

Title match games, Challenger's tournaments, interview with Aono Teruichi, reports, photos, Mini Shogi, Endgame problems, statistics, ... This yearbook is a free PDF document

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Just a few words ...

Dear shogi friends,

for the third consecutive year the Shogi Yearbook reports about shogi events in the world of professionals and amateurs.

There are quite many shogi enthusiasts who kindly supported this year's edition in different ways.

I want to thank

Reijer Grimbergen for his comments of the title match games which were originally posted on the 'Shogi-L' mailing list (on http://www2.teu.ac.jp/gamelab/SHOGI/kifumain.html you will find more commented games),

Bernhard C. März for his great software 'BCM Games',

Karolina Styczyńska for her report about her first months in Japan,

Misako lijima-Rövekamp, Adam Skalny and Andrei Lysenka for their photos,

AONO Teruichi for the interview and Frank Rövekamp for the translation,

and **MANABU Terao** for the permission of using articles he published first in the forum of 81squareuniverse.

If you have suggestions for next year's edition, reports, photos and good ideas, please send them to info@shogi24.com .

I hope you enjoy the Shogi Yearbook 2013 !

62. Osho

62. Osho league

		1	2	3	4	5	6	7	Wins	Losses	Rank
1	Kubo	Х	1	0	0	0	0	1	2	4	6.
2	Toyoshima	0	х	0	0	1	1	1	3	3	35.
3	Watanabe	1	1	х	1	1	1	1	6	0	1.
4	Habu	1	1	0	х	0	0	1	3	3	35.
5	Goda	1	0	0	1	х	0	1	3	3	35.
6	Fukaura	1	0	0	1	1	х	1	4	2	2.
7	lijima	0	0	0	0	0	0	Х	0	6	7.

A score of 100 % made WATANABE Akira the clear winner of the Osho league. After defending his Ryu-O title he could try to win his second title.

62th Osho title match

Game 1

2013-01-13/14 Sente: SATO Yasumitsu, Osho Gote: WATANABE Akira, Challenger

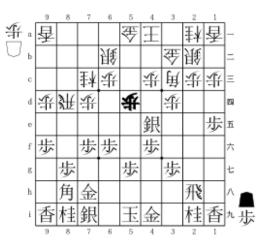
1.P2g-2f 00:00:00 00:00:00

After the first attempt at furigoma didn't produce a result because a pawn landed on its side, the second pawn toss resulted in three pawns, giving Osho title holder Sato the black pieces in this first game. A little good omen maybe, because he also won the furigoma last year. He may need these little pieces of fortune, because he is not having such good results against Watanabe.

2.P8c- 3.P2f- 4.P8d- 5.G6i- 6.G4a- 7.P2e- 8.P2cx	2e 8e 7h 3b 2d) 0 : () 0 : (200: 200: 200: 200: 200:	00 00 00 00 00	0 0 0 0	0:0 0:0 0:0 0:0 0:0 0:0	0:0 1:0 1:0 1:0) 0) 0) 0) 0) 0	
9.R2hx	2d		С	0:0	00:	00	0	0:0	2:0	00	
10.P*2	С		С	0:0	:00	00	0	0:0	2:0	00	
11.R2d	l-21	ו	С	0:0	:00	00	0	0:0	2:0	00	
□ a	暬	₹¥	艆	委	Ξ	4	賬 ³	₹¥	₽ 1	_	
b		₩					委	₿¢		=	
с	뷳		#	뀨	뀨	#	뀨	뀨	#	Ξ	
d										ы	
е		쓗								п	
f										×	
g	歩	歩	歩	歩	歩	歩	歩		歩	ŧ	
h		角	金					飛		Λ	
i	香	桂	銀		Ŧ	金	銀	桂	香	ħ	歩
	9	8	7	6	5	4	3	2	1		

Both players play a variety of openings, but the Aigakari opening was a little bit of a surprise. It was actually 10 years since the last time this opening was played in the Osho match.

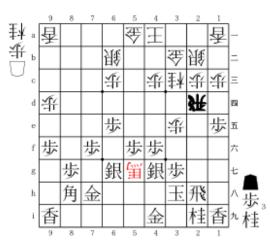
12.P9c-9d	00:00:00	00:05:00
13.P9g-9f	00:01:00	00:05:00
14.P3c-3d	00:01:00	00:08:00
15.S3i-3h	00:01:00	00:08:00
16.S7a-6b	00:01:00	00:13:00
17.S3h-2g	00:05:00	00:13:00
18.P8e-8f	00:05:00	00:14:00
19.P8gx8f	00:05:00	00:14:00



Watanabe has no intention of trying to defend the head of the bishop. Instead, he throws another pawn at Sato to take. This makes his intentions very clear. He is not going to wait for the black attack, he will sacrifice a pawn and use the time to build an attacking formation himself. The pawn push to 5d also takes away Sato's option to play a slow, strategic game. Sato has to take either pawn and hope that he can stop the white attack and make the extra material count.

37.S4ex3d	02:29:00	01:35:00
38.B3c-4d	02:29:00	01:38:00
39.S7i-6h	03:01:00	01:38:00
40.P7d-7e	03:01:00	01:48:00

41.S6h-6g03:12:0001:48:0042.P5d-5e03:12:0001:50:0043.S3d-2e03:32:0001:50:0044.B4d-5c03:32:0001:55:0045.P7fx7e03:33:0001:55:0046.B5cx7e03:33:0002:02:0047.K5i-4h04:01:0002:02:0048.B7e-5c04:01:0002:15:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0053.N7g-6e04:20:0003:37:0055.P6fx6e04:20:0003:37:0056.P5e-5f04:20:0003:37:00
42.P5d-5e03:12:0001:50:0043.S3d-2e03:32:0001:50:0044.B4d-5c03:32:0001:55:0045.P7fx7e03:33:0001:55:0046.B5cx7e03:33:0002:02:0047.K5i-4h04:01:0002:02:0048.B7e-5c04:01:0002:15:0049.N8i-7g04:09:0003:24:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
43.S3d-2e03:32:0001:50:0044.B4d-5c03:32:0001:55:0045.P7fx7e03:33:0001:55:0046.B5cx7e03:33:0002:02:0047.K5i-4h04:01:0002:02:0048.B7e-5c04:01:0002:15:0049.N8i-7g04:09:0003:24:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
44.B4d-5c03:32:0001:55:0045.P7fx7e03:33:0001:55:0046.B5cx7e03:33:0002:02:0047.K5i-4h04:01:0002:02:0048.B7e-5c04:01:0002:15:0049.N8i-7g04:09:0002:15:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:20:0003:24:0053.N7g-6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
45.P7fx7e03:33:0001:55:0046.B5cx7e03:33:0002:02:0047.K5i-4h04:01:0002:02:0048.B7e-5c04:01:0002:15:0049.N8i-7g04:09:0002:15:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:20:0003:24:0053.N7g-6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
46.B5cx7e03:33:0002:02:0047.K5i-4h04:01:0002:02:0048.B7e-5c04:01:0002:15:0049.N8i-7g04:09:0002:15:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:20:0003:24:0053.N7g-6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
47.K5i-4h04:01:0002:02:0048.B7e-5c04:01:0002:15:0049.N8i-7g04:09:0002:15:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:09:0003:24:0053.N7g-6e04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
48.B7e-5c04:01:0002:15:0049.N8i-7g04:09:0002:15:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:09:0003:24:0053.N7g-6e04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
49.N8i-7g04:09:0002:15:0050.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:09:0003:24:0053.N7g-6e04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
50.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:09:0003:24:0053.N7g-6e04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
50.N2a-3c04:09:0003:24:0051.S2e-3f04:09:0003:24:0052.R8d-7d04:09:0003:24:0053.N7g-6e04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
52.R8d-7d04:09:0003:24:0053.N7g-6e04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
53.N7g-6e04:20:0003:24:0054.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
54.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
54.N7cx6e04:20:0003:37:0055.P6fx6e04:20:0003:37:00
56.P5e-5f 04:20:00 03:37:00
57.P5qx5f 04:31:00 03:37:00
58.P*3e 04:31:00 03:50:00
59.S3f-4g 04:39:00 03:50:00
60.B5c-7e 04:39:00 03:53:00
61.K4h-3h 04:59:00 03:53:00
62.B7e-5g+ 04:59:00 04:09:00
63.P*7f 06:23:00 04:09:00
64.R7d-2d 06:23:00 04:31:00



White has created a promoted bishop, but that bishop is now in a very confined space. The immediate black threat is S6f, which wins the bishop, so white has no option but to put all his eggs in one basket. Either his attack will succeed, or he will die trying.

65.P*2e? 06:34:00 04:31:00

This helps white a lot. Correct was 65.P*2g and after 66.N4e Px4e is not good because of N*4f and the white attack continues, but after 66.N4e B5e Nx3g+ Kx3g and even if white plays R3d as in the game, the black bishop is in a much better position while white has one pawn less in hand, so this is clearly better for black than in the game. After 65.P*2e, the white attack keeps rolling on.



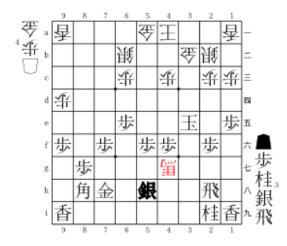
This is a very strong move, but it needs a strong follow-up. In the press room, this follow-up was not found, so 70.R3d was met with surprise.

71.G4i-4h	06:39:00	04:34:00
72.P3e-3f	06:39:00	05:03:00
73.S4gx3f	07:48:00	05:03:00
74.N*2d!	07:48:00	05:09:00

In the press room only 74.Rx3f was analyzed and the conclusion was that the white attack is not strong enough. However, 74.N*2d is much better and gives the white attack much more strength.

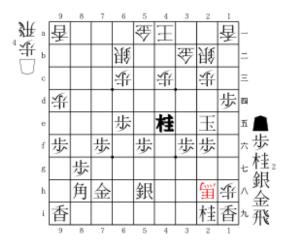
75.P*3e	07:48:00	05:09:00
76.N2dx3f	07:48:00	05:09:00
77.K3gx3f	07:48:00	05:09:00
78.S*4g	07:48:00	05:11:00
79.G4hx4g	07:48:00	05:11:00
80.R3dx3e	07:48:00	05:11:00
81.K3fx3e	07:48:00	05:11:00
82.+B5gx4g	07:48:00	05:11:00
83.S6g-5h!	07:48:00	05:11:00





A number of people in the press room were already penciling in a win for Watanabe, but Sato is not ready to give up yet. This silver pull back is a very strong defensive move. If black tries to put pressure on the promoted bishop by 83.N*5i or R*4i then 84.P*3d K4e P4d K5e +B5g and the black king cannot get back into the own camp through 6f, which means it is doomed in the middle of the board. Watanabe was surprised when 83.S5h was played here, because he didn't think it was possible. He only looked at 83.S*5h, which obviously gives black a full silver less in hand. Sato played 83.S5h with a huge sigh, indicating that he still thought his position was losing, but that it was the only move that could delay the end.

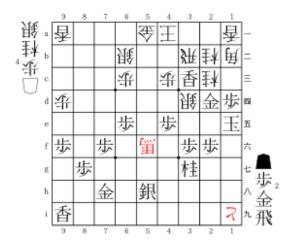
84.G*3f	07:48:00	05:33:00
85.K3e-2e	07:48:00	05:33:00
86.+B4gx4f	07:48:00	05:33:00
87.P*3g	07:48:00	05:33:00
88.P1c-1d	07:48:00	05:33:00
89.Plex1d	07:48:00	05:33:00
90.P*1h	07:48:00	05:33:00
91.P3gx3f	07:52:00	05:33:00
92.+B4fx2h	07:52:00	05:35:00
93.N*4e?	07:57:00	05:35:00



Sato has been trying hard with his exposed king, but when the time comes to set up an attack of his own, he misses the right move. If he would have played 93.N*3d here, the position would still have been quite difficult. Sato didn't like 94.P*3c after that, but black has 95.R*2a G3a Rx3a+ Sx3a Bx3c+ which is a mating threat with black still having a lot of pieces in hand. Therefore, Watanabe planned to answer 93.N*3d with 94.Px1i+, but then also 95.R*2a and 96.L*3a Nx2b+ R*2d K3e Gx2b N*3c Gx3c Bx3c=! P*3d K4e N*5c K5d N*4b K4c G5b and now P*4c is mate with a pawn drop, so black wins. Maybe no surprise that Sato missed this variation when he was getting into time trouble.

94.P1hx1i+ 95.N*3g 96.L*3c 97.R*2a 98.P*3a 99.N*3d 100.+B2hx2i 101.N4ex3c+ 102.S2bx3c 103.B8hx3c+ 104.G3bx3c 105.R2ax3a+ 106.K4ax3a 107.S*2b 108.K3a-4a 109.S2bx3c= 110.R*2d 111.K2e-3e 112.R2dx3d 113.K3ex3d 114.+B2ix5f 115.P*4e 116.N*2b 117.K3dx2c 118.B*1b 119.K2c-2d 120.R*3d 121.K2d-2e 122.R3dx3c 123.G*2d 124.R3c-3d 125.S*3b 126.R3dx3c	07:57:00 07:57:00 07:57:00 07:58:00 07:58:00 07:59:00	05:52:00 05:52:00 06:09:00 06:09:00 06:09:00 06:35:00 06:42:00 06:42:00 06:45:00 06:45:00
	07:59:00	
124.R3c-3d	07:59:00	06:45:00

9



Black has been trying hard to get back in the game, but it has not been enough. Here

131.Gx2c is answered by the mating threat Sx2c. Also, Lx3b+ is not a mate. Finally, the early escape 131.K1f fails to 132.P*1e and mate. Left without any options to play on, Sato resigned here. On the surface this was a very convincing win by Watanabe, but the game was actually quite complicated, giving Sato hope for the rest of the match. Still, he is 1-0 down and has a difficult game with the white pieces coming up.

> Standing after game 1: Sato – Watanabe 0-1

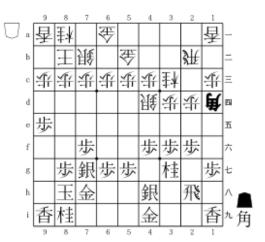
Game 2

2013-01-26/27 Sente: WATANABE Akira, Challenger Gote: SATO Yasumitsu, Osho

1.P2g-2f	00:00:00	00:00:00
2.P3c-3d	00:00:00	00:00:00
3.P7g-7f	00:01:00	00:00:00
4.B2bx8h+	00:01:00	00:00:00

One of the attractions of Sato's game is that he always wants to surprise his opponent in the opening. Exchanging the bishop early with white is mentioned in every opening book for beginners as a bad example. It gives up not one, but two moves because the black silver can move up for free. However, as the famous Kakugawari with tempo loss opening shows, things are not so easy as written in the theory books.

5.S7ix8h	00:02:00	00:00:00
6.S3a-4b	00:02:00	00:00:00
7.S3i-4h	00:07:00	00:00:00
8.S4b-3c	00:07:00	00:00:00
9.K5i-6h	00:10:00	00:00:00
10.R8b-2b	00:10:00	00:01:00
11.P9g-9f	00:13:00	00:01:00
12.K5a-6b	00:13:00	00:11:00
13.P9f-9e	00:14:00	00:11:00
14.K6b-7b	00:14:00	00:12:00
15.K6h-7h	00:14:00	00:12:00
16.P2c-2d	00:14:00	00:12:00
17.S8h-7g	00:19:00	00:12:00
18.K7b-8b	00:19:00	00:19:00
19.K7h-8h	00:26:00	00:19:00
20.G4a-5b	00:26:00	01:03:00
21.G6i-7h	00:26:00	01:03:00
22.S7a-7b	00:26:00	01:03:00
23.P3g-3f	01:01:00	01:03:00
24.S3c-4d	01:01:00	01:06:00
25.P4g-4f	01:10:00	01:06:00
26.N2a-3c	01:10:00	01:24:00
27.N2i-3g	01:23:00	01:24:00
28.B*1d?!	01:23:00	01:55:00



For a while it looked like this game would become a quiet Mukaibisha opening, but Sato is not having any of it. This is not really a common square to drop a bishop, but the idea is not so strange. The direct threat is to take the pawn on the head of the knight and attack this weakness with bishop support after that. If black tries to defend the pawn with 29.S4g, then 30.P3e is very strong. Countering with 29.N4e or 29.P4e might exchange the knight on 3g, which is not bad for black, but at the same time the white bishop position on 1d is becoming more dangerous.

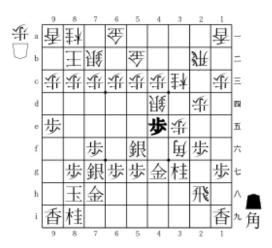
29.G4i-3h! 02:07:00 01:55:00

The move 28.B*1d surprised everyone, except the person it was meant to surprise. This is a very strong counter. Even though Watanabe took 44 minutes for this move, he explained after the game that he had experience with a similar position, so he was not so worried about the bishop on 1d here. With 29.G3h, Watanabe sacrifices the pawn on 3f in exchange for development of his generals and pressure on the white bishop.

00 - 1 1 0 6		00 55 00
30.Bldx3f	02:07:00	02:55:00
31.S4h-4g	02:07:00	02:55:00
32.B3f-5d	02:07:00	02:56:00
33.S4g-5f	02:08:00	02:56:00
34.B5d-3f	02:08:00	03:24:00
35.G3h-4g	02:32:00	03:24:00
36.P3d-3e	02:32:00	03:31:00
36.P3d-3e	02:32:00	03:31:00

White is already giving up on the bishop he so positively dropped on 1d, which clearly was not the way Sato envisioned it. However, he has no choice, because after 36.B5d P4e the black bishop is in a very bad position and after 36.B1d P1f S5e P2e Sx5f Gx5f and white cannot develop the knight with Nx2e because an attack with N*7d $\,$ is too strong.

37.P4f-4e 03:05:00 03:31:00



The sealed move and Sato admitted after the game that he already felt like he was in trouble here.

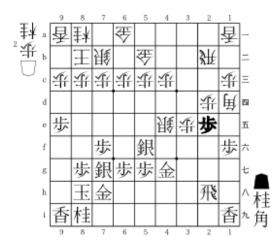
38.N3cx4e	03:05:00	04:36:00
39.N3gx4e	03:06:00	04:36:00
40.B3f-1d	03:06:00	04:36:00

No choice but to move the bishop again. After 40.S5e Gx3f Px3f Sx5e P3g+ R2i N*4e S4f! is a very cool defense. Again, if white gives up a knight the attack with N*7d is too strong.

41.P1g-1f	04:16:00	04:36:00
42.S4dx4e	04:16:00	05:12:00

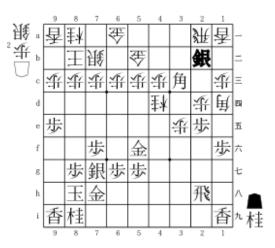
And now surely N*7d or...?

43.P2f-2e! 04:30:00 05:12:00



Actually, 43.N*7d is not so clear after 44.K9b P9d Px9d Lx9d P*9c Lx9c+ Nx9c P*9d P7d Px9c+ Kx9c B*6f K8b Bx2b+ Sx5f Gx5f B6i+ and suddenly the bishop that was struggling is joining the attack while the edge attack has only opened the lance rank next to the king. Judging this too dangerous, Watanabe decides to further harass the bishop.

44.S4ex5f	04:30:00	05:14:00
45.G4gx5f	04:30:00	05:14:00
46.N*4d	04:30:00	05:14:00
47.B*3c	05:16:00	05:14:00
48.R2b-2a	05:16:00	05:24:00
49.S*2b!	05:20:00	05:24:00

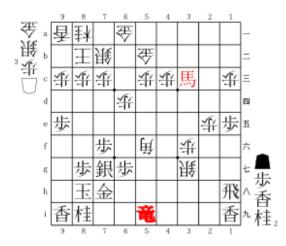


This looks very heavy, but is actually very strong. For example, if the rook moves then Bx2d+ followed by P1e is very good for black.

50.R2ax2b 05:20:00 05:32:00

No choice, but it is not really relieving the pressure.

51.B3cx2b+	05:20:00	05:32:00
52.P3e-3f	05:20:00	05:32:00
53.R*3a	05:34:00	05:32:00
54.P3f-3g+	05:34:00	05:52:00
55.R3ax3g+	05:56:00	05:52:00
56.P*3f	05:56:00	06:17:00
57.+R3g-3i	05:56:00	06:17:00
58.S*3g	05:56:00	06:24:00
59.R2h-1h	05:57:00	06:24:00
60.N4dx5f	05:57:00	06:44:00
61.P5gx5f	05:57:00	06:44:00
62.P6c-6d	05:57:00	06:44:00
63.+B2bx1a	06:01:00	06:44:00
64.P2dx2e	06:01:00	06:44:00
65.Plf-1e	06:12:00	06:44:00
66.B1d-2c	06:12:00	06:45:00
67.+B1a-3c	06:18:00	06:45:00
68.B2cx5f	06:18:00	06:45:00
69.+R3i-5i!	06:18:00	06:45:00

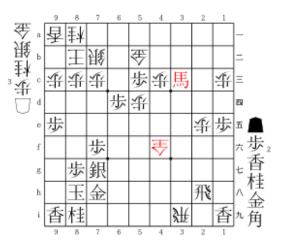


The decisive move. Now 70.B4g+ is answered by L*4i. The bishop that was dropped on 1d in the opening has been a problem until the very end.

70.B5f-6e	06:18:00	06:52:00
71.N*5f	06:21:00	06:52:00

Closing the bishop out and setting up a decisive attack on the sixth file. The rest of the game is a textbook example of breaking down the Mino castle from the side .

72.S*6c	06:21:00	07:27:00
73.P6g-6f	06:28:00	07:27:00
=		
74.B6e-5d	06:28:00	07:27:00
75.P6f-6e	06:28:00	07:27:00
76.S3g-4f+	06:28:00	07:28:00
77.N5fx6d	06:37:00	07:28:00
78.S6cx6d	06:37:00	07:28:00
79.P6ex6d	06:37:00	07:28:00
80.P3f-3g+	06:37:00	07:28:00
81.+R5ix5d	06:38:00	07:28:00
82.P5cx5d	06:38:00	07:28:00
83.S*6c	06:38:00	07:28:00
84.+P3g-2h	06:38:00	07:33:00
85.R1hx2h	06:45:00	07:33:00
86.R*3i	06:45:00	07:33:00
87.S6cx5b=	06:45:00	07:33:00
88.G6ax5b	06:45:00	07:34:00
89.P*5c	06:45:00	07:34:00
Resigns	06:45:00	07:45:00



Here Sato resigned because after 90.Rx3c+ or 90.Rx1i+ black wins the attacking race after 91.Px5b+. Also, 90.Gx5c is answered by 91.G*6b and 90.G6b by 91.L*6c. A bad start to the title defense for Sato. He now needs to win the third game with the black pieces to avoid a nearly decisive 3-0 deficit. Another good win for Watanabe, who punished the dubious bishop drop on 1d very convincingly.

> Standing after game 2: Sato – Watanabe 0-2

Game 3

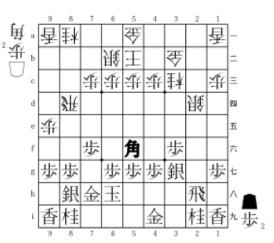
2013-02-13/14 Sente: SATO Yasumitsu, Osho Gote: WATANABE Akira, Challenger

1.P7g-7f	00:00:00	00:00:00
2.P3c-3d	00:00:00	00:00:00

In the past couple of years, Watanabe has been playing 2.P8d almost exclusively which is leaving the choice of opening to the opponent, but recently he has played 2.P3d more often. When he was around 20 years old and aiming for his first Ryu-O title, he played the Yokofudori opening a lot. Watanabe: "Compared to those days, there is a lot more variation in the position of the king and the way to attack. If you want to try something with white in the Ibisha, the Yokofudori is the natural choice."

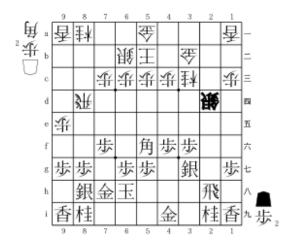
3. P2g-2f 4. P8c-8d 5. P2f-2e 6. P8d-8e 7. G6i-7h 8. G4a-3b 9. P2e-2d 10. P2cx2d 11. R2hx2d 12. P8e-8f 13. P8gx8f 14. R8bx8f 15. R2dx3d 16. B2b-3c 17. R3d-3f 18. R8f-8d 19. R3f-2f 20. S3a-2b 21. P*8g 22. K5a-5b 23. S3i-4b	00:01:00 00:00 00	00:00:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:08:00 00:09:00 00:09:00 00:09:00 00:09:00 00:09:00
22.K5a-5b	00:02:00	00:09:00
23.S3i-4h	00:06:00	00:09:00
24.S7a-6b	00:06:00	00:10:00
25.K5i-6h	00:21:00	00:10:00
26.G6a-5a	00:21:00	00:11:00
27.P3g-3f	00:28:00	00:11:00
28.P9c-9d	00:28:00	00:14:00
29.S4h-3g	01:58:00	00:14:00
30.P9d-9e	01:58:00	00:40:00
31.B8hx3c+	02:19:00	00:40:00
32.N2ax3c	02:19:00	00:40:00
33.S7i-8h	02:19:00	00:40:00
34.S2b-2c	02:19:00	01:03:00
35.R2f-2h	02:23:00	01:03:00
36.S2c-2d	02:23:00	01:04:00

37.B*5f! 03:14:00 01:04:00



An unexpected bishop drop in the middle of the board, but a strong move. If white doesn't act quickly, black has a strong attack at the head of the knight with P3e, or can counter attack on the edge with P9f because Px9f is answered by P*9b. In general, there is always the problem of an attack at the head of the bishop, but with the white king in the middle of the board, opening the position up with P5d is too dangerous, so the black bishop on 5f is very safe. After the game, Sato said that he wasn't too sure that the bishop on 5f would be working well enough, but in this game it works perfectly.

38.S2d-2e	03:14:00	02:06:00
39.P*2f	03:34:00	02:06:00
40.S2e-3d	03:34:00	02:07:00
41.P4g-4f	03:35:00	02:07:00
42.S3d-2c	03:35:00	02:31:00
43.P2f-2e	04:04:00	02:31:00
44.S2c-1d	04:04:00	03:31:00
45.P2e-2d	04:06:00	03:31:00
46.P*2f	04:06:00	03:32:00
47.R2hx2f	04:08:00	03:32:00
48.S1d-1e	04:08:00	03:33:00
49.R2f-2h	04:09:00	03:33:00
50.Slex2d	04:09:00	03:33:00

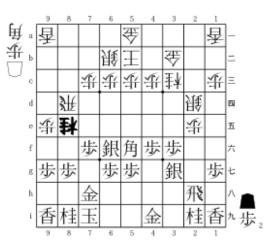


When we compare this position with the position after 37.B*5f, we can see clearly that Watanabe's strategy has been a failure. The silver is back on 2d, but black has moved the pawn to 4f and also is the side to move here. Watanabe has given black two extra moves for free. It is not decisive, but it is clear that Watanabe has not been able to come up with something good against the bishop drop on 5f and that black is in the driving seat in this game.

51.K6h-7i 05:55:00 03:33:00

Played after 1 hour and 46 minutes. Most of this time was probably spent on checking whether the natural 51.S7g was possible here. The conclusion was that it was very risky after 52.P9f Px9f P*9g Lx9g P*9h S8h B*5e N7g N2e G3h B6d and the threat P9i+ Sx9i Bx9g+ is hard to defend against. The other reason Sato took so long for 51.K7i was that he was worried about the reply 52.B*5e. However, Watanabe didn't like this move at all, calling it too simple to be effective. He backed this up with the variation 53.S7g N2e G3h Nx3g+ Gx3g and the gold on 3g is actually in quite a good position, because the black rook works well in defense, giving white insufficient attacking options.

52.P*2e	05:55:00	04:00:00
53.S8h-7g	06:00:00	04:00:00
54.N8a-9c	06:00:00	04:05:00
55.S7g-6f	06:12:00	04:05:00
56.N9c-8e	06:12:00	04:12:00



Here Watanabe felt he had a strong attack and he was quite happy with his position.

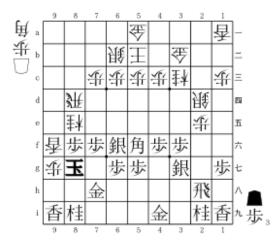
57.K7i-8h! 06:13:00 04:12:00

A complete surprise for everyone following the game and for Watanabe as well. Moving the king towards the attack is something even professionals find unthinkable most of the time. When Sato put his hand on the king to play his move, Watanabe was convinced that the king would move away from the attack to 6h and he couldn't believe his eyes when the king moved the other way to 8h. After the game Sato said that he had also thought about playing 57.G8h here, but that he reached the conclusion that he had to take his chances with K8h. A very brave decision, especially considering that he is already 2-0 down in the match.

58.P9e-9f 06:13:00 04:44:00

In the press room the alternative 58.P2f was analyzed, but after 59.Sx2f P*2g R4h there is no good continuation for white. For example, B*2h is simply met with L1h.

59.P9gx9f	06:13:00	04:44:00
60.P*9g	06:13:00	04:44:00
61.P8g-8f	06:41:00	04:44:00
62.L9ax9f	06:41:00	04:44:00
63.K8h-8g!	06:53:00	04:44:00



Coolly played. If black would have lost his nerve and played 63.P8e here, then 64.Rx8e P*8f R9e K8g B*9h and white wins.

64.P9g-9h+	06:53:00	04:49:00
65.P8fx8e	06:54:00	04:49:00
66.R8d-9d	06:54:00	04:52:00
67.P*9e	06:55:00	04:52:00
68.R9dx9e	06:55:00	04:53:00
69.K8g-8f	06:55:00	04:53:00

Sato is using the king as a defensive weapon, putting pressure on the attacking pieces of the opponent.

70.R9e-9a	06:55:00	05:02:00
71.P8e-8d!	06:57:00	05:02:00

The decisive move, making an entering king impossible to stop.

72.+P9hx9i 06:57:00 05:19:00

Or 72.P*8b P*9b R8a N7g followed by N8e and N9c+ and white has no way to put pressure on the black king.

90.B5a 91.P8b 92.R7a 93.+P8 94.L*7 95.S*8 Resign	-8a 1x8a 1cx7 a b	a+ a)7:2)7:2)7:2)7:2)7:2)7:2	23: 23: 23: 23: 23: 25:	000000000000000000000000000000000000000	0 0 0 0	6:4 6:4 6:4 6:4 6:4 6:4	7:0 8:0 8:0 8:0 8:0	00 00 00 00 00	
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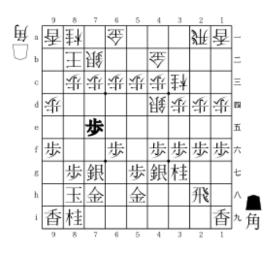
Of course we are still a long way from mate, but white loses the rook and the black king has a lot of space to run and it will be easy to make an entering king. White has no hope on both the attacking and the defensive end here, so Watanabe resigned here. A rare one-sided defeat for Watanabe, but he is still 2-1 up in the match and has the black pieces in the next game. Sato will be happy to finally be on the board in this third game, but he needs to win the fourth game with the white pieces to really get back into this match.

> Standing after game 3: Sato – Watanabe 1-2

Game 4

2013-02-19/20 Sente: Watanabe Akira, Challenger Gote: Sato Yasumitsu, Osho

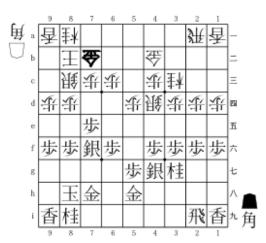
1.P2g-2f	00:00:00	00:00:00
2.P3c-3d	00:00:00	00:00:00
3.P7g-7f	00:00:00	00:00:00
4.B2bx8h+	00:00:00	00:02:00
5.S7ix8h	00:01:00	00:02:00
6.S3a-2b	00:01:00	00:02:00
7.S3i-4h	00:03:00	00:02:00
8.S2b-3c	00:03:00	00:02:00
9.K5i-6h	00:04:00	00:02:00
10.R8b-2b	00:04:00	00:03:00
11.K6h-7h	00:05:00	00:03:00
12.K5a-6b	00:05:00	00:04:00
13.S8h-7g	00:05:00	00:04:00
14.K6b-7b	00:05:00	00:05:00
15.K7h-8h	00:06:00	00:05:00
16.P2c-2d	00:06:00	00:12:00
17.G6i-7h	00:06:00	00:12:00
18.K7b-8b	00:06:00	00:15:00
19.P4g-4f	00:08:00	00:15:00
20.S7a-7b	00:08:00	01:02:00
21.S4h-4g	00:08:00	01:02:00
22.S3c-4d	00:08:00	01:02:00
23.G4i-5h	00:11:00	01:02:00
24.P9c-9d	00:11:00	01:02:00
25.P9g-9f	00:19:00	01:02:00
26.N2a-3c	00:19:00	01:08:00
27.P3g-3f	00:31:00	01:08:00
28.G4a-5b	00:31:00	01:41:00
29.N2i-3g	00:34:00	01:41:00
30.G5b-4b	00:34:00	01:59:00
31.P6g-6f	01:16:00	01:59:00
32.R2b-2a	01:16:00	02:01:00
33.P1g-1f	01:29:00	02:01:00
34.P1c-1d	01:29:00	02:05:00
35.P7f-7e	01:39:00	02:05:00



Like in the second game, Sato played a direct Mukaibisha. Actually, in between the 2nd and 3rd game of this Osho match, Sato and

Watanabe played the Challenger final of the Oi match with the same opening. In that game Sato won after moving his king into the strong Anaguma castle. After the game, Watanabe said that he learned from this game and decided to play this Vanguard Pawn on the 7th file to make it less attractive for white to play the Anaguma castle.

36.P5c-5d	01:39:00	02:18:00
37.R2h-2i	02:00:00	02:18:00
38.P8c-8d	02:00:00	02:35:00
39.P8g-8f	02:04:00	02:35:00
40.S7b-8c	02:04:00	02:40:00
41.S7g-7f	02:05:00	02:40:00
42.G6a-7b	02:05:00	02:40:00

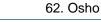


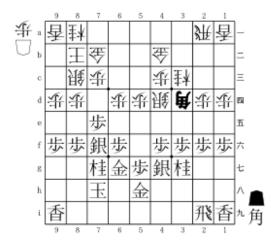
Sato acknowledges Watanabe's vanguard pawn and plays a Silver Crown castle instead of the Anaguma.

43.N8i-7g	02:08:00	02:40:00
44.P3d-3e	02:08:00	03:49:00
45.P3fx3e	02:22:00	03:49:00
46.S4dx3e	02:22:00	03:49:00
47.P*3f	02:22:00	03:49:00
48.S3e-4d	02:22:00	03:49:00
49.G7h-6g	02:22:00	03:49:00

It looks like this gold is moving in the wrong direction, but Watanabe's plan is to start an attack on the head of the white king with K7h followed by R8i and P8e. If Sato allows this to happen he runs the risk of being blown away quickly, so he has to do something quick.

