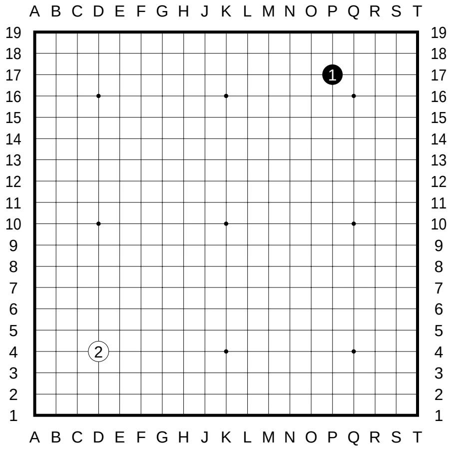
# sweat, 6d
# versus
# lyu, 7d

Jan van der Steen

1993-01-32

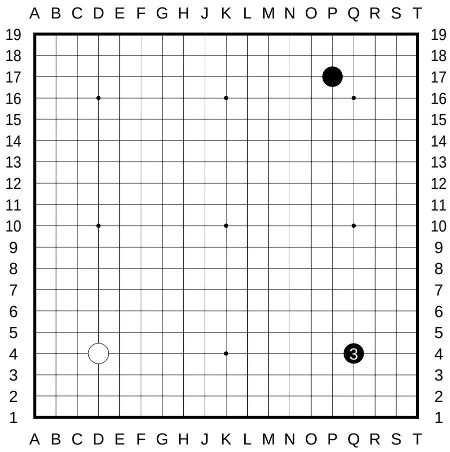
## 1 The Game

**Black:** sweat, 6d
**White:** lyu, 7d
**Date:** 1993-01-32
**Place:** IGS: 128.32.201.46 6969
**Result:** B+Resign



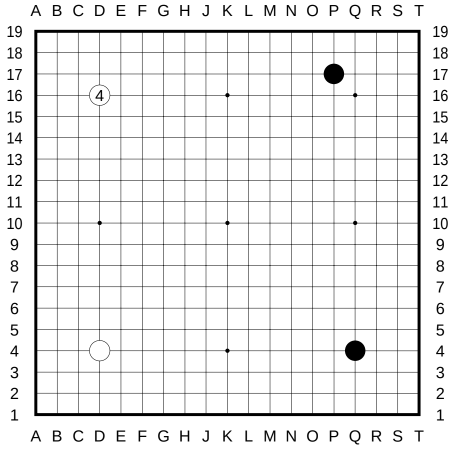
Black 1 – White 2

*lyu(7d)* yes
*rice(1k)* now this is the Super Bowl! :–)
*willfor(3k)* slow game... :)
*jansteen(4d)* Super Goal!
*lanlan(1d)* and always lost their connections
*jansteen(4d)* Already after two moves :)
*lyu(7d)* got it?



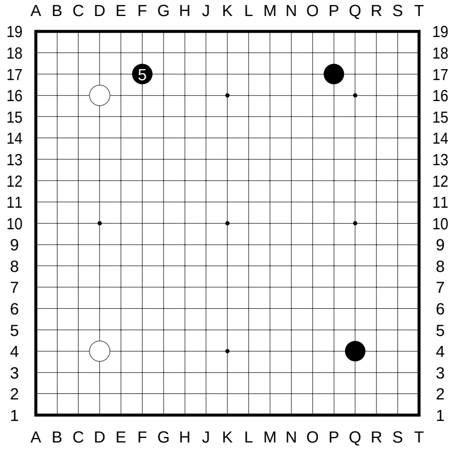
Black 3

*jansteen(4d)* c15 would be in style



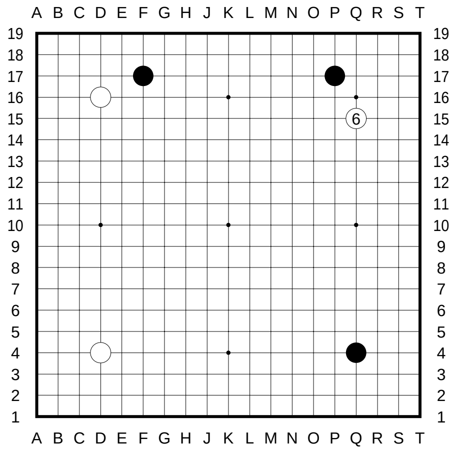
White 4

*rice(1k)* do you guys in Sweden or Holland watch Super Bowl?
*lanlan(1d)* after long thinking still q4



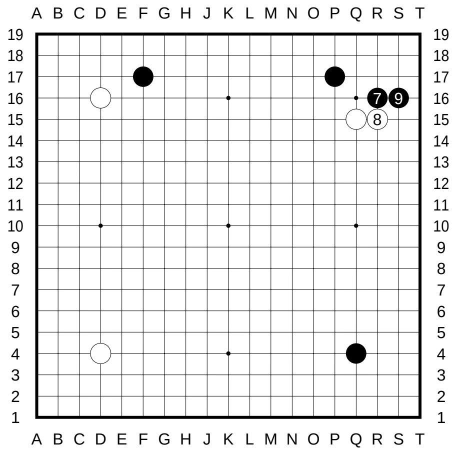
Black 5

*jansteen(4d)* They don't transmit it on TV unfortunately rice
*willfor(3k)* not me, but some do.



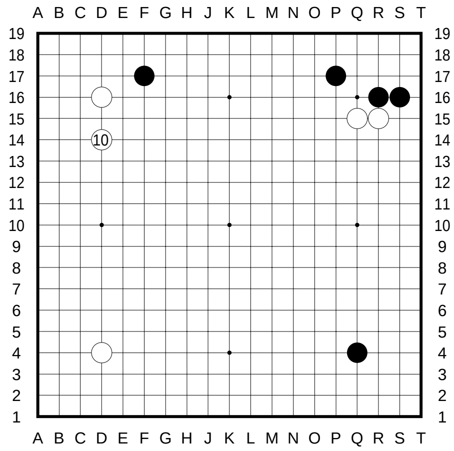
White 6

*rice(1k)* i see. anyway, IGS games are better. :–)
*jansteen(4d)* lyu is going for influence again
Right!



