportunity to peep at 62 right after 55, and jumped to 56 instead. The sequence from 57 to 61 was shrewd. Black could ignore 62 and get back in the game with the double hane at 63.



Dia. 2