50.P6c-6d	02:22:00	04:33:00
51.K8h-7h	03:03:00	04:33:00
52.B*3d	03:03:00	04:36:00



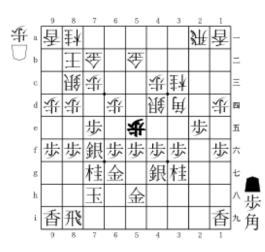


This is Sato's counter to Watanabe's attacking plans. Of course white prefers to keep this bishop in hand, but at this square it is perfectly placed because it both aims indirectly at the black king and supports an attack on the second file.

53.P5g-5f	04:39:00	04:36:00
54.G4b-5b	04:39:00	05:11:00
55.R2i-8i?!	04:42:00	05:11:00

Watanabe still thought that his plan could work, but he should have defended differently here.

56.P2d-2e	04:42:00	05:16:00
57.P2fx2e	04:44:00	05:16:00
58.P5d-5e!	04:44:00	05:18:00



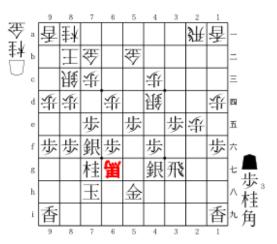
Watanabe had underestimated the power of this pawn sacrifice to open the bishop diagonal.

59.P5fx5e	05:11:00	05:18:00
60.N3cx2e	05:11:00	05:27:00
61.R8i-2i	05:11:00	05:27:00

Admits the mistake, but it is not too late. Even though white now gets a slight advantage by

being able to attack first, this is not decisive yet and black can wait for a chance to counter. Of course, the fact that white is able to attack first is a sign that Watanabe's opening strategy has failed.

62.P*2f 63.R2ix2f 64.P*2d 65.R2f-2g 66.N2ex3g+ 67.R2gx3g 68.P2d-2e 69.P3f-3e 70.B3dx6g+2	05:11:00 05:11:00 05:22:00 05:22:00 05:25:00 05:25:00 05:25:00 05:46:00	06:14:00 06:14:00 06:14:00 06:14:00 06:28:00 06:28:00 06:28:00 06:28:00 06:28:00
70.B3dx6g+?	05:46:00	06:28:00



This is an overplay. Correct was the quiet 70.B1b. Sato feared 71.N*3d P2f P*2b after this with pressure on white's major pieces, but after R3a the position is unclear. Watanabe didn't think Bx6g+ was possible here and admitted after the game that it had come as a big surprise to him.

71.S7fx6g	05:46:00	06:28:00
72.P2e-2f	05:46:00	06:28:00
73.P*2c	05:57:00	06:28:00
74.R2ax2c	05:57:00	06:33:00
75.B*5f!	05:58:00	06:33:00

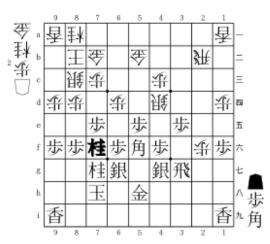
The problem for white. This bishop works very well here as it attacks both the white rook and the head of the white king.

76.R2c-2a 05:58:00 07:16:00

Or 76.P2g+ R3i +P3h R8i and black rides the tokin attack to move the rook in the perfect position for the attack after P8e next. White can promote the rook with R2h+ but the black attack is faster.

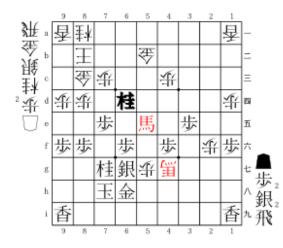
77.P*2b 06:12:00 07:16:00

78.R2ax2b	06:12:00	07:20:00
79.N*7f	06:15:00	07:20:00



This attacks both 8d and 6d, which are vital squares in the white camp. The general opinion in the press room here was that Watanabe had a clear advantage here.

80.S4dx5e	06:15:00	07:22:00
81.B5fx8c+	06:18:00	07:22:00
82.G7bx8c	06:18:00	07:24:00
83.B*3c	06:18:00	07:24:00
84.P*5g	06:18:00	07:38:00
85.G5h-6h	06:28:00	07:38:00
86.B*5i	06:28:00	07:49:00
87.B3cx2b+	06:52:00	07:49:00
88.B5ix3g+	06:52:00	07:49:00
89.+B2bx5e	06:52:00	07:49:00
90.+B3gx4g	06:52:00	07:49:00
91.N7fx6d	06:52:00	07:49:00

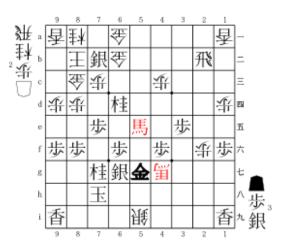


A large amount of pieces has changed hands and the position has become rather complicated. Sato actually thought that he might be winning here because the promoted bishop on 4g works well in defense.

92.G5b-6b? 06:52:00 07:56:00

This is an important mistake based on a oversight. In the post-mortem analysis a lot of time was spent on this position and the conclusion seems to be that after 92.S*5i instead, the position still would have been unclear. For example, if black tries to go straight for the kill with 93.R*7b K9c P9e (threatening mate after S*8b) then Sx6h+ K8g (Kx6h leads to mate after N*7f) R*8i K7f Rx9i+ black can take away the mating threat while putting pressure on the black king. Numerous other variations were looked at, but no clear win for either side was found.

93.R*2b	07.01.00	07:56:00
94.G*6a	07:01:00	07:58:00
		0/:58:00
95.S*7b	07:08:00	07:58:00
96.S*5i	07:08:00	07:58:00
97.G6hx5g!	07:23:00	07:58:00



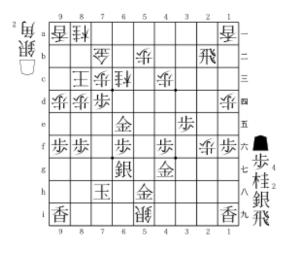
Sato had overlooked that he cannot take this gold because after 98.+Bx5g the promoted bishop no longer defends 8c so black can win after Rx6b+!. White has no mate and after Gx6b S*7a K9c Sx8c+ Kx8c G*8b K9c G*8c is simple mate.

98.P*5b	07:23:00	07:59:00
99.G5gx4g	07:23:00	07:59:00

A free bishop and the end of the game.

100.G6ax7b	07:23:00	07:59:00
101.N6dx7b+	07:23:00	07:59:00
102.G6bx7b	07:23:00	07:59:00
103.G*5h	07:23:00	07:59:00
104.N*6c	07:23:00	07:59:00
105.+B5e-6e	07:23:00	07:59:00
106.P*6d	07:23:00	07:59:00
107.+B6ex8c	07:35:00	07:59:00
108.K8bx8c	07:35:00	07:59:00
109.B*5f	07:35:00	07:59:00

110.N*6e	07:35:00	07:59:00
111.N7gx6e	07:35:00	07:59:00
112.P6dx6e	07:35:00	07:59:00
113.B5fx6e	07:35:00	07:59:00
114.N*7d	07:35:00	07:59:00
115.P7ex7d	07:35:00	07:59:00
116.R*7e	07:35:00	07:59:00
117.G*7f	07:35:00	07:59:00
118.R7ex6e	07:35:00	07:59:00
119.G7fx6e	07:35:00	07:59:00
Resigns	07:35:00	07:59:00



Black has an easy win after Rx5b+ which threatens mate after +Rx7b Kx7b N*6d etc. White has nothing he can do about that and also has no effective attack, so Sato resigned here. This now gives Watanabe a 3-1 lead in this match and he needs only one more win to take the Osho title from Sato.

> Standing after game 4: Sato – Watanabe 1-3

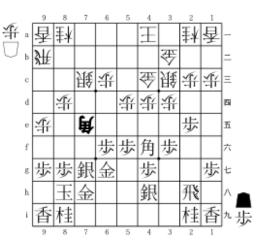
Game 5

2013-03-06/07 Sente: Sato Yasumitsu, Osho Gote: Watanabe Akira, Challenger

1.P7g-7f 2.P8c-8d 3.S7i-6h 4.P3c-3d	00:00:00 00:00:00 00:01:00 00:01:00	00:00:00 00:00:00 00:00:00 00:00:00
5.P6g-6f	00:01:00	00:00:00
6.S7a-6b	00:01:00 00:01:00	00:01:00 00:01:00
7.P5g-5f 8.P5c-5d	00:01:00	00:01:00
9.S3i-4h	00:01:00	00:02:00
10.S3a-4b	00:01:00	00:03:00
11.G6i-7h	00:01:00	00:03:00
12.G4a-3b	00:01:00	00:04:00
13.K5i-6i	00:01:00	00:04:00
14.K5a-4a	00:01:00	00:05:00
15.G4i-5h	00:01:00	00:05:00
16.G6a-5b	00:01:00	00:13:00
17.S6h-7g	00:01:00	00:13:00
18.S4b-3c	00:01:00	00:13:00
19.B8h-7i	00:01:00	00:13:00
20.B2b-3a	00:01:00	00:13:00
21.P3g-3f	00:01:00	00:13:00
22.P4c-4d	00:01:00	00:13:00
23.G5h-6g	00:03:00	00:13:00
24.P7c-7d	00:03:00	00:14:00
25.B7i-6h	00:03:00	00:14:00
26.G5b-4c	00:03:00	00:17:00
27.K6i-7i	00:03:00	00:17:00
28.P9c-9d 29.K7i-8h	00:03:00 00:04:00	00:20:00 00:20:00
23.IC/1 011	00.01.00	00.20.00

With black, Sato has played the Ibisha strategy in each game. First the Aigakari, then the Yokofudori and now the first Yagura opening in this series.

30.P9d-9e	00:04:00	00:22:00
31.P2g-2f	00:07:00	00:22:00
32.S6b-7c	00:07:00	00:26:00
33.P2f-2e	00:09:00	00:26:00
34.P7d-7e	00:09:00	00:29:00
35.B6h-4f	00:10:00	00:29:00
36.R8b-9b	00:10:00	00:38:00
37.P7fx7e	01:41:00	00:38:00
38.B3ax7e	01:41:00	00:40:00

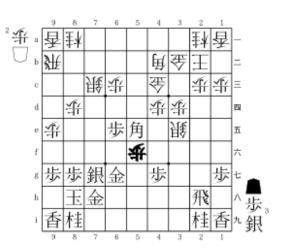


Watanabe chooses the pawn exchange on the 7th file which can be considered good for white "if you can pull it off". It creates some weaknesses on the rook side, but if black cannot exploit these, white will get the better position.

39.S4h-3g	01:41:00	00:40:00
40.K4a-3a	01:41:00	00:46:00
41.S3g-2f	01:41:00	00:46:00
42.K3a-2b	01:41:00	01:01:00
43.P3f-3e	03:08:00	01:01:00
44.P3dx3e	03:08:00	01:25:00
45.P5f-5e	03:09:00	01:25:00
46.P5dx5e	03:09:00	02:00:00
47.P2e-2d	03:09:00	02:00:00
48.S3cx2d	03:09:00	02:00:00
49.S2fx3e	03:09:00	02:00:00
50.S2dx3e	03:09:00	02:05:00
51.B4fx3e	03:09:00	02:05:00

Sato has moved the right silver out quickly and at the cost of a pawn has exchanged his attacking silver against the white defending silver.

52.P*3d	03:09:00	02:05:00
53.B3e-4f	03:25:00	02:05:00
54.S*3e	03:25:00	02:16:00
55.B4fx5e	04:12:00	02:16:00
56.B7e-4b	04:12:00	02:41:00
57.P6f-6e	04:18:00	02:41:00
58.P*5f	04:18:00	03:13:00



The sealed move and the position is quite complicated. Black cannot take this pawn because after 58.Gx5f P9f Px9f P*9h Lx9h P*9g Lx9g Bx9g+ Nx9g the move Rx9f is a fork on knight and gold and white wins.

59.P*7f 04:32:00 03:13:00

This closes the sideways threat of Rx9f, so now black just threatens to take the pawn on 5f.

60.P6c-6d	04:32:00	03:17:00
61.P*5c	04:44:00	03:17:00

This is a nasty pawn drop, because white wants to keep the bishop diagonal open, but after 62.Bx5c black can follow-up with another dangling pawn playing 63.P*5b and after Rx5b has the silver drop 4a which is very unpleasant.

62.G4cx5c 04:44:00 03:33:00

This blocks the bishop, but there is no other way.

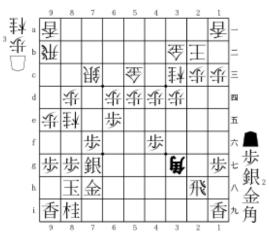
63.G6gx5f 64.P*5d 65.B5e-3g	04:48:00 04:48:00 04:48:00	03:33:00 03:36:00 03:36:00
66.N8a-9c	04:48:00	03:37:00
67.G5f-4f	05:08:00	03:37:00
68.S3ex4f	05:08:00	03:55:00
69.B3gx4f	05:08:00	03:55:00
70.N9c-8e	05:08:00	03:55:00
71.N2i-3g	05:15:00	03:55:00
72.G*3f	05:15:00	04:45:00
73.P*3c	05:26:00	04:45:00
74.B4bx3c	05:26:00	04:51:00

The start of a long and complicated line that Sato thought would lead to a better position for him. In the press room 74.Nx3c was extensively analyzed, but Watanabe didn't like to leave a hole on 2a with the bishop locked in.

75.N3g-2e 05:30:00 04:51:00 76.G3fx4f! 05:30:00 04:55:00

Here 76.B1e or B5a was considered as the natural reply, but Watanabe had no faith in 77.P*3c Nx3c Nx1c+ Lx1c S*1a.

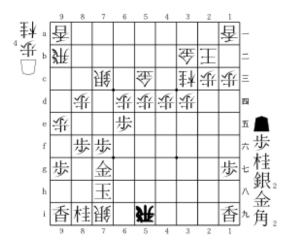
77.N2ex3c+	05:42:00	04:55:00
78.N2ax3c	05:42:00	04:58:00
79.P4gx4f	05:42:00	04:58:00
80.B*3g	05:42:00	05:12:00



81.R2h-3h 05:58:00 05:12:00

Sato thought that this was good for him, so he didn't really consider any alternatives. In the post-mortem, 81.R2i was analyzed as an alternative here. Then 82.Bx4f+ P8f Nx7g+ Gx7g S*6h S*4a Sx7g+ Nx7g and then P*7h! turned out to be good for white. However, P*7h is not a mating threat and therefore Watanabe was not sure if he would find that move. This may have been the only way to try and win the game for Sato with a stack of pieces in hand.

82.B3gx4f+	05:58:00	05:14:00
83.P8g-8f	06:01:00	05:14:00
84.N8ex7g+	06:01:00	05:50:00
85.G7hx7g	06:01:00	05:50:00
86.S*7i	06:01:00	05:50:00
87.K8h-8g	06:03:00	05:50:00
88.+B4f-5f	06:03:00	05:50:00
89.R3h-7h	06:16:00	05:50:00
90.+B5fx7h	06:16:00	06:03:00
91.K8gx7h	06:16:00	06:03:00
92.R*5i	06:16:00	06:06:00



This is a position that Sato thought was good for him when he played P*3c on move 73. Indeed, white has only a knight in hand and the white silver needs the help of the rook, so there seems to be no way for white to continue the attack. Unfortunately for Sato, this position is an exception and Watanabe has looked deeper and found a way to make his attack work. After the game Sato was publicly kicking himself for his lack of positional understanding, but as Sanada (7-dan) commented, almost all professionals would have thought the same thing and that the combination of look-ahead and positional judgment by Watanabe was something that could only be admired here.

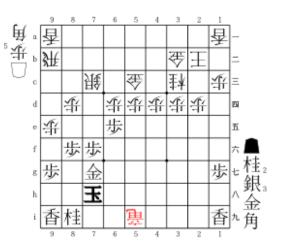
93.P*2d 07:13:00 06:06:00

Point number one: the natural 95.B*4f fails to R5h+ Kx7i +R4i and black loses the bishop. Point number two: 95.B*1e doesn't work because of 96.R5h+ Kx7i N*6g Gx6g P*7h K8h +Rx6g G*7g +R6i G7h P1d which is bad for black. Sato especially regretted that B*1e didn't work here.

94.P2cx2d	07:13:00	06:21:00
95.B*6g	07:46:00	06:21:00

Point number three: if only black would have had an extra pawn here, he would have been alright after 95.P*2c.

96.N*5f	07:46:00	06:28:00
97.B6gx5f	07:46:00	06:28:00
98.R5ix5f+	07:46:00	06:28:00
99.K7hx7i	07:46:00	06:28:00
100.+R5f-5i	07:46:00	07:04:00
101.K7i-7h	07:52:00	07:04:00



The final point: 101.K8h fails to 102.B*7i K8g and the devilish Bx9g+ next because either Lx9g or Nx9g is answered by P9f and the combination of the promoted rook on 5i and the rook-lance combo on the edge is deadly. So 101.K7h is the only move, but leaves the king in an awkward spot that cannot be defended well.

102.+R5ix1i 07:52:00 07:07:00

Picks up an extra lance, which is enough to give the attack decisive strength. In the rest of the game, Watanabe is not hurrying anything making every move a certain step towards the Osho title.

07:54:00	07:07:00
07:54:00	07:08:00
07:54:00	07:08:00
07:54:00	07:09:00
07:54:00	07:09:00
07:54:00	07:09:00
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07:58:00	07:09:00
07:58:00	07:11:00
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Sato has tried for a while, hoping for a miracle, but here he has had enough. He can take out

the silver on 7d with 125.G*3b Rx3b Sx3b+ Kx3b R*7b but even after G*5b Rx7d+ Px8f black has been forced to give up a ton of material without any chance for an attack. An extraordinary display of look-ahead and judgment by Watanabe, giving him his first Osho title. Sato was clearly disappointed by the loss of his only title, but he was no match for Watanabe this time.

> Final Standing: Sato – Watanabe 1-4

Summary

		Sato	Watanabe
13./14.01.2013	<u>Sato - Watanabe 0-1</u>	0	1
23./24.01.2013	<u>Watanabe - Sato 1-0</u>	0	2
13./14.02.2013	<u>Sato - Watanabe 1-0</u>	1	2
19./20.02.2013	<u>Watanabe - Sato 1-0</u>	1	3
06./07.03.2013	Sato - Watanabe 0-1	1	4

38. Kio

38. Kio Challenger's tournament

Quarterfinale	Semifinale	Finale
Hiraco Milatonako 0.1	Watanabe - Habu 1-0 Habu - Watanabe 1-0 Watanabe - Habu 1-0	
		<u>Habu - Watanabe 1-U</u> Watanabe - Habu 1-O
YVatanabo -		
'Round of Hope'		
Sato Y Hirose 0-1	Habu - Hirose 1-0	
	Hirose - Watanabe 0-1 Sato Y Habu 0-1 'Round of Hope'	Hirose - Watanabe 0-1 Sato Y Habu 0-1 'Round of Hope'

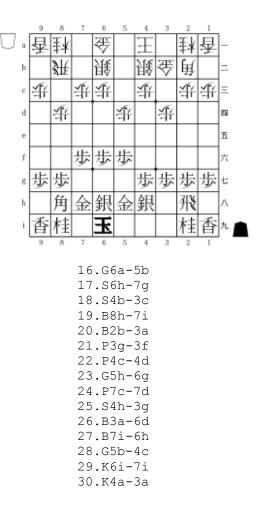
It was again Watanabe who played an excellent challenger's tournament. After beating Nakagawa, Hirose and Habu, he reached the finale where he faced again Habu who took his chance in the 'round of hope'. Habu could win the first game of the finale but lost the decisive second game.

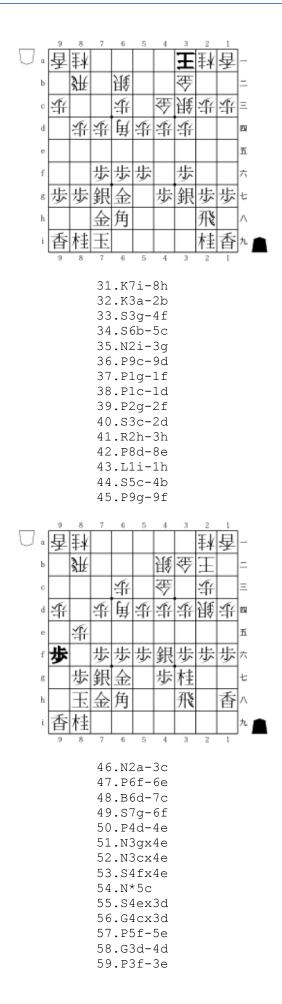
Here are the two games of the challenger's finale.

Challenger's finale 1

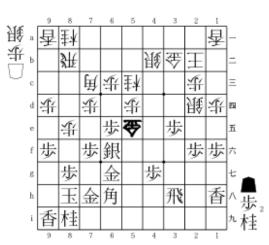
2012-12-26 Sente: HABU Yoshiharu Gote: WATANABE Akira

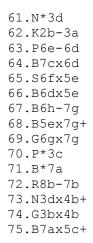
1.P7g-7f
2.P8c-8d
3.S7i-6h
4.P3c-3d
5.P6g-6f
6.S7a-6b
7.P5g-5f
8.P5c-5d
9.S3i-4h
10.S3a-4b
11.G4i-5h
12.G4a-3b
13.G6i-7h
14.K5a-4a
15.K5i-6i

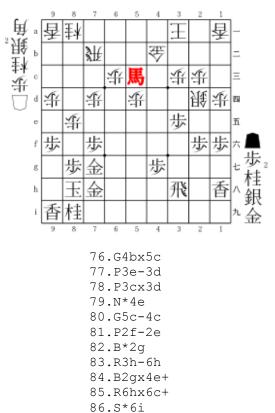




60.G4dx5e







87.+R6cx6i

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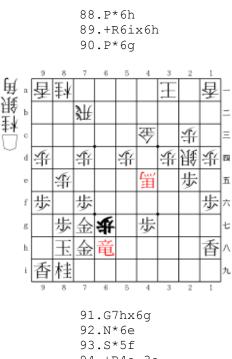
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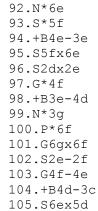
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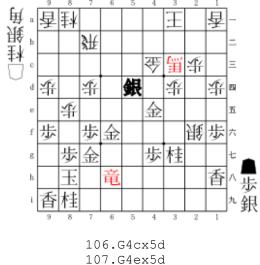
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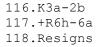
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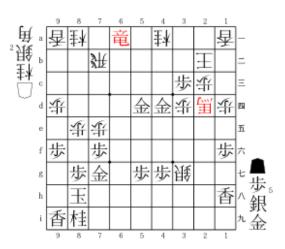
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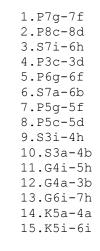
108.S2fx3g 109.G6f-5e 110.N*4a 111.G5e-4d 112.+B3c-2d 113.P*5g 114.P7d-7e 115.P*3c

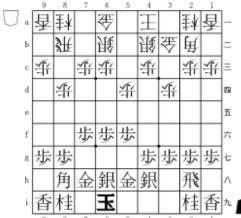




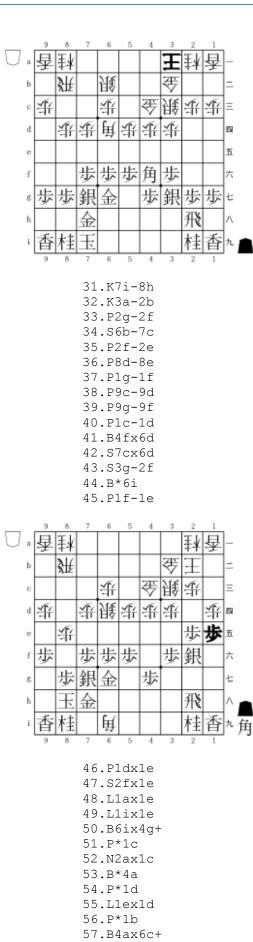
Challenger's finale 2

2013-01-07 Sente: WATANABE Akira Gote: HABU Yoshiharu

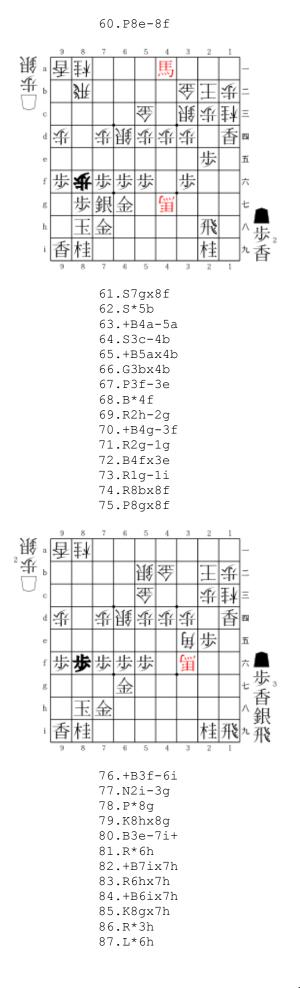


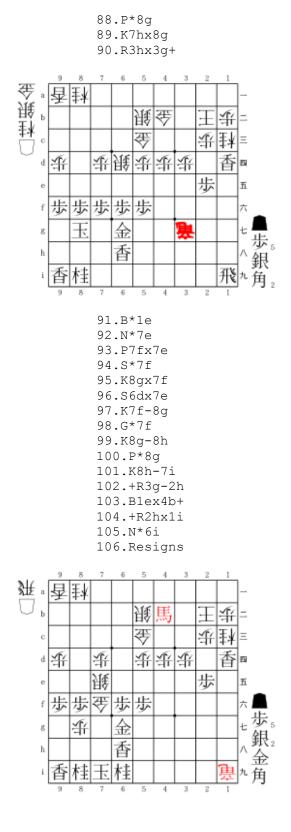


16.G6a-5b 17.S6h-7g 18.S4b-3c 19.B8h-7i 20.B2b-3a 21.P3g-3f 22.P4c-4d 23.G5h-6g 24.P7c-7d 25.S4h-3g 26.B3a-6d 27.B7i-4f 28.G5b-4c 29.K6i-7i 30.K4a-3a



58.G4c-5c 59.+B6c-4a





38. Kio title match

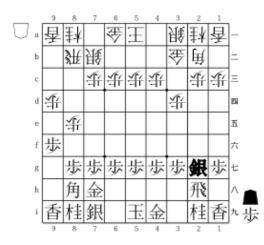
Game 1

2012-02-03 Sente: GODA Masataka, Kio Gote: WATANABE Akira, Challenger

1.P2g-2f 00:00:00 00:00:00

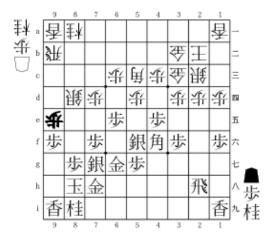
Watanabe is gunning for another title, being involved in both the Osho match and the Kio match at the same time. The general feeling before the match was that Goda will have his hands full fending off the challenge of an inform Watanabe, but the first psychological victory is for the Kio title holder: the furigoma for this first game resulted in no less than five pawns, giving Goda the black pieces.

2.P8c-8d 3.P2f-2e 4.P8d-8e 5.G6i-7h	00:00:00 00:00:00 00:00:00 00:01:00	00:00:00 00:00:00 00:00:00 00:00:00
6.G4a-3b 7.P2e-2d 8.P2cx2d 9.R2hx2d 10.P*2c 11.R2d-2h 12.P9c-9d 13.P9g-9f 14.P3c-3d 15.S3i-3h 16.S7a-7b	00:01:00 00:01:00 00:01:00 00:01:00 00:01:00 00:01:00 00:01:00 00:01:00 00:01:00 00:01:00 00:02:00 00:02:00	00:00:00 00:00:00 00:00:00 00:00:00 00:00:
17.S3h-2g	00:04:00	00:00:00



Very popular opening and one of the candidates to be played in this match as well, so this was no surprise. This opening strategy often leads to a quick fight, but in this game both players take their time to build a solid formation.

18.P8e-8f 19.P8gx8f 20.R8bx8f 21.P*8g 22.R8f-8d 23.S2g-3f 24.P7c-7d 25.P7g-7f 26.B2bx8h+ 27.S7ix8h	00:04:00 00:04:00 00:04:00 00:04:00 00:04:00 00:04:00 00:04:00 00:04:00 00:04:00 00:04:00 00:04:00	00:01:00 00:01:00 00:01:00 00:02:00 00:02:00 00:02:00 00:02:00 00:02:00 00:02:00 00:03:00
28.N2a-3c 29.P1g-1f 30.S3a-2b 31.P4g-4f 32.K5a-4b 33.S8h-7g 34.S7b-7c 35.S3f-4g 36.P2c-2d 37.S4g-5f 38.G6a-5b 39.P6g-6f	00:04:00 00:05:00 00:13:00 00:13:00 00:23:00 00:23:00 00:34:00 00:34:00 00:37:00 00:37:00 00:42:00	00:03:00 00:03:00 00:03:00 00:04:00 00:04:00 00:06:00 00:06:00 00:07:00 00:07:00 00:13:00
40.S2b-2c 41.G4i-5h 42.R8d-8b 43.P4f-4e 44.P1c-1d 45.K5i-6h 46.K4b-3a 47.B*4f 48.P5c-5d 49.K6h-7i 50.K3a-2b	00:42:00 00:42:00 00:42:00 00:46:00 00:46:00 00:46:00 00:46:00 00:57:00 00:57:00 00:59:00	00:14:00 00:15:00 00:15:00 00:27:00 00:27:00 00:27:00 00:27:00 00:27:00 00:40:00 00:40:00 00:45:00
51.K7i-8h 52.G5b-4b 53.R2h-4h 54.S7c-6d 55.P6f-6e 56.S6d-7c 57.P3g-3f 58.B*5c 59.N2i-3g 60.R8b-9b 61.R4h-2h	01:02:00 01:02:00 01:16:00 01:25:00 01:25:00 01:25:00 01:25:00 01:25:00 01:47:00 01:47:00 01:47:00	00:45:00 00:59:00 01:24:00 01:24:00 01:24:00 01:24:00 01:31:00 01:31:00 01:32:00
62.S7c-8d 63.P*2e 64.P2dx2e 65.N3gx2e 66.P*2d 67.N2ex3c+ 68.G4bx3c 69.G5h-6g 70.P9d-9e	01:47:00 01:47:00 01:48:00 01:54:00 01:54:00 01:59:00 01:59:00 02:00:00 02:00:00	01:32:00 01:32:00 01:32:00 01:37:00 01:37:00 01:37:00 01:37:00 01:37:00 01:37:00 01:37:00



Watanabe is the first one to attack. In the press room, the position was considered to be about even, but because white is attacking, the majority of the professionals analyzing the game seemed to prefer to play with the white pieces.

71.N*8c! 02:25:00 01:46:00

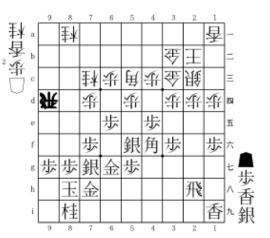
Of course black cannot take the pawn on 9e because after 71.Px9e Sx9e Lx9e Rx9e black cannot properly defend the edge file.

Dropping the knight on a unusual square with 71.N*8c aims at taking away the lance on 9a, thereby taking the sting out of the edge attack.

72.N*7c 02:25:00 01:48:00

It seems a bit of a waste to drop the knight here, but white has little choice. After 72.N7c Nx9a+ Rx9a L*8f white is in trouble. It is important to keep the silver on 8d mobile.

73.P9fx9e	02:26:00	01:48:00
74.S8dx9e	02:26:00	01:48:00
75.N8cx9a+	02:34:00	01:48:00
76.R9bx9a	02:34:00	01:48:00
77.L9ix9e	02:34:00	01:48:00
78.R9ax9e	02:34:00	01:48:00
79.P*9g	02:34:00	01:48:00
80.R9e-9d	02:34:00	03:10:00

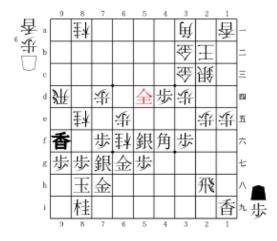


Watanabe thought that because he had managed to take off the defending lance he had a satisfying position, but he spent no less than 82 minutes on this move. The black threat is to play S*8d R9b Sx7c+ Nx7c Bx7c+, but there is no good defense. For example, 80.R9b is answered by 81.S*8c R9c S8b= R8c Sx8a= N8e S7b= which is good for black and 80.L*8c by 81.S*7b. The only way to avoid a strong silver drop is 80.L*8b, but this puts the lance in the diagonal of the bishop, so white no longer can play the natural N8e. Goda had expected 80.P*9h, but after 81.S8f R9d black can just take this pawn with Kx9h. In the end, Watanabe decided to play 80.R9d, but this is not a very good position for the rook. It keeps the attacking options open, but doesn't really work well in defense.

81.P6e-6d! 02:52:00 03:10:00

This invites the white pawn to 6e which is risky, but Goda has judged it very well.

82.P6cx6d 83.S*6c 84.P6d-6e 85.S6cx5d+ 86.B5c-3a 87.P4e-4d 88.P4cx4d	02:52:00 02:52:00 02:55:00 02:55:00 02:55:00 03:01:00 03:01:00	03:10:00 03:10:00 03:16:00 03:16:00 03:16:00 03:16:00 03:17:00
89.P*2e	03:03:00	03:17:00
90.P2dx2e	03:03:00	03:17:00
91.P1f-1e	03:05:00	03:17:00
92.Pldx1e	03:05:00	03:17:00
93.P*4e	03:05:00	03:17:00
94.N*6f	03:05:00	03:32:00
95.P4ex4d	03:19:00	03:32:00
96.N7c-8e	03:19:00	03:32:00
97.L*9f!	03:23:00	03:32:00

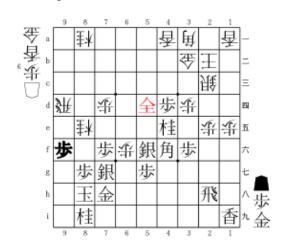


After the game Goda admitted that this was a strange move. Normally, it would be a bad move because this lance is lost after P*9e next. However, in this case it slows the white attack down long enough for the black attack to become decisivelystrong.

98.P*9e 03:23:00 03:40:00

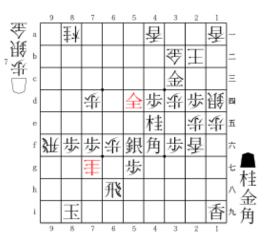
Watanabe knew that this would be too slow, but he has no alternative. For example, 98.Nx9g+ Nx9g Rx9f P*9h L*9c N*8i and it becomes quite easy for the white king to escape to the right.