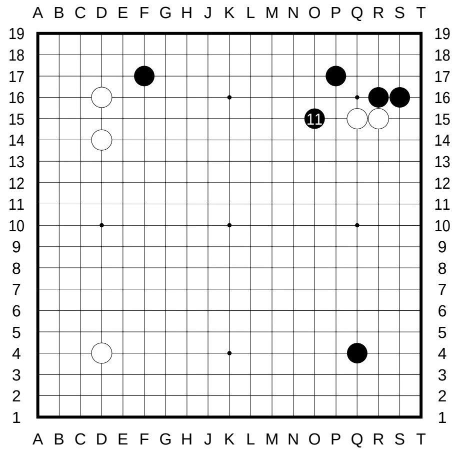
Black 7 – Black 9

*lanlan(1d)* sweat's rating is higher than lyu
*rice(1k)* of course, if I AM IN THE SUPER BOWL, it would be a different story. :–)
*jansteen(4d)* that's suprising. Who is sweat actually?



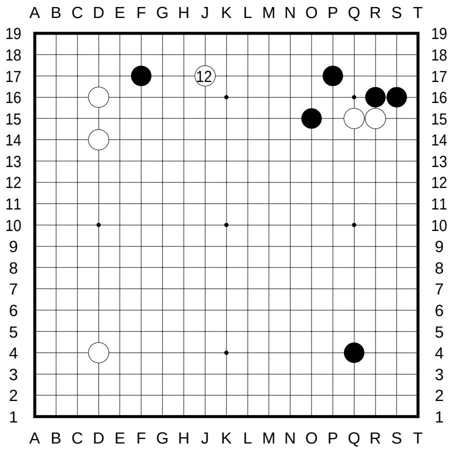
White 10

*willfor(3k)* rating seems to be buggy. I get higher rating even when I'm not playing.
*lanlan(1d)* maybe another korean guy



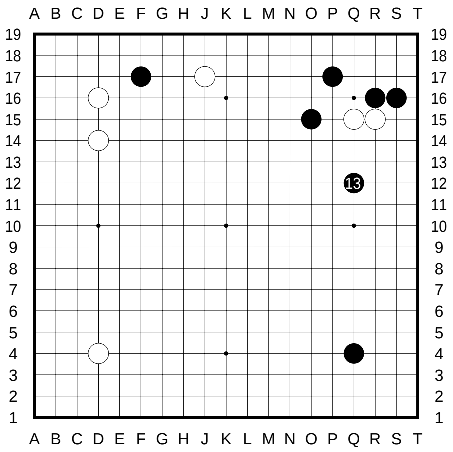
Black 11

*lanlan(1d)* yeha , and i become 3d now...
*jansteen(4d)* I expected d14 at f16 and cross cut next



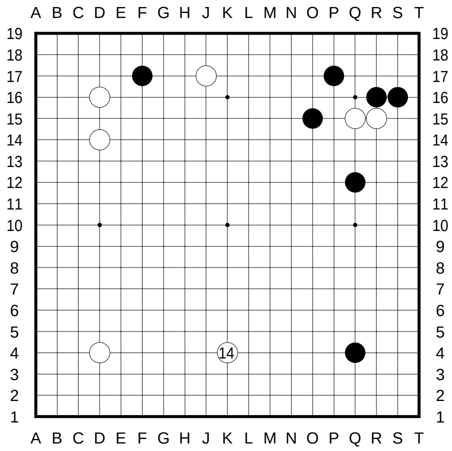
White 12

*jansteen(4d)* That's natural willfor, it's an iterative process and not closed system
*lanlan(1d)* isnt q12 very severe?
*willfor(3k)* so old games can affect rating?



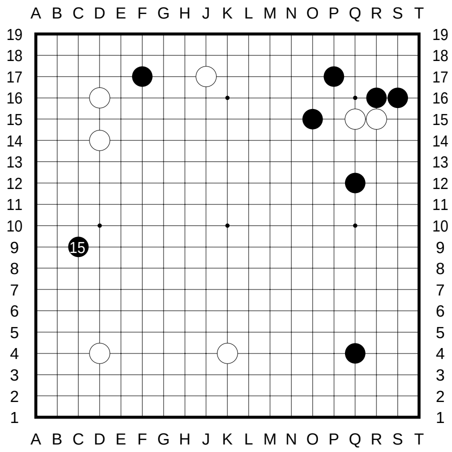
Black 13

*lanlan(1d)* ha , i m 7d now:)
*jansteen(4d)* The q15 stones are treated light by lyu



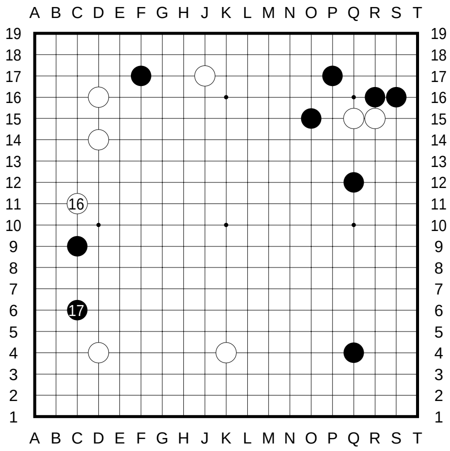
White 14

*jansteen(4d)* right willfor, and also if people leave the system your rating might raise or drop
*rice(1k)* yeah, w gained moves at other places.
*lanlan(1d)* but q15 stones are very big
*jansteen(4d)* remove the two white stones and look at black's shape
*rice(1k)* c6?
*dbs(NR)* q15 is abandonable because b stone s16 exist!



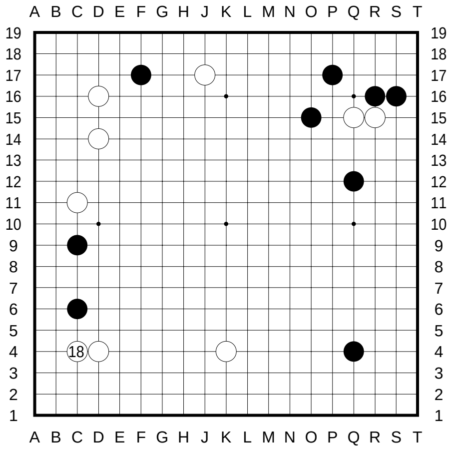
Black 15

*dbs(NR)* q 15 not that big.



