



Hikaru
no 

volume 22

SHONEN JUMP MANGA

Story by **Yumi Hotta** Art by **Takeshi Obata**
Supervised by **Yukari Umezawa (5 Dan)**



Takeshi Obata

All of a sudden it's volume 22. I feel like my drawings have changed a lot, but I try to think it's just my imagination and keep working at it.

—Takeshi Obata

It all began when Yumi Hotta played a pick-up game of go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump's** Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about go. The rest is modern go history.

HIKARU NO GO VOL. 22
SHONEN JUMP Manga Edition

STORY BY YUMI HOTTA
ART BY TAKESHI OBATA

Supervised by YUKARI UMEZAWA (5 Dan)

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Editor/Gary Leach

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STORY BY
YUMI HOTTA

ART BY
TAKESHI OBATA

Supervised by
YUKARI UMEZAWA
(5 Dan)

22

CHINA
VS.
JAPAN

● Hikaru Shindo (Representing Japan) ●



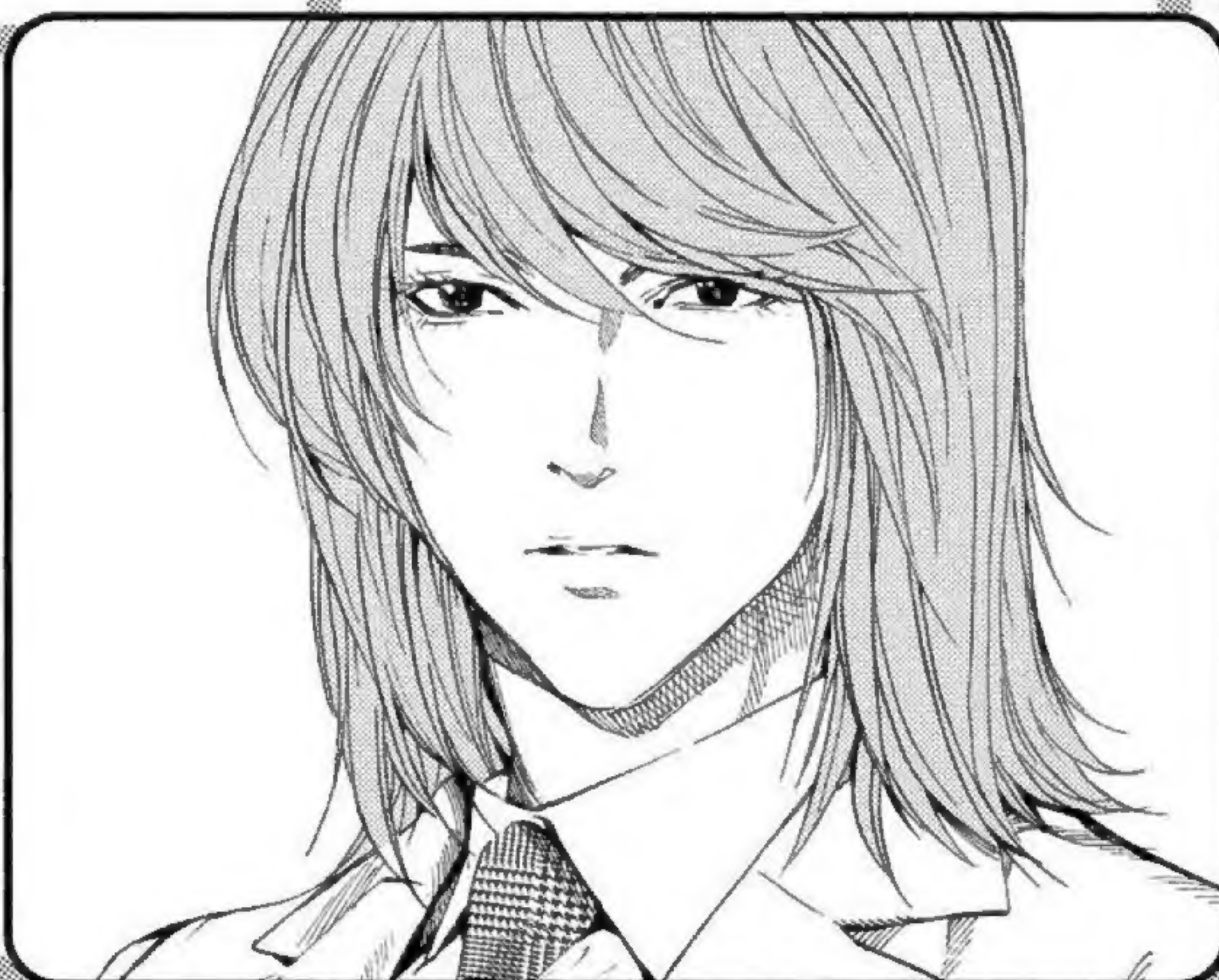
● Kiyoharu Yashiro (Representing Japan) ●



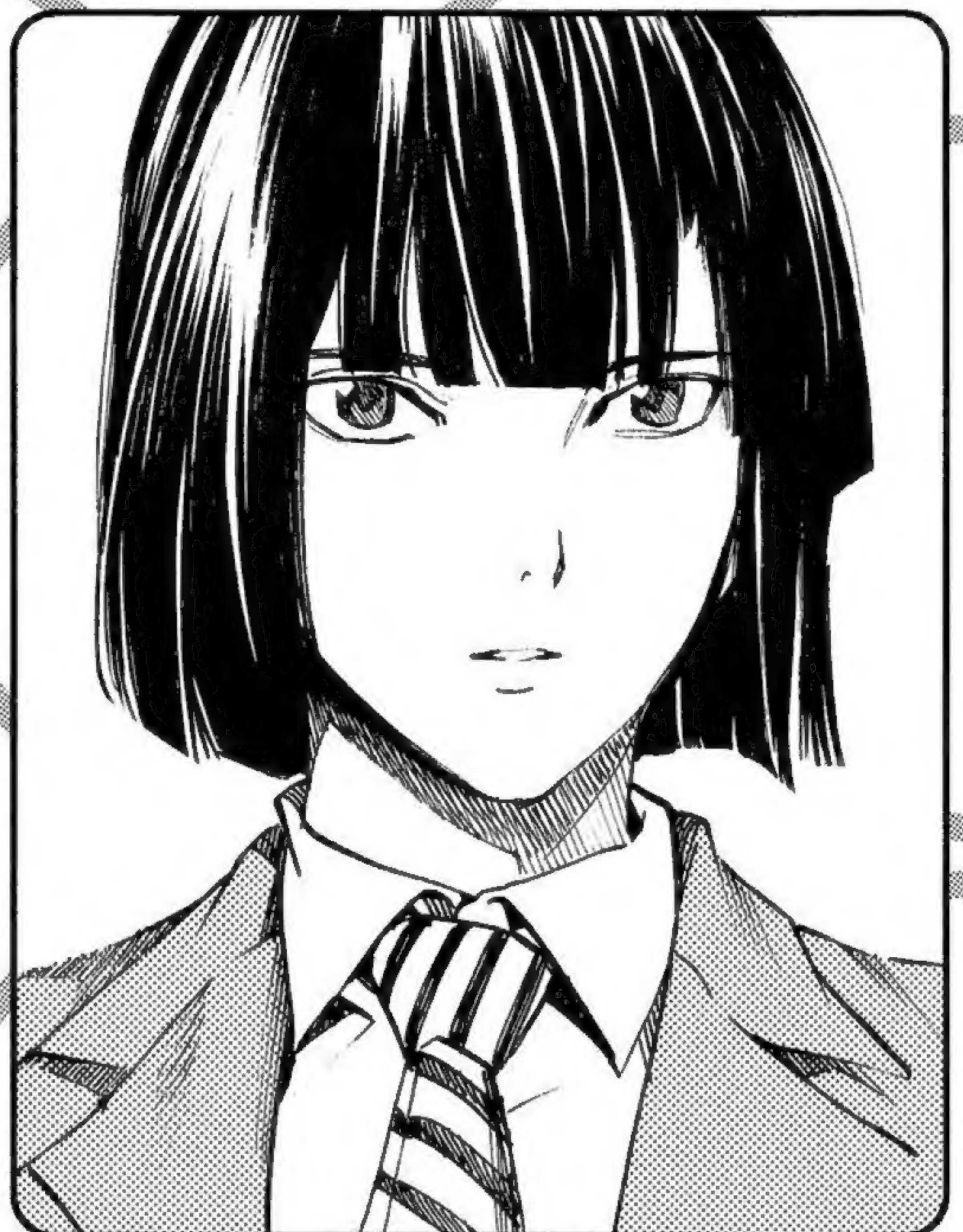
●
Hong
Suyong
(Repre-
sented
Korea)
●

Meet
the
Characters

●
Atsushi
Kurata
(Leader
of the
Japanese
team)
●



● Ko Yong Ha (Representing Korea) ●



● Akira Toya (Representing Japan) ●

Story Thus Far

Hikaru Shindo discovers an old go board one day up in his grandfather's attic. The moment Hikaru touches the board, the spirit of Fujiwara-no-Sai, a genius go player from Japan's Heian Era, enters his consciousness. Sai's love of the game inspires Hikaru, as does a meeting with the child prodigy Akira Toya – son of go master Toya Meijin.

Hikaru turns pro and finally stands on the same playing field as Akira, slowly but surely improving his skills. Then he hears of an international team tournament for Japanese, Chinese, and Korean go players age 18 and under called the Hokuto Cup. After a thrilling qualifying tournament, Hikaru, Akira, and Yashiro are chosen to be on the Japanese team. The Chinese and Korean teams are also set, with prominent players representing each country. Hong Suyong, a player Hikaru beat back when they were both insei, is on the Korean team. Hikaru hears that Ko Yong Ha, another Korean team member, insulted Hon'inbo Shusaku during an interview. Hikaru grows anxious to compete in the first position so he can play against Yong Ha. But team leader Kurata plans to assign Akira to play in the first position, with Hikaru second, and Yashiro third. And now the day has come when these three young lions enter their first international tournament!



● **Im Ilhwan** ●
(Representing Korea)



● **Ahn Daesun** ●
(Leader of the Korean team)



● **Yang Hai** ●
(Representing China)



● **Lu Li** ●
(Representing China)



● **Zhao Shi** ●
(Representing China)



● **Wang Shizhen** ●
(Representing China)



● **Kosuke Ochi** ●



● **Shinichiro Isumi** ●

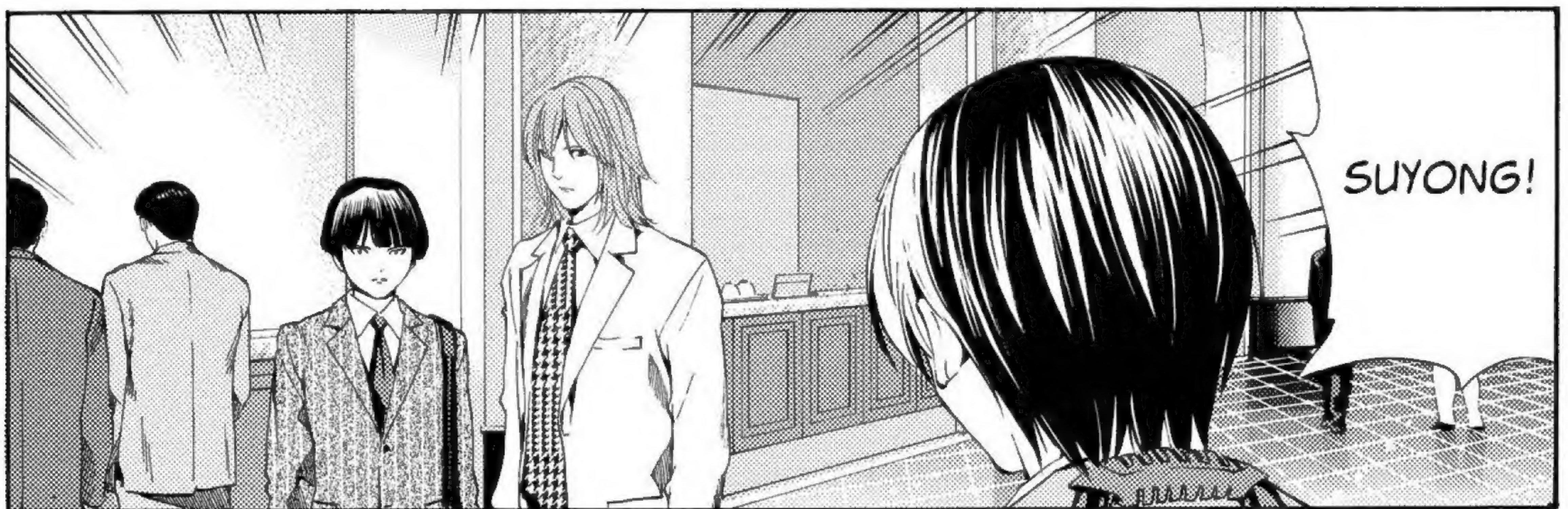
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Game 175 "Suyong and Yong Ha"









...FOR MY
REMATCH
AND
VICTORY
AGAINST
YOU!

I'VE
BEEN
STUDY-
ING...

SUYONG!
YOU SPEAK
JAPANESE?!



OF
COURSE
NOT!



HEY...
WAIT!



THAT'S
AMAZING!
YOU SPEAK
SO WELL!



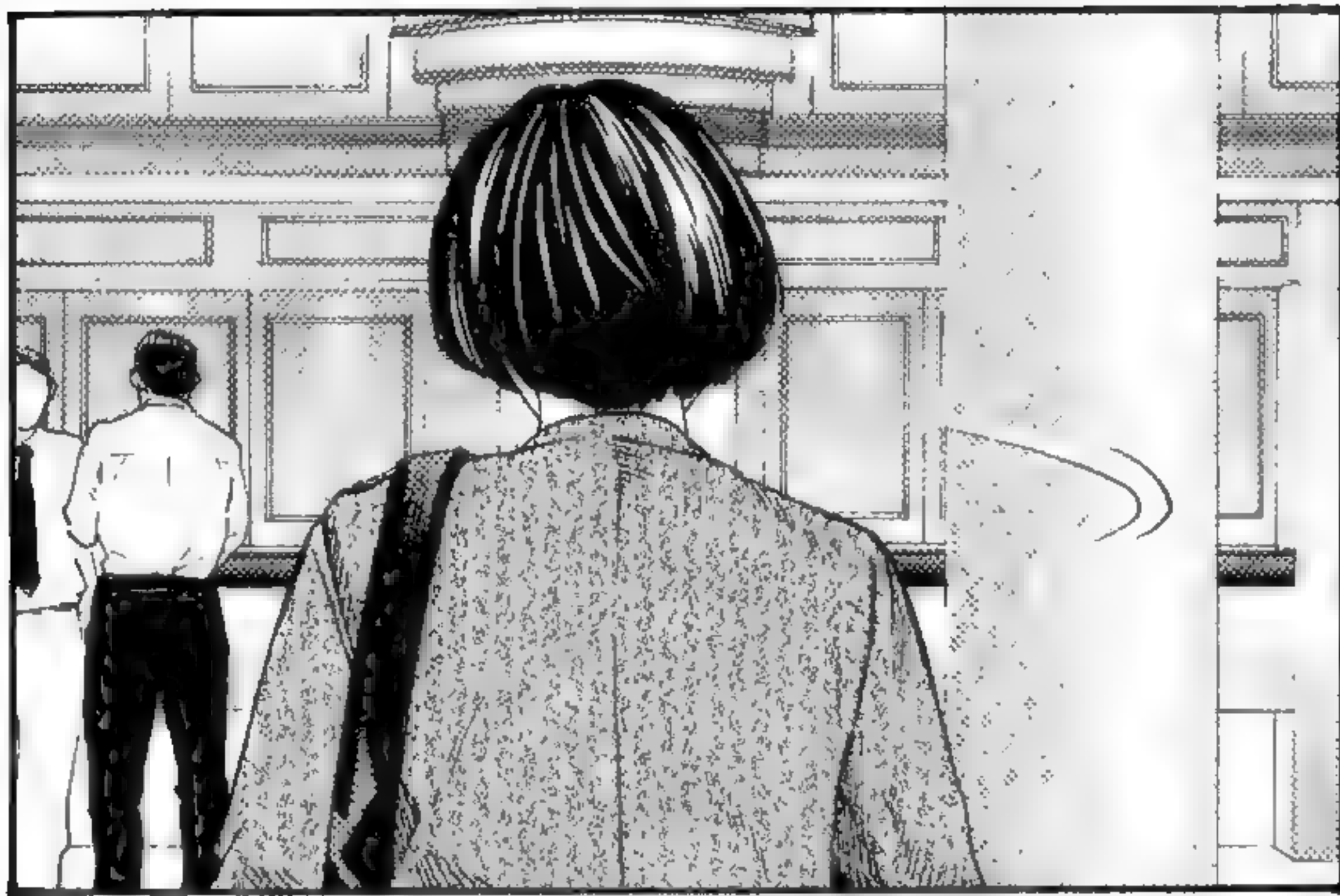
THIS TIME
I'LL TELL
YOU, "MY
NAME IS
HONG
SUYONG!"



SHINDO!
FOR THE
HOKUTO CUP
I—

THAT'S NOT
THE POINT!

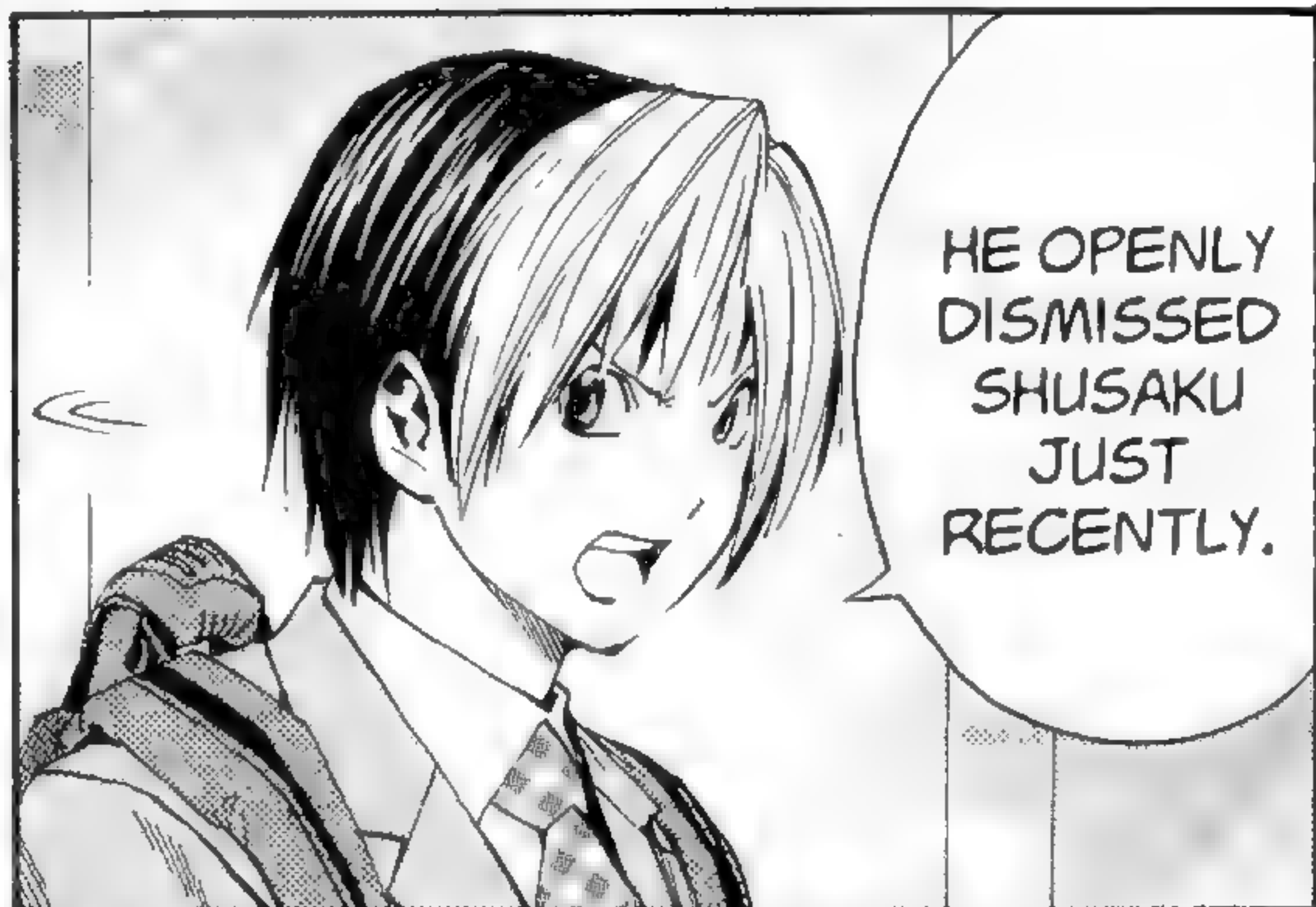




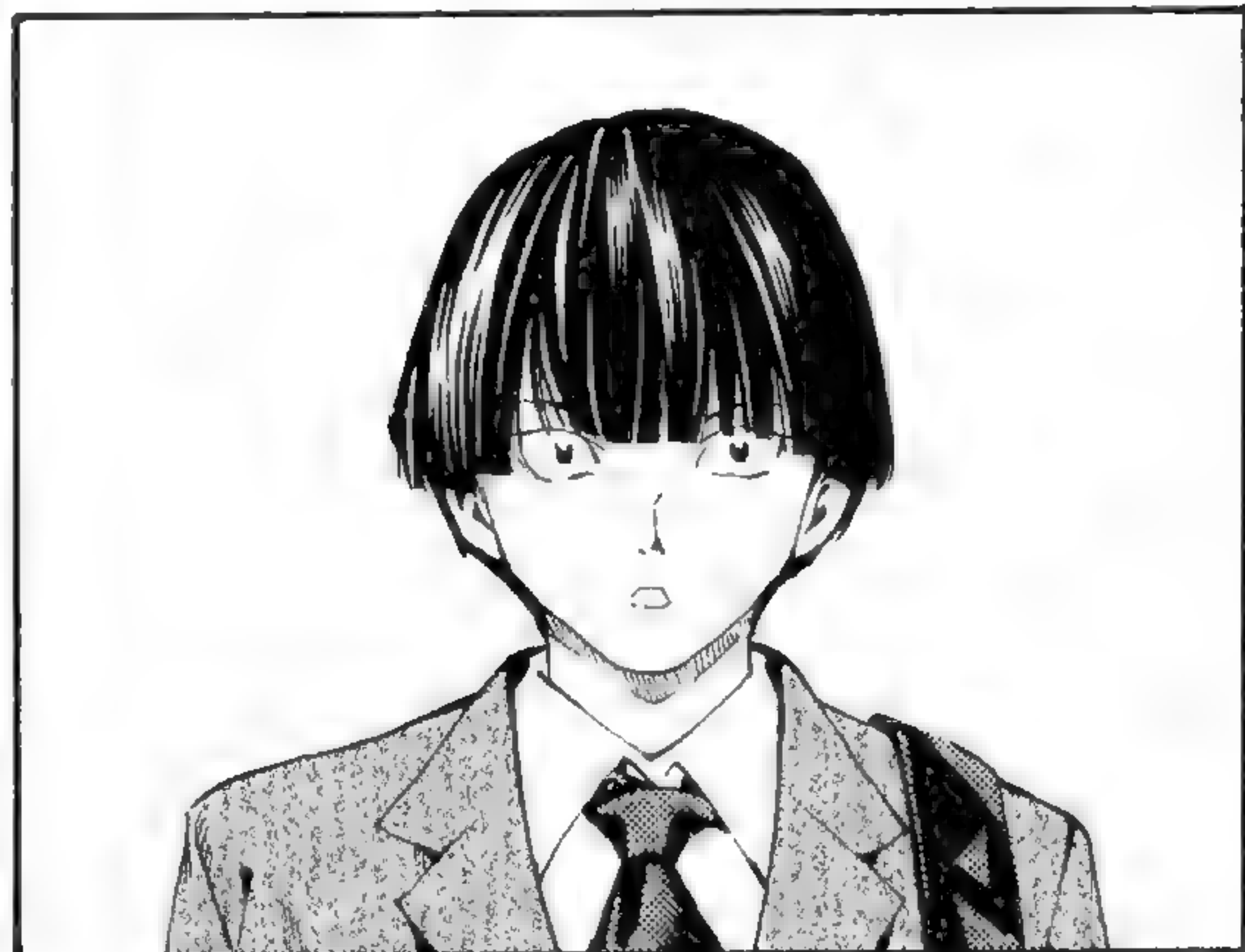


WHATEVER
KO YONG HA
THINKS OF HIM-
SELF, HE'D BE NO
MATCH FOR
SHUSAKU!
TOO BAD THEY
CAN'T PLAY EACH
OTHER!

WHAT?



HE OPENLY
DISMISSED
SHUSAKU
JUST
RECENTLY.



...I'LL
SHOW
HIM...

BUT...

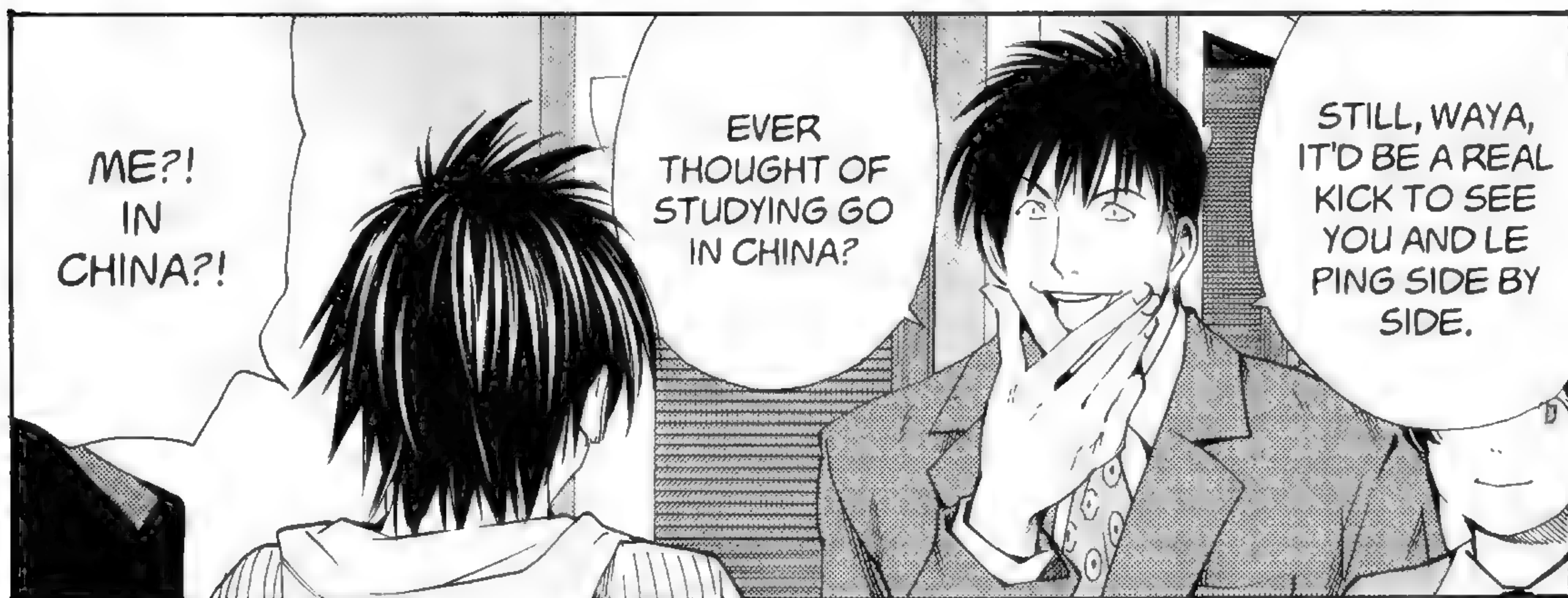


WAIT, SHINDO!
WHAT'RE YOU
TALKING
ABOUT?











AH!
YANG HAI!
YOU'RE
JUST THE
MAN!



YEAH?
WOW!
THAT'S
GREAT!

WE CAN
GO TO-
GETHER
AND
SHARE A
HOTEL
ROOM.



LE PING
WILL BE
THRILLED
TOO!

WHAT'RE YOU
TALKING ABOUT,
YANG HAI?



I REALLY
NEED A
JAPANESE-
CHINESE-
KOREAN
INTERPRETER!

GEEZ,
YANG HAI!
BYGONES,
OKAY?

YEAH,
KURATA?
FOR
WHAT,
MAY I
ASK?



LE PING!

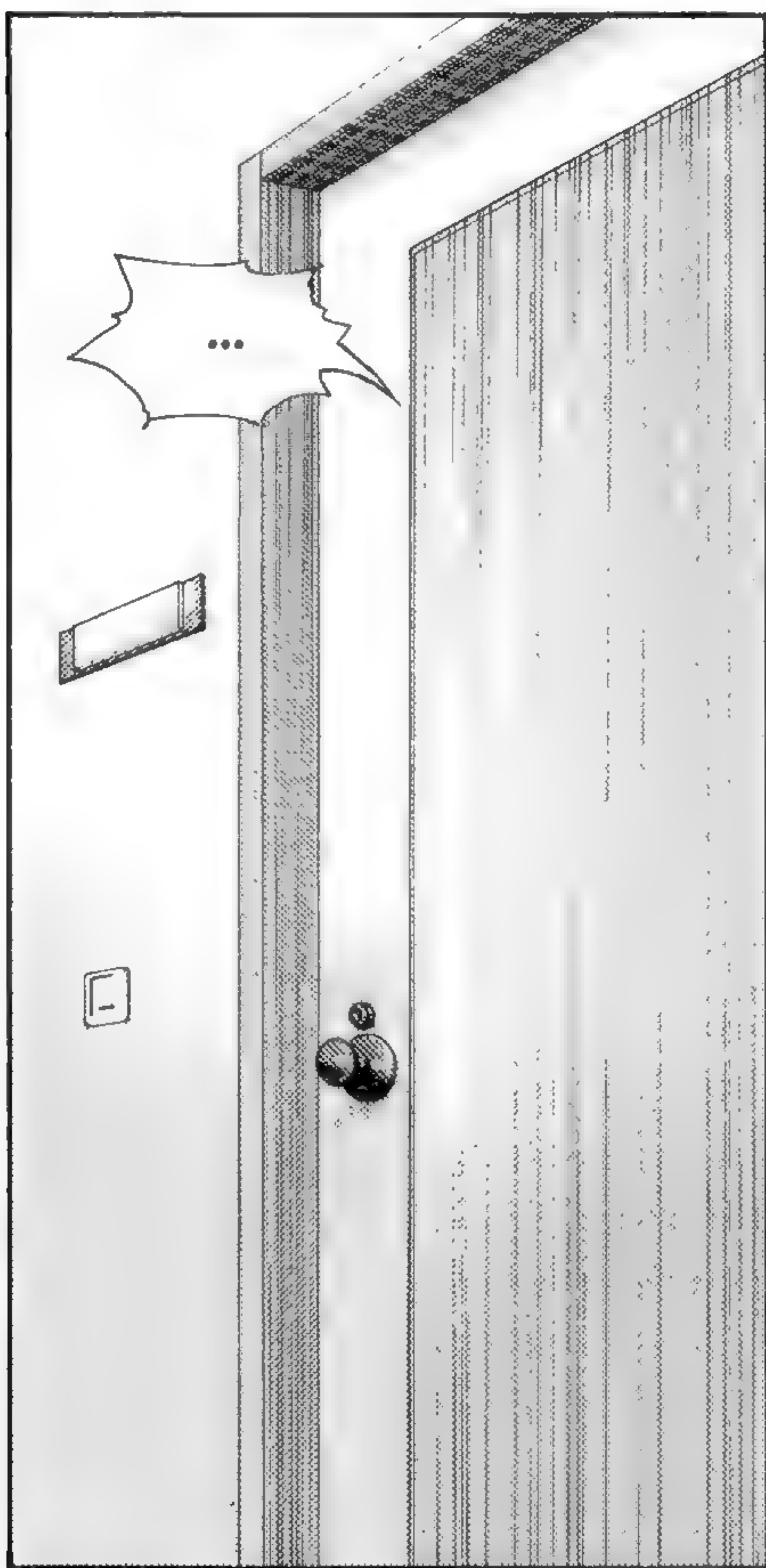


CUTE,
KURATA!
STILL TRYING
TO GET MY
GOAT, I SEE...

?!

HEY,
LOOK...

I'LL BUY
YOU
DINNER!
CHINESE
OKAY?



WAIT, WHAT?
I NEVER SAID...

...ANYTHING OF
THE SORT.





HMM... MAYBE
I DID SAY...

HUH?!

SO AFTER I SET HIM
STRAIGHT ON THAT,
I ADDED, "THE REASON WHY
JAPAN ISN'T VERY STRONG
TODAY IS BECAUSE ITS
PLAYERS HAVEN'T LEARNED
ALL THEY SHOULD FROM
SHUSAKU AND THE OTHER
GREATS OF THE PAST."

THAT REPORTER ASKED
ME IF I KNEW OF
HON'INBO SHUSAKU.

I THOUGHT, WHAT
A LAME QUESTION!
I'VE STUDIED NOT ONLY
SHUSAKU, BUT DOSAKU
AND JOWA TOO.

I MIGHT'VE
SAID SOMETHING
ALONG THE LINES
OF, "IF JAPAN
DOESN'T SHAPE UP,
PEOPLE MIGHT
START THINKING
SHUSAKU NEVER
REALLY
AMOUNTED TO
MUCH."

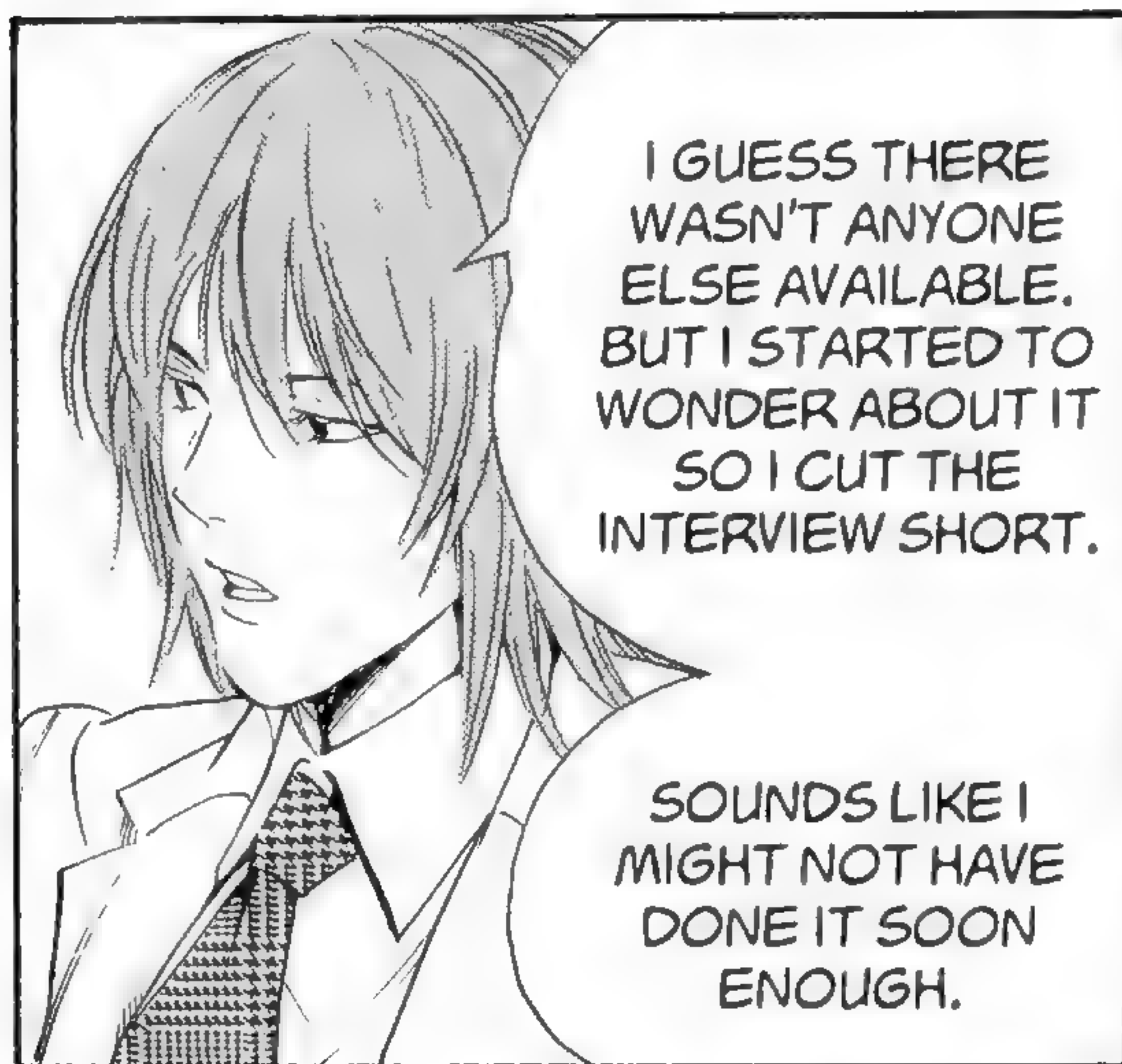
AND
THEN...?



THE GUY
INTERPRETING
DIDN'T SEEM
THAT GREAT AT
JAPANESE.



HMM...
SO HOW'S THAT
BAD-MOUTHING
SHUSAKU?

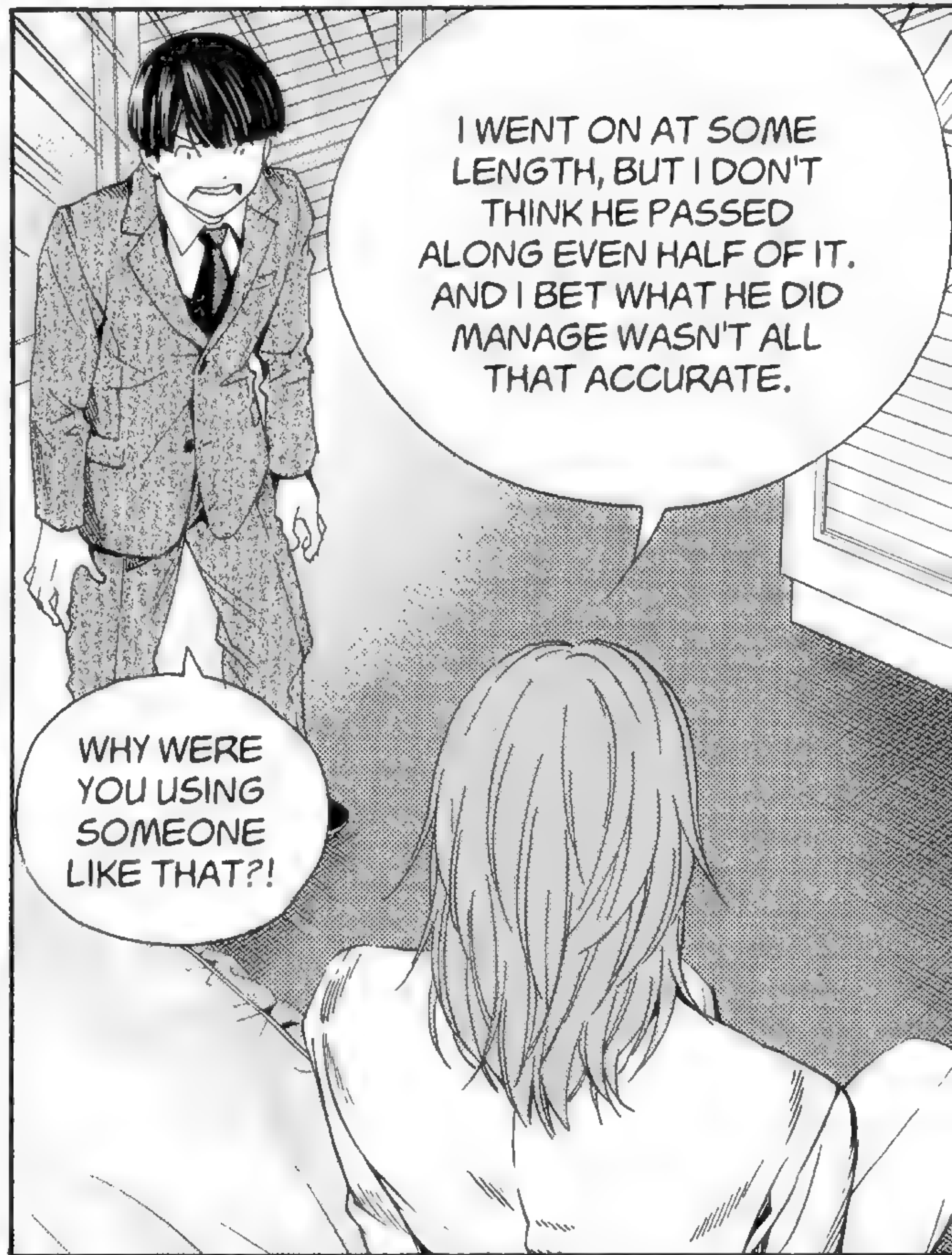


I GUESS THERE
WASN'T ANYONE
ELSE AVAILABLE.
BUT I STARTED TO
WONDER ABOUT IT
SO I CUT THE
INTERVIEW SHORT.

SOUNDS LIKE I
MIGHT NOT HAVE
DONE IT SOON
ENOUGH.



I'D SAY YOU'RE
RIGHT ABOUT
THAT.



I WENT ON AT SOME
LENGTH, BUT I DON'T
THINK HE PASSED
ALONG EVEN HALF OF IT.
AND I BET WHAT HE DID
MANAGE WASN'T ALL
THAT ACCURATE.

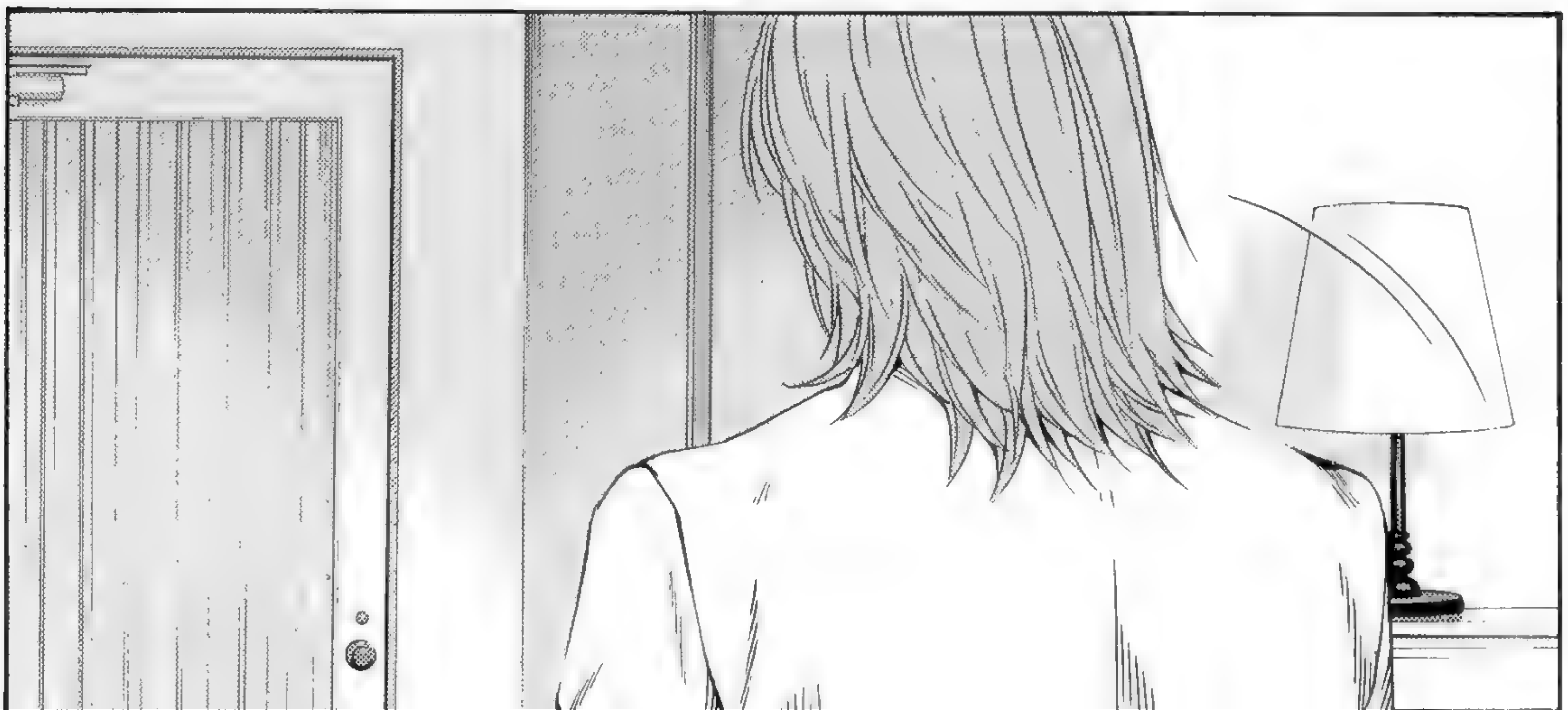
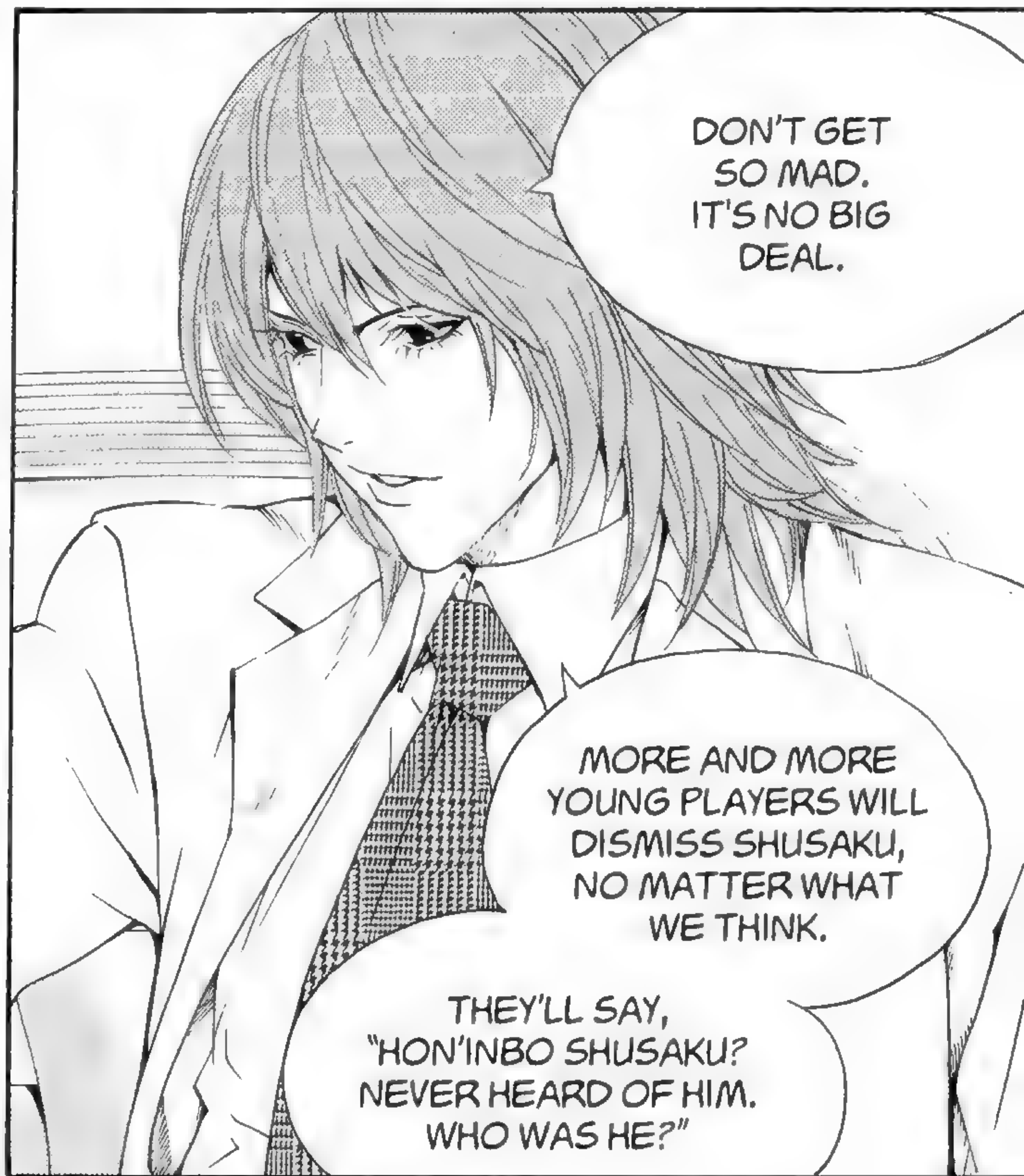
WHY WERE
YOU USING
SOMEONE
LIKE THAT?!



WELL, I'D BETTER
GO TELL SHINDO.
HE'S REALLY WORKED
UP ABOUT IT.

SUYONG...







A WORD ABOUT HIKARU NO GO

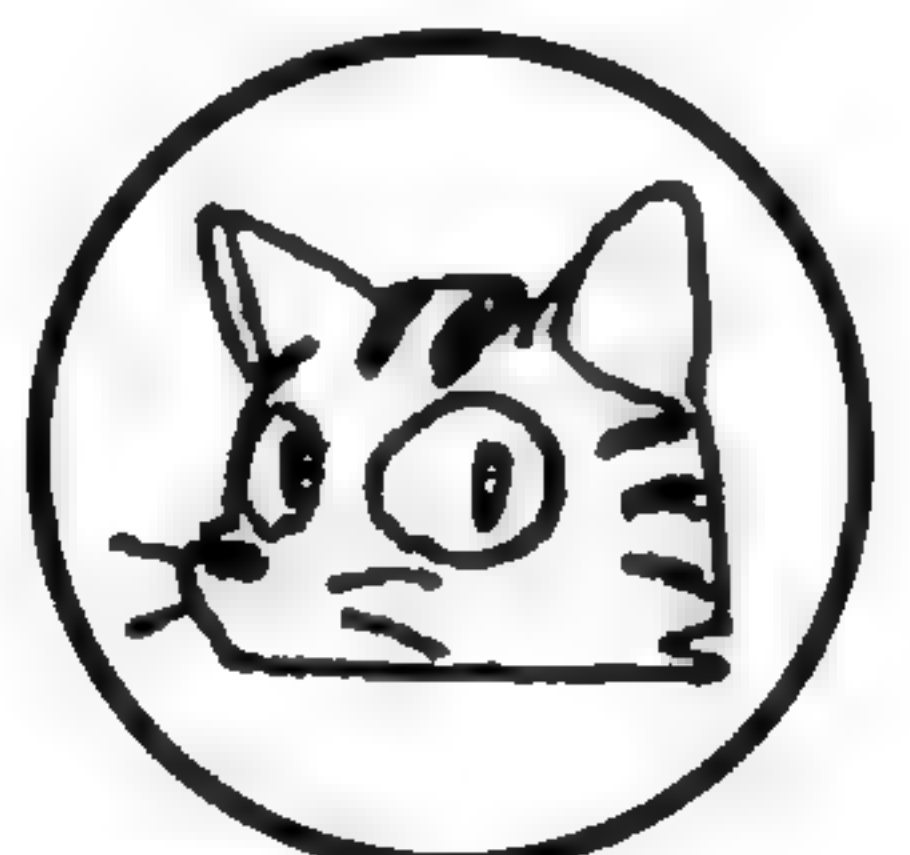
THE CHINESE LEAGUE



THE ABOVE IS A PANEL FROM GAME 143.

SOON AFTER GAME 143 APPEARED IN *JUMP*, I WAS SURPRISED TO HEAR A REPORT IN THE NEWS THAT A JAPANESE GO PRO PLAYED FOR THE FIRST TIME IN THE CHINESE LEAGUE.

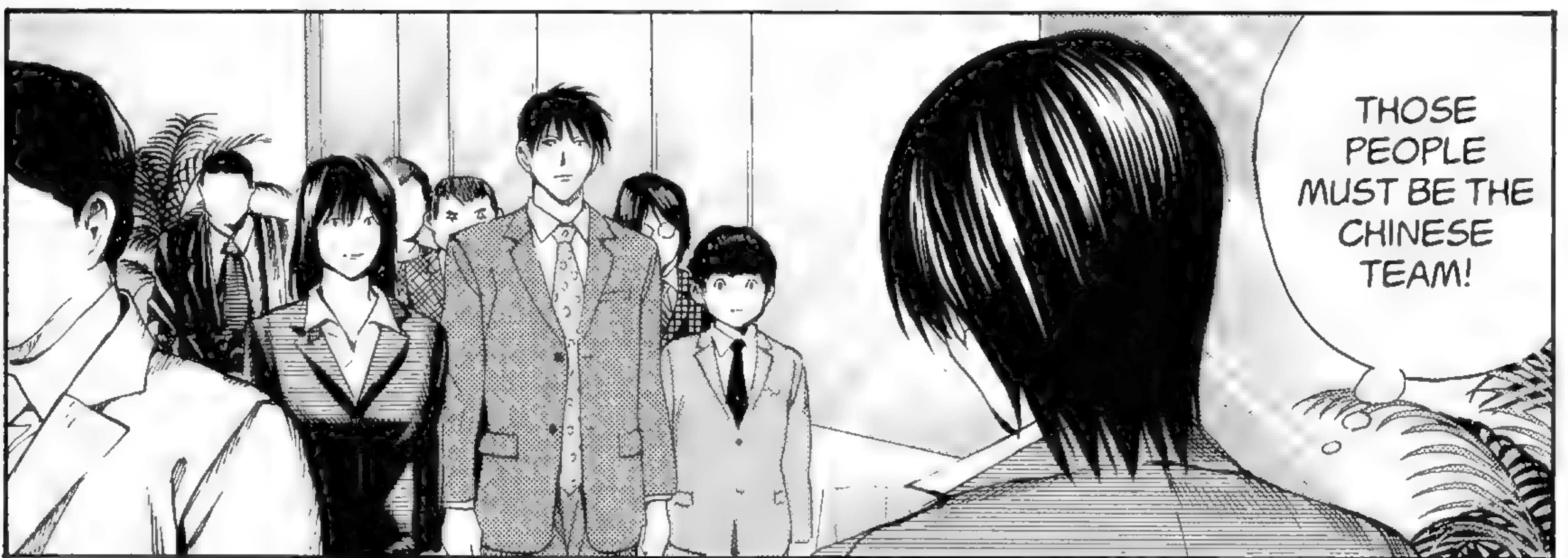
AFTER THAT ANOTHER JAPANESE PRO PARTICIPATED, SO THAT YEAR THERE WERE TWO JAPANESE PLAYERS. THE FOLLOWING YEAR, 2003, SAW SIX JAPANESE PLAYERS (TWO IN A LEAGUE, FOUR IN B LEAGUE) PLAYING IN THE CHINESE LEAGUE!



Game 176

“Provocation”

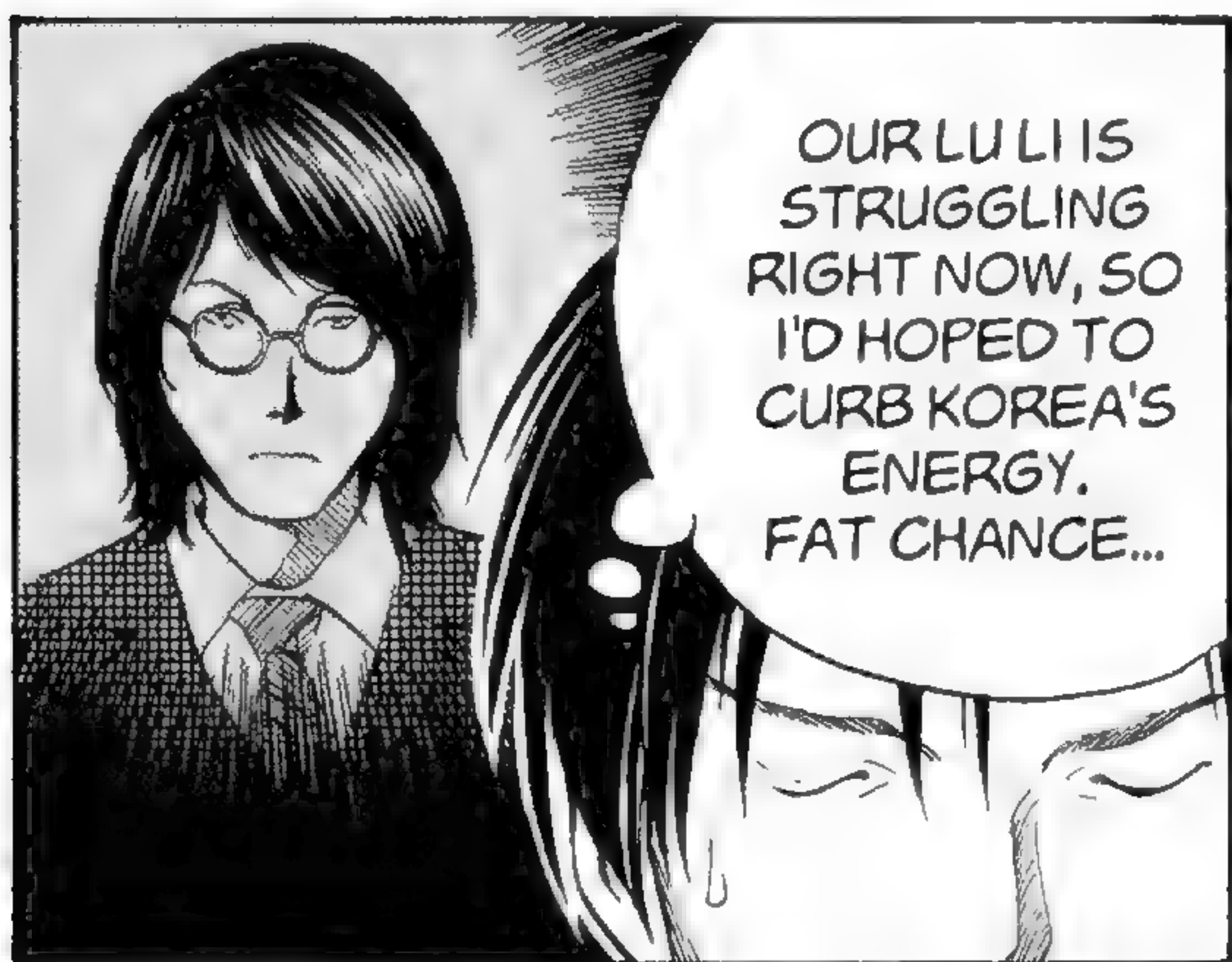


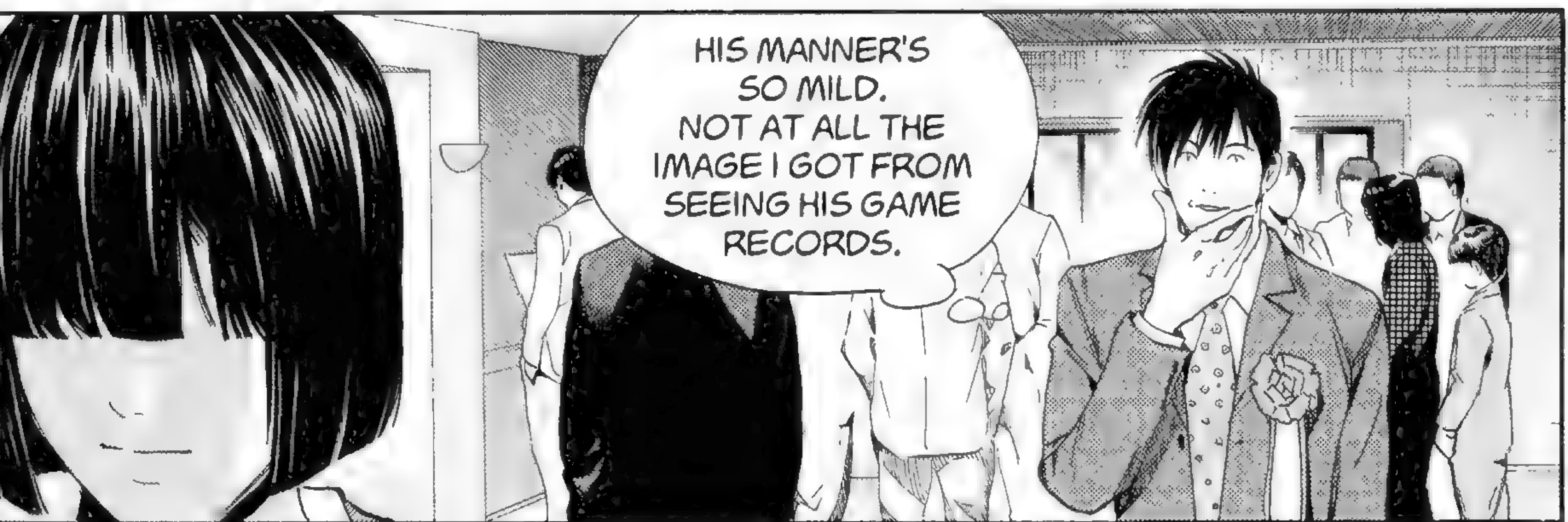


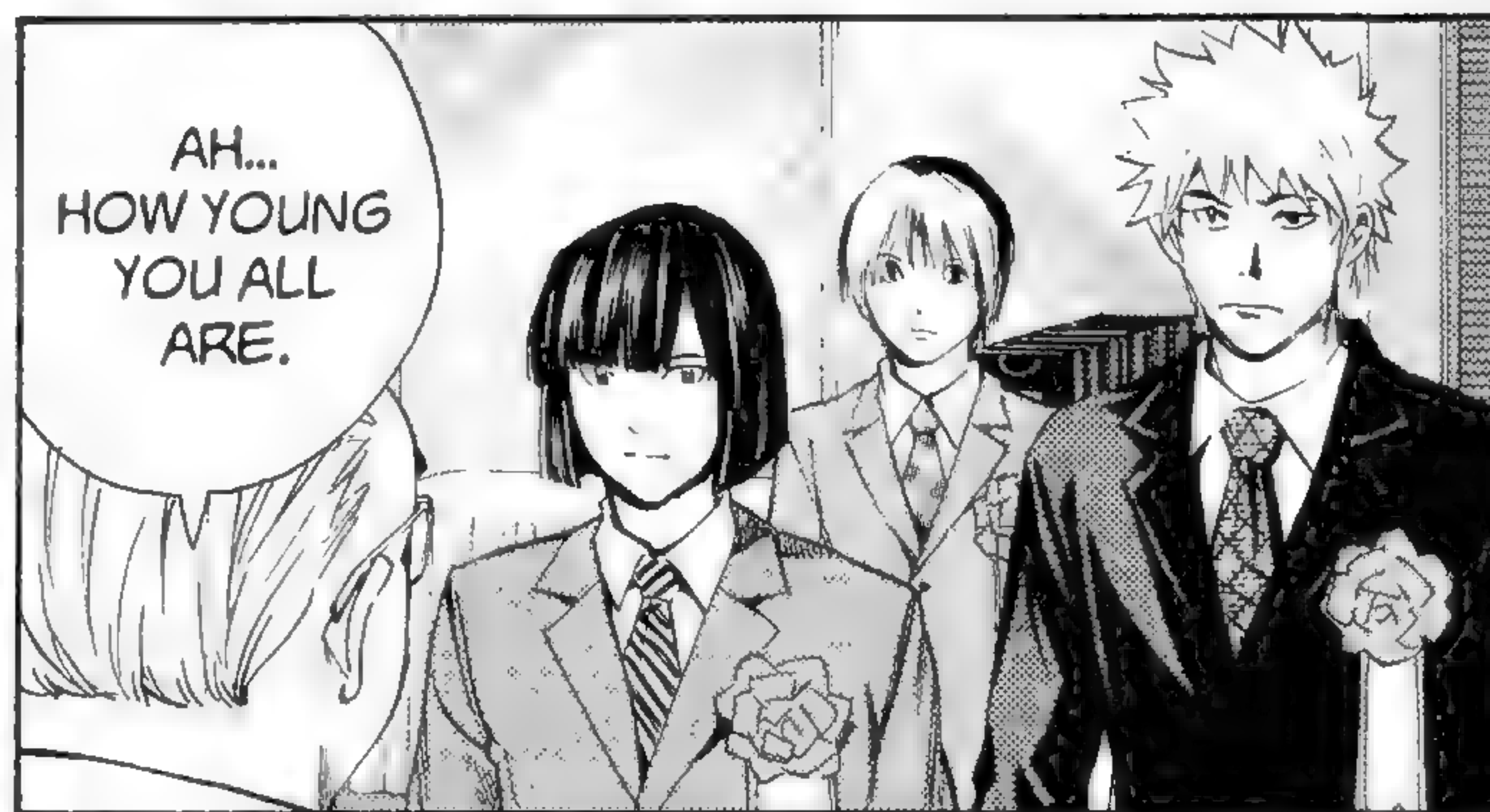










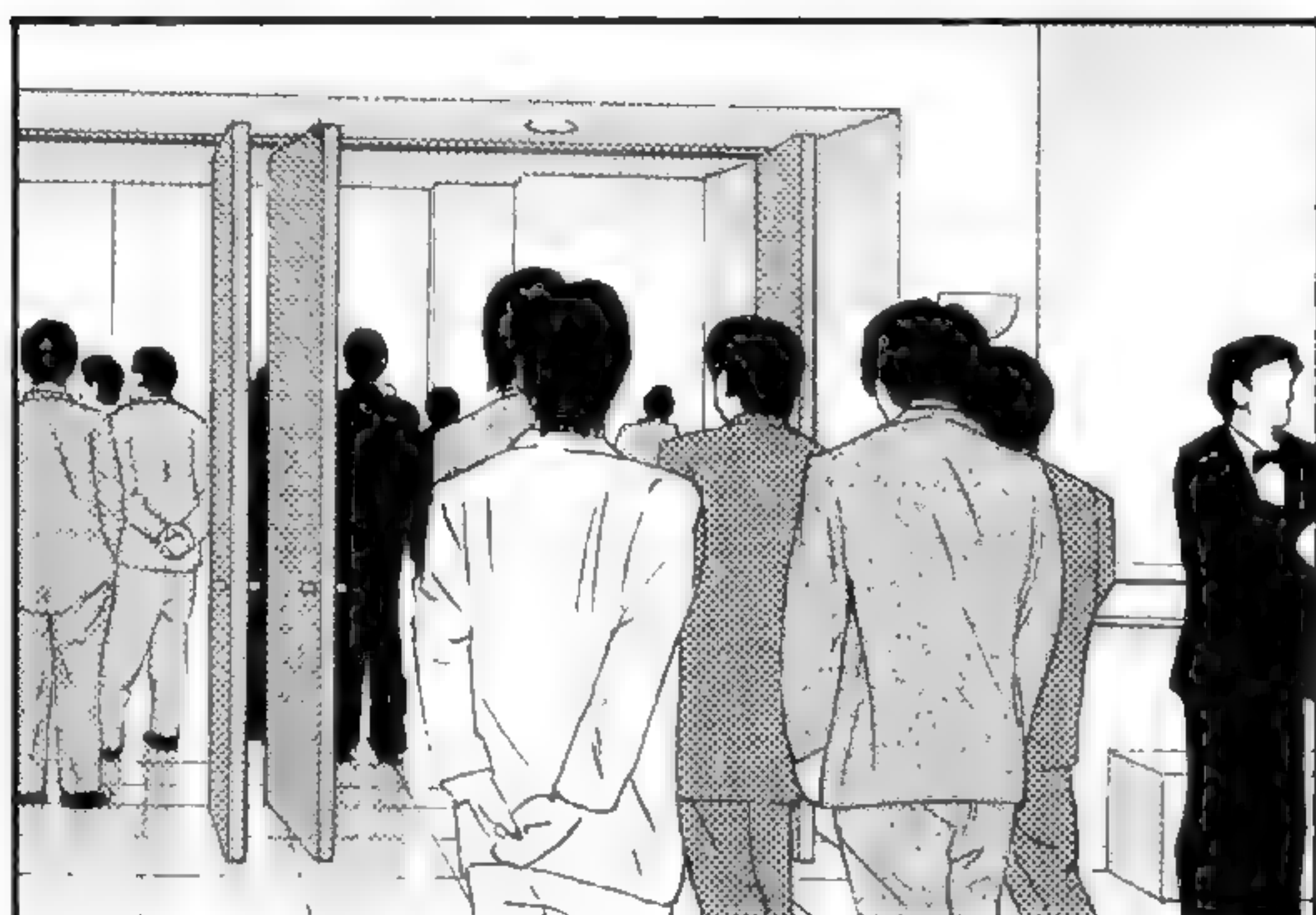


FINALLY HERE?
ABOUT TIME!