99.P4d-4c+	03:25:00	03:40:00
100.P9ex9f	03:25:00	03:40:00
101.+P4cx3c	03:28:00	03:40:00
102.G3bx3c	03:28:00	03:40:00
103.G6gx6f	03:28:00	03:40:00
104.L*4a	03:28:00	03:49:00
105.P*4d	03:33:00	03:49:00
106.P6ex6f	03:33:00	03:51:00
107.N*4e	03:34:00	03:51:00
108.G3c-3b	03:34:00	03:52:00
109.P9ax9f!	03:35:00	03:52:00



The decisive move. Giving the opponent the initiative in a sharp endgame is frightening,

but the white edge attack now becomes a lot less threatening and getting a pawn in hand is of vital importance because the square 2d is begging for a pawn drop. Watanabe said that he felt that he had lost the game after Px9f, but there was no point where he could have played Px9g+, because the king would just escape with K7i.



Mate after 126.Gx3c Nx3c+ Kx3c N*4e K2b G*3c K1b G*2b etc., so Watanabe resigned here. A great start for Goda in a match that he may not have felt very confident about going in. However, now the pressure is on Watanabe, who must win the second game with the black pieces to avoid digging himself into a deep hole in this match.

Standing after game 1 Goda – Watanabe 1-0

Game 2

2013-02-23 Sente: Watanabe Akira, Challenger Gote: Goda Masataka, Kio

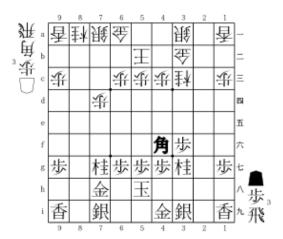
1.P7g-7f	00:00:00	00:00:00
2.P3c-3d	00:00:00	00:00:00

Goda almost exclusively answers 1.P7f with P8d, so Watanabe was very surprised by 2.P3d. With all his opening preparation down the drain, he played on with a wry smile on his face.

3.P2g-2f	00:01:00	00:00:00
4.P8c-8d	00:01:00	00:00:00
5.P2f-2e	00:02:00	00:00:00
6.P8d-8e	00:02:00	00:00:00
7.G6i-7h	00:02:00	00:00:00
8.G4a-3b	00:02:00	00:00:00
9.P2e-2d	00:03:00	00:00:00
10.P2cx2d	00:03:00	00:00:00
11.R2hx2d	00:04:00	00:00:00
12.P8e-8f	00:04:00	00:00:00
13.P8gx8f	00:05:00	00:00:00
14.R8bx8f	00:05:00	00:00:00
15.R2dx3d	00:09:00	00:00:00
16.B2b-3c	00:09:00	00:00:00
17.K5i-5h	00:09:00	00:00:00
18.K5a-5b	00:09:00	00:11:00
19.P3g-3f	00:14:00	00:11:00
20.R8fx7f	00:14:00	01:03:00
21.B8h-7g	00:14:00	01:03:00
22.R7f-7d	00:14:00	01:07:00

Goda may have dealt the first psychological blow on the second move, but it doesn't lead to anything. Watanabe has played the opening very positively, and exchanging the rooks is an overplay that helps black. However, here it seems hard to avoid, so there seems to have been a general problem with Goda's opening strategy.

23.R3dx7d	00:22:00	01:07:00
24.P7cx7d	00:22:00	01:07:00
25.N2i-3g	00:22:00	01:07:00
26.B3cx7g+	00:22:00	02:03:00
27.N8ix7g	00:22:00	02:03:00
28.N2a-3c	00:22:00	02:03:00
29.B*4f!	00:47:00	02:03:00

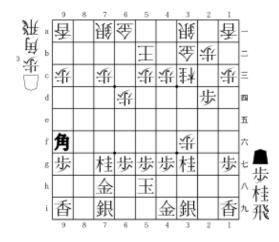


This move makes it clear that black has won the opening, because white has no proper response. The most natural move is 30.P*8b, but after P*8c G7b Px8b+ Sx8b P*8c S7c N8e S6d P*7c the black attack rolls on. Also, 30.B*7c is answered by simply Bx7c+ Nx7c and even though both positions are now identical, black can move first and attack the weak head of the knight with P7e.

30.B*6d 00:47:00 02:32:00

No choice, but this opens the diagonal to the king, which will be a problem until the end of the game.

31.B4fx6d	01:00:00	02:32:00
32.P6cx6d	01:00:00	02:32:00
33.P*2d	01:13:00	02:32:00
34.P*2b	01:13:00	02:36:00
35.P*7e	01:19:00	02:36:00
36.P*3e	01:19:00	03:16:00
37.P7ex7d	02:01:00	03:16:00
38.P3ex3f	02:01:00	03:17:00
39.P7d-7c+	02:01:00	03:17:00
40.N8ax7c	02:01:00	03:17:00
41.P*7d	02:03:00	03:17:00
42.P*7b	02:03:00	03:17:00
43.P7dx7c+	02:15:00	03:17:00
44.P7bx7c	02:15:00	03:17:00
45.B*9f?	02:15:00	03:17:00

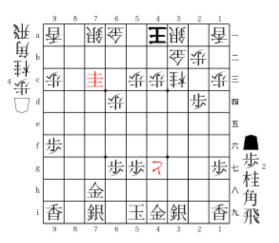


This helps white. Correct was the straightforward 45.N8e S6b R*8a which is good for black. The bishop drop on 9f looks good, but is based on an oversight that is quite a few moves down the road.

46.B*7d	02:15:00	03:17:00
47.N7g-8e	02:17:00	03:17:00
48.P3fx3g+	02:17:00	03:22:00
49.N8ex7c+	02:18:00	03:22:00
50.+P3gx4g	02:18:00	03:22:00
51.K5h-5i	02:44:00	03:22:00

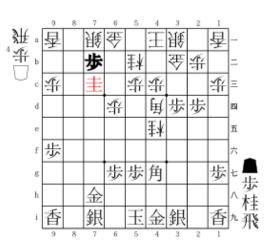
Watanabe originally thought that he could play 51.K6i here. Then after 52.Bx9f Px9f N4e looks dangerous, but Watanabe had calculated that he can take this knight after B*6c K4b Bx4e+. It was only here that he realized that after Bx4e+ white can play B*5h! and after Gx5h R*4i K6h (G5i Rx5i+ is simple mate) +Px5h and next Rx4e+ loses the promoted bishop on 4e and white wins. Therefore, 51.K5i was a change of plan that could not be helped because 51.K6h is answered by +Px5g Kx5g Bx9f Px9f B*8d and black loses the vital knight on 7c. Watanabe is lucky that he can still fight with the black king in such a dangerous position close to the white promoted pawn.

52.B7dx9f	02:44:00	03:22:00
53.P9gx9f	02:44:00	03:22:00
54.K5b-4a?	02:44:00	03:23:00



This is only a single mistake made by Goda, but unfortunately for him a decisive one. This defends against the mating threat B*6c followed by R*4a but black can now remove the promoted pawn on 4g, giving him enough time to build a decisive attack. Here Goda should have played 54.N4e. Then 55.B*6c K4b N*2e G5a Bx4e+ the important knight on 4e is taken, but white can continue the attack with N*3g. For example, N*3d K4a +Bx6c is answered with B*5b and Watanabe had to admit that it looked like he would lose. Also, after 54.N4e black can try 55.B*7d K4b P*3d N*5b N*3c but then Gx3c Px3c+ Kx3c and Bx4g can be answered by Nx5g+. This is not completely clear, but it seems like white had good chances in that position.

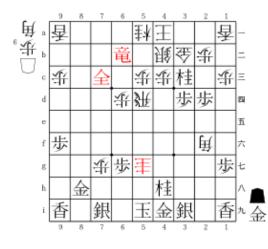
55.B*7d	02:47:00	03:23:00
56.N*5b	02:47:00	03:23:00
57.B7dx4g	02:47:00	03:23:00
58.N3c-4e	02:47:00	03:31:00
59.P*3d	02:50:00	03:31:00
60.B*4d	02:50:00	03:40:00
61.P*7b	02:58:00	03:40:00



This is the decisive move. The rest of the game is a lesson in how to break down the enemy defense.

Standing after game 2 Goda – Watanabe 1-1

63.G7h-8h02:59:0003:49:0064.S7ax7b02:59:0003:49:0065.+N7cx7b03:02:0003:49:0066.G6ax7b03:02:0003:49:0067.R*6a03:02:0003:49:00))))
65.+N7cx7b03:02:0003:49:0066.G6ax7b03:02:0003:49:0067.R*6a03:02:0003:49:00)))
66.G6ax7b03:02:0003:49:0067.R*6a03:02:0003:49:00))
67.R*6a 03:02:00 03:49:00)
)
68.N*5a 03:02:00 03:49:00	
69.P*7c 03:03:00 03:49:00)
70.G7bx7c 03:03:00 03:49:00)
71.S*6b 03:13:00 03:49:00)
72.S3a-4b 03:13:00 03:49:00	
73.S6bx7c+ 03:13:00 03:49:00)
74.N4ex5g+ 03:13:00 03:49:00	
75.B4g-7d 03:13:00 03:49:00	
76.B4d-2f 03:13:00 03:52:00)
77.N*4h 03:13:00 03:52:00)
78.R*5d 03:13:00 03:52:00	
79.B7dx5b+ 03:14:00 03:52:00	
80.K4ax5b 03:14:00 03:52:00)
81.R6a-6b+ 03:14:00 03:52:00)
82.K5b-4a 03:14:00 03:52:00)
83.N*3c 03:14:00 03:52:00	
Resigns 03:14:00 03:52:00	٦



Simple mate after 84.Sx3c G*4b K3a +Rx5a or 84.Gx3c G*4b or 84.K3a G*2a so Goda resigned here. Not a particularly good game for the Kio title holder, who must have hoped for a better result after a victory in the first game. We are even again and in a short match this means that the third game becomes of vital importance. Goda has black in that game and will want to make the most of his first move advantage.

4 4

4 4 4

Game 3

2013-03-10 Sente: Goda Masataka, Kio Gote: Watanabe Akira, Challenger

1.P7g-7f 00:00:00 00:00:00

Actually, a surprise. Goda likes to play the Aigakari opening with black, which starts with 1.P2f. The last time he opened a game with 1.P7f was more than 10 months earlier. The game now becomes a Yagura opening with both players playing their moves without much hesitation.

2.S3c 3.N1c 4.N8a 5.L1i 6.N2a	g-20 a-70 10	e C g	((()0:)0:)0:)0:)0:	24: 24: 26:	000000	0 0 0	0:2 0:2 0:2 0:2	20: 21: 21:	0 0 0 0 0 0	
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i	香	桂								'n	
	9	8	7	6	5	4	3	2	1	, ,	_

It looks like white is weakening his castle by offering this knight for exchange, but white aims at using the knight on 8f, which is a famous attack to break down the Yagura castle. In the press room, Yagura specialist Aono (8-dan) sighed that he really hated this move when it was played against him. Goda actually has played this position with black once before and with the lance on 1h instead of 1g more than ten times, so he will have known what to expect.

47.N2ex3c+ 01:30:00 00:45:00 48.G4cx3c!? 01:30:00 00:50:00

This is a rather unusual move. Most of the time white takes with the other gold on 3b, to avoid the hanging silver on 5c. However, Watanabe said after the game that he didn't like the weakness on the side of the king.

49.S3g-4f 01:47:00 00:50:00

It seems like 49.N*2e is an alternative to continue the attack, but white can just take this knight with Sx2e. In this type of position a knight is very useful for the white attack.

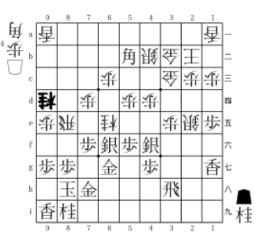
50.S5c-4b 01:47:00 00:54:00

White cannot immediately try to break down the Yagura castle because after 50.N*8f Px8f Sx8f Bx8f Bx8f Rx8f P*8g it is not easy to find a good square for the rook to retreat. For example, R8b fails to the fork B*7a. However, with the silver out of this fork now, white threatens N*8f, so black can no longer play the waiting game.

51.P3f 52.P3c 53.P6f	dx3	e	()2:)2:)2:	32:	00	0	0:5 1:1 1:1	L0:	00
	9	8	7	6	5	4	3	2	1	
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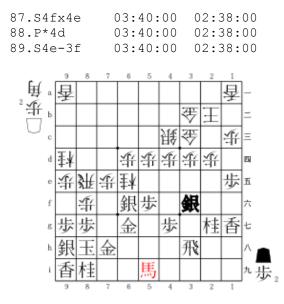
This was a change of plan and after the game Goda regretted this, saying it just invited the attack. He originally wanted to play 53.N*2e here and after Watanabe responded in the post-mortem analysis with 54.G3d, Goda became even more disappointed: "If that would have been the response, I would definitely have dropped the knight." Goda was worried about 54.S4c instead. Then 55.Nx3c+ Sx3c and white has a very solid Silver Yagura, which is known to be harder to break down than the normal Yagura. Watanabe admitted that he had never even considered 54.S4c. Considering the developments after 53.P6e, Goda's best chance was to play 53.N*2e here.

02:34:00	01:14:00
02:34:00	01:14:00
02:34:00	01:31:00
02:34:00	01:31:00
02:34:00	01:31:00
02:34:00	01:31:00
02:34:00	01:31:00
02:34:00	01:31:00
02:34:00	01:31:00
02:43:00	01:31:00
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	02:34:00 02:34:00 02:34:00 02:34:00 02:34:00 02:34:00 02:34:00 02:34:00 02:43:00 02:43:00



Like so often, Watanabe's special positional judgment is shining brightly here. He just gives up the silver on 2e to set up a knight attack against the black Yagura. No one in the press room believed that this attack would be strong enough, but Watanabe said after the game that even though he thought the position was difficult, the difference in move options for the black and the white pieces made the white position a little easier to play. It needs to be said that even though the professionals in the press room preferred Goda's position, Goda himself didn't like his position at all, agreeing with Watanabe that white had more than enough compensation for the lost material. Another interesting point here is that Watanabe thought he didn't have much choice because after 66.S3d Bx6c+ followed by +Bx7d his attack would grind to a halt. However, in the press room B*2i (after +Bx6c) was analyzed and the conclusion was that this position was far from clear.

67.B5bx2e+	03:13:00	01:33:00
68.P*8f	03:13:00	01:33:00
69.S*9h	03:13:00	01:33:00
70.S4b-4c	03:13:00	01:48:00
71.P7f-7e	03:37:00	01:48:00
72.P6c-6d	03:37:00	01:51:00
73.+B2ex3e	03:37:00	01:51:00
74.P*3d	03:37:00	01:54:00
75.+B3e-2f	03:38:00	01:54:00
76.P7dx7e	03:38:00	02:05:00
77.+B2f-5i	03:38:00	02:05:00
78.P2c-2d	03:38:00	02:18:00
79.P*3e	03:39:00	02:18:00
80.P3dx3e	03:39:00	02:19:00
81.N*2g	03:39:00	02:19:00
82.P3e-3f	03:39:00	02:23:00
83.R3hx3f	03:39:00	02:23:00
84.P*3d	03:39:00	02:27:00
85.R3f-3h	03:39:00	02:27:00
86.P4d-4e	03:39:00	02:38:00

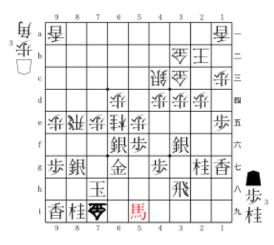


Here it is clear that white has enough compensation for the lost material. All the white pieces are placed perfectly for attack, while the black attacking pieces on the right are not moving well at all. Watanabe decides that it is time to go for the kill.

90.P5d-5e	03:40:00	02:38:00
91.P8gx8f	03:43:00	02:38:00

Or 91.Sx5e Px8g+ Sx8g P*8f S9h B*8g and white wins.

92.N9dx8f	03:43:00	02:38:00
93.S9h-8g	03:44:00	02:38:00
94.N8fx7h+	03:44:00	02:38:00
95.K8hx7h	03:44:00	02:38:00
96.G*7i!	03:44:00	02:46:00



The decisive blow. If 97.K8h then Gx8i and white wins easily.

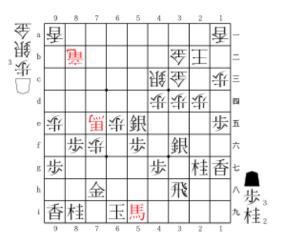
97.K7hx7i	03:45:00	02:46:00
98.R8ex8g+	03:45:00	02:46:00
99.G*7g	03:51:00	02:46:00

Not much choice. After 99.G*7h the reply 100.B*8h is devastating because 101.Gx8h is answered by +Rx6g and 101.K6h simply by +R8a.

100.N6ex7g+	03:51:00	02:52:00
101.G6gx7g	03:51:00	02:52:00
102.+R8g-8b	03:51:00	02:52:00

Watanabe has his material back and the black king position is in shambles, so he no longer needs to rush his attack.

103.P*8f	03:51:00	02:52:00
104.P7e-7f	03:51:00	02:53:00
105.G7g-7h	03:52:00	02:53:00
106.P6d-6e	03:52:00	02:57:00
107.S6fx5e	03:52:00	02:57:00
108.B*5g	03:52:00	02:58:00
109.K7i-6i	03:56:00	02:58:00
110.B5g-7e+	03:56:00	03:06:00
Resigns	03:57:00	03:06:00

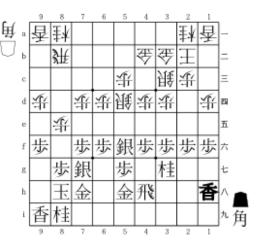


Here Goda had enough. The white threat is P*5h +Bx5h P*5g followed by dropping a general on 5h. Also, 111.P*6f can simply be answered by P*5g followed by S*5h. On the other hand the black attack is non-existent. Watanabe takes a 2-1 lead and now only needs one more win to become only the 8th player in shogi history to hold three major titles at the same time. Goda has to find a way to bounce back, but that will not be easy with the white pieces.

> Standing after game 3 Goda – Watanabe 1-2

2013-03-24 Sente: Watanabe Akira, Challenger Gote: Goda Masataka, Kio

1.P7g-7f	00:00:00	00:00:00
2.P8c-8d	00:00:00	00:00:00
3.P2g-2f	00:03:00	00:00:00
4.P8d-8e	00:03:00	00:00:00
5.B8h-7g	00:03:00	00:00:00
6.P3c-3d	00:03:00	00:00:00
7.S7i-8h	00:03:00	00:00:00
8.G4a-3b	00:03:00	00:00:00
9.G6i-7h	00:03:00	00:00:00
10.B2bx7g+	00:03:00	00:00:00
11.S8hx7g	00:03:00	00:00:00
12.S3a-4b	00:03:00	00:00:00
13.S3i-3h	00:03:00	00:00:00
14.S7a-7b	00:03:00	00:00:00
15.P9g-9f	00:03:00	00:00:00
16.P9c-9d	00:03:00	00:00:00
17.P4g-4f	00:03:00	00:00:00
18.P6c-6d	00:03:00	00:00:00
19.S3h-4g	00:03:00	00:00:00
20.S7b-6c	00:03:00	00:00:00
21.K5i-6h	00:04:00	00:00:00
22.P1c-1d	00:04:00	00:00:00
23.P1g-1f	00:04:00	00:00:00
24.K5a-4a	00:04:00	00:00:00
25.S4g-5f	00:05:00	00:00:00
26.G6a-5b	00:05:00	00:00:00
27.K6h-7i	00:06:00	00:00:00
28.K4a-3a 29.G4i-5h	00:06:00	00:00:00 00:00:00
30.S6c-5d	00:06:00 00:06:00	00:00:00
31.P3g-3f	00:06:00	00:00:00
32.P4c-4d	00:06:00	00:00:00
33.N2i-3g	00:06:00	00:00:00
34.P7c-7d	00:06:00	00:00:00
35.P6g-6f	00:08:00	00:00:00
36.S4b-3c	00:08:00	00:00:00
37.R2h-4h	00:10:00	00:00:00
38.G5b-4b	00:10:00	00:00:00
39.K7i-8h	00:10:00	00:00:00
40.K3a-2b	00:10:00	00:00:00
41.L1i-1h	00:11:00	00:00:00



After an Aigakari, Yokofudori and Yagura, we now have a Kakugawari opening. However, instead of playing the classic attack with P3e, Watanabe has decided to play the waiting move 41.L1h.

42.G4b-4c 00:11:00 00:03:00 43.P2f-2e 00:12:00 00:03:00

Another waiting move.

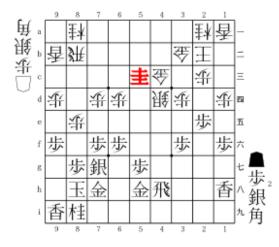
44.L9a-9b 00:12:00 00:05:00

Goda replies with a waiting move of his own. Suddenly we have moved from a position that has been played thousands of times before to a position that has been played only once before.

45.P4f-4e 01:06:00 00:05:00

After 54 minutes, Watanabe decides to start the attack.

46.P4dx4e	01:06:00	00:06:00
47.S5fx4e	01:06:00	00:06:00
48.S5dx4e	01:06:00	00:08:00
49.N3gx4e	01:06:00	00:08:00
50.S3c-4d	01:06:00	00:08:00
51.N4ex5c+	01:06:00	00:08:00



This way of playing is known, but no professional has even played it because it so clearly seems an overplay and too simple an attack to work. However, no one has ever exactly shown how white should defend against it. Watanabe has decided to put Goda to the test here. Can white find the right way to show that the black attack is bound to fail?

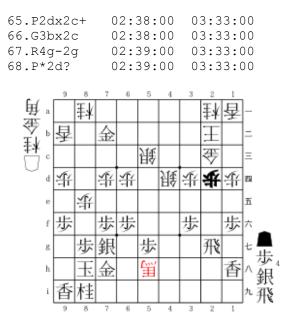
52.G4cx5c 01:06:00 02:32:00

It took a long time for Goda to decide with which piece he should take the knight. Two hours and 24 minutes to be exact. Considering that the time limit per player in the Kio match is 4 hours, this is a huge time investment. After the game, Goda admitted that he still didn't feel comfortable with 52.Gx5c, but that he thought that 52.Sx5c was bad because of 53.P*4d G4c-4b S*4c N*3a Sx3b+ Kx3b B*7a R8c G*8b and black can pick up both the lance and the gold. Furthermore, because white has used the knight on 3a, the strong counter attack N*8f is no longer possible.

53.B*7a	01:09:00	02:32:00
54.P*4g	01:09:00	02:40:00
55.R4hx4g	01:11:00	02:40:00
56.R8b-7b	01:11:00	02:40:00
57.B7ax5c+	02:03:00	02:40:00
58.S4dx5c	02:03:00	02:40:00
59.P2e-2d	02:03:00	02:40:00

Watanabe thought he had a slight advantage here, but it is not easy to push the attack through.

02:03:00	03:10:00
02:33:00	03:10:00
02:33:00	03:33:00
02:37:00	03:33:00
02:37:00	03:33:00
	02:33:00 02:33:00 02:37:00

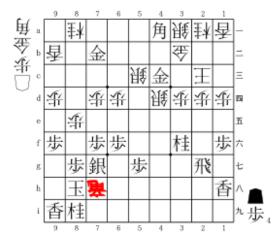


An interesting oversight by both players. If white plays 68.+Bx3f immediately then 69.P*2d +Bx2g Px2c+ Kx2c leads to a position that is similar to the game. Both players thought that the position was exactly the same, but when we look at it carefully, white has an extra pawn in hand, which is a huge difference.

69.P*2e	02:40:00	03:33:00
70.+B5hx3f	02:40:00	03:38:00
71.P2ex2d	02:45:00	03:38:00
72.+B3fx2g	02:45:00	03:38:00
73.P2dx2c+	02:45:00	03:38:00
74.K2bx2c	02:45:00	03:38:00
75.R*2e	02:45:00	03:38:00
76.P*2d	02:45:00	03:38:00
77.R2ex2g	02:45:00	03:38:00
78.R*4h	02:45:00	03:40:00

Kato (9-dan) gave 78.R*3h is an alternative that may have been better. No variations were given, but he thought that because this defends against N*3f, Watanabe would have found it much harder to attack.

79.B*4a	03:13:00	03:40:00
80.N*3b	03:13:00	03:42:00
81.S*4c	03:30:00	03:42:00
82.G*3a	03:30:00	03:43:00
83.S4cx3b=	03:30:00	03:43:00
84.G3ax3b	03:30:00	03:43:00
85.G*4c	03:30:00	03:43:00
86.S*3a	03:30:00	03:43:00
87.N*3f	03:31:00	03:43:00
88.R4hx7h+?	03:31:00	03:51:00



Goda thinks his position is bad and he tries too hard to get back into the game. If he would just have played 88.S3e then 89.P*2e Rx4c+ Px2d K1c (or K2b) and even though black is attacking, Watanabe was not happy with his position here. If Goda would have gotten the extra pawn earlier, this would have been even better for him.

38. Kio

125.G* 126.S4 127.B* 128.K2 129.P1 130.P4 131.R3 132.G*	b-4 3a b-1 f-1 f-4 g-1	Lb Le 1g+ Lg)3:)3:)3:)3:)3:)3:)3:)3:)3:)3:	51: 52: 52: 52: 52: 52:	00 00 00 00 00 00		3:5 3:5 3:5 3:5 3:5 3:5 3:5 3:5	7:(7:(7:(7:(7:(7:(
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i	香	桂								h	私

Watanabe was taken by surprise here. He thought white had to play B2h+ here, which is helping the black attack because the bishop no longer defends 2b. After this, Watanabe had calculated that his attack would be one move quicker.

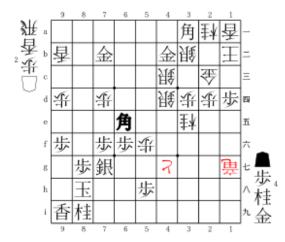
133.+R8ax8e? 03:52:00 03:57:00

Surprise invites the mistake. Correct would have been 133.G4b and the black attack is still strong enough.

134.P6d-6e? 03:52:00 03:58:00

Goda misses his chance. If he had pulled back the bishop with 134.B2b then after 135.Bx2b+ Gx2b the threatening bishop on 3a is gone, and white has some room to build an attack of his own.

135.+R8ex6e	03:53:00	03:58:00
136.S4e-5d	03:53:00	03:58:00
137.+R6ex5e	03:55:00	03:58:00
138.S5dx5e	03:55:00	03:58:00
139.G5b-4b	03:55:00	03:58:00
140.S5e-4d	03:55:00	03:58:00
141.Plex1d	03:56:00	03:58:00
142.G2fx1g	03:56:00	03:59:00
143.Llhxlg	03:56:00	03:59:00
144.R*1h	03:56:00	03:59:00
145.P*5h	03:56:00	03:59:00
146.R1hx1g+	03:56:00	03:59:00
147.B*6e	03:56:00	03:59:00

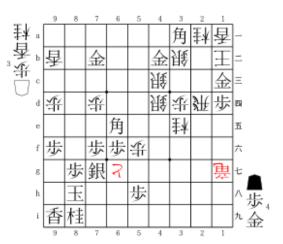


This is a strong position for the bishop and Watanabe felt confident again that he would win the game.

148.R*3c 03:56:00 03:59:00

A last stand by Goda but it is in vain.

149.P*2e 150.+P4g-5g 151.P2ex2d 152.+P5g-6g 153.P2dx2c+ 154.R3cx2c 155.N*2d 156.R2cx2d 157.G*1c Resigns	03:57:00 03:57:00 03:58:00 03:58:00 03:58:00 03:58:00 03:58:00 03:58:00 03:58:00 03:58:00	03:59:00 03:59:00 03:59:00 03:59:00 03:59:00 03:59:00 03:59:00 03:59:00 03:59:00
Resigns	03:58:00	03:59:00



Goda has played on a little longer than necessary, perhaps to mentally prepare himself for losing his Kio title. Now the mate is so simple after 158.Nx1c Bx1c+ K2a G*3a that he has no other option but to resign. After the Osho title, Watanabe also takes the Kio title and is now the 8th person in shogi history to hold three major titles at the same time. Moriuchi still holds the Meijin title, but all other titles are now divided between Watanabe and Habu.

Final standing Goda – Watanabe 1-3

Summary

		Goda	Watanabe
2013-02-03	Goda - Watanabe 1-0	1	0
2013-02-23	Watanabe - Goda 1-0	1	1
2013-03-10	Goda - Watanabe 0-1	1	2
2013-03-24	Watanabe - Goda 1-0	1	3

71th Meijin

71th Meijin A-Class

		1	2	3	4	5	6	7	8	9	10	Wins	Losses	Rank
1	<u>Habu</u>	х	1	<u>0</u>	1	1	1	1	1	1	1	8	1	1.
2	<u>Watanabe</u>	Q	х	1	1	<u>0</u>	Q	1	1	1	Q	5	4	46.
3	<u>Miura</u>	1	Q	х	1	1	1	1	1	Q	1	7	2	2.
4	<u>Tanigawa</u>	Q	Q	Q	х	Q	Q	1	1	Q	Q	2	7	810.
5	<u>Yashiki</u>	Q	1	Q	1	х	Q	Q	1	1	1	5	4	46.
6	<u>Goda</u>	Q	1	Q	1	1	х	Q	1	1	1	6	3	3.
7	<u>Sato Y.</u>	Q	Q	Q	Q	1	1	х	1	1	1	5	4	46.
8	<u>Takahashi</u>	Q	Q	Q	Q	Q	0	Q	х	1	1	2	7	810.
9	<u>Hashimoto</u>	Q	Q	1	1	Q	Q	Q	Q	Х	Q	2	7	810.
10	<u>Fukaura</u>	<u>0</u>	1	Q	1	Q	<u>0</u>	<u>0</u>	<u>0</u>	1	х	3	6	7.

Nearly perfect was the score of Habu in the 71th Meijin A-Class. He only lost against Watanabe but could win all the other eight games. So he was again competitor in the Meijin title match and challenged Moriuchi.

71th Meijin title match

Game 1

2013-04-09/10 Sente: Habu Yoshiharu, Challenger Gote: Moriuchi Toshiyuki, Meijin

1.P2g-2f 00:00:00 00:00:00

The furigoma resulted in three tokins, giving Habu the black pieces. The childhood rivals play their third Meijin match in a row and their 8th in total. They know each other through and through, so one wonders if they can still surprise each other.

2.P8c-8d 00:00:00 00:01:00

This is the first Aigakari opening in a Meijin match since the 4th game of the 67th match between Habu and Goda. This makes it 21 games since the Aigakari appeared.

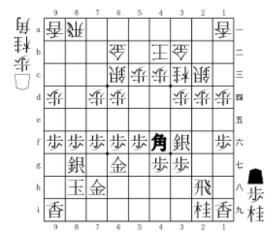
36.S3a-2b	01:50:00	01:29:00
37.G4i-5h	01:51:00	01:29:00
38.P6c-6d	01:51:00	01:37:00
39.G5h-6g	02:15:00	01:37:00
40.S7b-6c	02:15:00	01:48:00
41.N8i-7g	02:16:00	01:48:00
42.N8a-7c	02:16:00	02:20:00
43.K6h-7i	02:17:00	02:20:00
44.G6a-6b	02:17:00	03:23:00
45.P8g-8f	02:50:00	03:23:00
46.P2c-2d	02:50:00	03:41:00
47.S8h-8g	03:08:00	03:41:00
48.R8d-8a	03:08:00	03:46:00
49.K7i-8h	03:26:00	03:46:00
50.S2b-2c	03:26:00	03:52:00

Both players have built a Silver Crown castle, with Habu moving into the castle with 8h and Moriuchi taking the balanced approach by keeping the king on 4b.



"When bishops are exchanged, don't push the center pawn" is a shogi proverb that is ignored by Habu here. Habu has a plan with this pawn push, but because it fails, one can say that the proverb still stands strong. Correct was 51.P4f here followed by S4g and S5f.

52.P*8e	03:34:00	04:27:00
53.P8fx8e	03:40:00	04:27:00
54.N7cx8e	03:40:00	04:27:00
55.N7gx8e	03:40:00	04:27:00
56.R8ax8e	03:40:00	04:27:00
57.P*8f	03:41:00	04:27:00
58.R8e-8a	03:41:00	04:27:00
59.B*4f	04:00:00	04:27:00



This was Habu's plan when playing P5f. The bishop works both in attack and defense, but there is a problem with this position that Moriuchi exposes.

60.N*4d! 04:00:00 04:41:00

Not aiming at the bishop but at the silver.

61.S3f-2g 04:41:00 04:41:00

A sad square for the silver. Sadder still, this silver will stay on this square for the rest of the game.

62.S6c-5d	04:41:00	04:43:00
63.P*2e	04:44:00	04:43:00
64.P2dx2e	04:44:00	05:37:00
65.B4fx6d	04:49:00	05:37:00
66.K4b-3a	04:49:00	05:45:00
67.B6d-4f?!	05:07:00	05:45:00

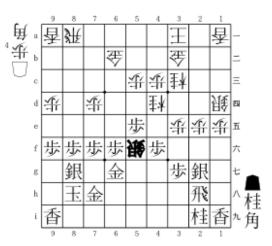
This bishop retreat backfires. Habu should have tried 67.N*8c here. For example 68.Rx8c Bx9a+ P*6e P*2d Sx2d +B9b R7c +B8b K2b +Bx7c Gx7c R*6a Px6f Gx6f B*3a R6h N4e and the position is unclear.

68.B*3e! 05:07:00 05:48:00

Strong response. After the exchange of the bishops, black has a hard time finding effective moves.

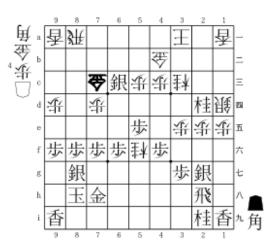
69.P1f-1e	05:44:00	05:48:00
70.Pldxle	05:44:00	05:49:00
71.P5f-5e	05:44:00	05:49:00
72.S5d-4e	05:44:00	05:55:00
73.B4fx3e	05:49:00	05:55:00
74.P3dx3e	05:49:00	05:55:00
75.P*1d	05:49:00	05:55:00
76.S2cx1d	05:49:00	06:03:00
77.P4g-4f	06:00:00	06:03:00

78.S4e-5f! 06:00:00 06:17:00



In the press room 78.S3d was extensively analyzed, but Moriuchi showed his positive attitude by keeping his pieces moving forward. Moriuchi must have given this some serious consideration, because black gets quite a dangerous looking attack.

79.G6gx5f	06:11:00	06:17:00
80.N4dx5f	06:11:00	06:17:00
81.N*2d	06:11:00	06:17:00
82.G3b-4b	06:11:00	06:26:00
83.S*6c	06:22:00	06:26:00
84.G6b-7c	06:22:00	06:38:00



Of course, 84.Gx6c is answered by B*7b, but Moriuchi had judged that even after 84.G7c, he would have a slight advantage.

