囲碁 発陽論 Igo Hatsuyo-ron

Motto

"It is a matter of life and death, a road either to safety or to ruin.

Hence it is a subject of inquiry which can on no account be neglected."

— Sun Tzu: The Art of War

Preface

The notoriously difficult Igo Hatsuyo-ron was compiled around 1710 by Inoue Dosetsu Inseki, fourth head of the Inoue house and fifth Meijin Godokoro. It was designed for training of the best students of the Inoue school and was kept secret for a long time.

Igo Hatsuyo-ron consists of 183 mostly insanely difficult problems and is aimed at serious players with deep interest in the game. While solving the problems takes many months, possibly even years, finding the solution is always particularly rewarding.

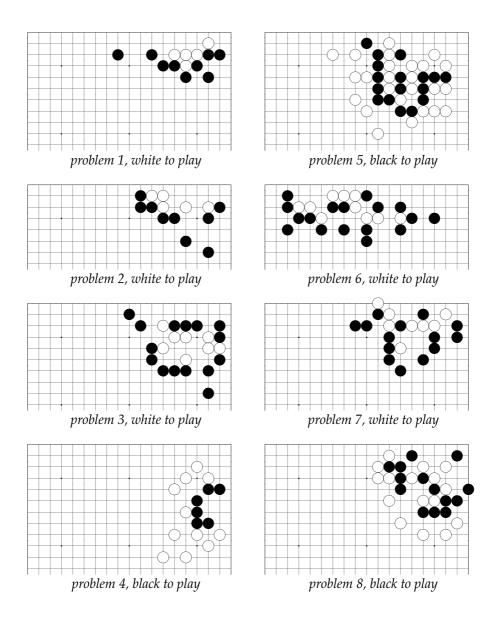
I wish you enjoyment and improvement in the wonderful game of go, weiqi, baduk, or whatever you like to call it.