I DON'T SEE
SUYONG OR
KO YONG HA.
SUYONG SAID
HE'D CLEAR
THINGS UP,
BUT...

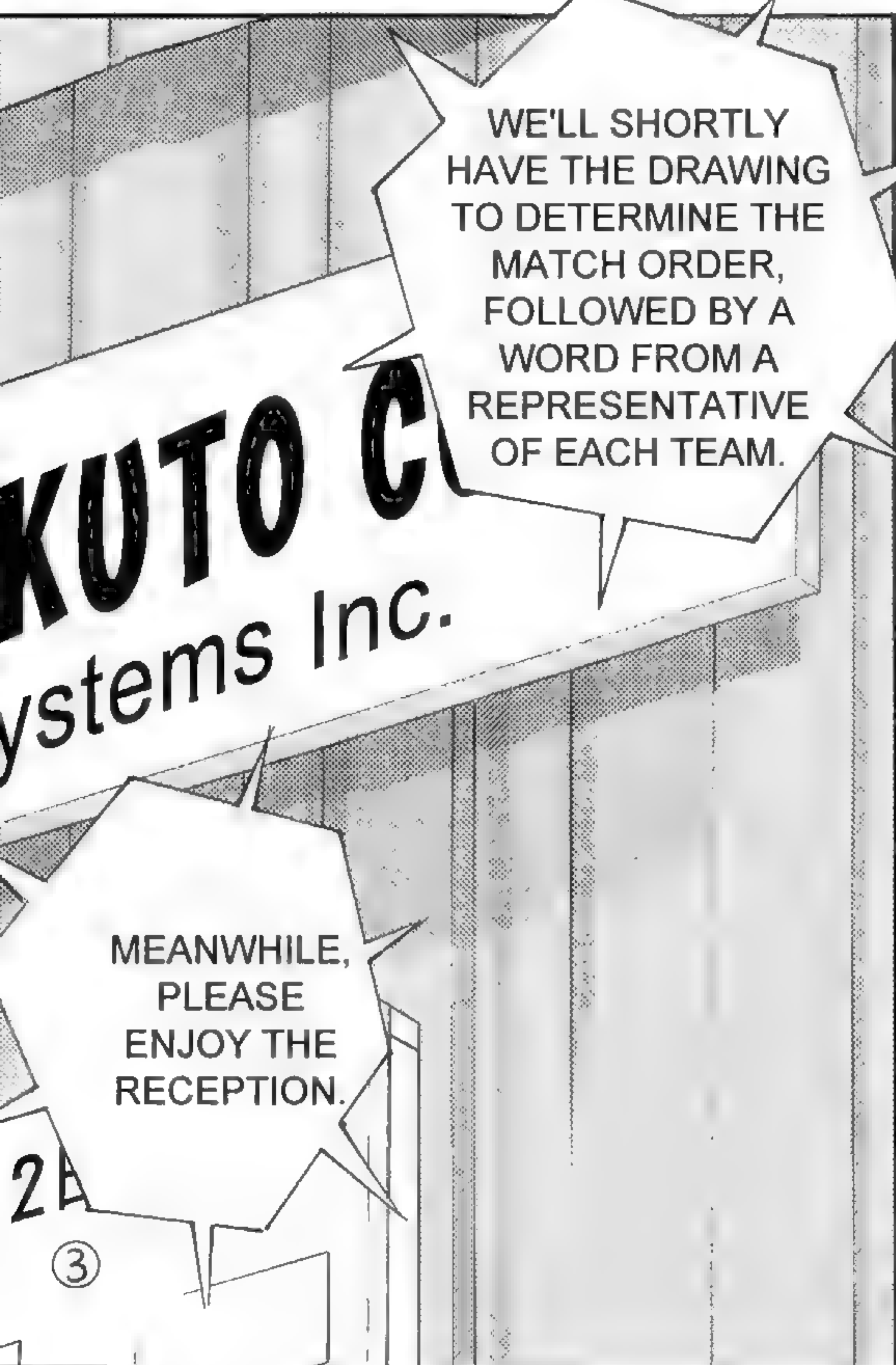
KO YONG HA!
SUYONG!





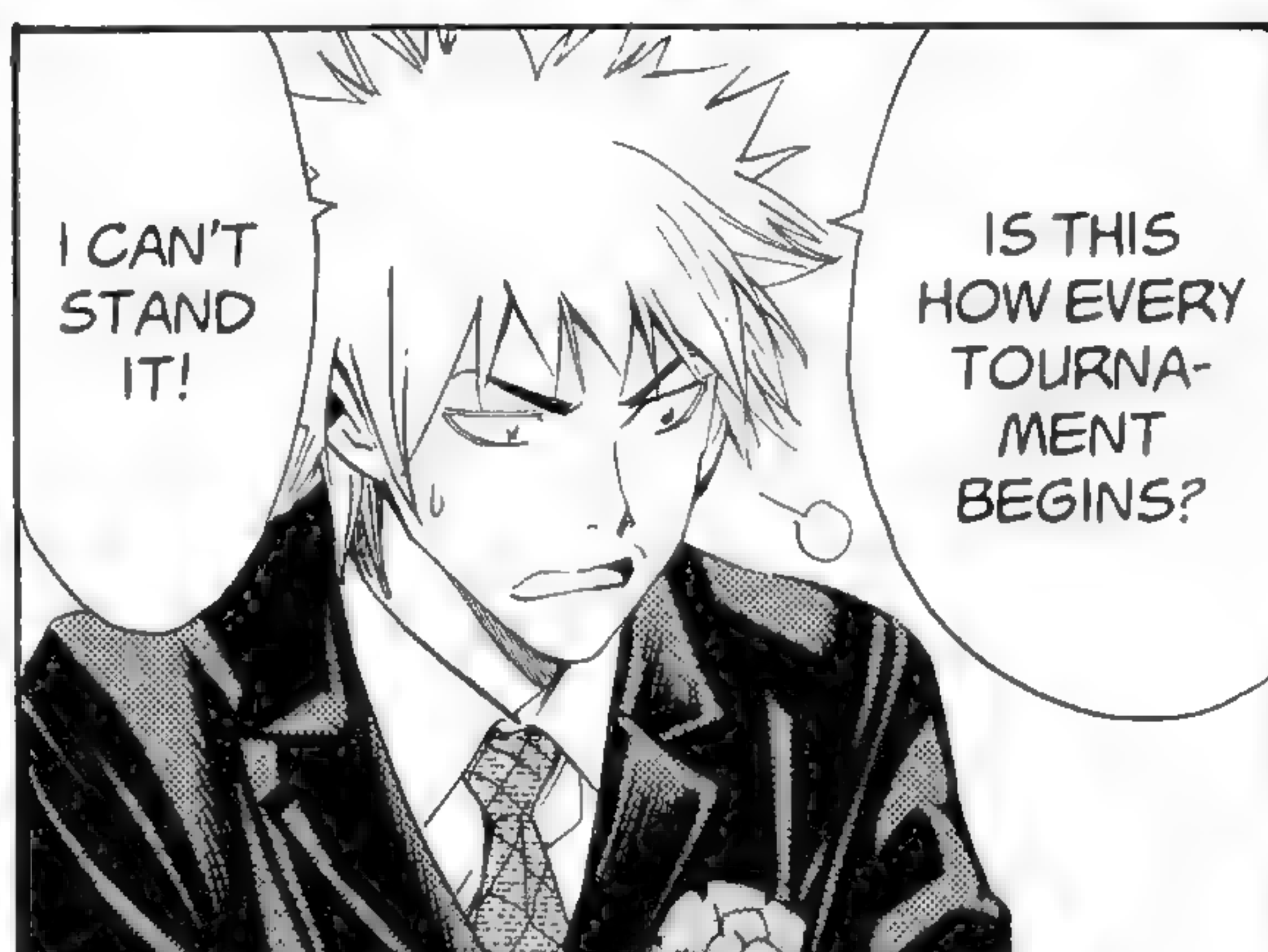
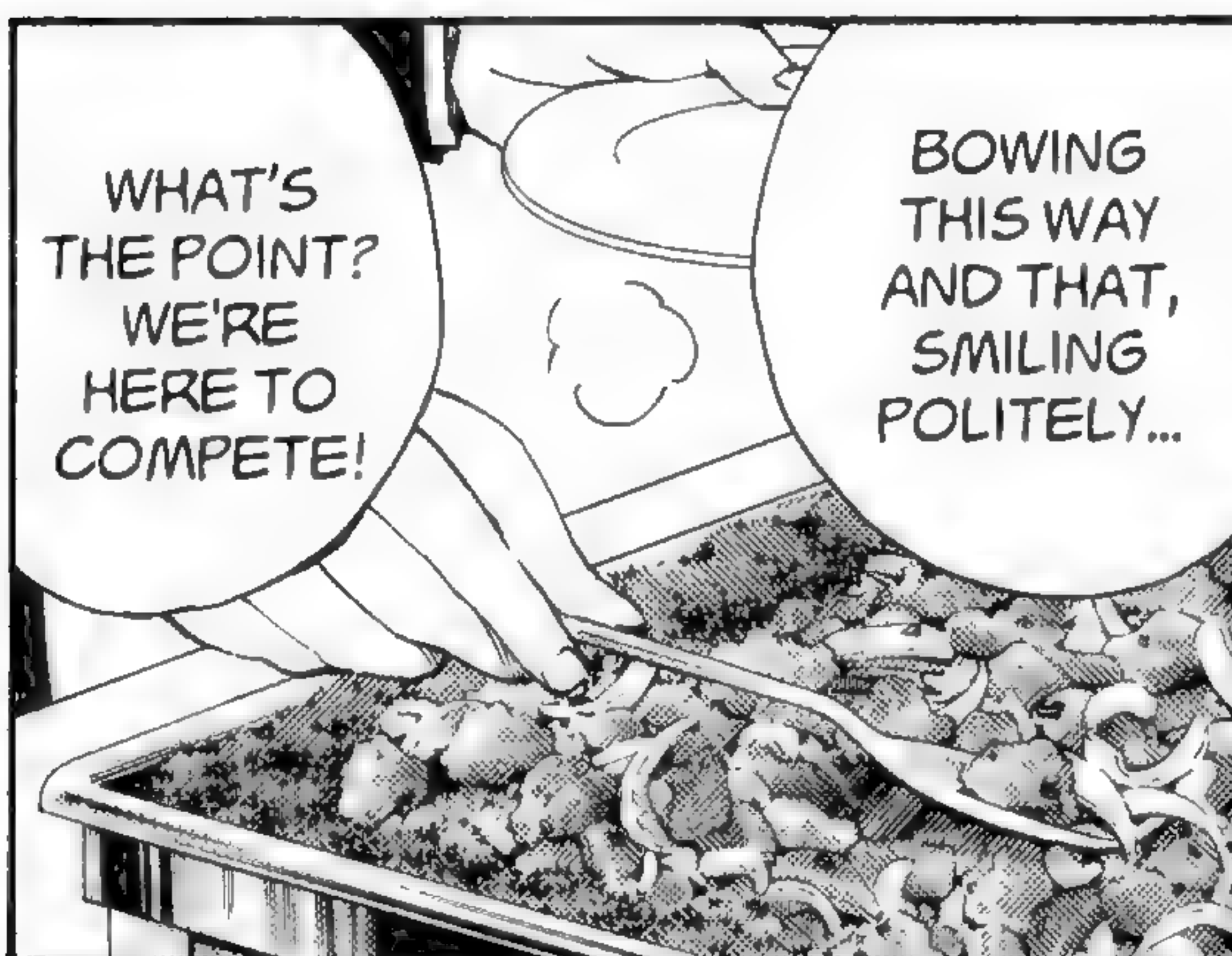
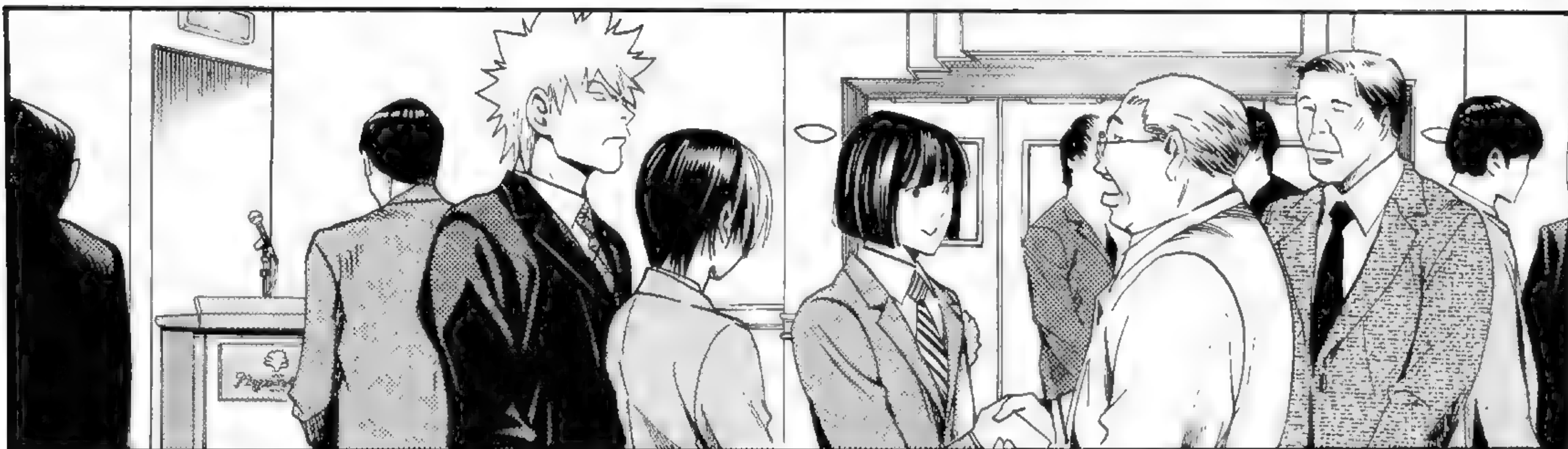


AND HERE TO
REPRESENT THE
TOURNAMENT SPONSOR
IS THE HEAD OF THE
TOURNAMENT PLANNING
COMMITTEE, THE
CHAIRMAN OF THE
BOARD OF HOKUTO
COMMUNICATION
SYSTEMS.

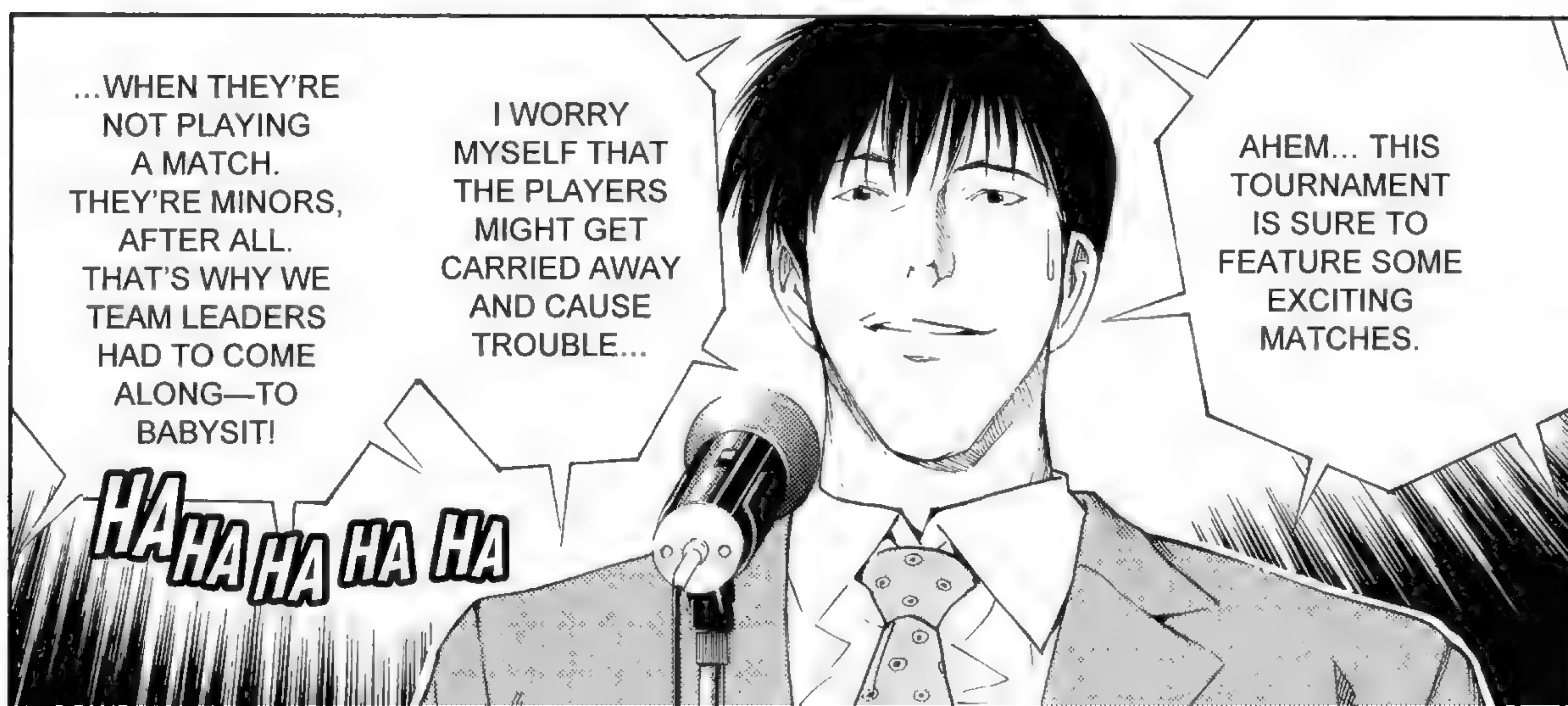
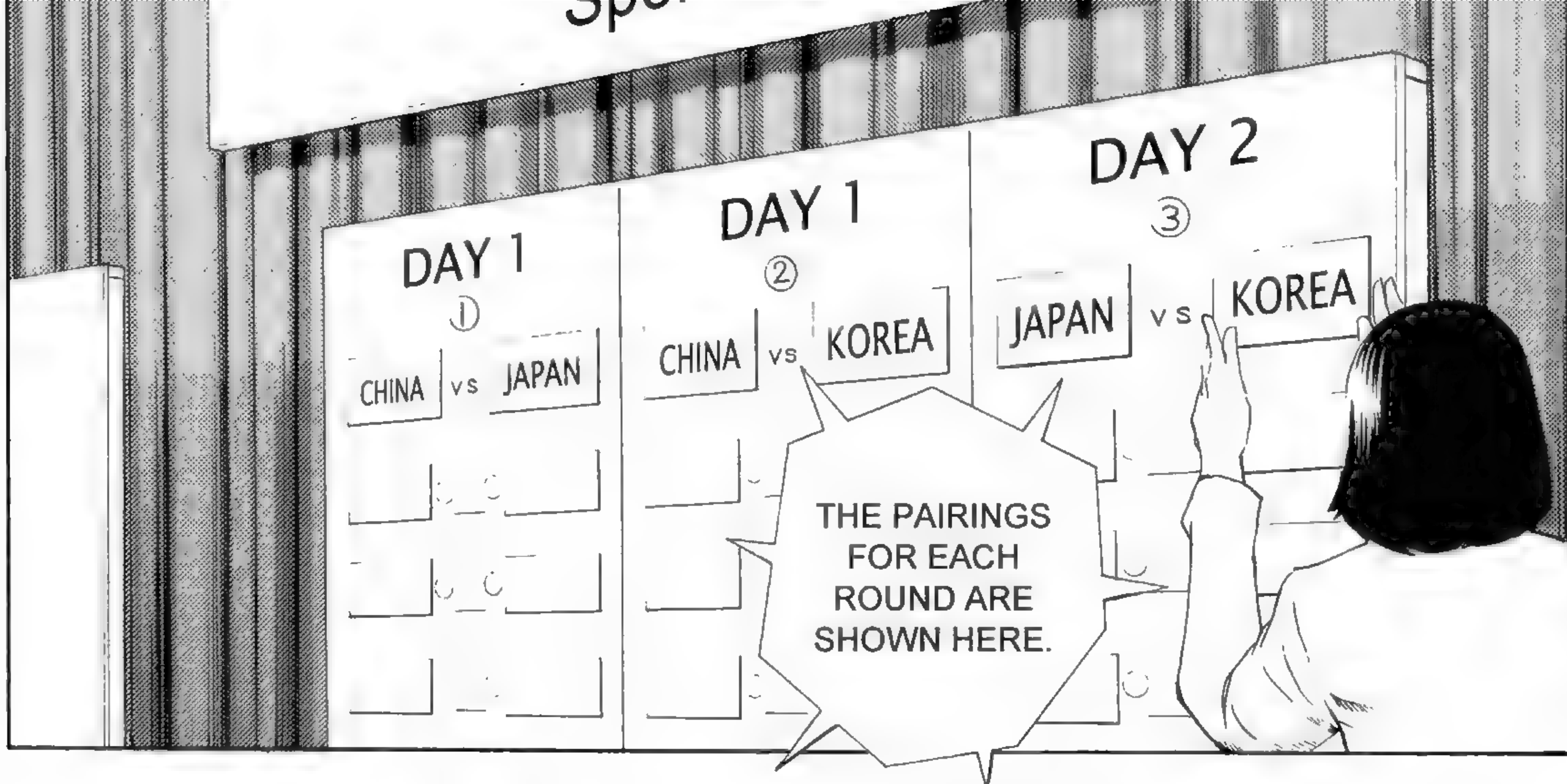


ON BEHALF
OF HOKUTO
COMMUNICA-
TION
SYSTEMS...

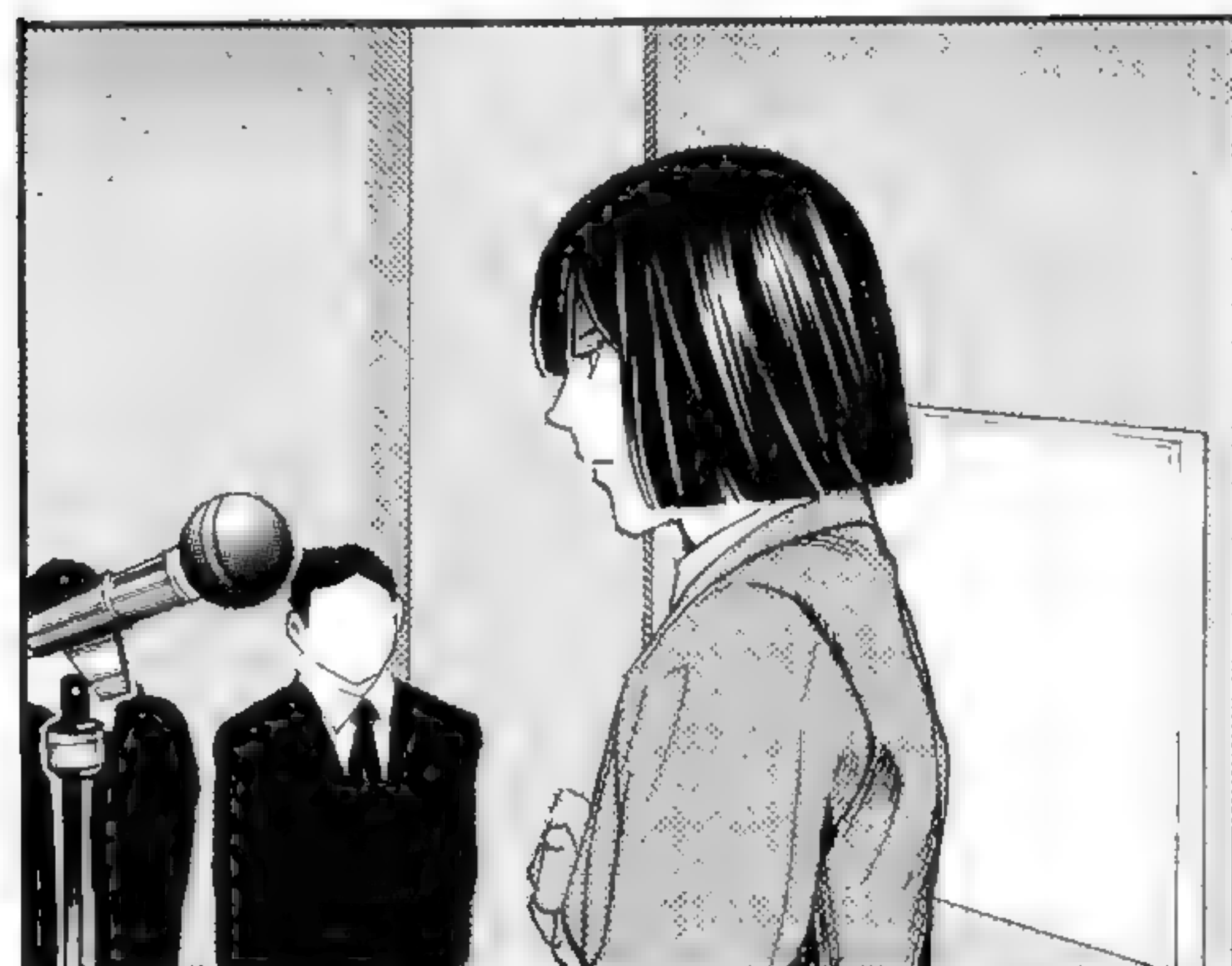
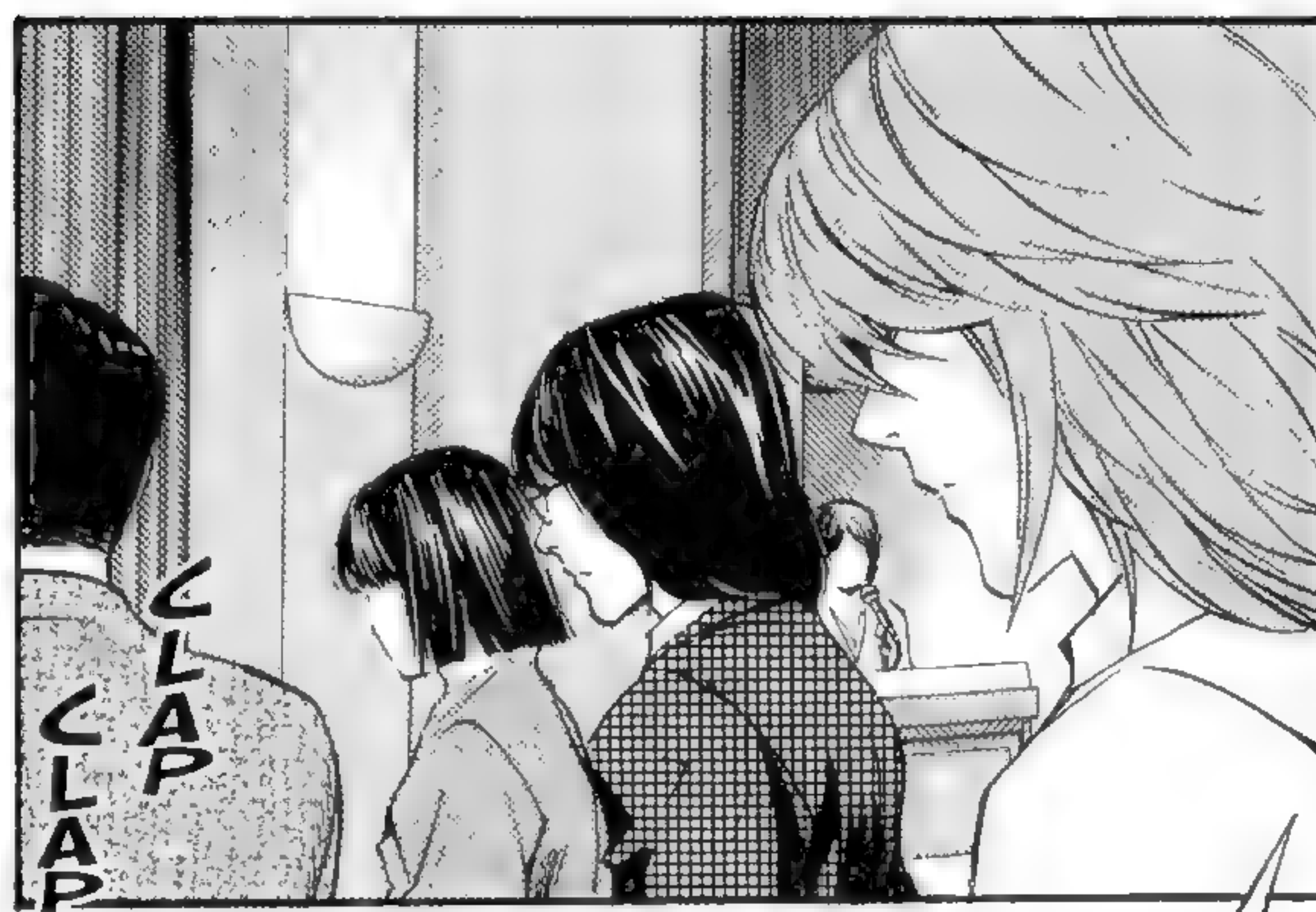
















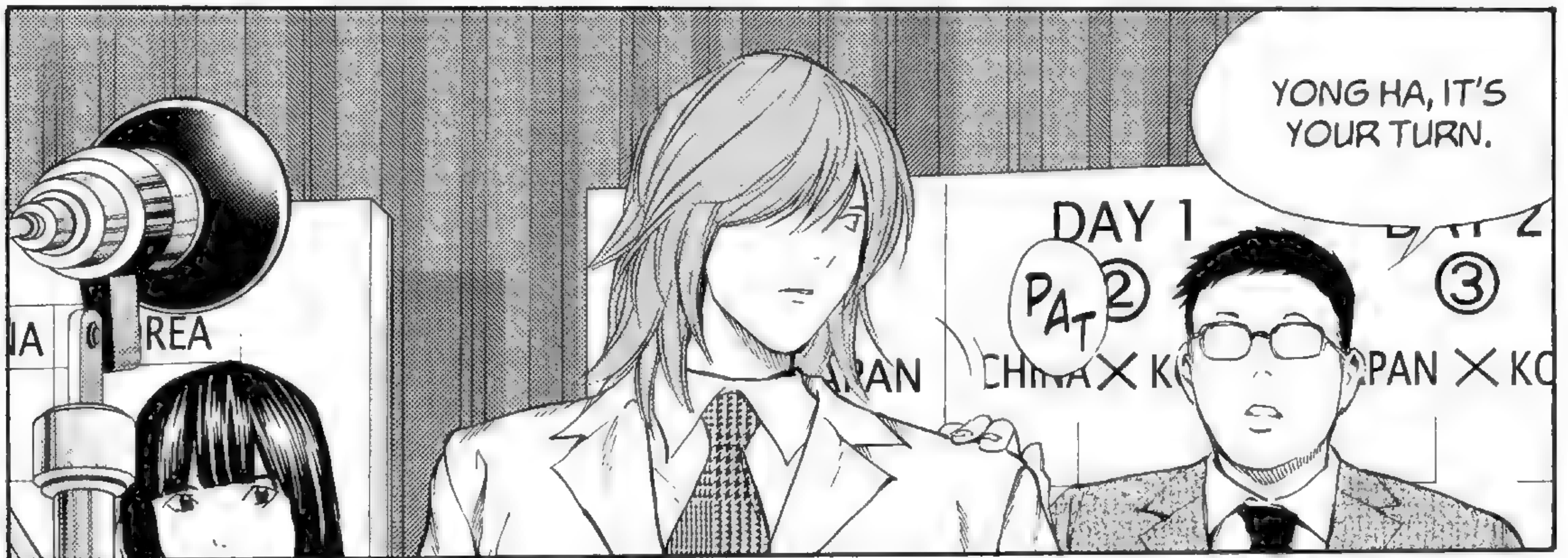
I'D LIKE TO GIVE HIM A REAL REASON...



NEXT WE HAVE KO YONG HA 3 DAN FROM KOREA.



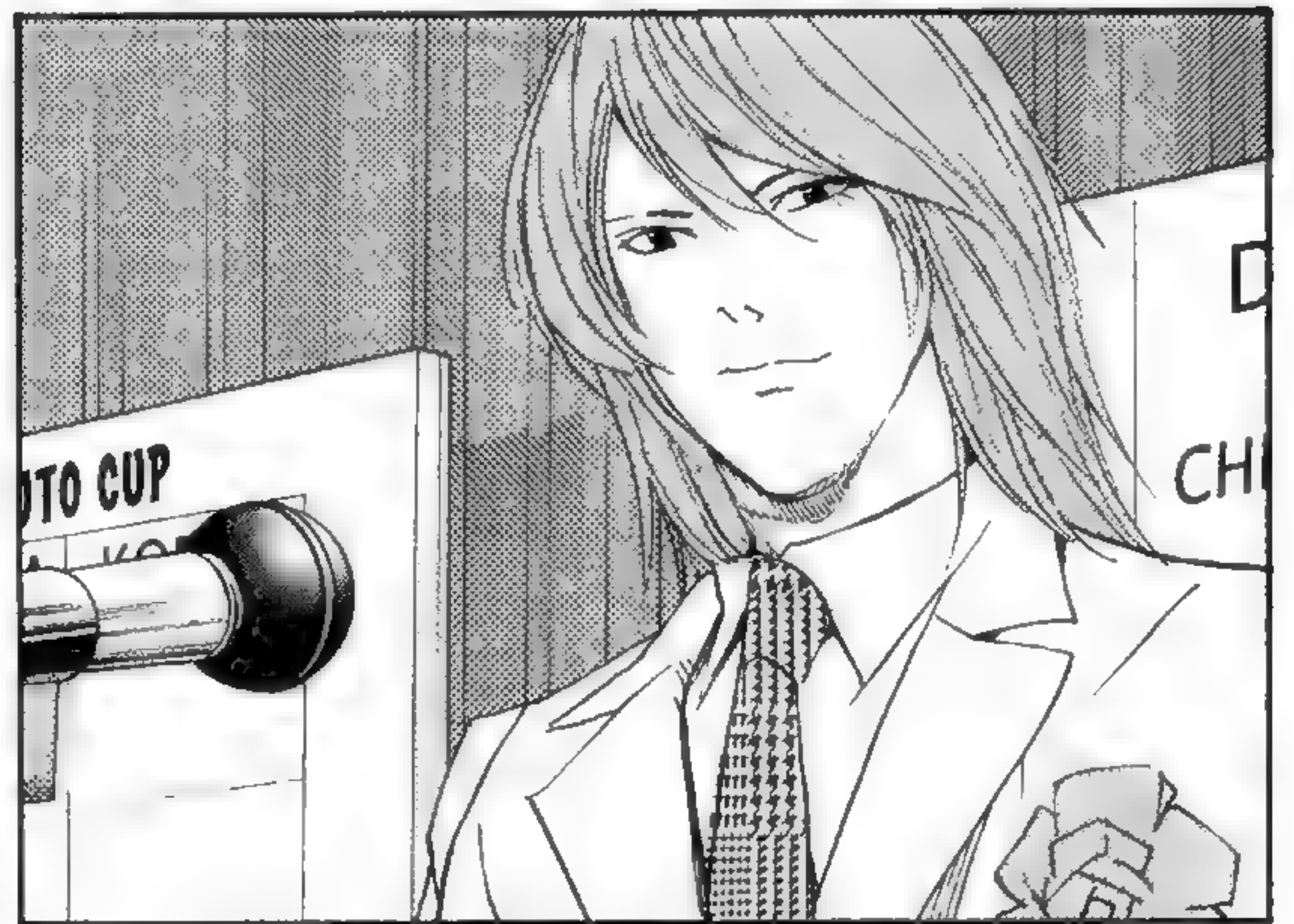
THE WAY SHINDO KEEPS GLARING AT ME...



YONG HA, IT'S YOUR TURN.



KO YONG HA...?



DID HE JUST MENTION SHUSAKU...?



SO YOU HOLD HON'INBO SHUSAKU IN GREAT ESTEEM...



SO LET ME SAY
THIS RIGHT
NOW—IF
SHUSAKU...

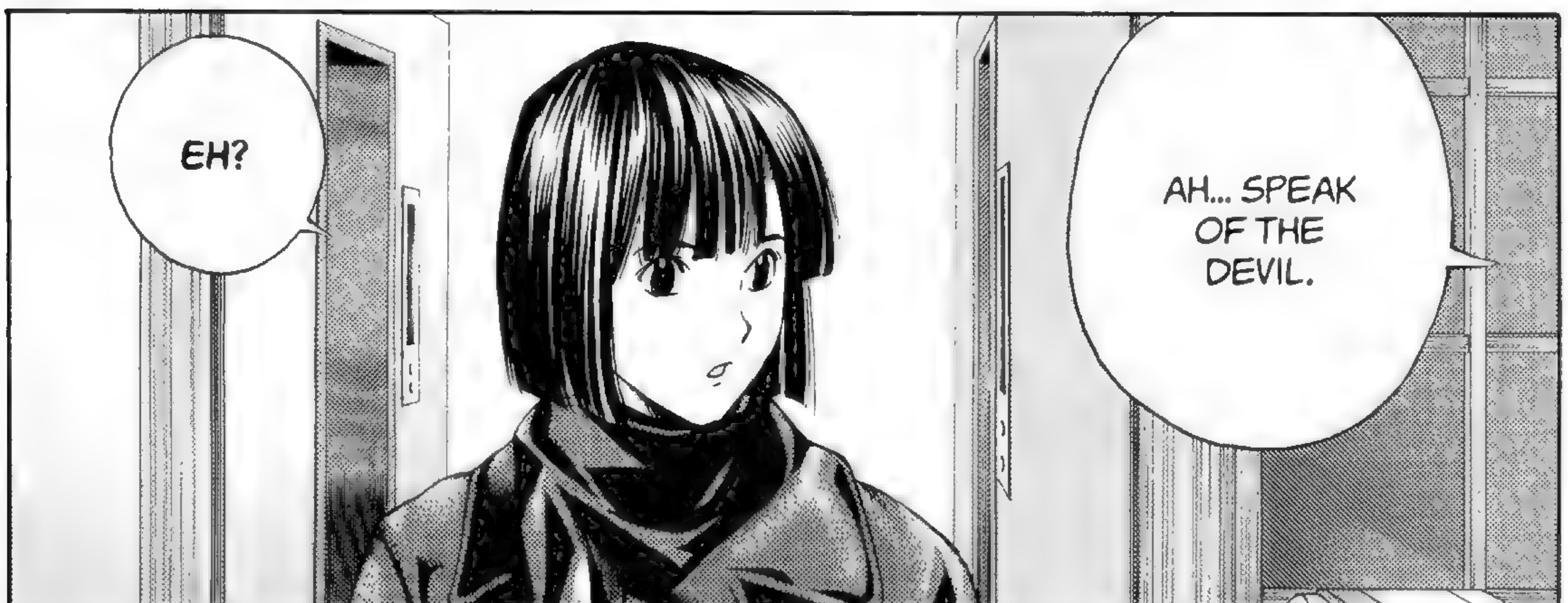
THE JAPAN CHINA
Sponsor: Hokuto Communication

...WERE TO
APPEAR HERE
TODAY, HE
WOULD BE NO
MATCH FOR
ME.



A WORD ABOUT HIKARU NO GO

KOREAN AND CHINESE




KOREAN HAS A DIFFERENT WRITING SYSTEM FROM THAT USED IN JAPANESE, BUT THE GRAMMAR IS THE SAME. CHINESE GRAMMAR IS DIFFERENT FROM JAPANESE GRAMMAR, BUT THEIR WRITING SYSTEMS USE SIMILAR KANJI CHARACTERS.

COMPARED TO ENGLISH, WHICH HAS BOTH DIFFERENT GRAMMAR AND A DIFFERENT WRITING SYSTEM FROM JAPANESE, THESE OTHER TWO LANGUAGES SHOULD BE EASY TO LEARN.

I'M HOPELESS AT ENGLISH, BUT I CAN SPEAK A LITTLE CANTONESE (WHICH IS SPOKEN IN GUANGZHOU AND HONG KONG).

OKAY THEN! NEXT I'LL LEARN KOREAN!



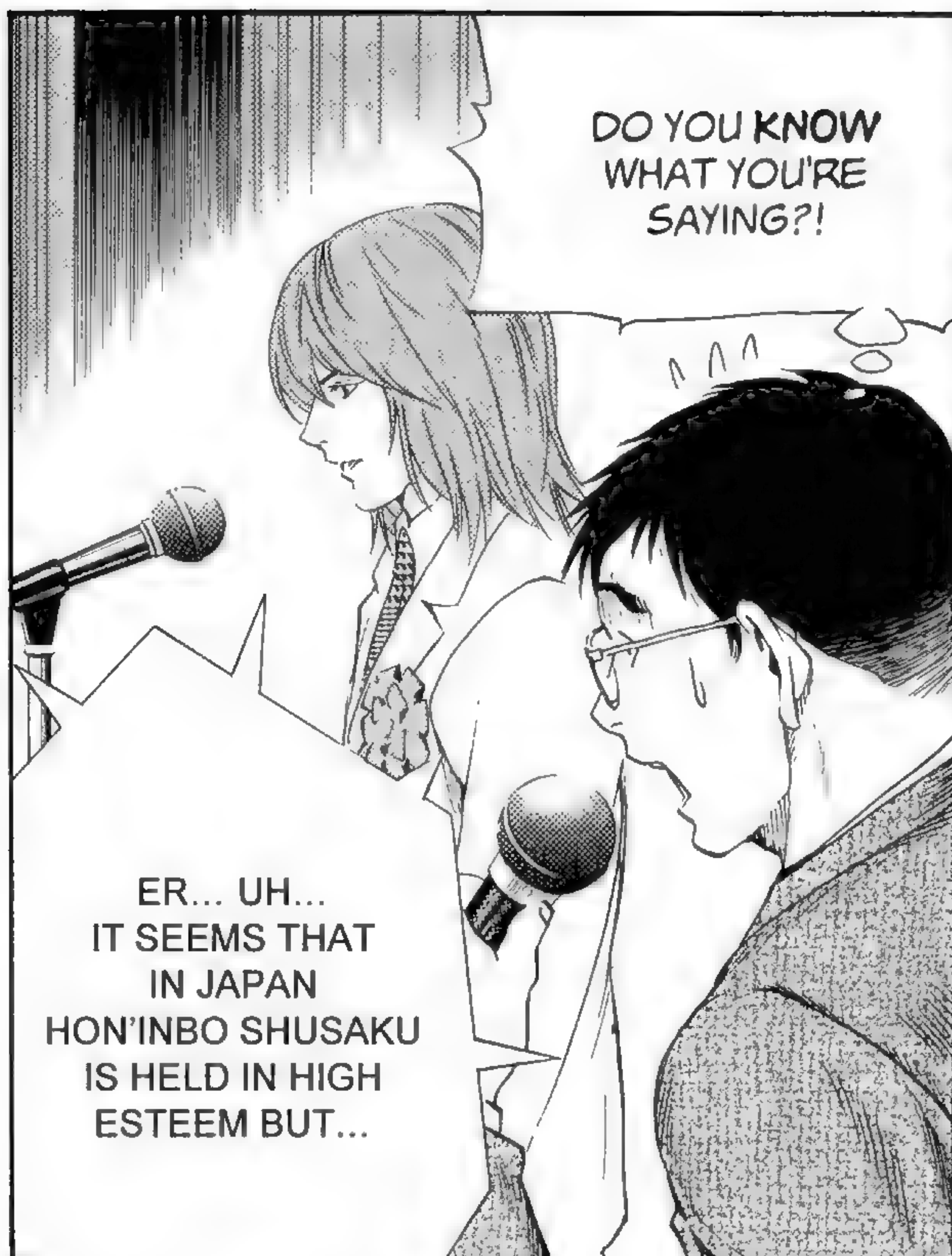


I'LL SAY
AGAIN THAT
IF SHUSAKU
WERE HERE
TODAY...

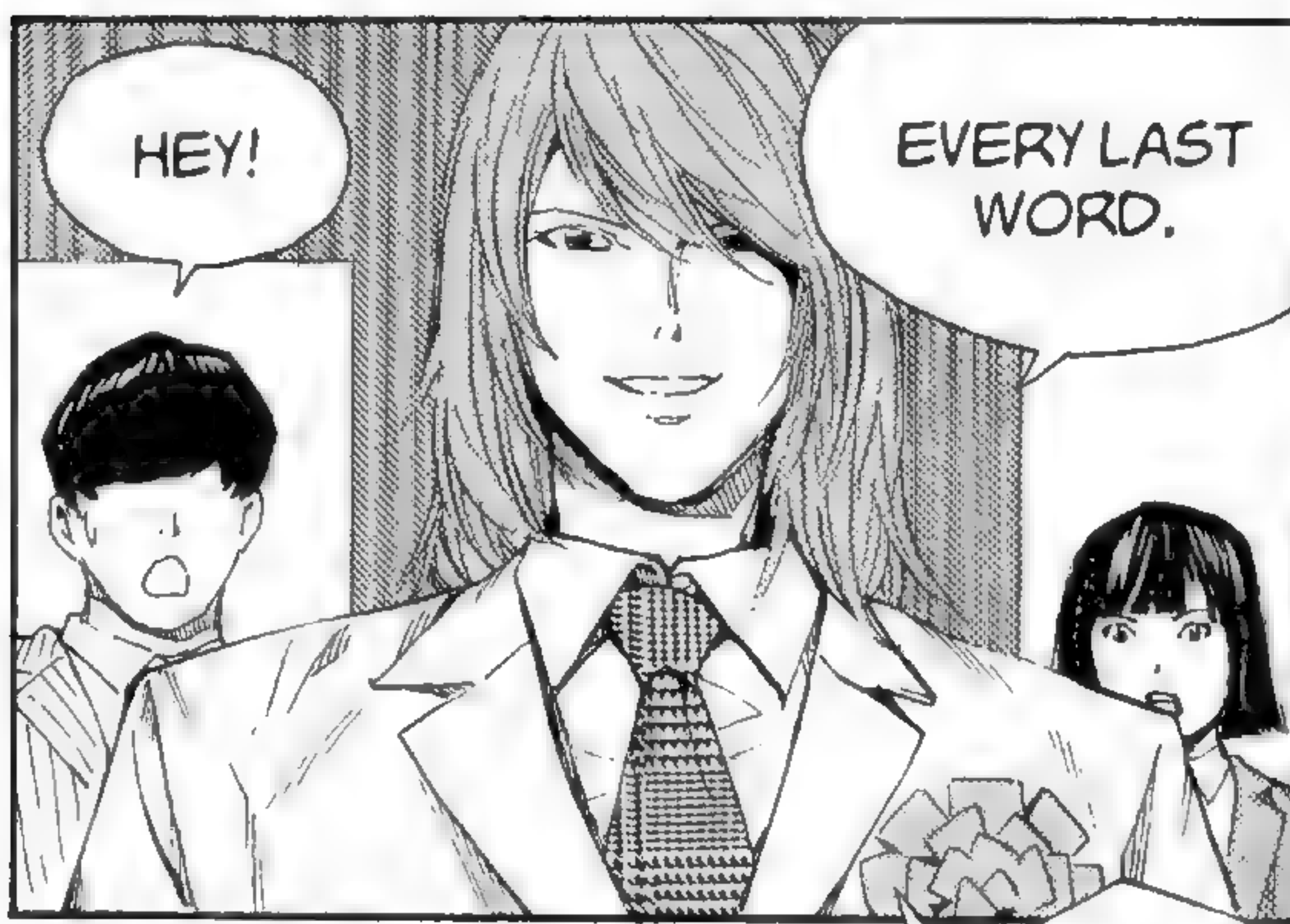
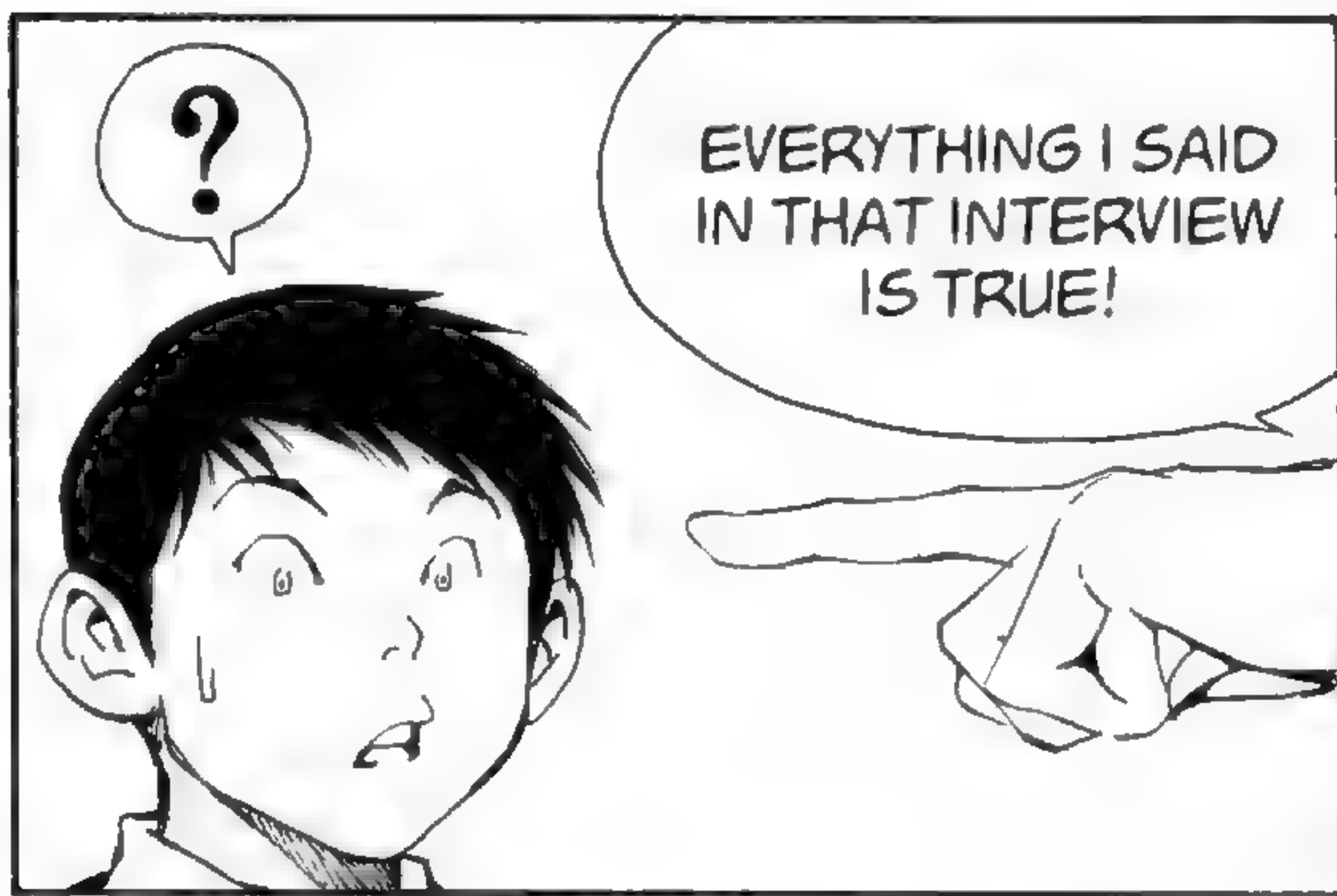
Game 177

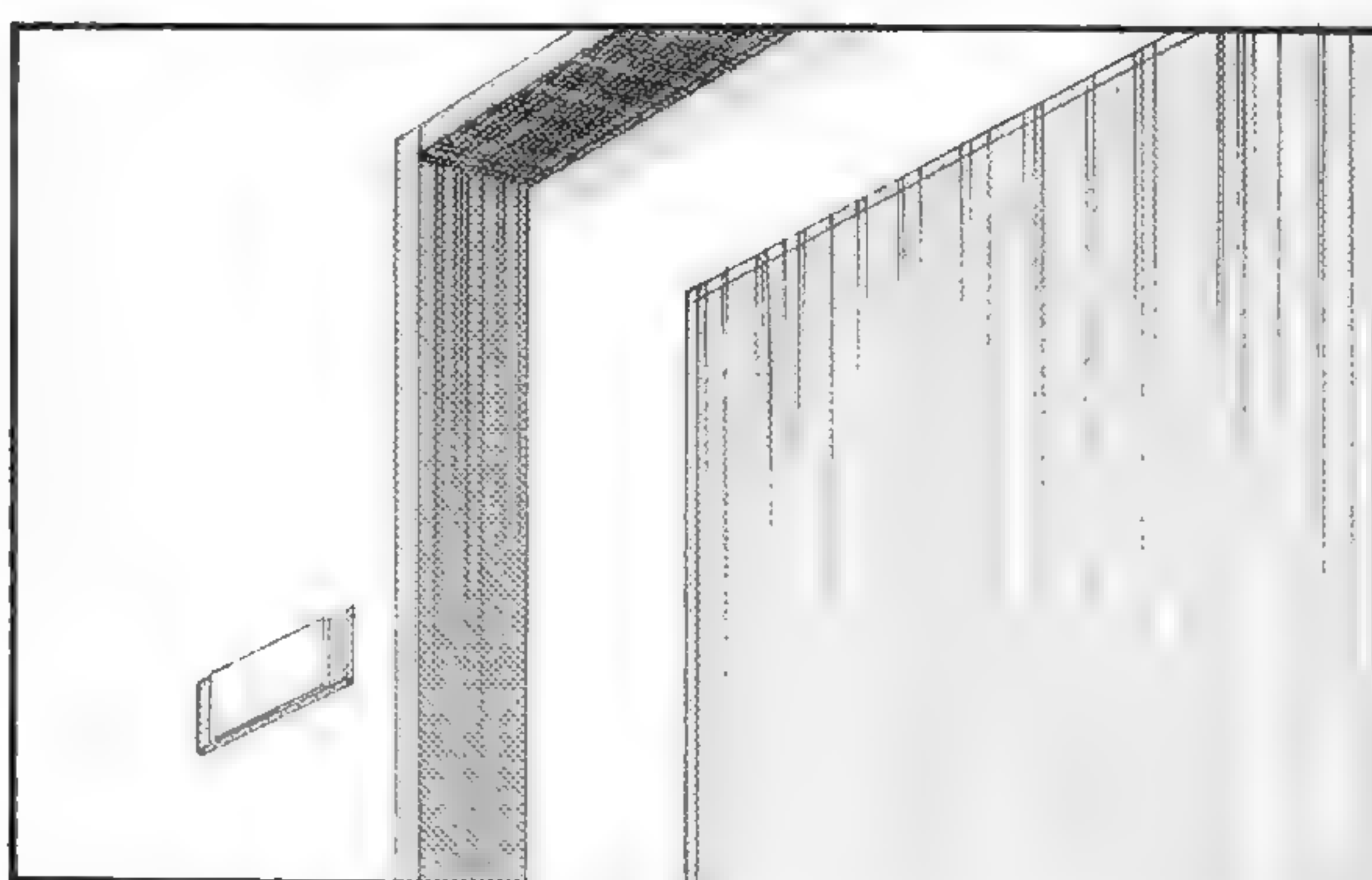
"Let Me Play First!"

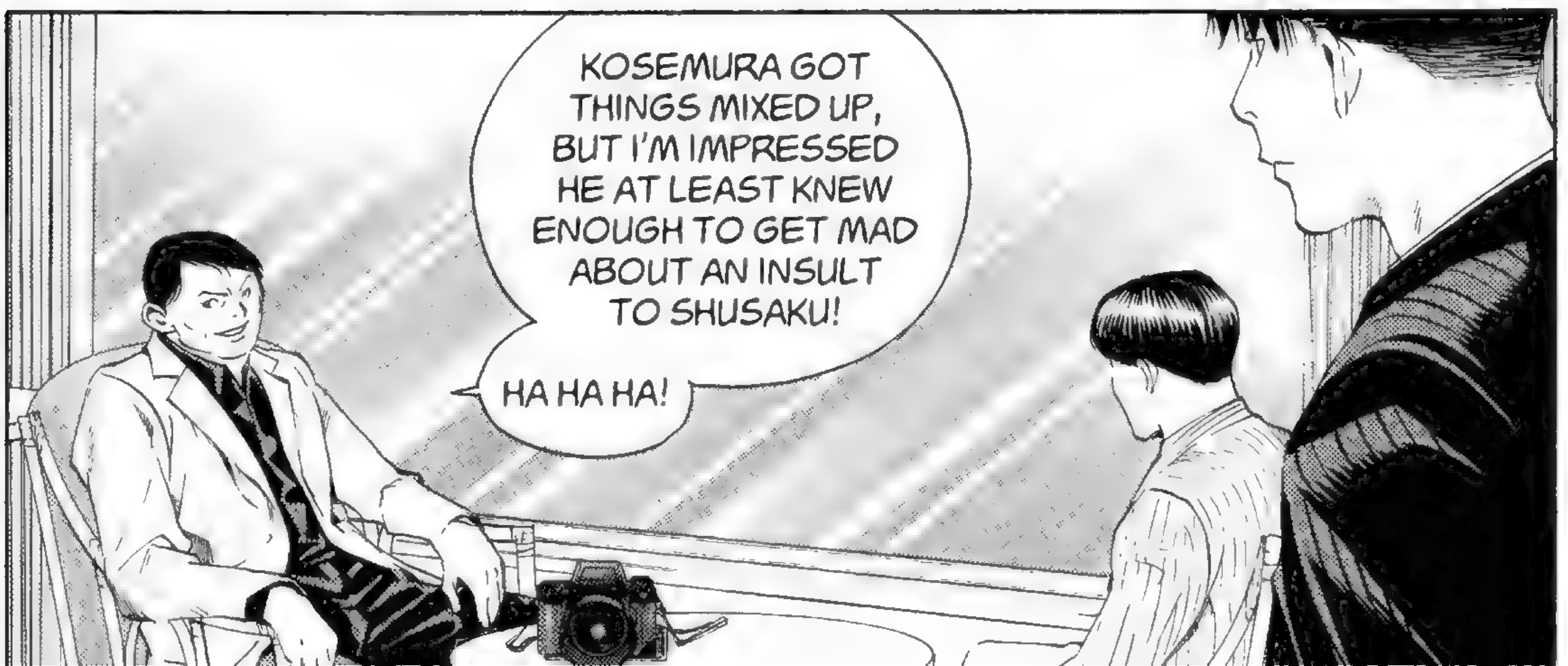
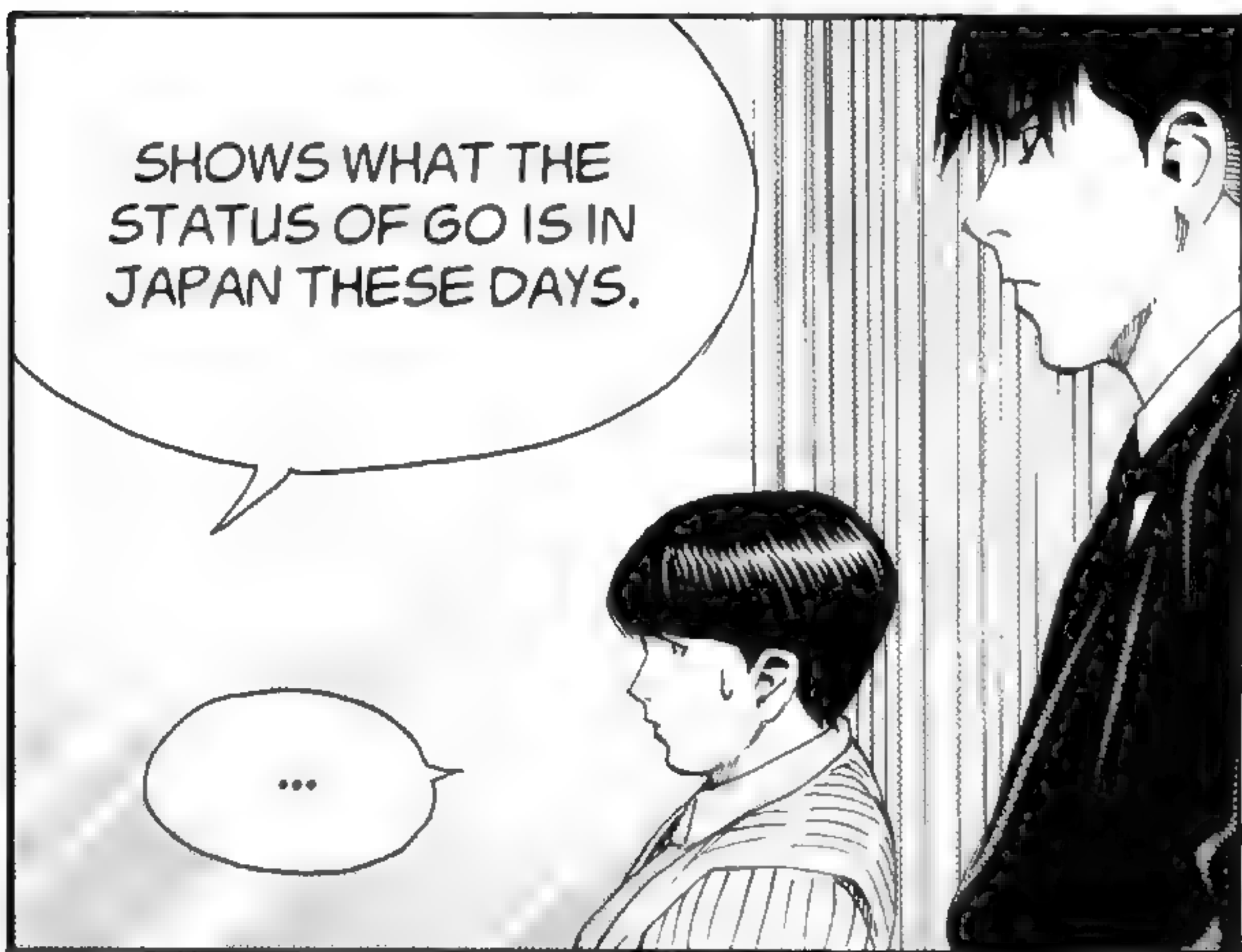
...HE
WOULD BE
NO MATCH
FOR ME.