85.P5e-5d	06:29:00	06:38:00
86.P5cx5d	06:29:00	06:39:00
87.S6cx5d+	06:30:00	06:39:00
88.S1d-2c	06:30:00	07:11:00
89.R2h-5h	06:57:00	07:11:00
90.P*5e	06:57:00	07:30:00
91.+S5dx5e	07:17:00	07:30:00
92.P*8e	07:17:00	07:34:00
93.R5hx5f	07:19:00	07:34:00

94.P8ex8f	07:19:00	07:35:00
95.S8gx8f	07:19:00	07:35:00
96.R8ax8f	07:19:00	07:39:00
97.P*8g	07:20:00	07:39:00
98.R8f-8a	07:20:00	07:48:00
99.N*5d	07:24:00	07:48:00
100.G4b-5b	07:24:00	08:03:00
101.P*5c	08:36:00	08:03:00
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Habu spent almost all of his remaining time on this move, but it is not the answer to black's problems. It must have been quite a long and painful 1 hour and 12 minutes for him.

102.G5b-5a	08:36:00	08:04:00
103.P*1b	08:36:00	08:04:00
104.B*6i!	08:36:00	08:47:00

Moriuchi is going for the kill. With this bishop drop he gives his attack decisive strength.

105.R5f-5i	08:44:00	08:47:00
106.S*6h!	08:44:00	08:49:00

Black cannot take this silver because 107.Gx7h Bx8g+ leads to a simple mate.

107.R5ix6i	08:48:00	08:49:00
108.S6hx6i=	08:48:00	08:49:00
109.B*6g	08:48:00	08:49:00
110.S2cx2d	08:48:00	08:56:00
111.P1bx1a+	08:48:00	08:56:00
112.R*4h	08:48:00	08:57:00
113.B*1b	08:56:00	08:57:00

An alternative seems to be 113.L*5h but after 114.P*5f! white is still much better.

114.G*2b	08:56:00	08:57:00
115.B1b-3d+	08:57:00	08:57:00

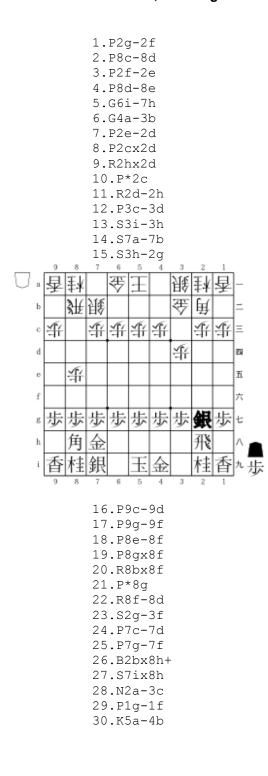
Or 115.B6g-2c+ Gx1b! (Gx2c? B2a+ K4a L*4b and mate) +Px1b Sx7h+ +Bx7h Rx8g+ Kx8g N*7e Px7e P*8f is a long mate and white wins.

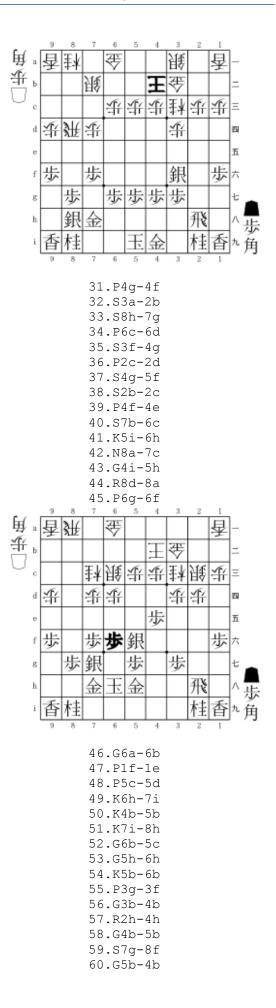
116.N* 117.L* 118.P7 Resign	7g d-1	7e	C)8:5)8:5)8:5)8:5	59: 59:	00 00	0	8:5 8:5 8:5 8:5	8:0 8:0	0 C 0 C	
	9	8	7	6	5	4	3	2	1		
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f	歩		歩	歩		歩				×	
g		歩	香	角			歩	銀		t	
h		Ξ	金			₩				1	
i	香			賬				桂	香	h.	
	9	8	7	6	5	4	3	2	1		

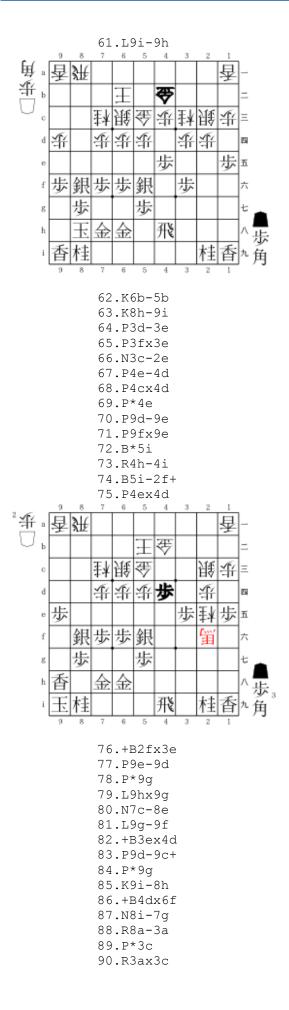
Here Habu resigned, because if white can get a pawn on 7f there is no defense. If black wants to try something +P1b is the only move, but after the simple G3b black has no pieces in hand to support the attack. Very convincing start for Moriuchi, taking a slight advantage to the end of the game. Moreover, winning with the white pieces can be very significant, because most game between these two players are won by the player having black. Still early days, but Habu already needs a strong comeback in the second game.

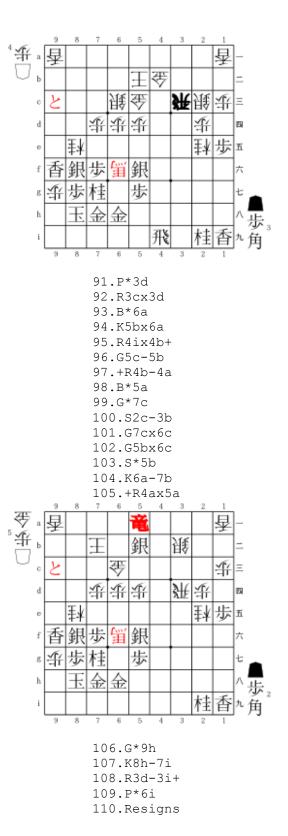
> Standing after game 1 Moriuchi - Habu 1-0

2013-04-23/24 Sente: : Moriuchi Toshiyuki, Meijin Gote: Habu Yoshiharu, Challenger

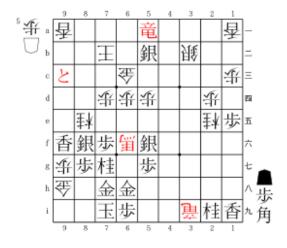






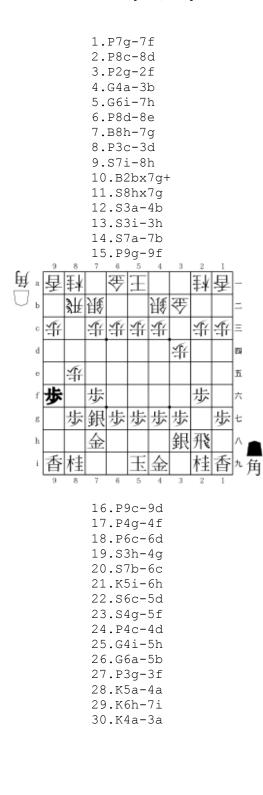


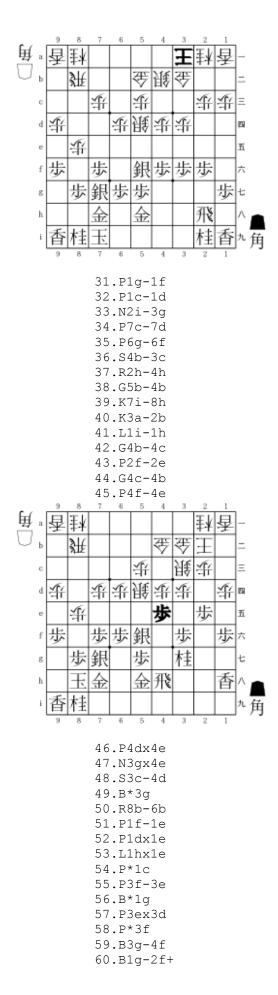
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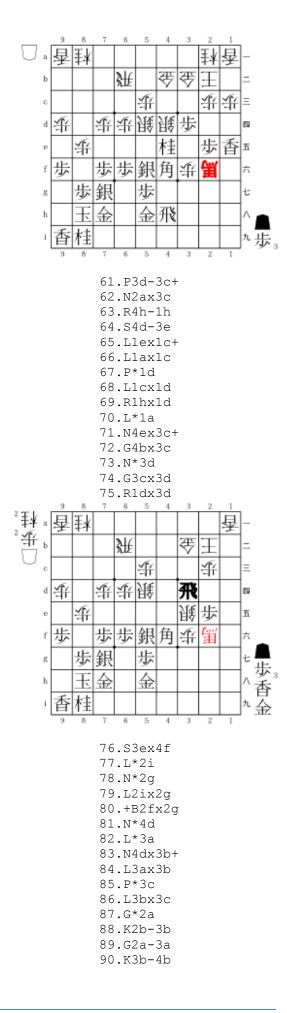


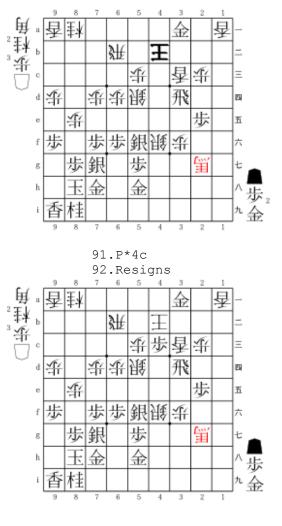
Standing after game 2 Moriuchi - Habu 2-0

2013-05-09/10 Sente: Habu Yoshiharu, Challenger Gote: Moriuchi Toshiyuki, Meijin



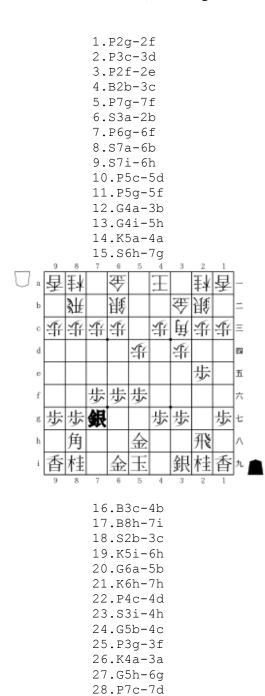






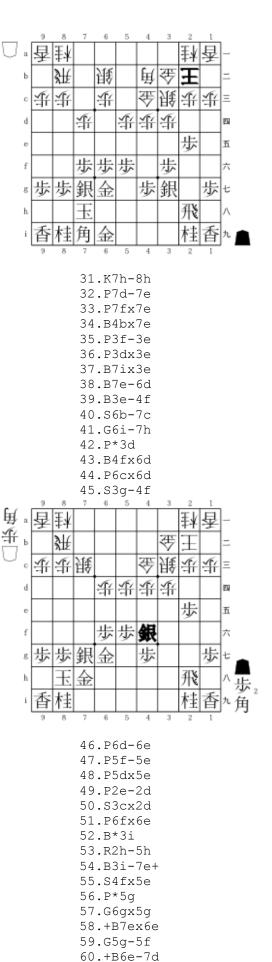
Standing after game 3 Moriuchi - Habu 2-1

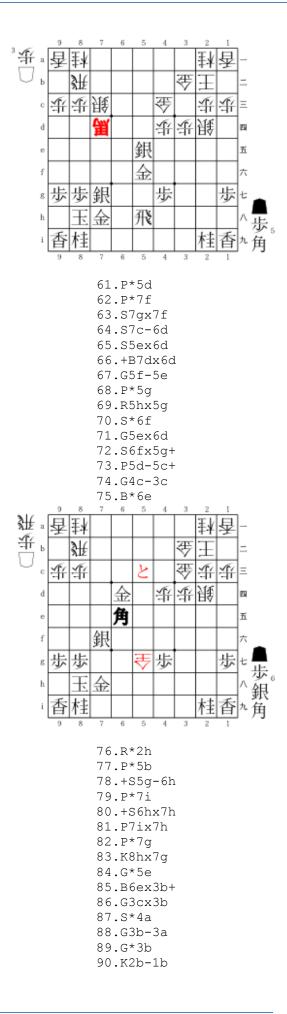
2013-05-21/22 Sente: Moriuchi Toshiyuki, Meijin Gote: Habu Yoshiharu, Challenger

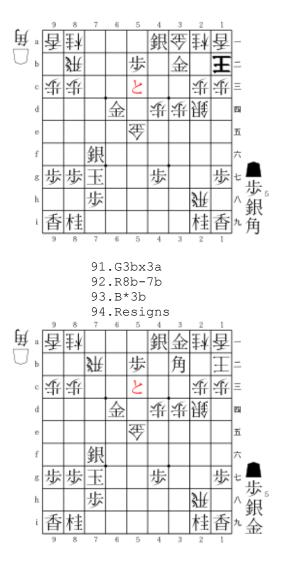


29.S4h-3g

30.K3a-2b

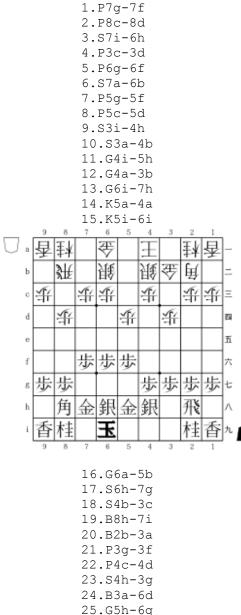




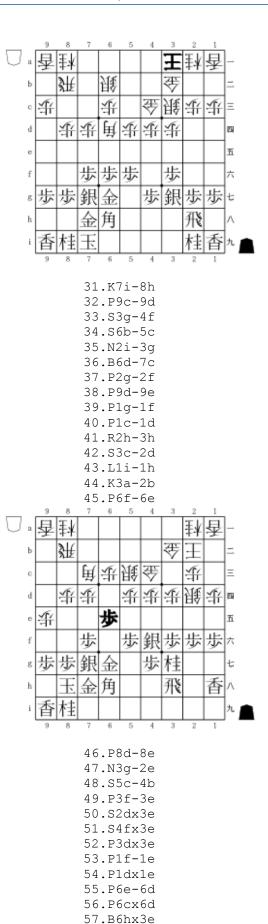


Standing after game 4 Moriuchi - Habu 3-1

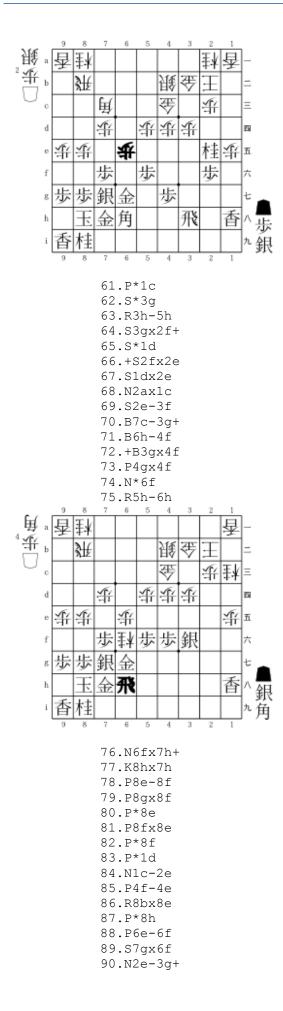
2013-05-30/31 Sente: Habu Yoshiharu, Challenger Gote: Moriuchi Toshiyuki, Meijin

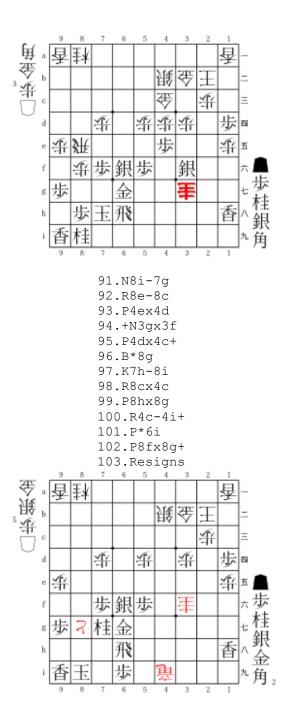


23.S4h-3g
24.B3a-6d
25.G5h-6g
26.P7c-7d
27.B7i-6h
28.G5b-4c
29.K6i-7i
30.K4a-3a



58.P*3d 59.B3e-6h 60.P6d-6e





Final standing Moriuchi - Habu 4-1

Summary

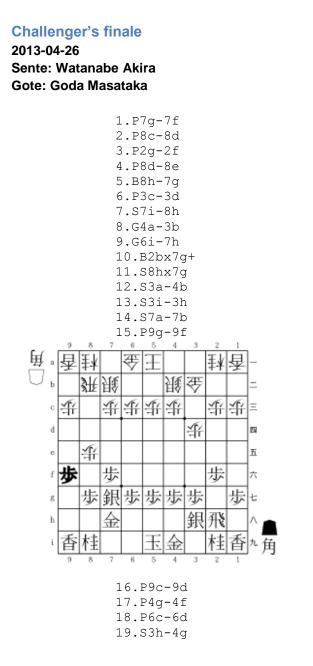
		Moriuchi	Habu
09./10.04.2013	Habu - Moriuchi 0-1	1	0
23./24.04.2013	Moriuchi - Habu 1-0	2	0
09./10.05.2013	Habu - Moriuchi 1-0	2	1
21./22.05.2013	Moriuchi - Habu 1-0	3	1
30./31.05.2013	Habu - Moriuchi 0-1	4	1

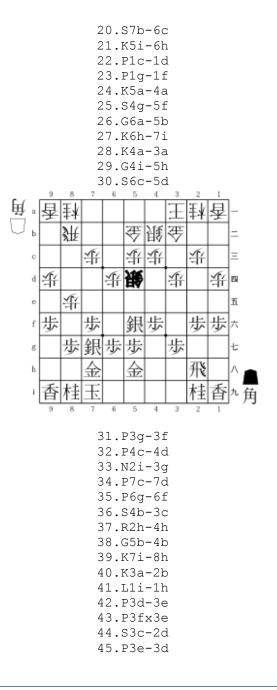
84. Kisei

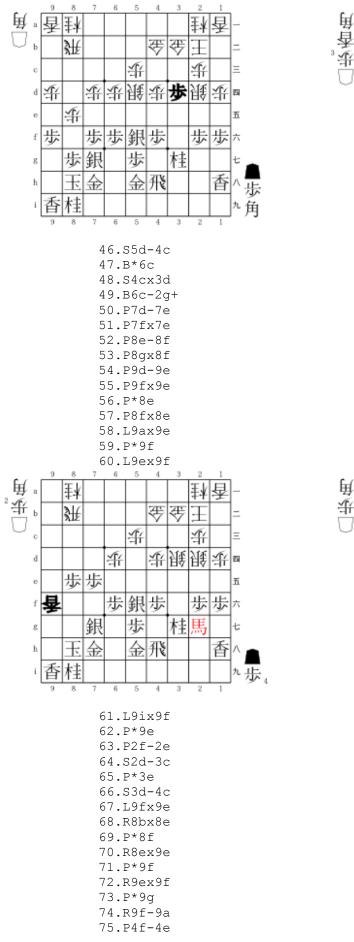
84. Kisei challenger's tournament

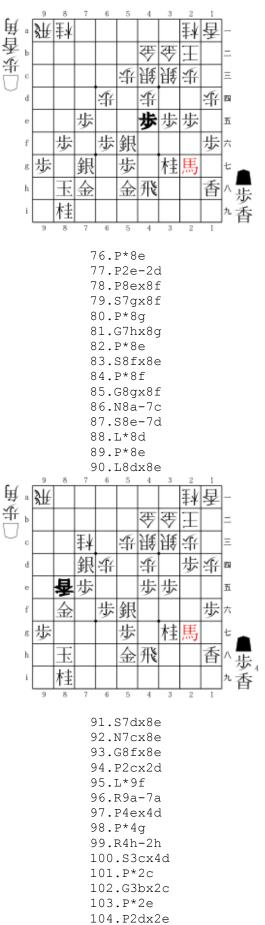
Quarter-final	semifinal	finale		
Watanabe - Itodani 1-0	Kubo - Watanabe 0-1			
Kubo - Sato A Kubo 0-1	Kubu - Watanabe 0-1	Watanabe - Goda 1-0		
Goda - Kimura 1-0	Nakamura T Goda 0-1			
Sato Y Nakamura T. 0-1	Nakamura 1 Goda 0-1			

The first tournaments in 2013 showed an impressive strong Watanabe. After the win of the Osho and Kio titles he could win the Kisei challenger's tournament to fight in another title match. In the finale if the challenger's tournament Watanabe had to play against Goda.



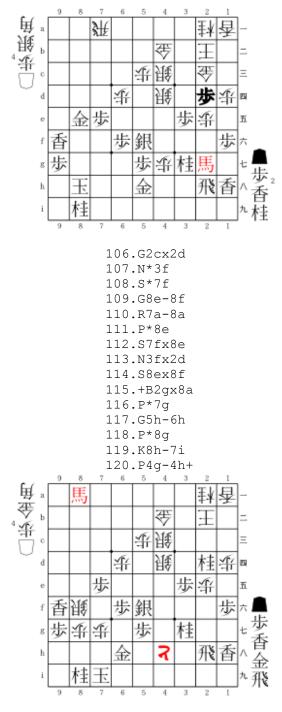




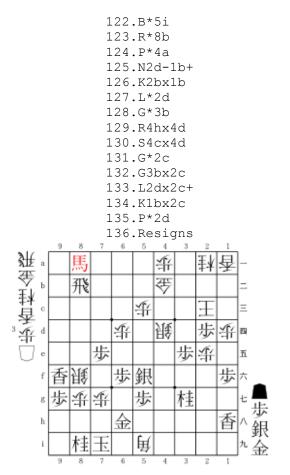


105.P*2d





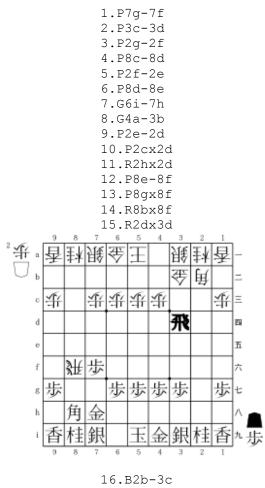
121.R2hx4h



83. Kisei title match

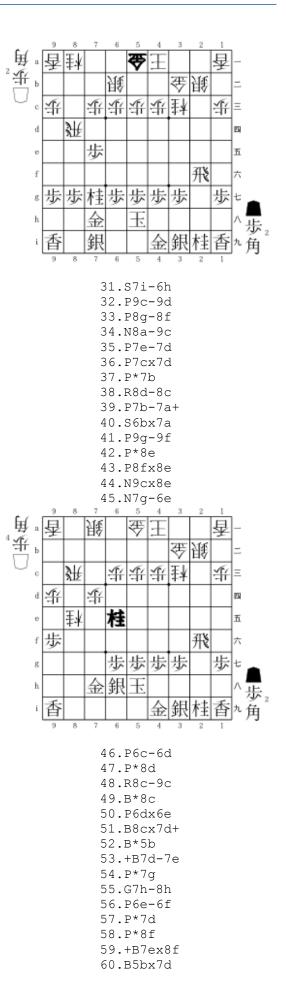
Game 1

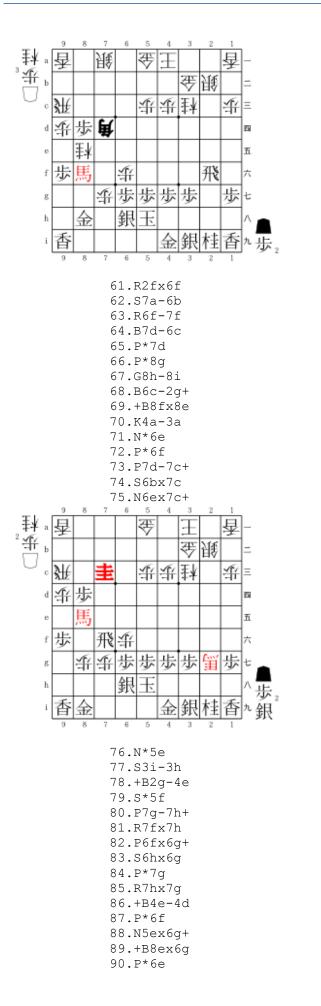
2013-06-04 Sente: Habu Yoshiharu, Kisei Gote: Watanabe Akira, Challenger

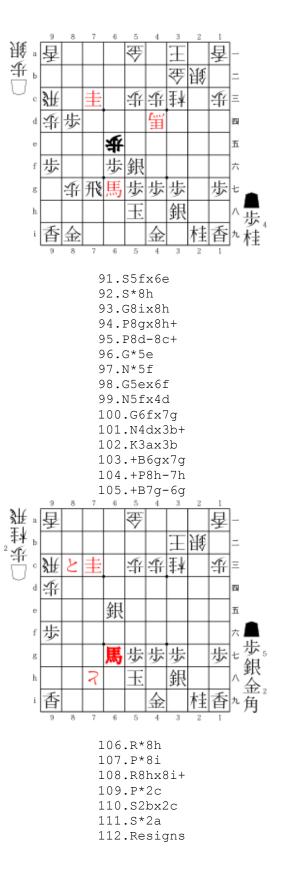


17.R3d-3f 18.S3a-2b 19.P*8g 20.R8f-8e 21.R3f-2f 22.K5a-4a 23.K5i-5h 24.S7a-6b 25.B8hx3c+ 26.N2ax3c 27.N8i-7g 28.R8e-8d 29.P7f-7e



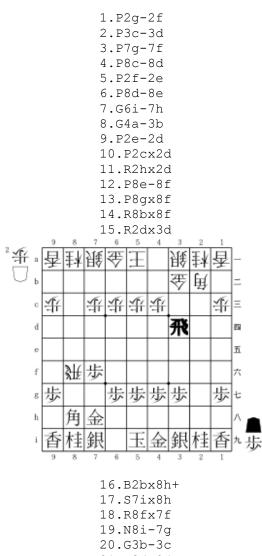






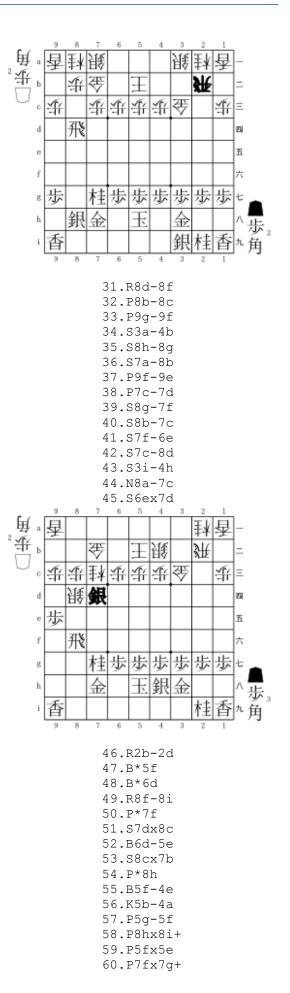
Standing after game 1 Habu – Watanabe 1-0

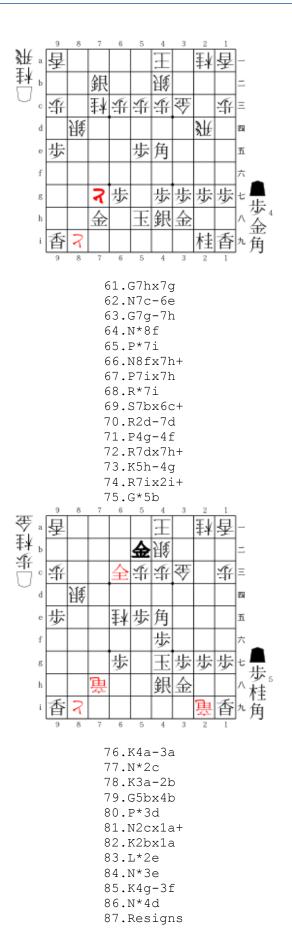
2013-06-22 Sente: Watanabe Akirai, Challenger Gote: Habu Yoshiharu, Kisei

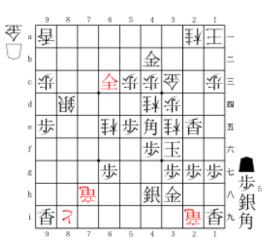




- 26.K5a-5b
- 27.G4i-3h 28.G6a-7b
- 29.P2h-2g
- 30.R2f-2b



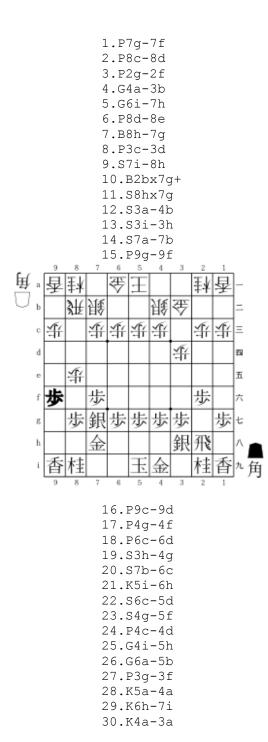


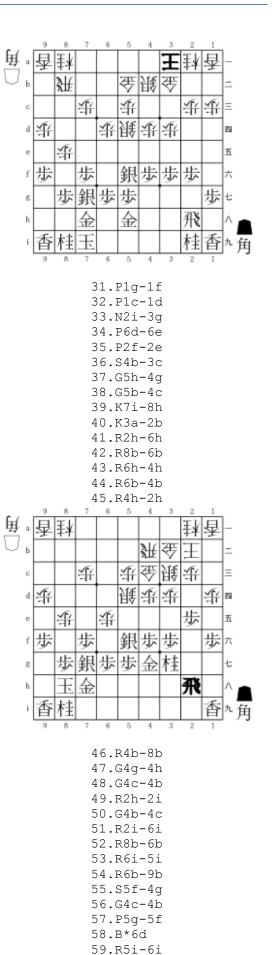


Standing after game 2 Habu – Watanabe 2-0

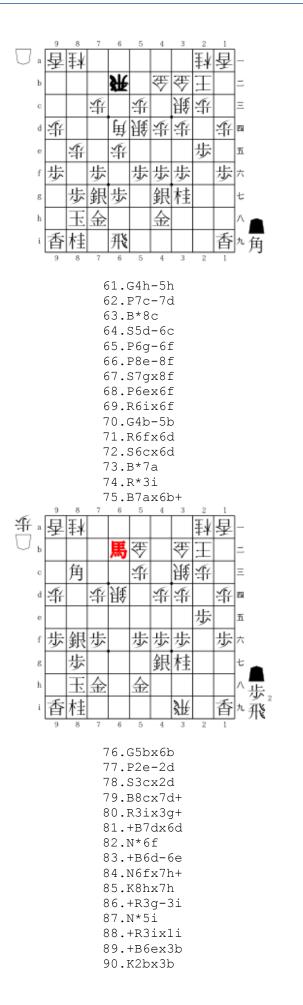
65

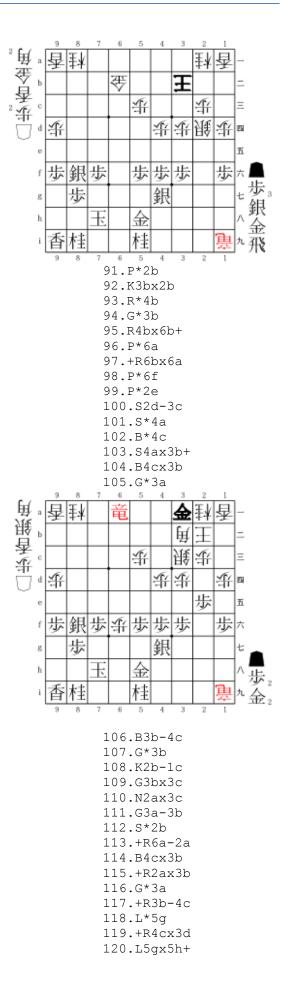
2013-07-06 Sente: Habu Yoshiharu, Kisei Gote: Watanabe Akira, Challenger

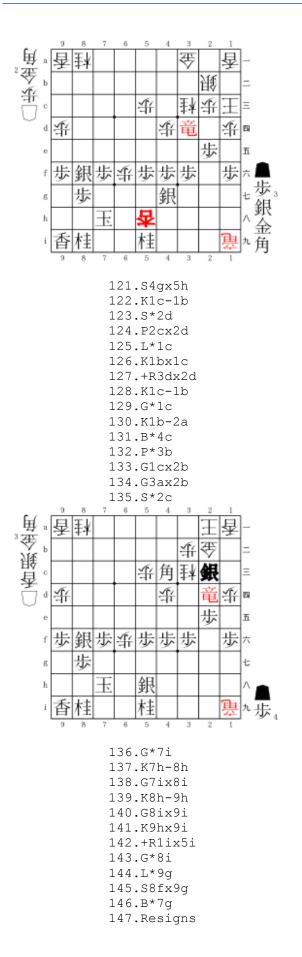


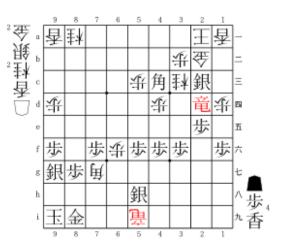


60.R9b-6b





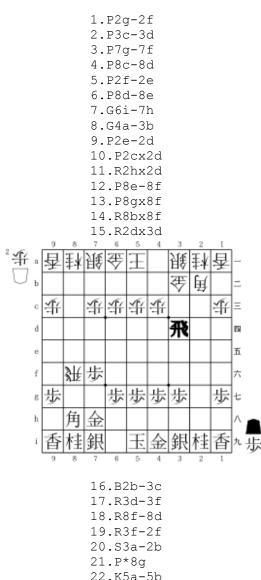




Standing after game 3: Habu – Watanabe 2-1

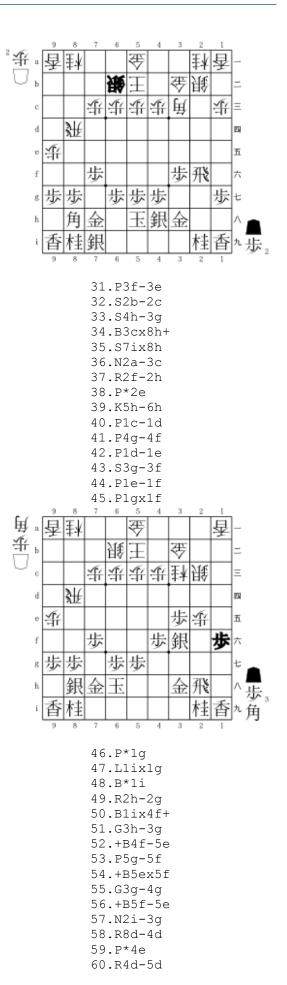
68

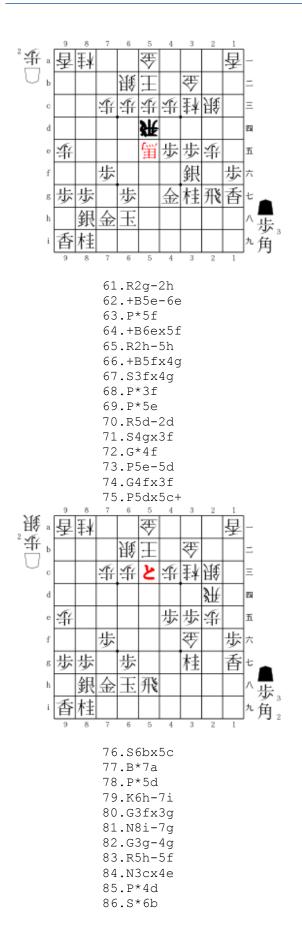
2013-07-17 Sente: Watanabe Akira, Challenger Gote: Habu Yoshiharu, Kisei

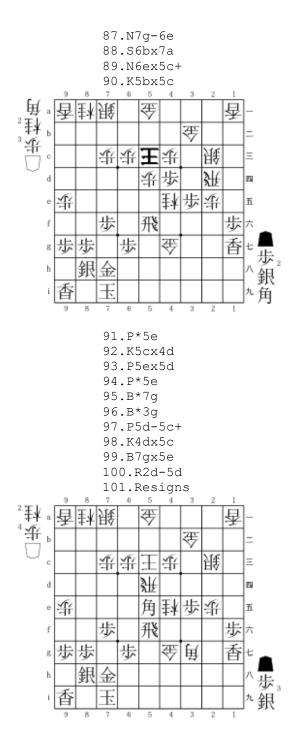


28.	G6a-	-5a
	G4i-	-
26.	P9d-	-9e
25.	K5i-	-5h
24.	P9c-	-9d
23.	S3i-	-4h
	1100	50

29.P3g-3f 30.S7a-6b







Final standing: Habu – Watanabe 3-1

70

Summary

		Habu	Watanabe
04.06.2013	<u>Habu - Watanabe 1-0</u>	1	0
22.06.2013	<u>Watanabe - Habu 0-1</u>	2	0
06.07.2013	Habu - Watanabe 0-1	2	1
17.07.2013	<u>Watanabe - Habu 0-1</u>	3	1

54. Oi

54. Oi challenger league

Red group

		1	2	3	4	5	6	Wins	Losses	Rank
1	Fujii	х	1	0	0	1	1	3	2	23.
2	Hirose	0	х	0	1	1	0	2	3	4.
3	Namekata	1	1	х	1	1	1	5	0	1.
4	Matsuo	1	0	0	х	1	1	3	2	23.
5	Miyata	0	0	0	0	х	1	1	4	56.
6	Oishi	0	1	0	0	0	х	1	4	56.