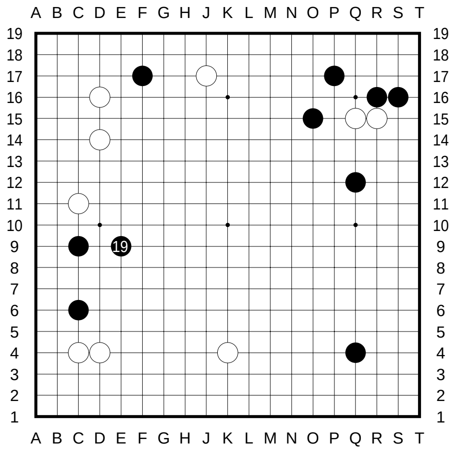

White 16 – Black 17

*jansteen(4d)* right dbs, q15/s16 is kikashi exchange
*rice(1k)* what's kikashi?
*jansteen(4d)* forcing move
*rice(1k)* thanks. sounds like japanese.
*jansteen(4d)* It's Japanese :)
*rice(1k)* oh. :–)
*jansteen(4d)* But handy to express in few characters



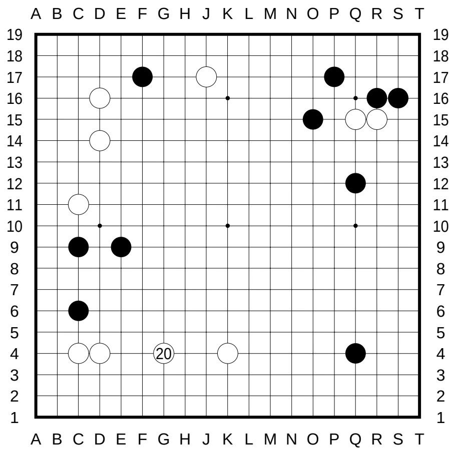

White 18

*jansteen(4d)* lyu's opening reminds me of Go Seigen's game
*rice(1k)* c4 good block.
*jansteen(4d)* swift and light :)



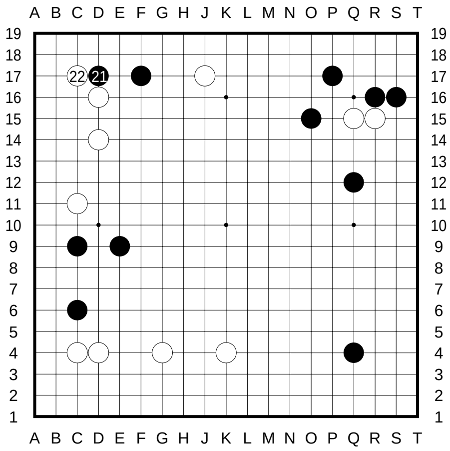

Black 19

*Shusaku(6d)* c4? Why not just plain c5?
*lanlan(1d)* i think c5 is better
*jansteen(4d)* i prefer c4



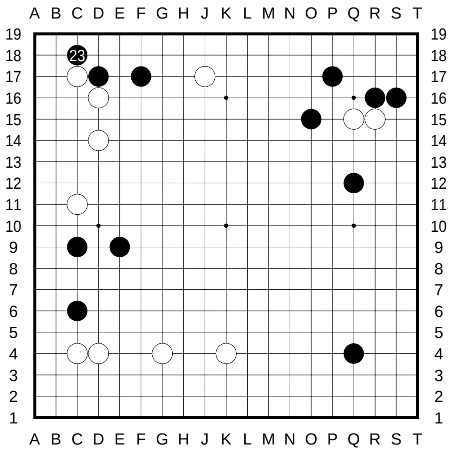

White 20

*tweet(NR)* i like b5 :)
*dbs(NR)* I think lyu learned and studied lot from takemiya.
*lanlan(1d)* hello tweet
*jansteen(4d)* hi tweet!
*rice(1k)* wow, many variations.
*tweet(NR)* hi



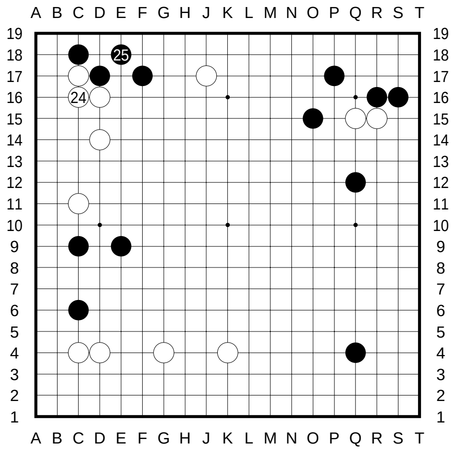
Black 21 – White 22

*jansteen(4d)* But this opening doesn't look like Takemiya game



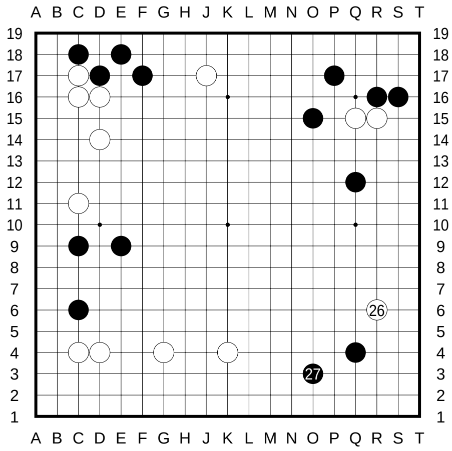
Black 23

*jansteen(4d)* It's untypical lyu
*lanlan(1d)* who is takemiya?
*jansteen(4d)* What do you think of upper right corner tweet, reasonable?
*rice(1k)* jansteen, please, translate your japanese –– what is takamiya?
*tweet(NR)* i did not see the sequence evolve, so no comment.
*jansteen(4d)* wu3 gong
*lanlan(1d)* i c
*jansteen(4d)* wu3 gong sheng4 shu4
*lanlan(1d)* but takamiya always have d10 and k10....
*jansteen(4d)* ok tweet
That's Pinyin (Chinese ascii system :)
*lanlan(1d)* w screwed up
*jansteen(4d)* why lanlan?