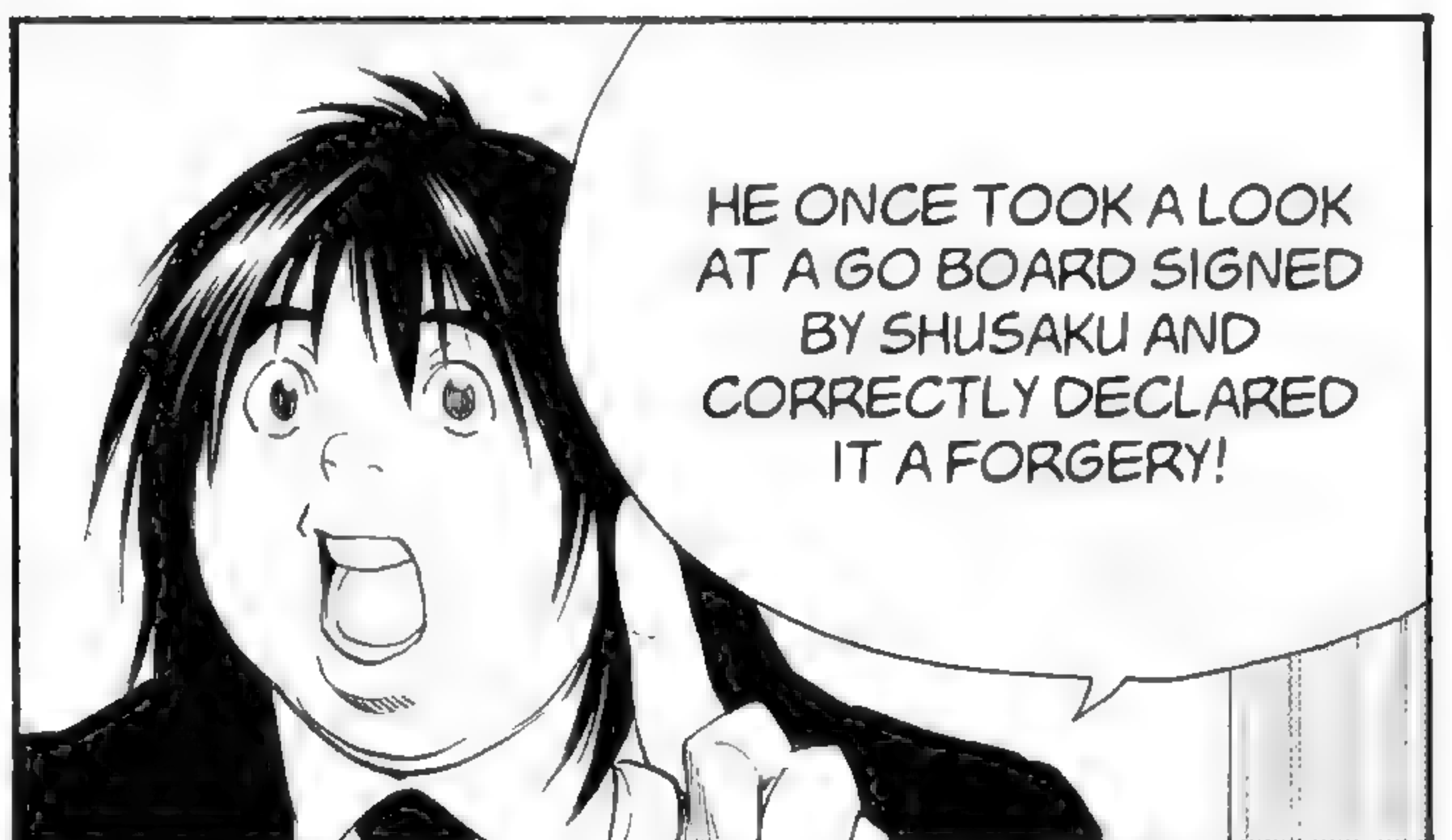




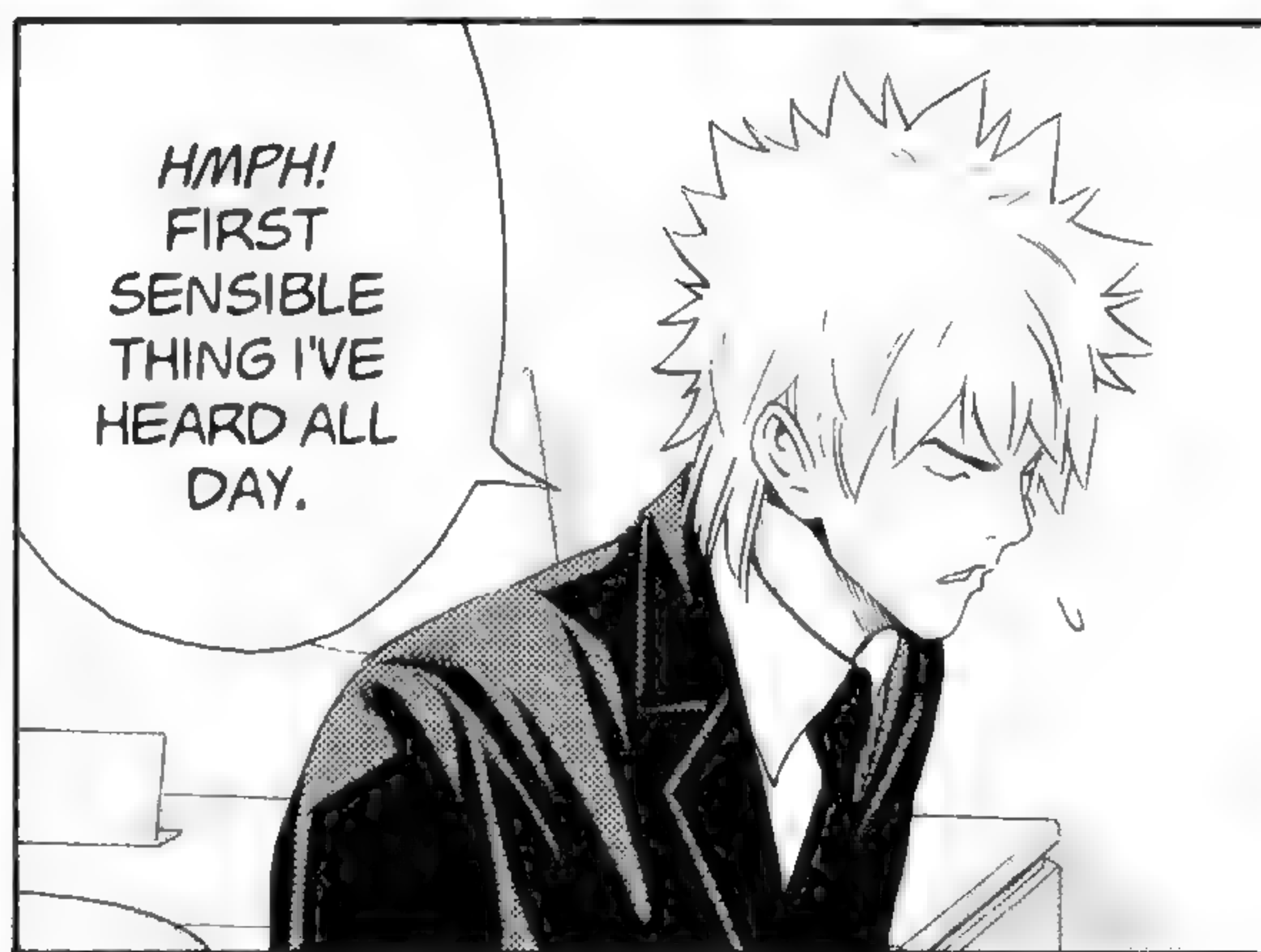


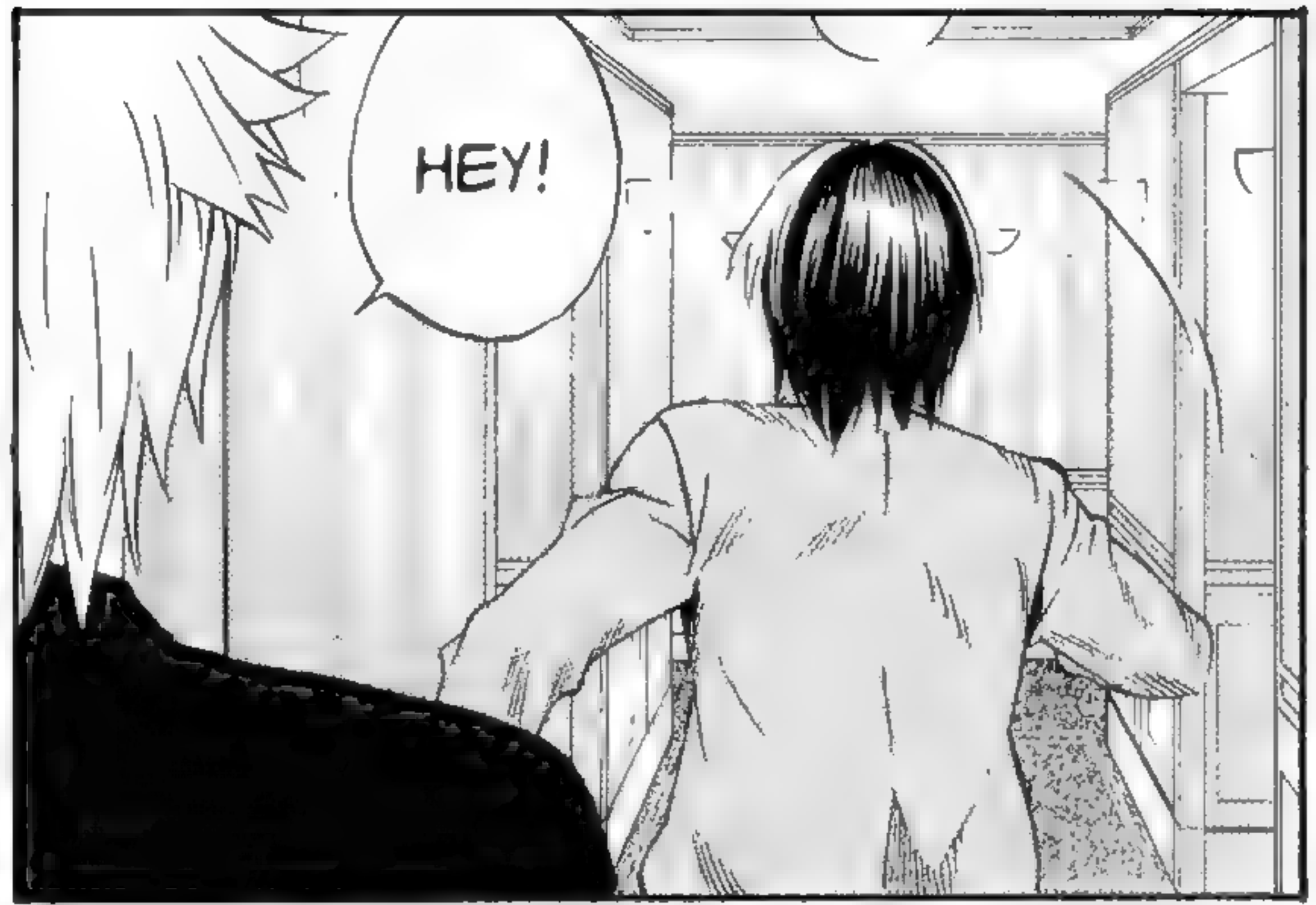














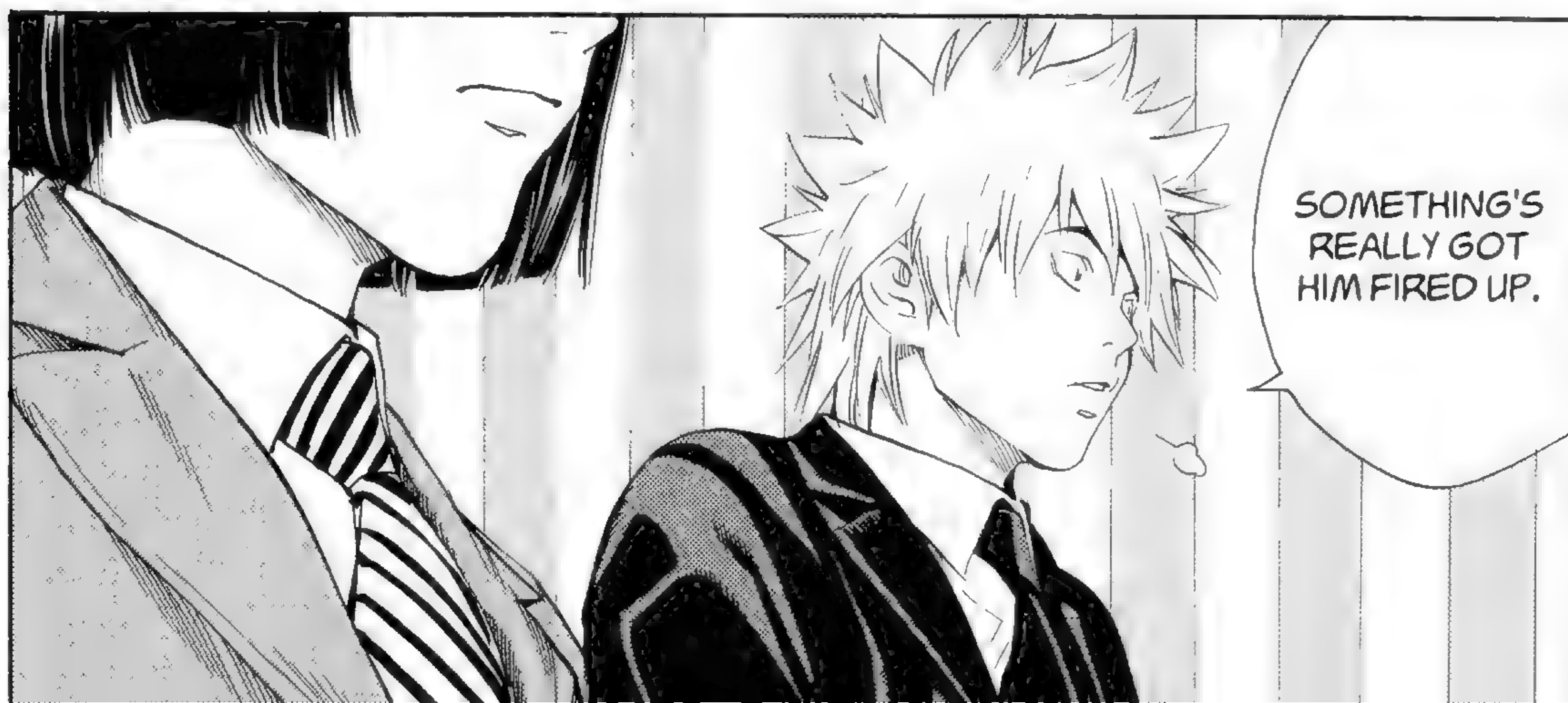
A POWER
THAT FAR
SURPASSES
MINE...

OLD-
FASHIONED
PATTERNS
...



...YOU HAVE
WITH
SHUSAKU...

AND THAT
PREOCCU-
PATION...

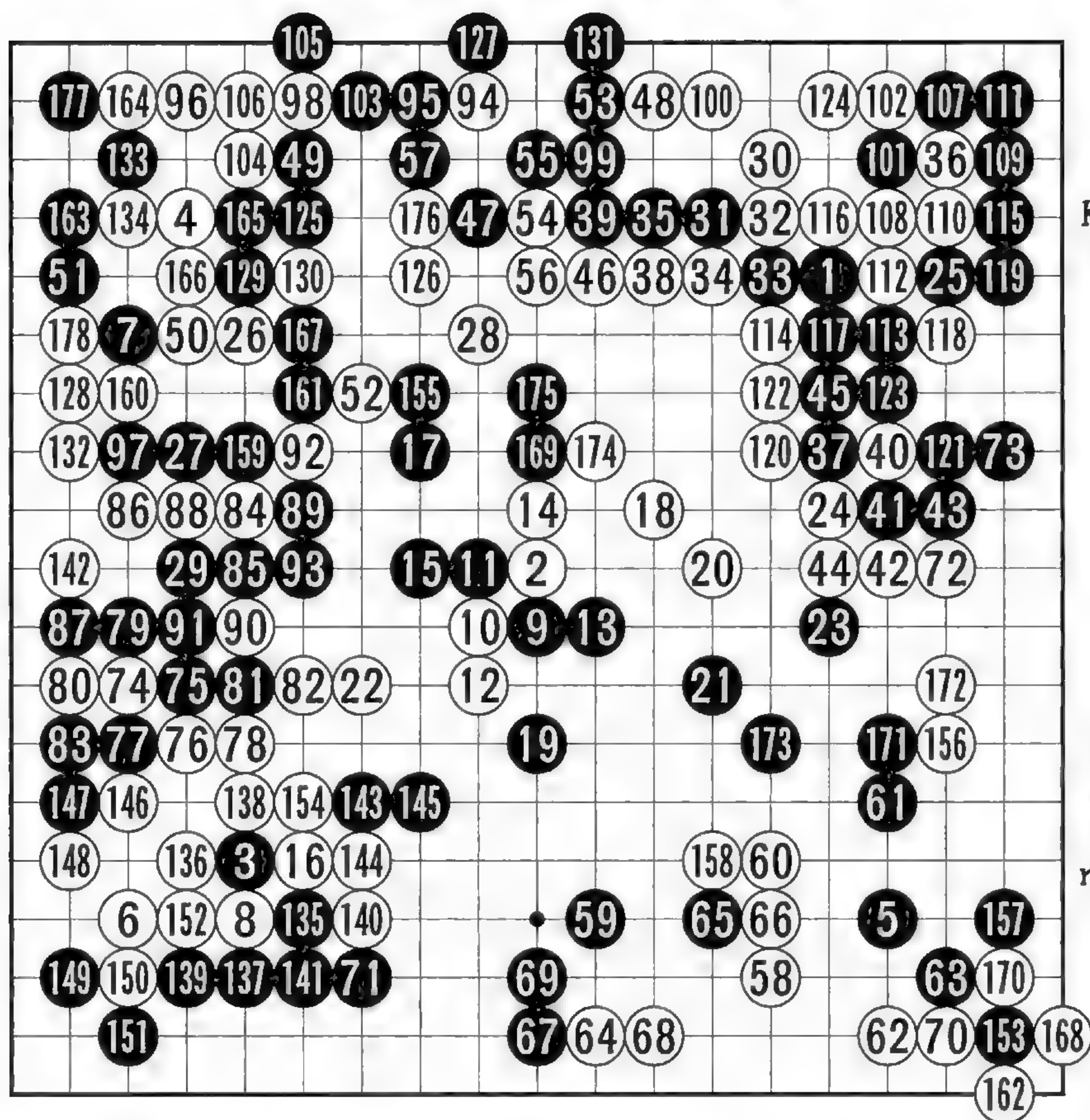


SOMETHING'S
REALLY GOT
HIM FIRED UP.



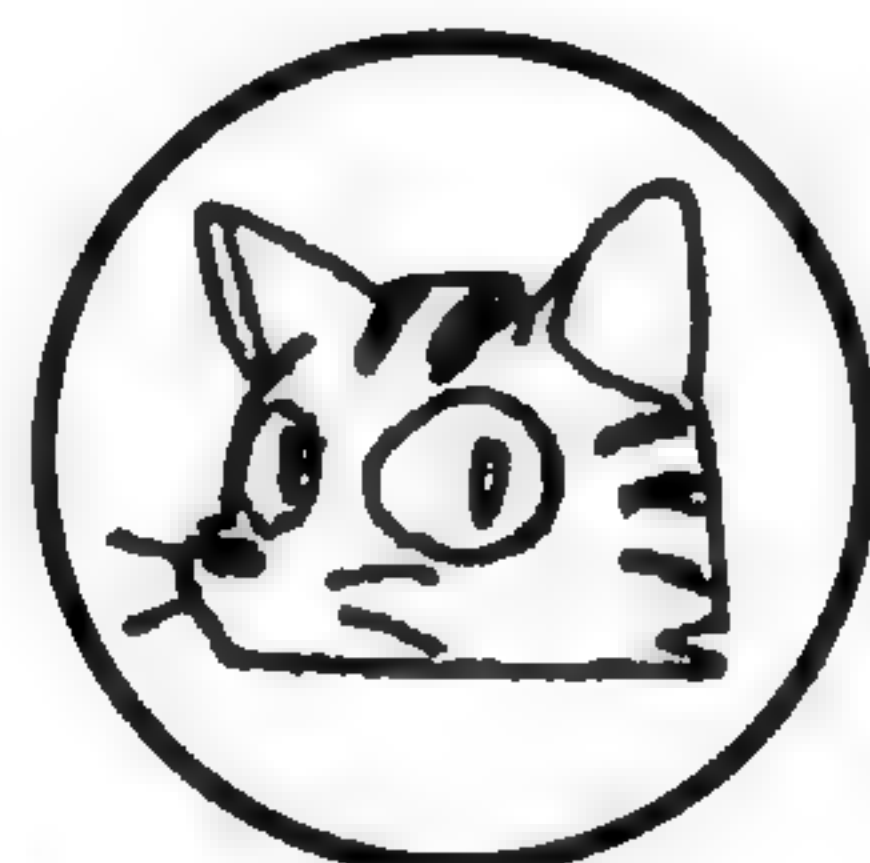
A WORD ABOUT HIKARU NO GO

GAME RECORDS



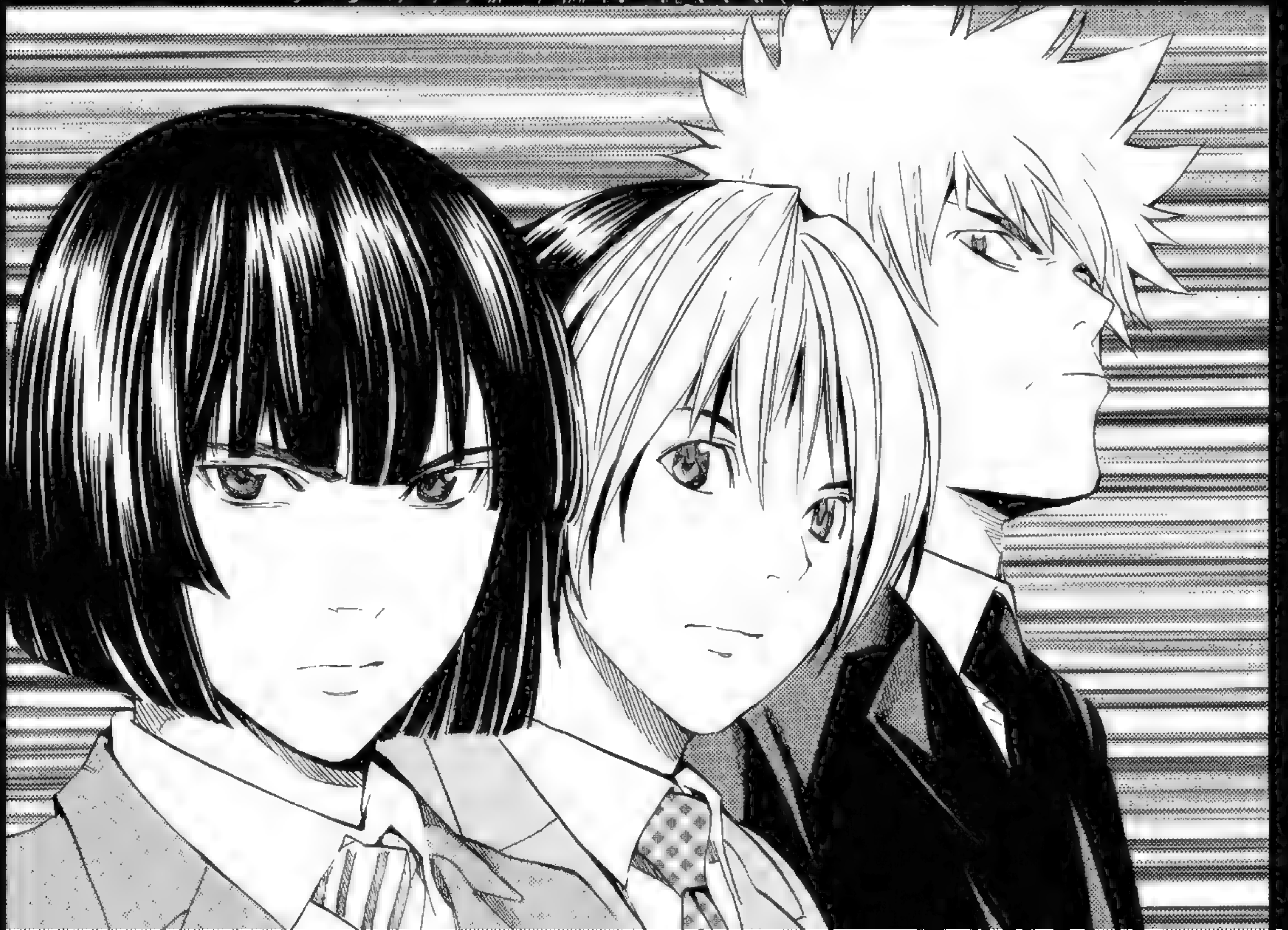
THE ABOVE IS THE MATCH
BETWEEN HIKARU AND YASHIRO IN
THE HOKUTO CUP QUALIFIER.

IN THE "GORGEOUS CHARACTERS GUIDE"
(PREVIOUSLY PUBLISHED IN JAPANESE ONLY) YOU
CAN FIND GAME RECORDS FOR 22 OF THE MAJOR
GAMES PLAYED UP THROUGH VOLUME 17. IF YOU
HAVE A GO BOARD AND STONES, TRY REPLAYING
THE GAMES.





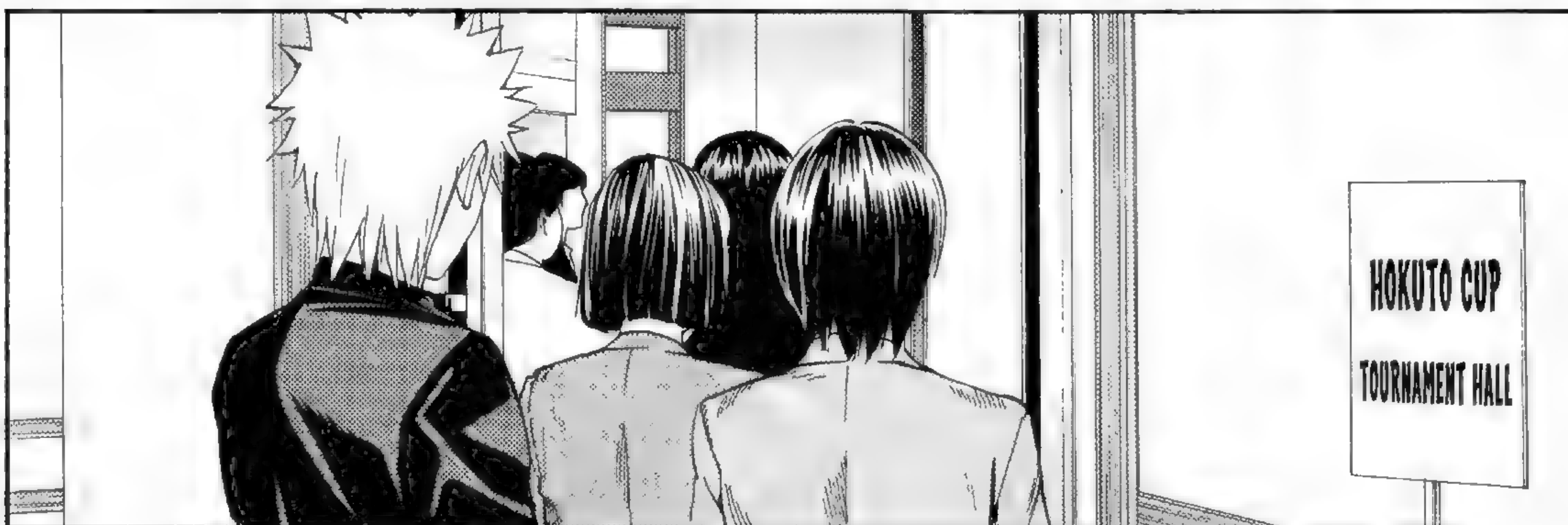
Game 178 "China vs. Japan: 1"



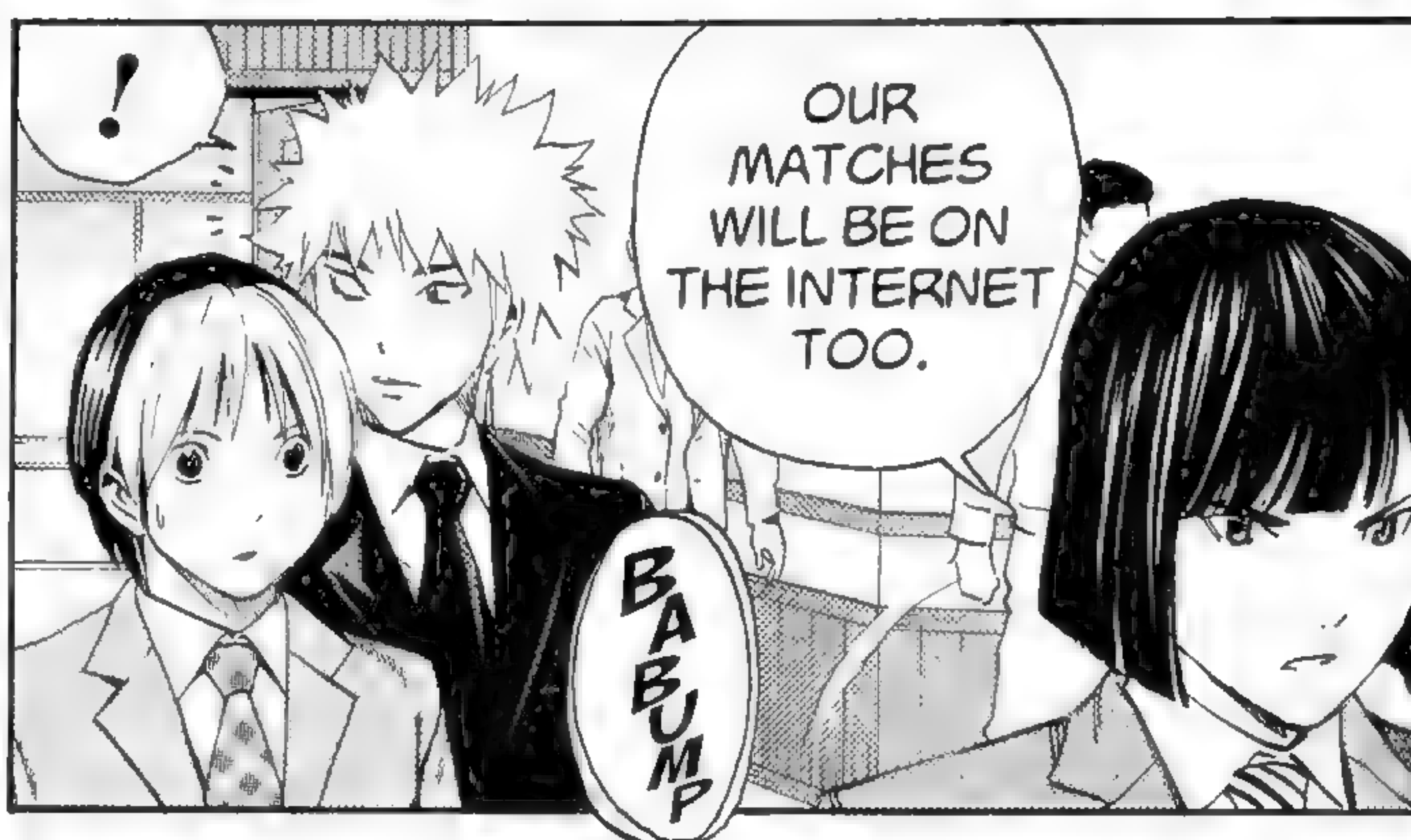


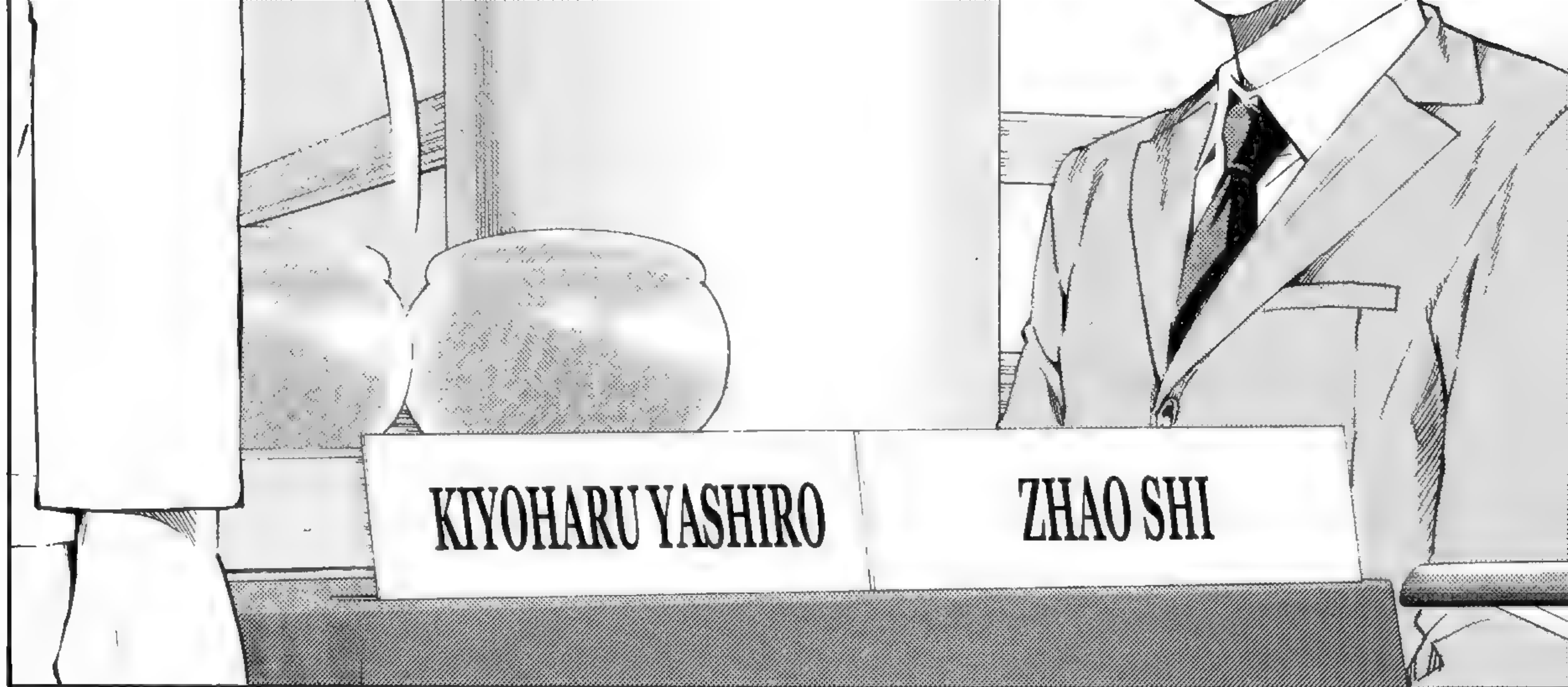
TO CUP
AMENT HALL



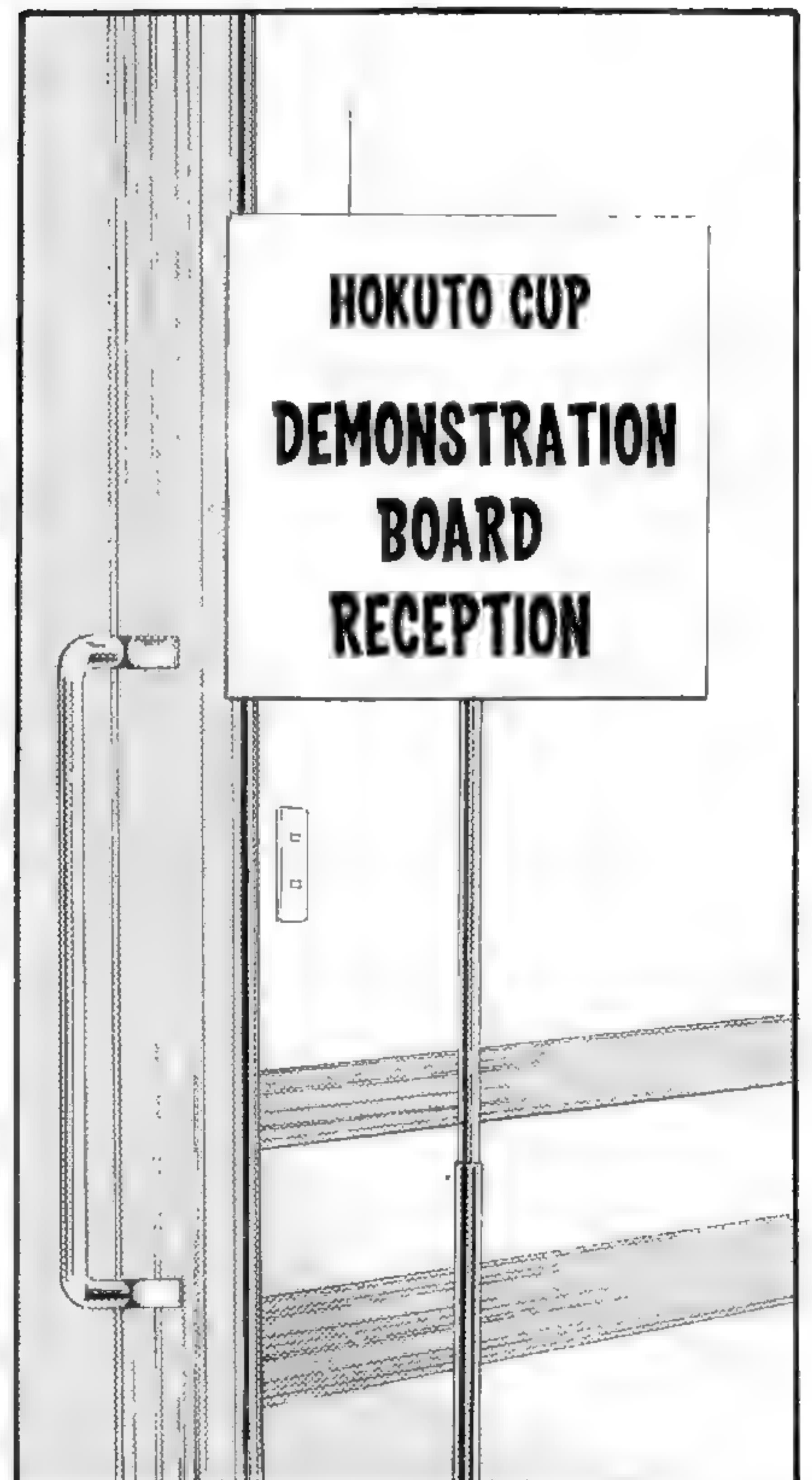
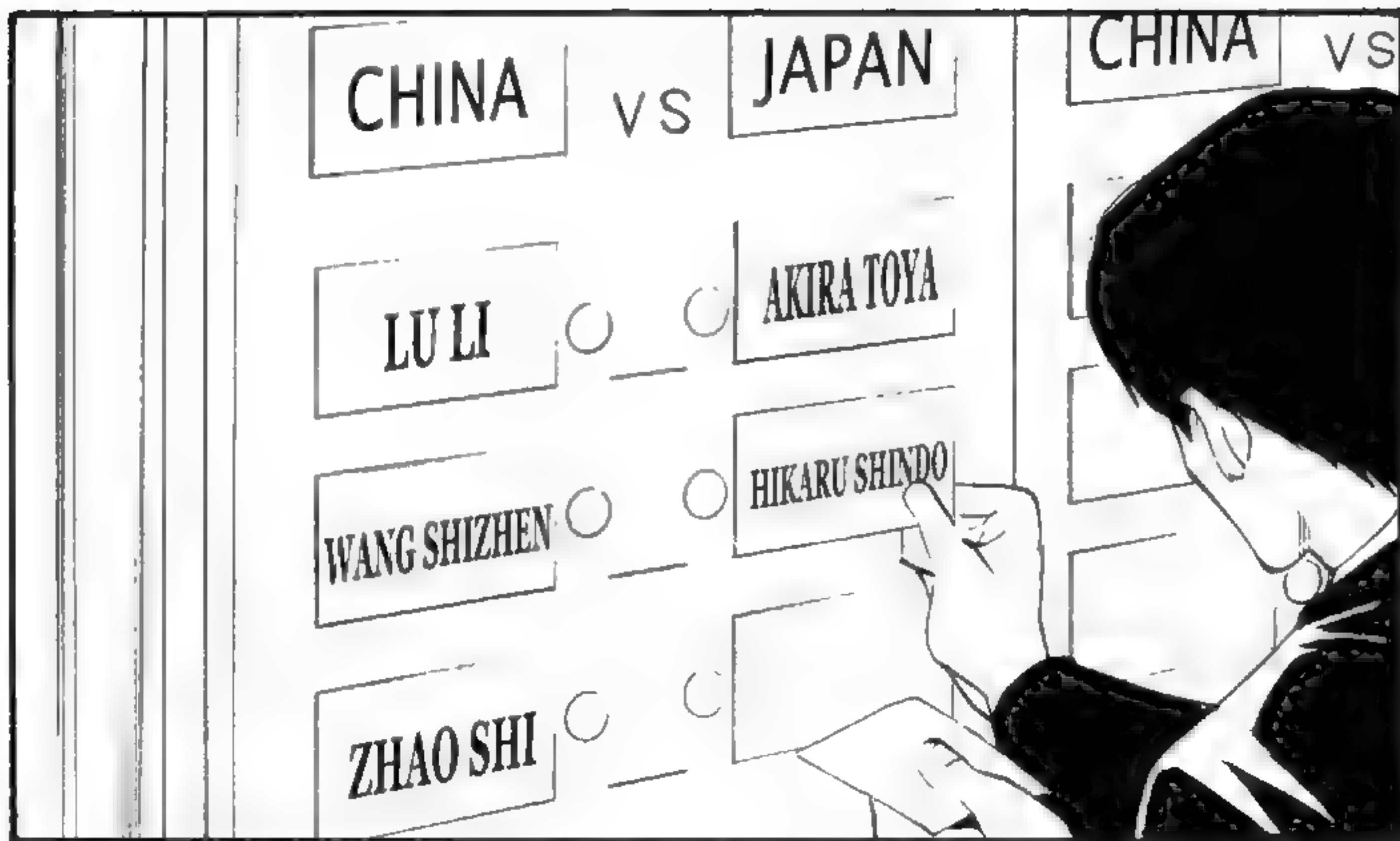


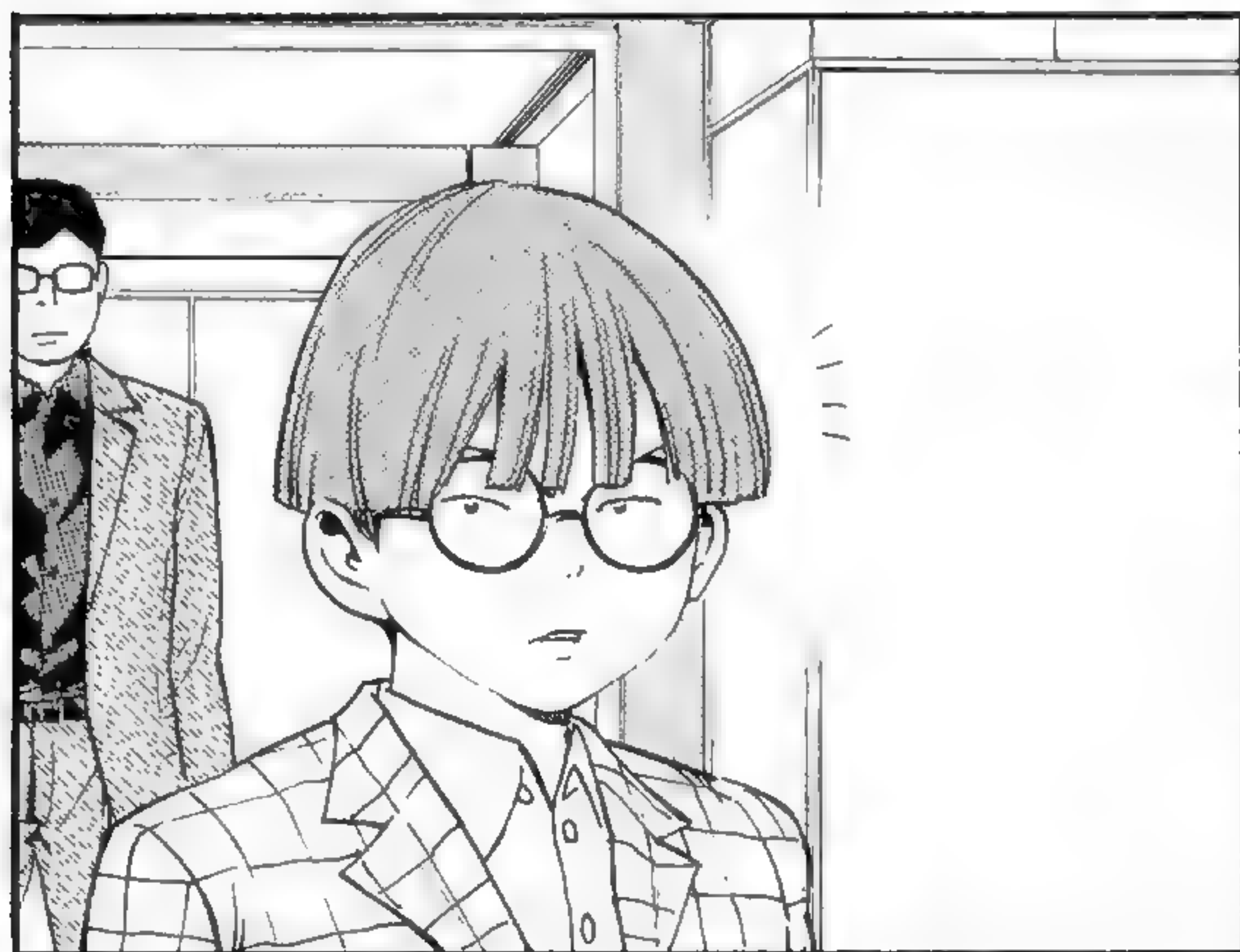








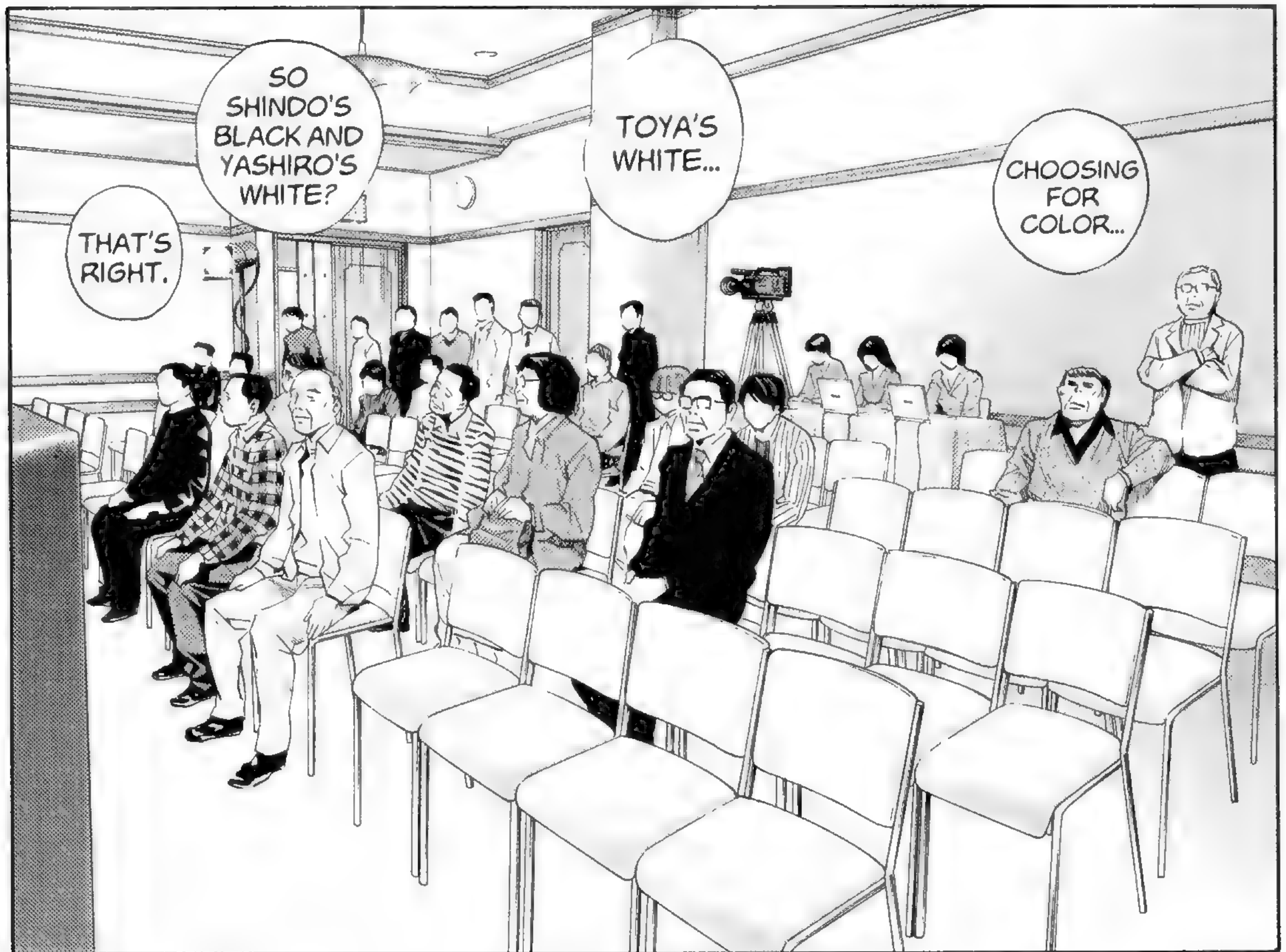
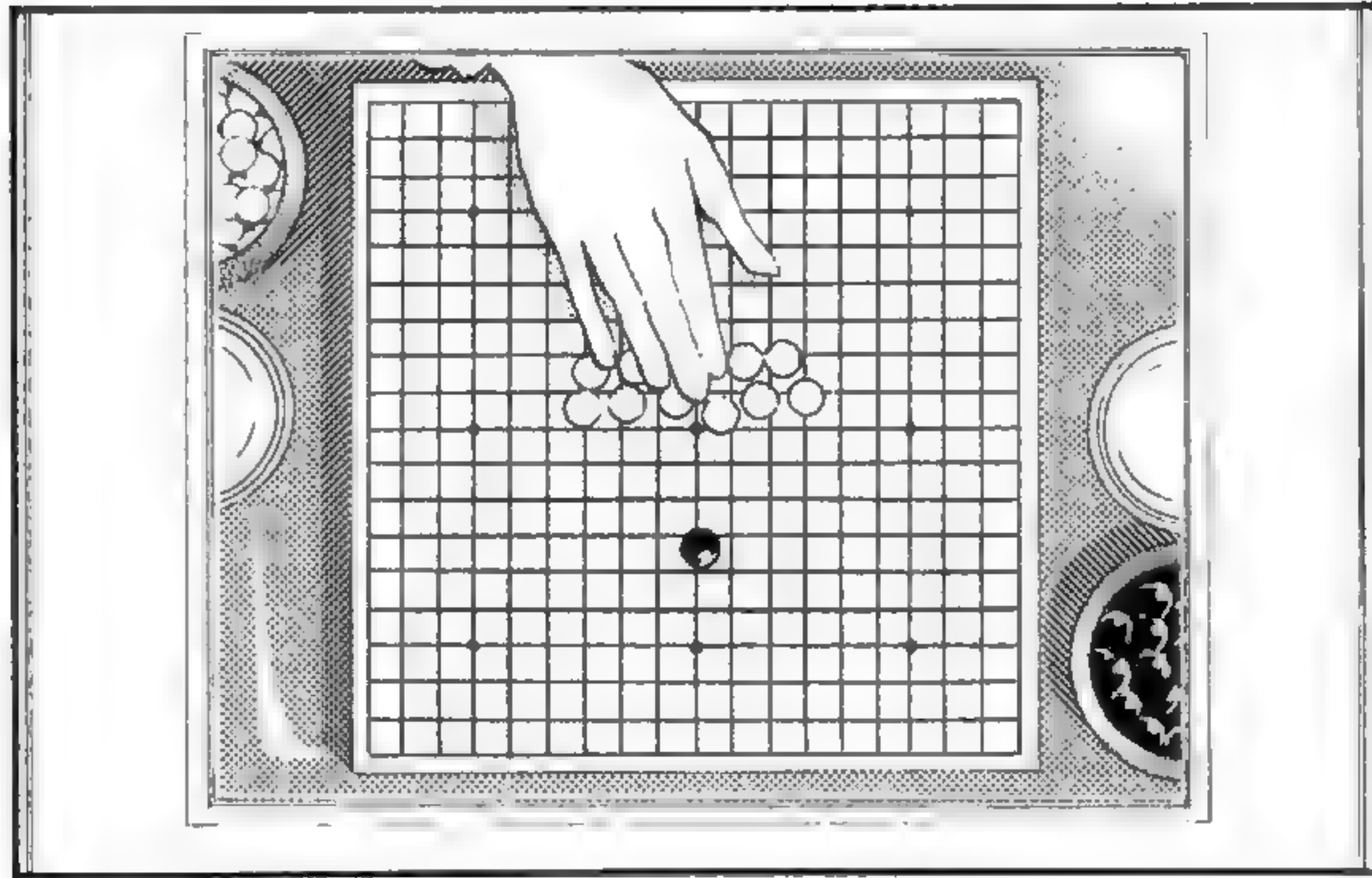
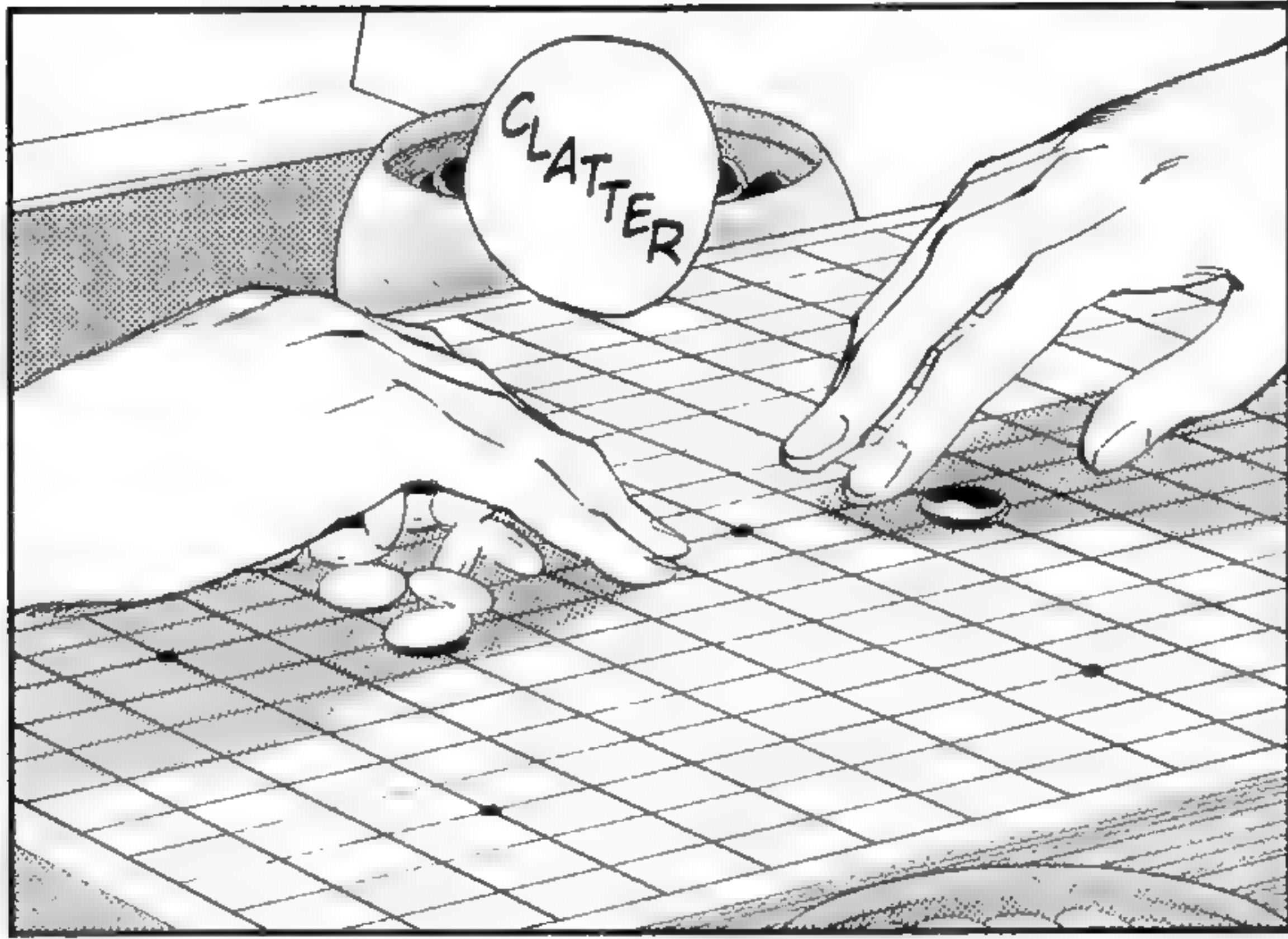


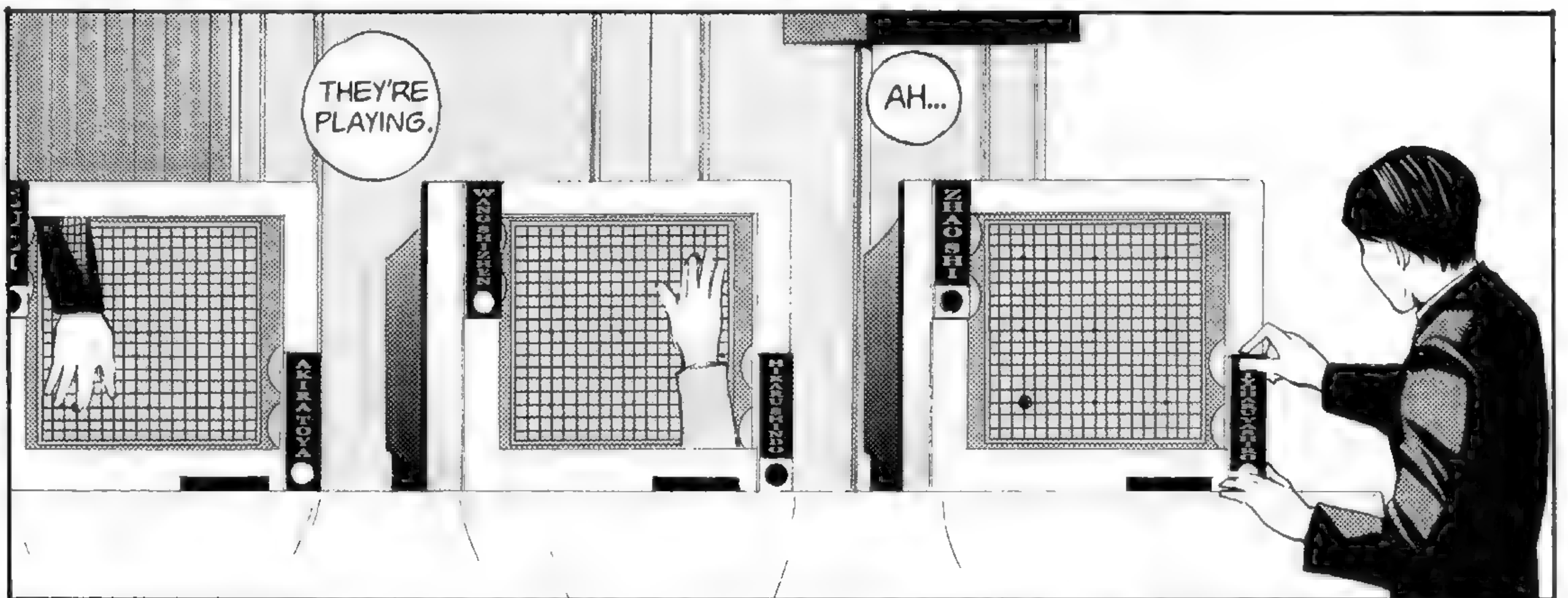




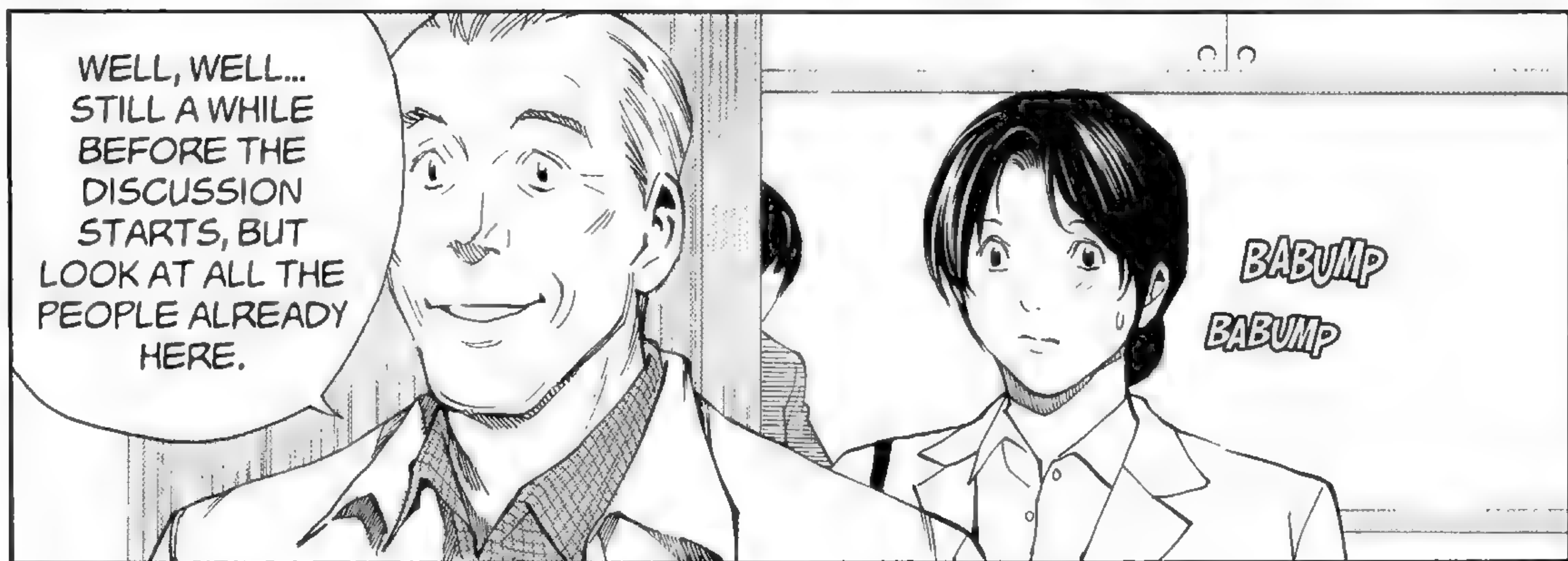
READ
THIS
WAY

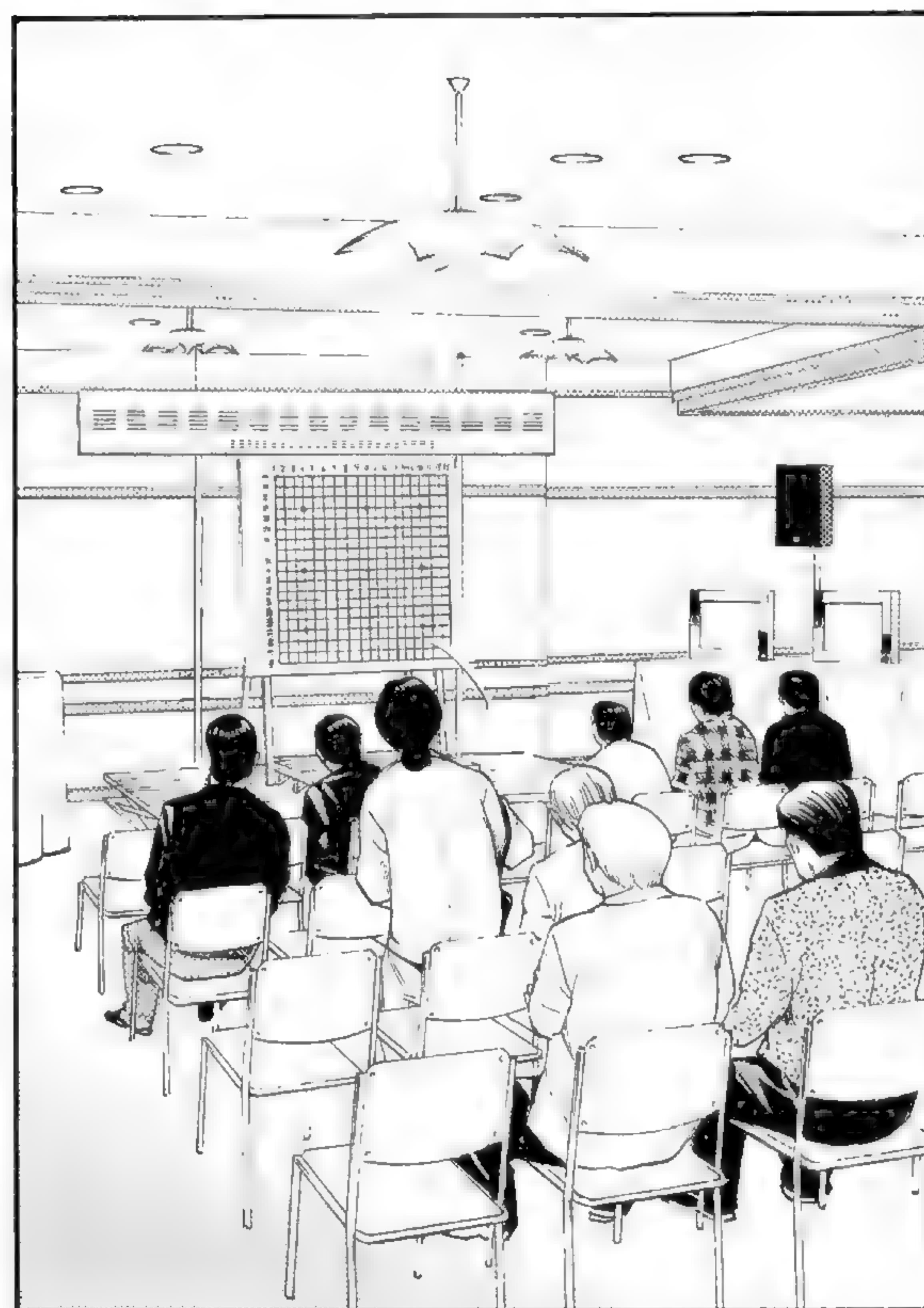
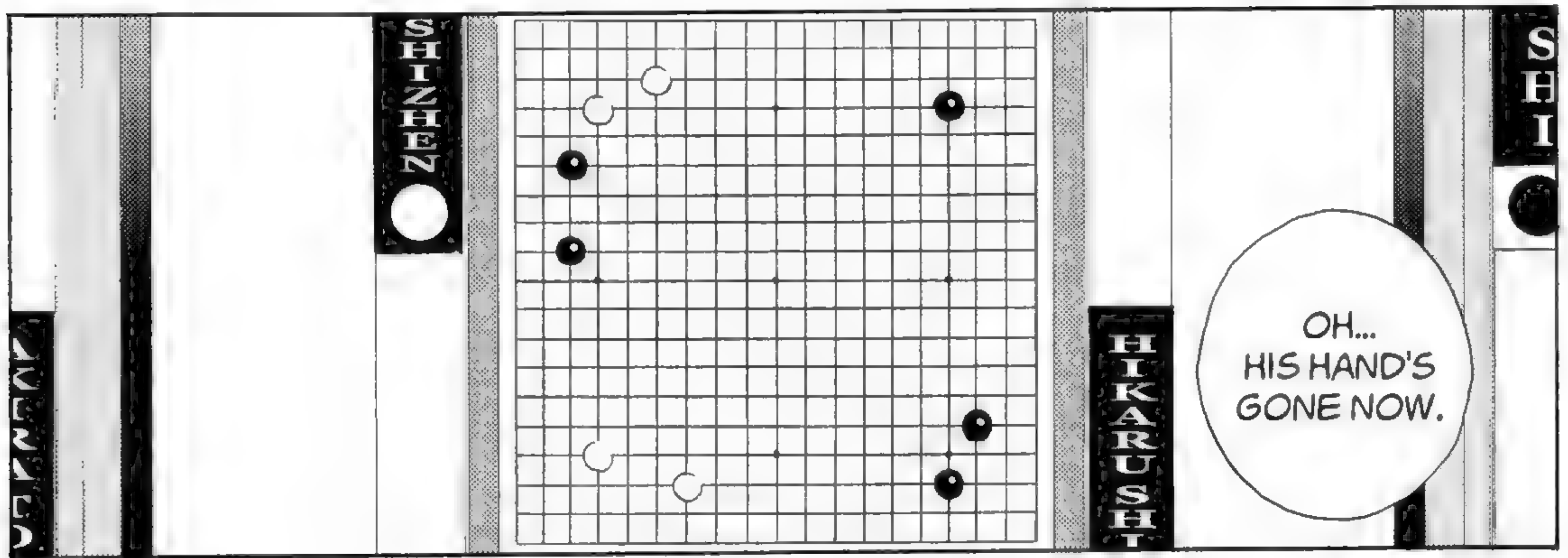
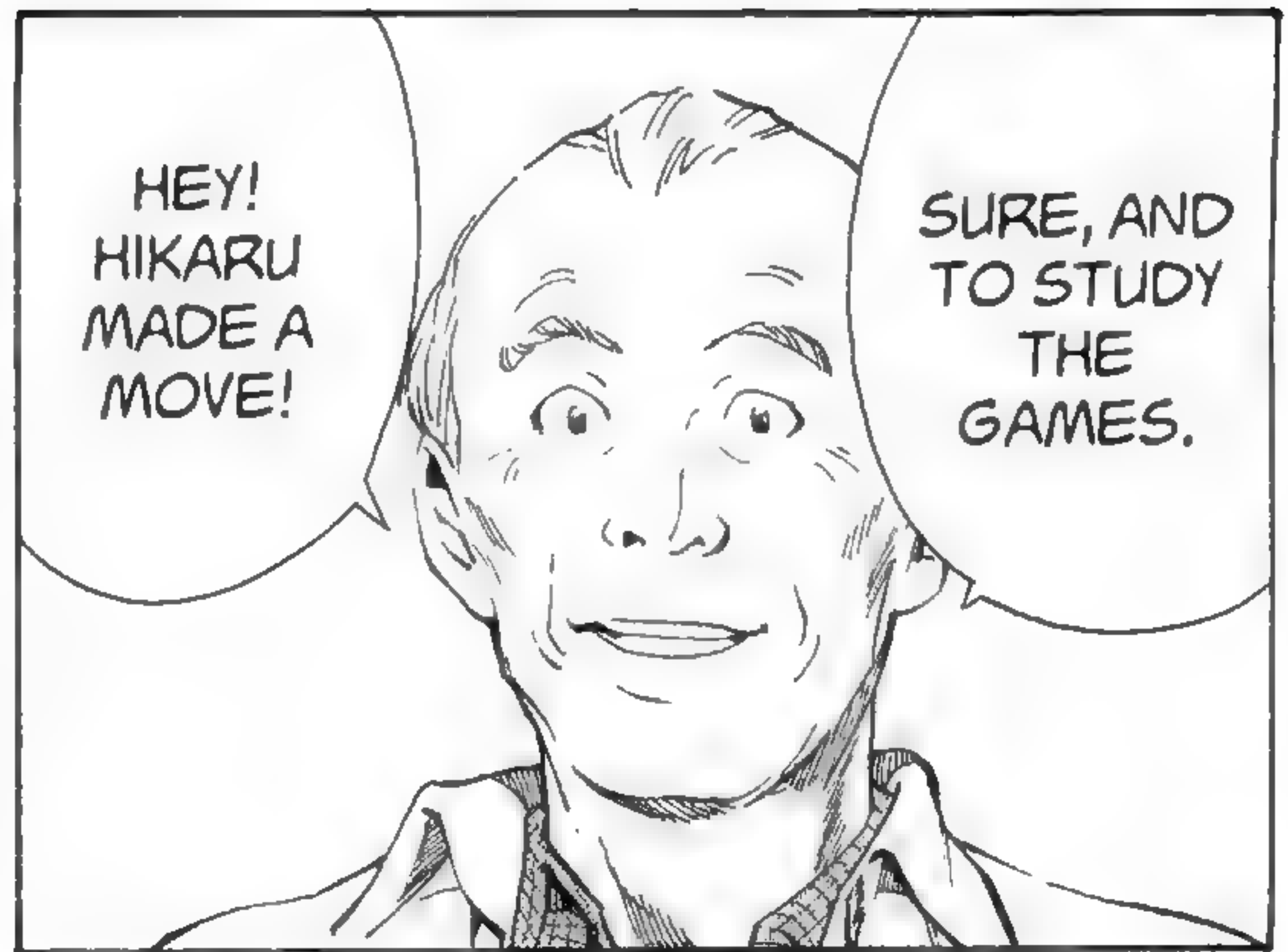