White group

		1	2	3	4	5	6	Wins	Losses	Rank
1	Watanabe	х	0	0	1	1	0	2	3	4.
2	Maruyama	1	х	0	1	1	0	3	2	3.
3	Sato Y.	1	1	х	1	1	1	5	0	1.
4	Murayama	0	0	0	х	1	0	1	4	5.
5	Sasaki	0	0	0	0	х	0	0	5	6.
6	Sawada	1	1	0	1	1	х	4	1	2.

Finale: Namekata - Sato Y. 1-0

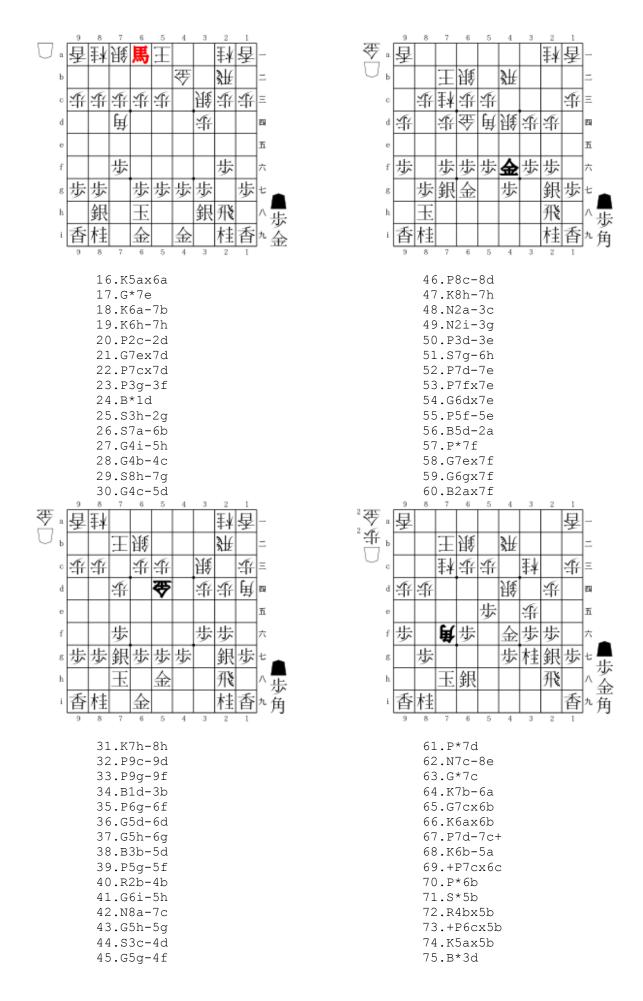
Namekata and Sato played very convincingly in their groups and had both a score of 5 wins and no loss. The finale between these two players had to determine the challenger of Habu. And it was Namekata who could win and reach his first title match.

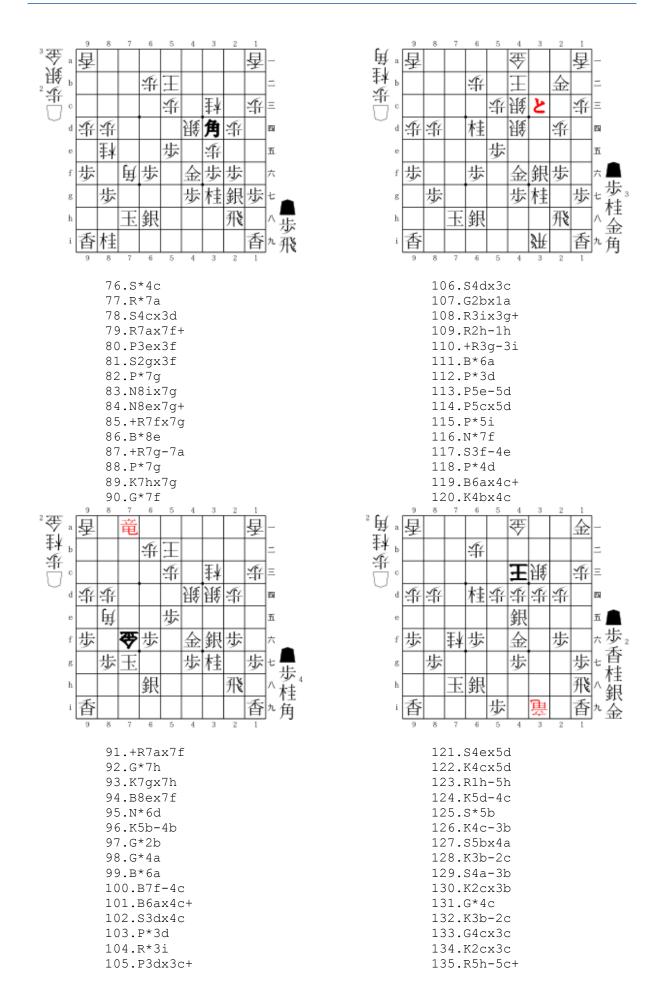
Challenger's finale

2013-05-29 Sente: Namekata Hisashi Gote: Sato Yasumitsu

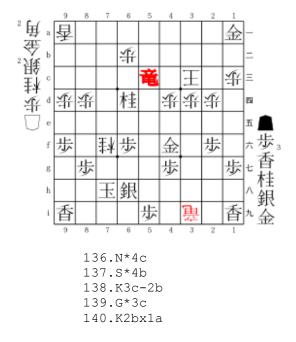
> 1.P2g-2f 2.P3c-3d 3.P7g-7f 4.B2bx8h+ 5.S7ix8h 6.S3a-4b 7.S3i-3h 8.S4b-3c 9.K5i-6h

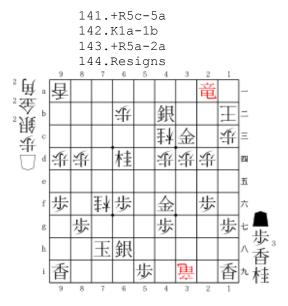
10.R8b-2b 11.B*6e 12.B*7d 13.B6ex4c+ 14.G4a-4b 15.+B4cx6a







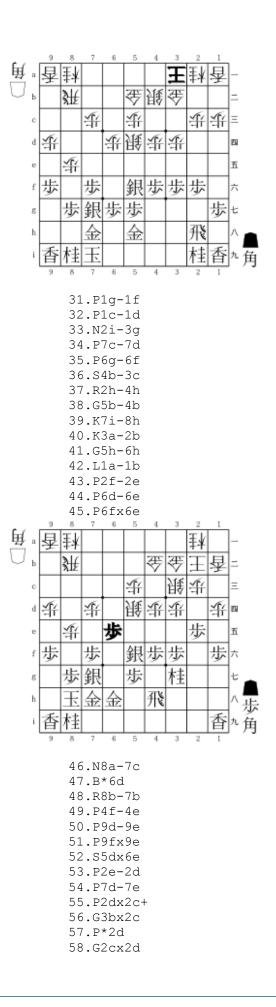


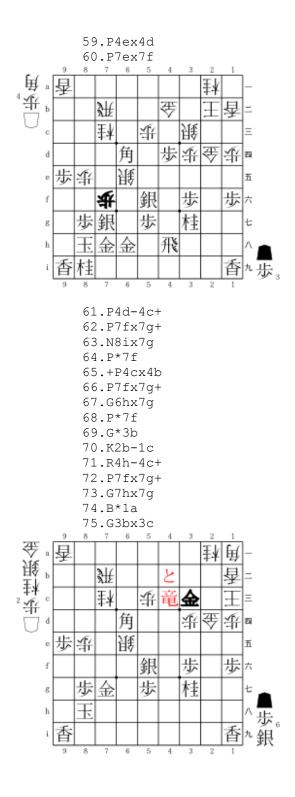


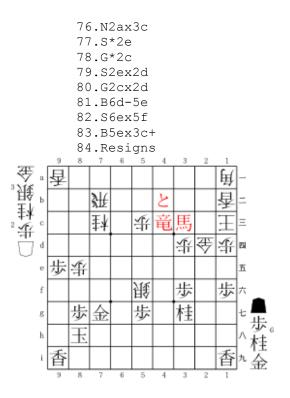
54. Oi title match

Game 1

2013-07 Sente: Gote:	Hal	bu \					Cha	ller	nger	-	
	9	2. 3. 4. 5. 6. 7. 8. 9. 10 11 12 13 14	. P76 . P8 . P20 . G6 . B8 . B8 . S7 		d f b h e g d h .7g- .7g 4b 9f	+	3	2	1		
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i	自	<u> 1主</u> 8	7	6	5	<u>金</u>	3	主	<u>日</u> 1	Jr.	角
		17 18 20 21 22 23 24 25 26 27 28 29	5.S 7.P 3.P 3.S 5.S 5.G 5.G 7.P 3.K 5.G 7.P 3.K	4g- 6c- 3h- 7b- 5i- 4g- 4d- 4d- 6a- 6a- 66a- 66-	4f 6d 4g 6c 6h 5d 5f 4d 5b 3f 4a 7i						





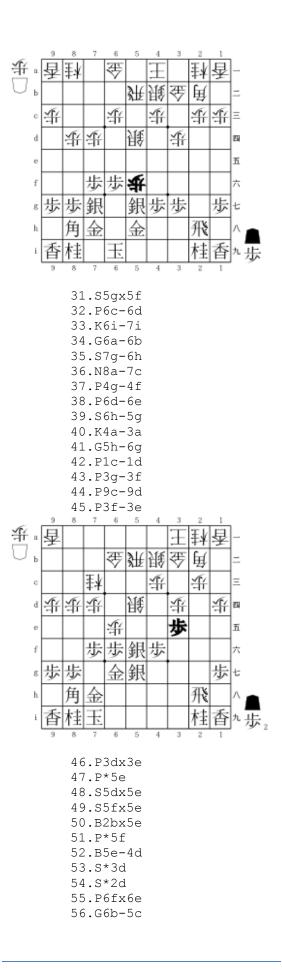


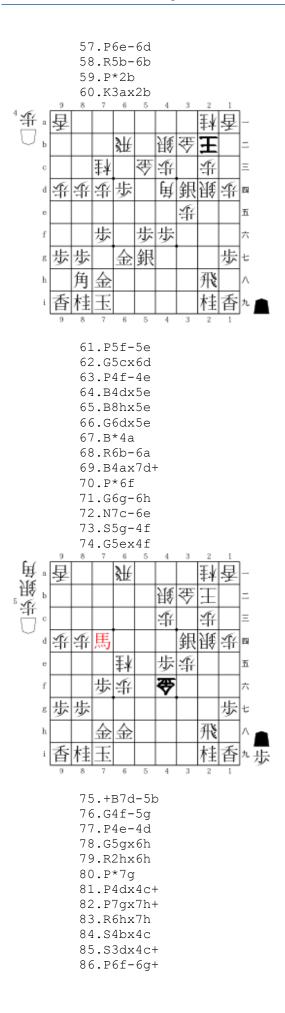
Standing after game 1 Habu - Namekata 1-0

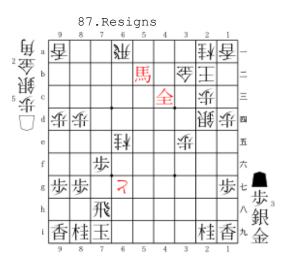
2013-07-23/24

Sente:	Namekata Hisashi, Challenger
Gote:	Habu Yoshiharu, Oi

			2. 3. 4. 5. 6. 7. 8. 9.	P8 S7 P3 P6 S7 P5 P5 S3 .S	g-7 c-8 c-3 g-6 g-5 c-5 i-4 3a- 4i-	d h f b f d h 4b						
			12 13	2.G	4a- 6i-	3b 7h						
			15	.K	5a- 5i-	6i		-				
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	b		₩		賬		艆	金	顀		=	
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		9	177 188 200 211 222 233 244 255 266 277 288 299	7.S 3.S 9.P 1.P 2.S 1.R 5.P 1	⁶ 7c- 6h- 2g- 5d- 5c- 5c- 8b- 22cx 22cx 22cx 22cx 22cx 22cx 22cx 22c	7g 5c 2f 5e 5g 5d 2e 5b 2d 2d 2d 2d	4	23	2	I		



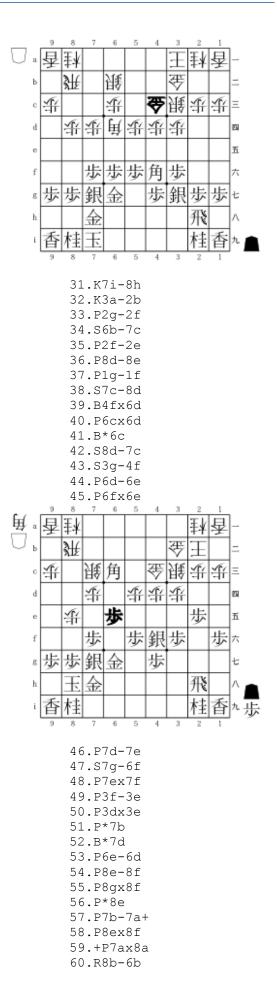


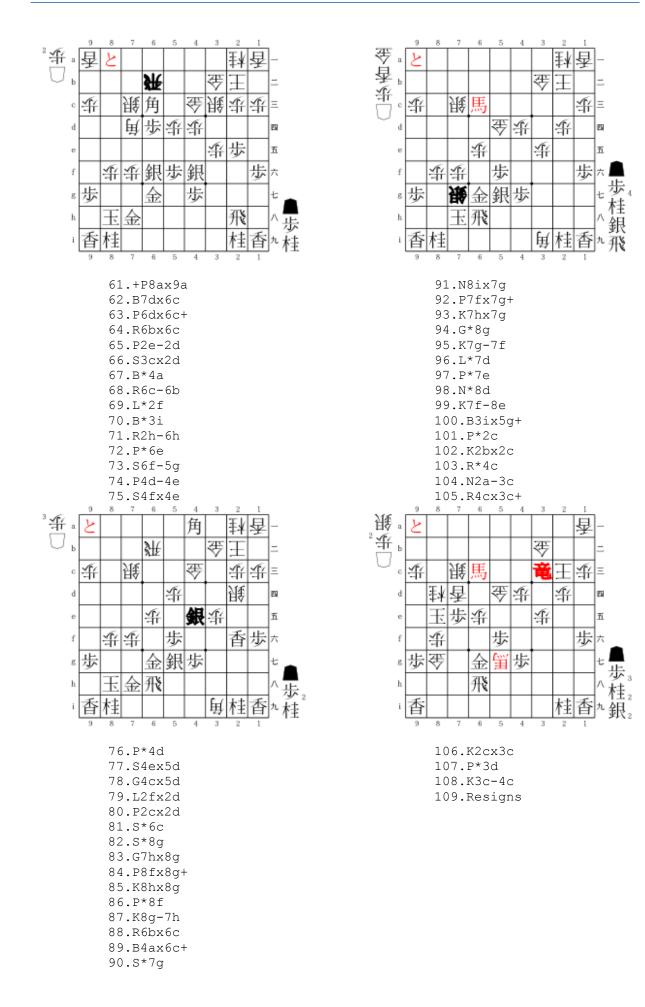


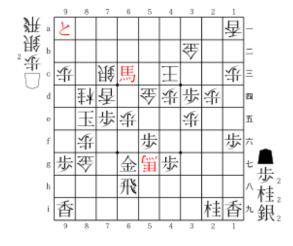
Standing after game 2 Habu - Namekata 2-0

2013-07-29/30 Sente: Habu Yoshiharu, Oi Gote: Namekata Hisashi, Challenger



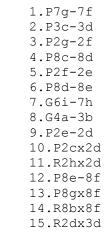


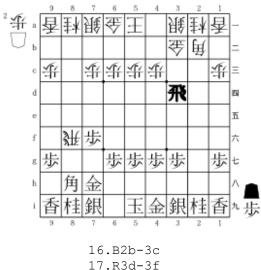




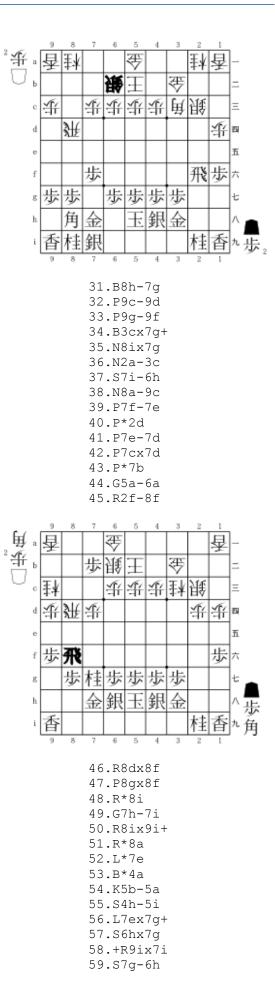
Standing after game 3 Habu - Namekata 2-1

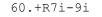
2013-08-08/09 Sente: Namekata Hisashi, Challenger Gote: Habu Yoshiharu, Oi

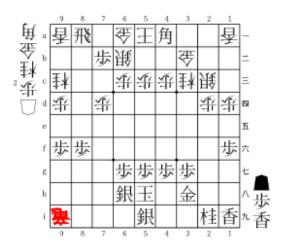




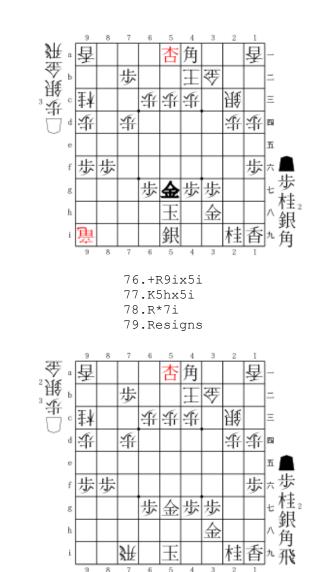
18.R8f-8d 19.R3f-2f 20.S3a-2b 21.P*8g 22.K5a-5b 23.S3i-4h 24.P1c-1d 25.P1g-1f 26.S2b-2c 27.K5i-5h 28.G6a-5a 29.G4i-3h 30.S7a-6b







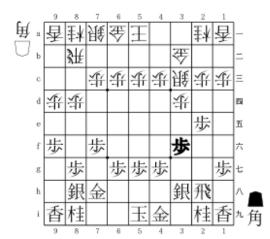
61.L*5b 62.K5a-4b 63.R8ax6a+ 64.N*7f 65.G*7i 66.N7fx6h+ 67.G7ix6h 68.N3c-4e 69.+R6ax6b 70.B*8d 71.+R6b-5a 72.B8dx5a 73.L5bx5a+ 74.N4ex5g+ 75.G6hx5g



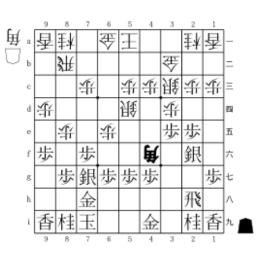
Standing after game 4 Habu – Namekata 3-1

2013-08-27/28 Sente: Habu Yoshiharu, Oi Gote: Namekata Hisashi, Challenger

1.P7g-7f
2.P8c-8d
3.P2g-2f
4.G4a-3b
5.G6i-7h
6.P9c-9d
7.P9g-9f
8.P3c-3d
9.P2f-2e
10.B2bx8h+
11.S7ix8h
12.S3a-2b
13.S3i-3h
14.S2b-3c
15.P3g-3f



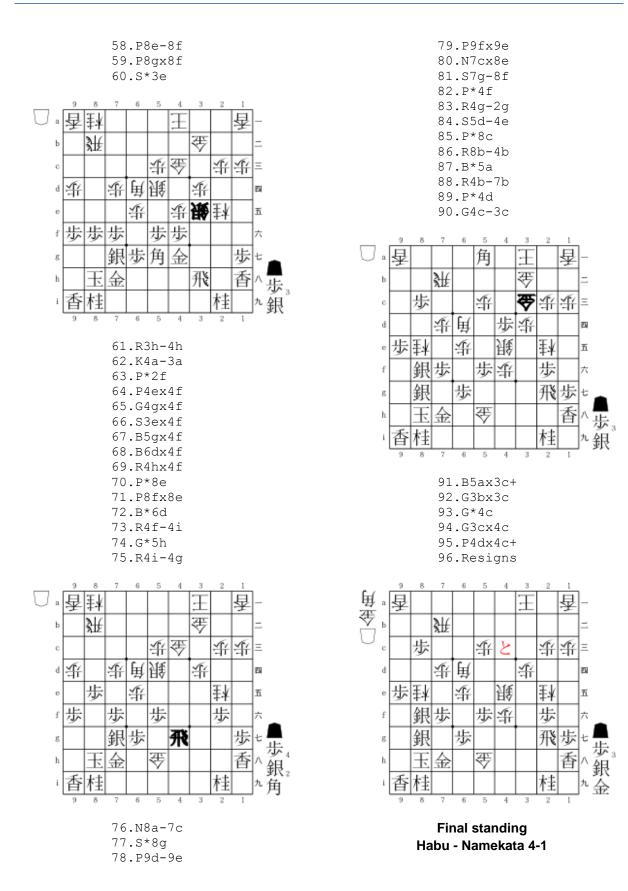
16.S7a-6b 17.S3h-3g 18.P8d-8e 19.S8h-7g 20.P6c-6d 21.K5i-6h 22.S6b-6c 23.S3g-2f 24.S6c-5d 25.K6h-7i 26.P6d-6e 27.P3f-3e 28.B*6d 29.B*4f 30.B6dx4f



31.P4gx4f
32.B*6d
33.P3ex3d
34.S3cx3d
35.R2h-3h
36.P*3e
37.B*2h
38.N2a-3c
39.G4i-5h
40.P4c-4d
41.K7i-8h
42.G6a-5b
43.P5g-5f
44.G5b-4c
45.G5h-4g

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		9	8	7	6	5	4	3	2	1	

46.K5a-4a 47.L1i-1h 48.P7c-7d 49.B2h-3i 50.S3dx2e 51.S2fx2e 52.N3cx2e 53.R3hx3e 54.P*3d 55.R3e-3h 56.P4d-4e 57.B3i-5g



Summary

		Habu	Namekata
2013-07-10/11	Habu - Namekata 1-0	1	0
2013-07-23/24	Namekata - Habu 0-1	2	0
2013-07-29/30	Habu - Namekata 0-1	2	1
2013-08-08/09	Namekata - Habu 0-1	3	1
2013-08-27/28	Habu - Namekata 1-0	4	1

61. Oza

61. Oza Challenger's tournament

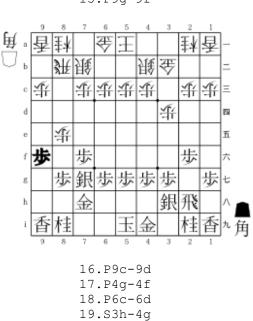
Quarterfinale	Semifinale	Finale		
Nakamura T Sato Y. 1-0	Moriuchi - Nakamura T. 0-1			
Moriuchi - Kimura 1-0		Nakamura T Goda 1-0		
Goda - Maruyama 1-0	Goda - Watanabe 1-0	Nakamura I Goua I-0		
Yashiki - Watanabe 0-1	- Goua - watanabe 1-0			

In this year Nakamura again reached the finale of the challenger's tournament. His opponent was Goda who could beat Watanabe in the semifinale. Who will challenge the title holder Habu?

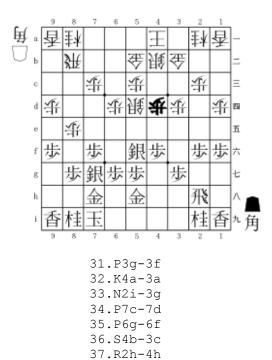
Challenger's finale

2013-07-22 Sente: NAKAMURA Taichi Gote: GODA Masataka

1.P7g-7f
2.P8c-8d
3.P2g-2f
4.P8d-8e
5.B8h-7g
6.P3c-3d
7.S7i-8h
8.G4a-3b
9.G6i-7h
10.B2bx7g+
11.S8hx7g
12.S3a-4b
13.S3i-3h
14.S7a-7b
15.P9g-9f



20.S7b-6c 21.K5i-6h 22.P1c-1d 23.P1g-1f 24.G6a-5b 25.K6h-7i 26.K5a-4a 27.G4i-5h 28.S6c-5d 29.S4g-5f 30.P4c-4d



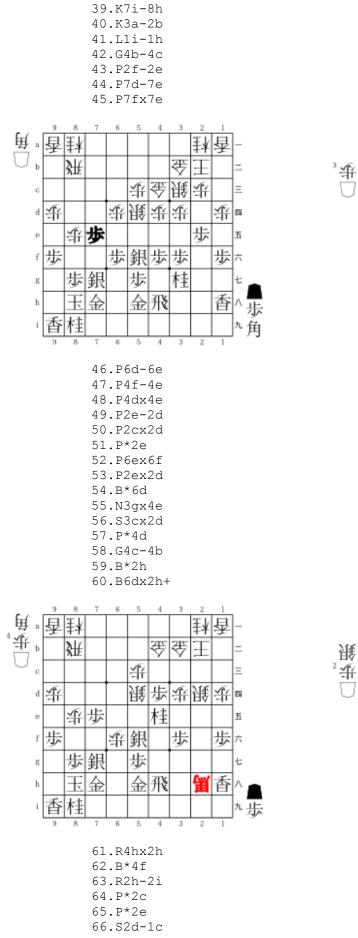
38.G5b-4b

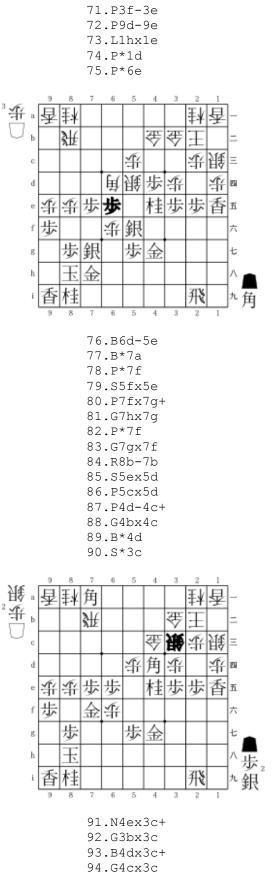
67.Plf-le

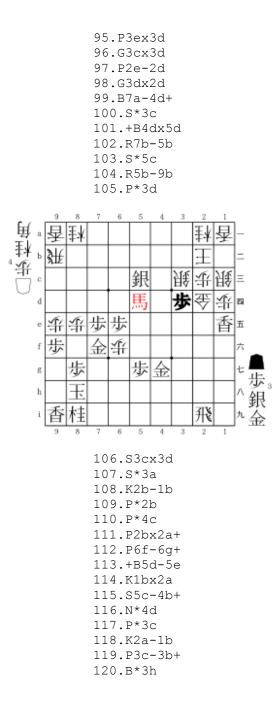
68.Pldx1e

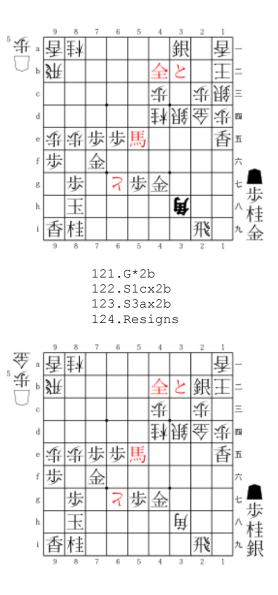
69.G5h-4q

70.B4f-6d







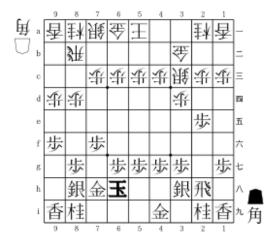


61. Oza title match

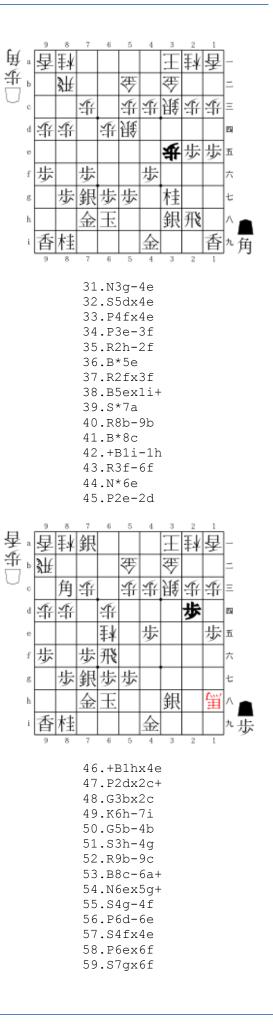
Game 1

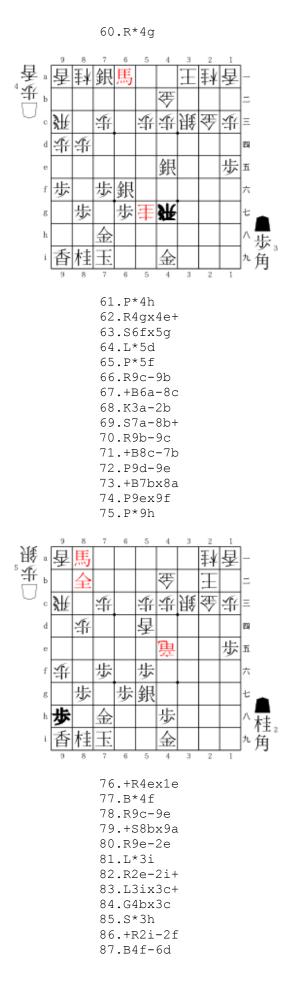
2013-09	9-04
Sente:	Nakamura Taichi, Challenger
Gote:	Habu Yoshiharu, Oza

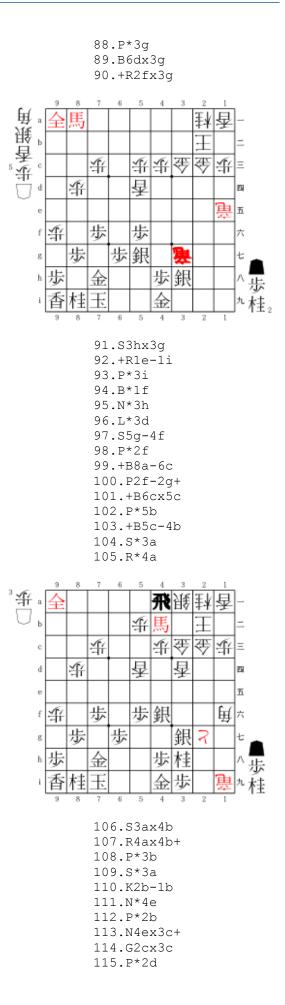
1.P7g-7f
2.P8c-8d
3.P2g-2f
4.G4a-3b
5.G6i-7h
6.P9c-9d
7.P9g-9f
8.P3c-3d
9.P2f-2e
10.B2bx8h+
11.S7ix8h
12.S3a-2b
13.S3i-3h
14.S2b-3c
15.K5i-6h

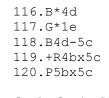


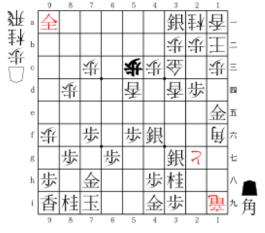
16.S7a-6b
17.P1g-1f
18.P6c-6d
19.Plf-1e
20.S6b-6c
21.P3g-3f
22.S6c-5d
23.N2i-3g
24.G6a-5b
25.P4g-4f
26.K5a-4b
27.S8h-7g
28.K4b-3a
29.P3f-3e
30.P3dx3e