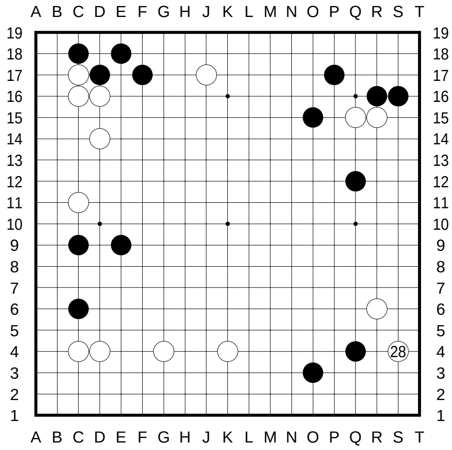
White 24 – Black 25

*lanlan(1d)* because c18 is lyu's favourate:)



White 26 – Black 27

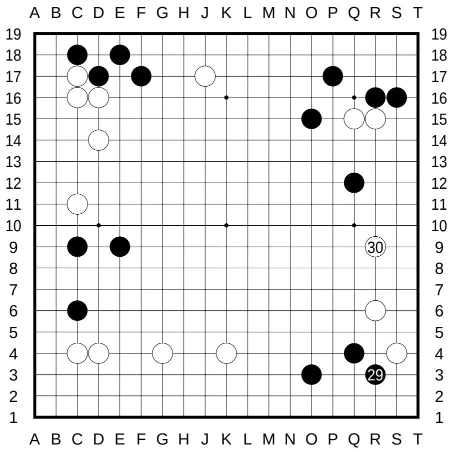
*lanlan(1d)* sweat must have studied lyu's moves...



White 28

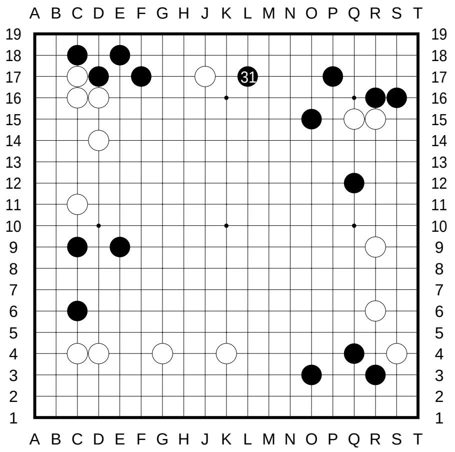
*lanlan(1d)* so he plays d17 and c18

*jansteen(4d)* right lanlan :), s4 now?



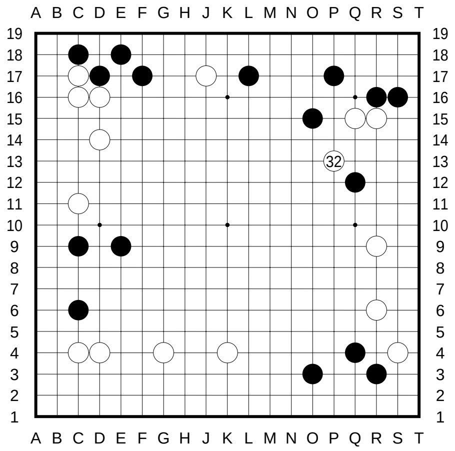
Black 29 – White 30

*lanlan(1d)* i like e18:)



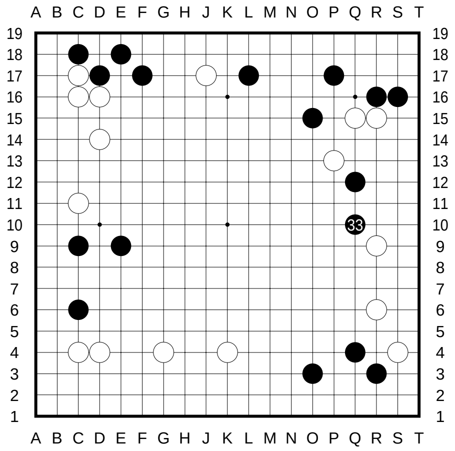
Black 31

*lanlan(1d)* that's beautiful
*chuck(NR)* why not r13
*jansteen(4d)* it's kind of standard sequence lanlan :)
*lanlan(1d)* must be from book



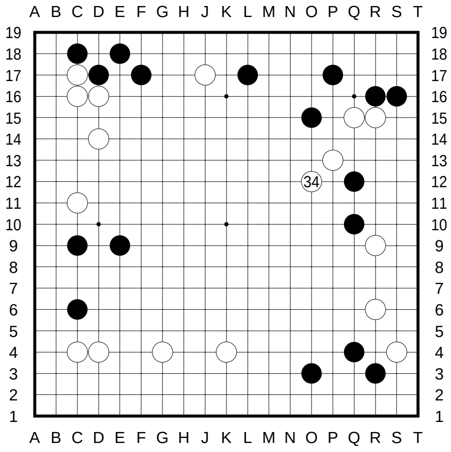
White 32

*rice(1k)* beautiful standard.
*lanlan(1d)* but i seldom read books now, i m lazy
*jansteen(4d)* adding another stone there might be over—concentration chuck



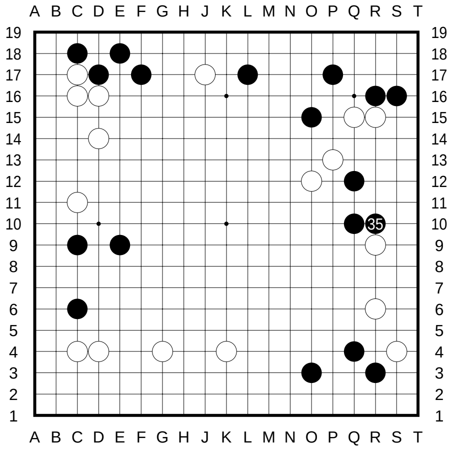
Black 33

*jansteen(4d)* look at sweat's info lanlan!
*lanlan(1d)* now w notice his s16



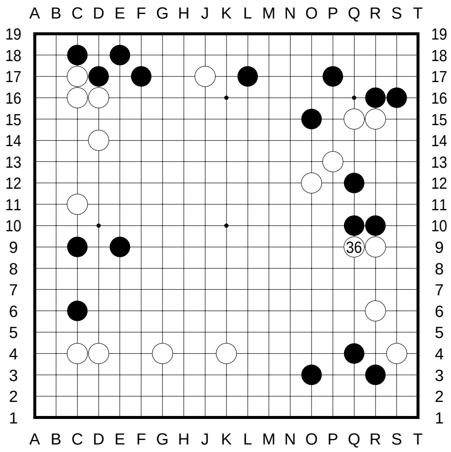
White 34

*rice(1k)* i like sweat's info. work hard!