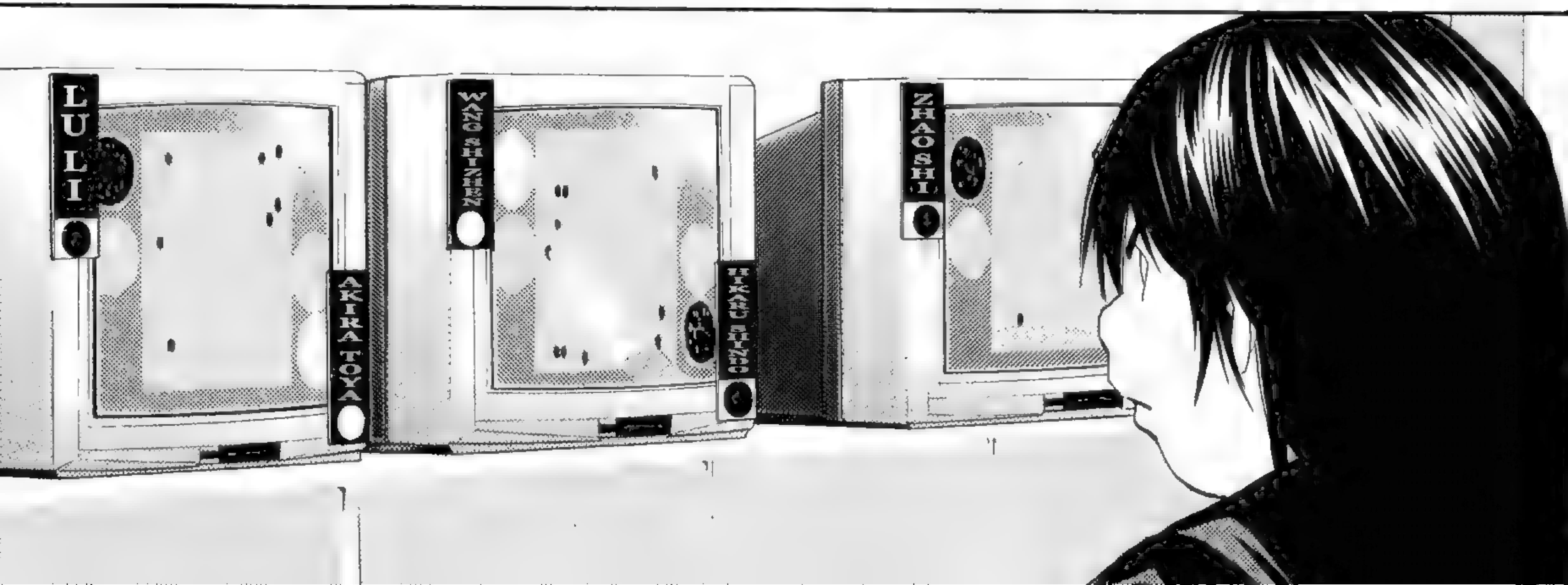


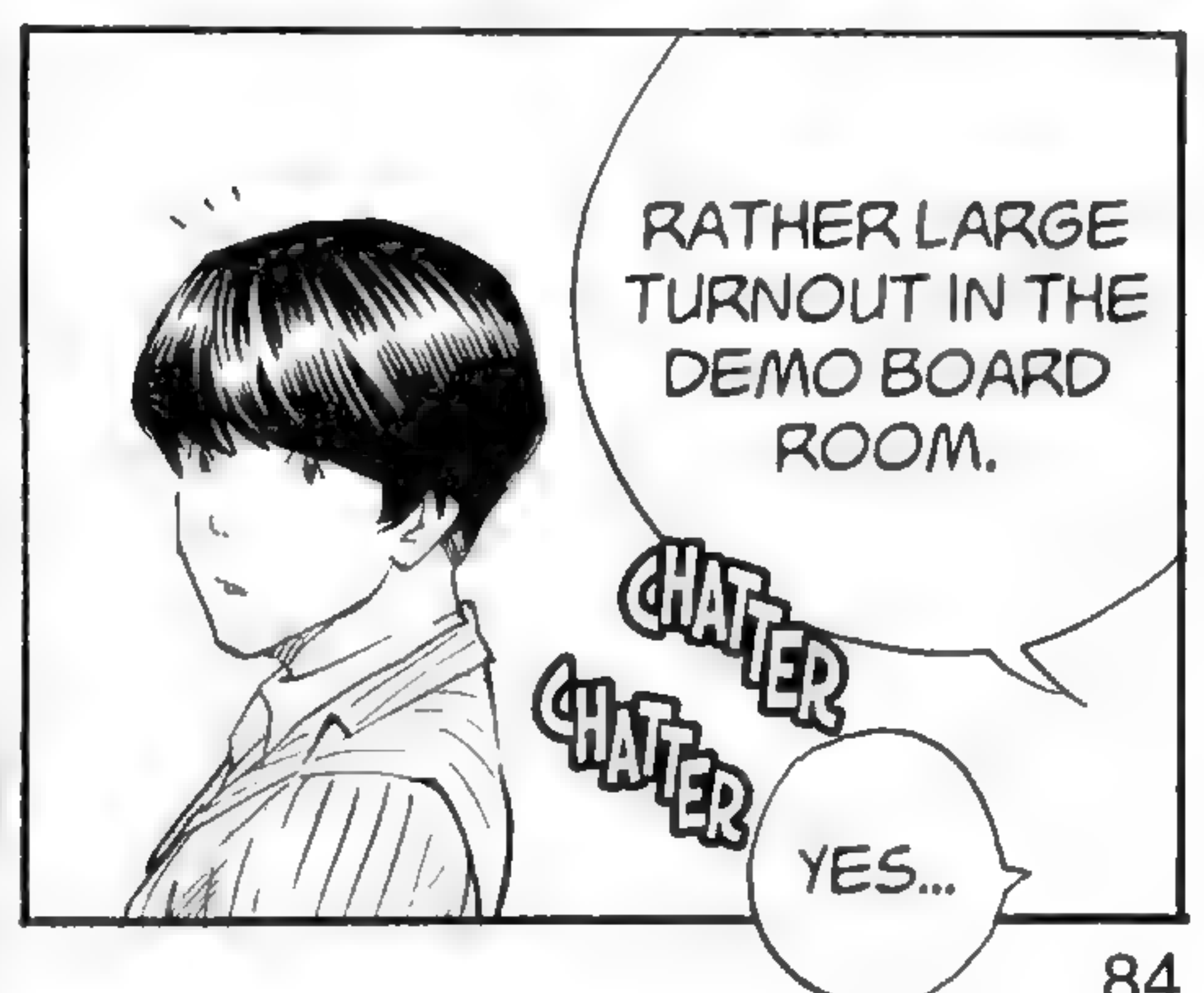


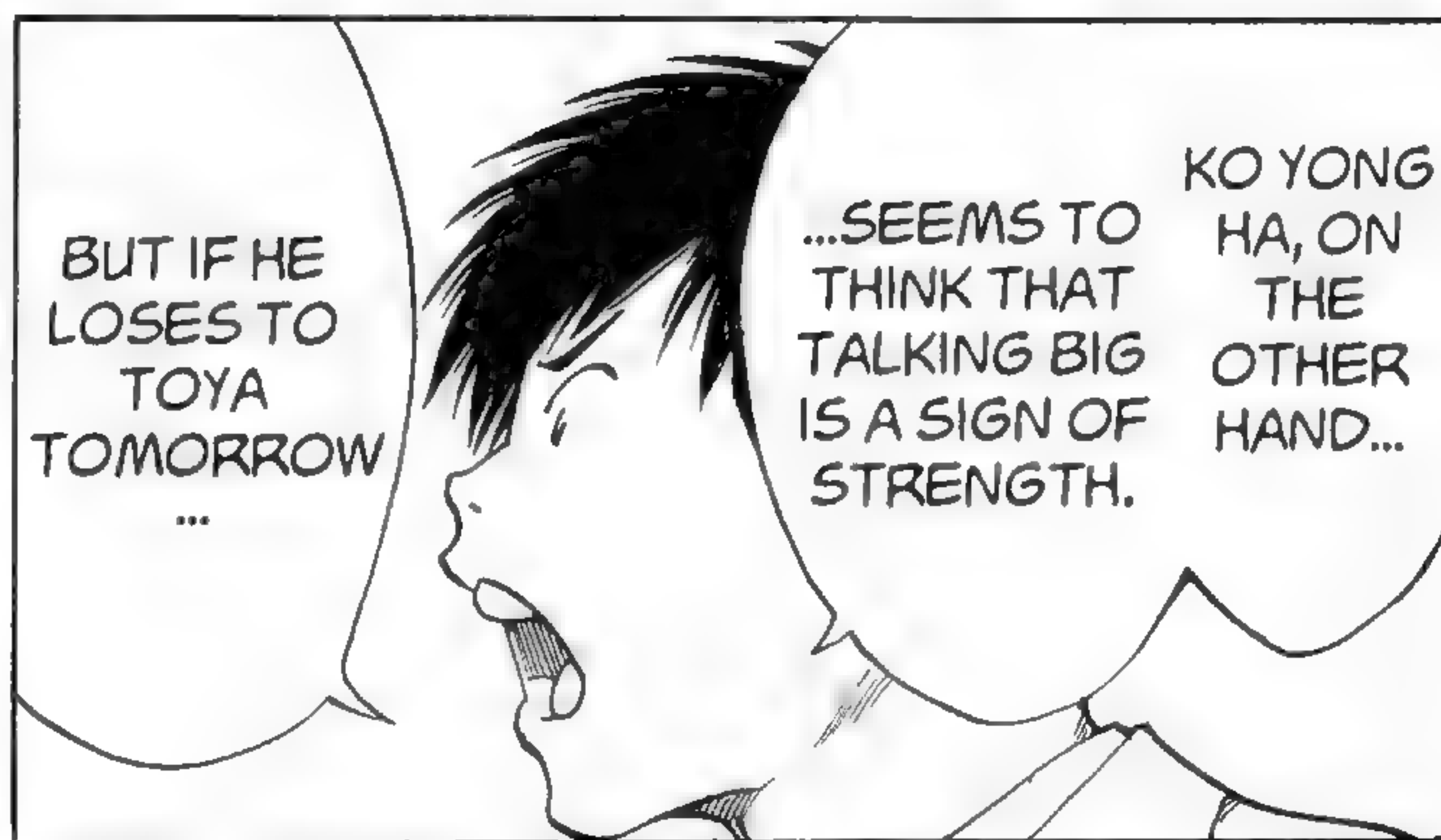














I WATCHED HIM
AT THE BOARD
FOR A WHILE
AFTER THE GAME
STARTED...



AKIRA TOYA
MIGHT BE
STRONGER THAN
WE EXPECTED.



YOU THINK
SO?



"AN AIR" ISN'T
ENOUGH...
HA HA...



THERE'S AN AIR
ABOUT HIM...
MUCH LIKE
KOYO TOYA.



WHOA!
TOYA JUST MADE
AN AGGRESSIVE
MOVE.



HIKARU NO GO STORYBOARDS

52

YUMI
HOTTA



I mentioned it
in volume 4's
"Hikaru No Go
Storyboards 9."

Wild Toya was a
fleeting character that
Obata Sensei nixed
back when we were
establishing
characters.



IN THE FAN
LETTERS I GET,
PEOPLE
SOMETIMES
WRITE, "I WANT
TO SEE WILD
TOYA."

WHILE I'M TALKING ABOUT IT,
IN VOLUME 9'S "HIKARU NO GO
STORYBOARDS 23" I SAID
SHOU TAJIMA SENSEI AND
HIROYUKI ASADA SENSEI DREW
PARTS OF HIKARU NO GO.
YOU CAN FIND OUT WHERE IN
THE GORGEOUS CHARACTERS
GUIDE TOO.



WILD TOYA
IS ALSO IN
THE
GORGEOUS
CHARACTERS
GUIDE.

THE GORGEOUS
CHARACTERS
GUIDE INCLUDES
GAME RECORDS
TOO.



81...
88...

Let's
see...

YOU'LL LEARN A
LOT BY LOOKING
AT GAME
RECORDS AND
PLACING THE
STONES ON THE
BOARD IN THE
ORDER THEY
WERE PLAYED.

OTHER FANS'
LETTERS ASK,
"HOW CAN I
BECOME A
BETTER GO
PLAYER?"

See the ad
at the end
of this
volume!

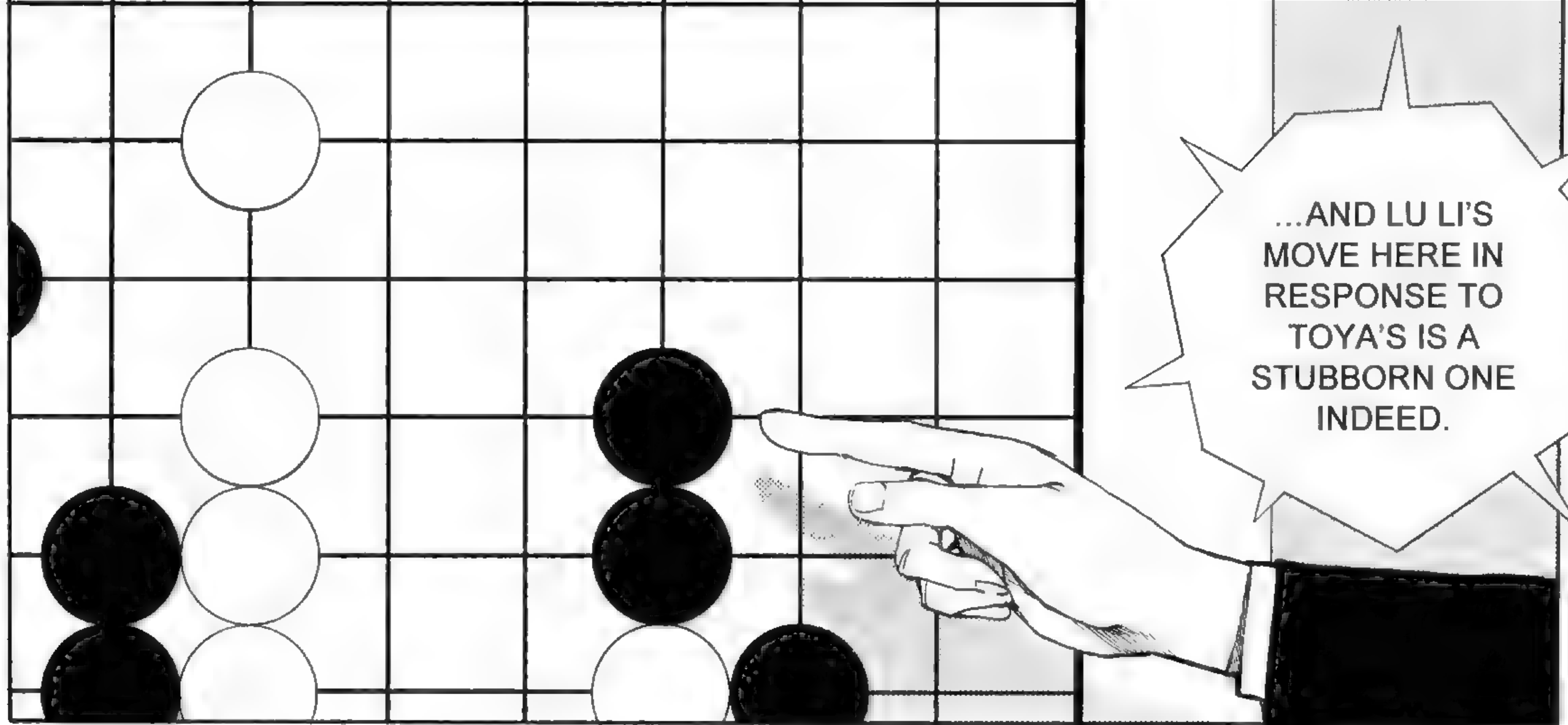
IT EVEN HAS
"SENNEN HOUROU"
(A THOUSAND
YEARS OF WAN-
DERING), THE
SHORT MANGA I
WROTE ABOUT
SAI'S TIME, THE
HEIAN PERIOD.

THE
GORGEOUS
CHARACTERS
GUIDE!

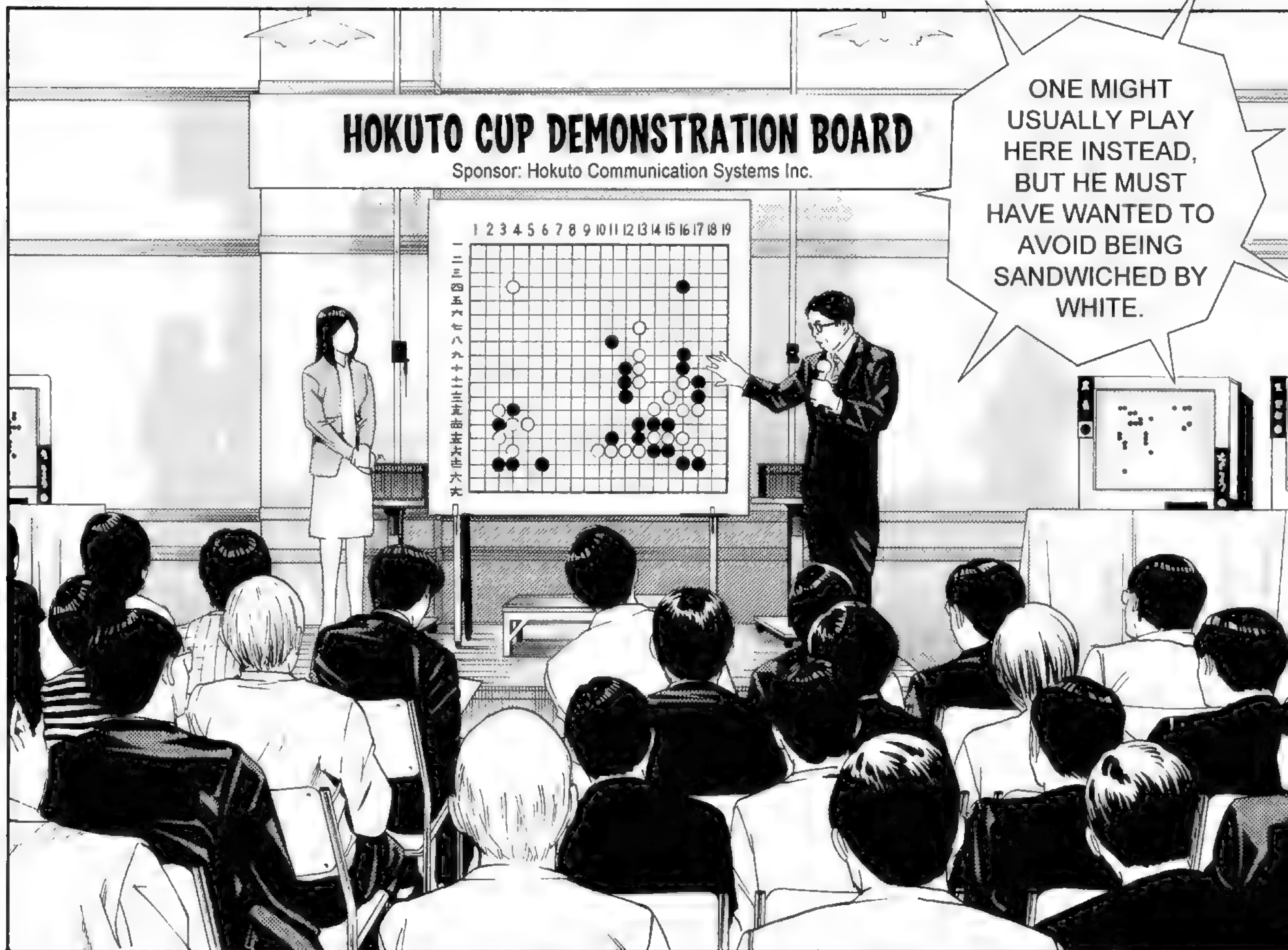
SEE,
EVERYTHING
CAN BE
RESOLVED
BY ONE
BOOK...



Game 179 "China vs. Japan: 2"



...AND LU LI'S
MOVE HERE IN
RESPONSE TO
TOYA'S IS A
STUBBORN ONE
INDEED.



ONE MIGHT
USUALLY PLAY
HERE INSTEAD,
BUT HE MUST
HAVE WANTED TO
AVOID BEING
SANDWICHED BY
WHITE.



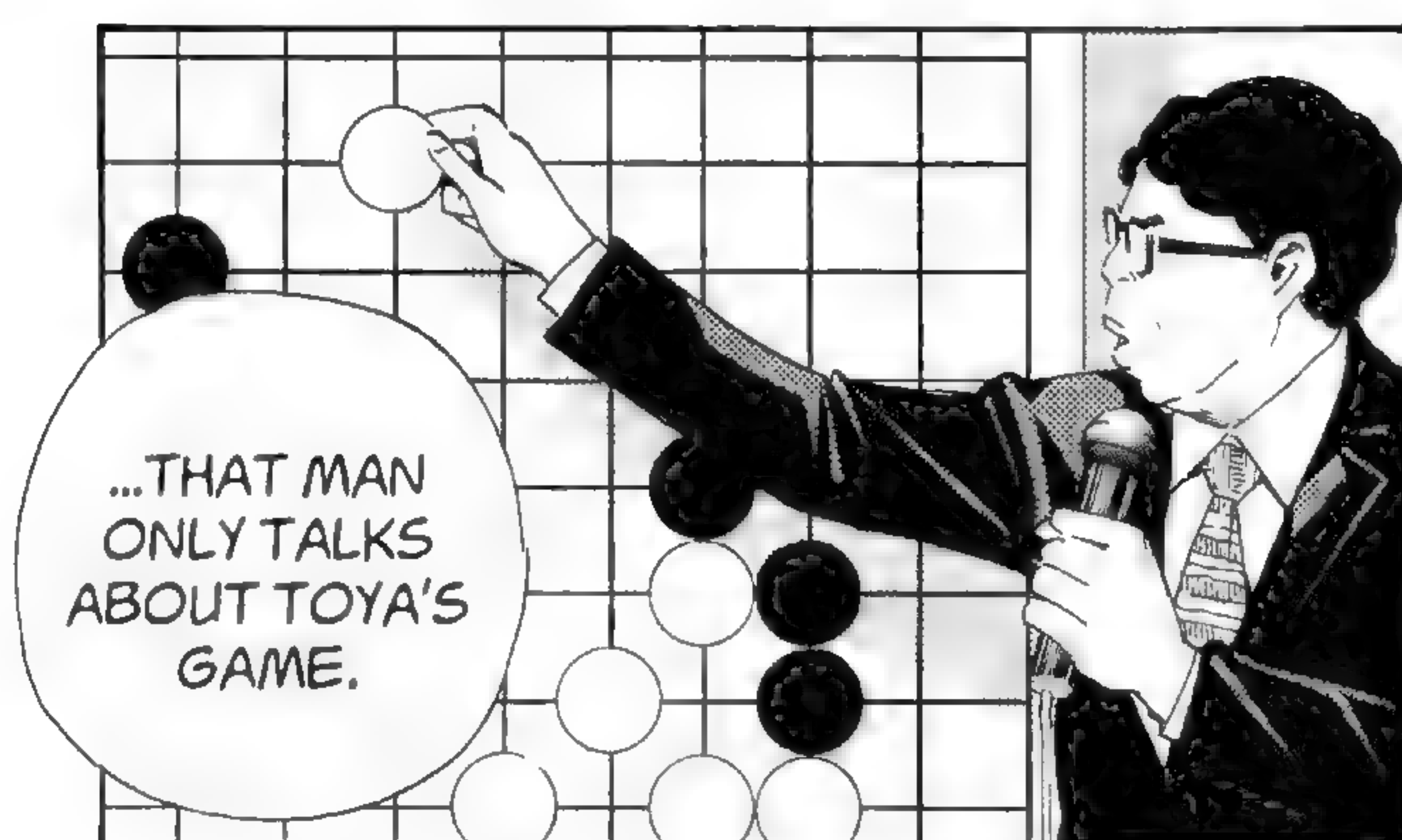
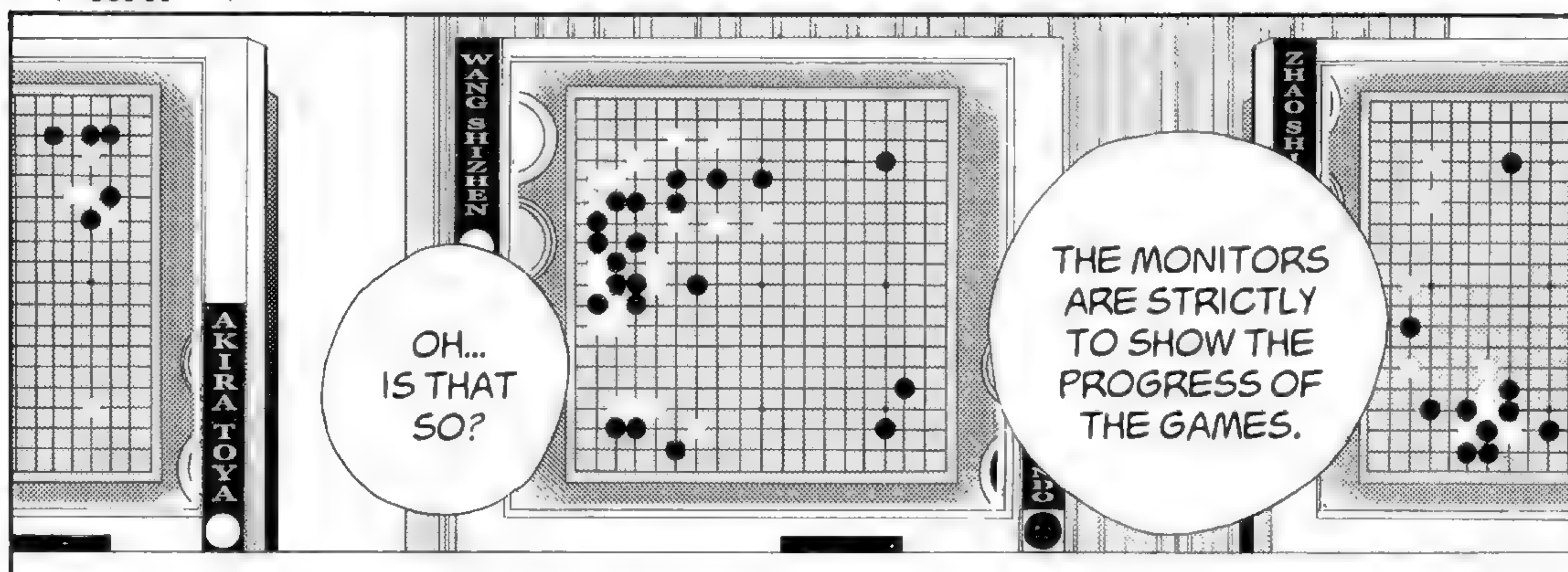
THAT'S
NOT BEING
BROADCAST
ON TV.

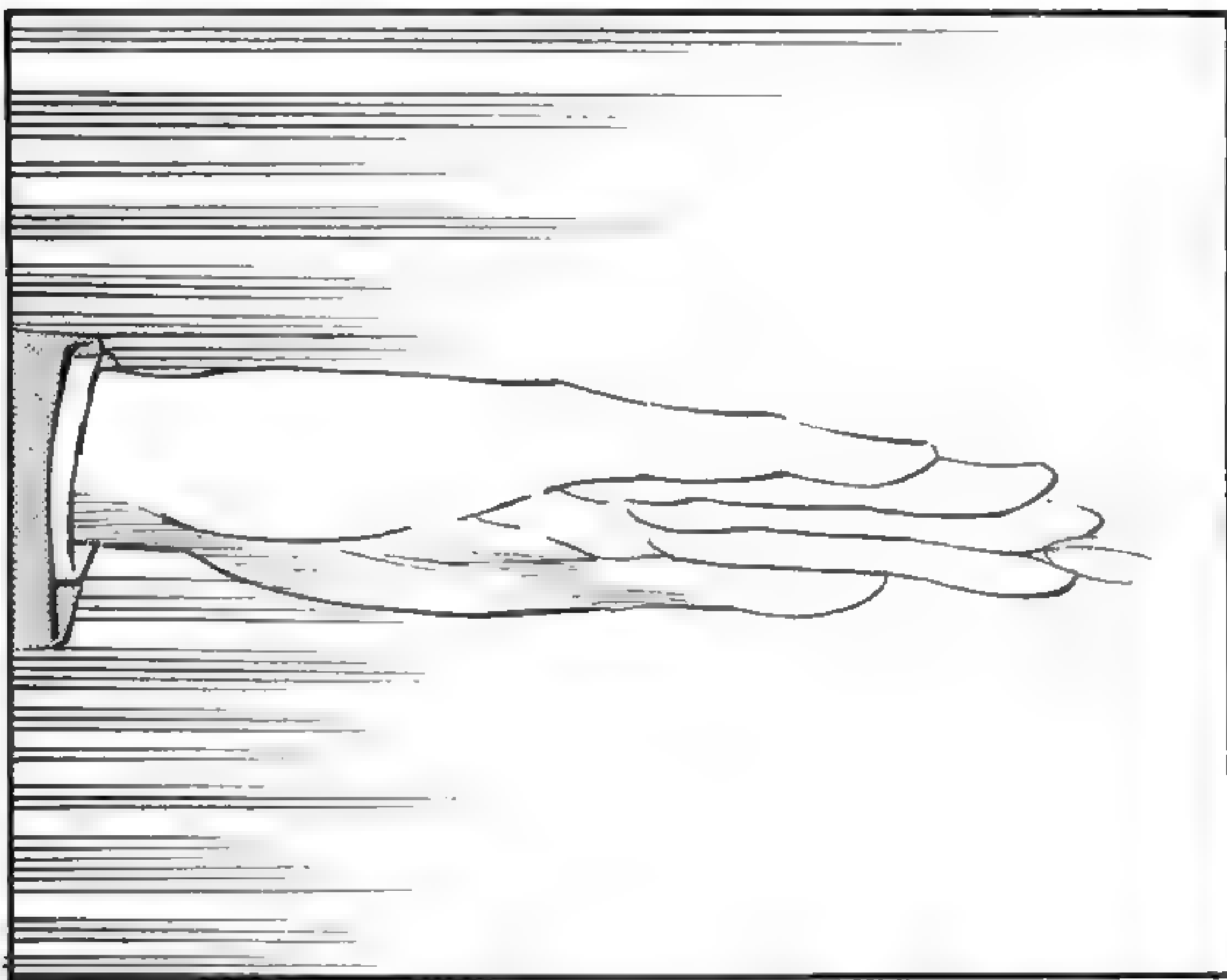
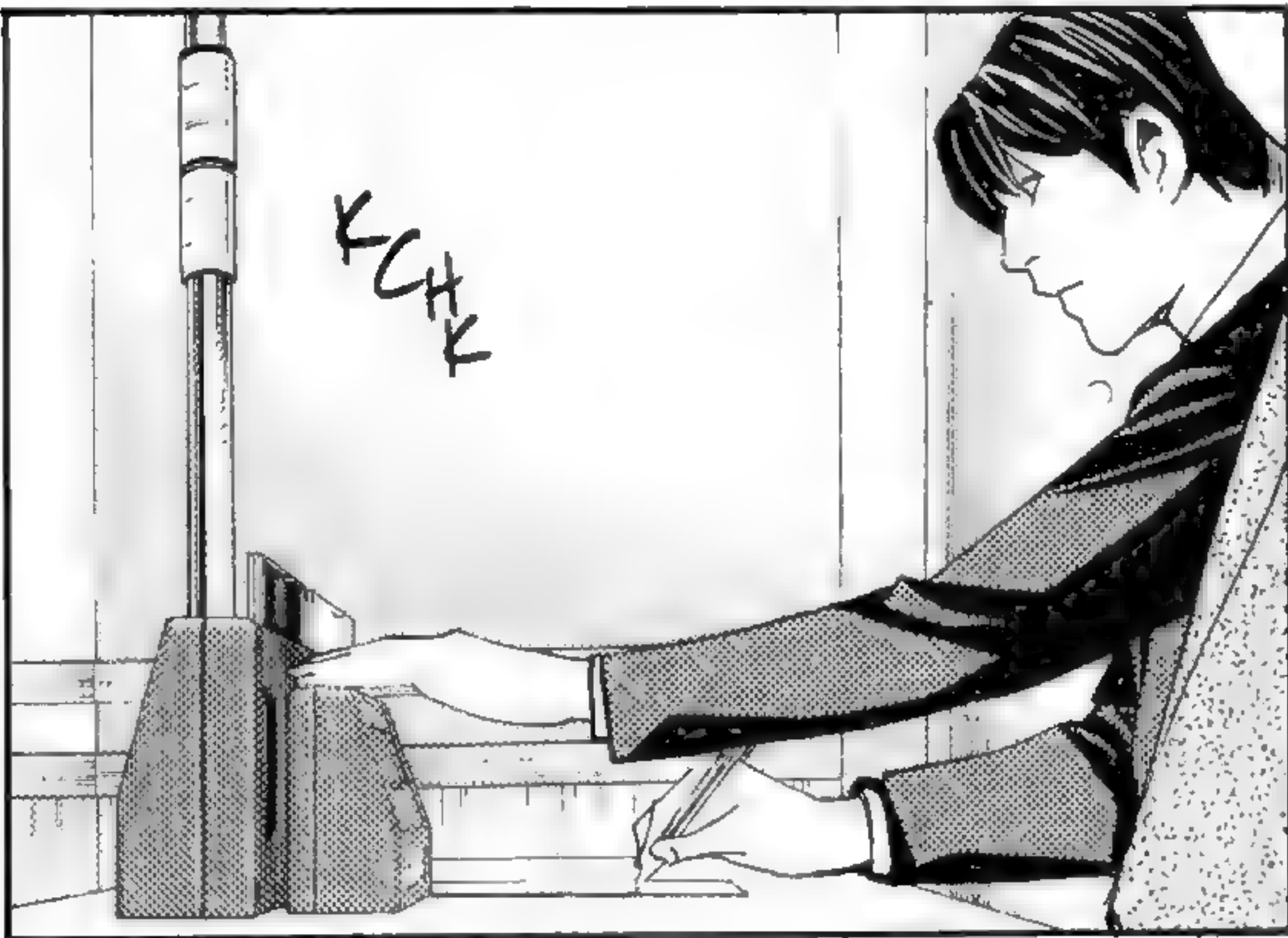
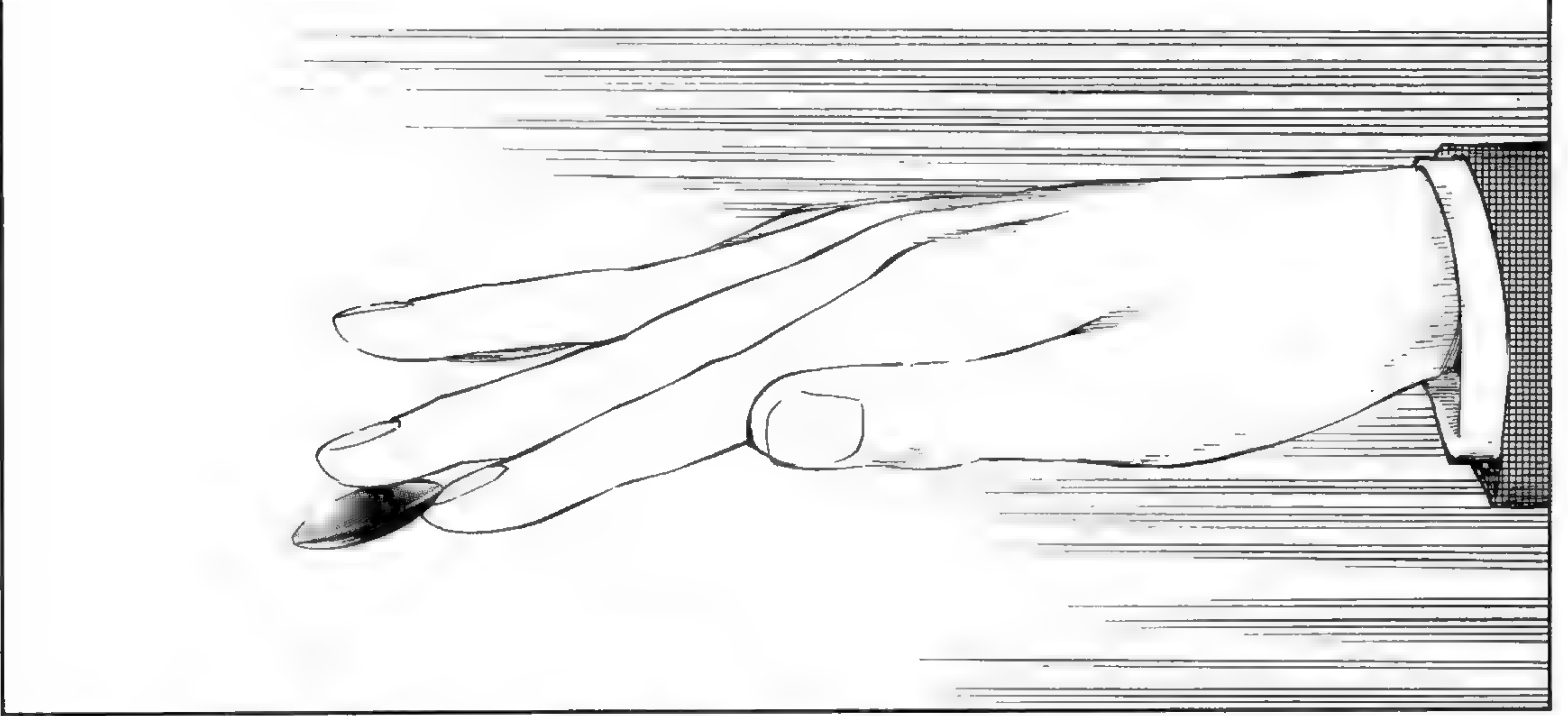
THOSE
ARE JUST
MONITORS.



...WHY THE
TVS DON'T
SHOW
ANYONE'S
FACE.

I
WONDER...







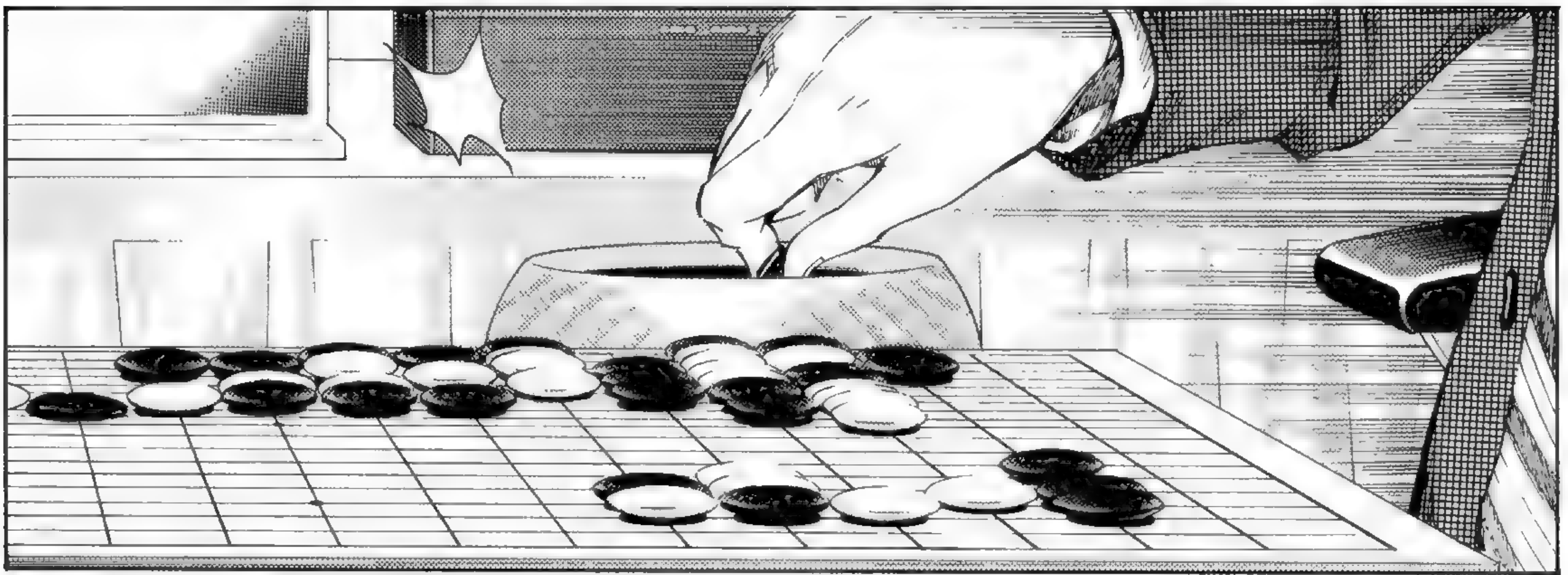


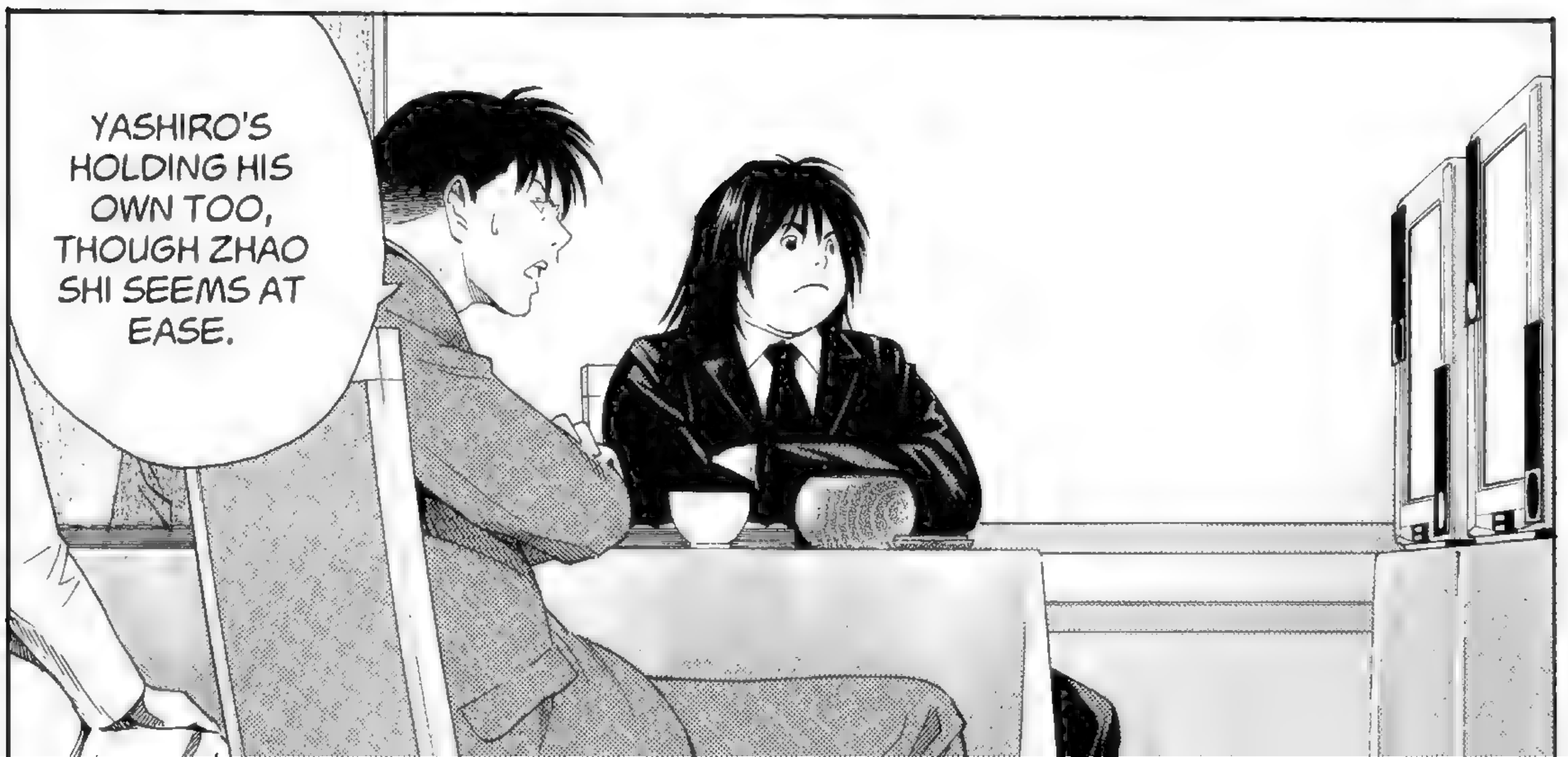
I MIGHT HAVE
MADE A
DANGEROUS
SHAPE.

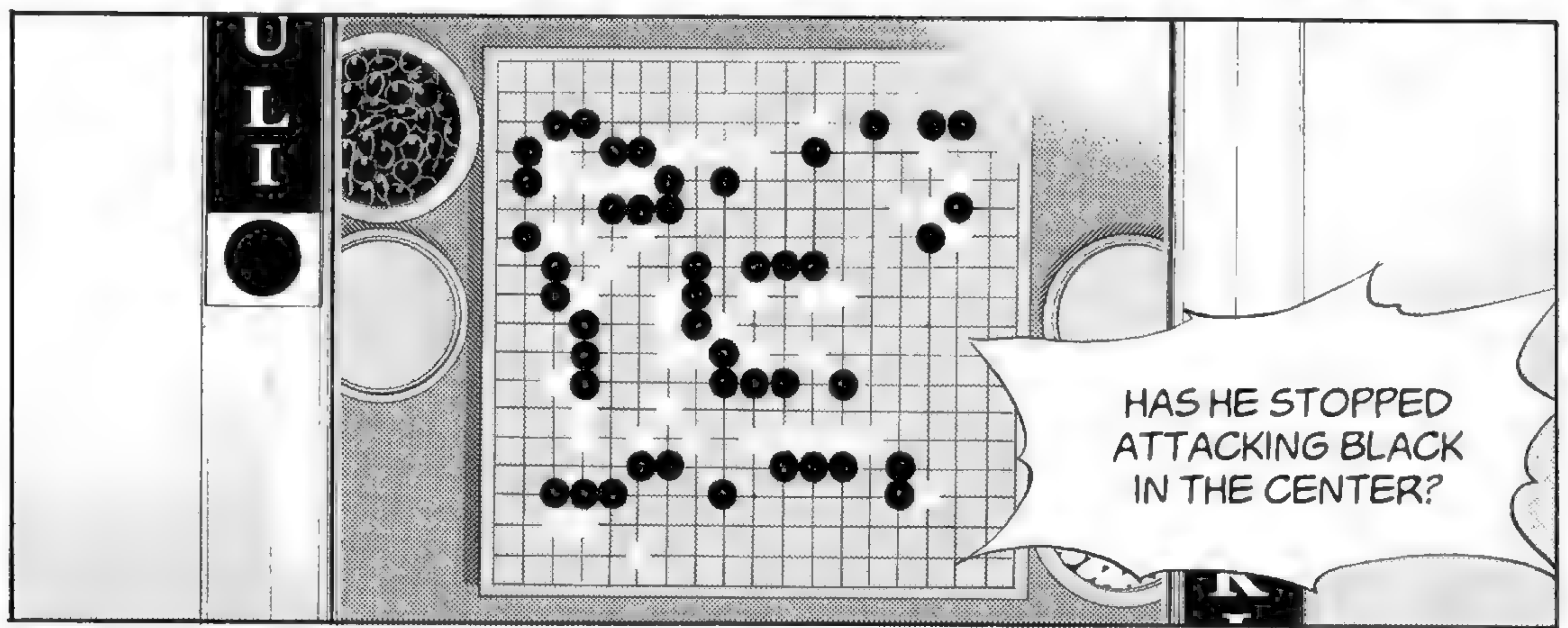
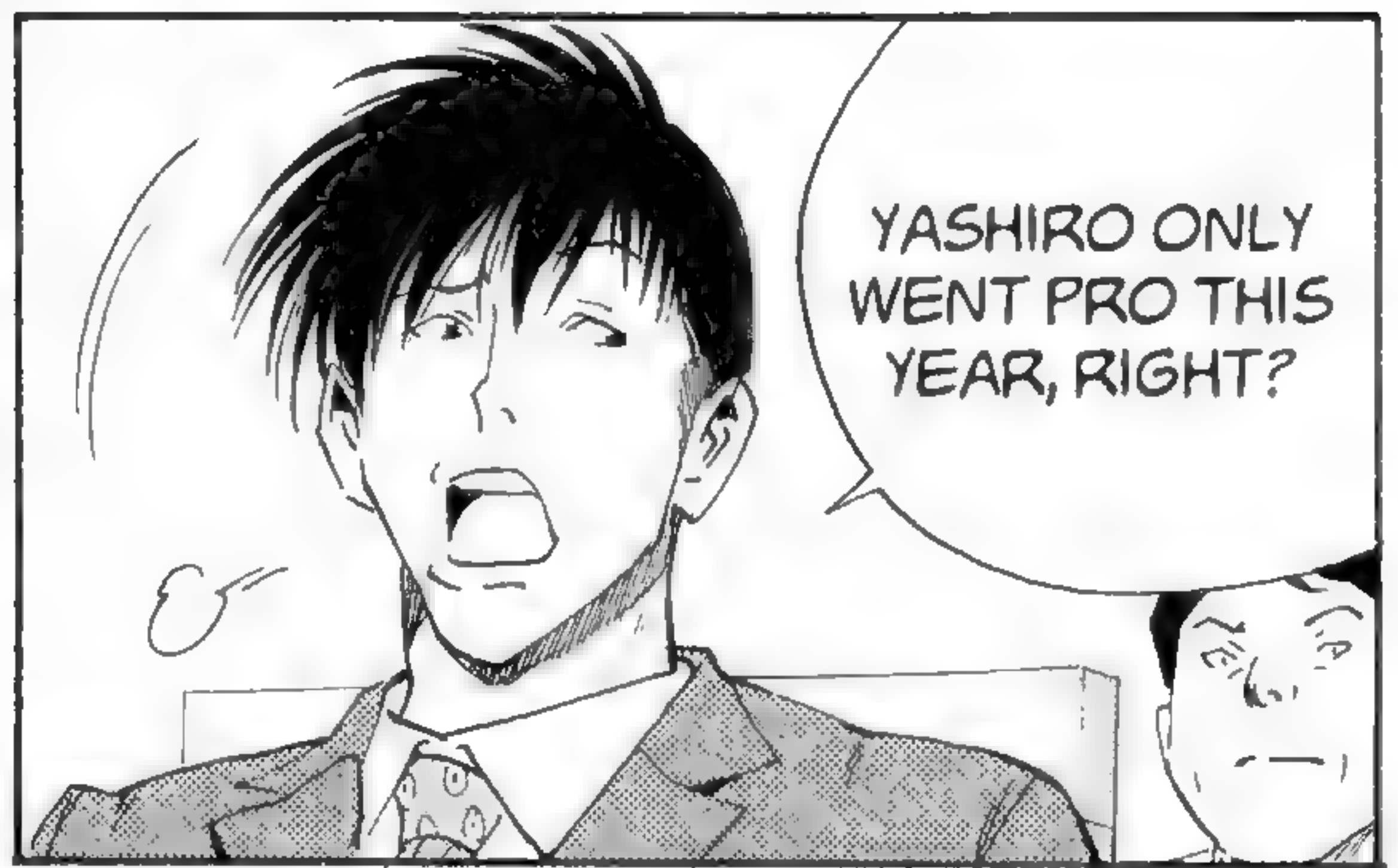


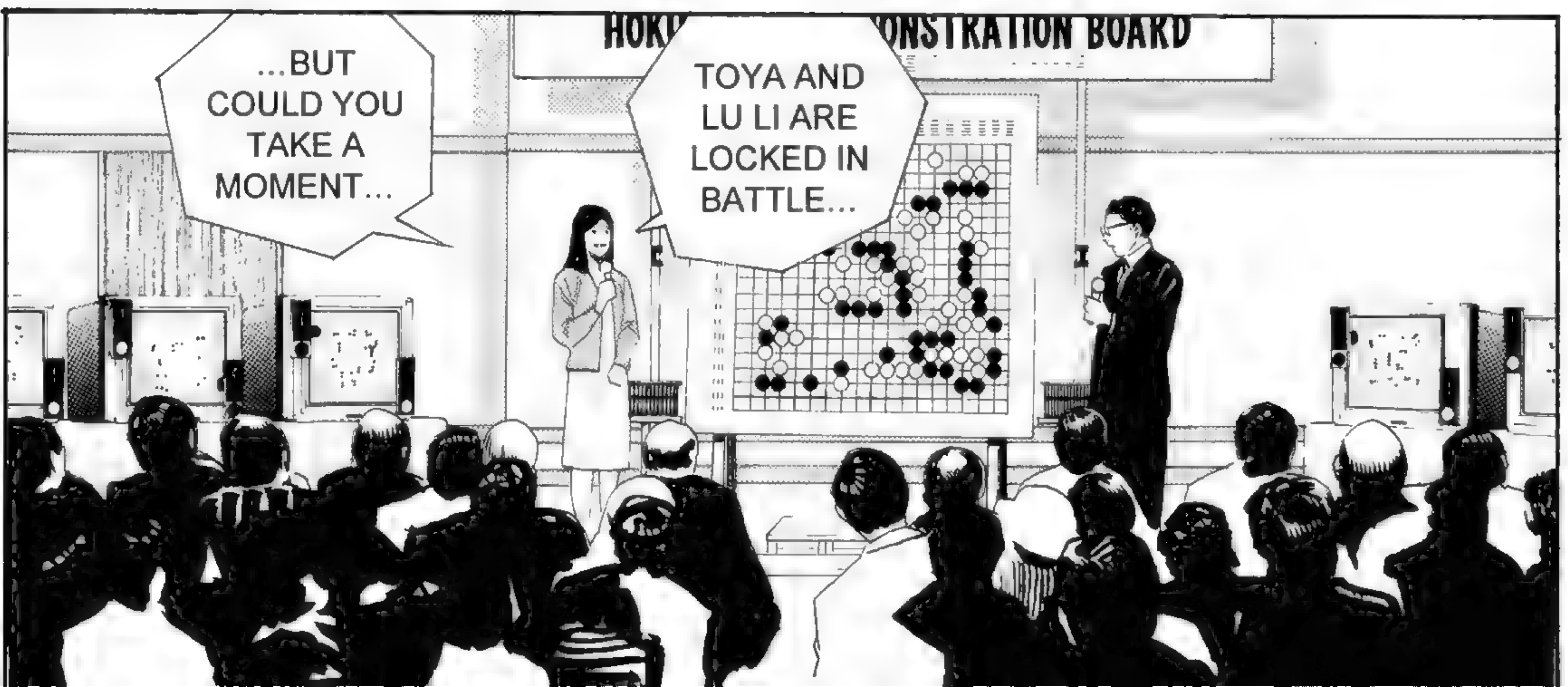
IN ANY CASE,
I CAN'T PULL
BACK.

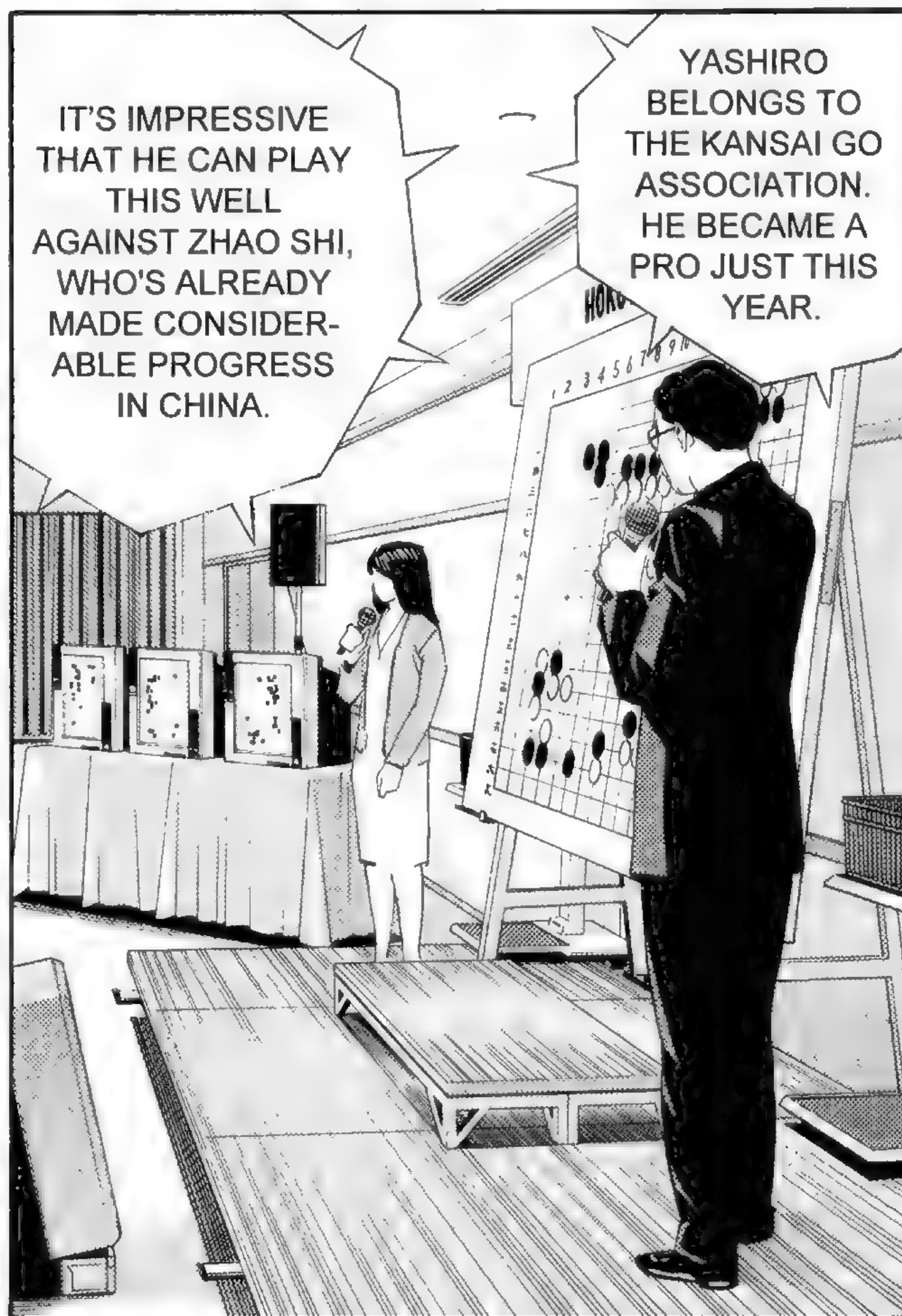
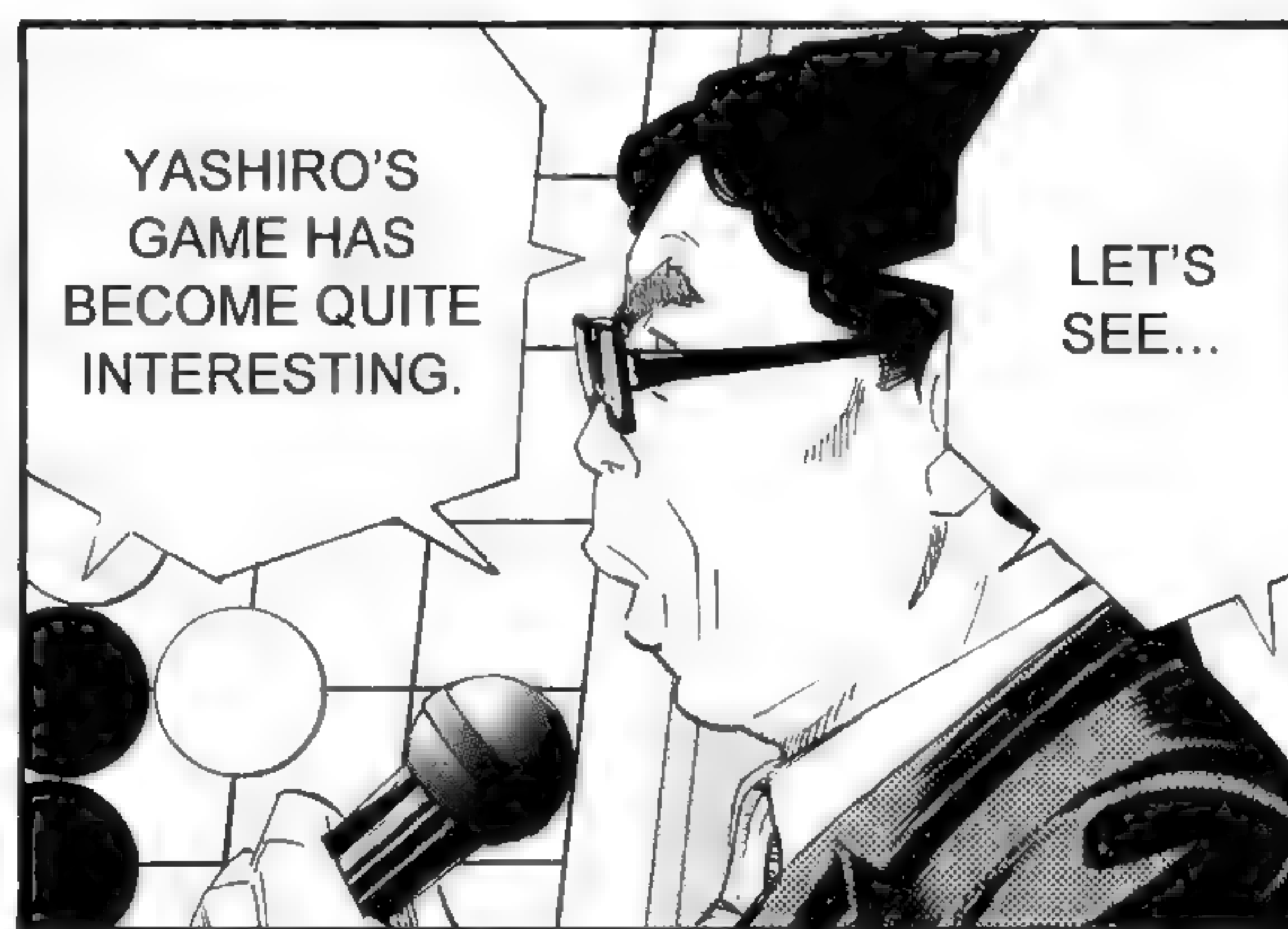
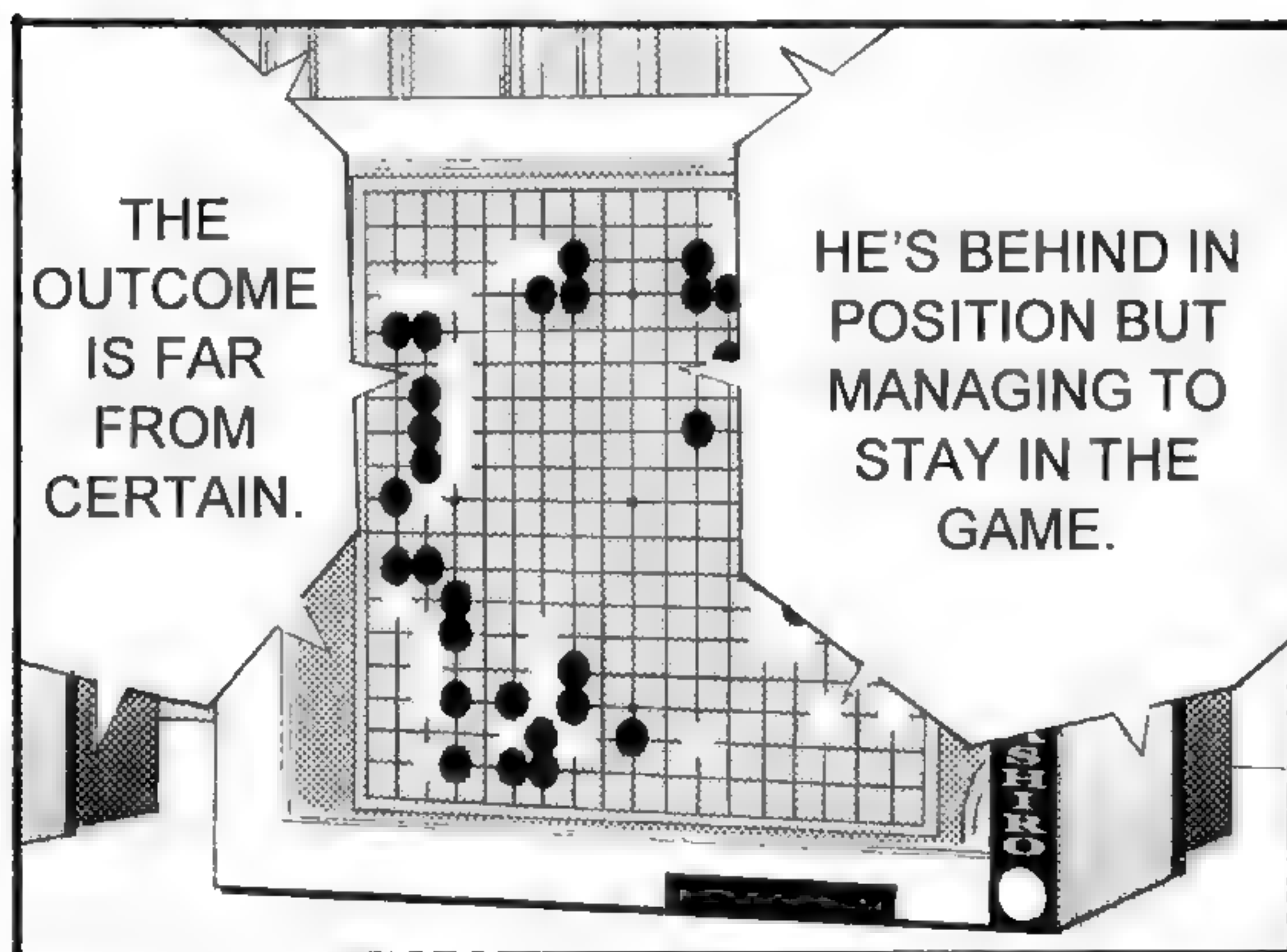


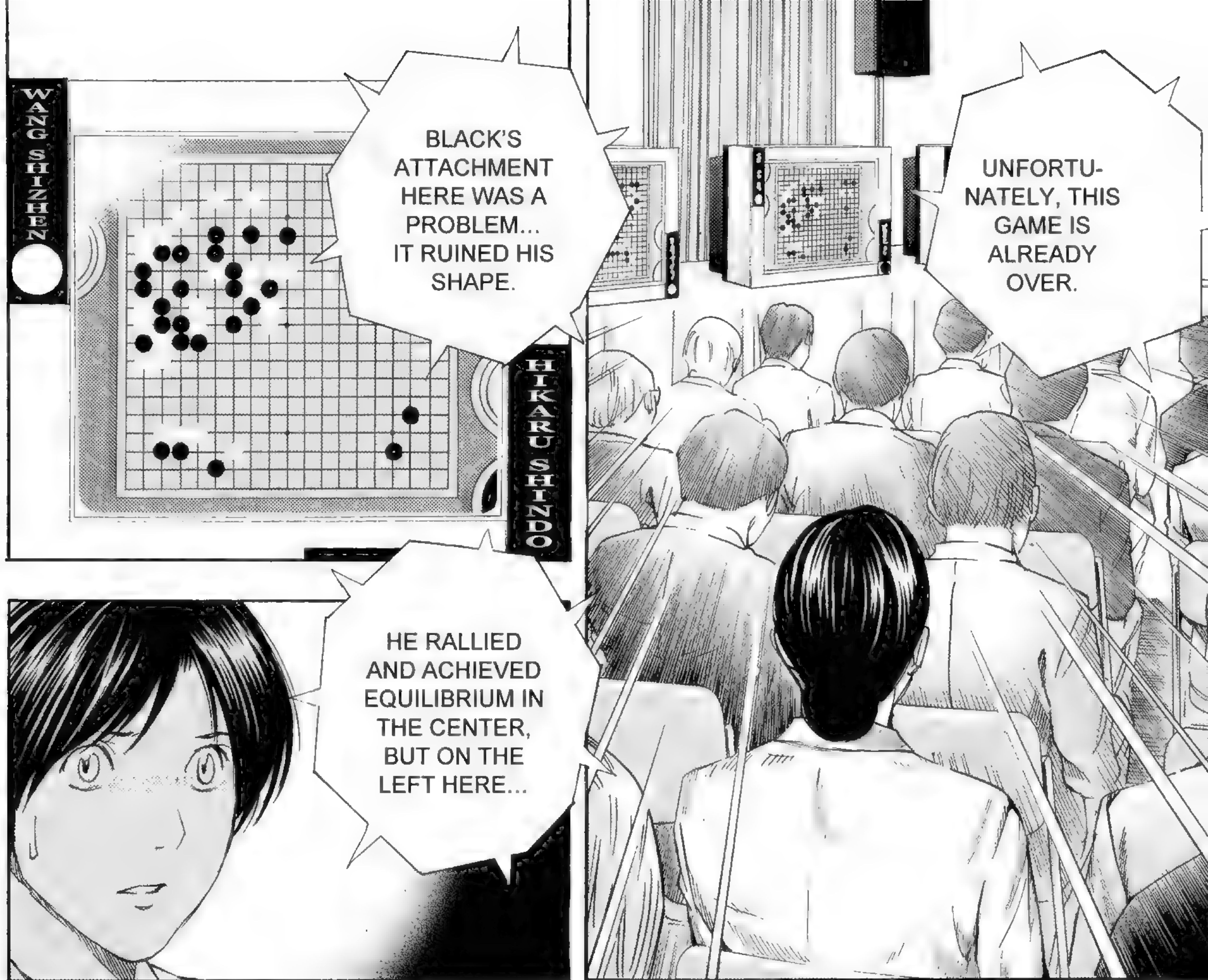












BLACK'S
ATTACHMENT
HERE WAS A
PROBLEM...
IT RUINED HIS
SHAPE.