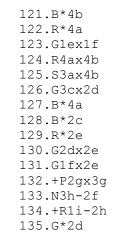




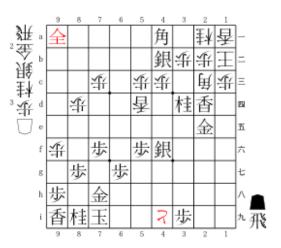












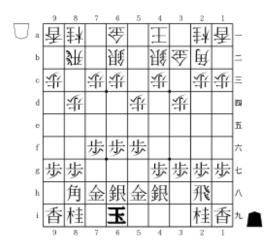
Standing after game 1 Habu – Nakamura 0-1

2013-09-18

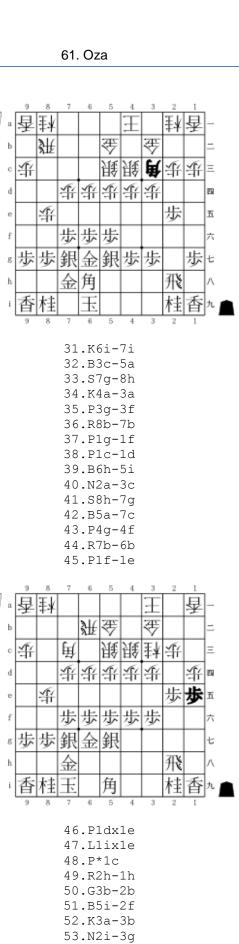
Sente: Habu Yoshiharu, Oza

Gote:	Nakamura	Taichi,	Challenger
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1.P7g-7f
2.P8c-8d
3.S7i-6h
4.P3c-3d
5.P6g-6f
6.S7a-6b
7.P5g-5f
8.P5c-5d
9.S3i-4h
10.S3a-4b
11.G4i-5h
12.G4a-3b
13.G6i-7h
14.K5a-4a
15.K5i-6i

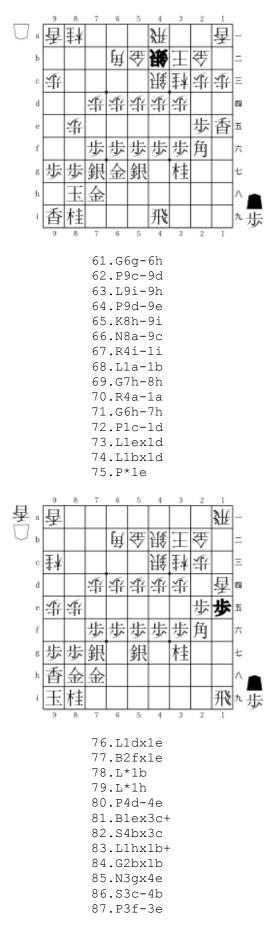


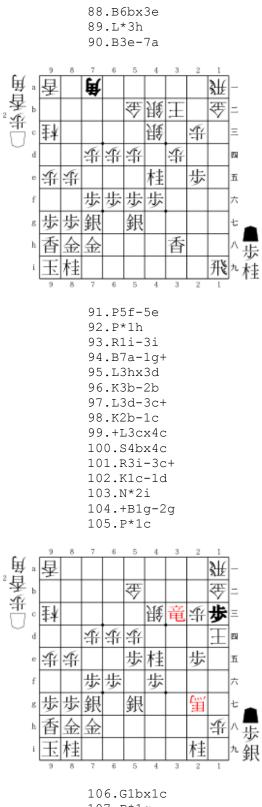
16.P7c-7d 17.G5h-6g 18.S6b-5c 19.S4h-5g 20.G6a-5b 21.P2g-2f 22.P8d-8e 23.S6h-7g 24.P4c-4d 25.B8h-7i 26.S4b-4c 27.P2f-2e 28.P6c-6d 29.B7i-6h 30.B2b-3c



54.R6b-6a 55.K7i-8h 56.B7c-6b 57.R1h-1i 58.R6a-4a 59.R1i-4i

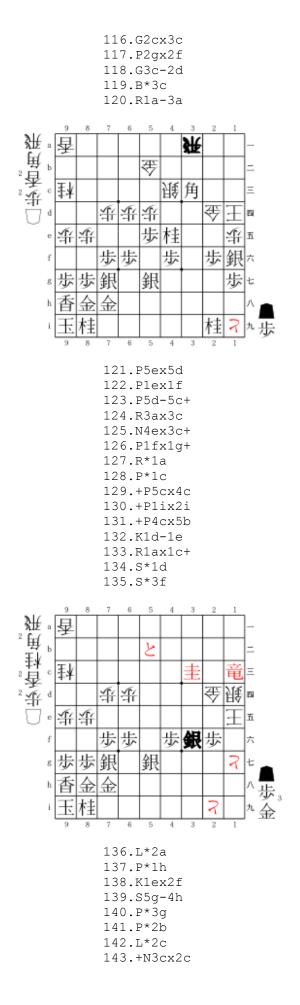


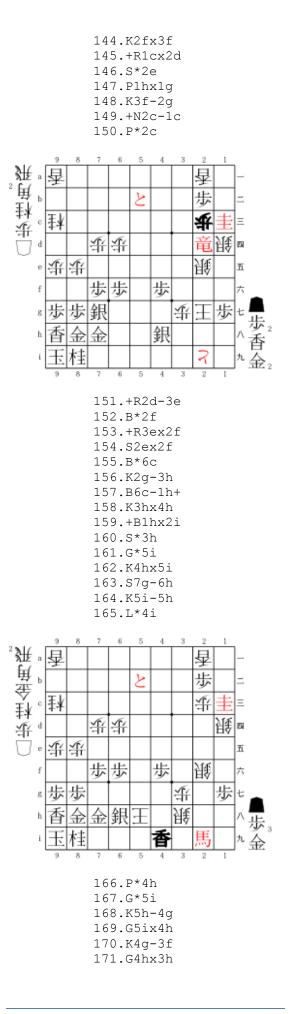


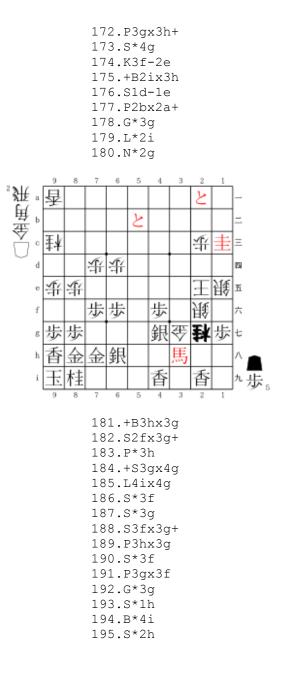


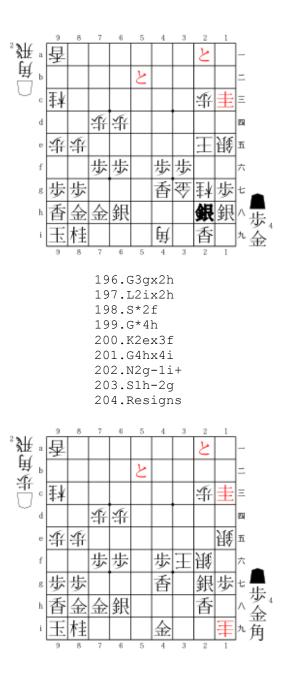
100.GIDATC 107.P*1g 108.P1h-1i+ 109.S*1f 110.+B2g-2f 111.P2e-2d 112.P*1e 113.P2dx2c+ 114.G1cx2c 115.P*2g

95



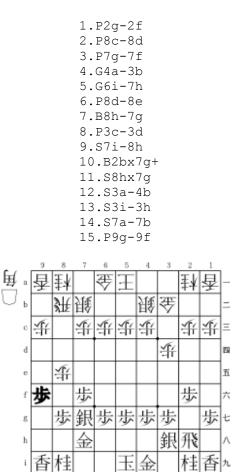






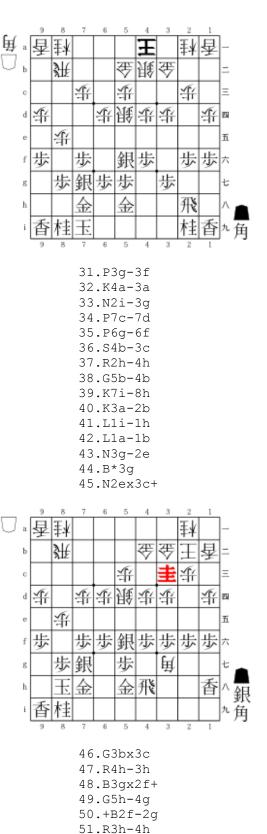
Standing after game 2 Habu – Nakamura 1-1

2013-10-02 Sente: Nakamura Taichi, Challenger Gote: Habu Yoshiharu, Oza



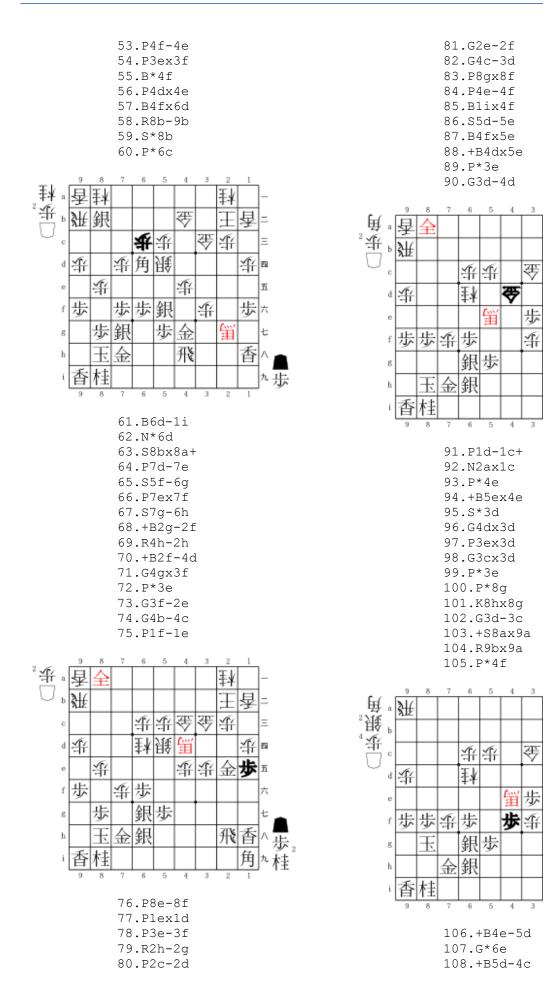
16.P9c-9d
17.P4g-4f
18.P6c-6d
19.S3h-4g
20.S7b-6c
21.K5i-6h
22.S6c-5d
23.K6h-7i
24.G6a-5b
25.P1g-1f
26.P1c-1d
27.S4g-5f
28.P4c-4d
29.G4i-5h
30.K5a-4a

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52.P3d-3e

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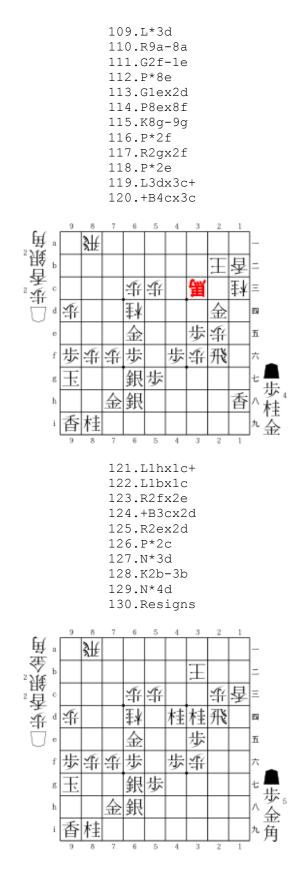
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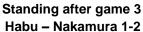
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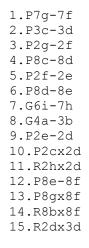
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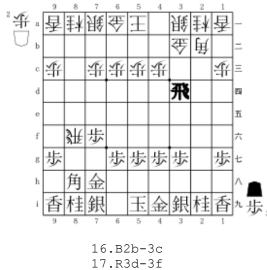
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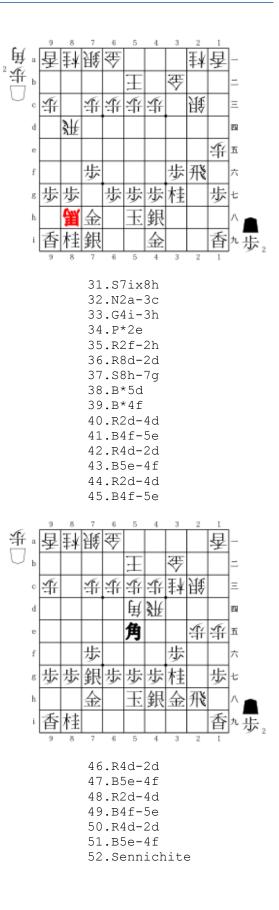


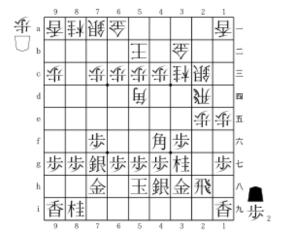
2013-10-08 Sente: Habu Yoshiharu, Oza Gote: Nakamura Taichi, Challenger





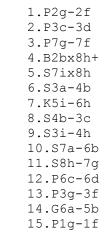
17.KSd-S1 18.R8f-8d 19.R3f-2f 20.S3a-2b 21.P*8g 22.K5a-5b 23.S3i-4h 24.S2b-2c 25.K5i-5h 26.P1c-1d 27.P3g-3f 28.P1d-1e 29.N2i-3g 30.B3cx8h+

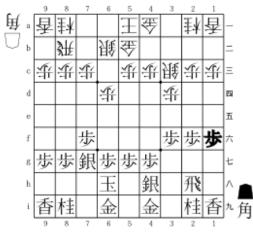




Game 4 - Replay

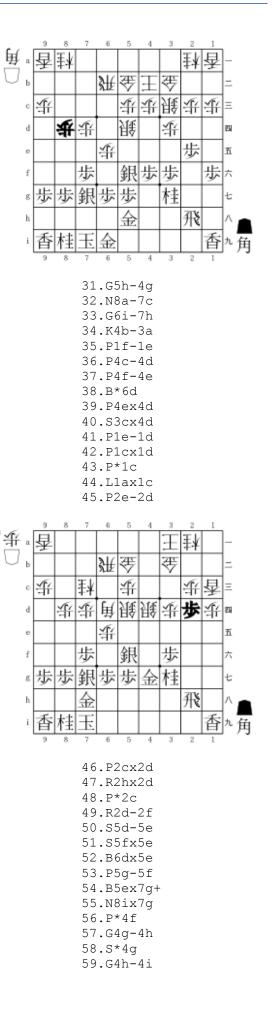
2013-10-08 Sente: Nakamura Taichi, Challenger Gote: Habu Yoshiharu, Oza

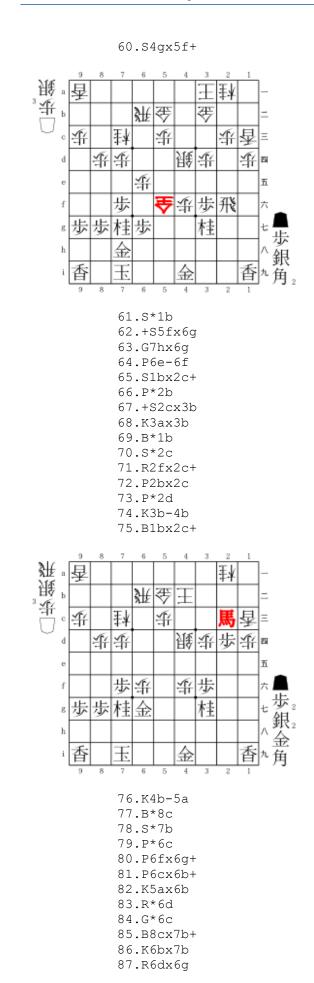


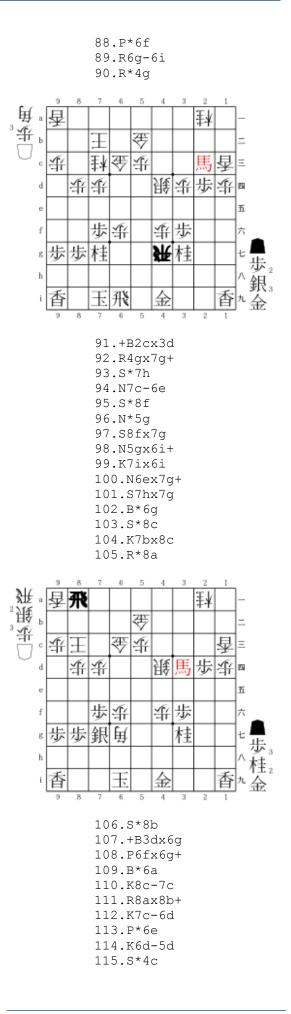


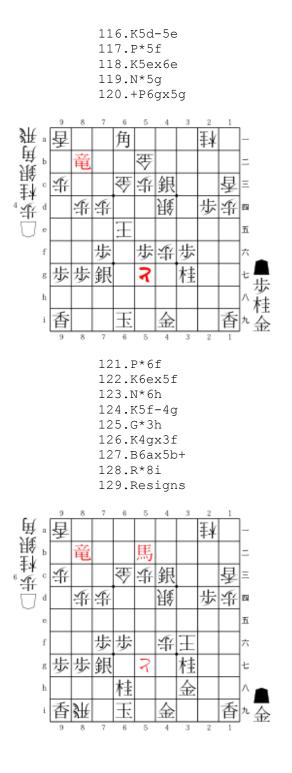
16.S6b-6c 17.P4g-4f 18.S6c-5d 19.G4i-5h 20.K5a-4b 21.P2f-2e 22.P6d-6e 23.N2i-3g 24.G4a-3b 25.S4h-4g 26.R8b-6b 27.S4g-5f 28.P7c-7d 29.K6h-7i







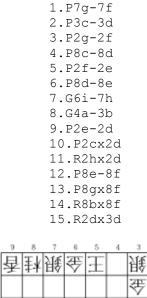


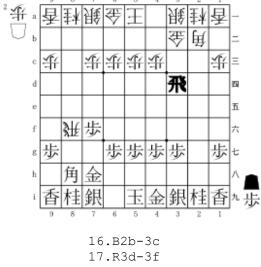


Standing after game 4 Habu – Nakamura 2-2

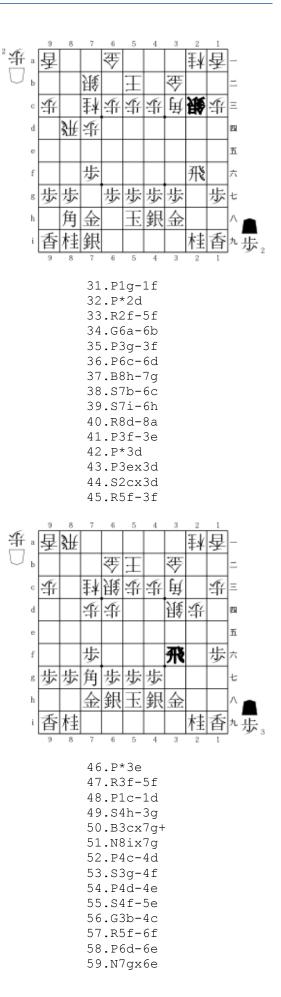
a

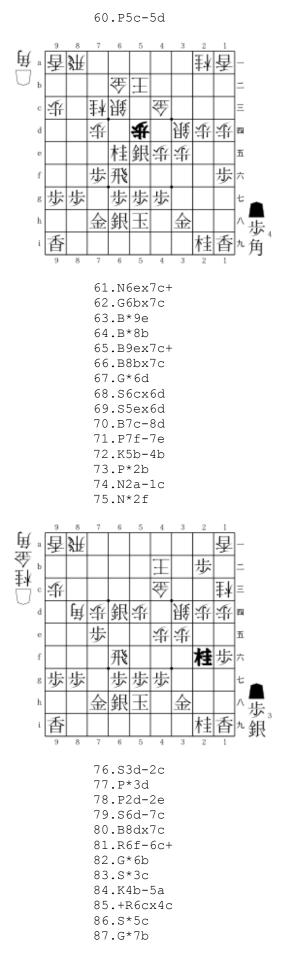
2013-10-21 Sente: Habu Yoshiharu, Oza Gote: Nakamura Taichi, Challenger

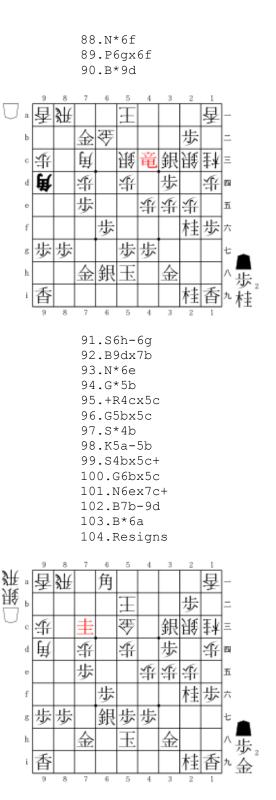




18.R8f-8d 19.R3f-2f 20.S3a-2b 21.P*8g 22.K5a-5b 23.K5i-6h 24.S7a-7b 25.S3i-4h 26.P7c-7d 27.G4i-3h 28.N8a-7c 29.K6h-5h 30.S2b-2c







Final standing Habu – Nakamura 3-2

Summary

		Habu	Nakamura T.
2013-09-04	<u>Nakamura T Habu 1-0</u>	0	1
2013-09-18	<u>Habu - Nakamura T. 1-0</u>	1	1
2013-10-02	Nakamura T Habu 1-0	1	2
2013-10-08	<u>Habu - Nakamura T. sennichite</u> <u>Nakamura - Habu 0-1</u>	2	2
2013-10-21	Habu - Nakamura T. 1-0	3	2

26. Ryu-0

26. Ryu-O Challenger's tournament

	Round 1	Round 2	Round 3	Round 4	Semifinale	Finale (Best of 3)
Sato Y.						
Goda						
Yamasaki					Outer Outer V 4.0	Goda - Moriuchi 1-0 Moriuchi - Goda 1-0
Nagase			Nagase - Yamasaki 0-1	Goda - Yamasaki 1-0	Goda - Sato Y. 1-0	
Oikawa	Oikawa - Kanai 0-1	Kanai - Nagase 0-1	Ivayase - Tallasani 0-1			
Kanai	Olkawa - Naliai U-1					
Habu	Habu - Kobayashi H. 1-0			<u>Moriuchi - Goda 1-0</u>		
Kobayashi H.	nabu - Robayashi n. 1-0					
Toyoshima	Tanigawa - Toyoshima 1-0		Habu - Moriuchi 0-1			
Tanigawa	Taniyawa - royoshima i-o					
Moriuchi						

Moriuchi, the reigning Meijin, could win against Tanigawa and Habu to reach the finale of the challenger's tournament. Here he met Goda. After two gmes the score between these two players was 1-1. The winner of the decisive third game would be the challenger of Ryu-O title holder Watanabe.

Challenger's finale / 3rd game

2013-09-09 Sente: Moriuchi Toshiyuki Gote: Goda Masataka

1.P7g-7f
2.P8c-8d
3.S7i-6h
4.P3c-3d
5.P6g-6f
6.S7a-6b
7.P5g-5f
8.P5c-5d
9.S3i-4h
10.S3a-4b
11.G4i-5h
12.G4a-3b
13.G6i-7h
14.K5a-4a
15.K5i-6i

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				16	.P	7c-	7d					
						5h-						
						5a-	-					
						Sh-						
						1b-						
						3h-						
						2b-						

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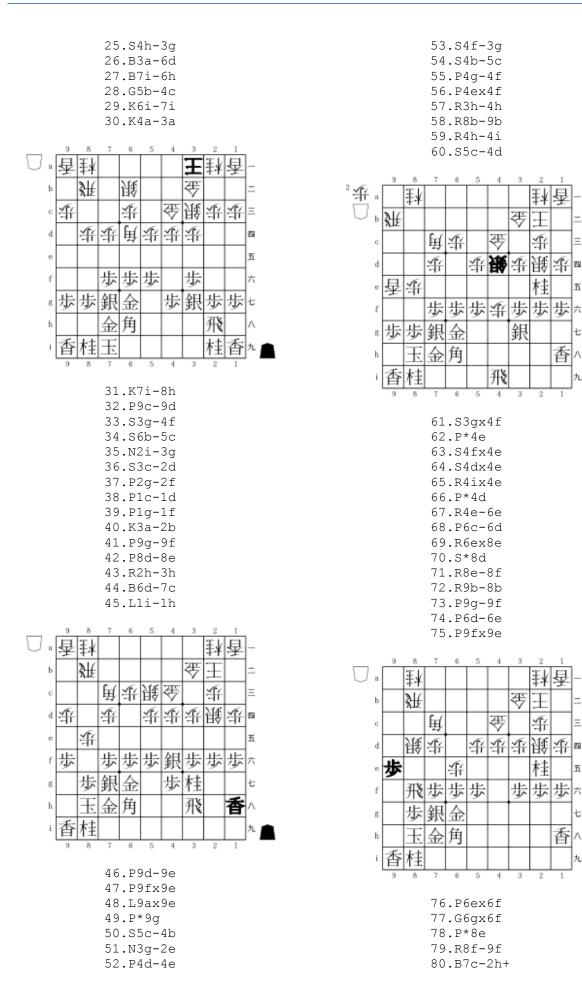
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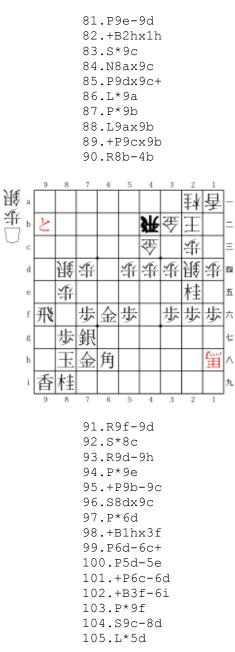
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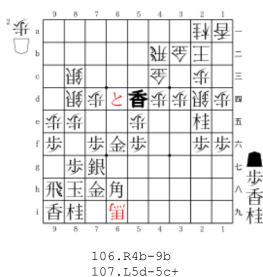




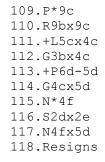
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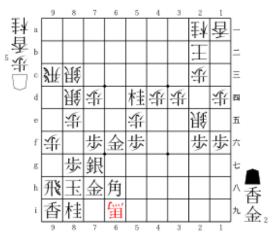
香

桂









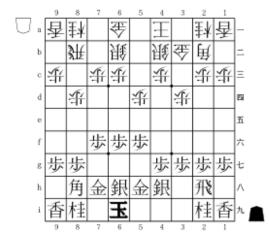
26th Ryu-O title match

Game 1

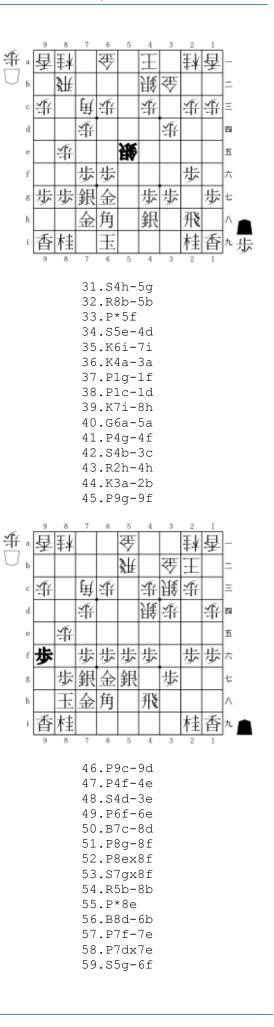
2013-10-17/18

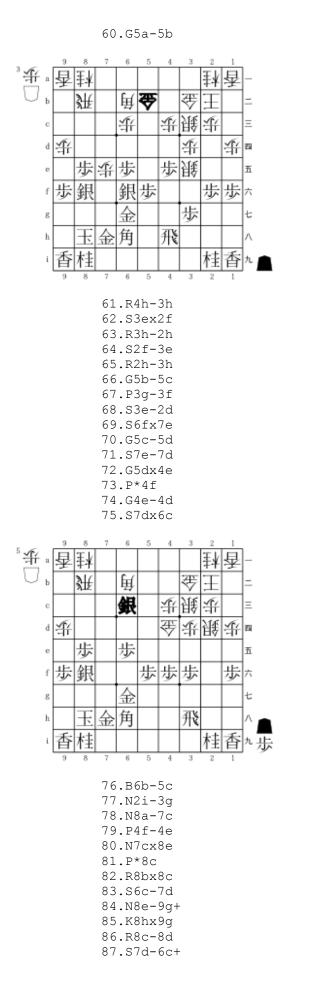
Sente: Moriuchi Toshiyuki, Challenger Gote: Watanabe Akira, Ryu-O

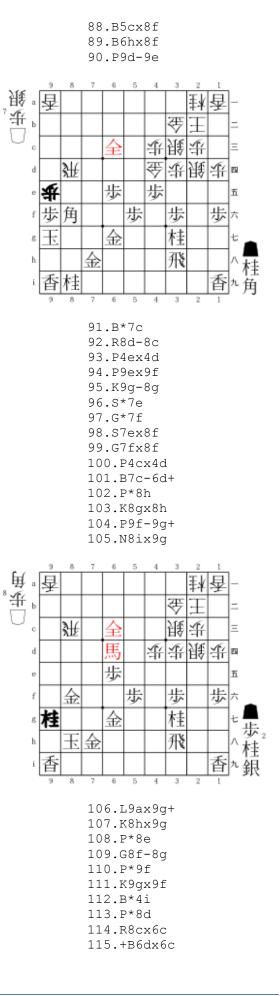
1.P7g-7f
2.P8c-8d
3.S7i-6h
4.P3c-3d
5.P6g-6f
6.S7a-6b
7.P5g-5f
8.P5c-5d
9.S3i-4h
10.S3a-4b
11.G4i-5h
12.G4a-3b
13.G6i-7h
14.K5a-4a
15.K5i-6i

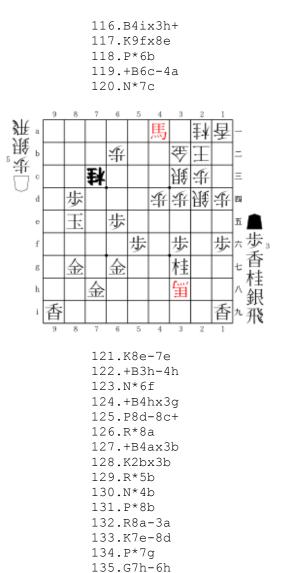


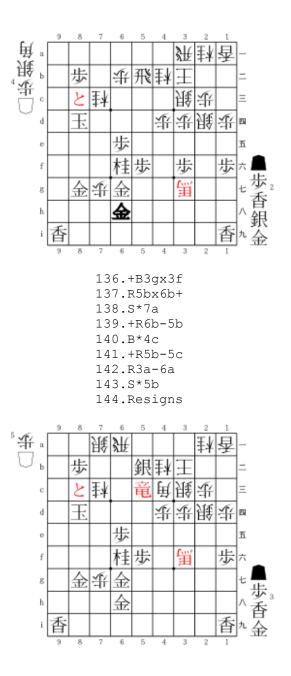
16.P7c-7d 17.G5h-6g 18.S6b-5c 19.P2g-2f 20.P8d-8e 21.S6h-7g 22.P5d-5e 23.P5fx5e 24.B2bx5e 25.B8h-7i 26.B5e-7c 27.B7i-4f 28.S5c-6d 29.B4f-6h 30.S6d-5e









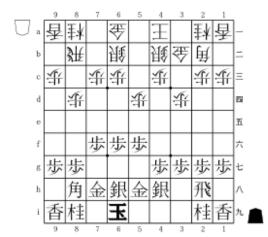


Standing after game 1 Watanabe – Moriuchi 0-1

Game 2

2013-10-28/29 Sente: Watanabe Akira, Ryu-O Gote: Moriuchi Toshiyuki, Challenger

1.P7g-7f
2.P8c-8d
3.S7i-6h
4.P3c-3d
5.P6g-6f
6.S7a-6b
7.P5g-5f
8.P5c-5d
9.S3i-4h
10.S3a-4b
11.G4i-5h
12.G4a-3b
13.G6i-7h
14.K5a-4a
15.K5i-6i



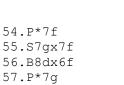
16.P7c-7d
17.G5h-6g
18.S6b-5c
19.P2g-2f

20.P8d-8e
21.S6h-7g
22.P5d-5e
23.P5fx5e
24.B2bx5e
25.B8h-7i
26.B5e-7c
27.B7i-4f
28.S5c-6d
29.P7f-7e



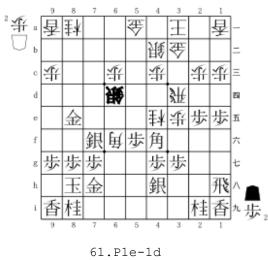
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				.G6		5a					
				.12		3c					
				.K6		7i					
				.P'		8h					
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			48	.P3	Bd-	3e					