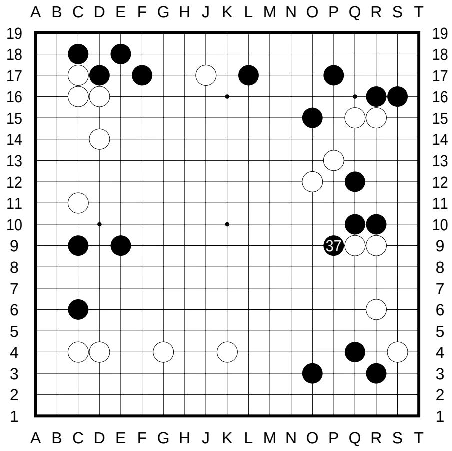
Black 35

*lanlan(1d)* that must be implying me....
*jansteen(4d)* it's funny, he's on IGS quite often :)



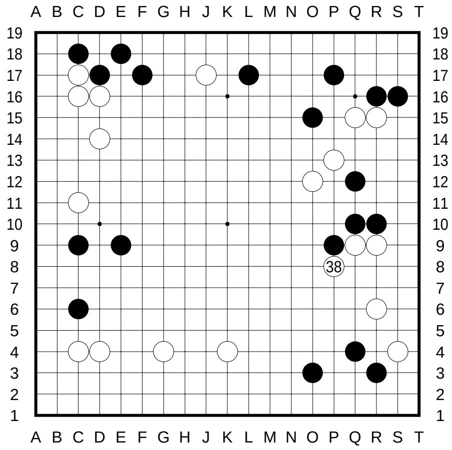
White 36

*rice(1k)* hahaha...
*lanlan(1d)* but i didnt tell him i am lazy
how come he knows
*jansteen(4d)* he can feel tha lanlan
*rice(1k)* i don't like lyu's info. makes no sense to me. :–(
*lanlan(1d)* i dont like either



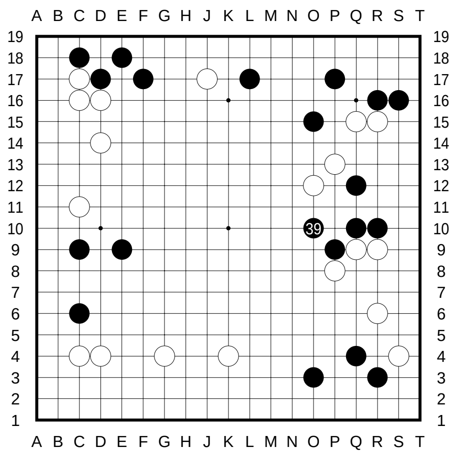
Black 37

*jansteen(4d)* lyu has two accounts, one for even, one for H–games
*lanlan(1d)* and lzy's
it's unnecessary
*rice(1k)* i see! (but he always logs on as lyu :–)
*lanlan(1d)* no, sometime lzy
*jansteen(4d)* recently yes, sometimes lzy



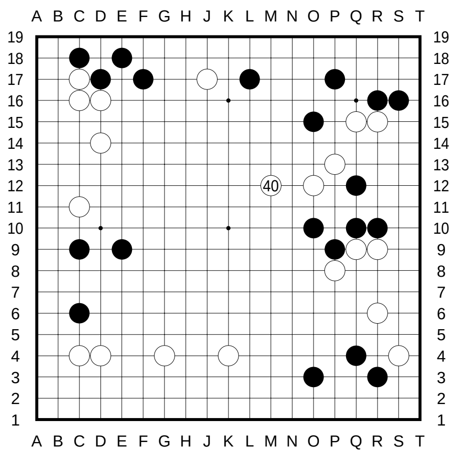
White 38

*rice(1k)* b looks good.
*tweet(NR)* rice soup
*chuck(NR)* w look prettier



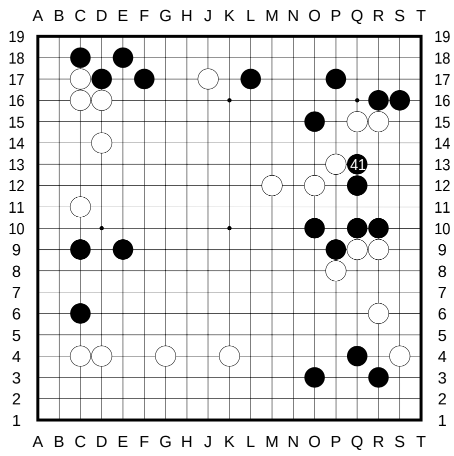

Black 39

*lanlan(1d)* :)
*rice(1k)* no offense, please!
*sws(6d)* j17 may get eaten
*chuck(NR)* come down, rice, :–)
*lanlan(1d)* why not p11 jan?