UNFORTU-
NATELY, THIS
GAME IS
ALREADY
OVER.

HE RALLIED
AND ACHIEVED
EQUILIBRIUM IN
THE CENTER,
BUT ON THE
LEFT HERE...



PATHETIC!
WHAT'S WITH
THAT KID?!

TSK!
THE OTHER
TWO ARE
PLAYING SO
WELL!



OH,
DEAR...

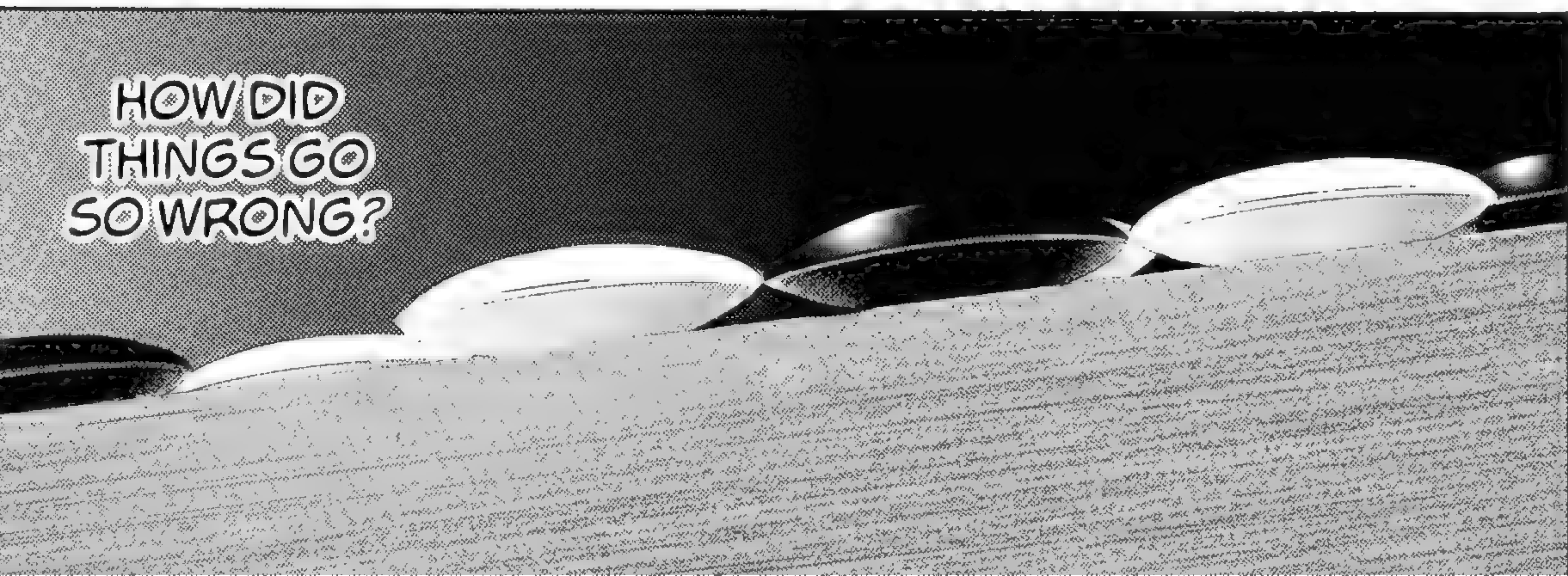
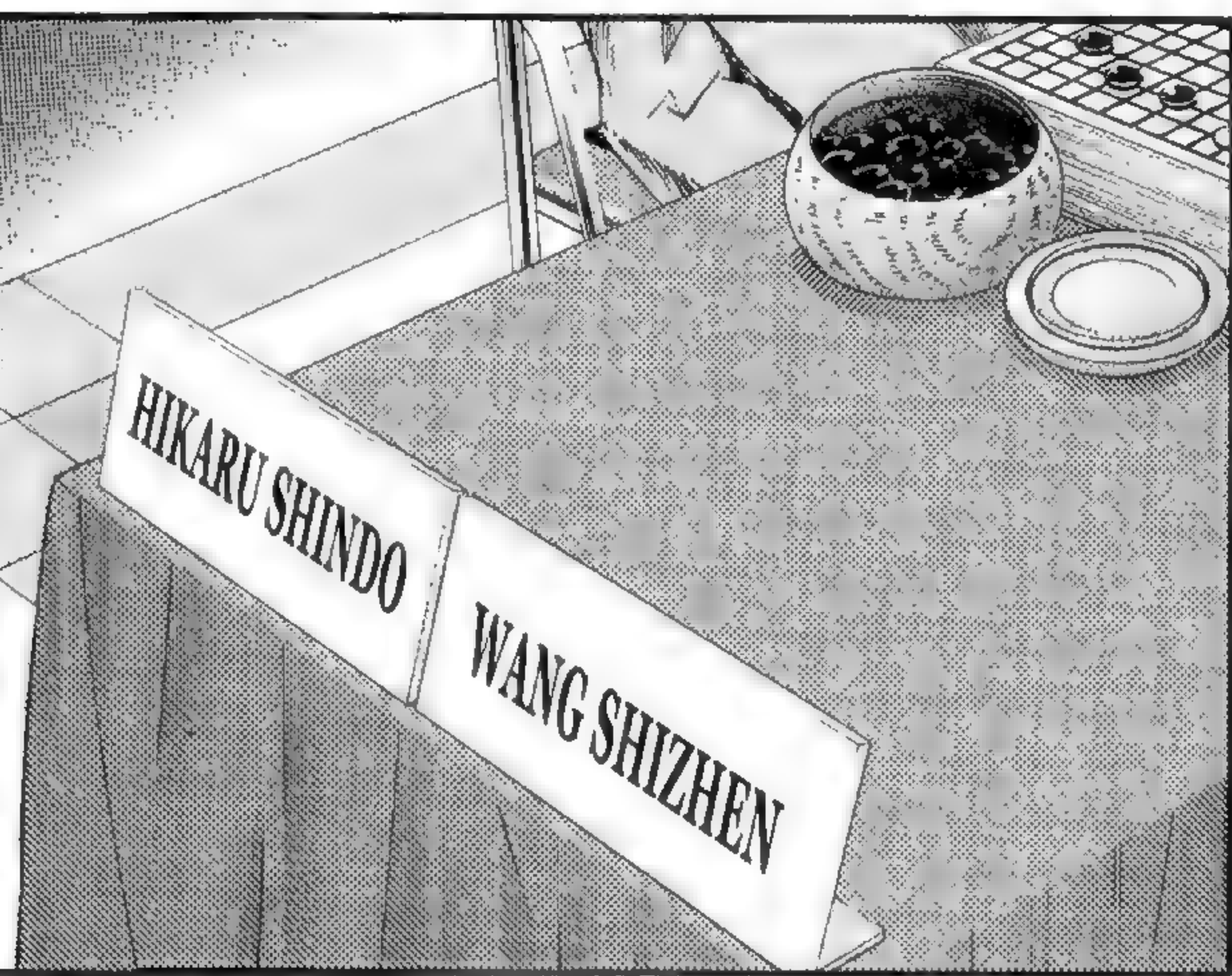
...



I DON'T SEE
SHINDO
GETTING A
WIN TODAY.





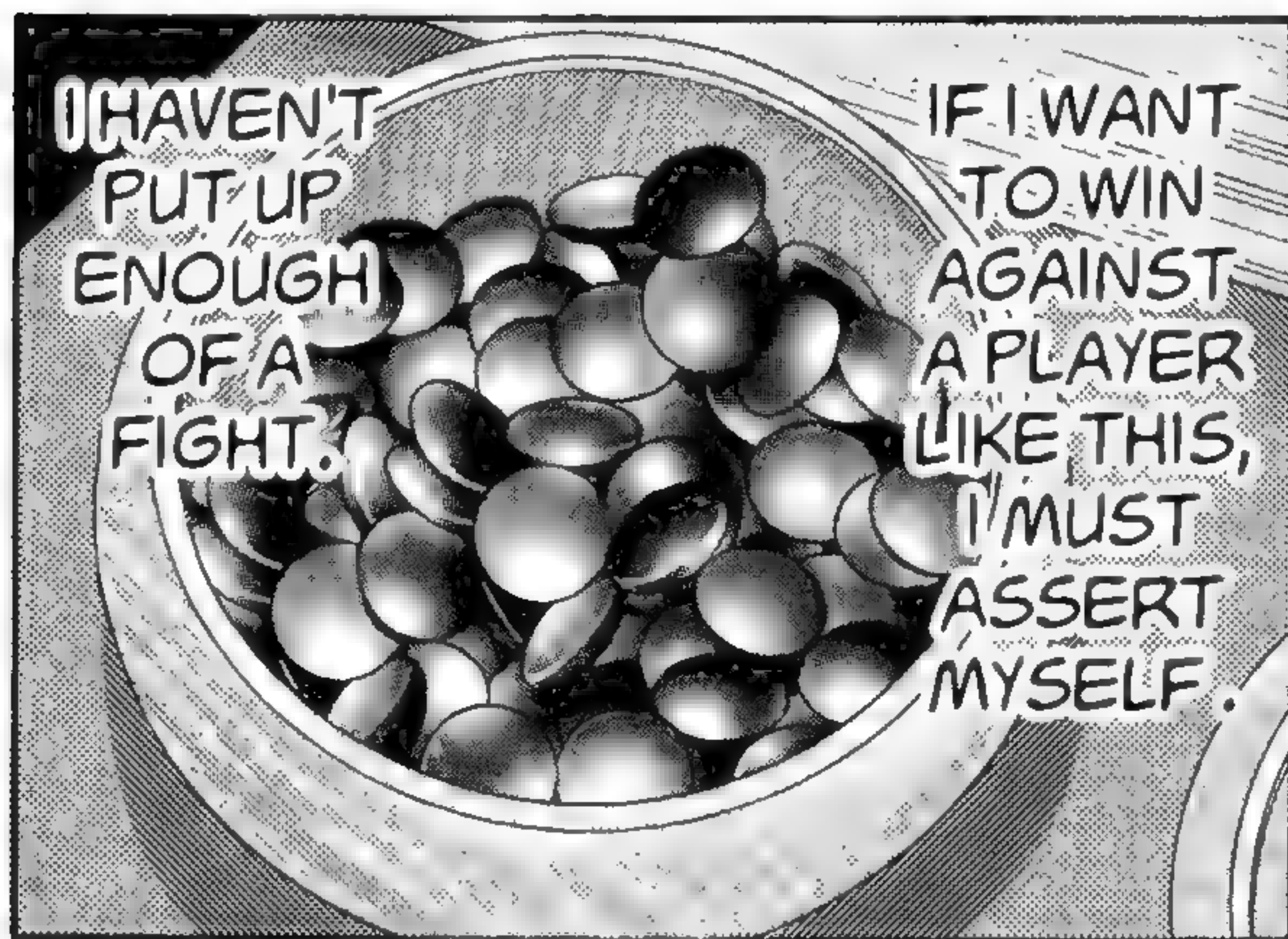




WAS I TOO
CAUTIOUS
BECAUSE
I WANTED
TO WIN SO
BADLY?



WAS I TOO
SLUGGISH
BECAUSE
I WAS
NERVOUS?



I HAVEN'T
PUT UP
ENOUGH
OF A
FIGHT.

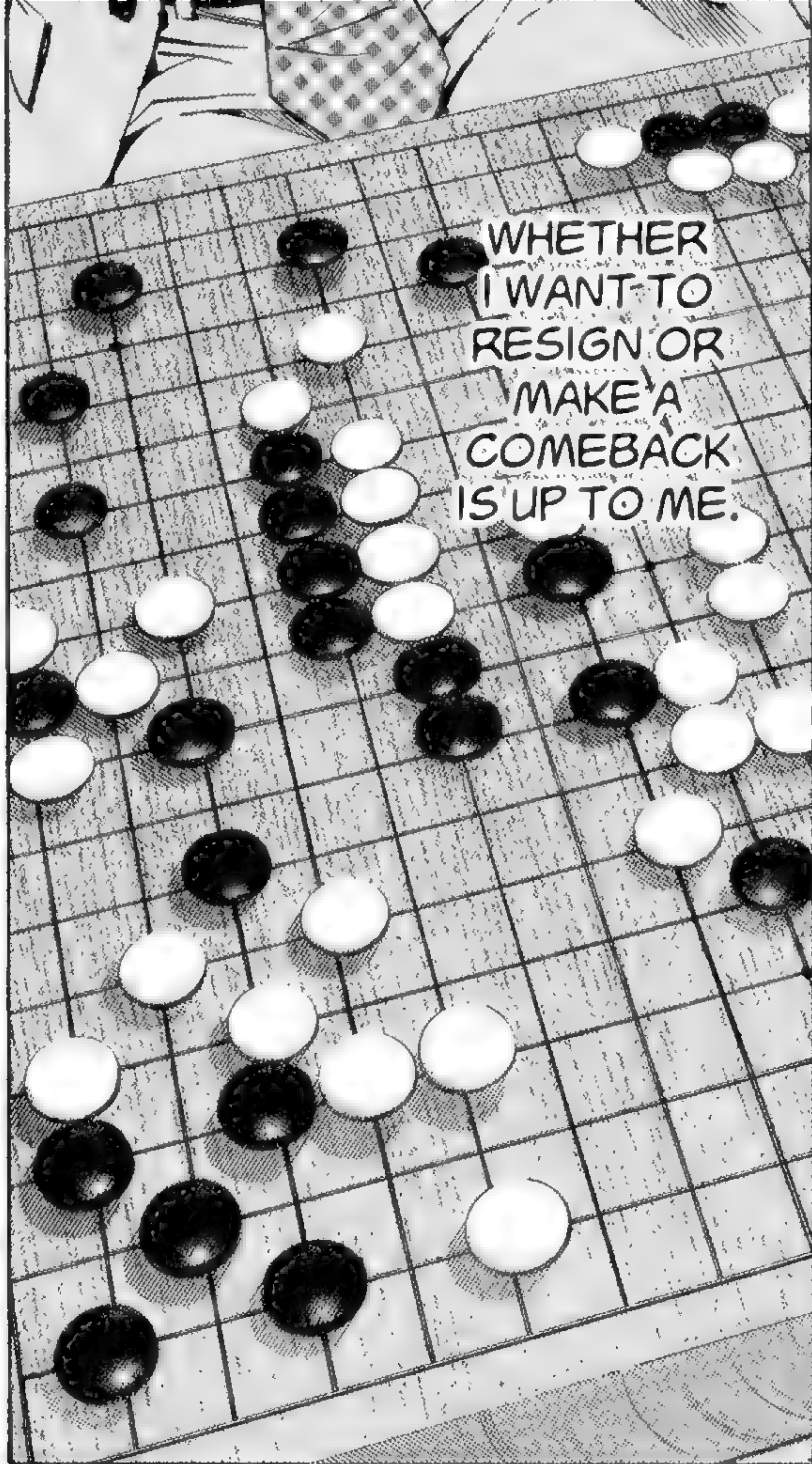
IF I WANT
TO WIN
AGAINST
A PLAYER
LIKE THIS,
I MUST
ASSERT
MYSELF.



I DON'T HAVE
THE ABILITY
TO MAKE A
COMEBACK
FROM THIS...

IT'S
OVER...





WHETHER
I WANT TO
RESIGN OR
MAKE A
COMEBACK
IS UP TO ME.

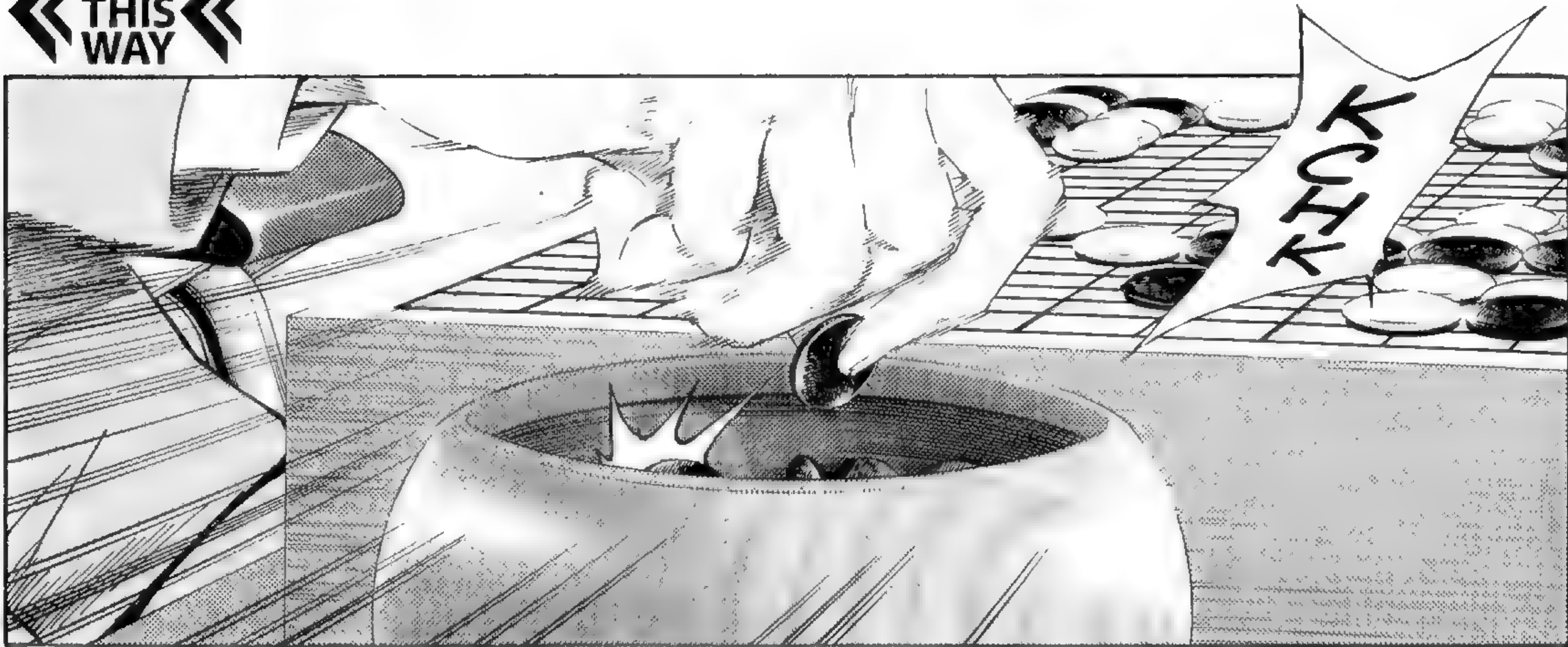


BUT I'M
THE ONLY
ONE HERE.



THERE'S
NOBODY
ELSE HERE
TO DO IT!





**CHARACTER
GO
STONES**
Vol.1



Ryo Iijima



Yuri Hidaka



Toshinori Honda



Yabe



Masako Kaneko



Harumi Ichikawa



Okamura



Natsume



Heihachi Shindo



Yuta Fukui



Hitoshi Koike



Yun Sensei



Asumi Nase



Kumiko Tsuda



Kosuke Ochi

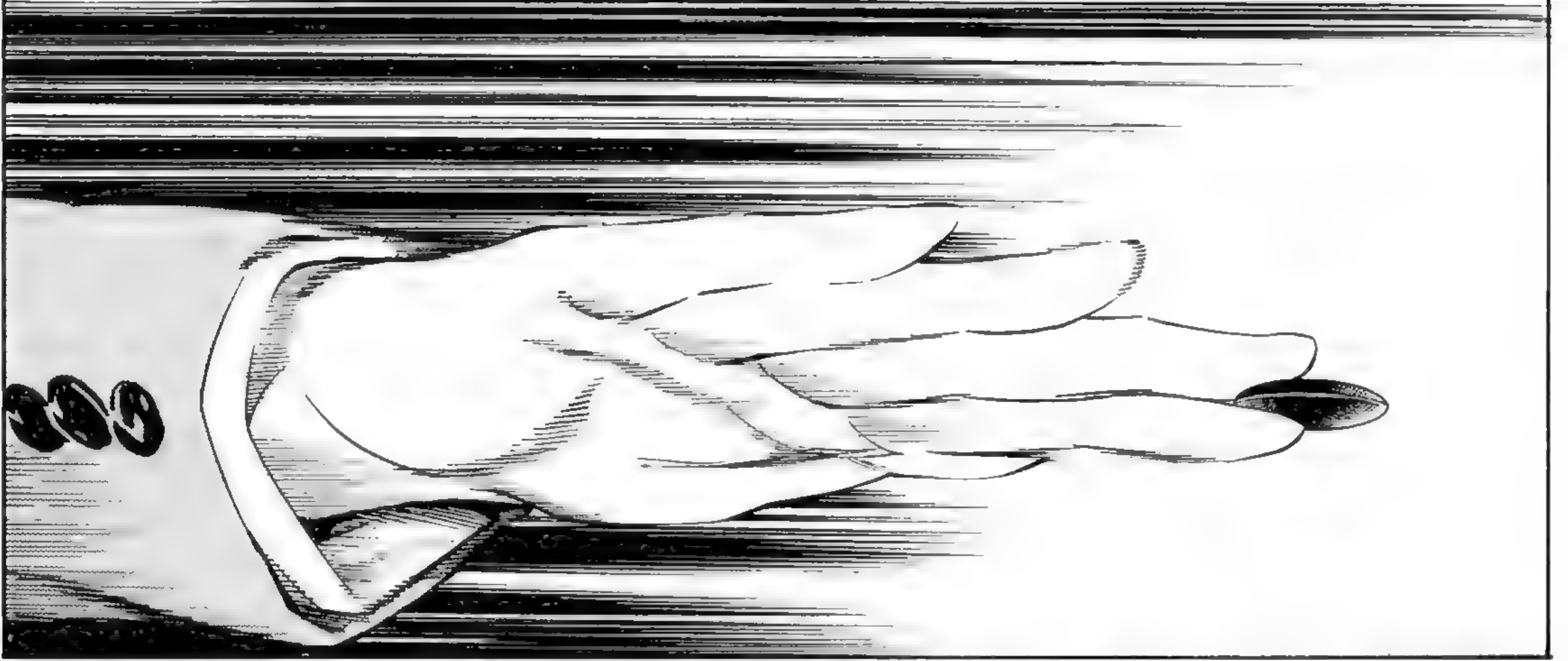


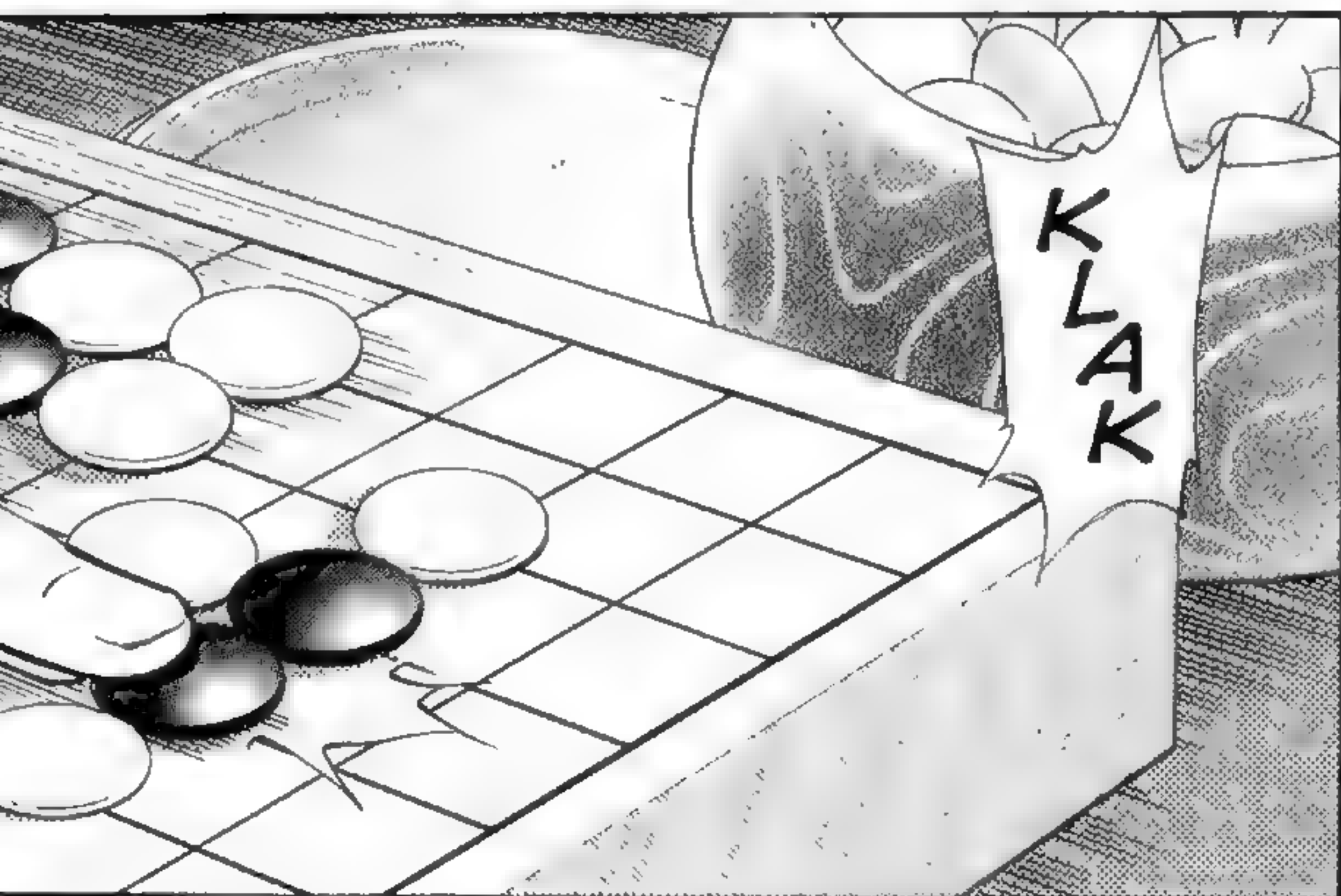
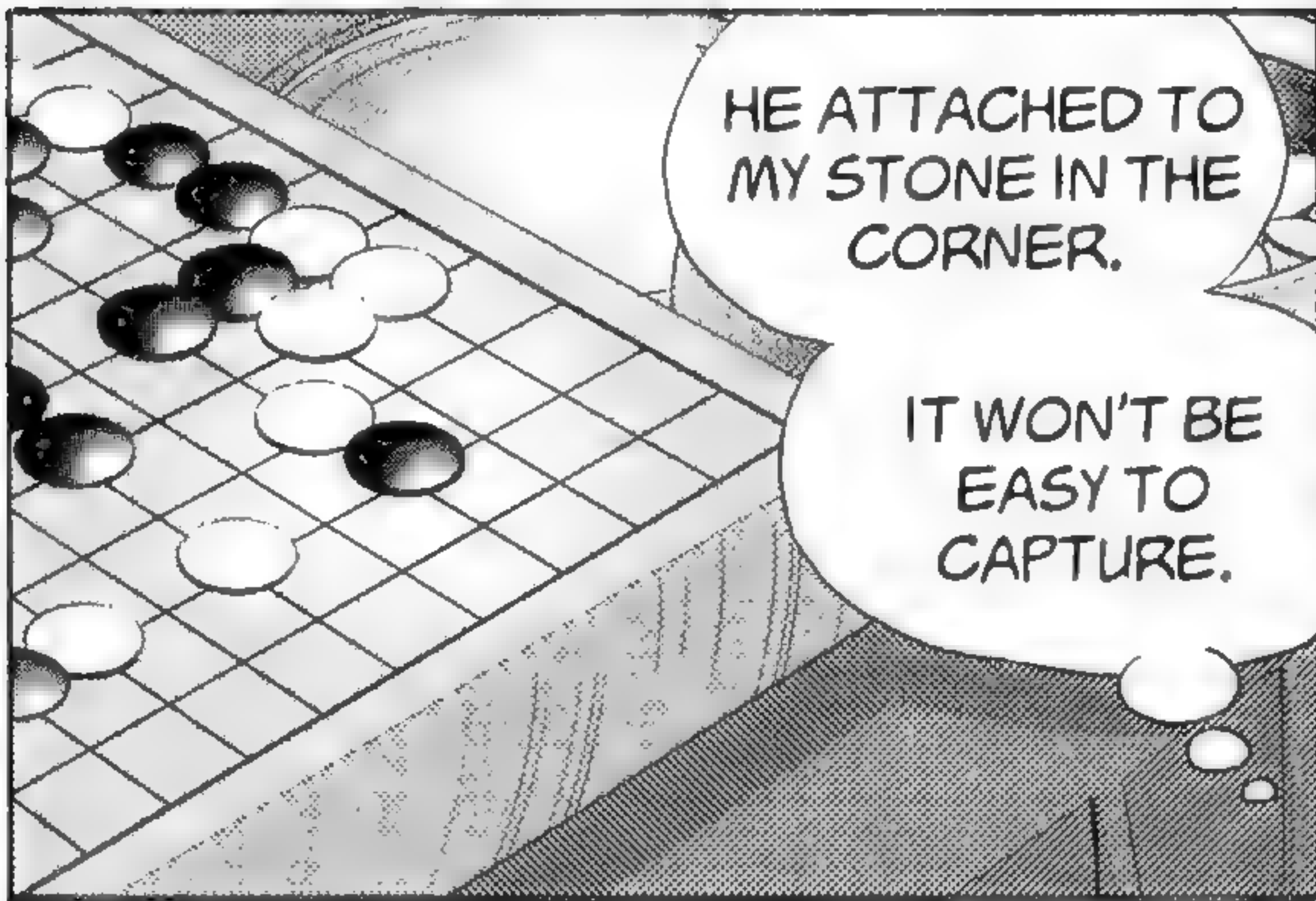
Kaoru Kishimoto

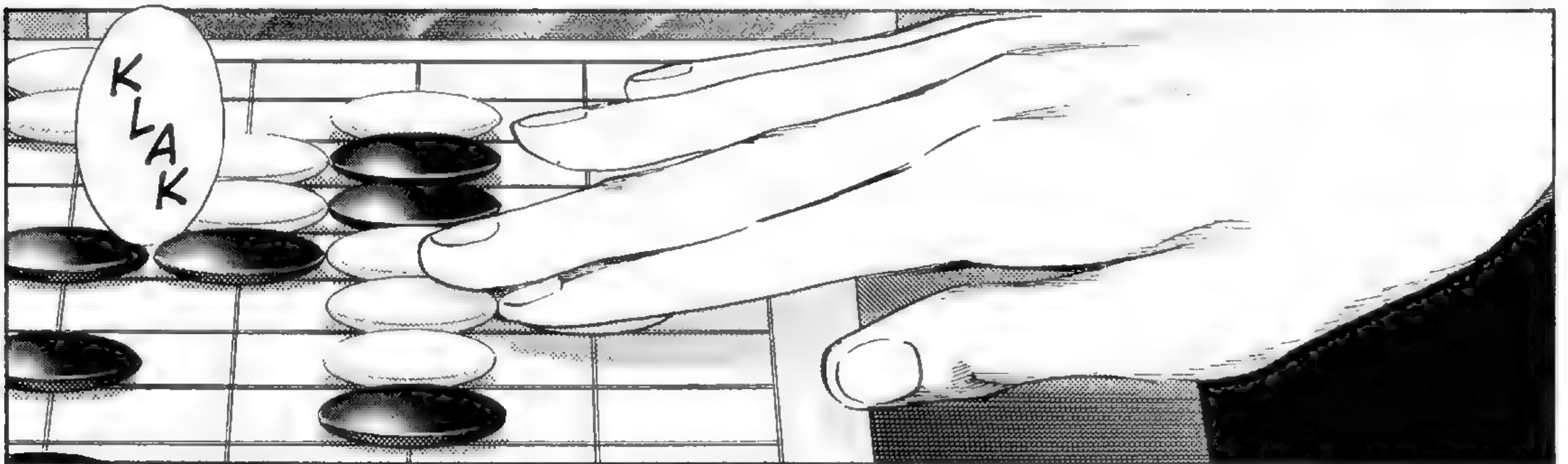
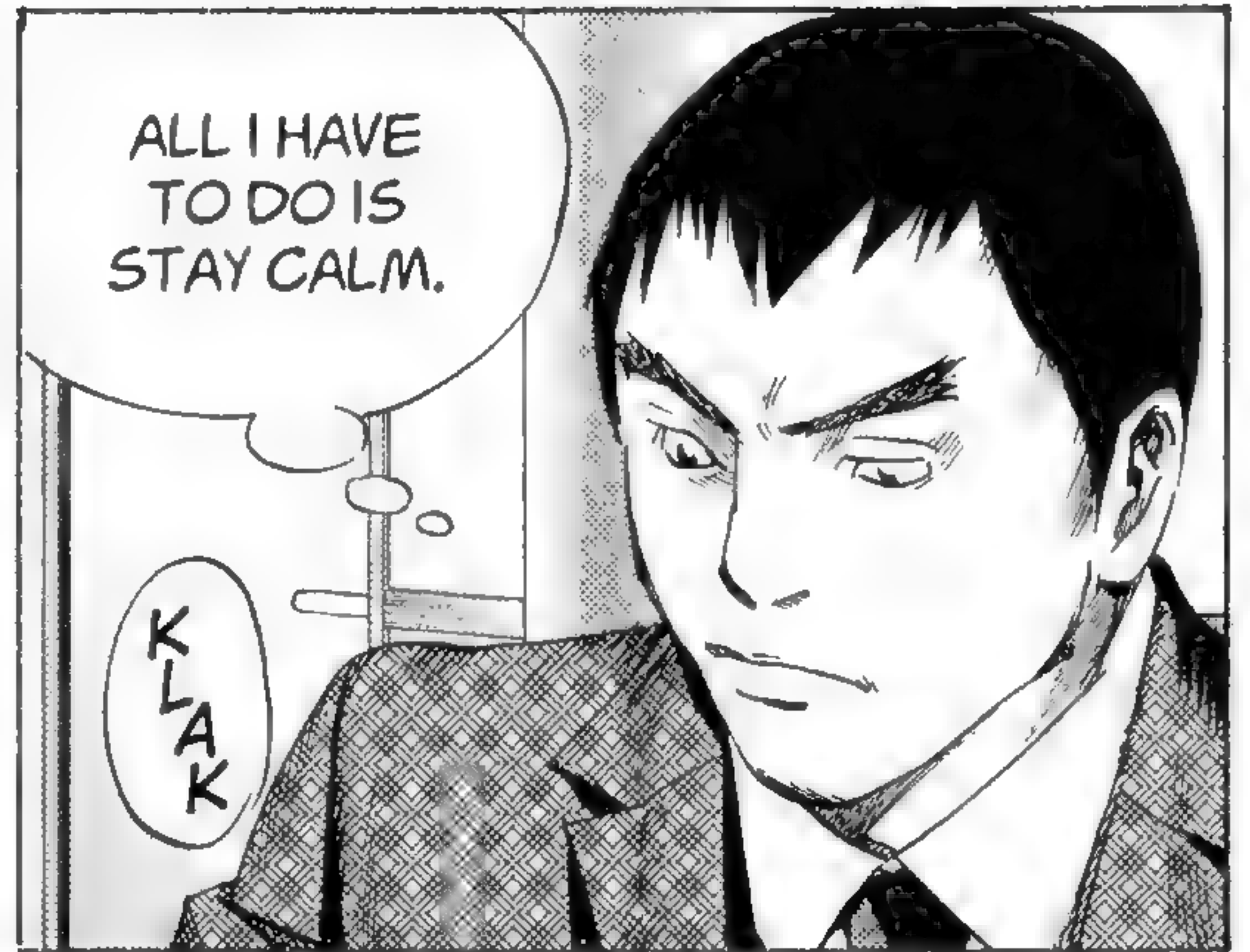
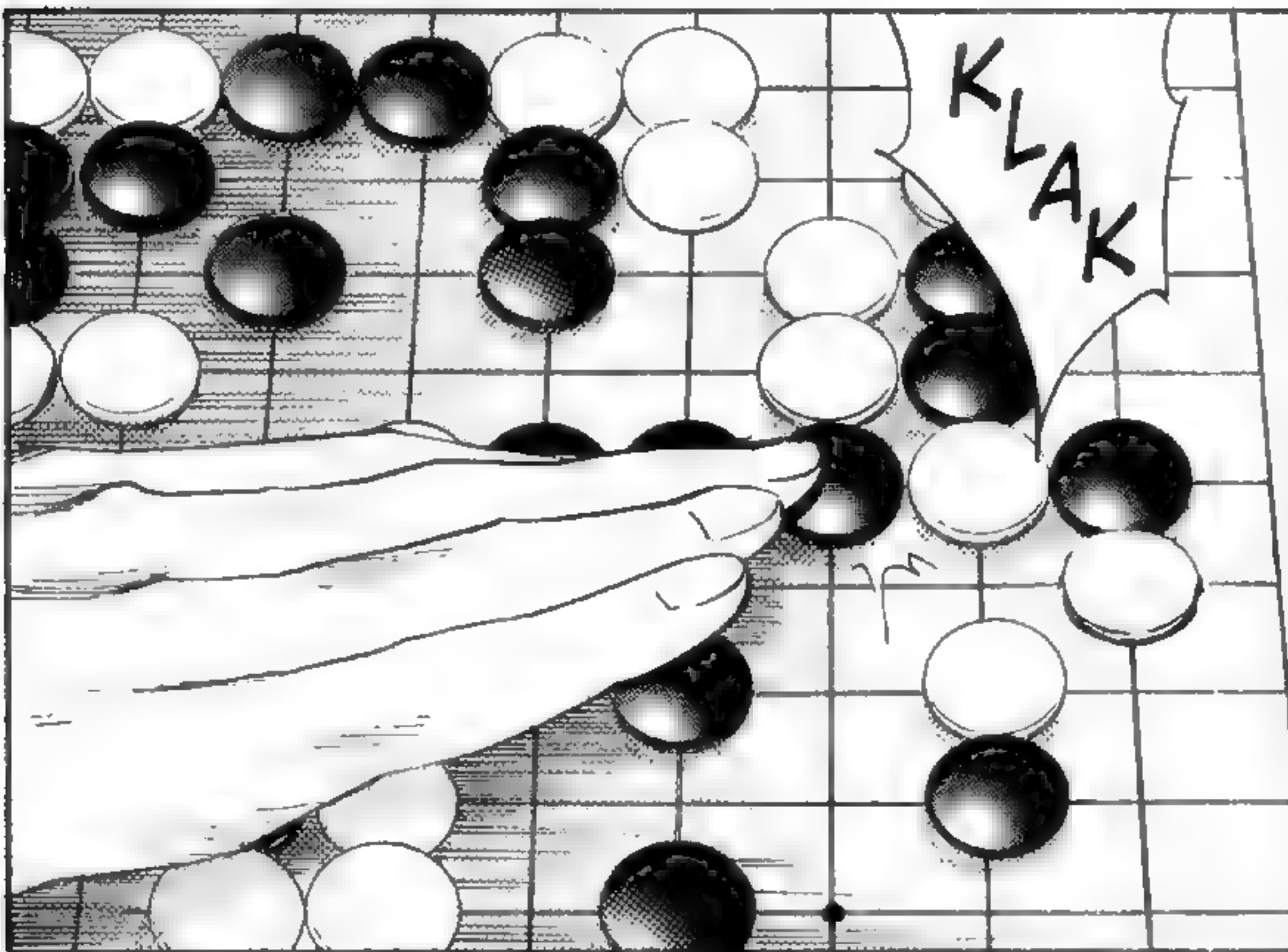
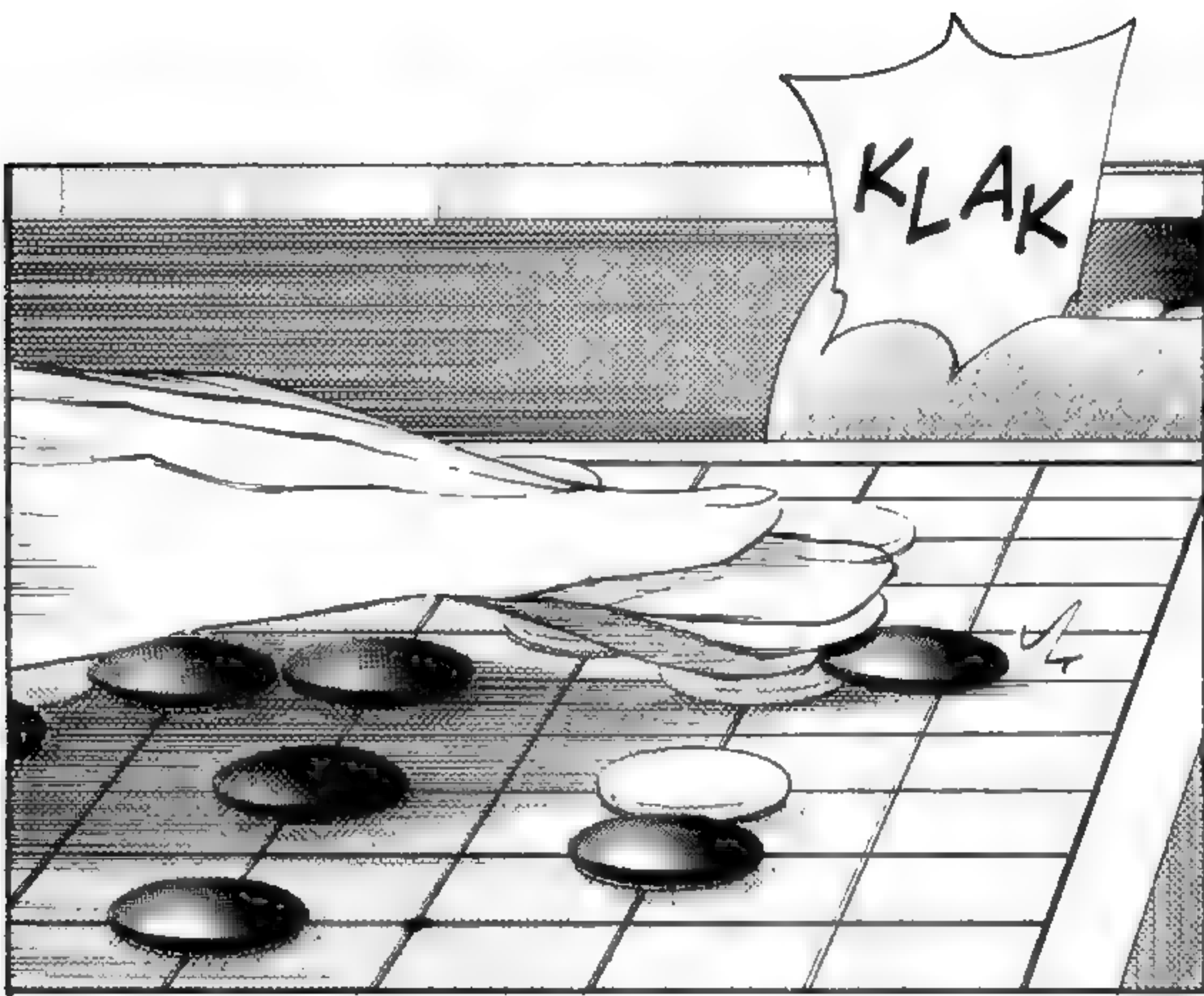
See Volume 2
on page 168!

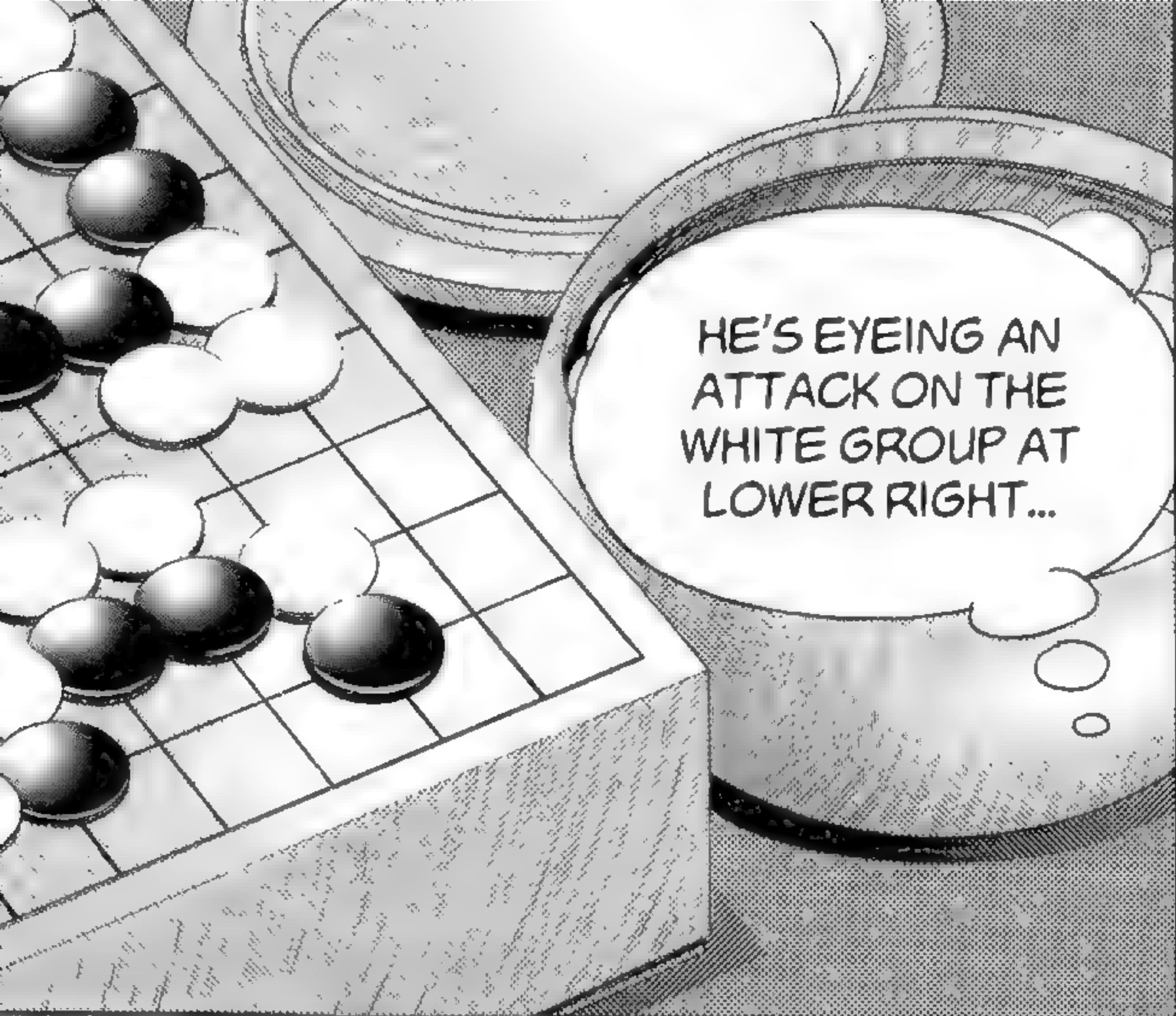


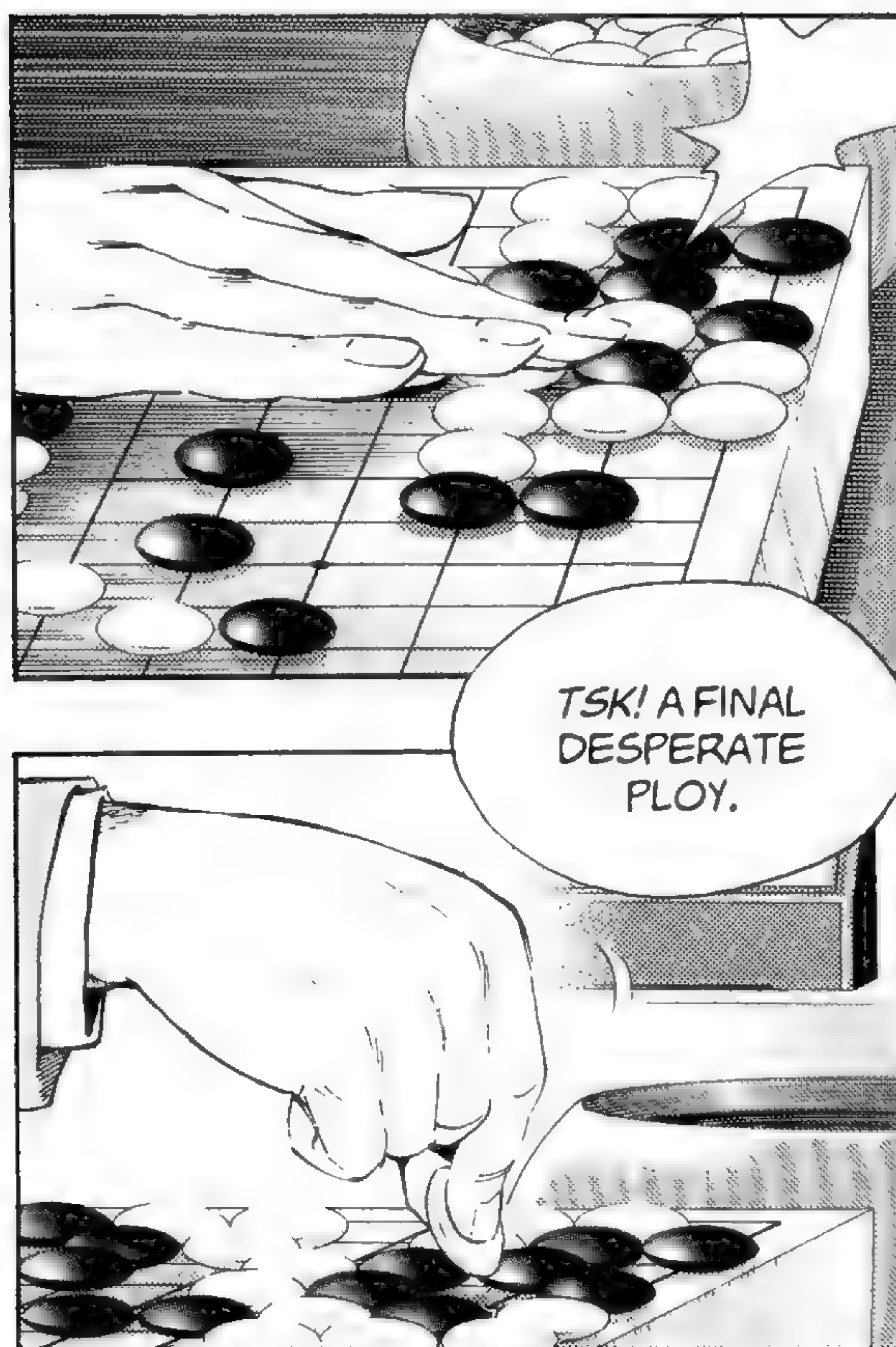
Game 180 "China vs. Japan: 3"