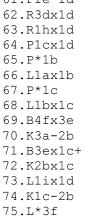


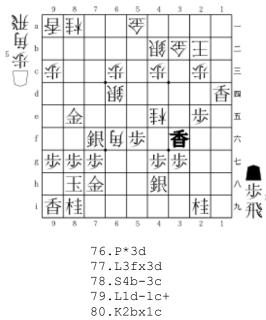


58.N3c-4e

59.B6h-4f 60.S5c-6d







81.L3dx3c+

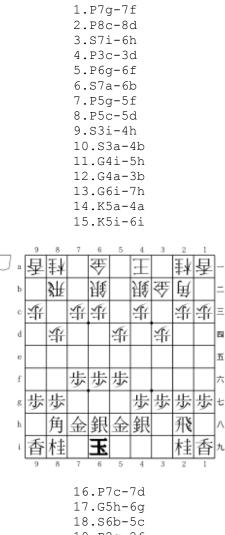
82.B6fx3c

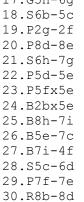
88.Rlhxlc+ 89.S3dx3c+ 90.K2bx3c					83 84 85 86 87	.P' .K1 .S' .R'	Ld-	2b 1c+					
9 9 7 6 4 3 2 1 9 7 6 5 4 3 2 1 1 5 5 4 3 2 1					89	.s3	3dx	3c+					
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小女子 玉金 銀 香桂 銀 香桂 銀 小女子 91.P*6e 92.S*6i 93.P6ex6d 94.S6ix7h+ 95.K8hx7h 96.+R1c-1h 97.B*8d 98.L*7c 99.B8d-6f 100.L*4d 101.R*2a 102.B*5g 103.Resigns		f		11-	_	_	歩	11-	11-				
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91. P*6e 92. S*6i 93. P6ex6d 94. S6ix7h+ 95. K8hx7h 96. +R1c-1h 97. B*8d 98. L*7c 99. B8d-6f 100. L*4d 101. R*2a 102. B*5g 103. Resigns			Ŧ	土	金			鈬		++		个角	
91.P*6e 92.S*6i 93.P6ex6d 94.S6ix7h+ 95.K8hx7h 96.+R1c-1h 97.B*8d 98.L*7c 99.B8d-6f 100.L*4d 101.R*2a 102.B*5g 103.Resigns		i	自	<u>作主</u> 8	7	6	5	4	3		1	九飛	
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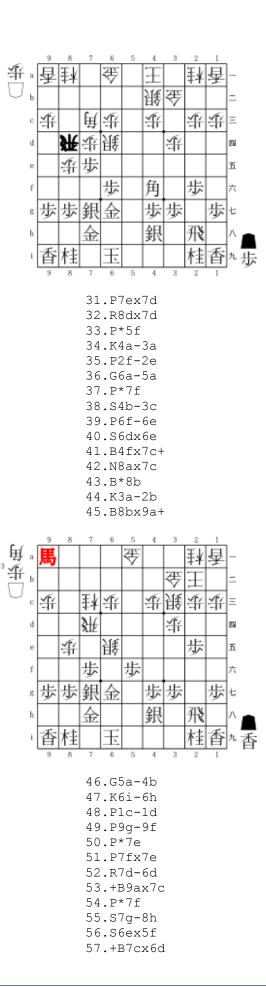
Standing after game 2 Watanabe – Moriuchi 0-2

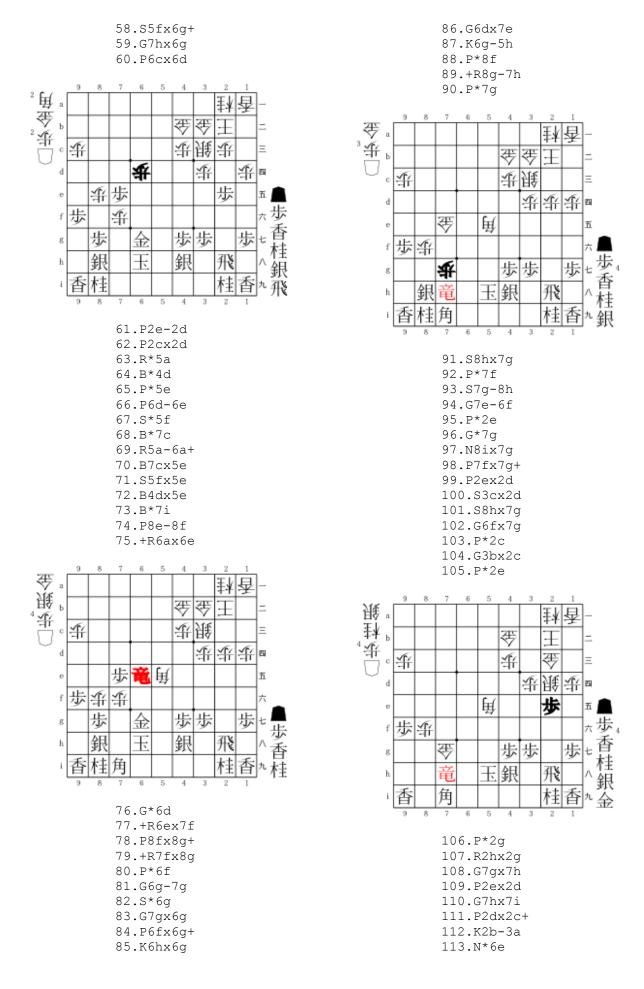
Game 3

2013-11-07/08 Sente: Moriuchi Toshiyuki, Challenger Gote: Watanabe Akira, Ryu-O

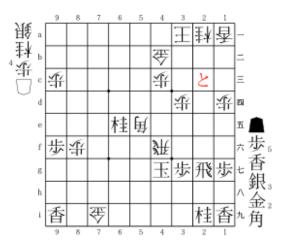








114.B*6i 115.K5h-4i 116.S*5h 117.K4i-3h 118.S5hx4g+ 119.S4hx4g 120.B6ix4g+ 121.K3hx4g 122.R*4f 123.Resigns

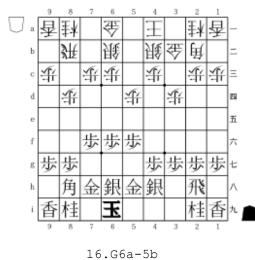


Standing after game 3 Watanabe – Moriuchi 1-2

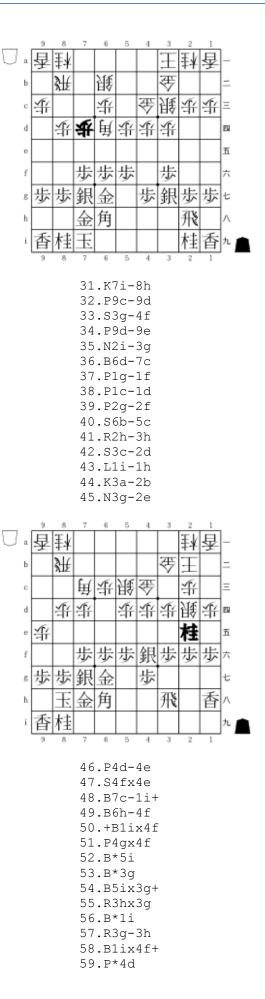
Game 4

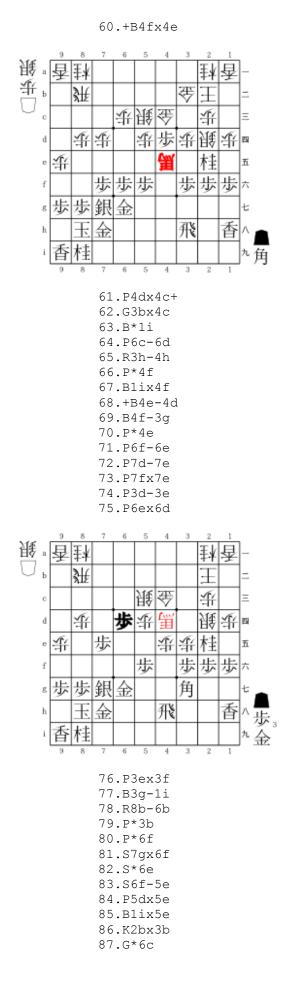
2013-11-21/22 Sente: Watanabe Akira, Ryu-O Gote: Moriuchi Toshiyuki, Challenger

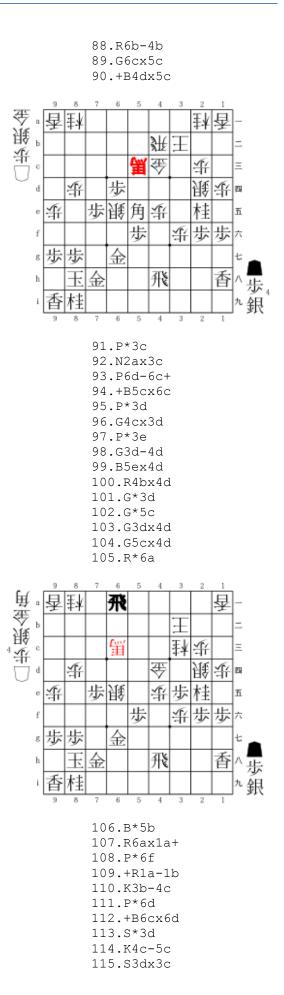
1.P7g-7f 2.P8c-8d 3.S7i-6h 4.P3c-3d 5.P6g-6f 6.S7a-6b 7.P5g-5f 8.P5c-5d 9.S3i-4h 10.S3a-4b 11.G4i-5h 12.G4a-3b 13.G6i-7h 14.K5a-4a

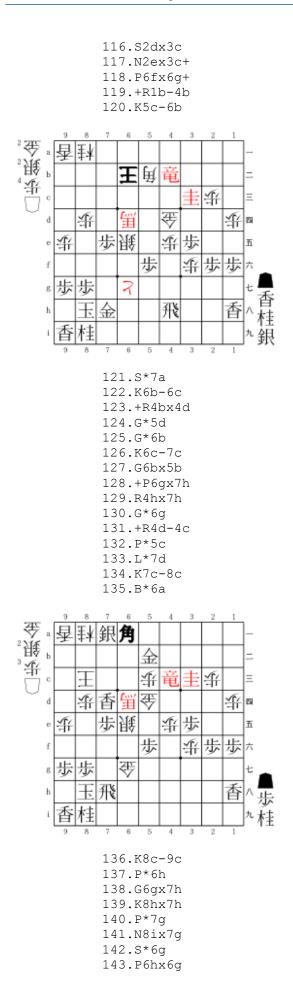


17.S6h-7g 18.S4b-3c 19.B8h-7i 20.B2b-3a 21.P3g-3f 22.P4c-4d 23.G5h-6g 24.G5b-4c 25.S4h-3g 26.B3a-6d 27.B7i-6h 28.K4a-3a 29.K6i-7i 30.P7c-7d

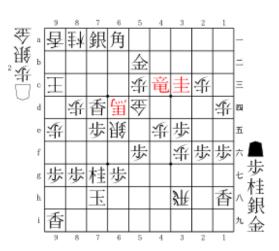








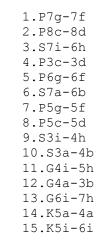
^{144.}R*3h 145.Resigns



Standing after game 4 Watanabe – Moriuchi 1-3

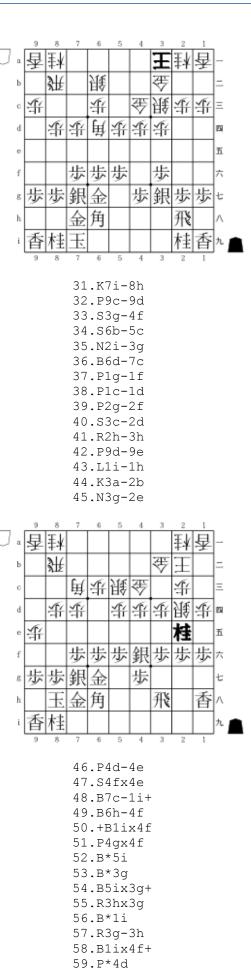
Game 5

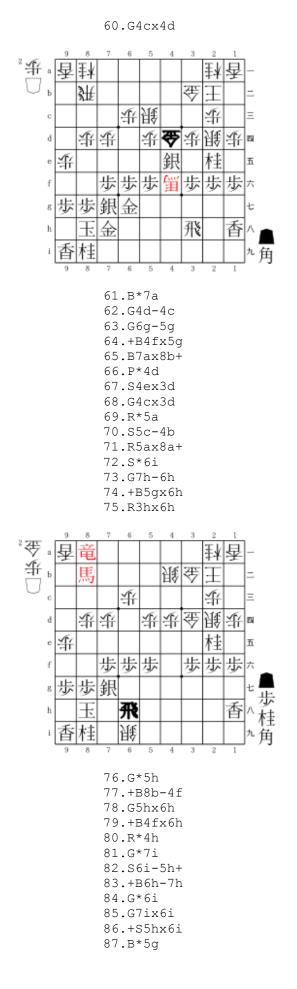
2013-11-28/29 Sente: Moriuchi Toshiyuki, Challenger Gote: Watanabe Akira, Ryu-O

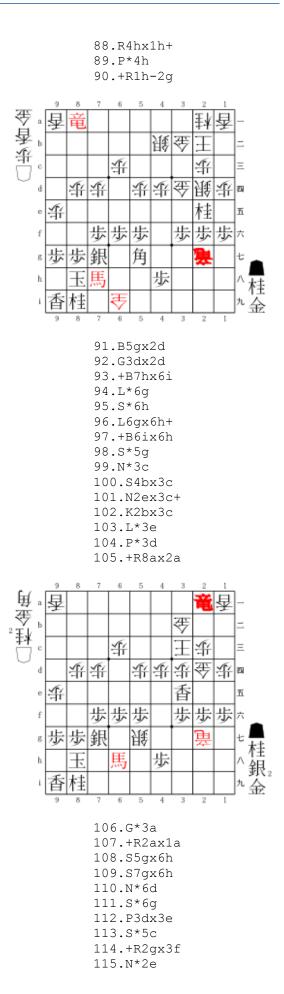


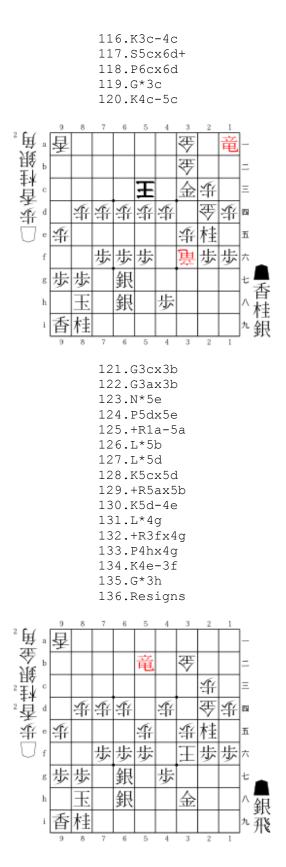


16.G6a-5b
17.S6h-7g
18.S4b-3c
19.B8h-7i
20.B2b-3a
21.P3g-3f
22.P4c-4d
23.S4h-3g
24.B3a-6d
25.G5h-6g
26.P7c-7d
27.B7i-6h
28.G5b-4c
29.K6i-7i
30.K4a-3a









Final standing Watanabe – Moriuchi 1-4

Summary

		Watanabe	Moriuchi
2013-10-17/18	Moriuchi - Watanabe 1-0	0	1
2013-10-28/29	Watanabe - Moriuchi 0-1	0	2
2013-11-07/08	Moriuchi - Watanabe 0-1	1	2
2013-11-21/22	Watanabe - Moriuchi 0-1	1	3
2013-11-28/29	Moriuchi - Watanabe 1-0	1	4

2nd Denou-sen: The fight man vs. machine

In 2013 an unique match was organised to find out the strength of nowadays computer programs against professional shogi players. Five different programs challenged shogi professionals. The interest was huge. The games have been broadcasted via internet and have been watched by tenthousands of people.

Here are the participants:

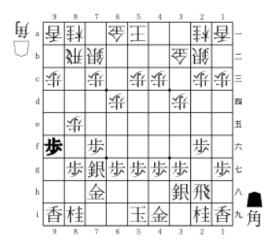
Game 1	5-dan Abe Koru vs SHUSO
Game 2	PONANZA vs 4-dan Sato Shinichi
Game 3	5-dan [url]5-dan Funae Kohei vs TSUTSUKANA
Game 4	PUERA vs 9-dan Tsukada Yasuaki
Game 5	8-dan Miura Hiroyuki vs GPSSHOGI

And here are the games. The remarks are from Manabu Terao who first published them in the forum of 81squareuniverse.

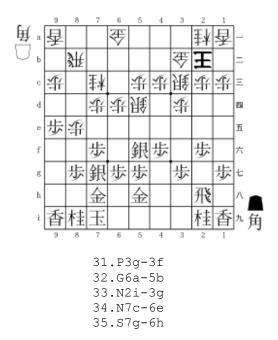
Game 1

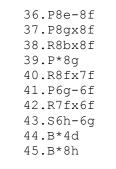
2013-03-23 Sente: Abe Koru, 5. Dan Gote: SHUSO

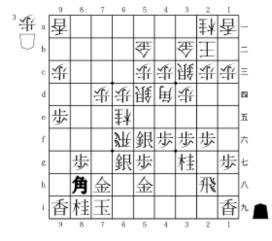
1.P7g-7f
2.P3c-3d
3.P2g-2f
4.P8c-8d
5.G6i-7h
6.P8d-8e
7.B8hx2b+
8.S3ax2b
9.S7i-8h
10.S7a-7b
11.S3i-3h
12.G4a-3b
13.S8h-7g
14.P6c-6d
15.P9g-9f

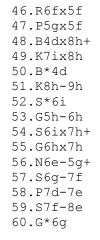


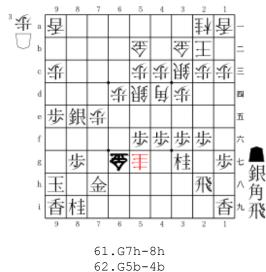
16.S7b-6c 17.P9f-9e 18.K5a-4b 19.P4g-4f 20.P7c-7d 21.K5i-6h 22.N8a-7c 23.S3h-4g 24.S2b-3c 25.G4i-5h 26.K4b-3a 27.S4g-5f 28.S6c-5d 29.K6h-7i 30.K3a-2b



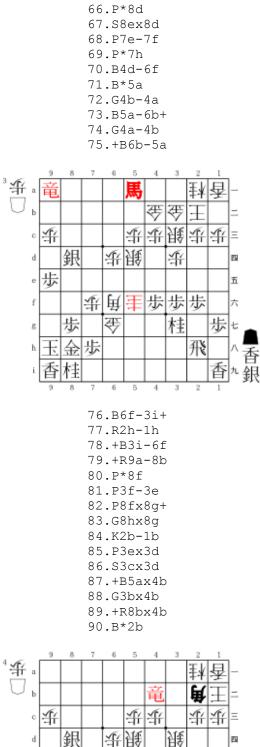












64.+N5gx5f

65.R7ax9a+

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91.S*3a

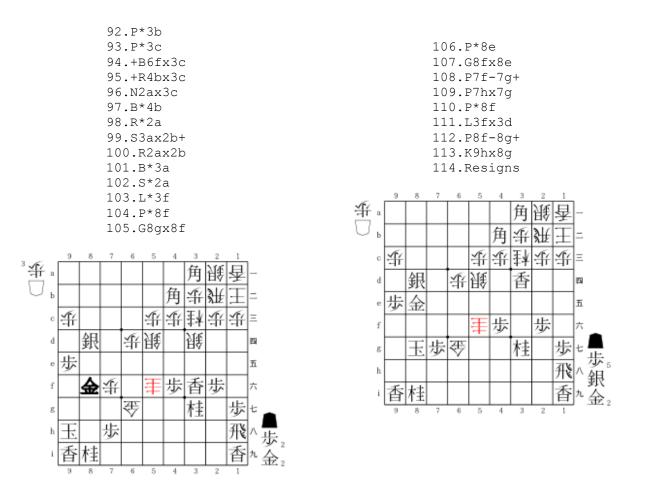
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It's said that Shuso evaluated 10 million positions per second.

Abe had been rented the same version of Shuso that played in the match by Takeuchi Akira, the developer.

Abe practiced more than 200 games against the rented one for preparation in advance.

Abe found Shuso tended to conduct kNight jumping early to his sense as a professional player. His strategy was to induce Shuso to do so and punish unreasonable attack to make it end up running out. Abe found Shuso did not seem to put importance on edge pawn balance in Bishop exchange while professional players takes good care of it. He successfully advanced a vanguard pawn on the 9th file that made him feel better.

The game, in general, went as Abe planned before and he defeated Shuso.

Ryuo Watanabe commented in his blog,"I'm relieved as a professional player at first."

Game 2

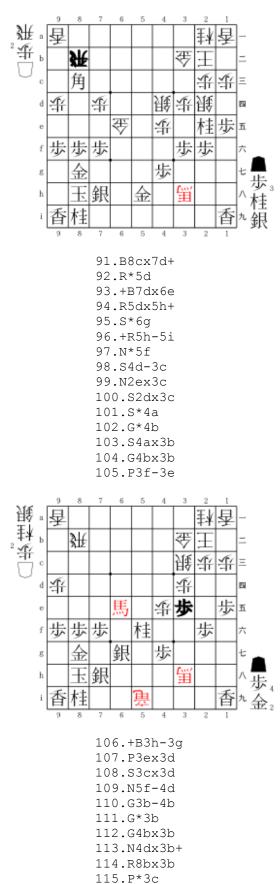
2013-03-30 Sente: PONANZAi Gote: Sato Shinichi, 4. Dan

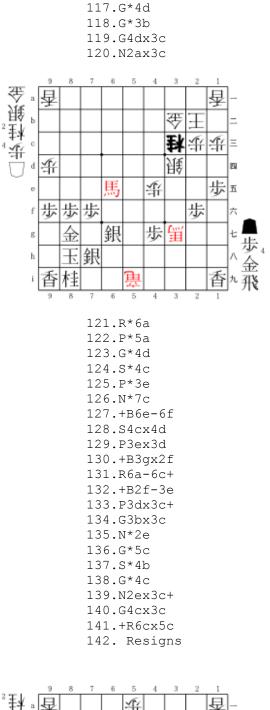
1.P7g-7f	8.S7a-6b
2.P8c-8d	9.S7i-7h
3.P5g-5f	10.P5c-5d
4.P3c-3d	11.S3i-4h
5.P6g-6f	12.S3a-3b
6.P8d-8e	13.S4h-5g
7.B8h-7g	14.B2b-3a

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				3g- 4b-											,	e .	Ť		-1.		銀	-		114	歩	л		
				4i-											1	f 步		步	歩		31	角	患	歩	~	÷		
				6a- 2g-											,	8	1	~	金	•		步	•			ŧ		
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				5b- 5h-										2 ¥	ff :	檀	Ļ	-	, 	Ū		Ľ		Ξ¥	眘]_		
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				6f- 4a-													+			铤	委	-	ľ	- 1	뀨	E		
		37	.S	5g-	6f											4	Ż	_	놳	•		끇	Щ.		-11			
				3a- 9g-													╘	_	-11	₹ł					歩			
		40	.P	9c-	9d													張	尗			角	張	歩	<u>y</u> .	÷		
				7g- 7c-												8	_	<u>~</u> 金	·y.	2214			桂			ŧ		
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				3b- 2i-													_	上桂	¥13		77	-	田	-	香			
				3c-												. E	11	8	7	6	5	4	3	2	1	ļ	∽₂	
				6g-	-														76		60-	-6d						
				5c- 8g-																7.N								
		50	.S	4b-	5c															3.P								
				5f- 5dx																		:6d :6d						
		53	.s	6fx	5e														81	.s	6fx	6e						
				*3i 2h-																		:6e :5d						
				3i-		F													84	l.S	*40	:						
				*5d																б.R Б.В		5c+	-					
		28		5c-	бŊ																							
		59	.P	6e-	6d														81	• +	RDC	x4c	k					









116.R3bx3c



It's said that Ponanza evaluated 30 to 40 million positions per second.

Yamamoto Kazunari, the devoloper, refused to any version of Ponanza to Sato. So Sato had to practice games against former version of Tsutsukana for preparation.

Yamamoto decided not to use Opening Book for this special match, taking advantage of four hours in total as thinking time. He set its first two moves and let it think freely afterwards. Therefore, Ponanza takes certain minutes to make a move even in the opening that made the official watchman from the computer side think that something had been wrong with Ponanza in the opening.

Ponanza allowed Sato to exchange Rook Pawns that made him feel to keep the lead.

Sato allowed Ponanza to advance vanguard pawn on the 1st file that made him feel sorry during the game.

Then Ponanza took the lead in the middlegame, but Sato reversed the position. However, Sato made a mistake again in the endgame due to lots of pressure and lack of thinking time.

It's the first time a machine beat an active professional player.

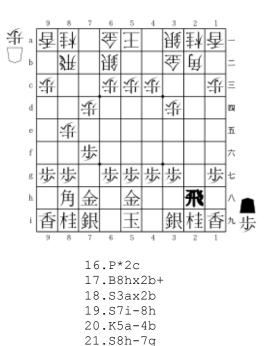
Sato confessed in his blog at 5:25am on the next day of the historical game, "I could still not stop whole body trembling. I'm not sure even whether I'm frustrated or not for some reason. I pay high respects to all people who works on Computer Shogi, including Mr. Yamamoto who developed Ponanza since they had kept trying everyday and spot-lighted the shogi world from a different perspective, however, I wanted to win and should have won."

Watanabe commented in his blog on April 1, "Ponanza was pretty strong after both pieces collided. I knew, without this result, the current computer shogi was equivalent to professional level. But it would become more clearer how it would be really strong in the rest three games. I think It's rather scary than of fun from a players point of view.

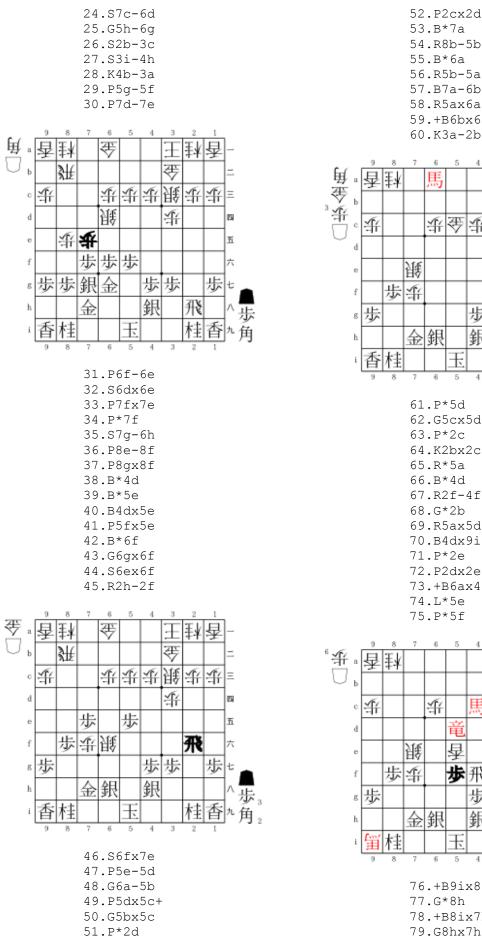
Game 3

2013-04-06 Sente: Funae Kohei, 5. Dan Gote: TSUTSUKANA

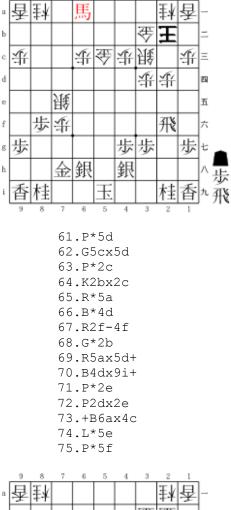
1.P7g-7f
2.P3c-3d
3.P2g-2f
4.P7c-7d
5.G4i-5h
6.P8c-8d
7.G6i-7h
8.G4a-3b
9.P2f-2e
10.S7a-6b
11.P2e-2d
12.P2cx2d
13.R2hx2d
14.P8d-8e
15.R2d-2h

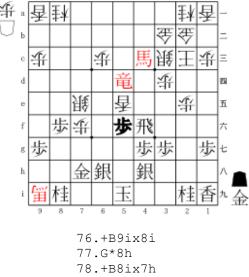


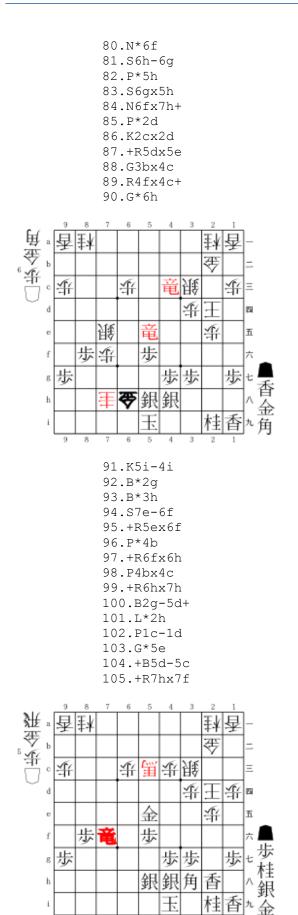
22.S6b-7c 23.P6g-6f



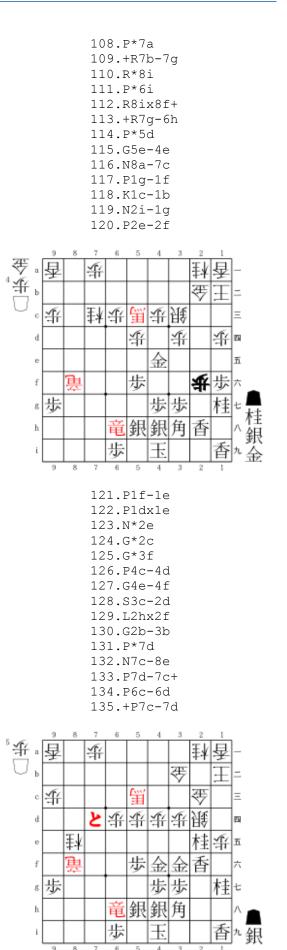
53.B*7a 54.R8b-5b 55.B*6a 56.R5b-5a 57.B7a-6b+ 58.R5ax6a 59.+B6bx6a 60.K3a-2b



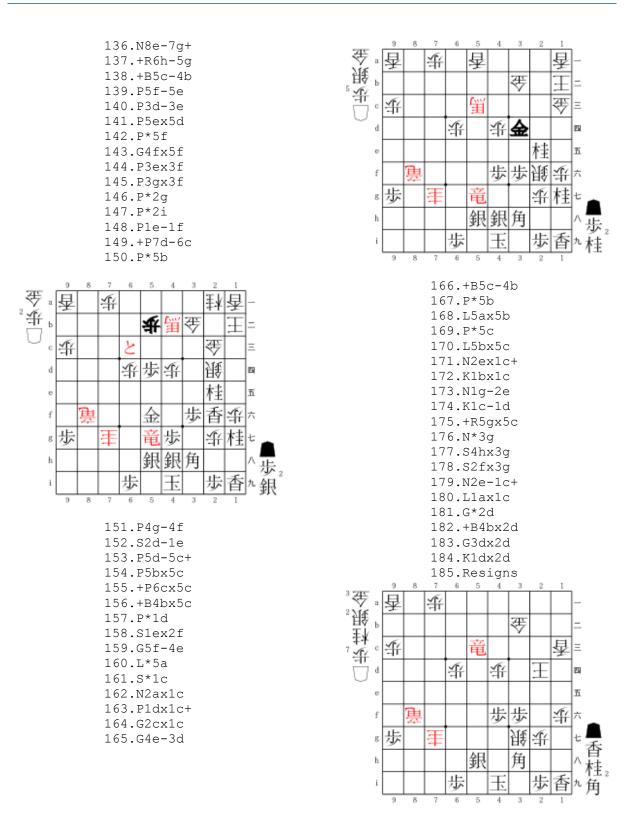




106.K2d-1c 107.+R7f-7b



134



It's said that Tsutsukana evaluated four million positions per second. It ran on just a desktop machine. Ichimaru, the developer, thoroughly followed Yamamoto's strategy. He let it think freely to make a move form the very beginning without using Opening Book.

Funae borrowed former version of Tsutsukana to play many practicing games in advance. However, rented Tsutsukana used its Opening Book. So his prepared scenarios got obsolete only in Tsutsukana's second move of P-7d which Funae did not experience in his preparation against it. Tsutsukana allowed Funae exchange Rook Pawn. Computers seem to put importance on tempo rather than having a Pawn in hand. Tsutsukana attacked first in spite of White.

Tsutsukana dropped a Bishop on 6f as the 41st move which surprised all viewers.

Almost all professional players believed Tsutsukana's Bishop drop for a Gold was unreasonable and Funate took the lead. However, L*5e at the 71st move was beyond their prediction. They were changing their mind with this Lance drop.

Tsutsuka's Silver sacrifice at the 94th was caused by the fact it could not read the possible tsume line one his move before if it went like Gx5h Kx5h +Bx3h+ instead. If it went like that, there would have been a long-line mate for Tsutsukana's King to begin with +Rx2e.

This Tsutsukana's miscalculation made Funae better. However, Tsutsukana's resistance was strong and it made Funae made repeated mistakes in the endgame to reverse the position again.

Funae has kept winning 11 games consecutively before and after the Denou-sen match. He said he learned a lot from practicing games with Tsutsukana as well as playing the special match.

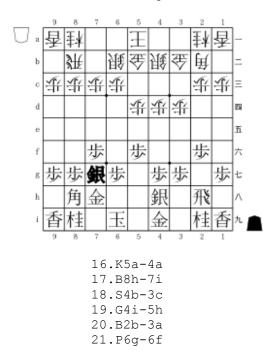
Watanabe commented in his blog: 'We have to see the level of current computer shogi is equal to top 50 of ours.'