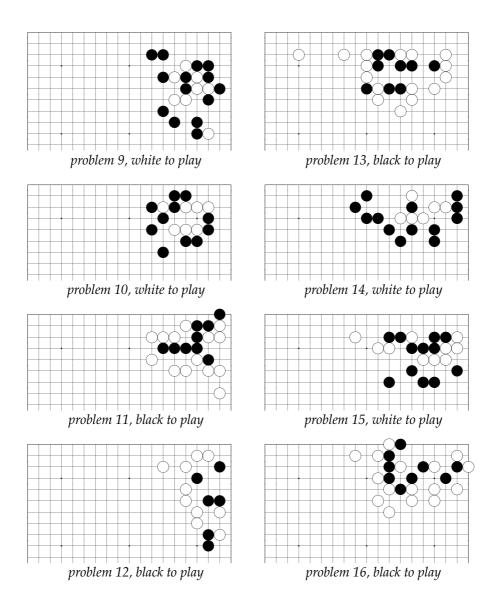
Vít 'tasuki' Brunner November 2006

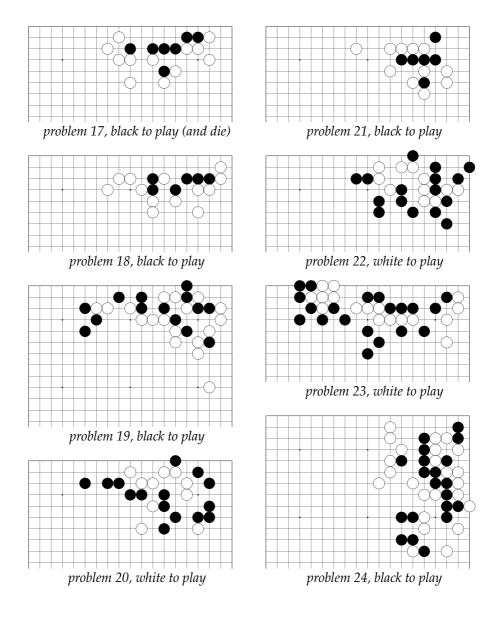
Anniversary edition

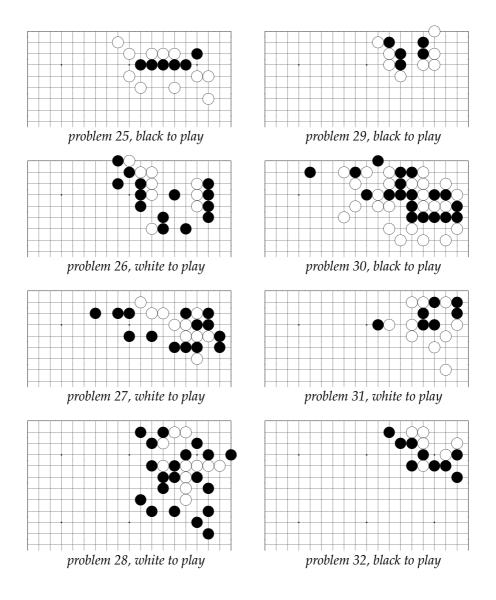
It's been 11 and a half years. This booklet has been downloaded over twenty thousand times. I never imagined the reach it would have. The anniversary edition comes with a better layout and wording. The problems are still crazy hard!