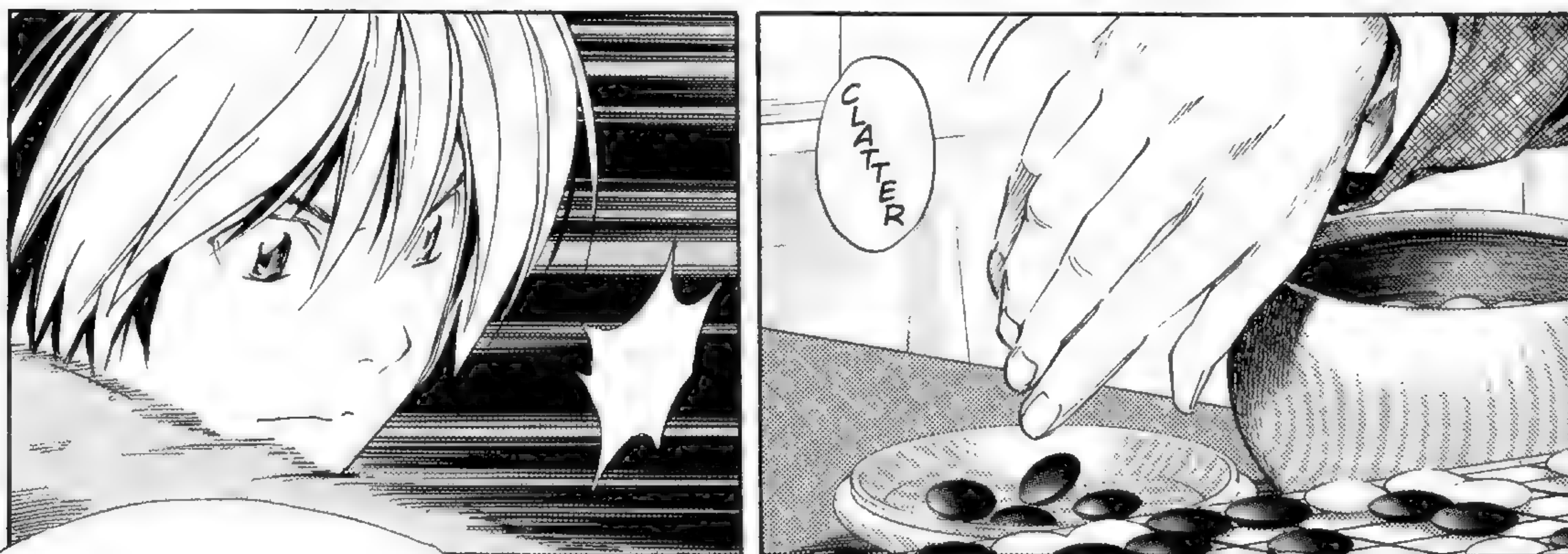


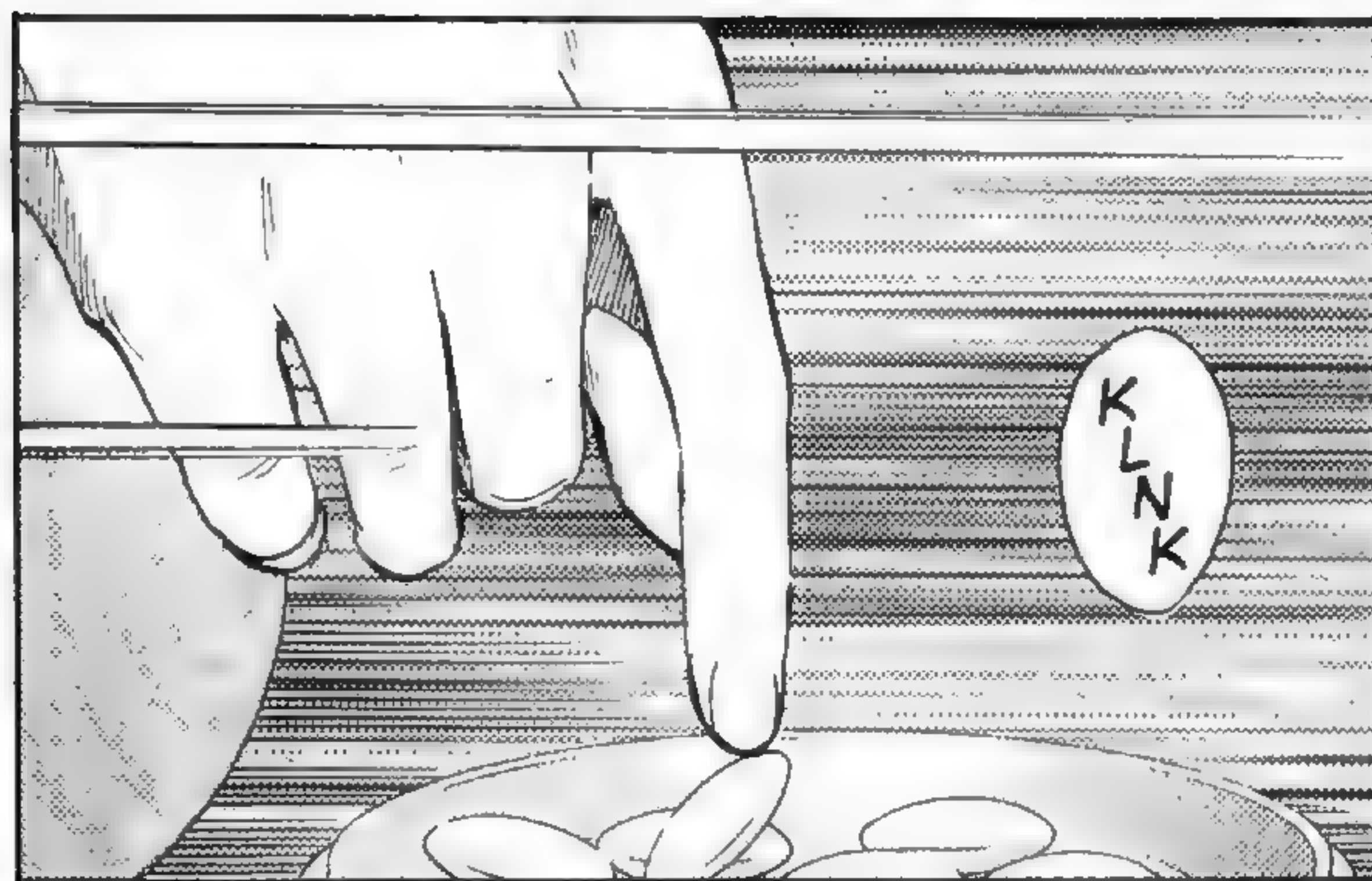
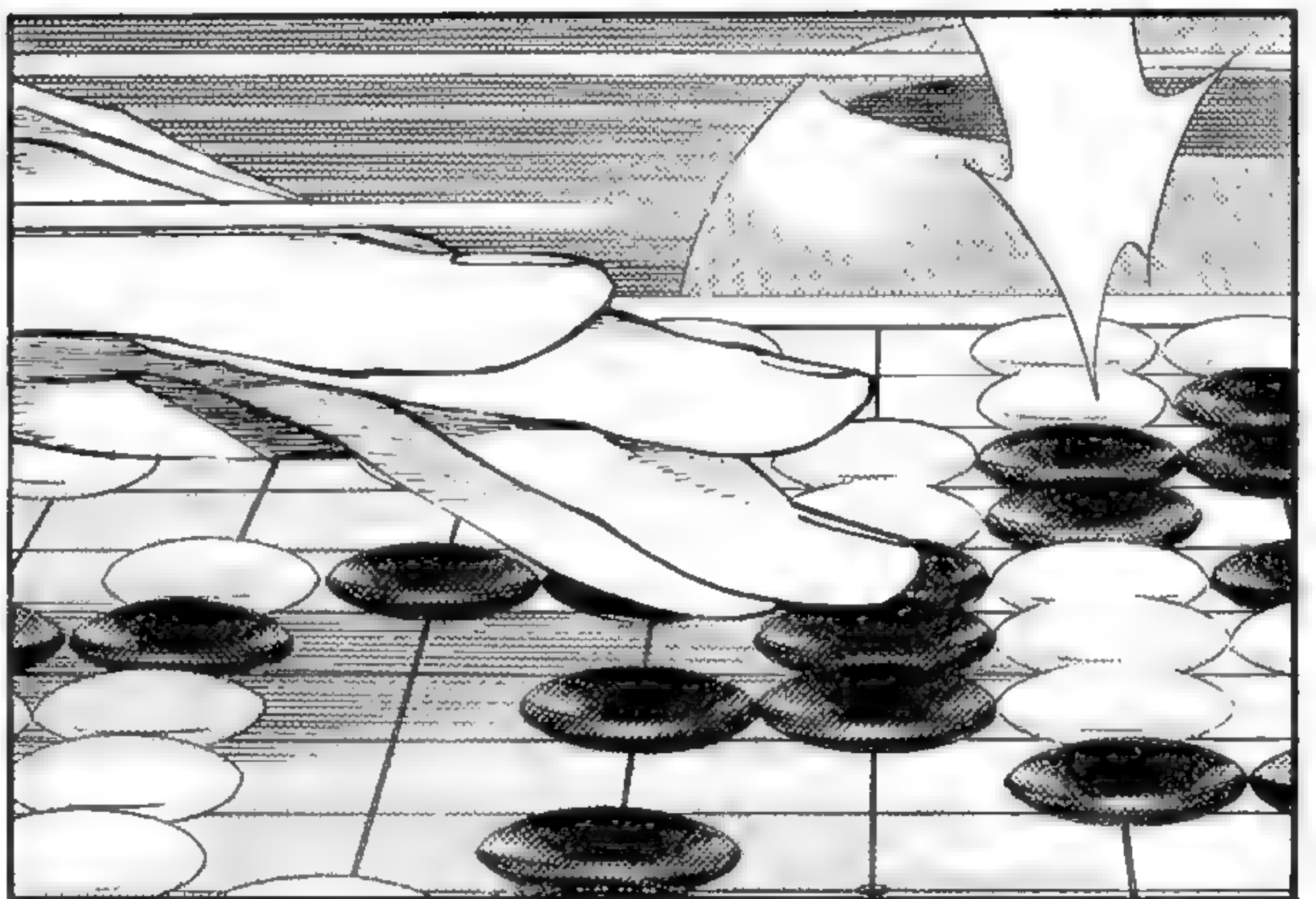
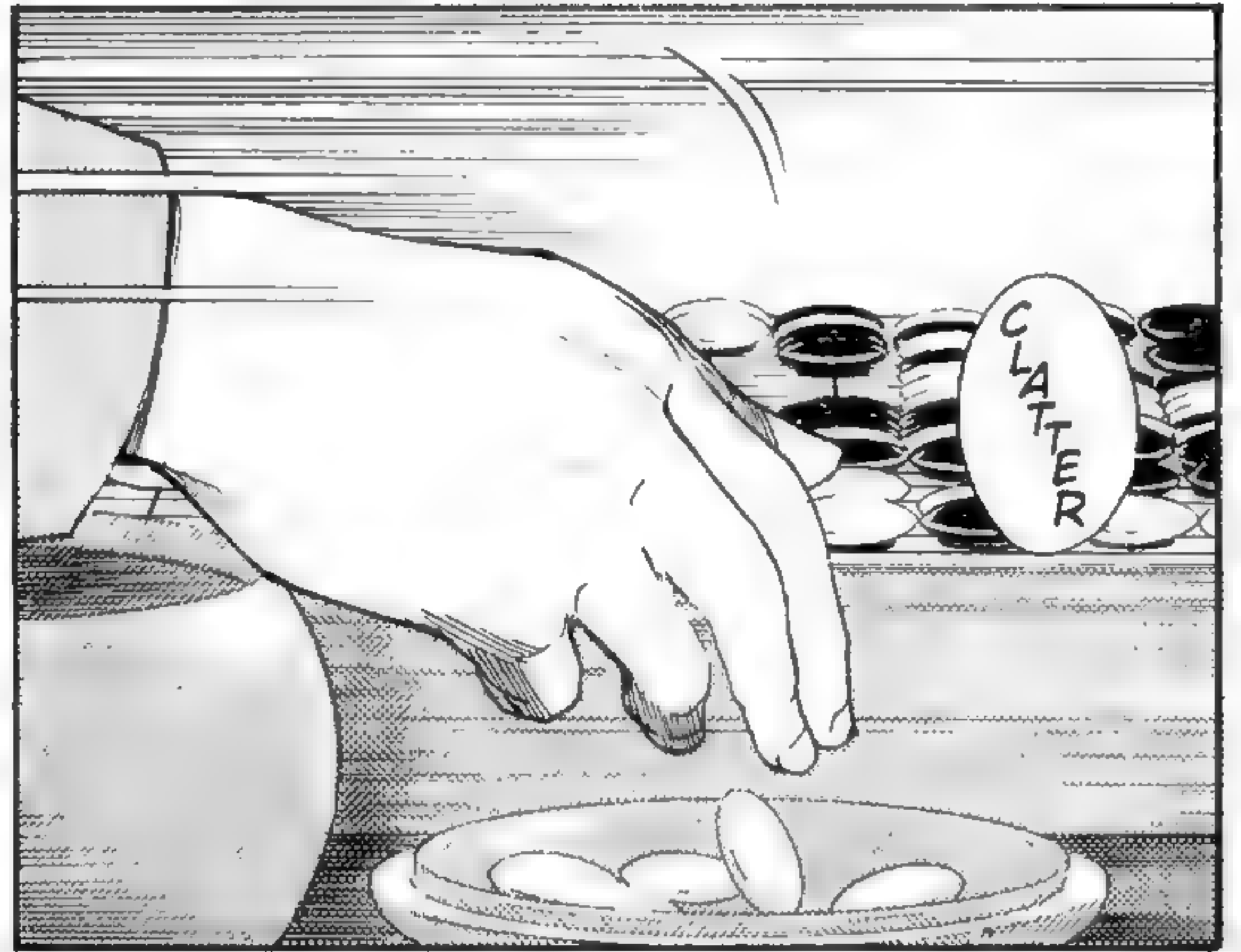
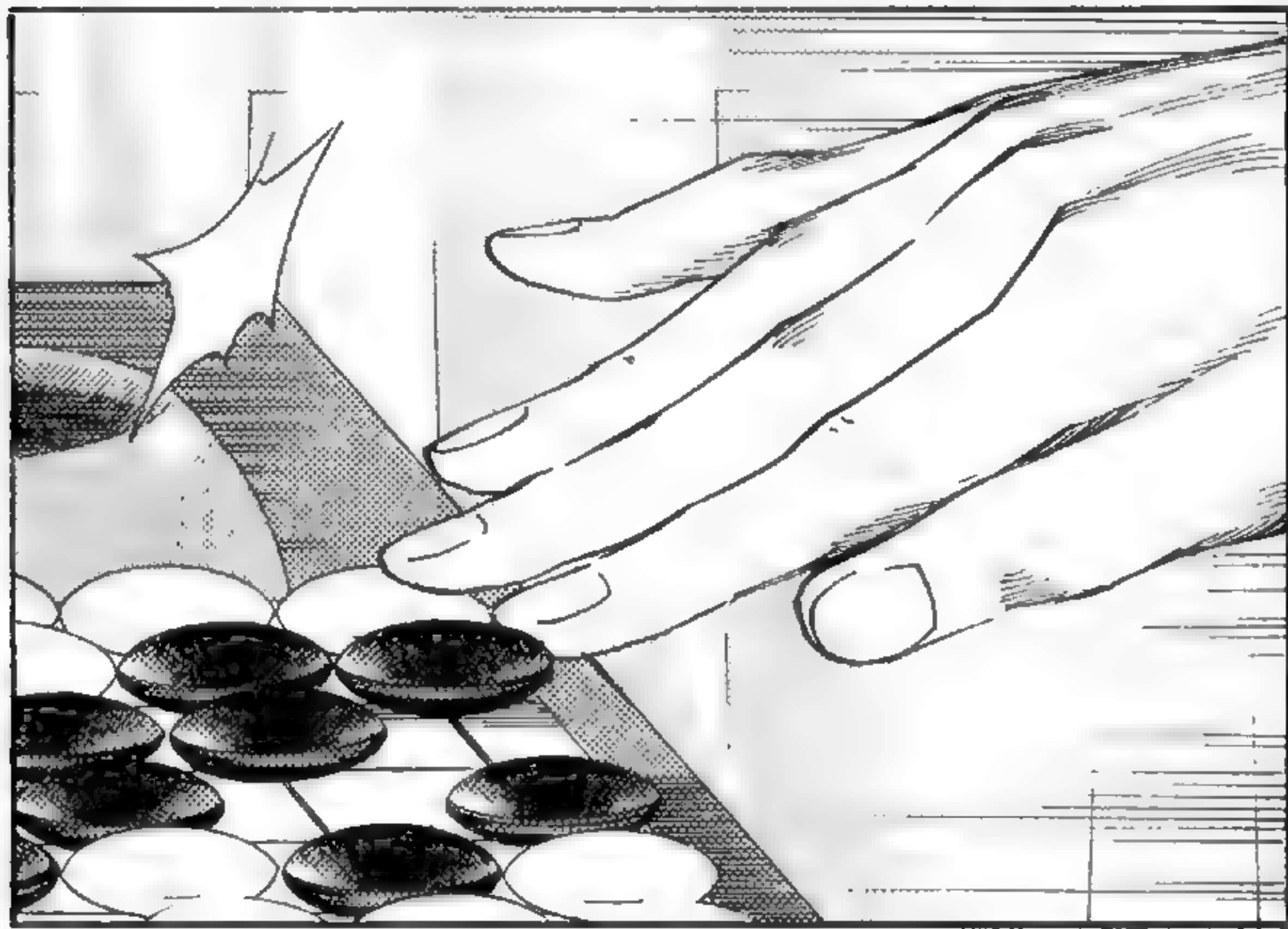
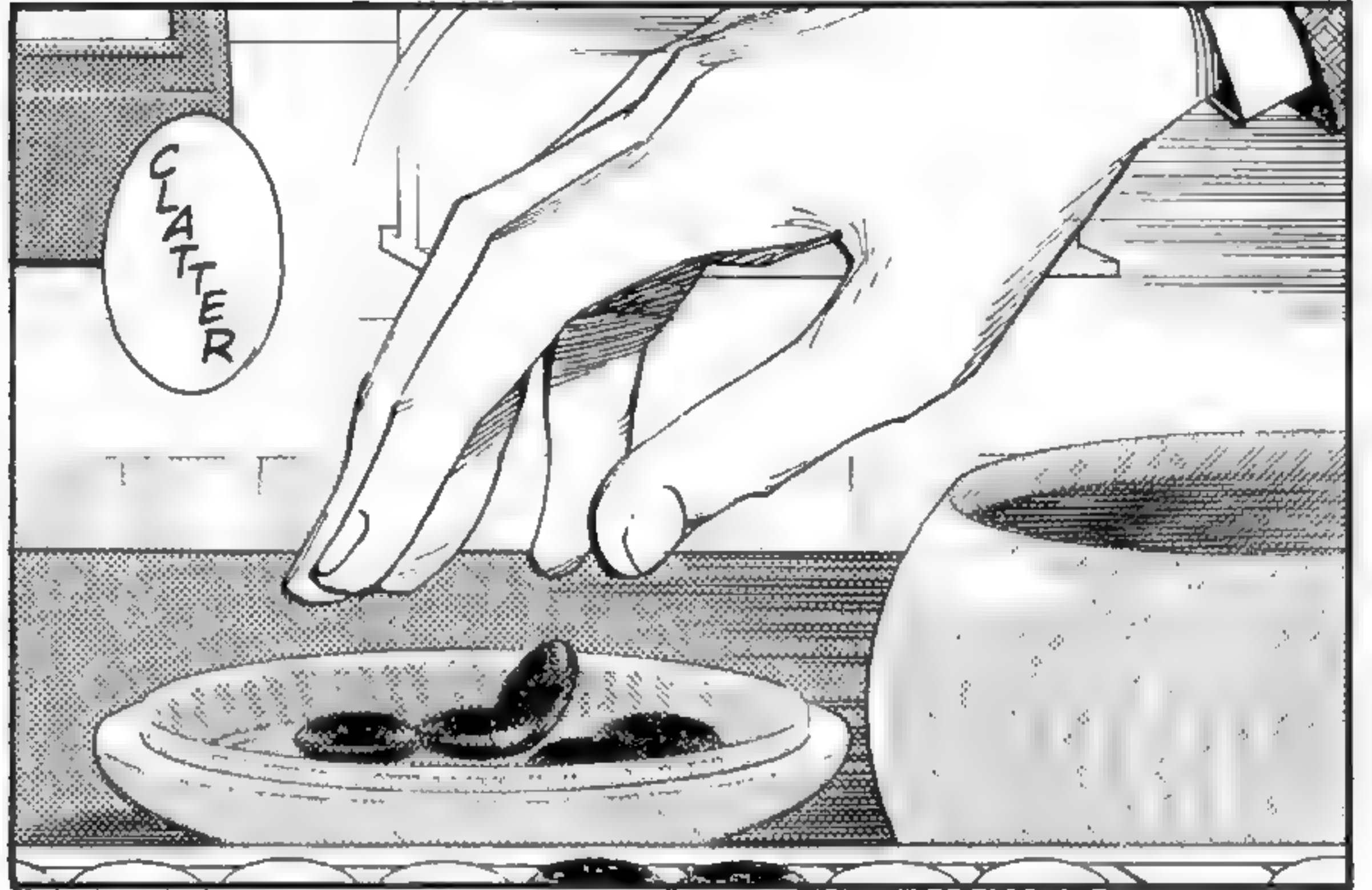
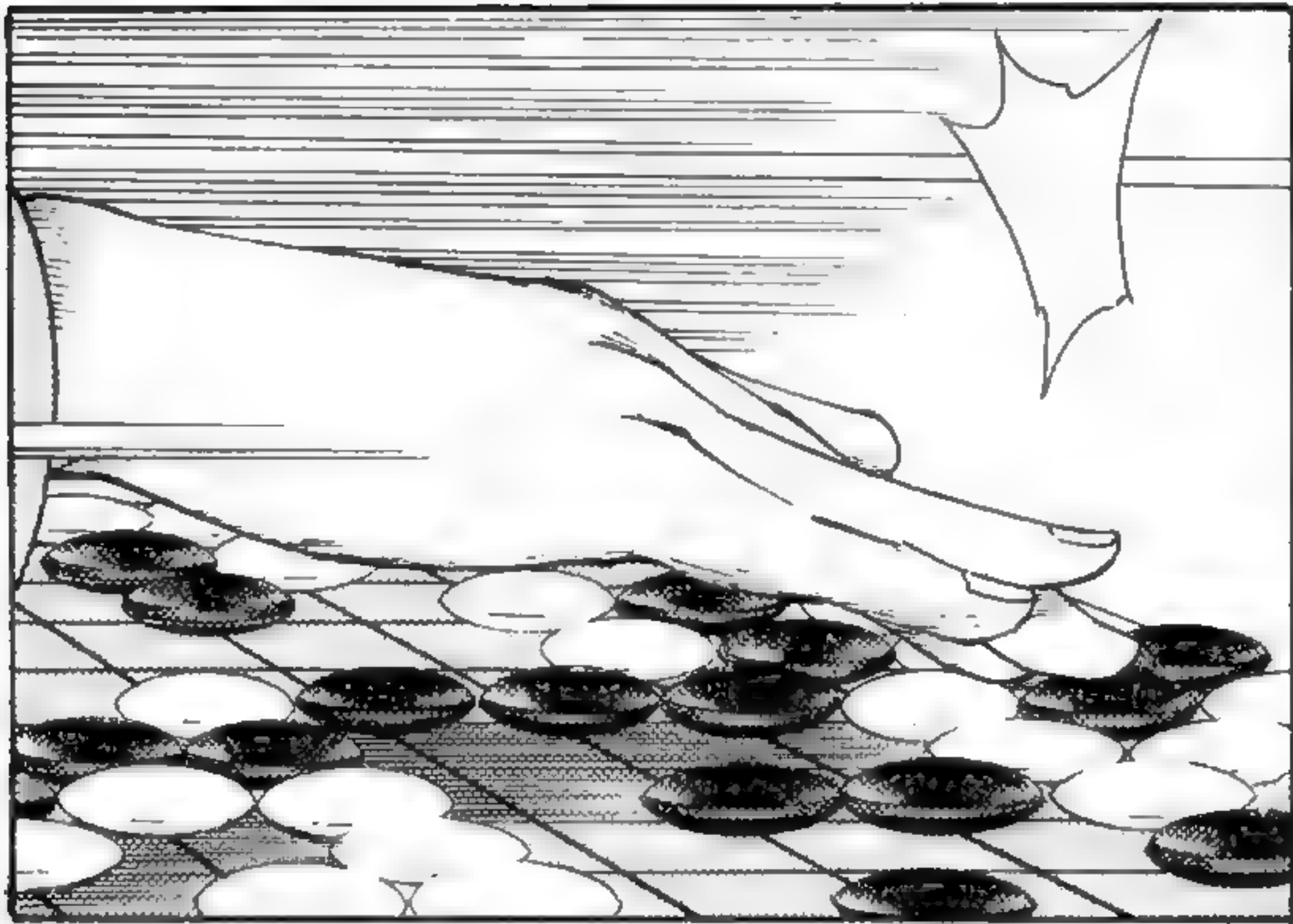


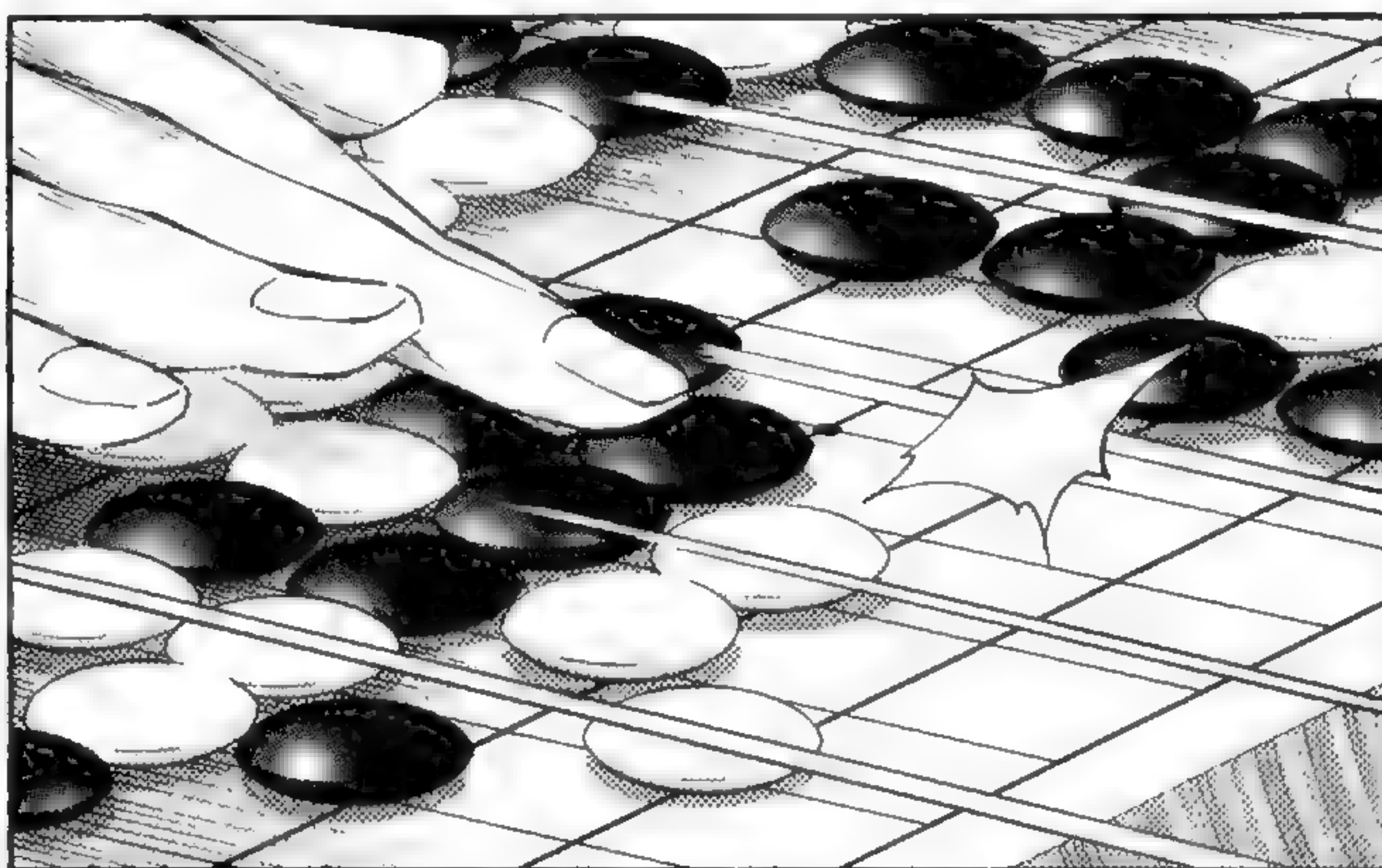
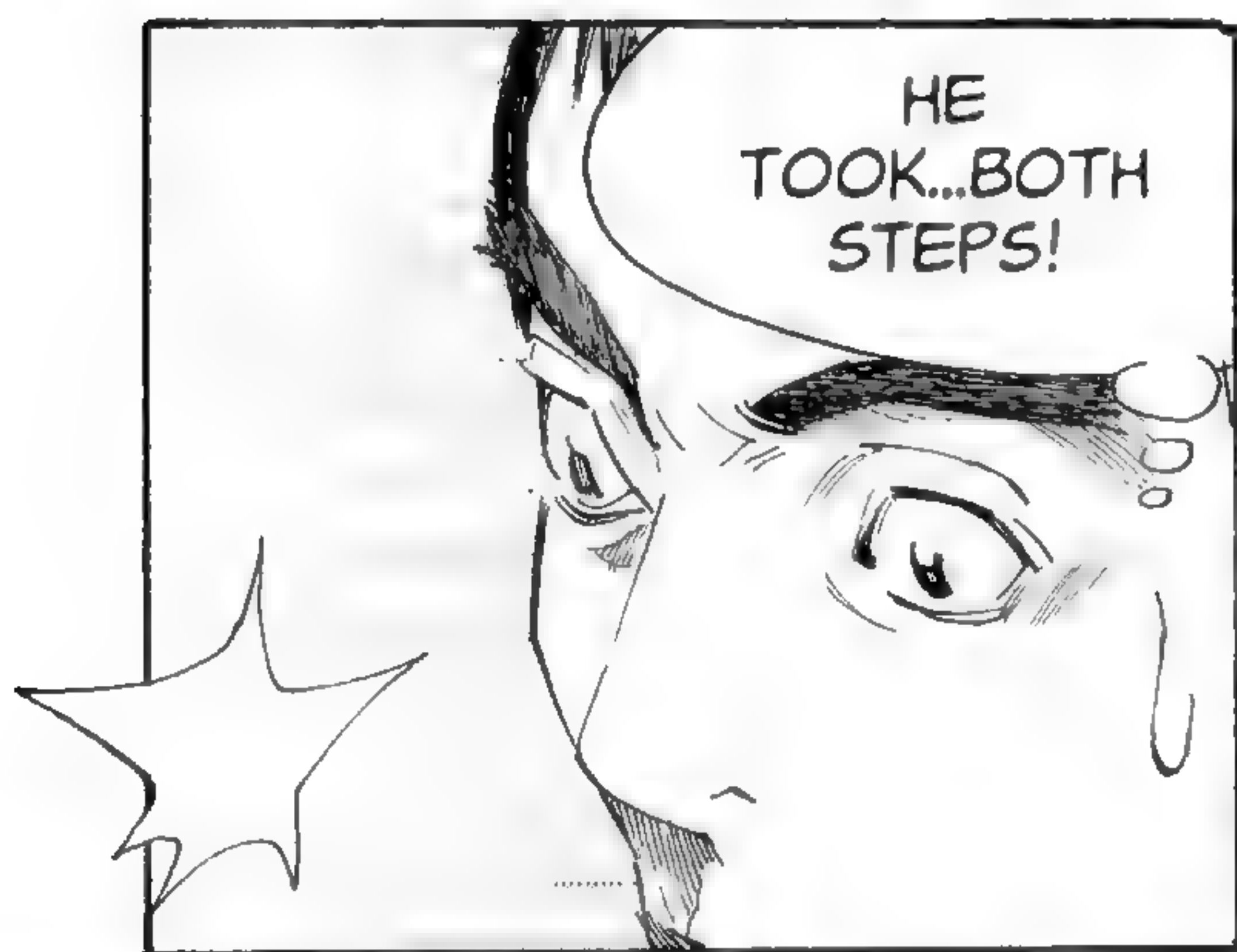
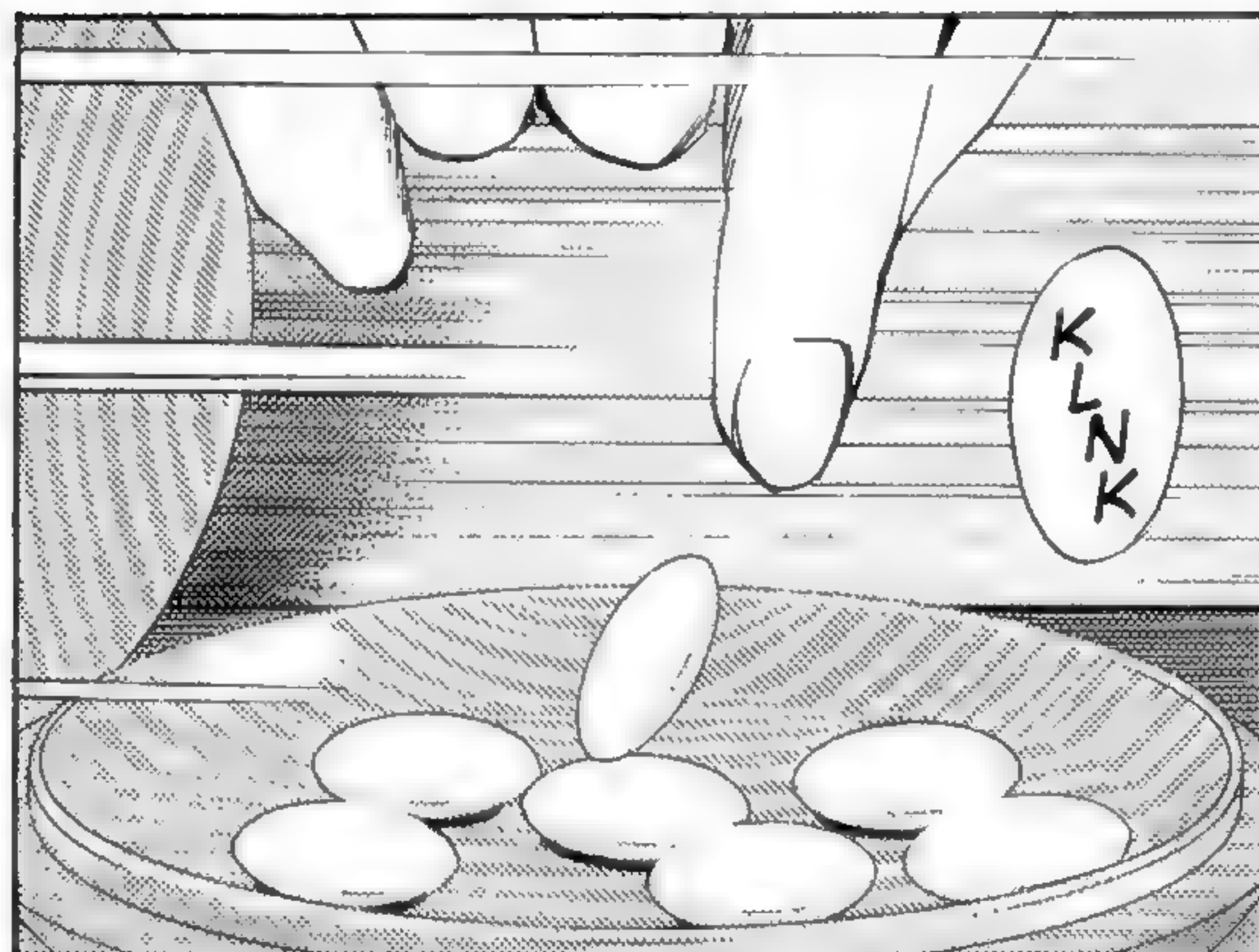
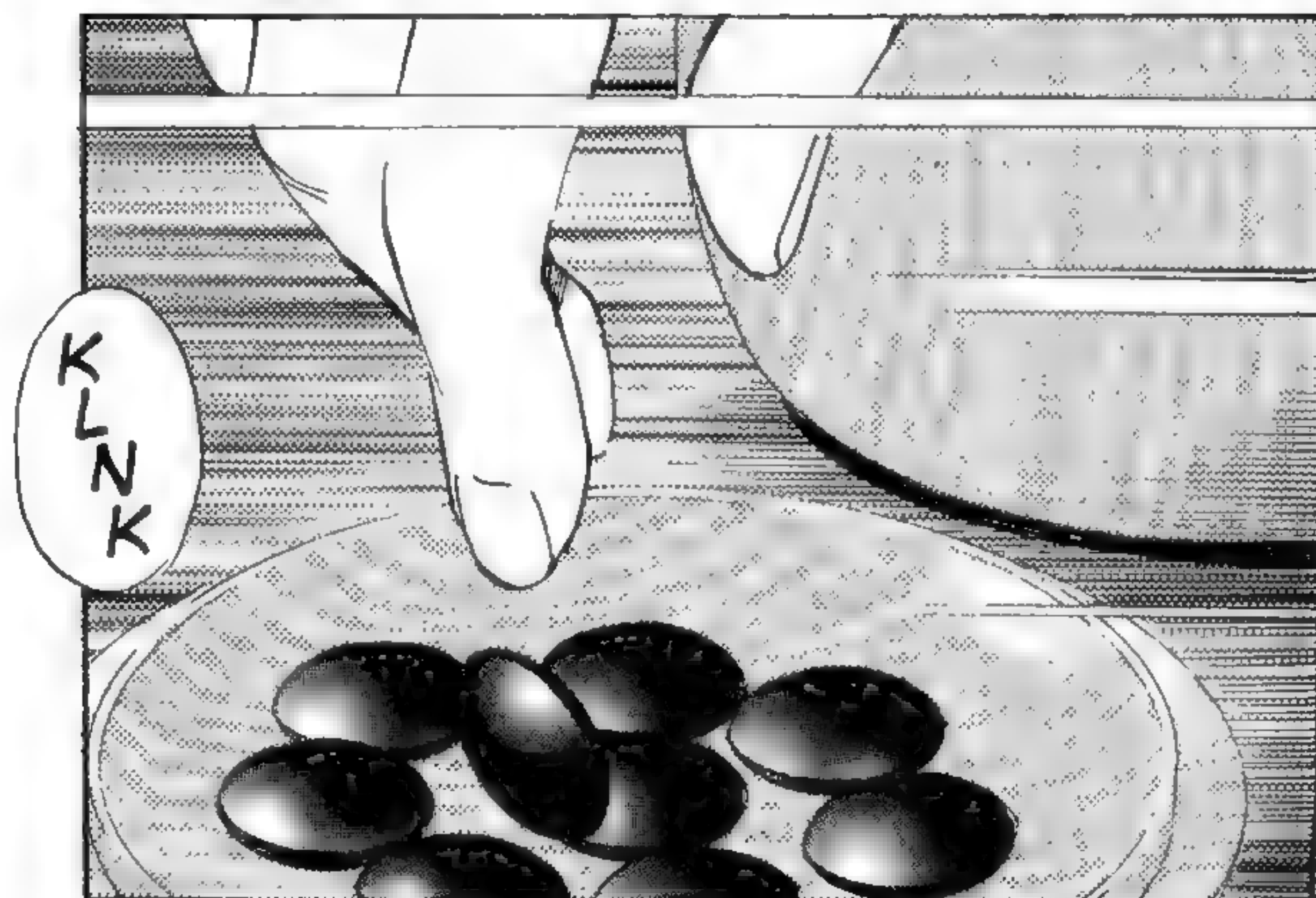


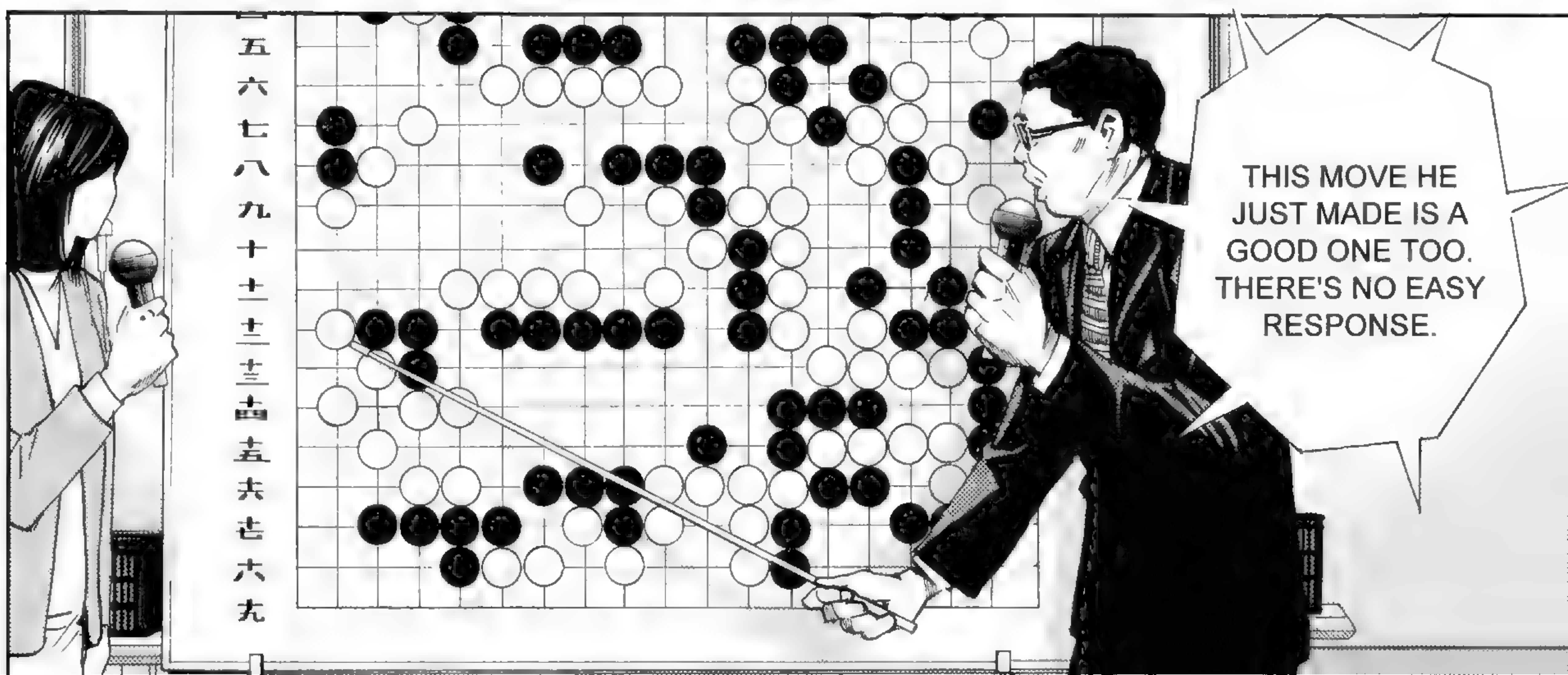






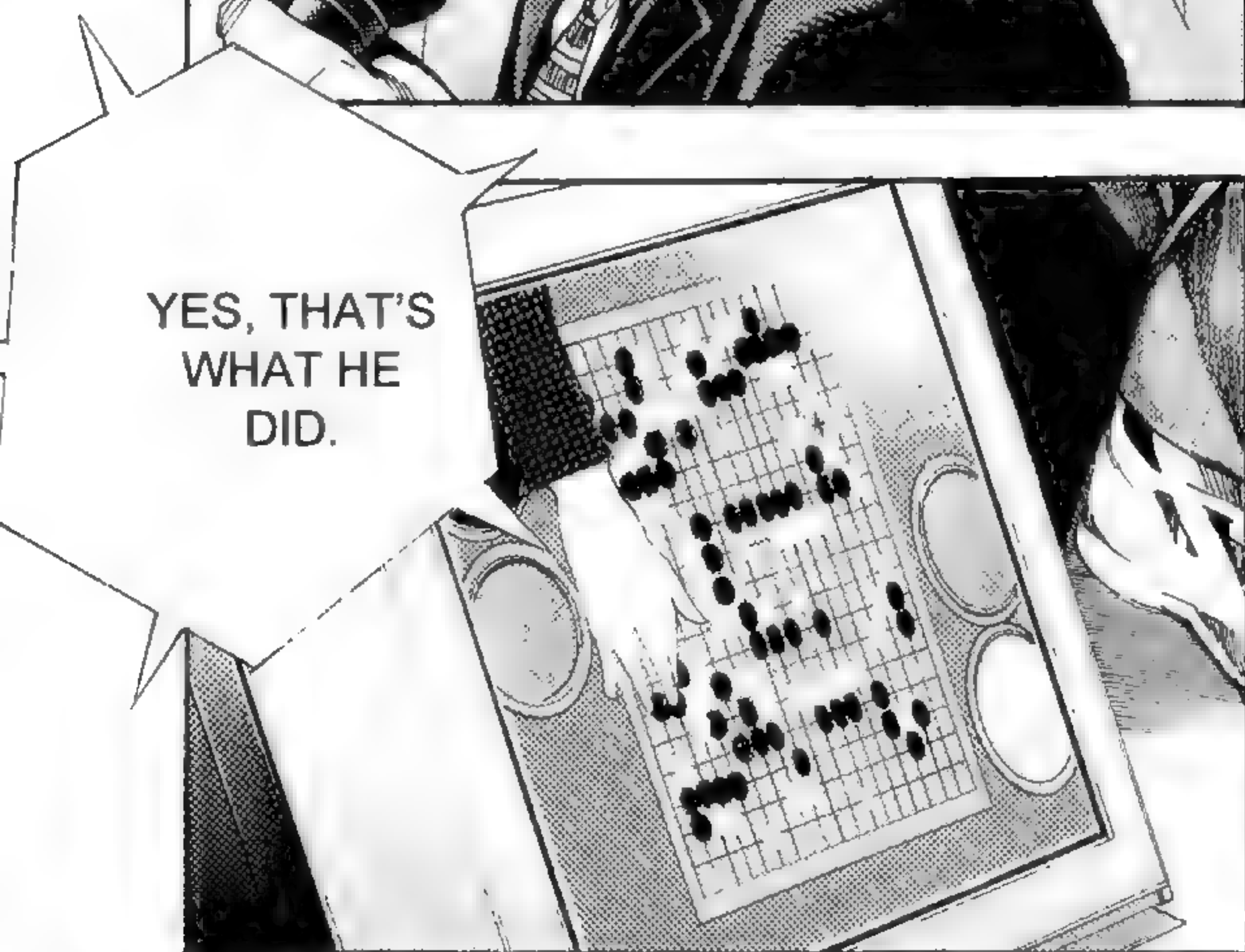








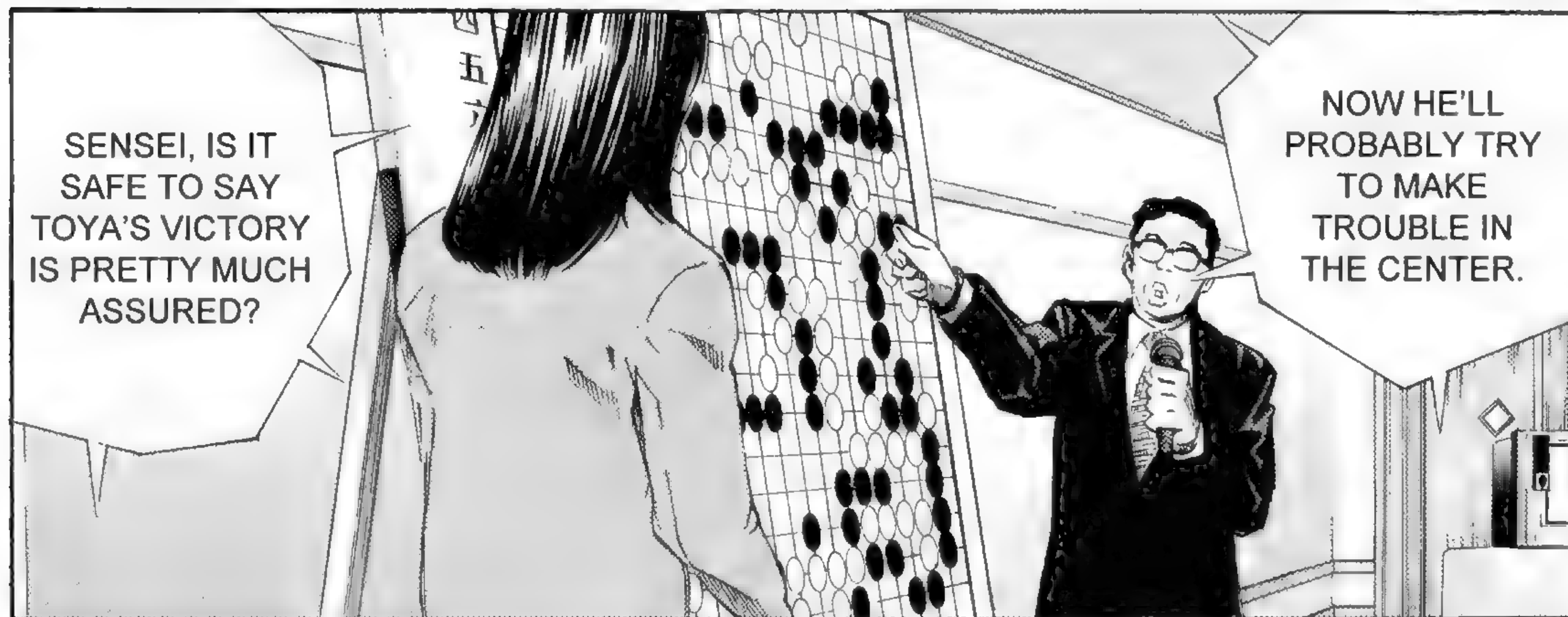
...DO MUCH
MORE THAN
MAKE A CUT
ON THE RIGHT.



YES, THAT'S
WHAT HE
DID.

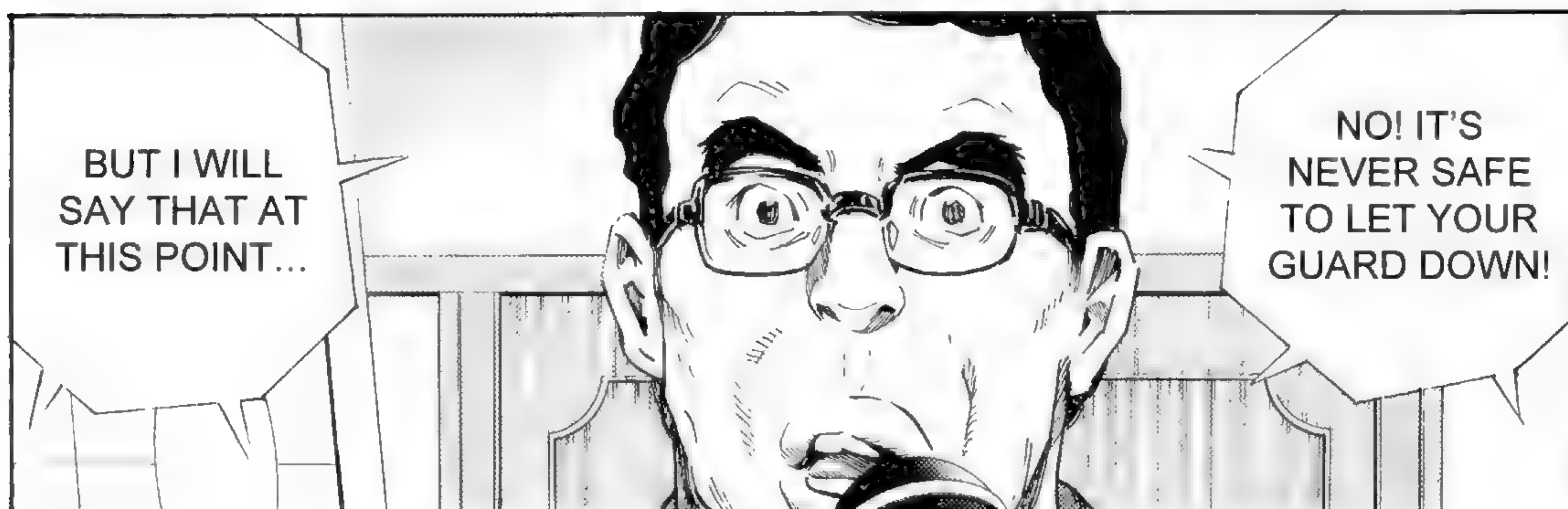


LU LI SEEMS TO
HAVE PAUSED.
I DON'T THINK
HE CAN...



SENSEI, IS IT
SAFE TO SAY
TOYA'S VICTORY
IS PRETTY MUCH
ASSURED?

NOW HE'LL
PROBABLY TRY
TO MAKE
TROUBLE IN
THE CENTER.

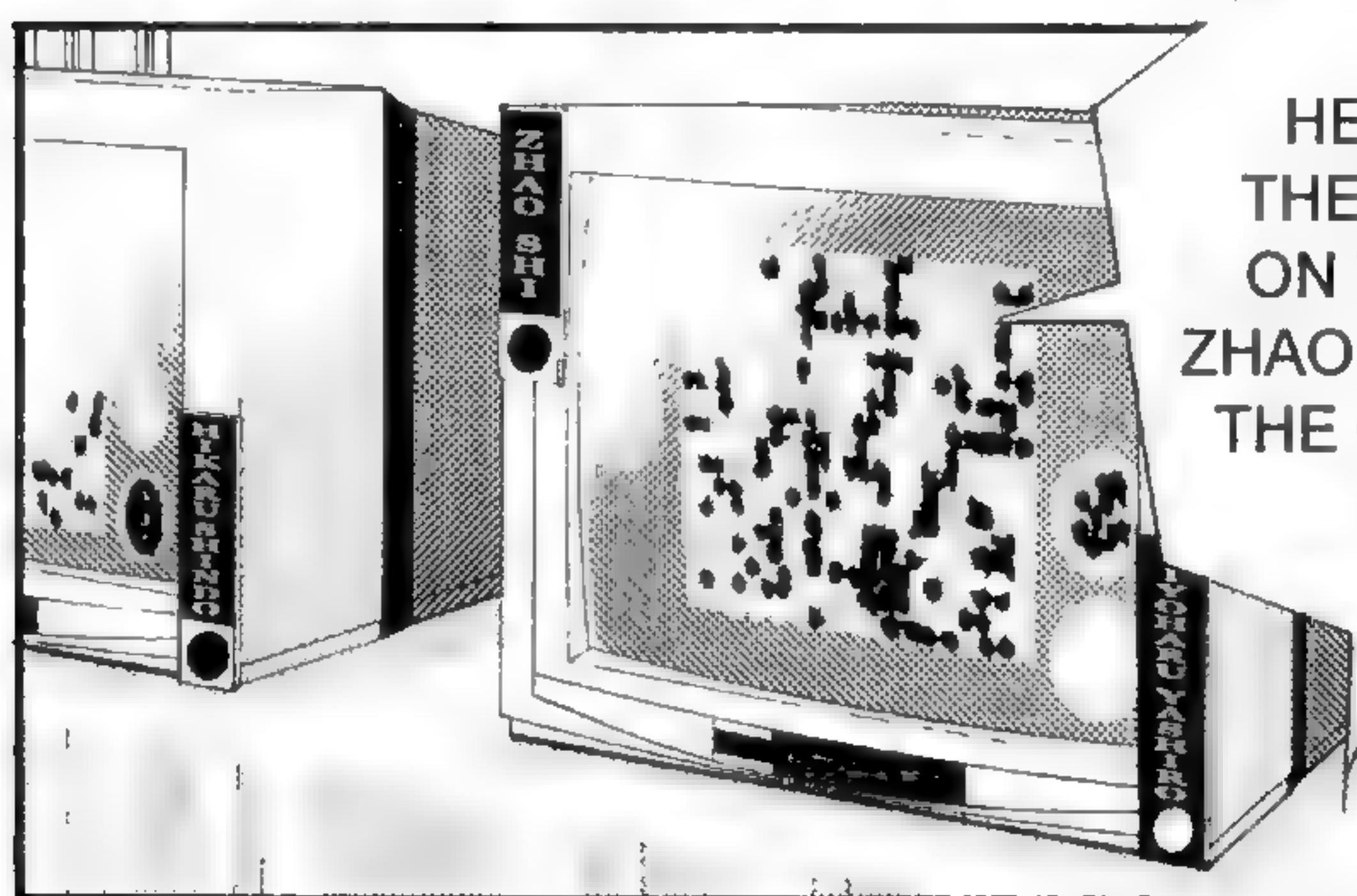


BUT I WILL
SAY THAT AT
THIS POINT...

NO! IT'S
NEVER SAFE
TO LET YOUR
GUARD DOWN!



...WE CAN
COUNT ON TOYA
TO MAKE THE
MOST OF THE
ADVANTAGE HE
NOW HAS.



HE MISREAD
THE SITUATION
ON THE RIGHT.
ZHAO SHI CARRIED
THE GAME FROM
THERE.



IT'S
TOO BAD
ABOUT
YASHIRO.

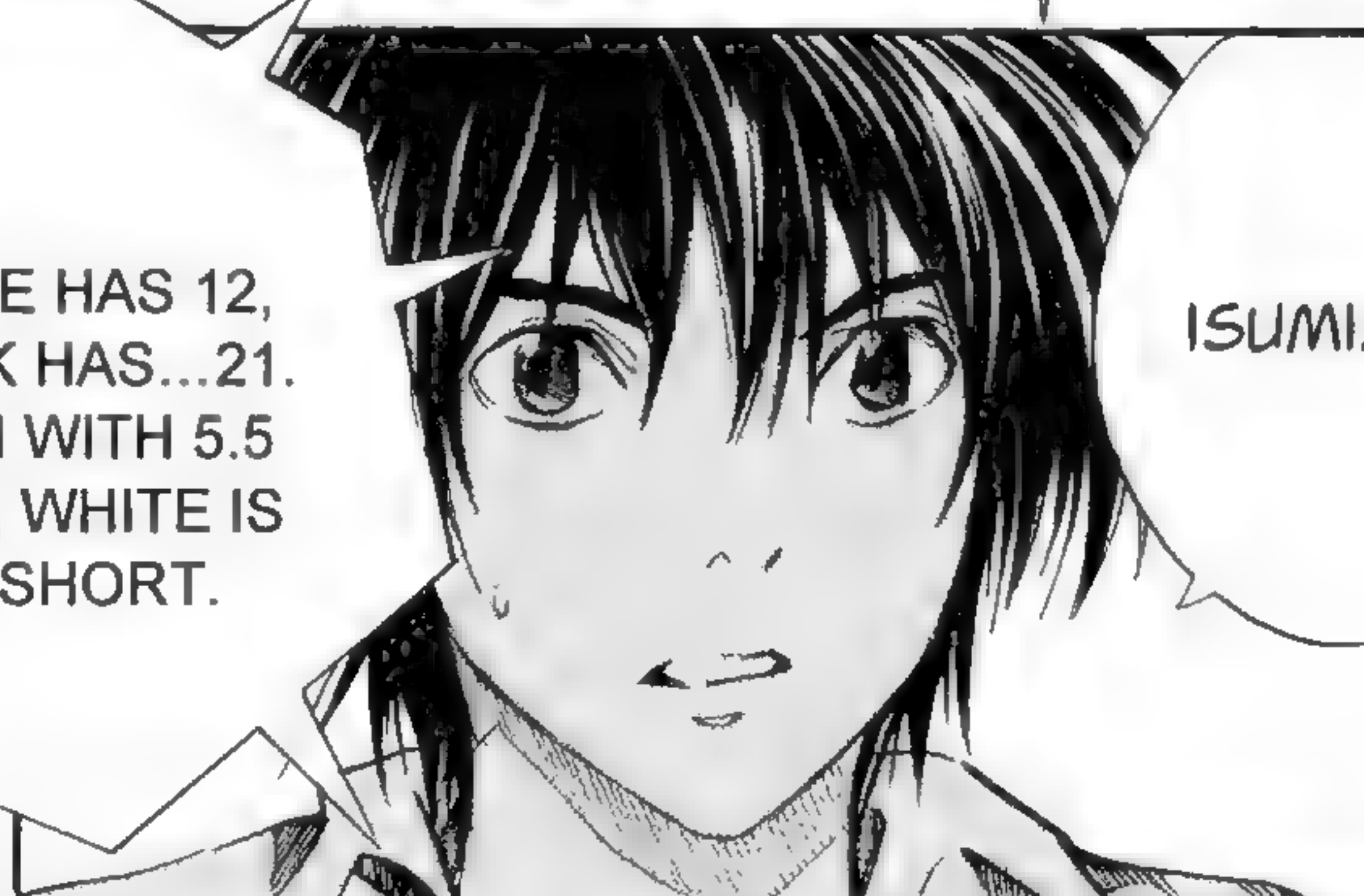


AH!
I SEE THEIR
GAME JUST
ENDED.

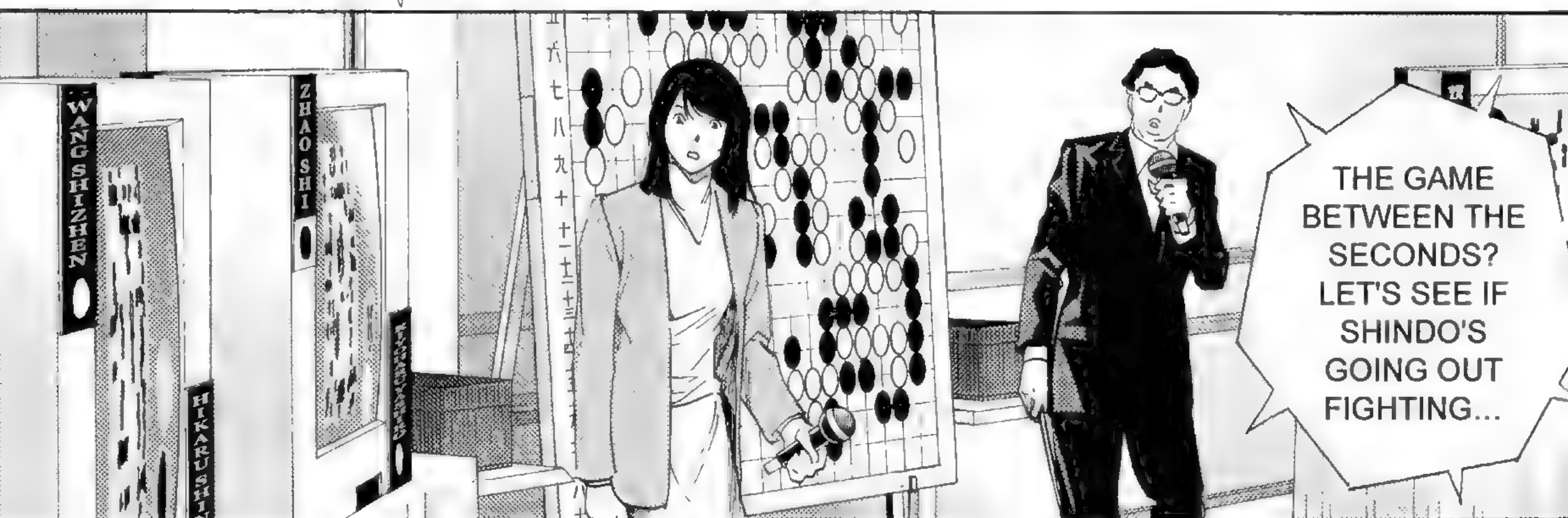


YEAH...

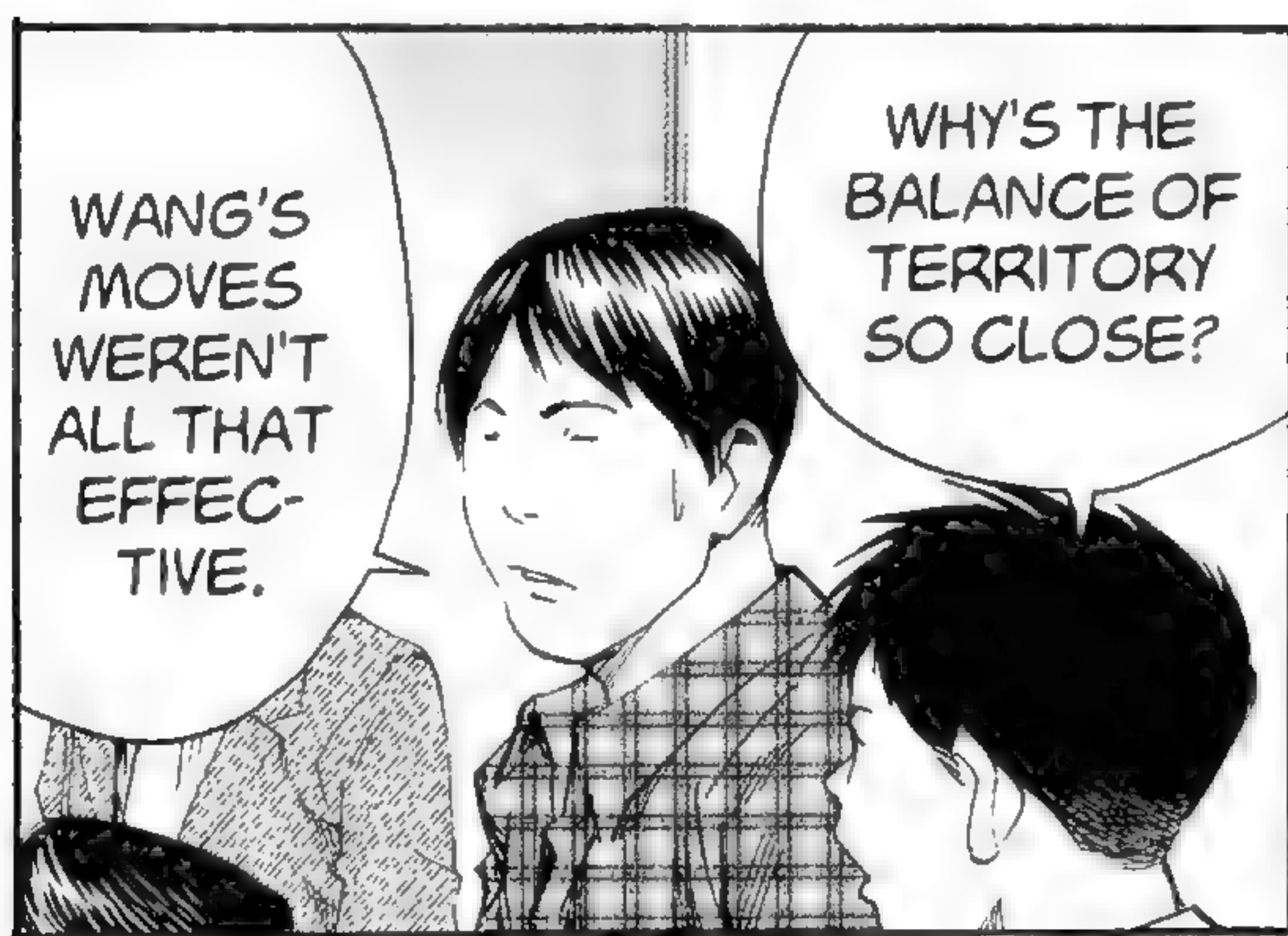
WHITE HAS 12,
BLACK HAS...21.
EVEN WITH 5.5
KOMI, WHITE IS
3.5 SHORT.

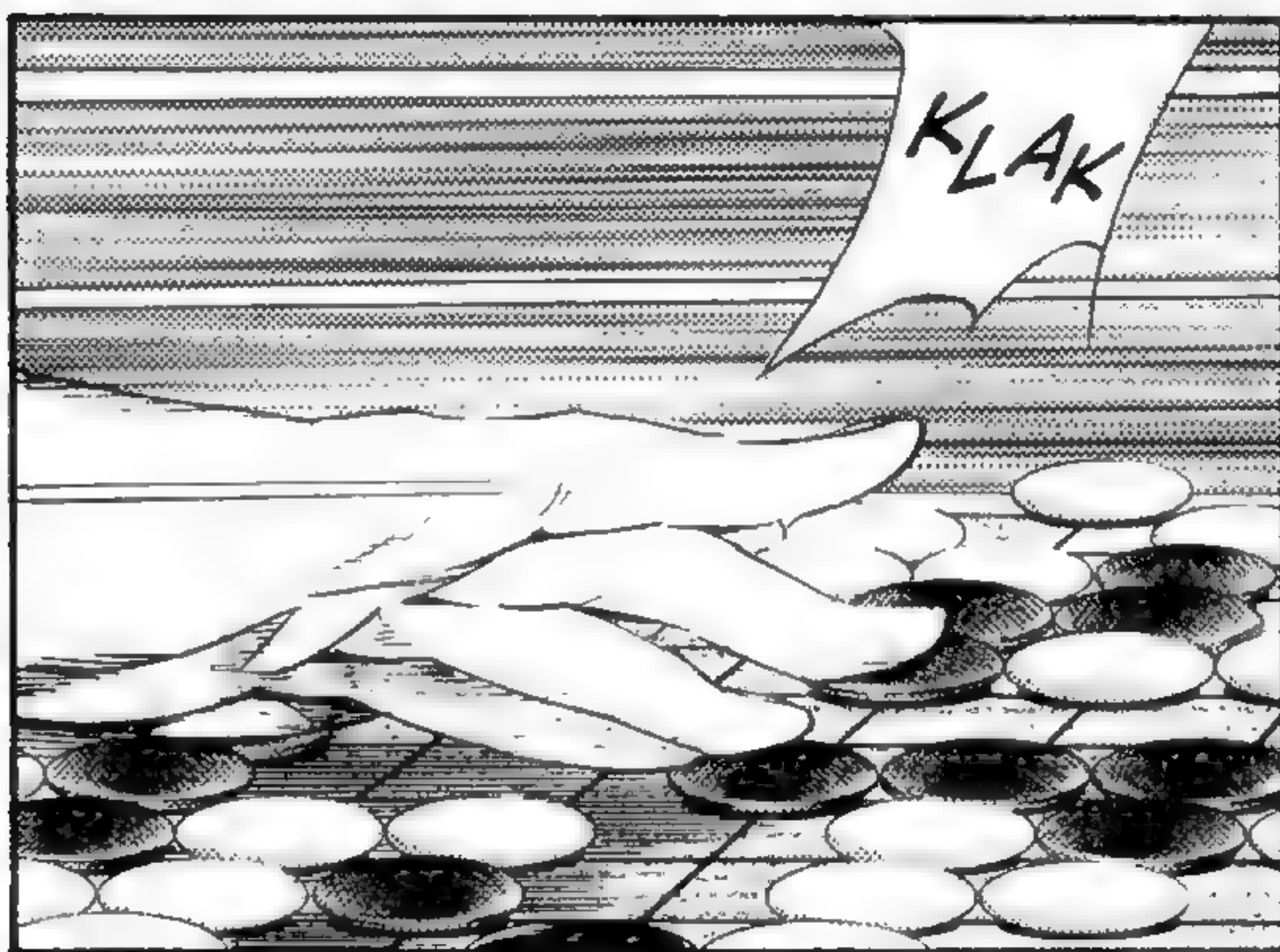


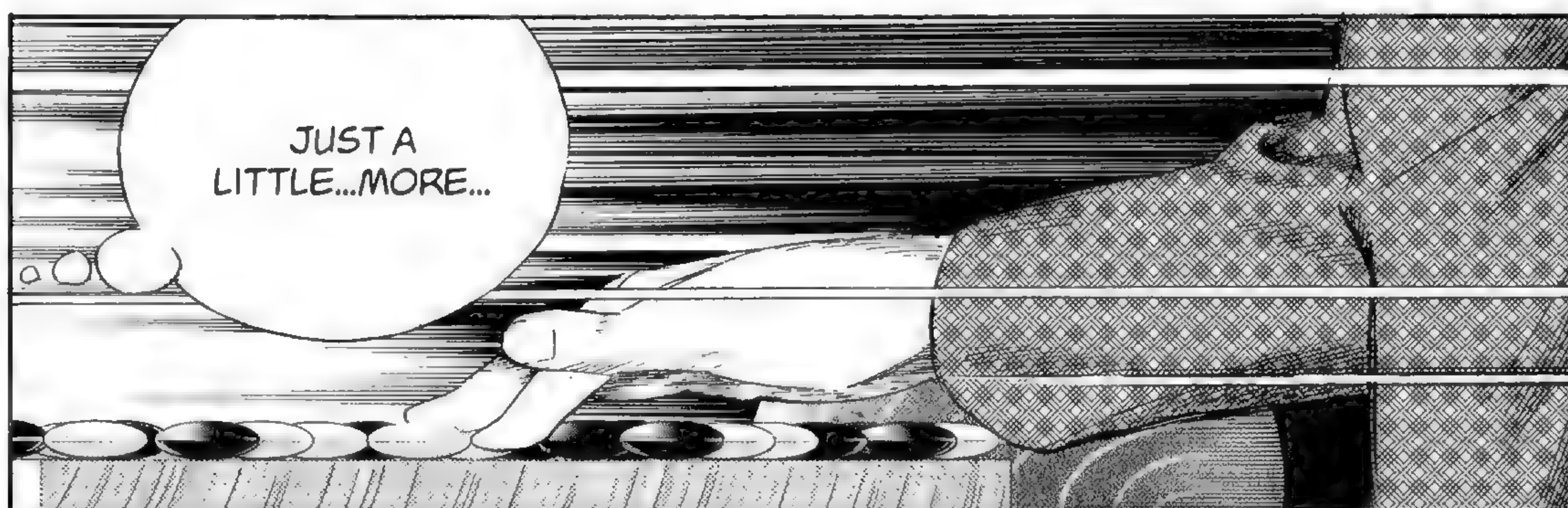
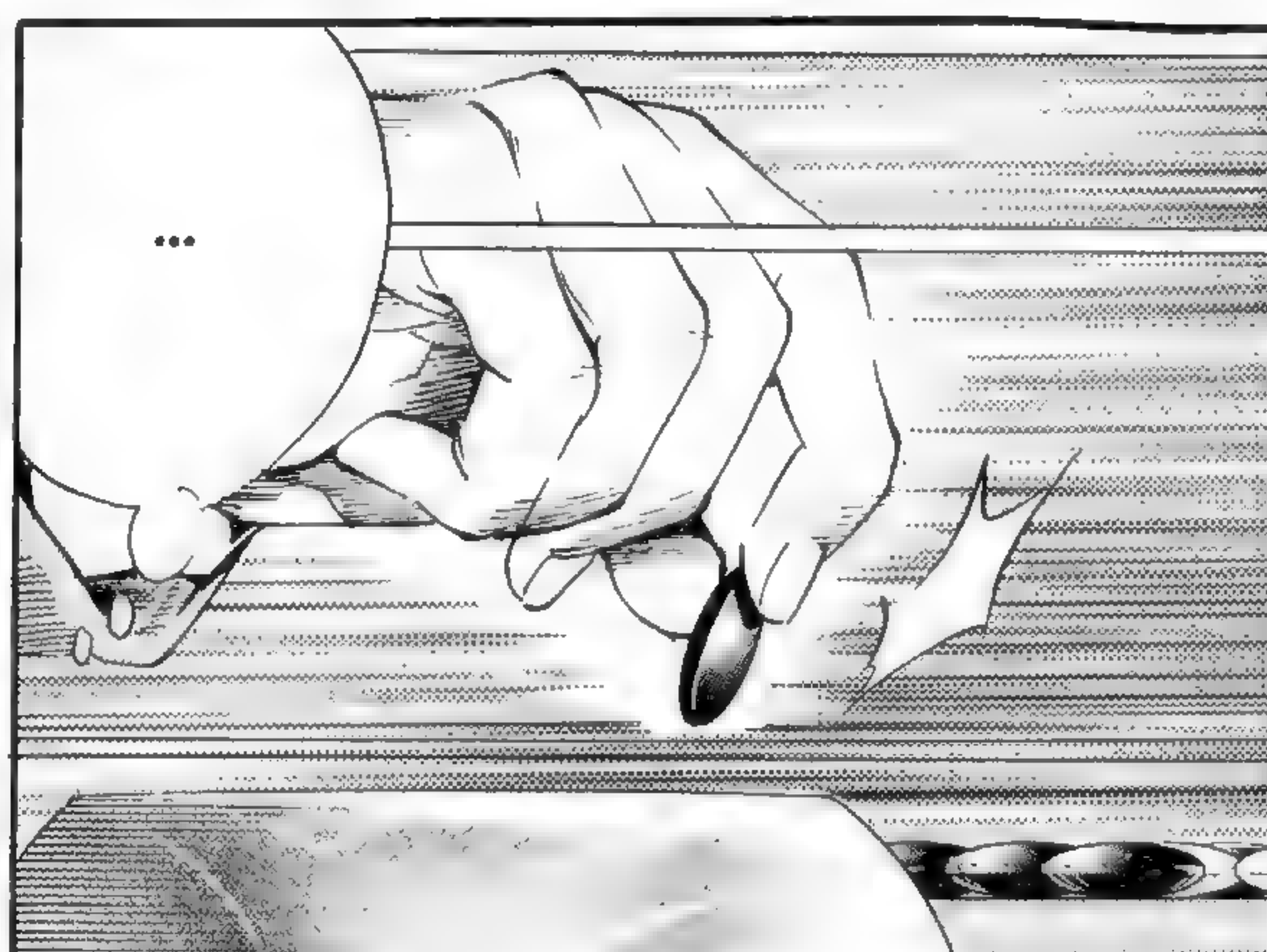
ISUMI...