Γ

Game 4

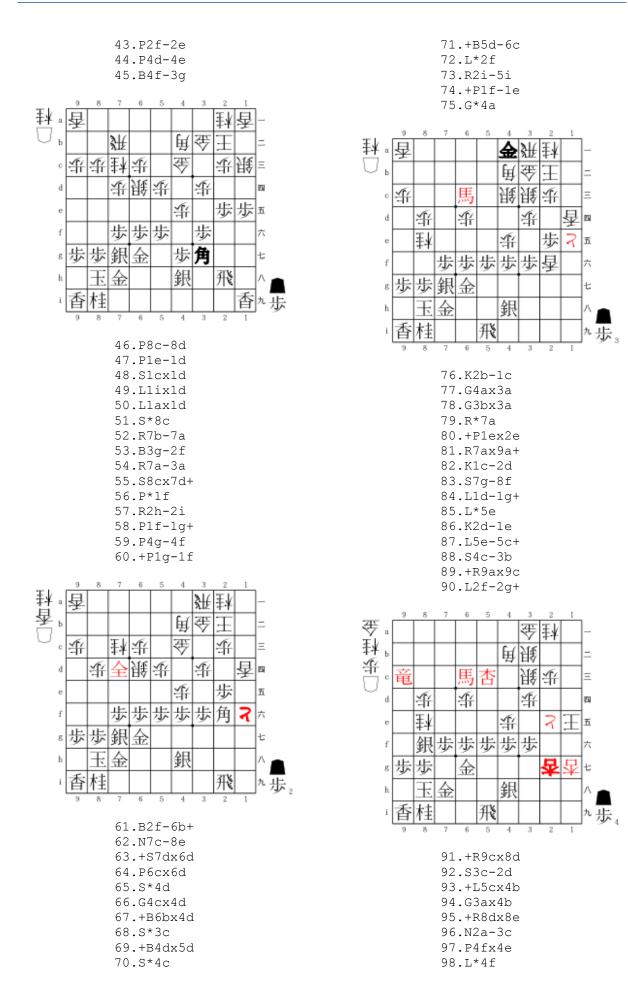
2013-04-13	
Sente: PUELLA	
Gote: Tsukada Yasuaki, 9. Dan	

1.P7g-7f
2.P3c-3d
3.P2g-2f
4.P4c-4d
5.S3i-4h
6.S3a-4b
7.P5g-5f
8.G6a-5b
9.S7i-6h
10.S7a-6b
11.G6i-7h
12.P5c-5d
13.K5i-6i
14.G4a-3b
15.S6h-7g



22.P7c-7d 23.P3g-3f 24.G5b-4c 25.G5h-6g 26.R8b-7b 27.B7i-4f 28.N8a-7c 29.K6i-7i 30.B3a-4b

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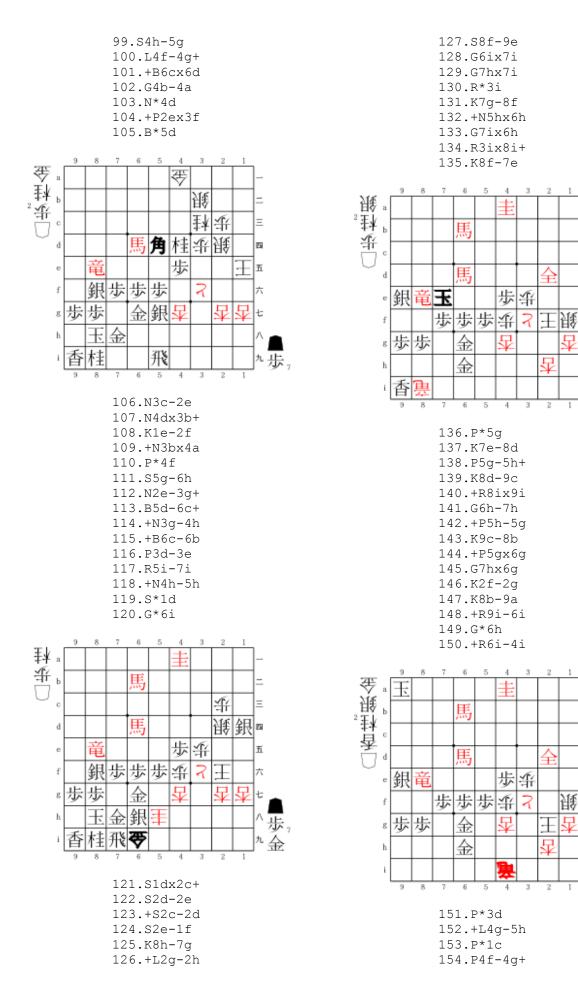
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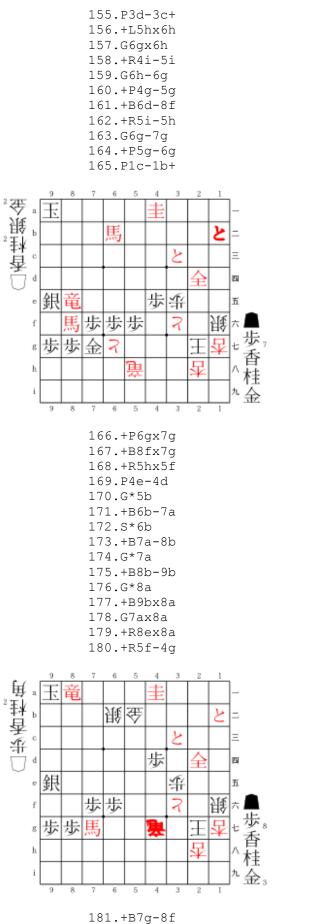
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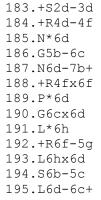
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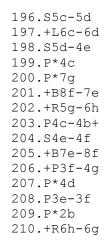


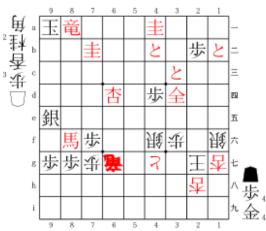


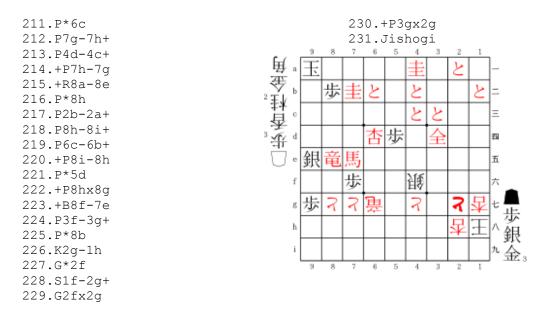
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It is said that Puera @ evaluated four million positions per second.

Ito Hidehisa, the developer, refused to rent former version of Puera. So Tsukada practiced games against Tsutsukana in advance.

Puera @ took the lead from the early stage of the middlegame. Especially, exchanging his promoted Silver for an idling Silver on 6d made most professional players doubt its effectiveness, but it turned out to be a good move later. It's the moment that broke common sense of human players.

Tukada realized he was in the inferior position so he decided to try entering King at the 72nd move of $L^{*}2f$.

Tsukada temporarily lost all his major pieces that meant his piece points would have been insufficient even if you succeeded in entring King. However, Tsukada still stopped resigning the game with a slight hope that there is set to be weakness in entering King in Computer Shogi.

Puera @ also started aiming for entering King, which Tsukada did not predict and felt hopeless, but he could not stop playing since resignation would have determine human team's loss.

And then, Puera @ suddenly started to repeat making Tokins.

Tsukda succeeded in taking two major pieces, and finally, he secured 24 points to offer draw. According to the Denou-sen special rule, rematch was not supposed to occur after impasse.

Tukada lost his words and cried when he was asked by a reporter if he should have resigned during the game after the match. Nobody than Tsukada better understood he kept making moves that professional players should not. All the things he concentrated on was to relay to Miura leaving room to draw with the score of 2-2-1.

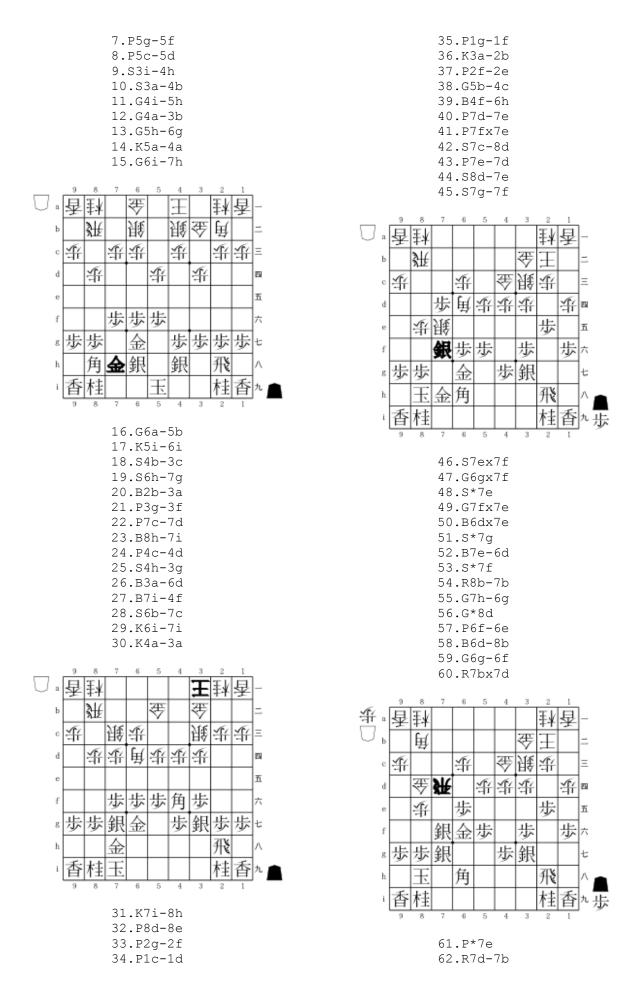
Many viewers were moved by Tsukada's never-giving-up spirit.

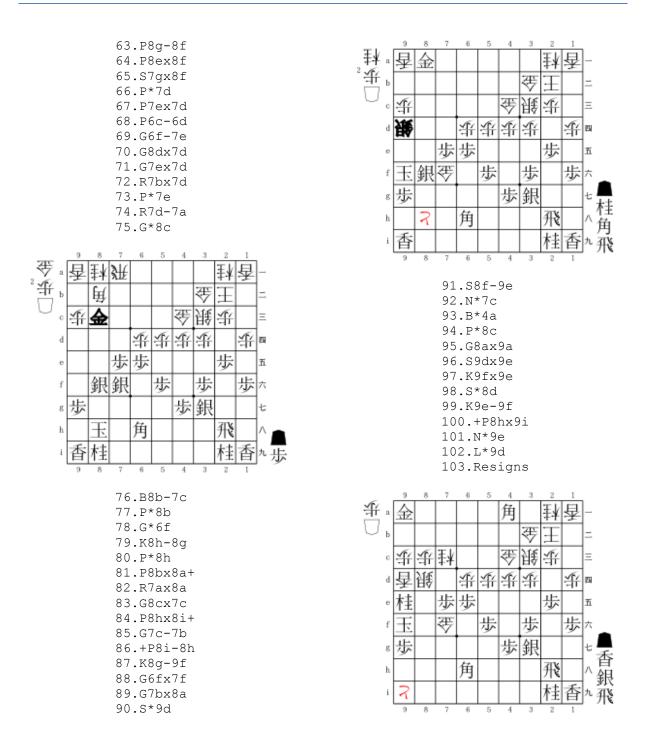
Watanabe Commented in his blog, "I thought it was over then I saw Puera @'s K-7g, but it seemed computer shogi could not calculate piece value in an entering King situation properly. It's difficult to make both a Gold and Pawn one point suddenly."

Game 5

2013-04-20 Sente: Miura Hiroyuki, 8. Dan Gote: GPSShogi

1.P7g-7f	4.P3c-3d
2.P8c-8d	5.P6g-6f
3.S7i-6h	6.S7a-6b





Miura installed GPSShogi in his own computer to practice many times.

GPSSHogi uses clustered 679 computers to evaluate 270 million positions per second. Miura aimed for Waki System in Yagura Opening, However, he changed his plan to punish GPSShogi's P-1d advancement to develop his right Silver to 2f. B-6h was preparation for adopting Climbing Silver.

However, GPSShogi suddenly started hostilities sacrificing Pawn on the 7th file and then moved his right Silver. Miura tried to make the Pawn sacrifice bad move to build thickness of his generals. But he realized that it was not doing as well as he thought when GPSShogi dropped a Gold on 8d. After the resignation, Miura said: "I was not sure where I made it worse."

Watanabe commented in his blog, "Retired Yonenaga Sensei lost last year in the first Denou-sen. Though active players fought this year, I thought my turn was not so close, but it might be too optimistic".

ESC / WOSC in Minsk / Belarus

Nearly 100 participants met from 18th – 21st of Juliy 2013 in Minsk (Belarus) to crown the winner of the World Open Shogi Championship. Against strong competitors it was the just 10-years- old ITO Takumi from Japan who could win the tournament with a score of nine wins and no loss. European Champion became Sergey Korchitsky from Belarus who could beat Victor Zapara in the finale of the Knock-out-tournament with 32 players.

In the Blitz-tournament even three professional players from Japan took part. NAKAI Hiroe, KITAO Madoka and TAKADA Shohei accompanied the Shogi event. NAKAI Hiroe (Lady's 6th Pro Dan) could win the Blitz tournament with a score of 100 %.

Here are the medalists:

World Open Shogi Championship

1	ITO Takumi	Japan	
2	Sergey Korchitsky	Belarus	
3	Artem Kolomiyets	Ukraine	





European Open Championship

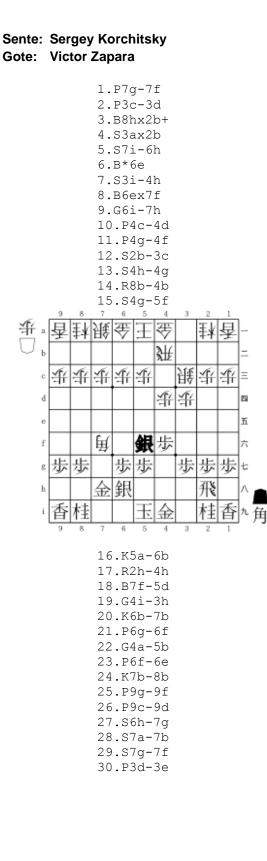
1	Sergey Korchitsky	Belarus
2	Victor Zapara	Russia
3	Artem Kolomiyets	Ukraine

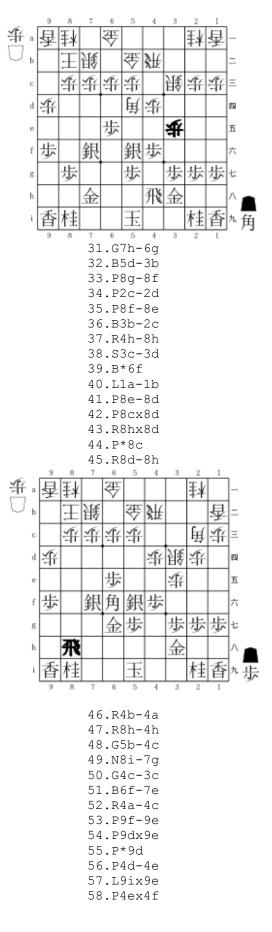
Blitz Tournament

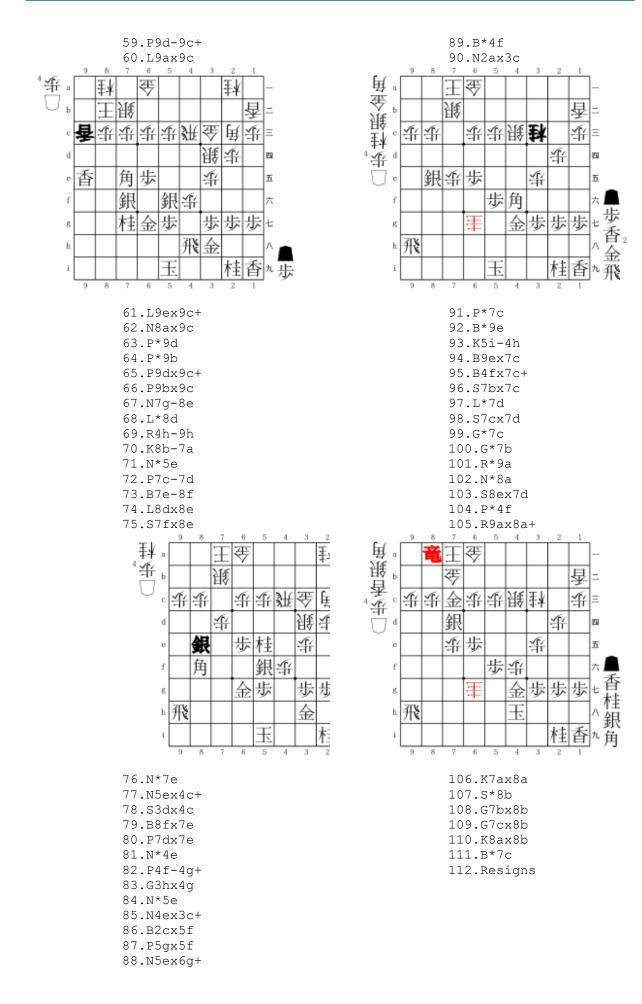
1	NAKAI Hiroe	Japan
2	Vladislav Zakrzhevsky	Belarus
3	Jean Fortin	France

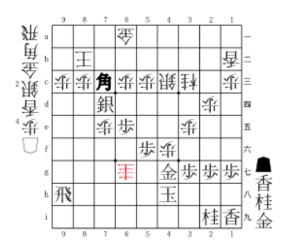
We can present you some games of the event in Minsk.

This is the finale of the ESC between Sergey Korchitsky and Victor Zapara.





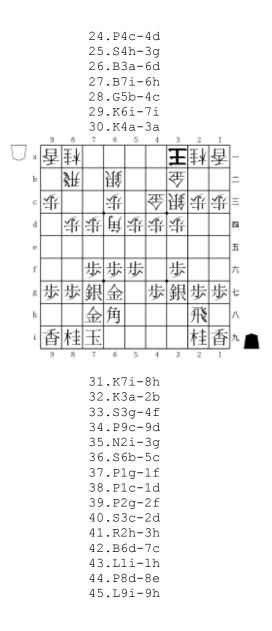


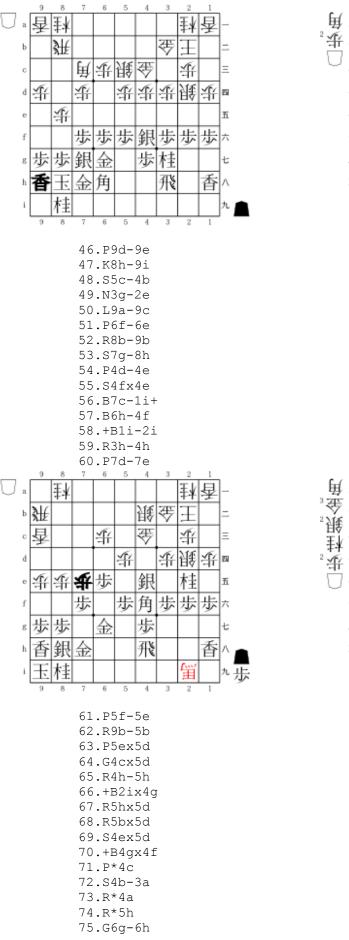


Last but not least a game WOSC's winner ITO Takumi against three-times-European-Champion Jean Fortin.

Sente: Takume ITO Gote: Jean Fortin





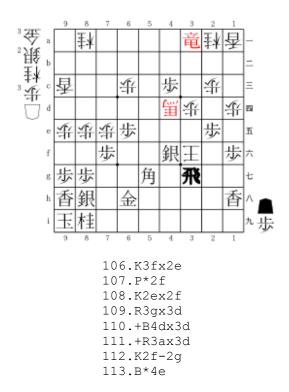


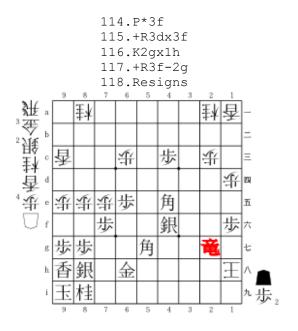


103.S3gx4f

104.K4ex3f

105.R*3g





More informations, more games and photos can be found on http://euroshogi2013.by/en/ .

Here some more impression of the ESC/WOSC 2013 in Minsk (Belarus). Thanks to Andrei Lysenka for the photos.



The tournament room (Photo: A. Lysenka)





The fans ...

(Photo: A. Lysenka)



(Photo: A. Lysenka)

... and the stars!

Knocking to the Professional World's Doors

Since October 2013 Karolina Styczyńska lives in Japan and takes part in the 'Kenshukai', a professional trainingsprogram of the Japan Shogi Association. Here is her report about her first months.

I have been in Japan for 3 months, learning Japanese at my new university and playing in Kenshukai every second week. I live in Yamanashi Prefecture, in city called Kofu. I study at Yamanashi Gakuin University, for now as auditor. Certainly, being in Japan and listening to Japanese everyday helps a lot to learn the language. Now I can understand more, when people speak to me, but still speaking Japanese by myself



Karolina Styczynska with Shogi notables (Photo: property of NHK)

is difficult. I don't give up, I slowly gain vocabulary every day.

Also, I have a lot of new friends at my university, so it is additional motivation to learn. I always have many questions about strange Japanese words or grammar. In future I wish I would meet more people and speak with them in Japanese, so I keep on learning!

This is first time for me to live alone. In Poland I was living with my mother and sister. Remembering about buying food, washing clothes, doing everything without help, this is useful experience that I have gained.

But I guess you prefer to read about shogi related stuff!

In those three months I played many training games, against amateur and professional players. My main task was of course to win Kenshukai games. I also had a planned handicap game against Watanabe Akira on TV. I studied joseki for that.

At first, Kenshukai matches were a total failure. Lost games, one after another, some because of nifu! There was the pressure from journalists who came for interviews and to record me with a camera. Moreover, there were many doubts, new place, new role, new situations. One needs time to accommodate.

Every week I had a chance to sleep on 5th floor of Shogi Renmei Building, since I had to come day before Kenshukai by train from Kofu to Tokyo. Magical place, I had thought, to stay at. And so, after n-th lose in Kenshukai, I have found a hidden fan in one of the drawers. Sign there was: "Perseverance".

It made me think. I chose this way. Way to pros. I don't have any reason to give up. I will fight! The next day I lost again.

Well... Keep fighting! Never give up! Don't those words come also from Naruto manga? Desperate to improve, I talked with my shogi friends. I have asked, "How to study shogi?"

Amateurs and professionals together were saying: study tsumeshogi, watch kifu, play games. In this order. It is difficult to study joseki without understanding them. And to do that, you need to count the moves, hence tsumeshogi training.

Watching kifu give you the right feeling about each stage in game. Playing give you a chance to test yourself in a battle. I used to solve a lot of tsumeshogi in past. But this time I understood, that I need to not stop and study more difficult combinations. It will improve my intuition, concentration and patience. Speed coming from all of that is so important, and helps you with byoyomi pressure...

What is more, every game in Kenshukai is close, there is a handicap system between classes. There are games against professionals and Shoreikai players. It is difficut to remember every joseki. But there is a proverb, "Shogi ha shuban" - everything is decided in the endgame. This is what I concentrate on right now.

After realizing what I need, gaining confidence from everyday shogi training, saying to myself "who cares about seiza" (and asking cameramen to not bother me), I won decisive games and managed to stay in C2 class...

Before Christmas, Shogi God gave me a present, and somehow, I won 3 games in a row on my last 2013 Kenshukai. It is a good chance. Let's use the tempo and win next 3 games to advance. Sounds like shogi match, huh?

I hope I will play this game called life well. Wish me luck!

Karolina Styczyńska カロリーナ・ステチェンスカ

Shogi variant – Mini Shogi

In the Shogi Yearbook 2013 we presented the shogi variant 'Kyoto Shogi'. In this years' issue you will learn sometihing about another variant which is played on a board with 5x5 fields: Mini Shogi.

The diagram shows the setup from left to right: King, gold general, silver general, bishop, rook The pawn is placed in front of the king.

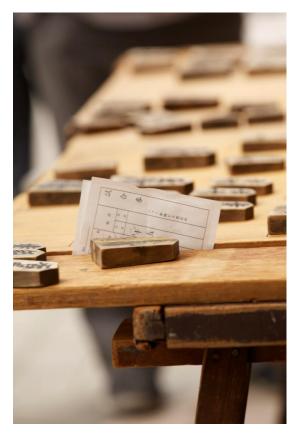
The pieces move exactly like in normal shogi, drops are possible. The promotion zone is just the last rank.

If you try the game you will realize very soon, that there is no safety for the king. A surprising drop can end the game very suddenly.

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Glimpse behind the stage

In this spring Adam Skalny visited Japan and had the great opportunity to see places where every shogi fan wants to be at least once in his life. Adam brought back lots of impressions and lots of photos of his visit. Here is a selection of some highlights. Thank you, Adam, for your kind permission to publish your photos.





Shogidojo in Tokyo



Furigoma in a professional game

(Photo: A. Skalny)



The first move



The press center...

(Photo: A. Skalny)



...and discussions about the game.



Lessons for the next generation of professionals

(Photo: A. Skalny)



The TV studio is just waiting for me!

Shogi festival with 9. Dan Aono Teruichi

On 12. and 13. of october more than 50 shogi enthusiasts from France, Japan, China, the Netherlands, Norway and Germany gathered in Ludwigshafen(Germany) for a very special shogi event. Beside a shogi tournament a well known guest of honour was part of the event. Aono Teruichi, 9th Dan professional player, author of shogi books and chairman of the Japan Shogi Association visited Ludwigshafen and spent two days to teach young and old shogi players. He played handicap games ("Come on! Attack! Attack!") and analyzed games of the tournament. Aono-Sensei gave many hints to increase one's strength and showed how a professional player evaluates a position.

The tournament itself was superb organized as usual. Several rooms of the East Asia Institute had been booked, so every shogi fan could play tournament games, free games, simutaneous games or just have a rest and enjoy a nice look on the river Rhine.

After 5 rounds of hard fight the winners were:

1	Yuhi NISHIDA	Japan
2	Tomohide KAWASAKI	Japan
3	Wouter DE HAAS	Netherlands

The rating group winners were:

Dennis Schneider, (group 2), Wilfried Rösch (group 3), Atilla Celik (group 4) and Fynn Weinhardt (group 5)



(Photo: M. lijima-Rövekamp)

A great event with a great player!

Arigato Aono-Sensei and all the organizers and the team of the shogi festival in Ludwigshafen.

Link: http://www.shoginet.de/component/content/article/55-profibesuche/142-aono-2013.html

Here are some more photos of the event.





Silence ...



... but soon the battle starts.

(Photo: M. lijima-Rövekamp)



Lessons of Aono Senei in theory ...

(Photo: M. lijima-Rövekamp)



... and practical play.

(Photo: M. lijima-Rövekamp)

Interview with Aono Teruichi

During the shogi festival in Ludwigshafen I had the opportunity to interview Aono Teruichi. Frank Rövekamp was so kind to translate.

First I am interested in the life of a professional player. How does a professional prepare for a game?

AONO Teruichi

There are two different types of players. The first type of player says: 'I want t o prepare the variants of my favourite openings again.' The other type of player says: 'Who is my opponent?' He has a look at his games, tries to find weaknesses and matches his preparations with his opponent.

Does a professional use computer programs for preparation?

AONO Teruichi

Computer programs are important because there are hundreds of thousands games available and the use of the computer is essential. The computer is a good tool for preparation. But you can't say that players automatically get stronger because of computers. In shogi it is not sufficient to get much knowledge into your brain.

Will computer programs be stronger than shogi professionals?

AONO Teruichi

It seems to get real that computer programs become stronger than humans. Maybe at the moment shogi and igo are the only games which are not dominated by computers but the best shogi programs do have the strength of professionals. We have to assume that in the future the best programs will win against the best professionals.

Let's go from the professionals to the amateurs. What does an amateur have to do to increase his strength?

AONO Teruichi

For amateurs it is important to find a good balance between the studies of books on one hand and practical play on the other hand. Amateurs who only study books and tsumes won't succeed in playing, and amateurs who only play games don't understand the theory and won't become better. The combination of studies of good books and practical play is the key to success.

You could witness here in Ludwigshafen many European players. Do European players have another playing style than Japanese amateurs?

AONO Teruichi

There is no general difference. However European players often studied books before playing. In Japan the amateurs often just play with their friends without caring about theory.

You are promoting shogi outside of Japan. What has to be done to make shogi as popular as igo for example?

AONO Teruichi

First of all igo has a huge advance of time over shogi which means that there are many go organizations outside of Japan. But it is important that there are people who want to spread shogi. It is obvious that we need people who play shogi but we also need people who get involved with spreading

it. For the Japanese Shogi Association it is a concern to have contact with those who teach and organize shogi events.

One last question: If someone could fulfill three wishes of you concerning shogi, which wishes would you choose?

AONO Teruichi

1. A tournament with participants from 100 different countries.

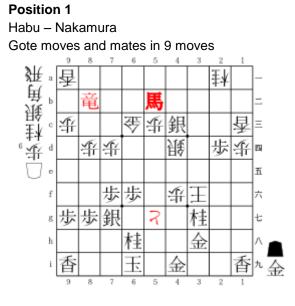
2. Shogi should be a regular school subject.

3. Shogi should be as popular with women as with men. That doesn't mean that all should play shogi intensively but shogi should be a common point of interest, for example by supporting certain players and knowing what happens in the shogi scene.

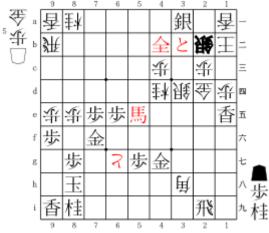
Thank you very much for your time and this interview.

Endgame Problems

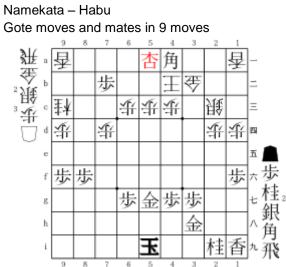
Here you can find a collection of the position of professional games. It is your job to find the checkmate. Solutions can be found at the end of this yearbook.



Position 2 Nakamura – Goda Sente moves and mates in 11 moves



Position 3



Position 4

Namekata – Sato Gote moves and mates in 5 moves



Shogi24.com Player of the Year 2012

In December 2012 and January 2013 there were shogi fans from 44 countries (Argentina, Australia, Australia, Belarus, Belgium, Brazil, Bulgaria, Canada, China, Czech Republic, Denmark , Finland, France, Germany, Great Britain, Hungary, India, Indonesia, Iran, Israel, Italy, Japan, Korea, Latvia, Lebanon, Luxemburg, Malaysia, Mexico, Netherlands, Norway, Philippines, Poland, Russia, Serbia, Singapore, Slovakia, Slovenia, Spain, Sweden, Switzerland, Taiwan, Turkey, Ukraine, USA) who voted for their favourite.

After the first round HABU Yoshiharu and KUBO Toshiaki gained the most votes. The second round between these two players ended on January the 31st. The result: 'Shogi24.com Player of the Year 2012' became HABU Yoshiharu.

The voting for the next 'Player of the Year' started in December 2013 on $\underline{www.shogi24.com}$. This years' candidates are:

At the beginning of 2013 Goda lost his Kio title against Watanabe. Nevertheless he
kept on fighting and reached the finale of the Ryu-O challenger tournament versus
Moriuchi, the finale of the Kisei challenger tournament versus Watanabe and the
finale of the Oza challenger tournament versus Nakamura. He also took part in the
Meijin A-Class and the Osho league.
Again Habu could win the Meijin A-Class convincingly with 8 wins and just one loss.
The title match versus his old rival Moriuchi was lost, but he defended his Kisei title
versus Watanabe, the Oza title versus Nakamura and the Oi title versus Namekata.
Habu also was busy in the Osho league, reached the semifinale of the Ryu-O
challenger's tournament was in the finale of the Kio Challenger's tournament.
Moriuchi could defend his Meijin title again versus Habu with 4-1. He also could win
the Ryu-O challenger's tournament and played versus Watanabe: Here he took the
title with 4 wins and 1 loss. Moriuchi also took part in the Oza challenger's
tournament and reched the semifinale.
Nakamura had again in 2013 the opportunity to fight in a title match. This time he
played versus Habu for the Oza title but lost just by 2-3. Nakamura also play in the
Kisei tournament where he reached the semifinale.
Namekata won the Oi challenger league with 5 wins and no loss and defeated Sato
in the challenger's finale. In the title fight he faced Habu but lost. Namekata also
was busy in the Meijin A-Class.
In the beginning of 2013 Sato lost his Osho title versus Watanabe. But he was busy
in other challenger tournaments. He won the Oi challenger league with 45 wins and
no loss, biút lost the challenger's finale versus Namekata. He reached the
seminfinale of the Ryu-O challenger's tournament an played in the Meijin A-Class,
the Kisei and the Kio challenger's tournaments.
Watanabe had a great start in 2013. He won the Kio title versus Goda with 3-1 and
the Osho title versus Sato with 4-1. For the first time Watanabe hold three different
titles. He tried to win a fourth title in the Kisei title match versus Habu but lost with 1-
3. Watanabe also took part in the Meijin A-Class, Oza challenger's tournament and
Oi league. At the end of 2013 he had to defend his Ryu-O title versus Moriuchi, but
lost his title.

Make your vote for your 'Player of the Year 2013'!

Statistics

Title match statistics

Here are a few statistical facts about the games of the title matches in 2013.

Sente wins	18 games	52,9 %
Gote wins	15 games	44,1 %
Sennichite	1 game	2,9 %

Opening	Sente wins	Gote wins	Sennichite
Double Static Rook	16	15	1
Static Rook - Ranging Rook	2		
Ranging Rook – Static Rook			
Double Ranging Rook			

Top 10 shogi24.com-rating ...

lists the players with the best rating up to the 31th of December 2013.

Position	Name	# of games	Rating
1	Habu	124	2191
2	Moriuchi	40	2104
3	Watanabe	106	2102
4	Goda	70	2055
	Nakamura T.	20	2055
6	Sato Y.	68	2042
7	Namekata	20	2036
8	Sawada	5	2034
9	Fujii	26	2032
10	Nagase	9	2023

Top 10 players who played the most games

Here are some more 'Top 10-lists' from the professional shogi world. The lists are based on the games from April 2012 until March 2013. Thanks to Manabu Terao for publishing them on www.81squareuniverse.com .

Position	Name	# of games
1	Habu Yoshiharu	68
2	Watanabe Akira	61
3	Nagase Takuya	56
4	Maruyama Tadahisa	51
	Ohishi Tadashi	51
6	Fujii Takeshi	48
6	Toyoshima Masayuki	48
6	Itodani Tetsuro	48
6	Sawada Shingo	48
10	Sato Yasumitsu	47

Top 10 players who gained the most wins

Position	Name	# of wins
1	Habu Yoshiharu	51
2	Watanabe Akira	45
3	Nagase Takuya	44
4	Itodani Tetsuro	37
	Sawada Shingo	37
6	Toyoshima Masayuki	35
7	Ohishi Tadashi	33
8	Namekata Hisashi	32
9	Sato Yasumitsu	31
	Fujii Takeshi	31
	Inaba Akira	31

Top 10 players who showed the highest winning percentage

Position	Name	winning percentage
1	Nagase Takuya	78.6% (44-12)
2	Itodani Tetsuro	77.1% (37-11)
3	Sawada Shingo	77.1% (37-11)
4	Habu Yoshiharu	75.0% (51-17)
4	Saito Shintaro	73.1% (27-9)
6	Namekata Hisashi	74.4% (32-11)
7	Inaba Akira	73.3% (31-11)
8	Watanabe Akira	73.8% (45-16)
9	Toyoshima Masayuki	72.9% (35-13)
10	Sugai Tatsuya	68.3%(28-13)
10	Yashiro Wataru	68.3% (28-13)

Top 10 players who made the longest straight wins

Position	Name	# of straight wins
1	Nakamura Taichi	15
2	Sawada Shingo	13
2	Nagase Takuya	13
4	Kanai Kota	12
5	Habu Yoshiharu	10
5	Murayama Yasuaki	10
5	Itodani Tetsuro	10
5	Nagase Takuya	10
5	Sugai Tatsuya	10
10	Fujii Takeshi	9
10	Sato Amahiko	9
10	Sawada Shingo	9
10	Nagase Takuya	9
10	Abe Koru	9
10	Yashiro Wataru	9

Solution of Endgame problems

Solution position 1

1	R*8i
2. G*7i	S*7h
3. K61-7h	B*6g
4. K7h-61	R8ix7i
5. K6ix7i	G*7h and checkmate

Solution position 2

K1b-1c
K1bx1c
K1bx1c
K1c-1b
P*1c
checkmate

Solution position 3

1	R*7i
2. R*6i	S*6h
3. K5i-4h	G*4i
4. K*4i	R7ix6i+
5. K4i-4h	+R6i-5i and checkmate

Solution position 4

1	+R5a-2a
2. K1bx2a	L*2c
3. K2a-1a	G3c-2b and checkmate