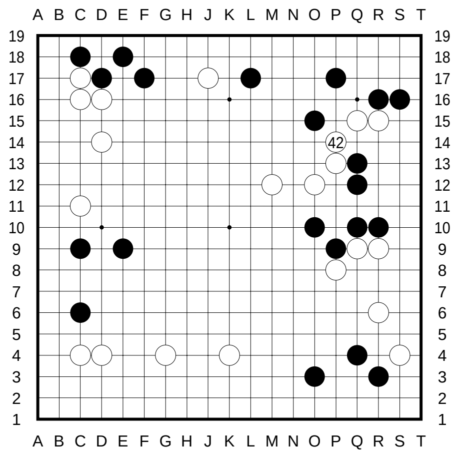

White 40

*zodiac(2k)* o8
*chuck(NR)* I did not ,ean to offend you



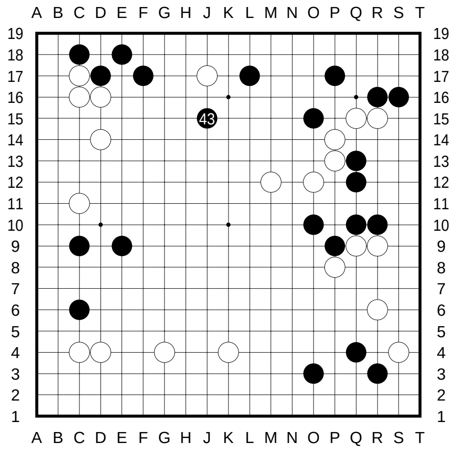

Black 41

*rice(1k)* i know. you guys are much nicer than the media people.
*lanlan(1d)* what is media people?
*jansteen(4d)* peep is too early lanlan, first escape, later exploit weaknesses



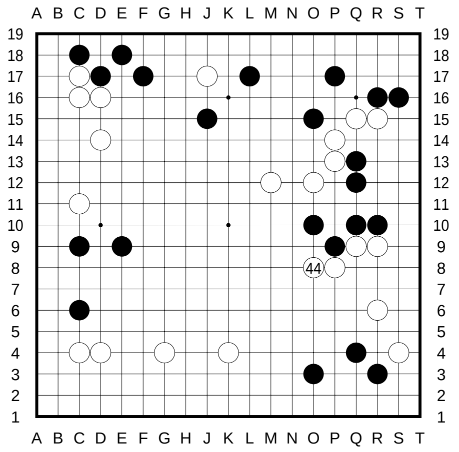

White 42

*rice(1k)* reporters. TV, newspapers.
*lanlan(1d)* i mean b , why b play o10 instead of p11?
isnt p11 looks more beautiful?
like e18?
*jansteen(4d)* p11 is better shape, it moves to the centre
*al(NR)* q8?
*lanlan(1d)* you mean o10 ?
*jansteen(4d)* I didn't like w p8
*lanlan(1d)* i c thanks jan
*jansteen(4d)* right lanlan, B o10



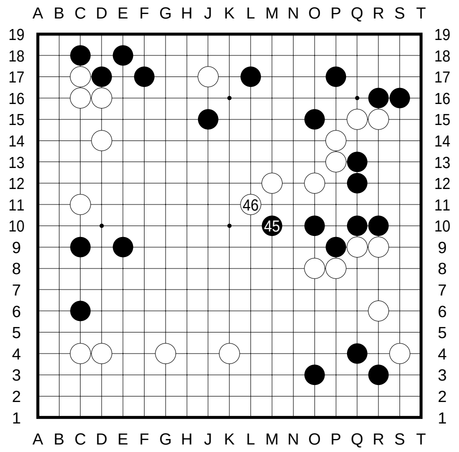
Black 43

*jansteen(4d)* typo?
*chuck(NR)* why jans.?
*rice(1k)* j14 −−> 50−yard long pass. caught!
*chuck(NR)* why u did not like??
*lanlan(1d)* then why b q13 instead of p14?
*jansteen(4d)* at this moment i don't see any purpose for w p8
*lanlan(1d)* p14 can eat q15 stones right?
*rice(1k)* p8 −−> roughing the referee.



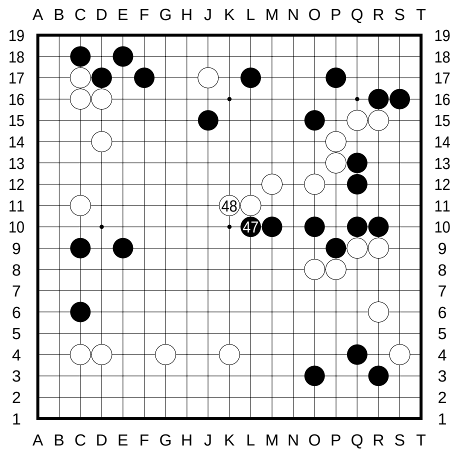
White 44

*lanlan(1d)* b o8 is a good point
oops , lyu thinks as i :)
*sws(6d)* n' q15 stones too small, b right side group more important
*jansteen(4d)* you have good sense lanlan!
*xray(???)* game looks easier for b.
*lanlan(1d)* i c, thanks sws
*rice(1k)* but w is very physical. b has to hang on to the 4th quarter.
*lanlan(1d)* what is physical?
*sws(6d)* i think b should have taken o8
*lanlan(1d)* is there any mental stuff?
*jansteen(4d)* agree sws!
*lyu(7d)* sure
*rice(1k)* physical = tough. a lot of body contacts.
*lanlan(1d)* agree too
o8 is very importatn
*rice(1k)* what? j14 long pass was called back.



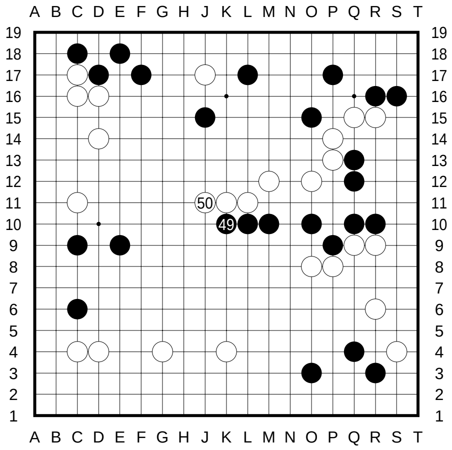
Black 45 – White 46

*sws(6d)* maybe k12 not j14 or j15, then w runs out, then b o8
*jansteen(4d)* you seem to like football rice :)



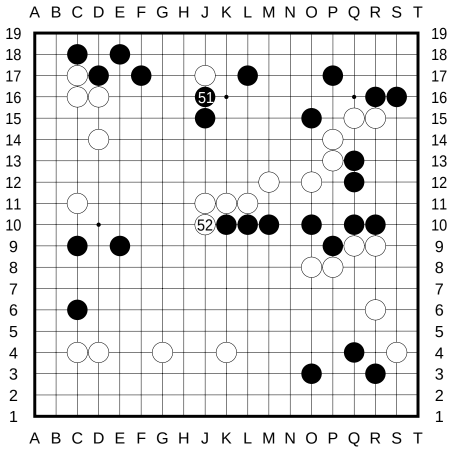
Black 47 – White 48

*rice(1k)* ha... you don't watch football, jansteen.