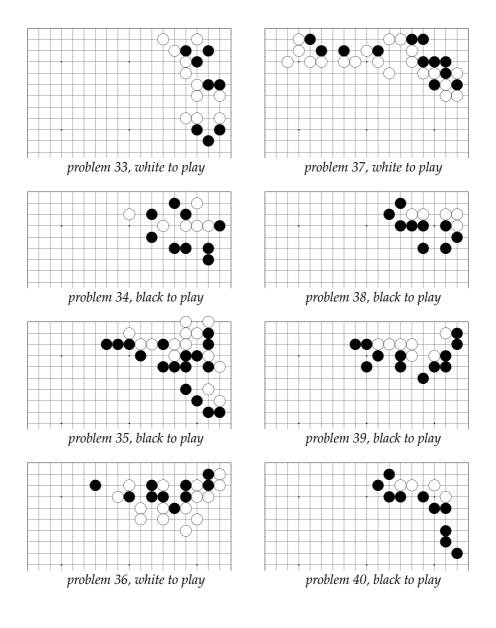
> Vít 'tasuki' Brunner June 2018

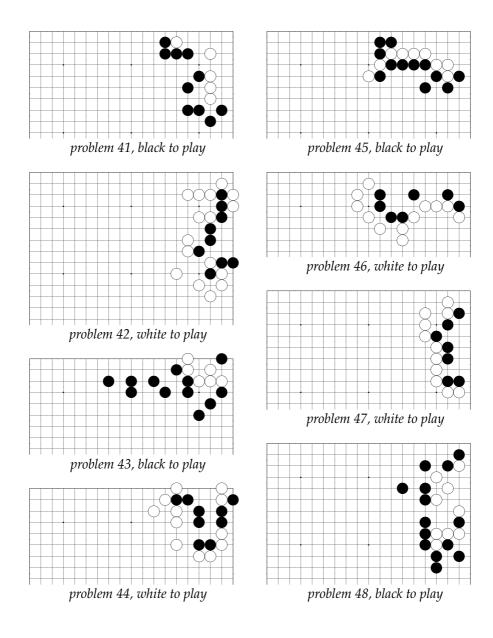


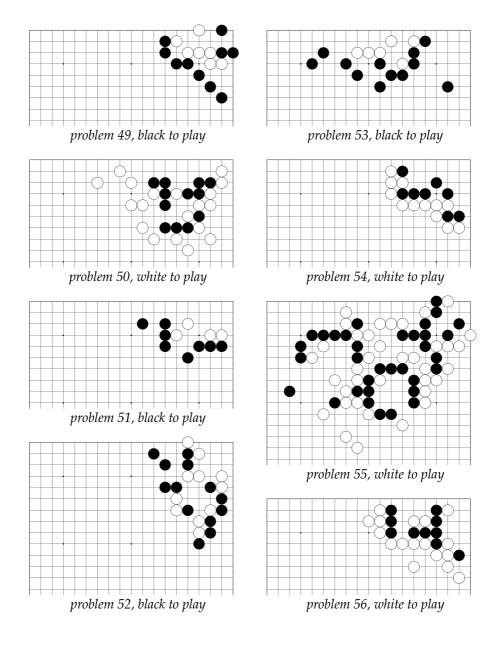


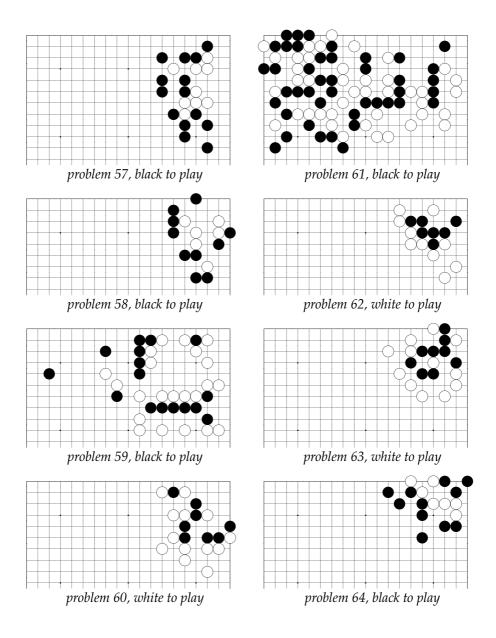


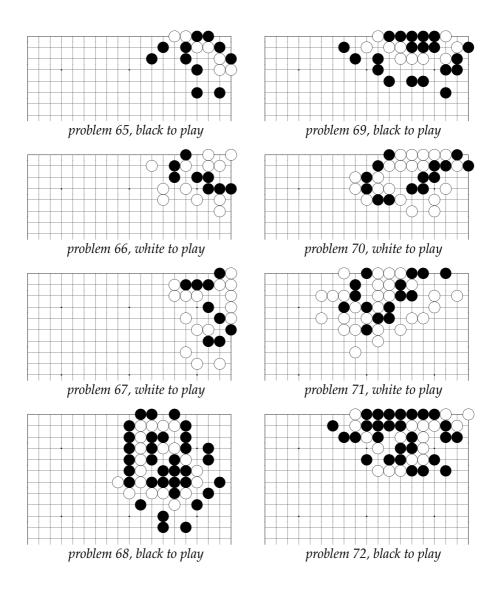


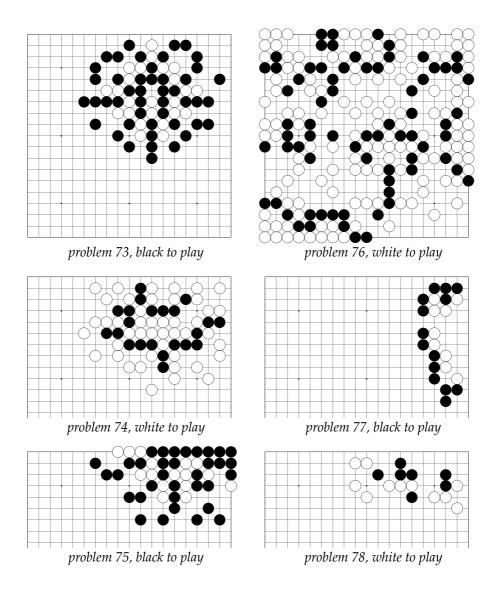


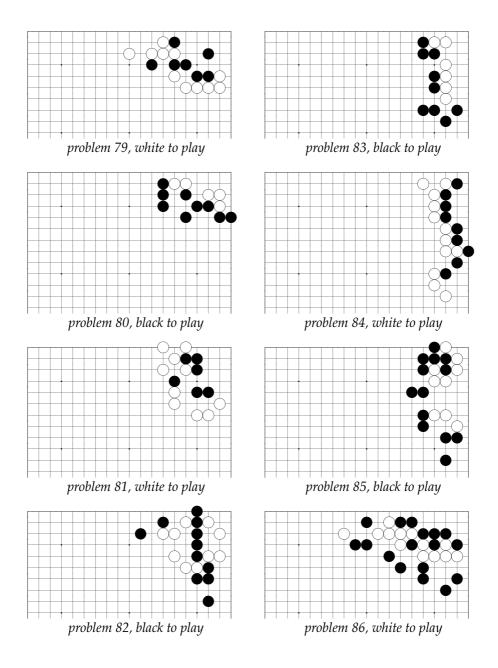


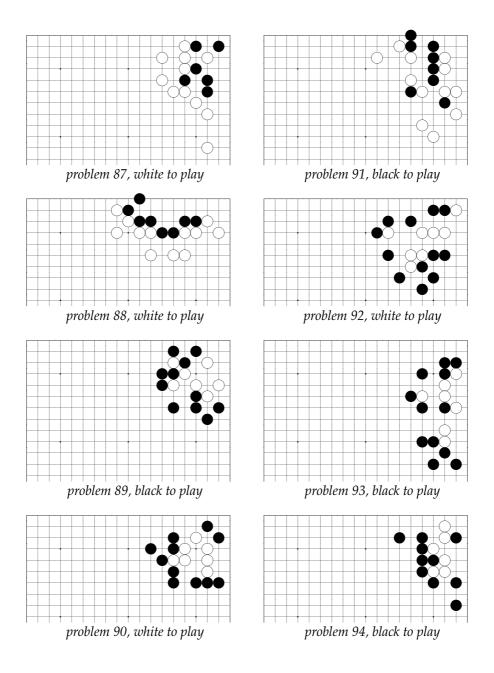


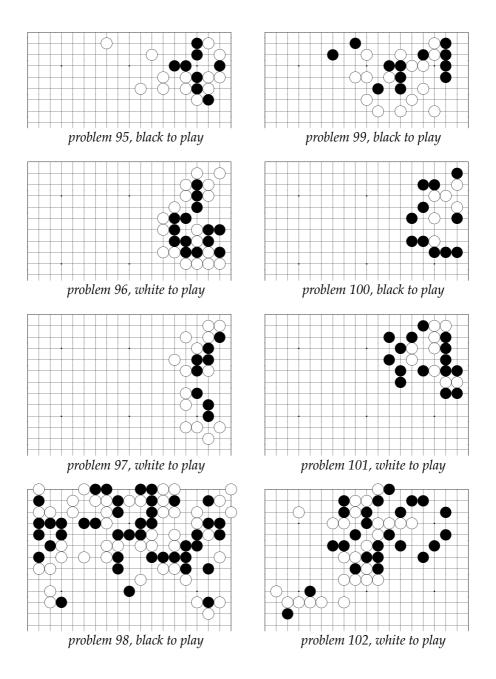


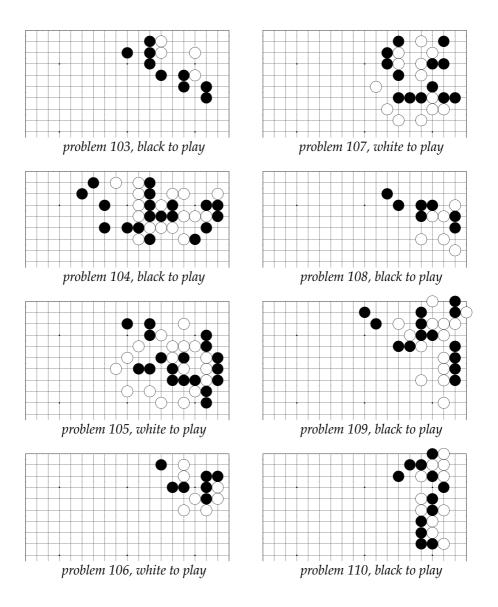


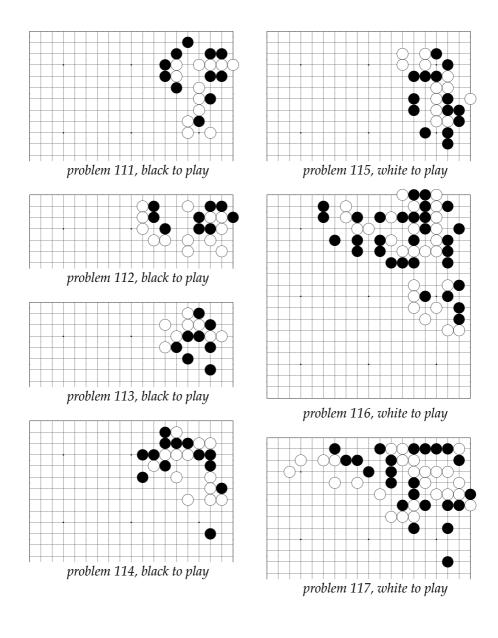