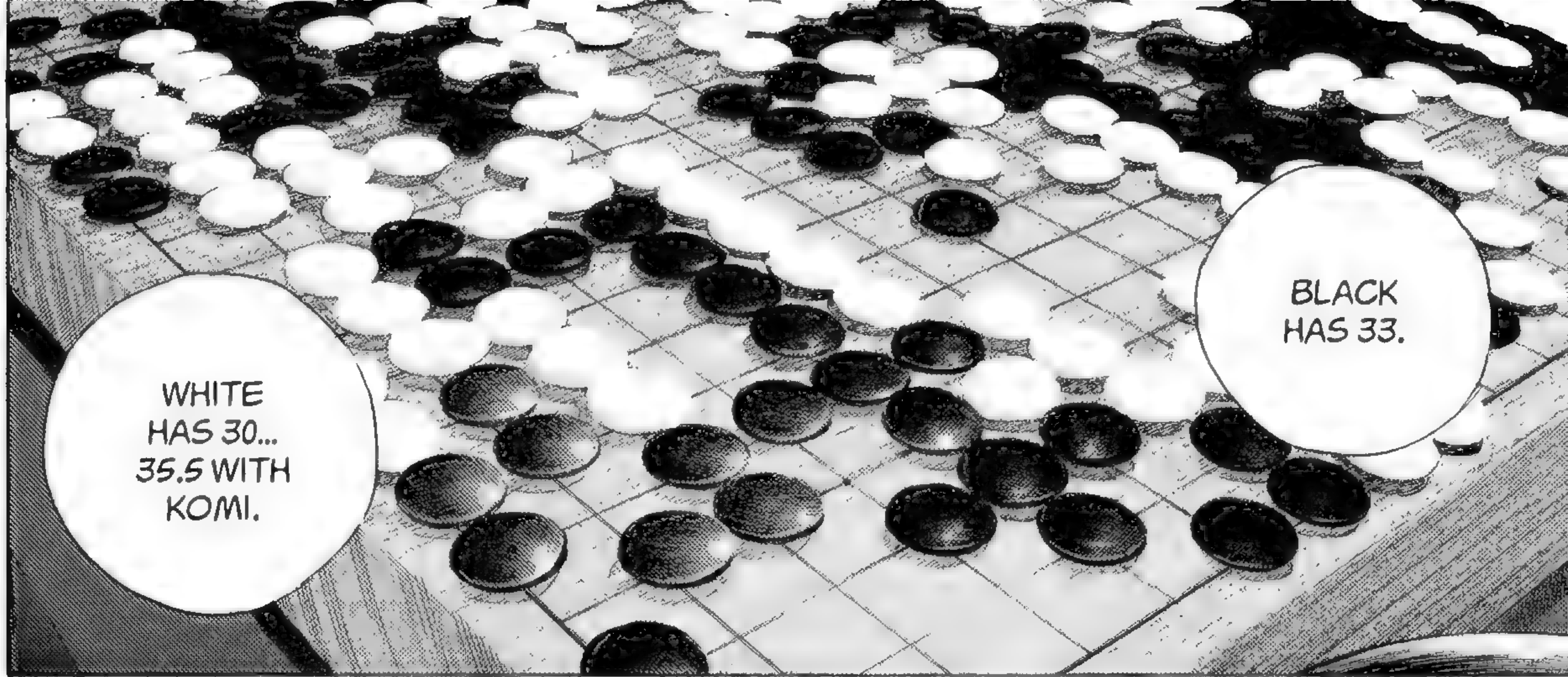






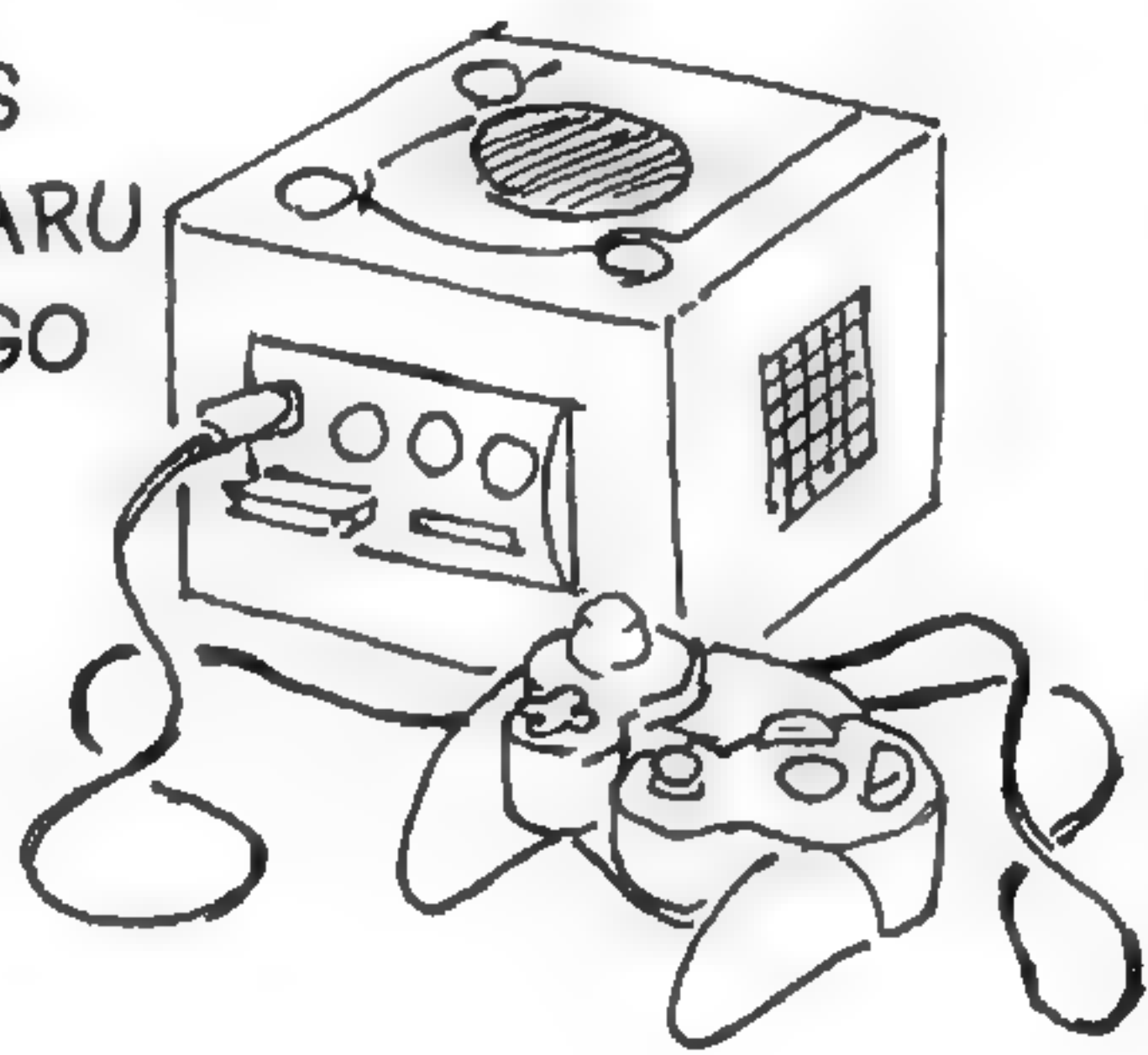








LET
ME
TELL
YOU...
AND
THIS
HIKARU
NO GO
3!



1 AND 2
WERE ON
GBA (GAME
BOY AD-
VANCE) BUT
3 CAME OUT
ON GC
(GAMECUBE!)

HIKARU
NO GO 3
VIDEO
GAME!

HIKARU NO GO STORYBOARDS

53

YUMI
HOTTA



Is this the
incredible
power of
the Game-
Cube?!

Before,
a 19x19
game took
almost 2
hours. Now
it's just 30
minutes!

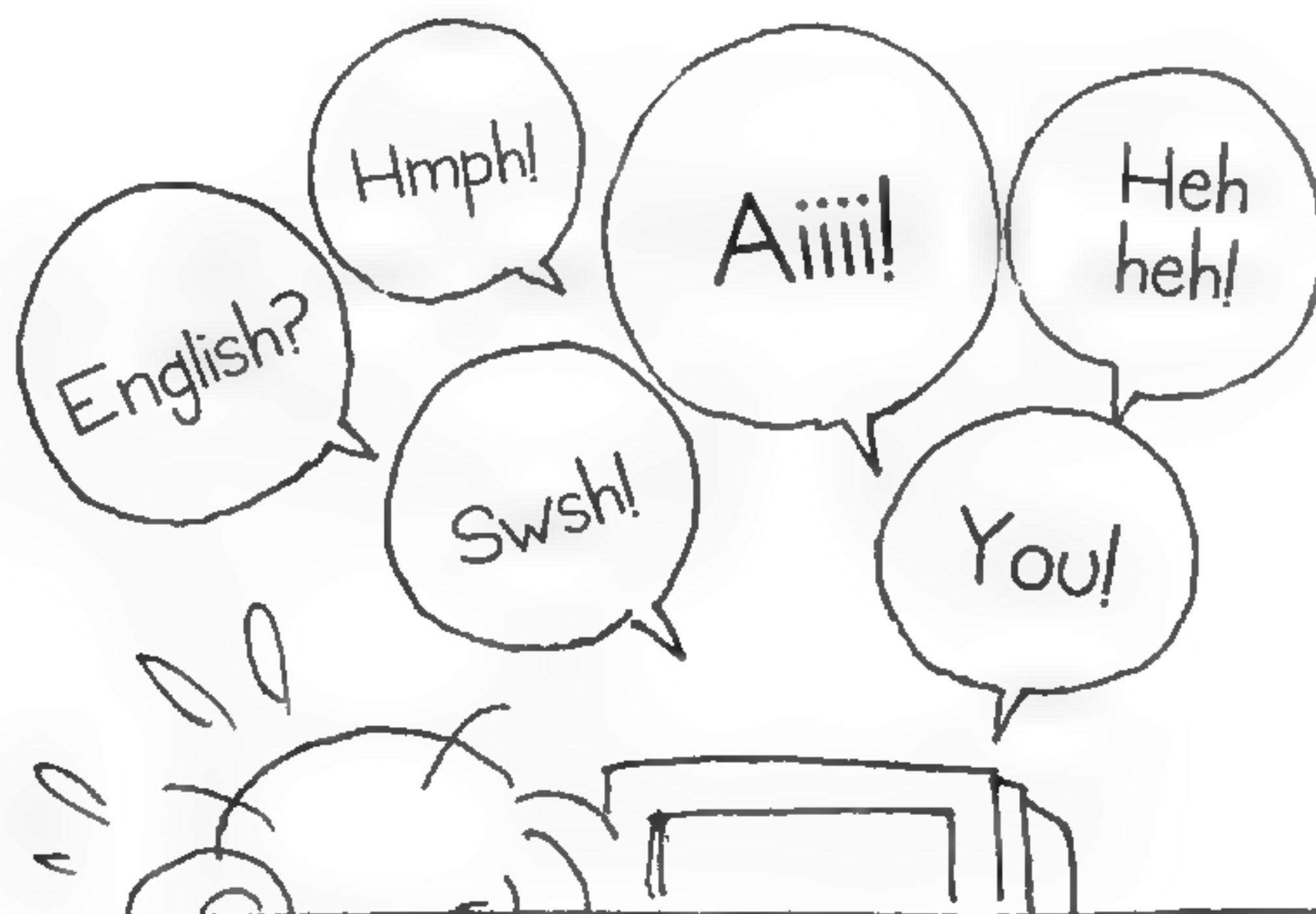


THE
SPEED OF
THE CPU
IS SO MUCH
FASTER!

IT'S
AMAZ-
ING!

SOOOOO
CUTE!

SAI
IS...



AND
SAI!

BOY,
THIS
HIKARU
NO GO 3!

AND
THERE'S
MORE!

Agh!
I can't even
get as far as
starting the
game!

I keep watching
it over and
over and over
and over
and over.

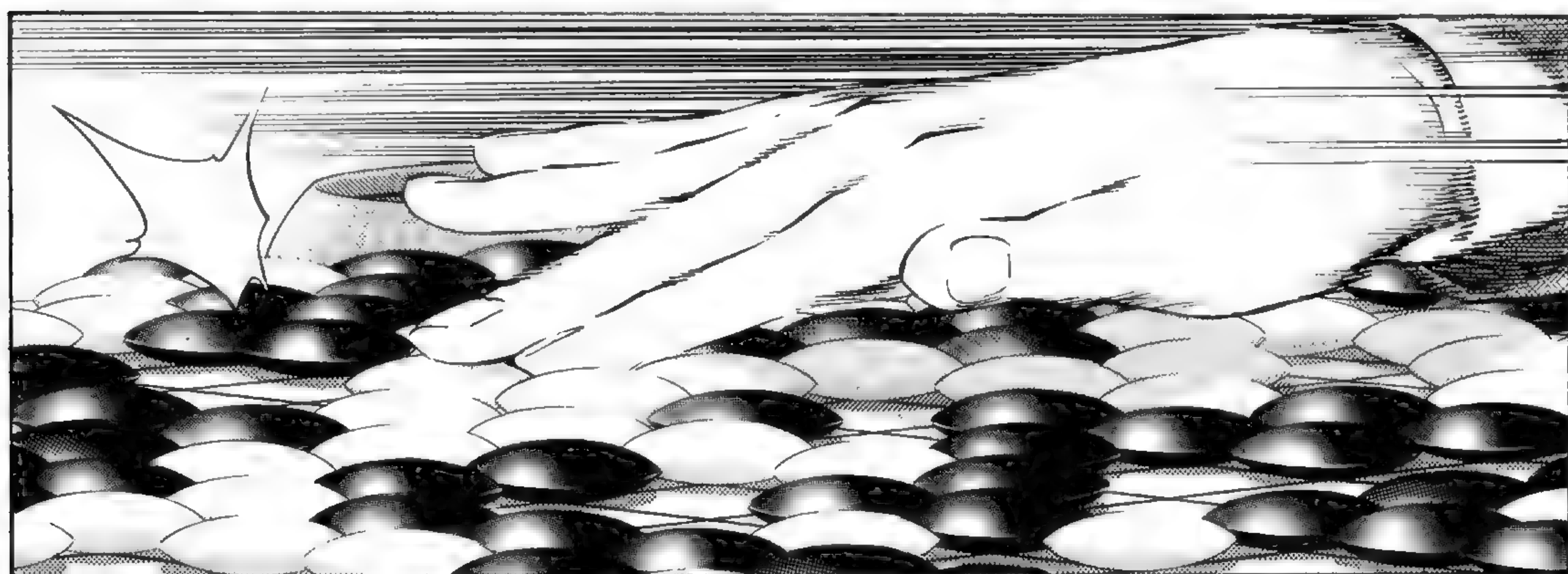
AND EVEN
BEFORE THAT,
THE OPENING
IS SO COOL!
SO COOL!

(Continued on
page 143)

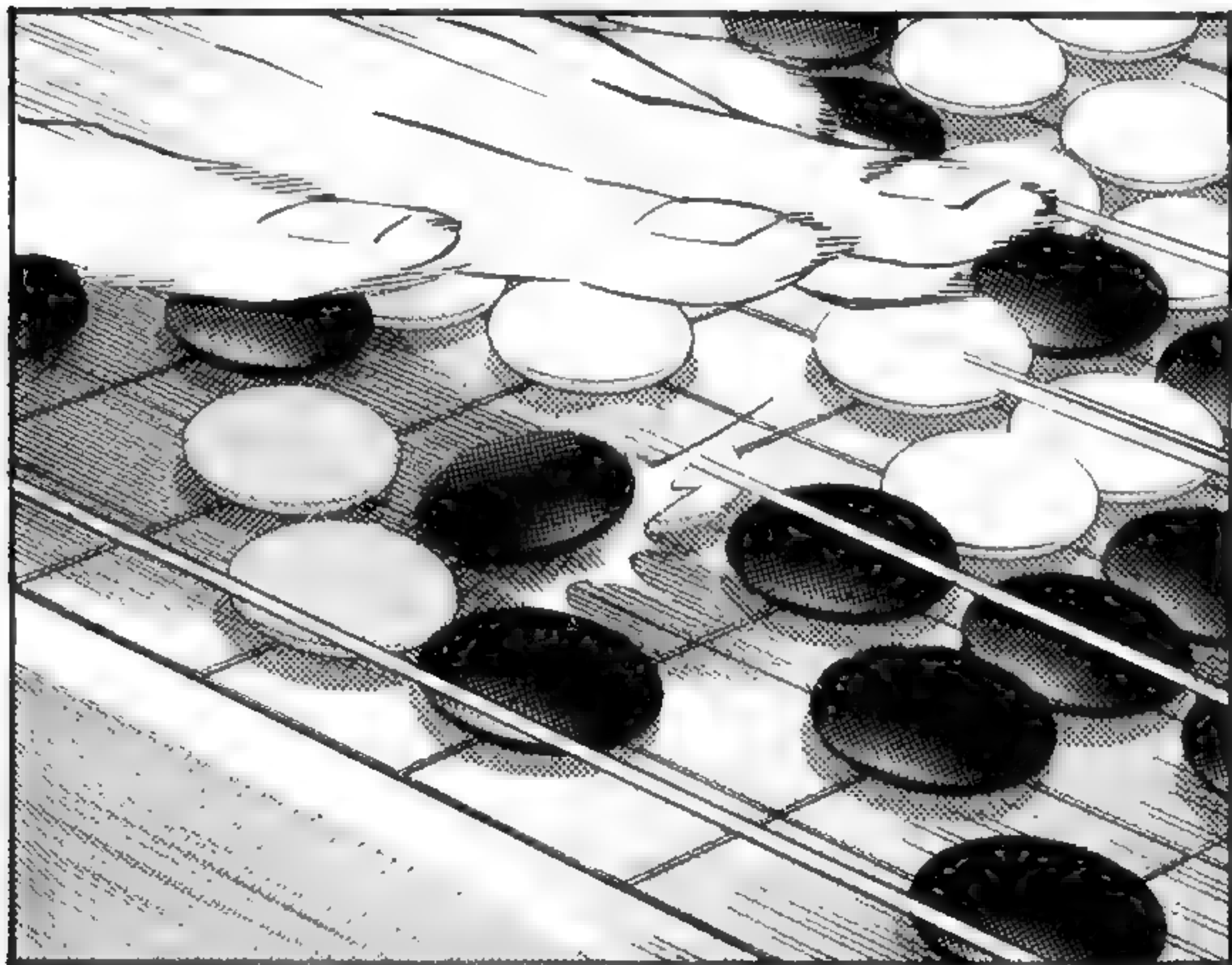


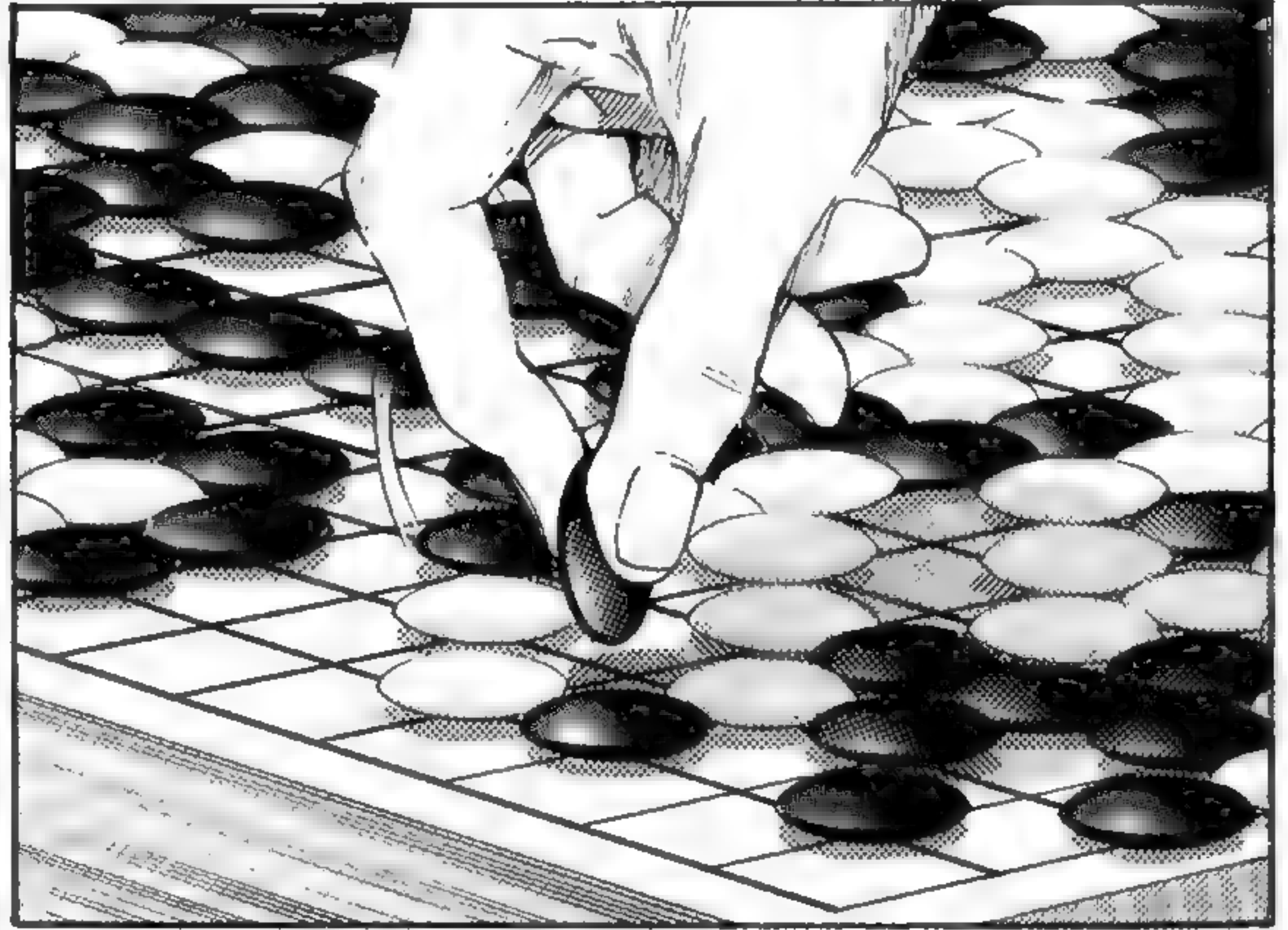
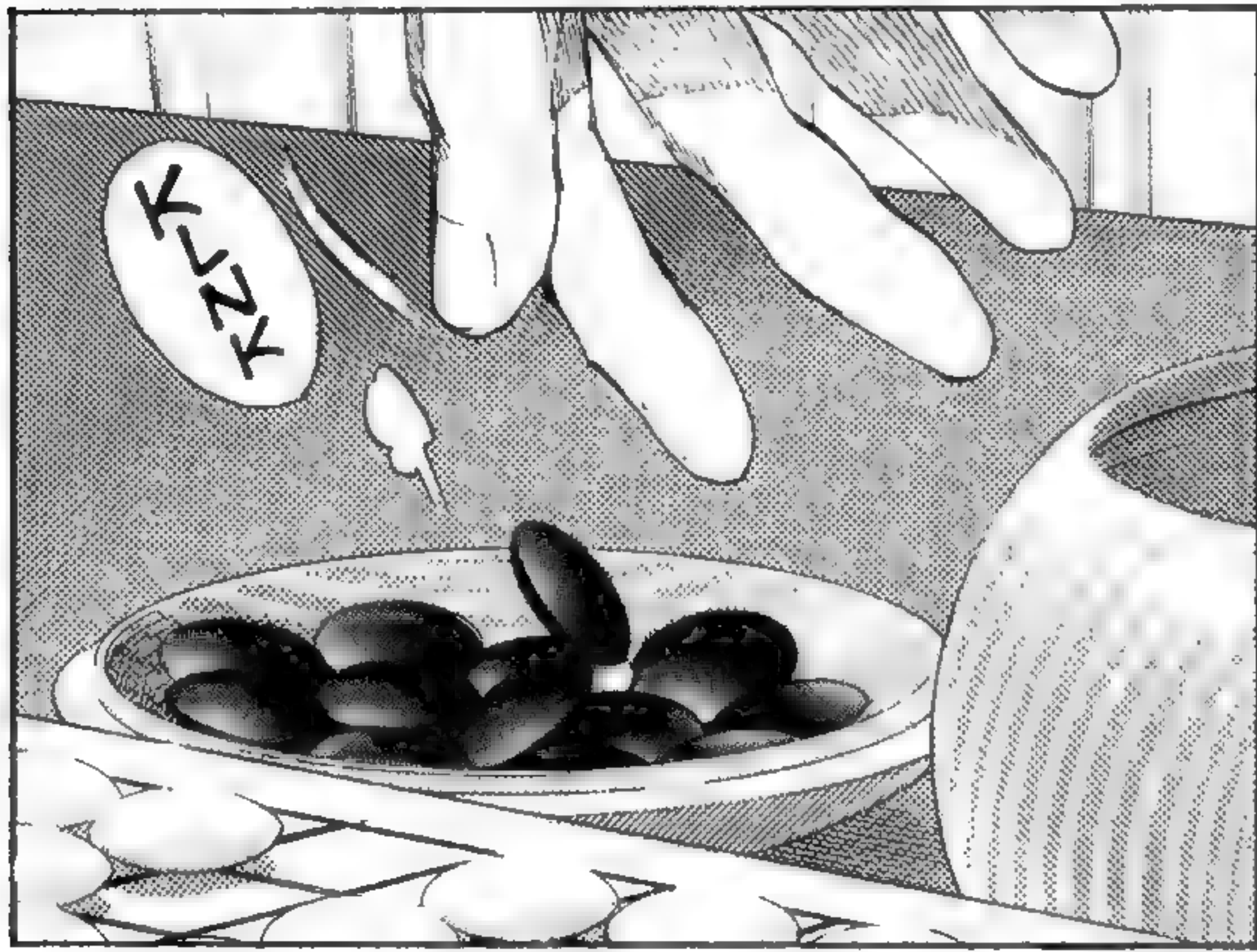


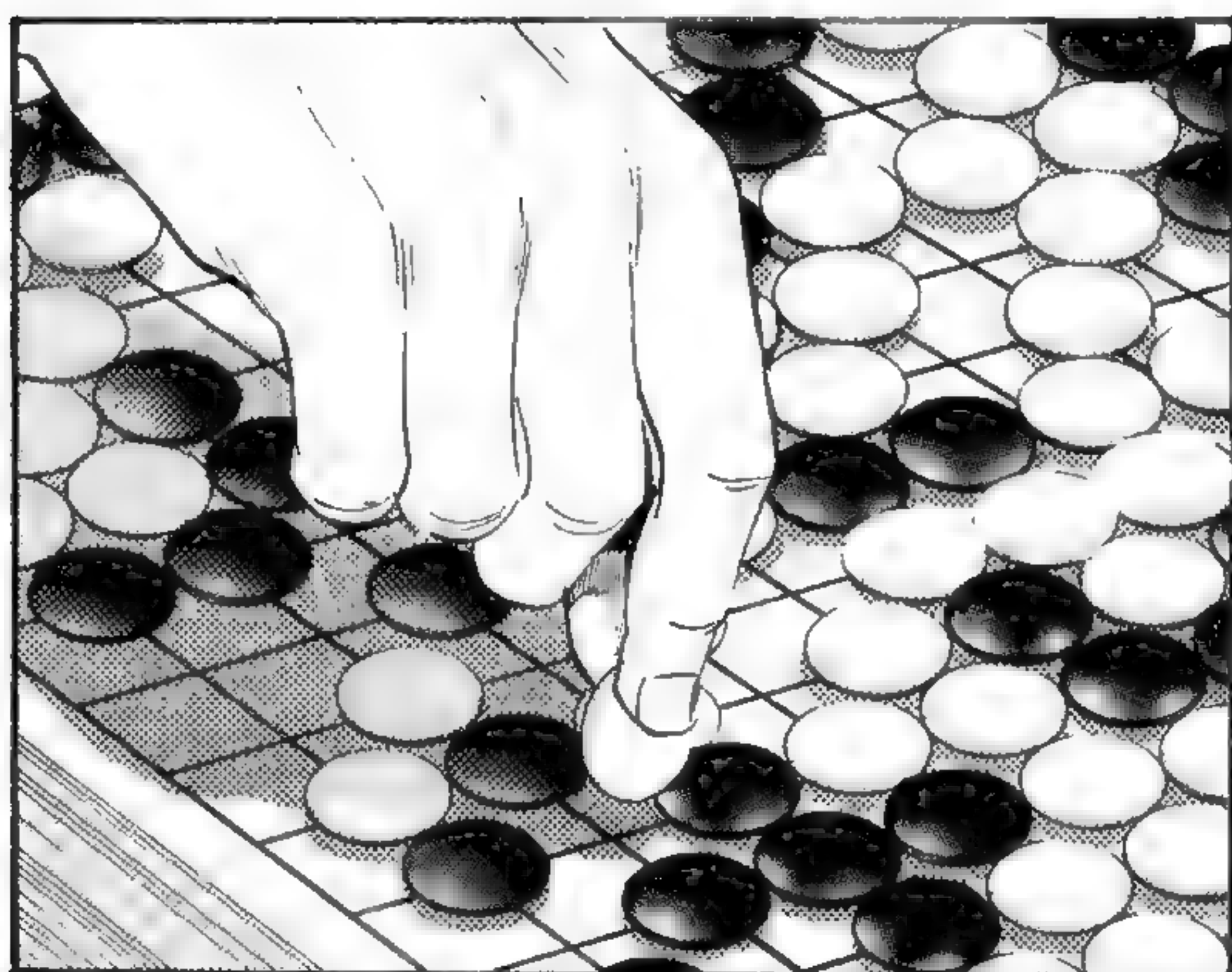
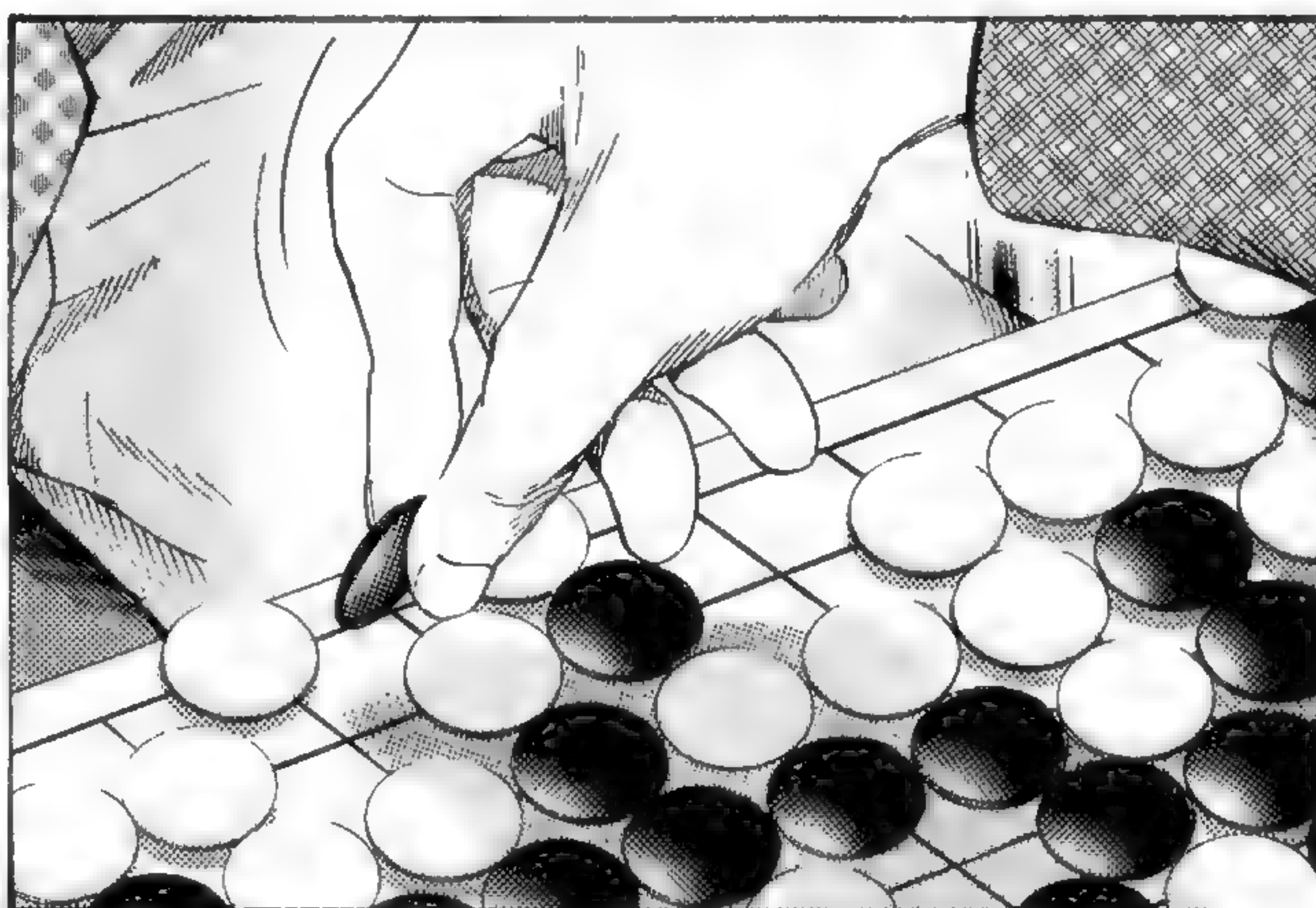
Game 181 "China vs. Japan: 4"



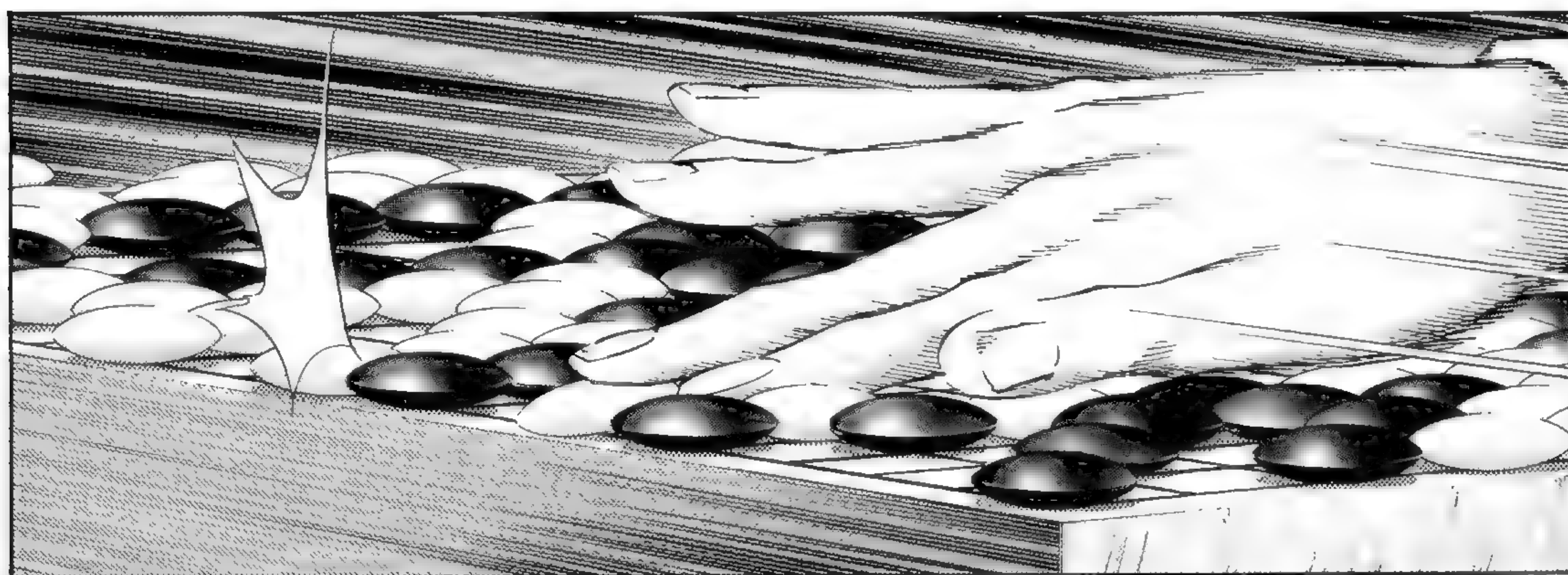
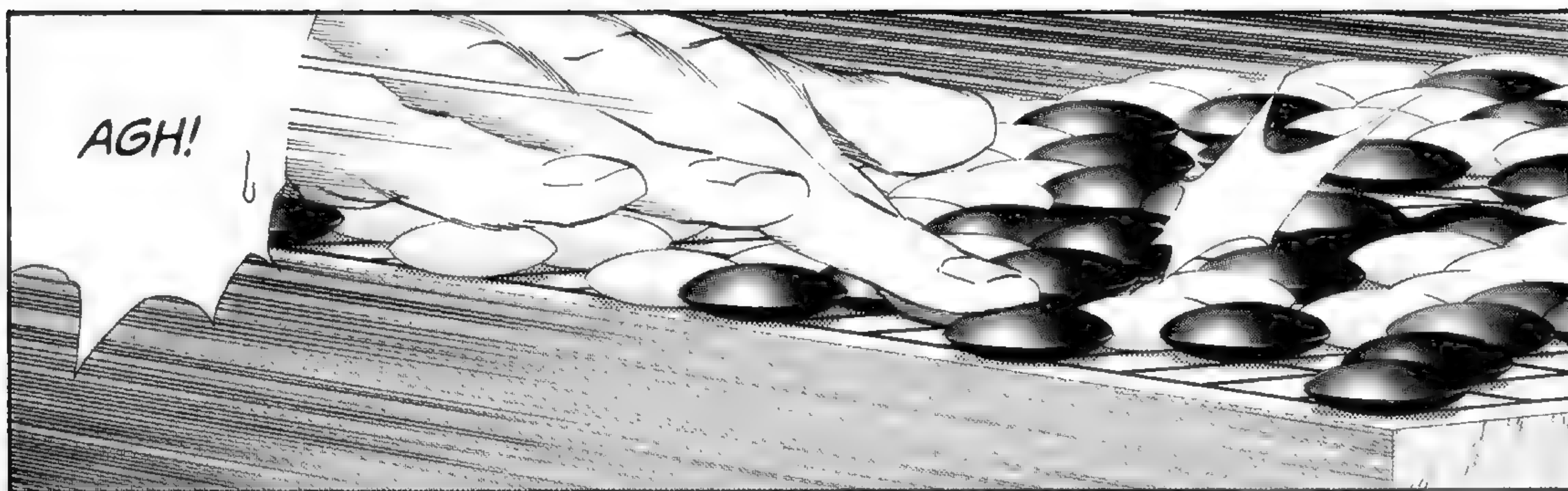


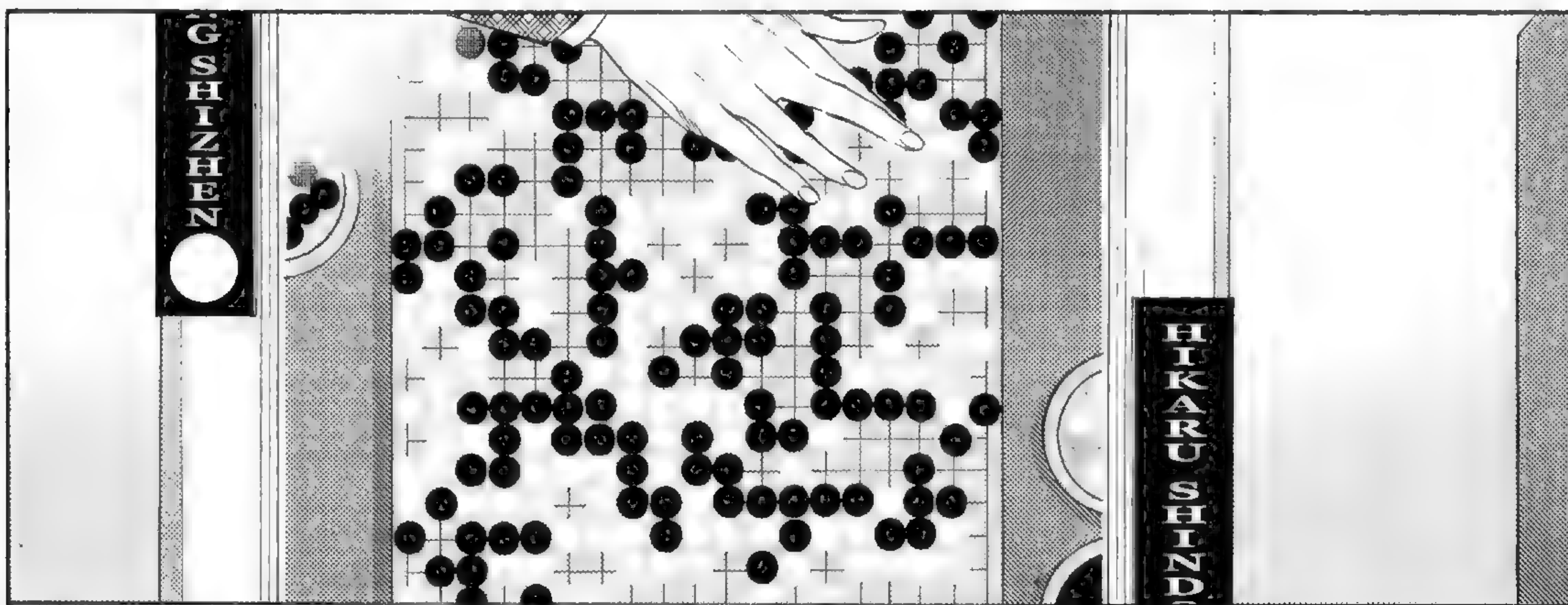
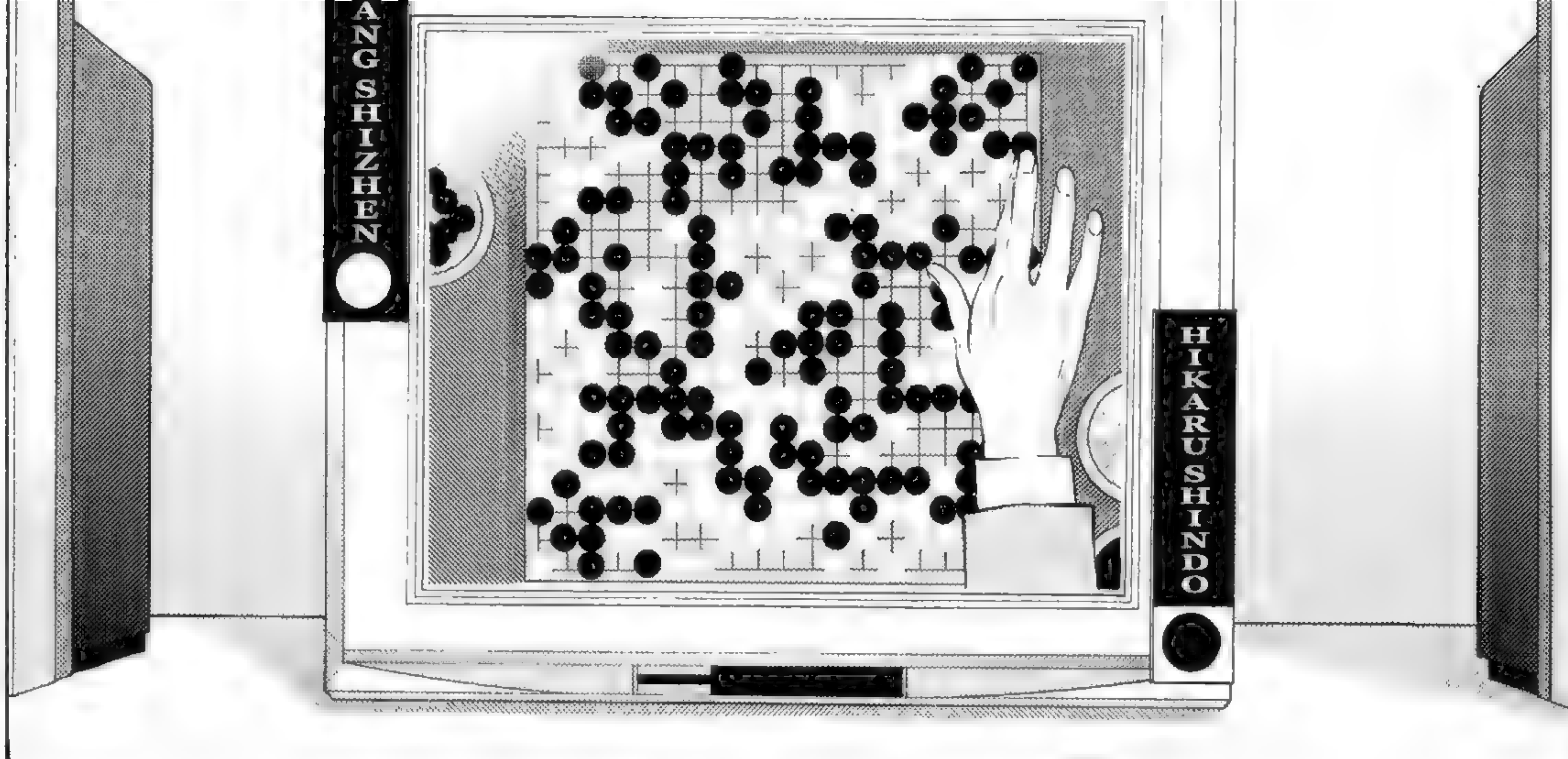










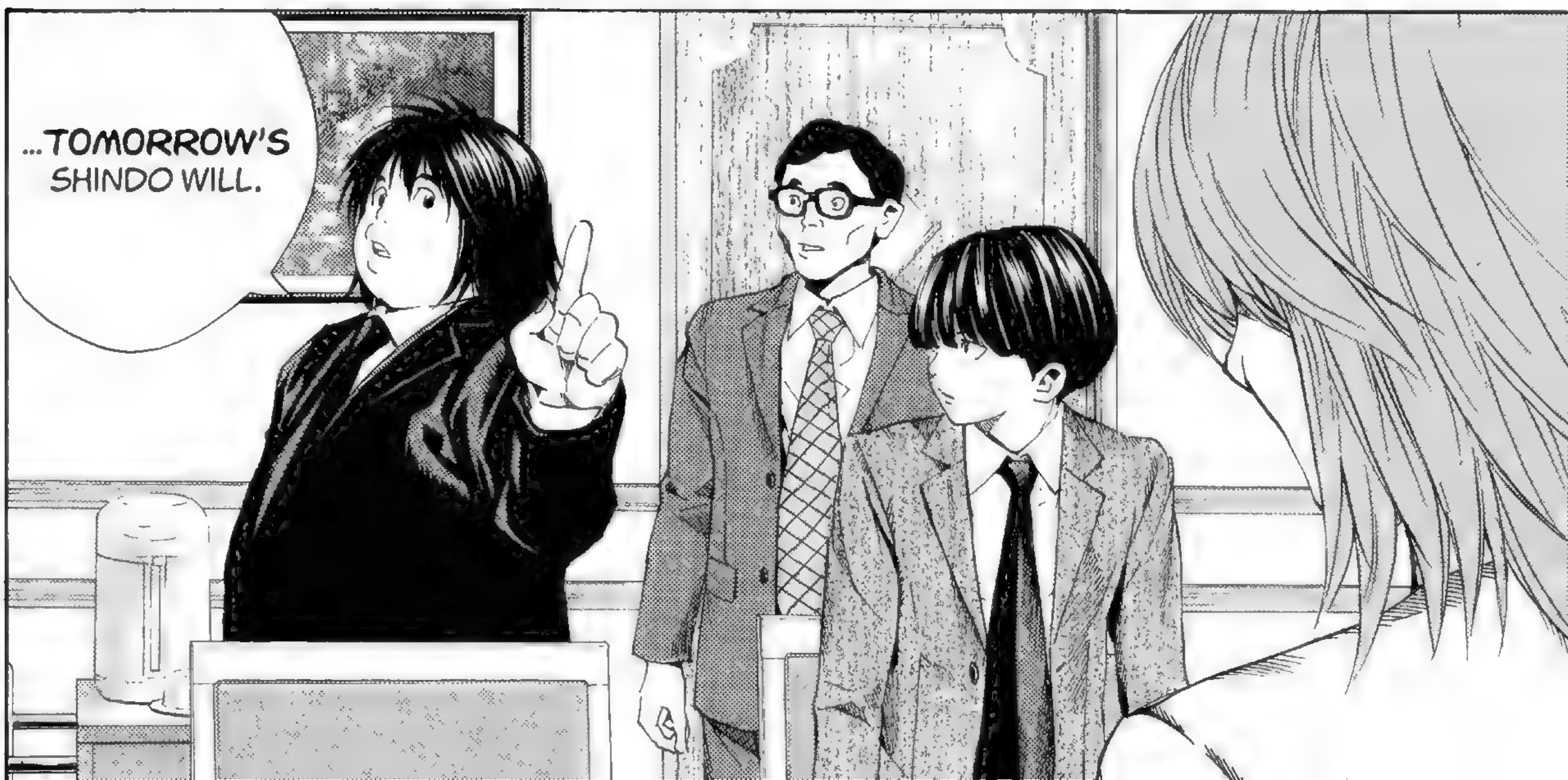




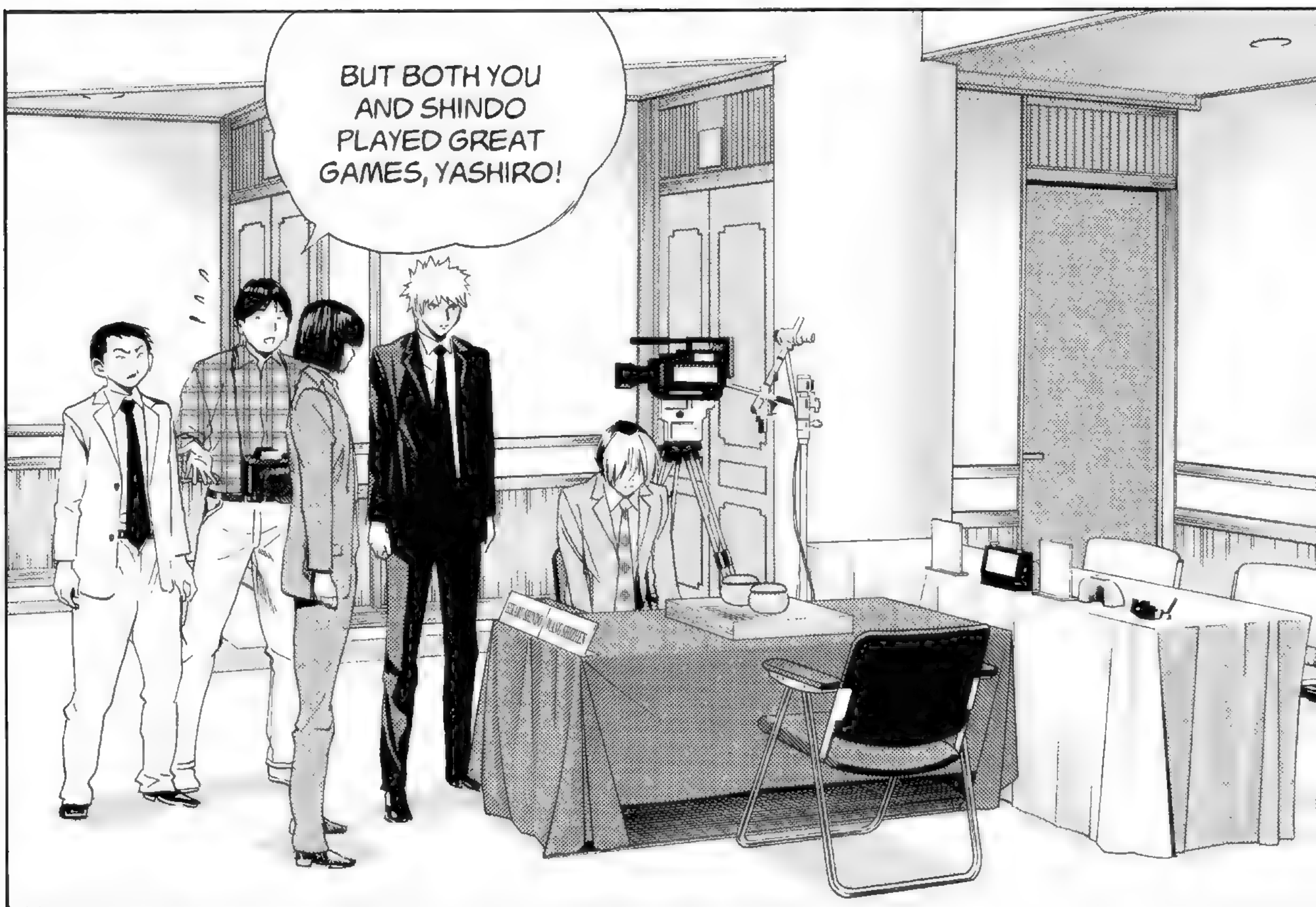


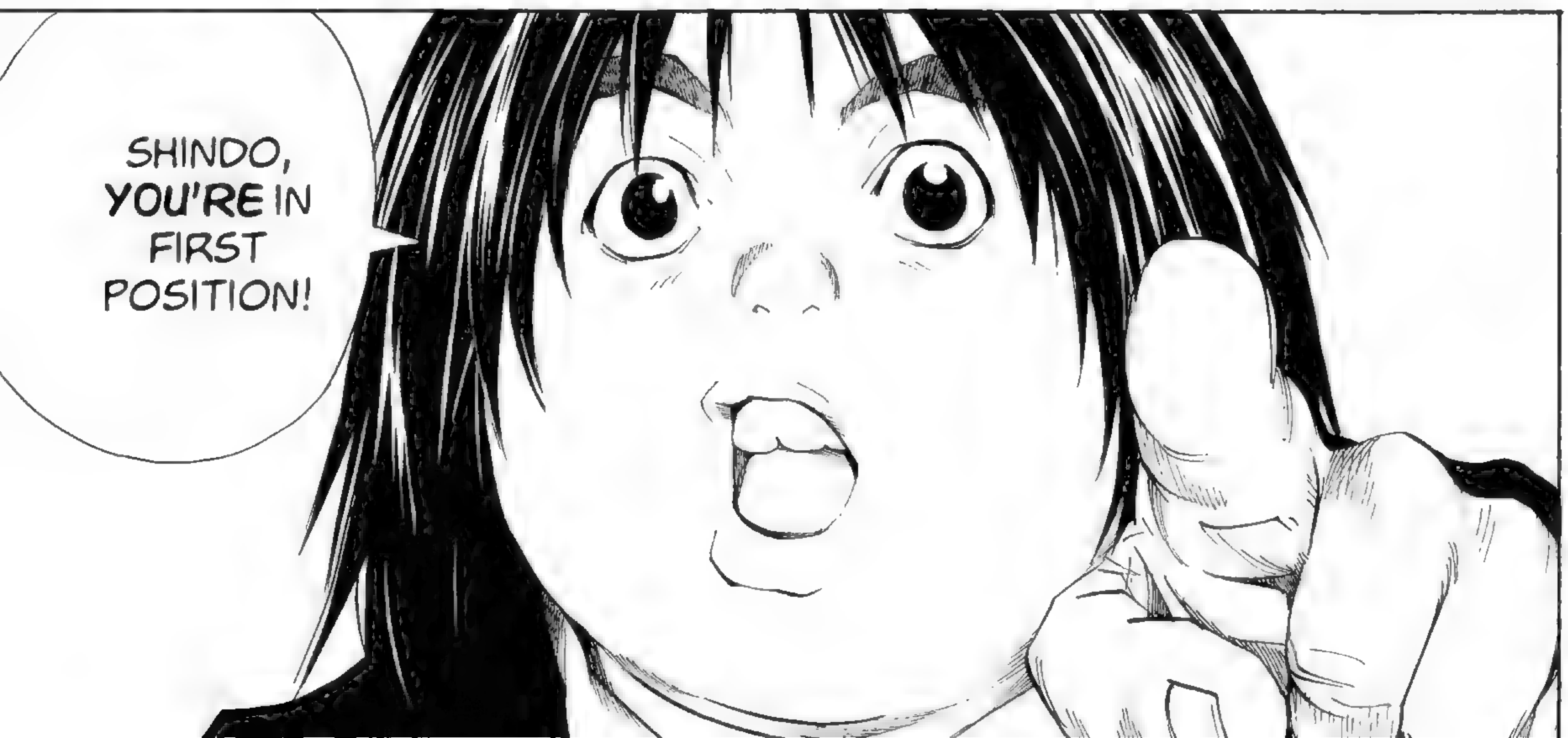












THIS PAIR GO IS SO MUCH FUN! YOU GET TO CHOOSE YOUR TWO OPPONENTS AND YOUR OWN PARTNER FROM AMONG LOTS OF CHARACTERS.

...YOU CAN PLAY PAIR GO!

WITH THE HIKARU NO GO 3 VIDEO GAME...

(Continued from page 128)

HIKARU NO GO STORYBOARDS

54

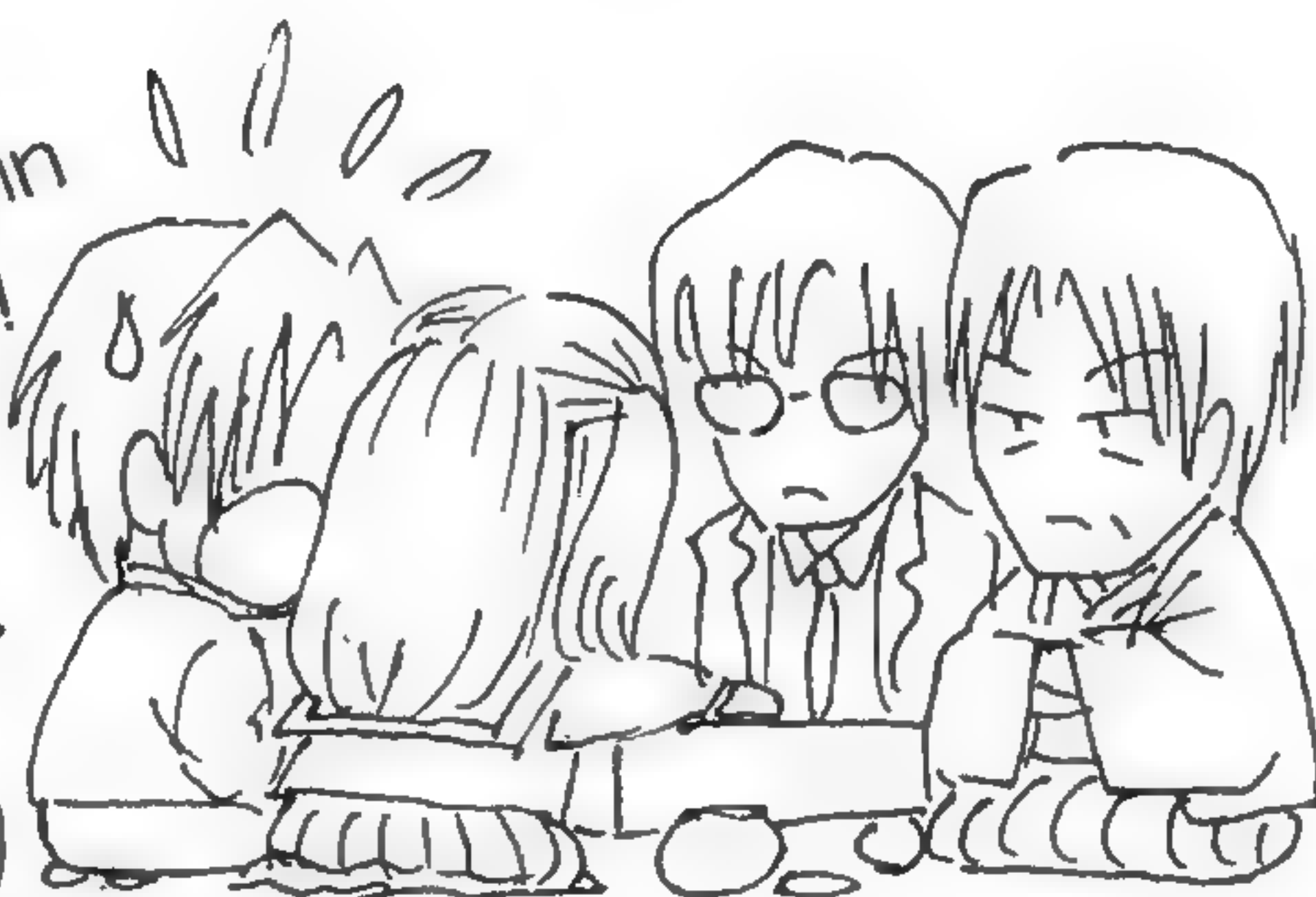
YUMI HOTTA



Akaril!
Is this really the time to fill in dead spots?!

This is me.

(YOU BECOME ONE OF THE CHARACTERS.)

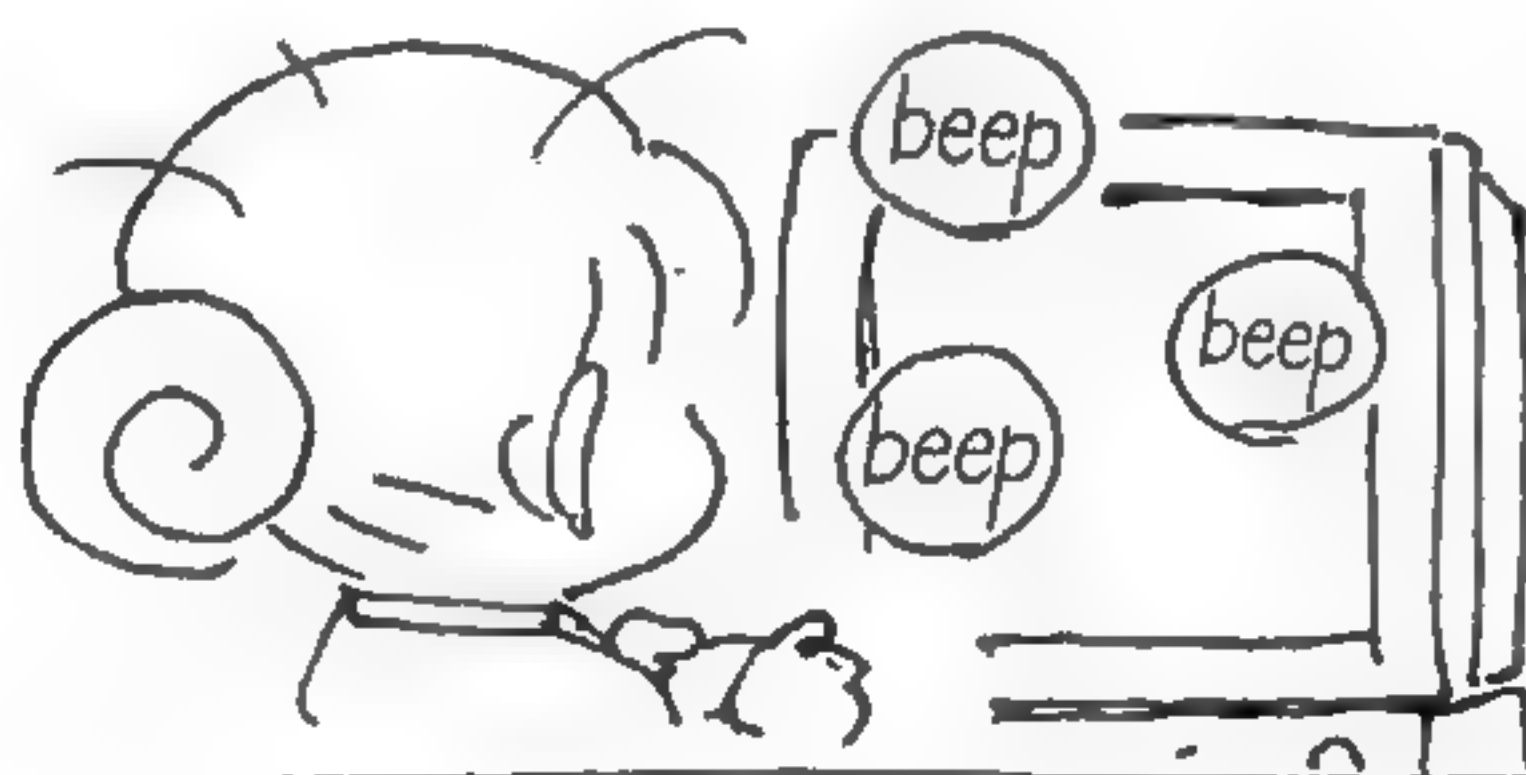


WE PLAY AGAINST THE SCARY COMBO OF KOYO TOYA AND SEIJI OGATA.

I OFTEN PARTNER UP WITH AKARI.

Who shall I pick this time?

I want to hear the countdown voice come on, so I'll set it to speed go this time, with ten seconds per move.



IN HIKARU NO GO 3, YOU CAN PICK THE CHARACTER YOU WANT TO READ THE GAME RECORDS OR COUNT DOWN THE REMAINING TIME!

AND THERE'S MUCH, MUCH MORE!

ISUMI'S VOICE

14-3, ate.



Five seconds... four... three... two...

WAYA'S VOICE

WHEN YOU ACTUALLY EXPERIENCE THIS, IT'S SO COOL! YOU FEEL LIKE YOU'RE A REAL PRO!



Game 182 "Defeat Ko Yong Ha"



SHINDO'S
GONNA BE
FIRST?!

WHAT
?!



KEEP QUIET
ABOUT IT TILL
TOMORROW
MORNING.

I'M TEAM
LEADER, AND
THAT'S MY
DECISION!

WHY?!
THAT'S
TOYA'S SPOT!

NOW LET'S GET
SOME LUNCH
BEFORE WE
WATCH THE
CHINA-KOREA
MATCHES.