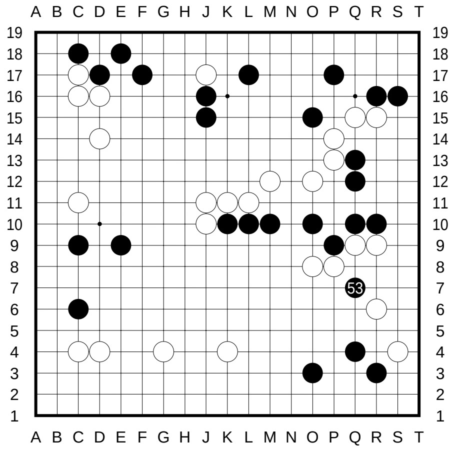

Black 49 – White 50

*lanlan(1d)* he declared himself a famous football playerrr
*jansteen(4d)* I watch when they broadcast, not often though
*sws(6d)* tonight superbowl in us?
*rice(1k)* yes. 2 hours from now.



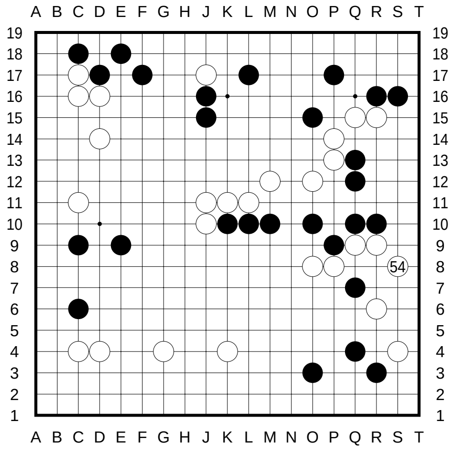

Black 51 – White 52

*al(NR)* is there a rice in this superbowl?
*rice(1k)* :–(
*sws(6d)* yes. how did you know?



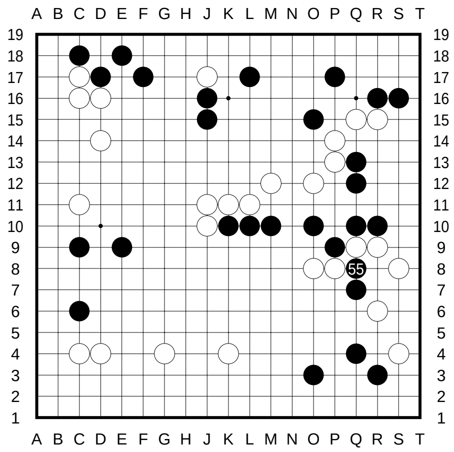

Black 53

*sws(6d)* :–)
*jansteen(4d)* Just a lucky guess sws :)
We played twice
*rice(1k)* i need one more yard in a super bowl to set another record!!!
*sws(6d)* many years ago
*jansteen(4d)* right, we're old



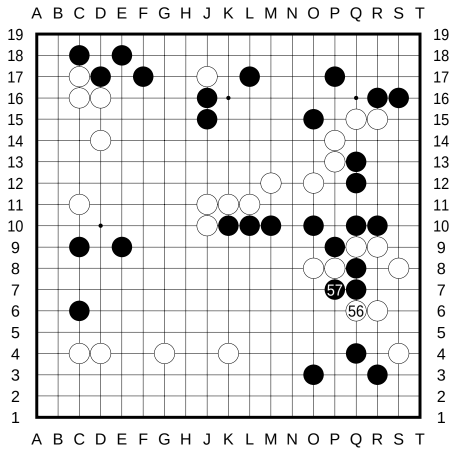

White 54

*sws(6d)* i'm coming to ing tournament in march
*lanlan(1d)* i dont undrestand s8
*jansteen(4d)* s8 connects r6 and set's up s10
*lanlan(1d)* what does s8 mean?



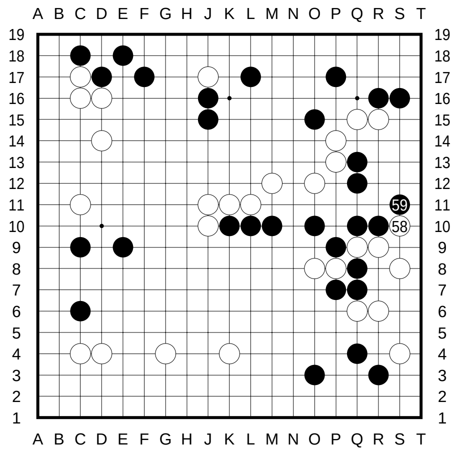
Black 55

*jansteen(4d)* good sws, we might meet again :)
*lanlan(1d)* but q8 is powerfu;



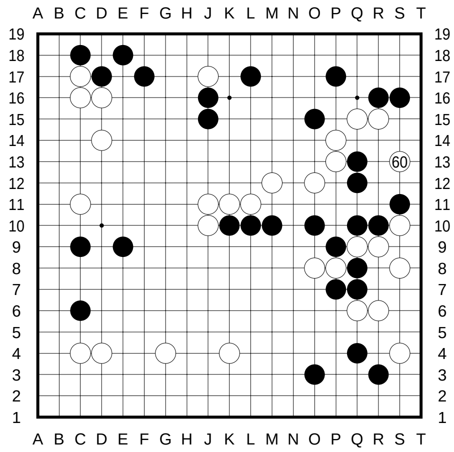
White 56 – Black 57

*chuck(NR)* hard to tell now
*sws(6d)* yes but if w q8 then b r7 is too hard for w