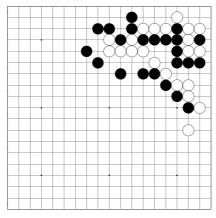




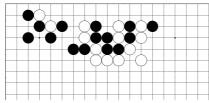




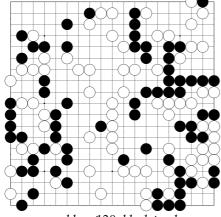




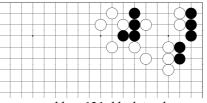
problem 118, black to play



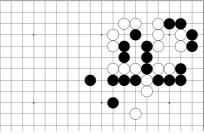
problem 119, black to play



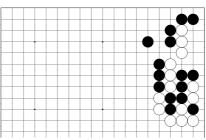
problem 120, black to play



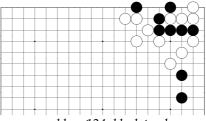
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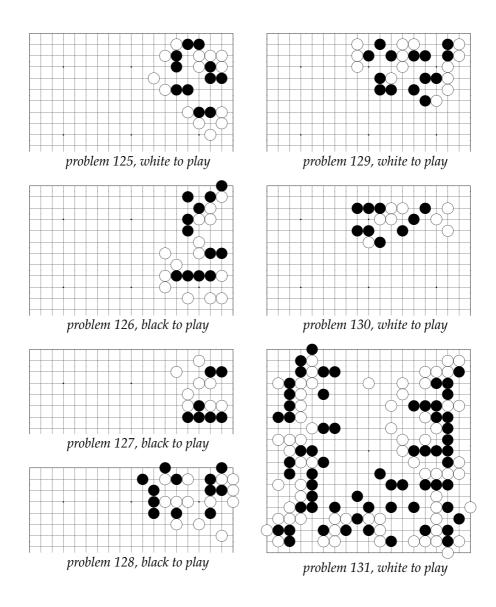
problem 122, white to play

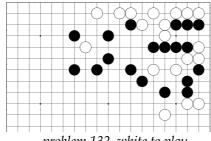


problem 123, black to play

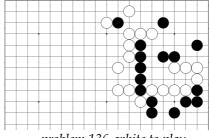


problem 124, black to play

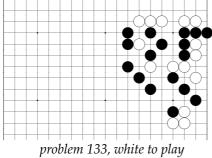


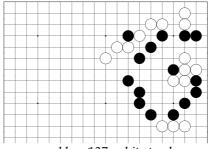


problem 132, white to play

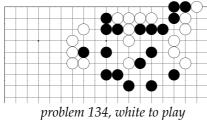


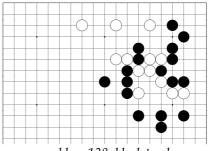
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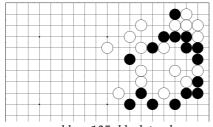