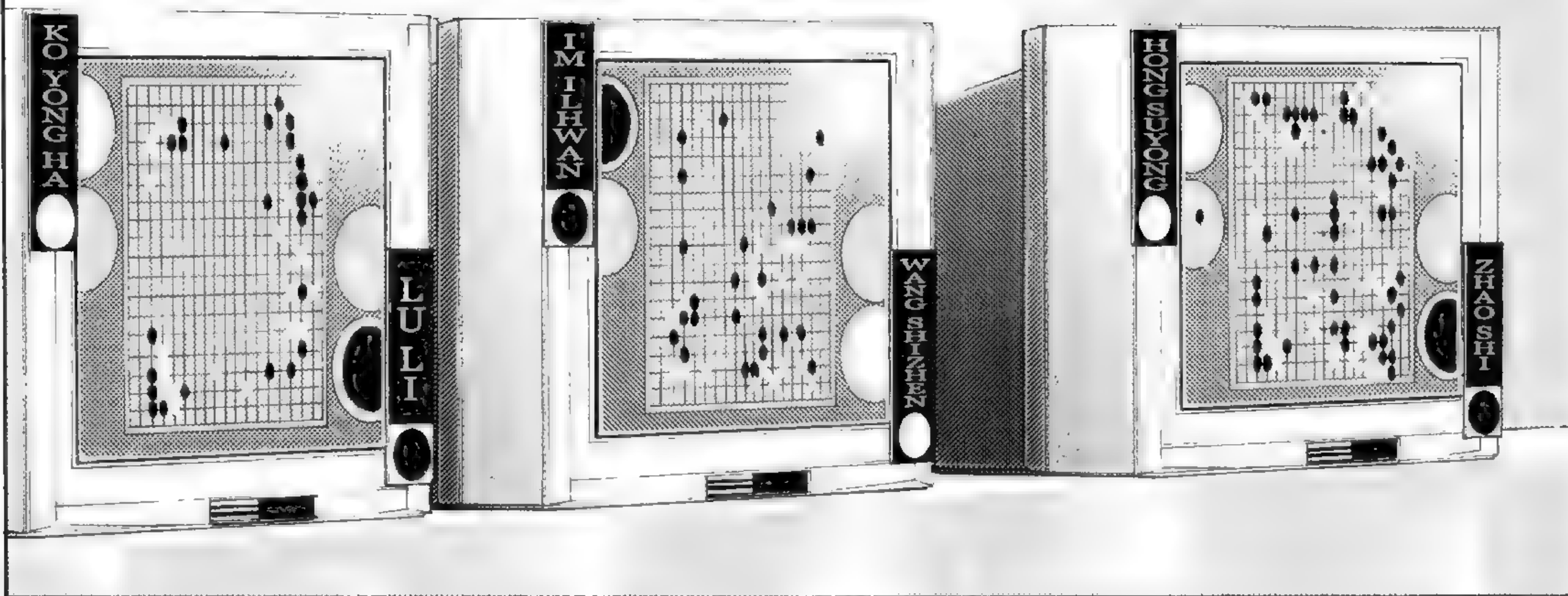


WAIT!

KURATA!











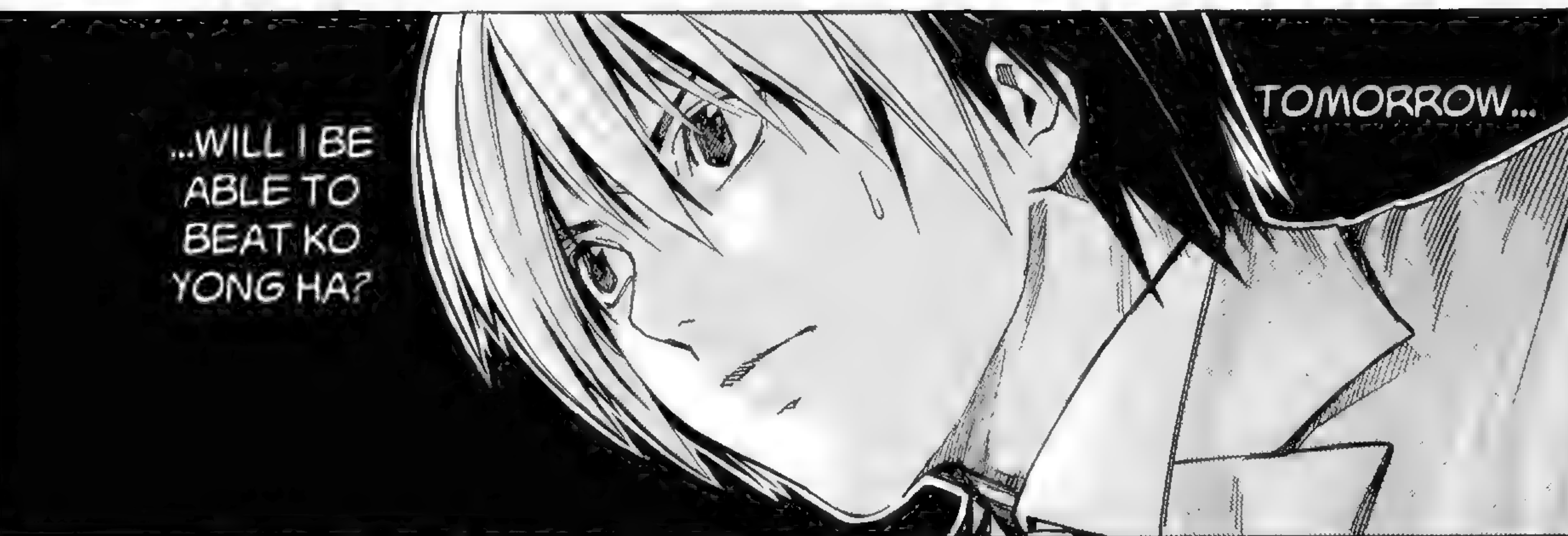
...STILL
A
GAME
I
LOST.

...IT
WAS...



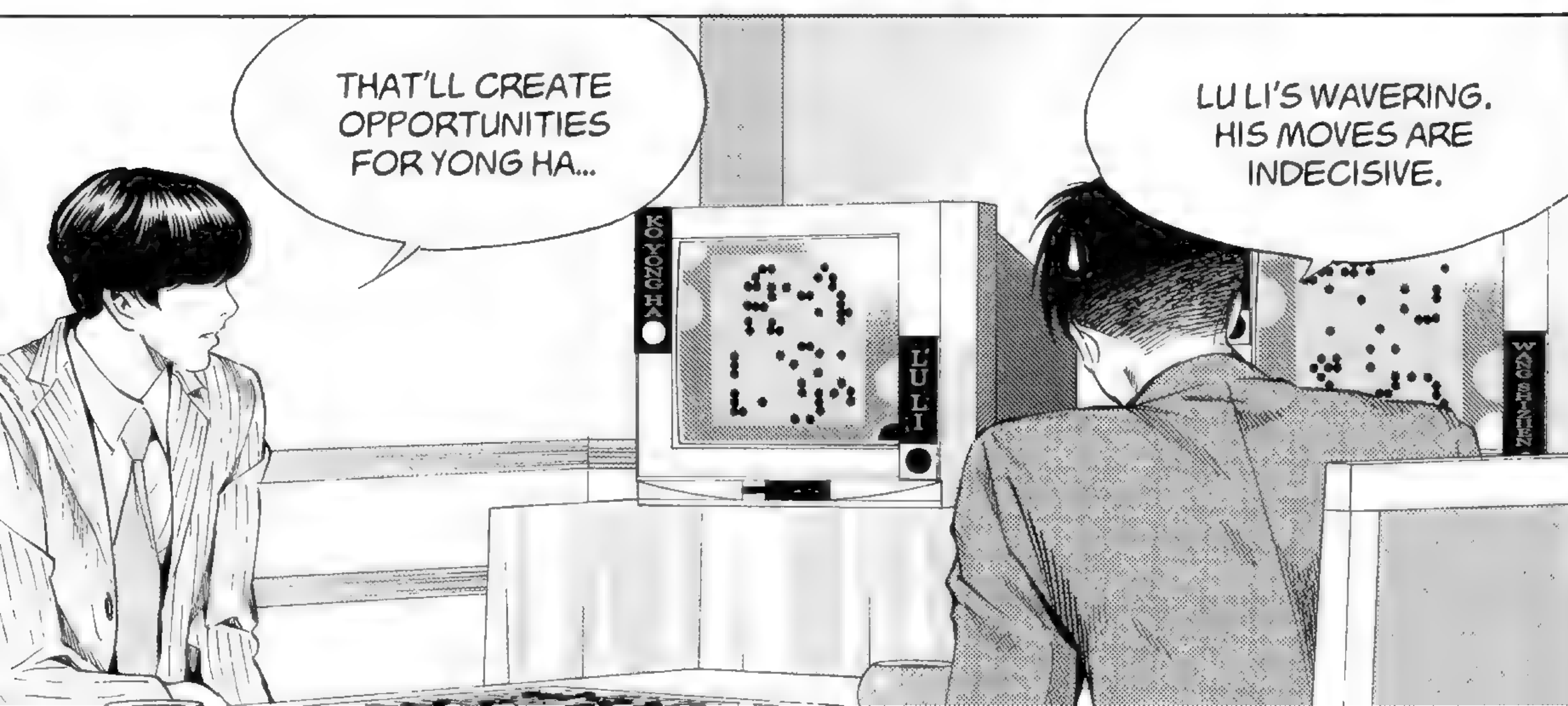
...BY HOW I
PLAYED
AGAINST
CHINA, BUT...

I SUPPOSE
KURATA WAS
IMPRESSED...



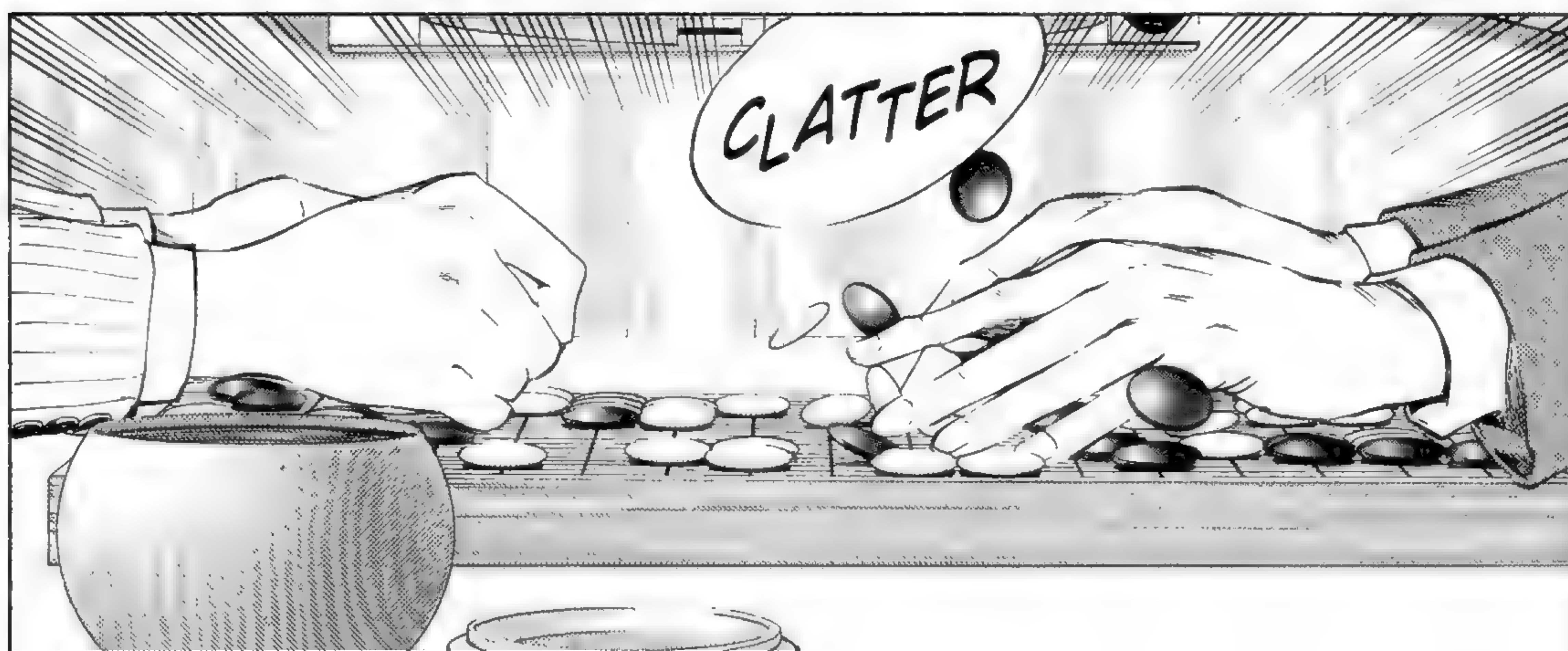
...WILL I BE
ABLE TO
BEAT KO
YONG HA?

TOMORROW...

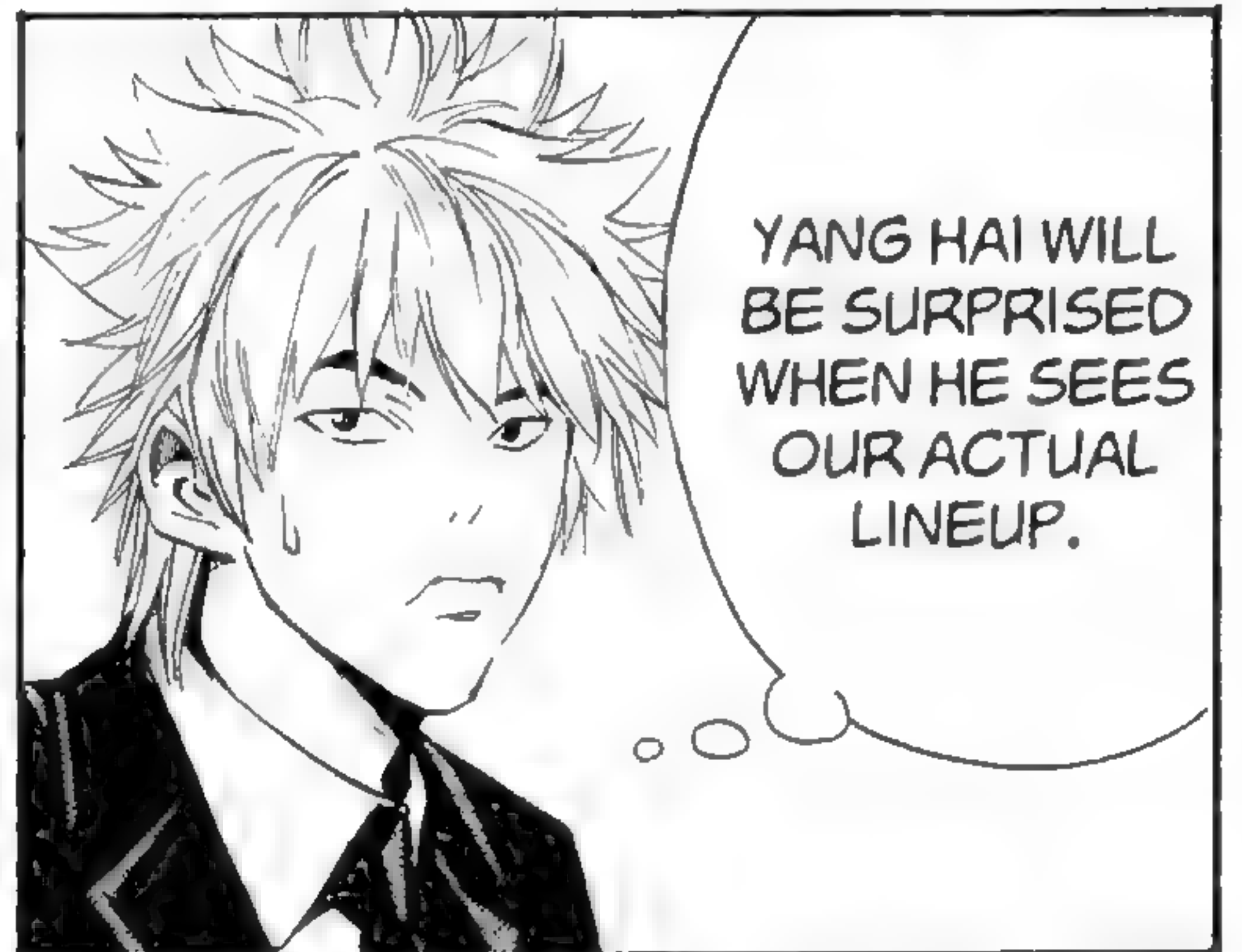


THAT'LL CREATE
OPPORTUNITIES
FOR YONG HA...

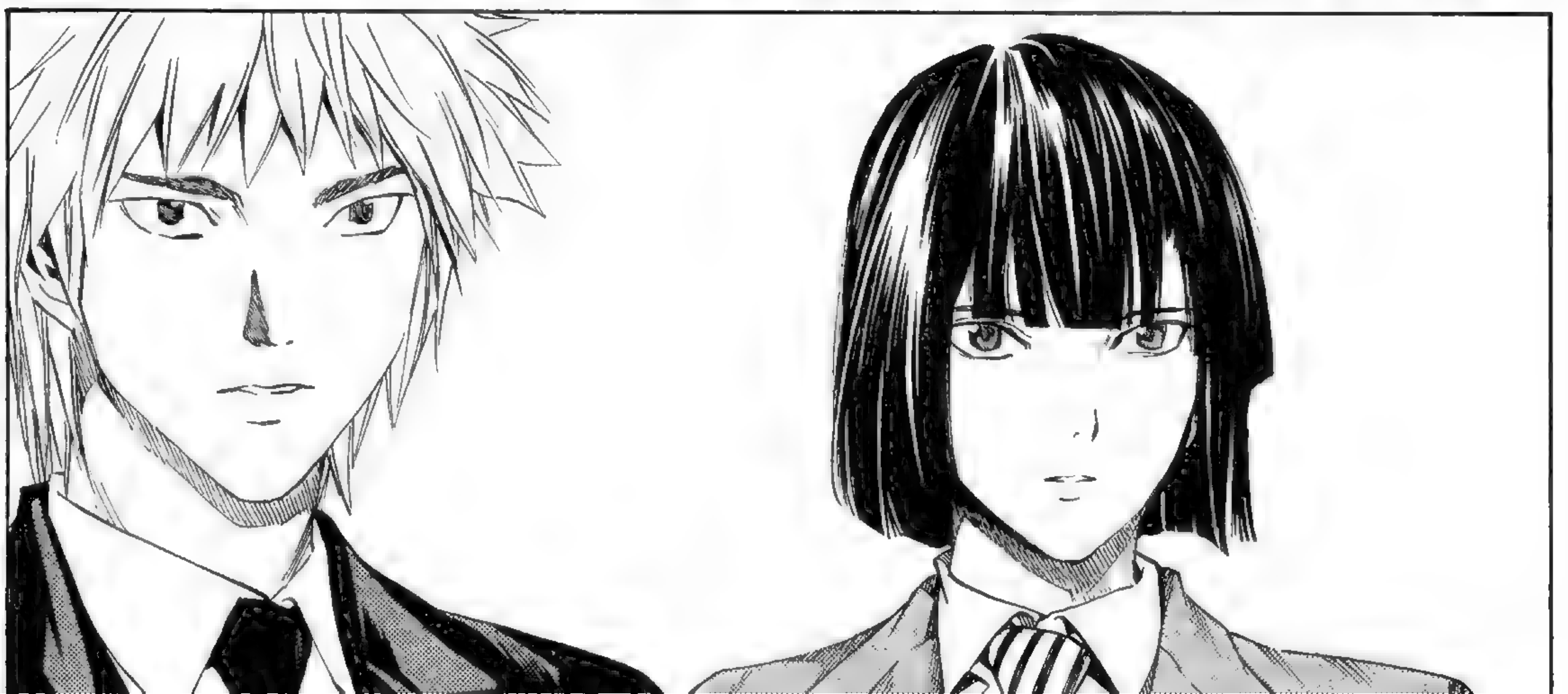
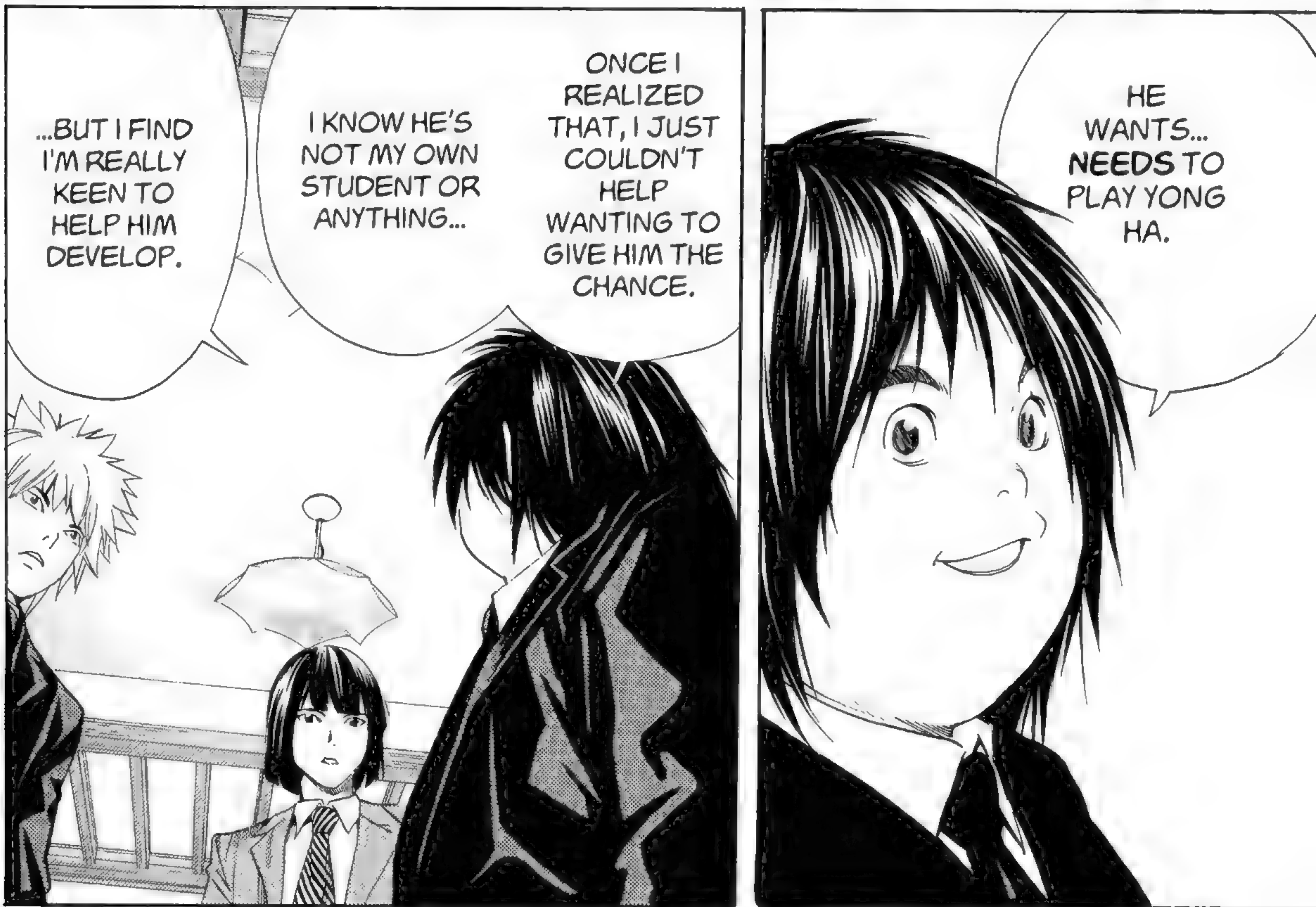
LU LI'S WAVERING.
HIS MOVES ARE
INDECISIVE.



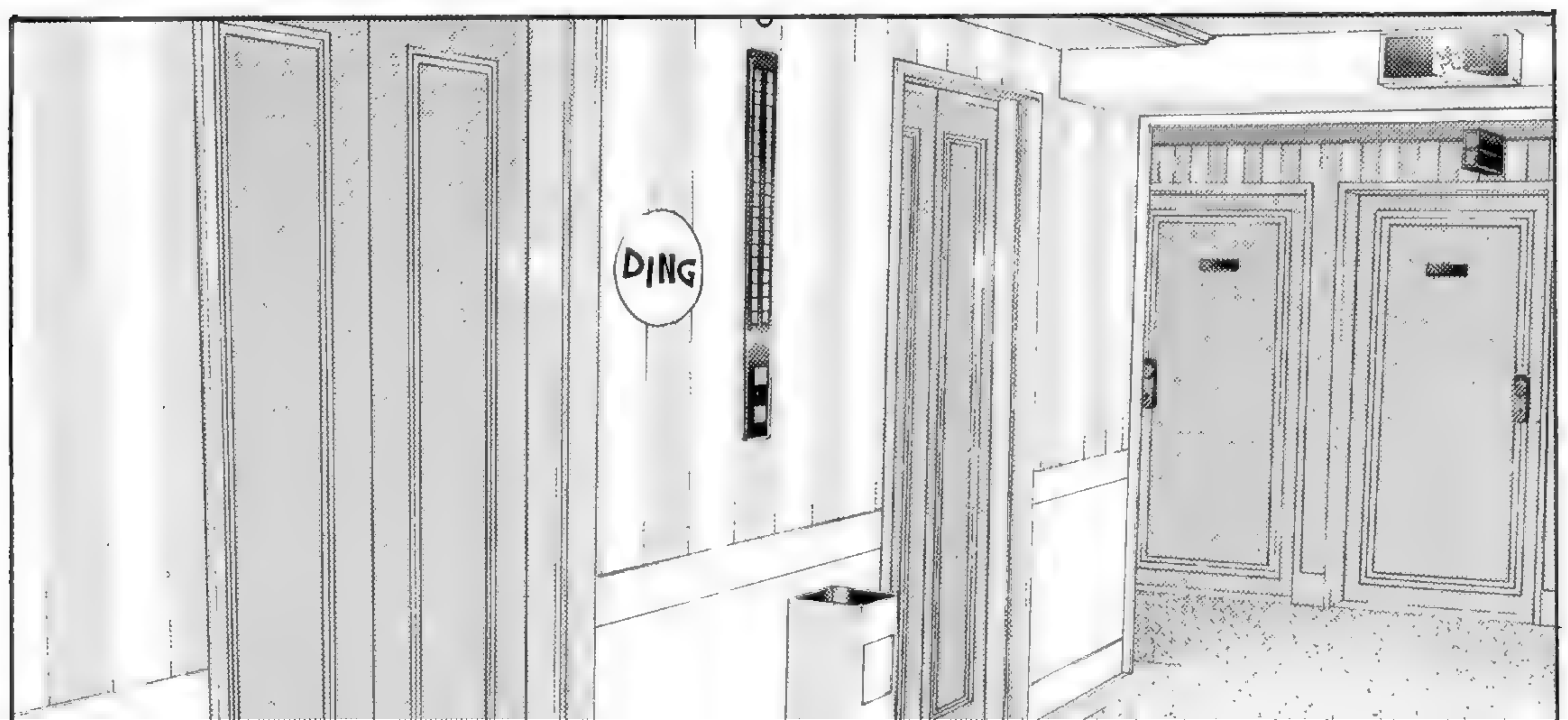




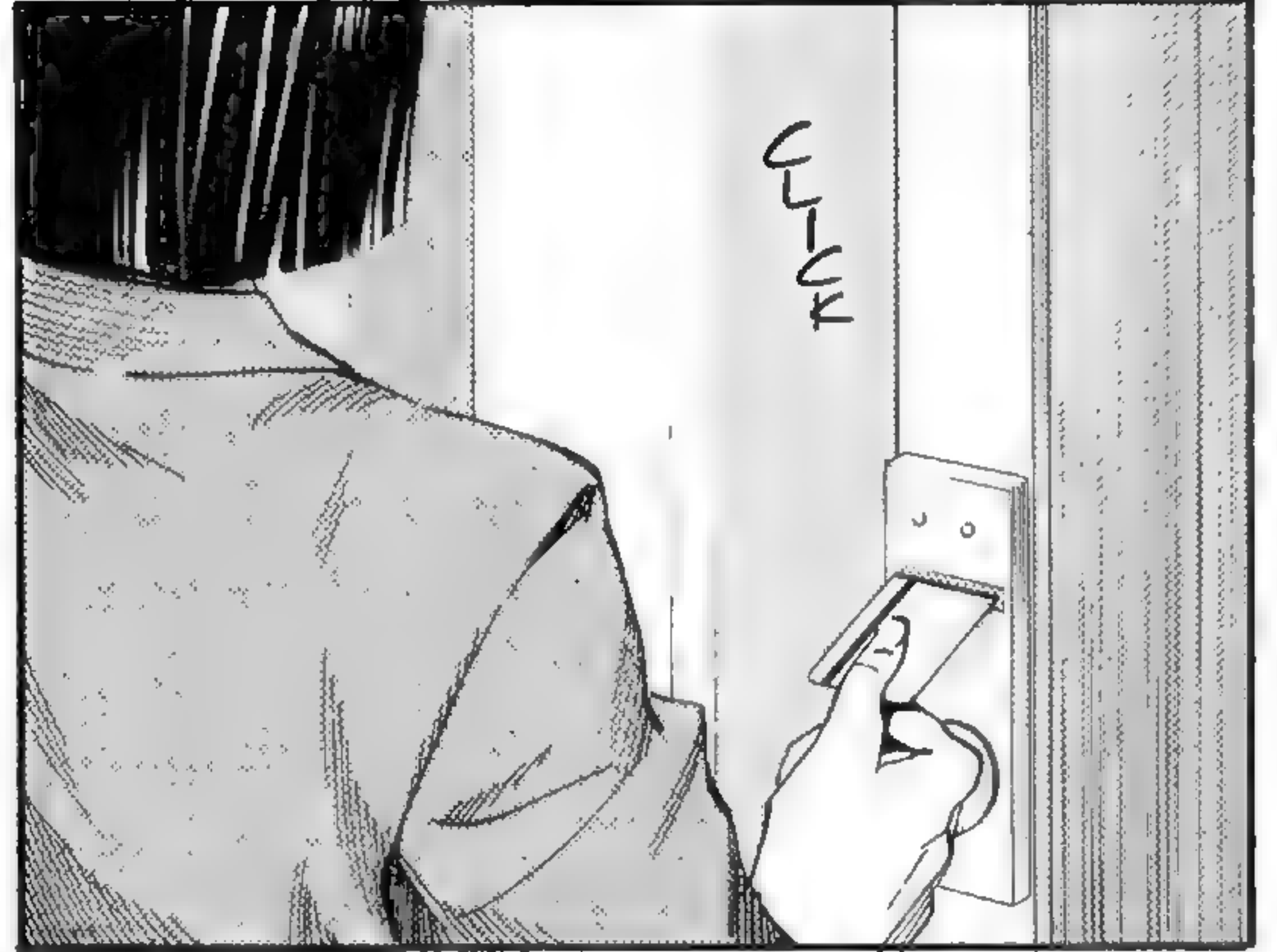


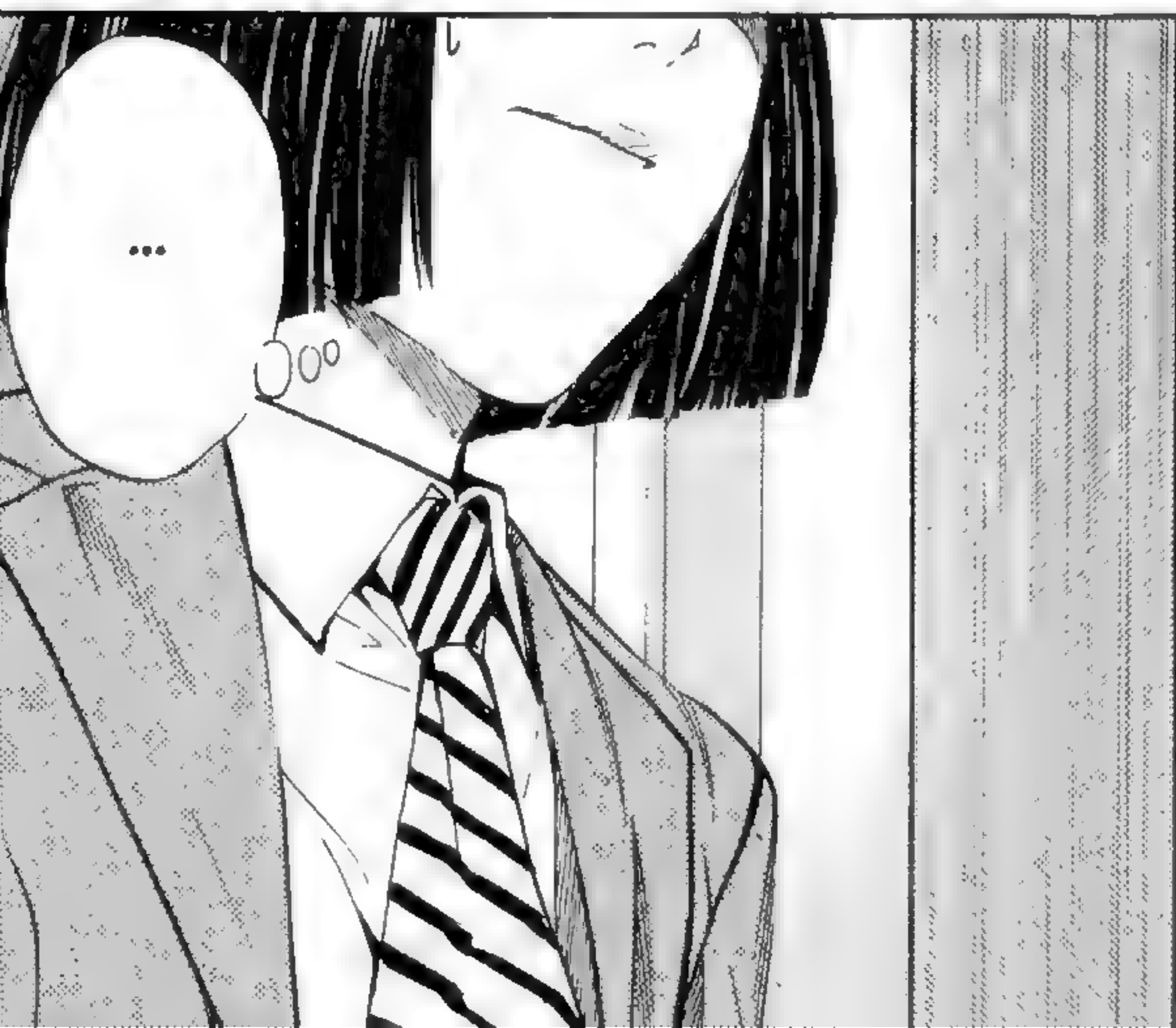
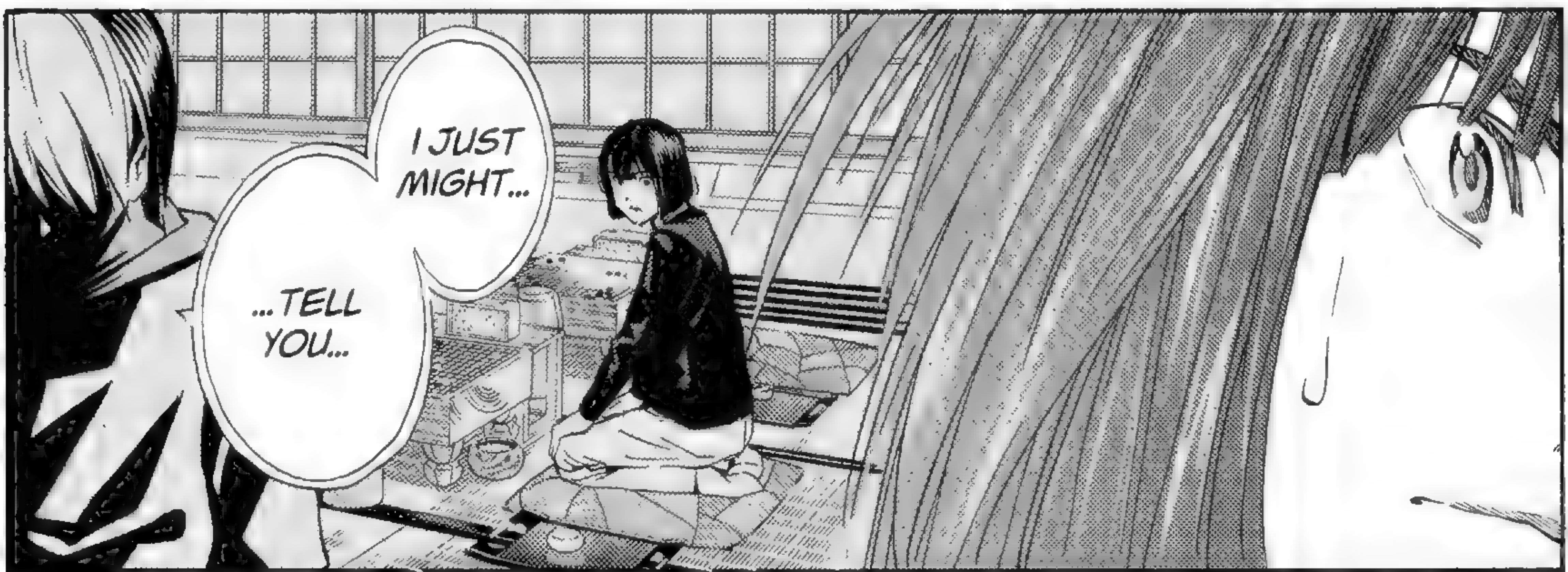
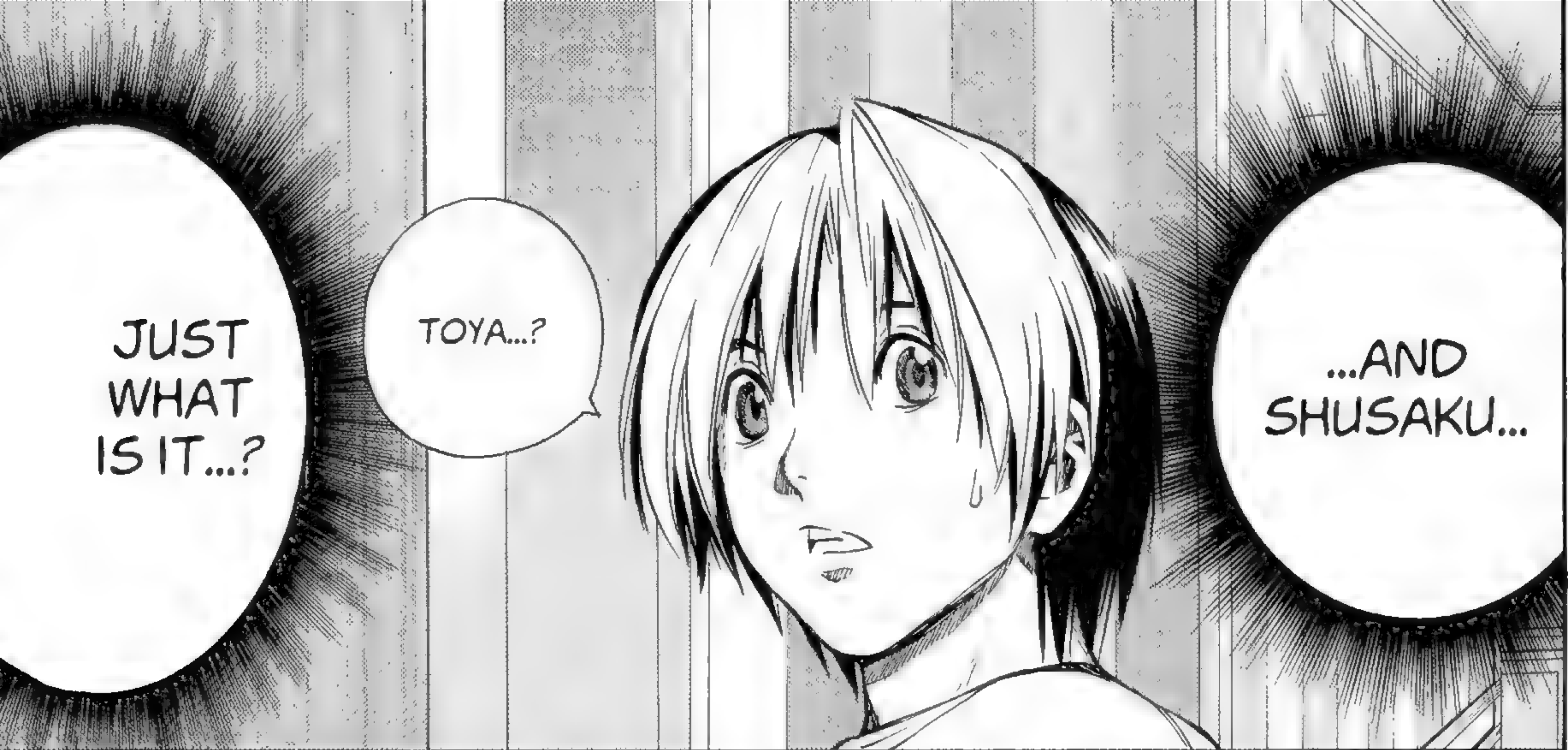


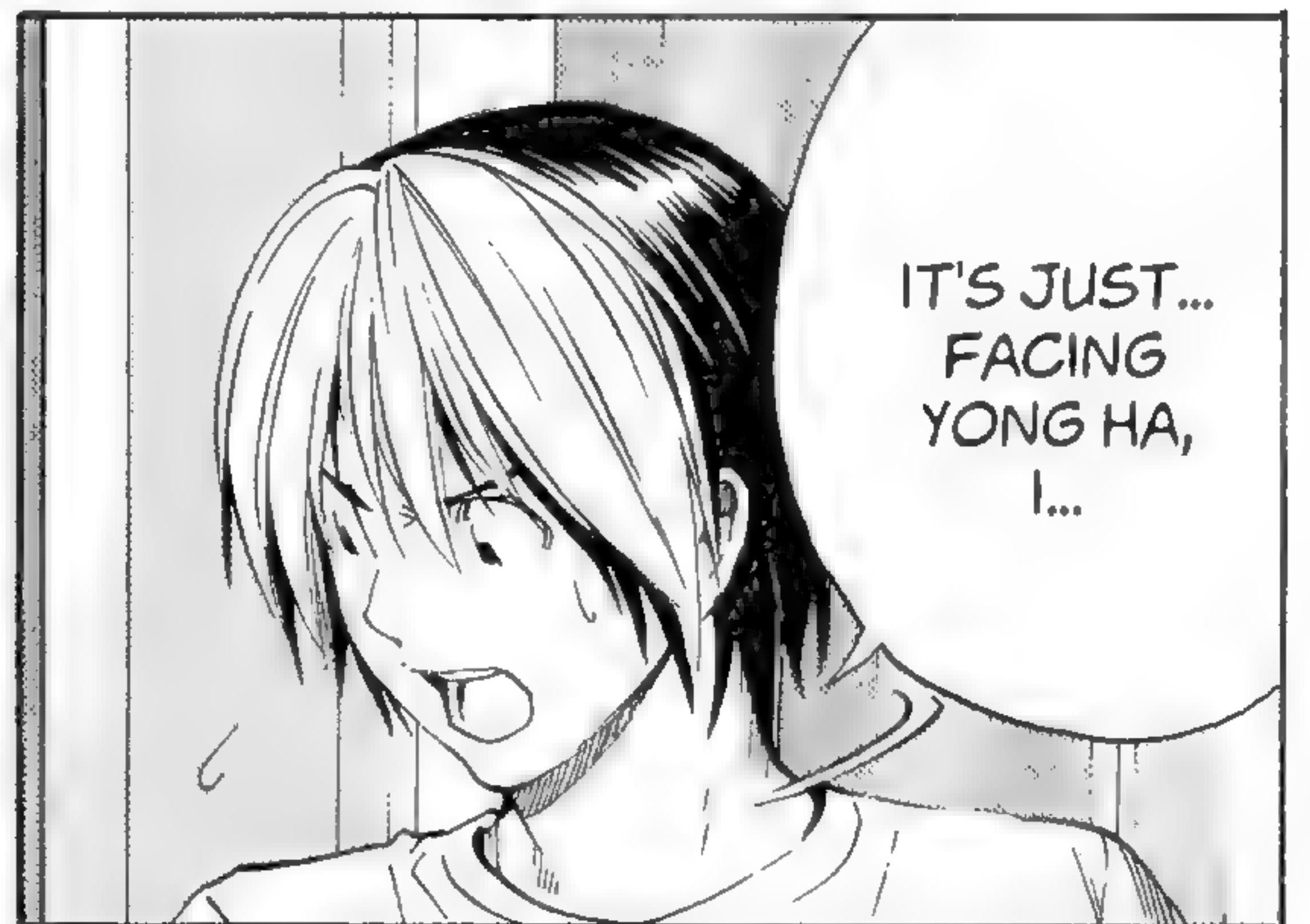










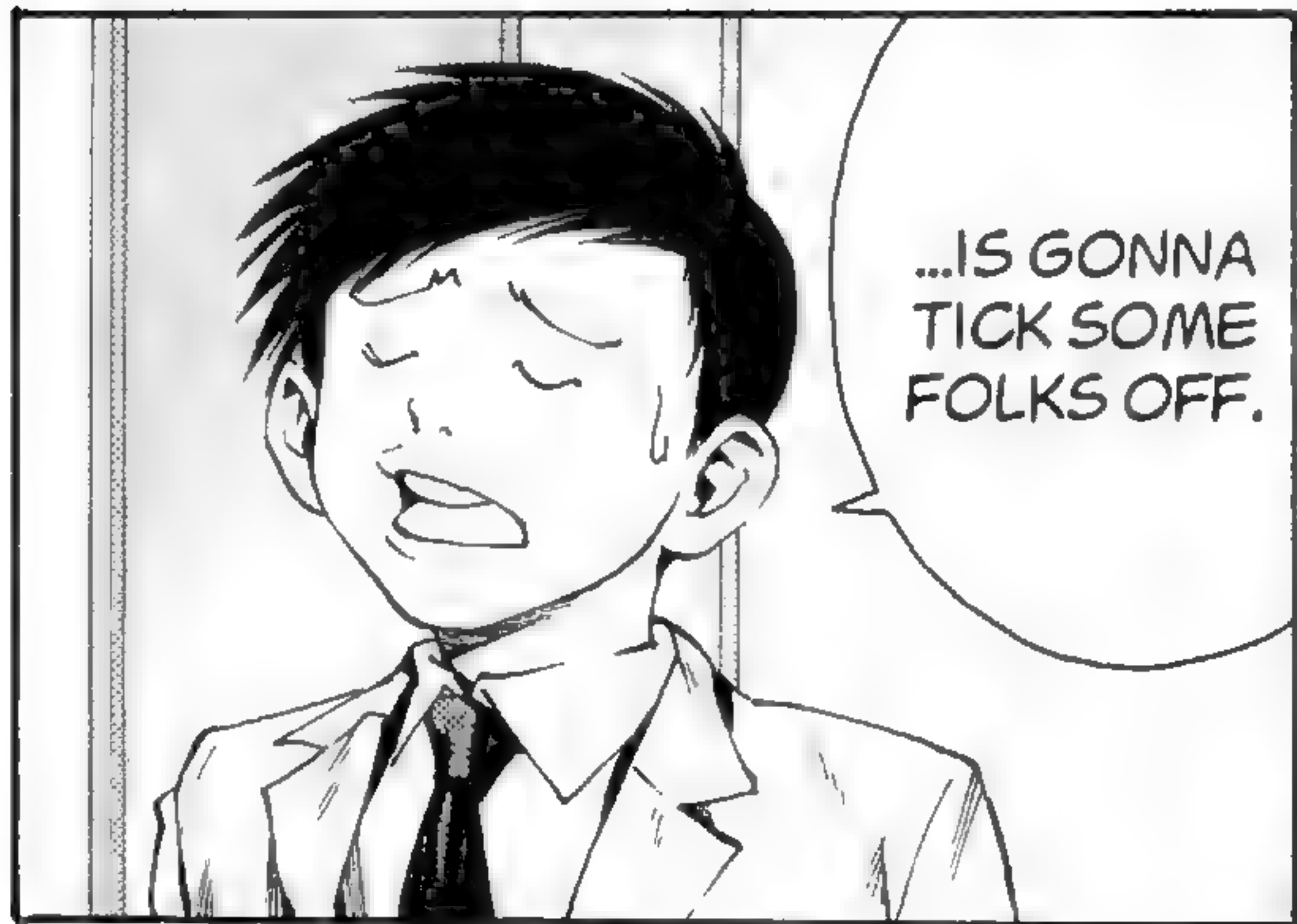






TODAY'S
MATCH
BETWEEN
THE FIRSTS...

MAY
FIFTH...



...IS GONNA
TICK SOME
FOLKS OFF.



AH...
HERE COME
OUR GUYS.



KURATA WILL
HAVE TO GO
INTO HIDING.

AND IF TOYA
LOSES TOO,
WATCH OUT!



**CHARACTER
GO
STONES**
Vol.2



Hong Suyong



Zama Oza



Yang Hai



Atsushi Kurata



Tatsuhiko Kadowaki



Le Ping



Hiroyuki Ashiwara



Kiyoharu Yashiro



Zhao Shi



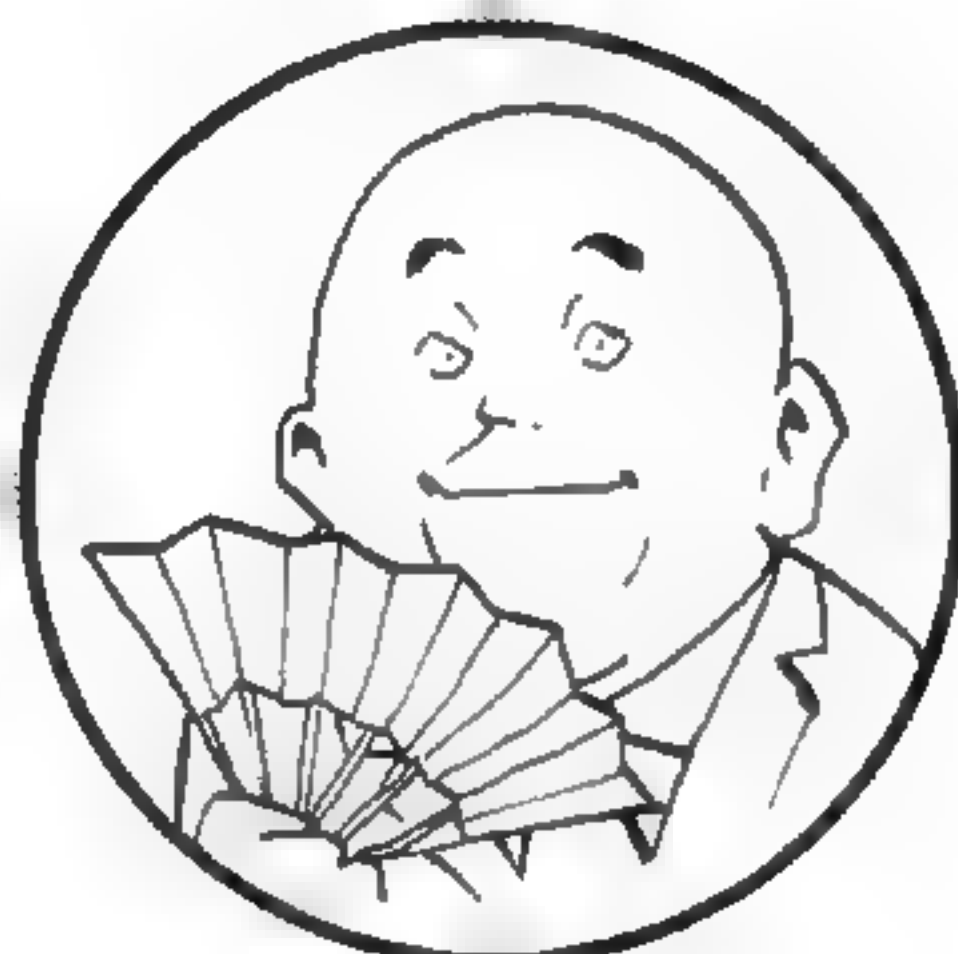
Koji Saeki



Seiji Ogata



Ko Yong Ha



Ichiryu Kisei



Kuwabara Hon'inbo



Chieko Sakurano



Morishita 9 dan

Game 183 "Ko Yong Ha's Question"

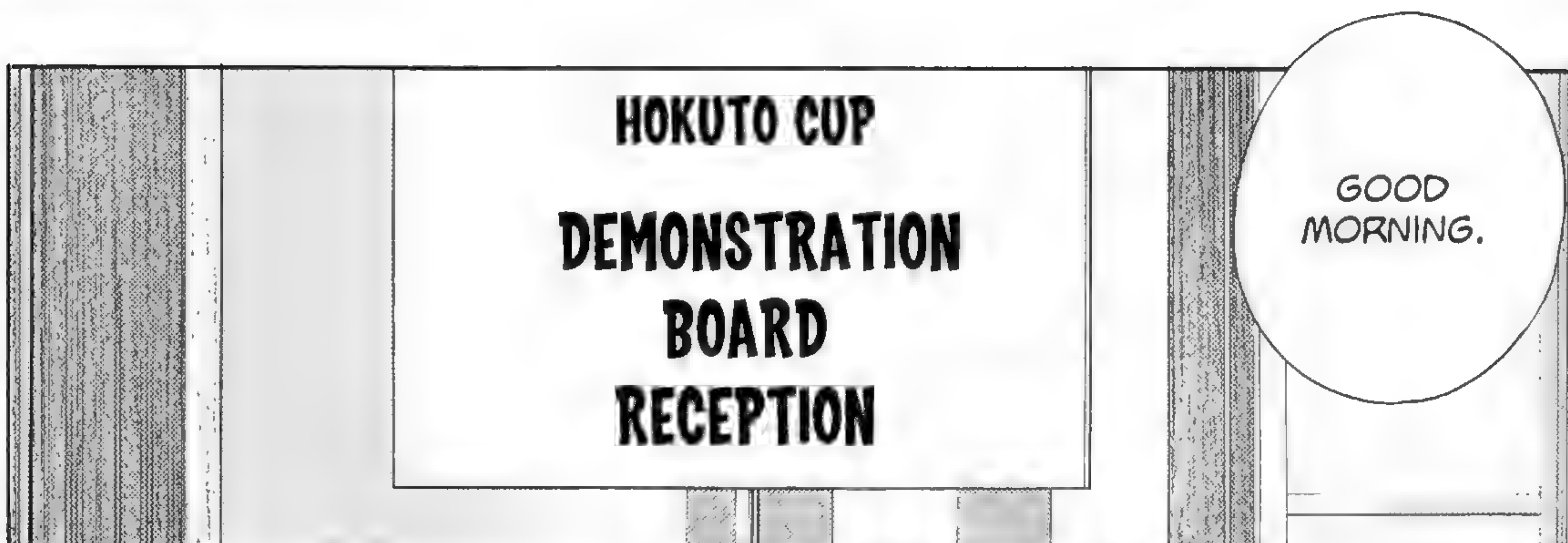


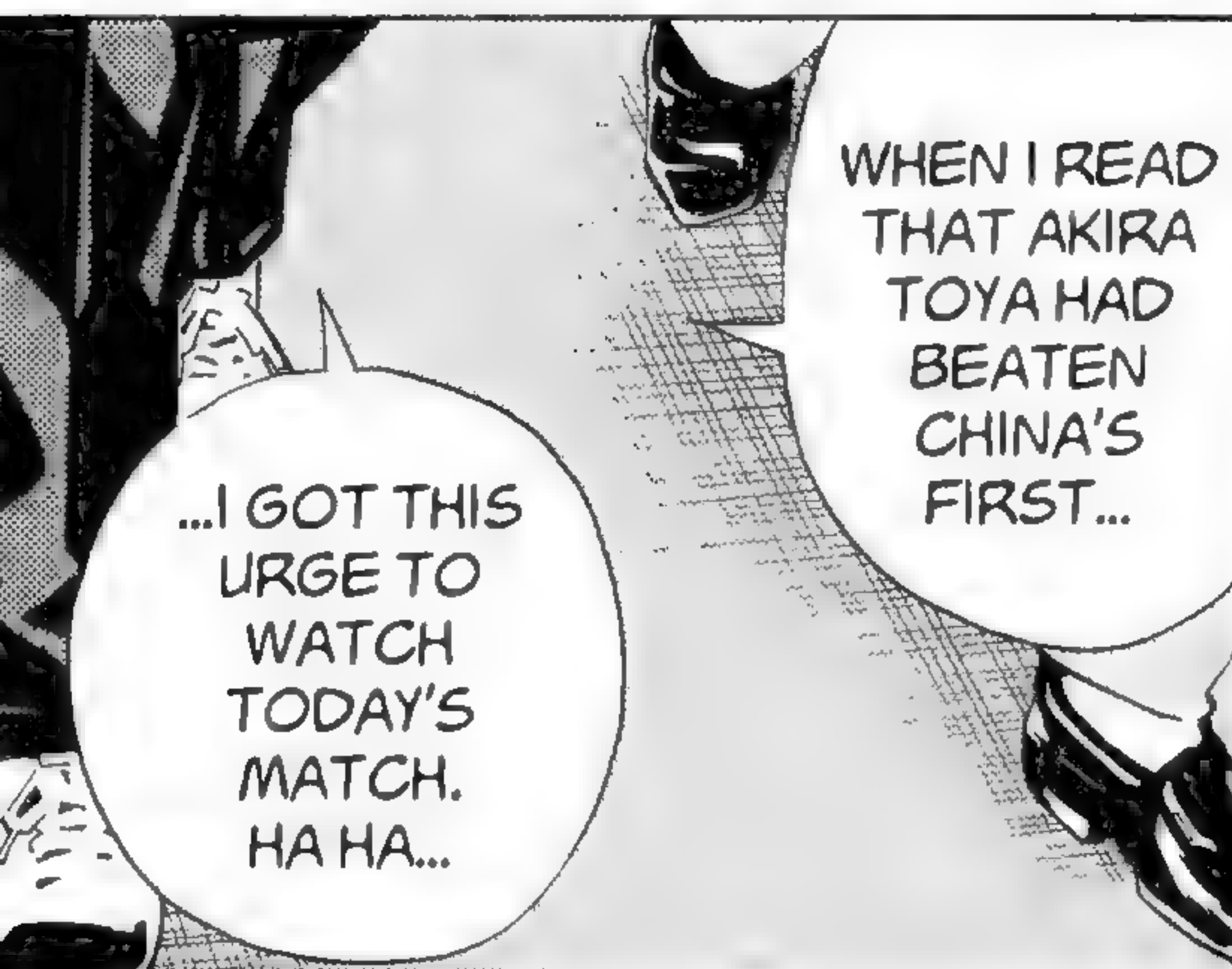














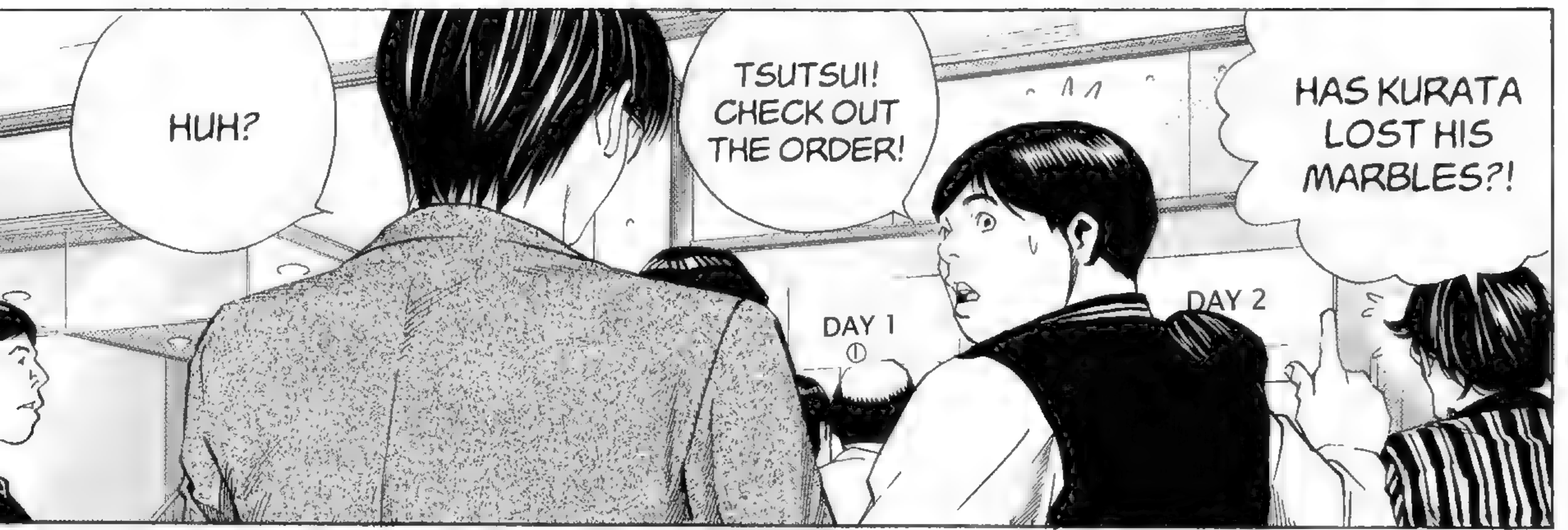










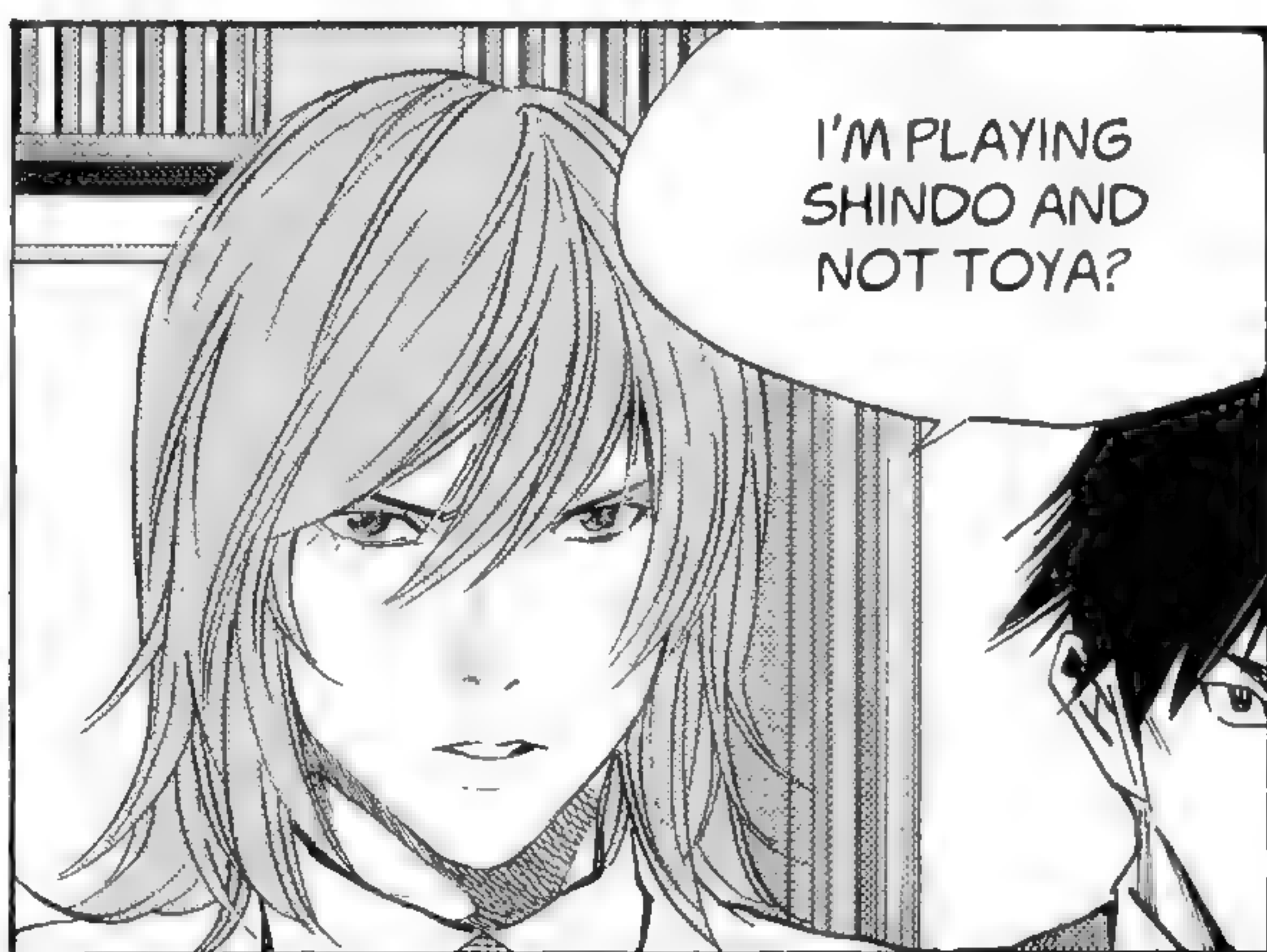


HIKARU SHINDO

KO YONG HA

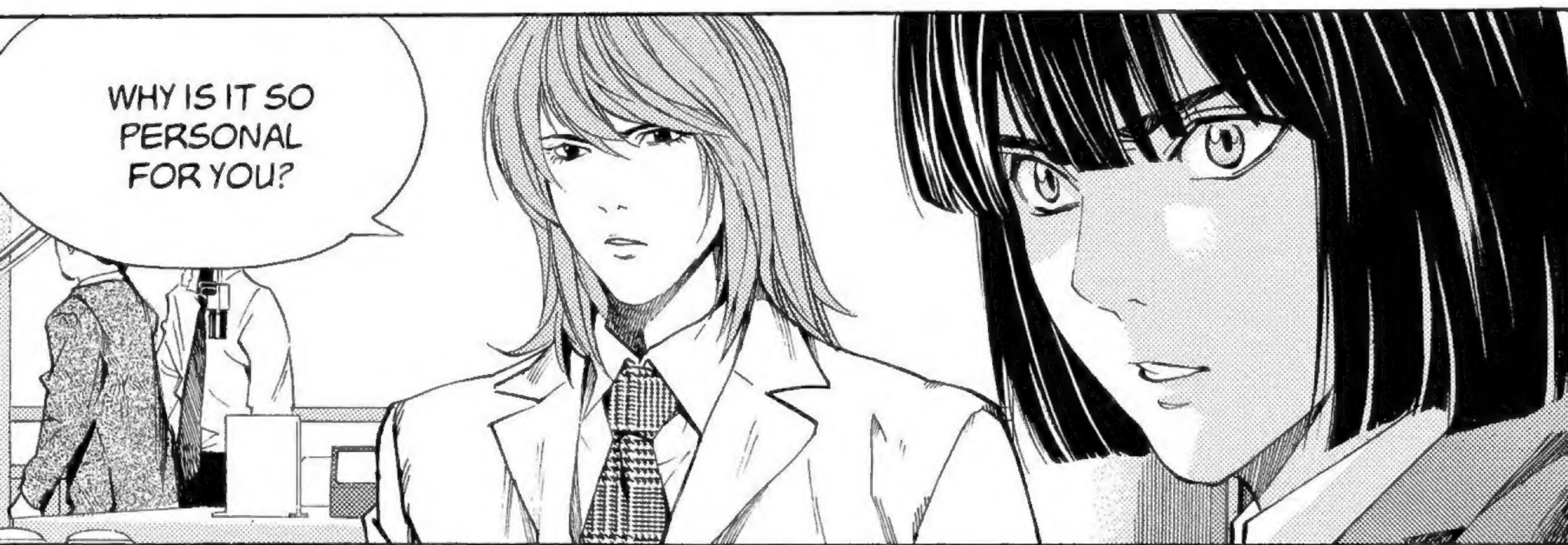
AKIRA TOYA

IM ILHWAN











...HOW
TO...



...SAY
IT...



Y'SEE,
BACK
WHEN I—

IT'S THE
REASON
WHY I PLAY
GO!



PLAYERS,
PLEASE
TAKE YOUR
SEATS.

IT'S TIME
FOR THE
GAMES TO
BEGIN.

XXXXXX
XXXXXX



The End of China vs. Japan

高木夏海

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