problem 137, white to play

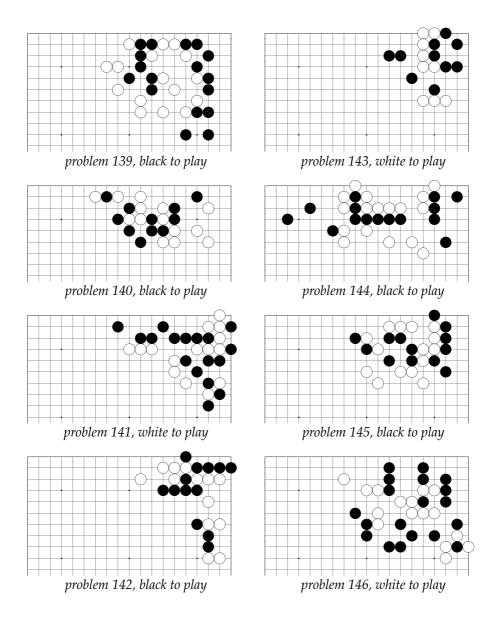


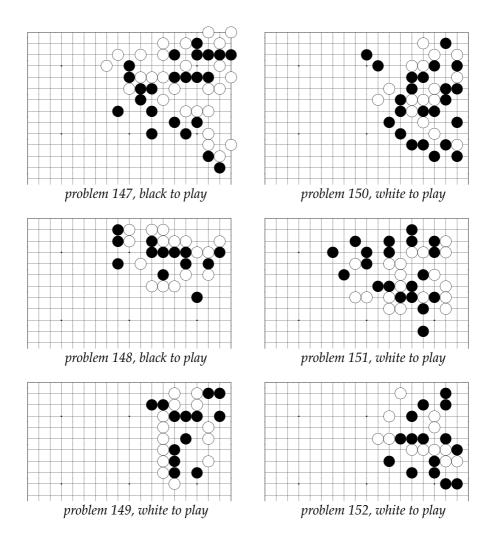


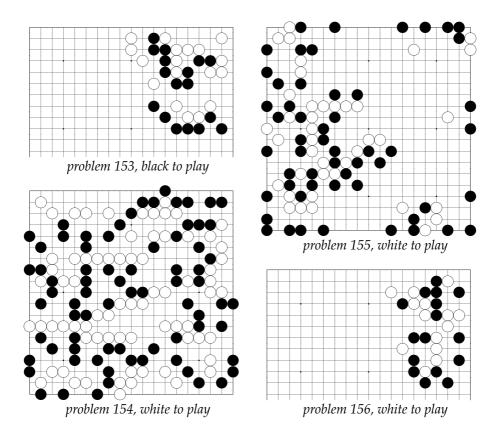
problem 138, black to play

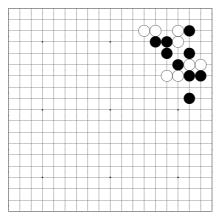


problem 135, black to play

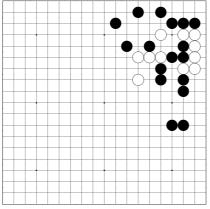




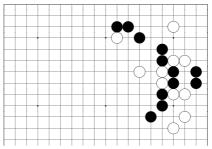




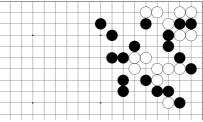
problem 157, white to play



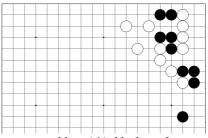
problem 158, white to play



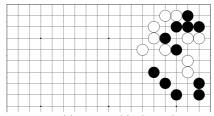
problem 159, black to play



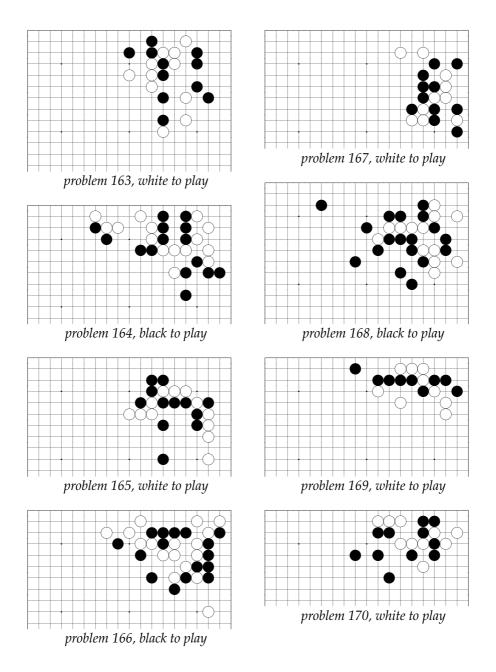
problem 160, white to play

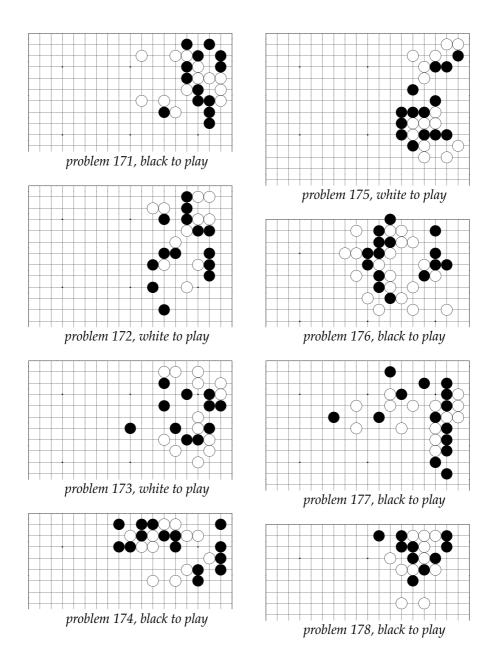


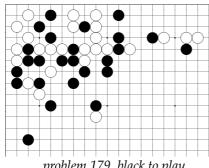
problem 161, black to play



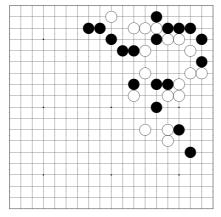
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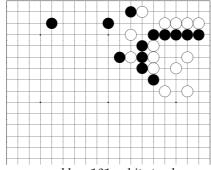




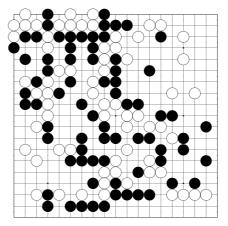
problem 179, black to play



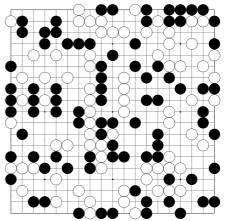
problem 180, black to play



problem 181, white to play



problem 182, white to play



problem 183, black to play