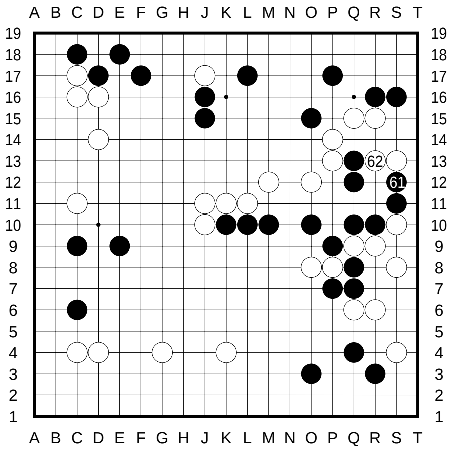
White 58 – Black 59

*lanlan(1d)* so q7 is very good move
*jansteen(4d)* Another reason why p8 might have been questionable
*rice(1k)* interesting game so far.
*jansteen(4d)* agree rice
*chuck(NR)* q7 is an aggressive move for sure, i doubt it was over
*sws(6d)* well not clear to me. if b stones get captured he loses points
*xray(???)* n7 will settle all black's groups.
*al(NR)* b has n10 weakpoint.
*rice(1k)* that simple?
*sws(6d)* does it work?



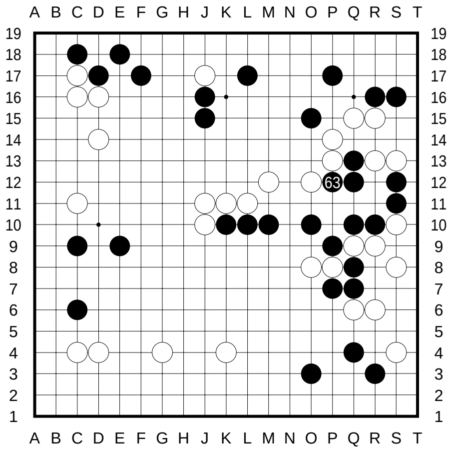
White 60

*sws(6d)* i mean n7 or o7
*chihyehc(4k)* WOW!
*lanlan(1d)* w greedy
*al(NR)* don't understand s13.
*rice(1k)* their overtime is longer that the regulations. weird.



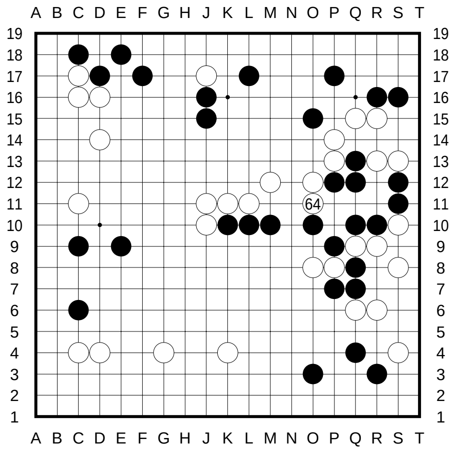
Black 61 – White 62

*sws(6d)* s13 threatens cuts with p11, r11
*jansteen(4d)* that's lyu style rice
*lanlan(1d)* n7 now
*sws(6d)* and takes b eyes
*watanabe(4d)* threatening p11?
*sws(6d)* i do not believe in n7



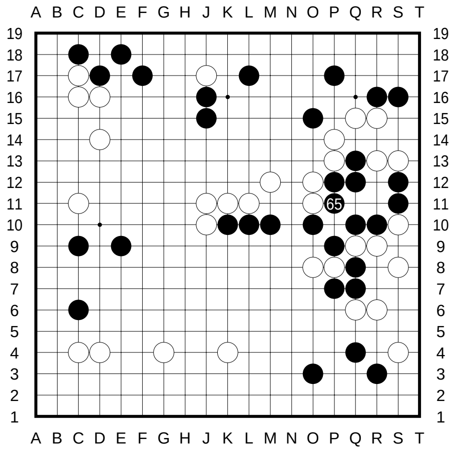
Black 63

*jansteen(4d)* right watanaba
*rice(1k)* oh. you mean he likes long overtime?



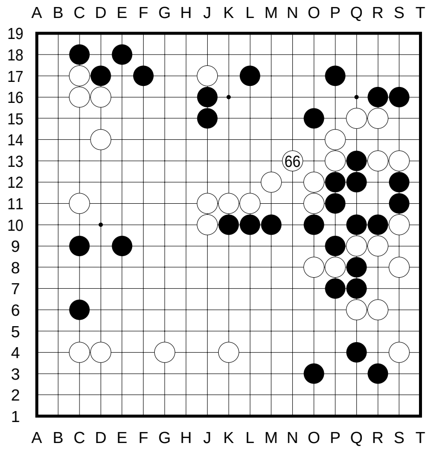
White 64

*jansteen(4d)* sorry, watanabe



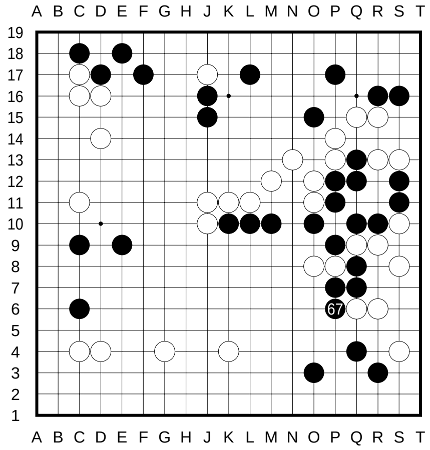
Black 65

*jansteen(4d)* right rice
*lanlan(1d)* o9?
*rice(1k)* but in football, overtime is painful!
*xray(???)* p11 leaves ko.
*rice(1k)* is w forcing b to live here?
*sws(6d)* but w is too weak now to cut
*chihyehc(4k)* b's territory is not enough right?
*jansteen(4d)* wrong :)
*chihyehc(4k)* :-(
*jansteen(4d)* :)
*al(NR)* o7 o6?
*sws(6d)* w is looking for a good way to defend o13
*chihyehc(4k)* how do you think j17 w; jansteen?
*lanlan(1d)* j17 should be dead
*jansteen(4d)* for the moment it's quite weak
white might use it later to invade n17
though
*chihyehc(4k)* thanks you both.
*sws(6d)* any predictions? n14 looks like shape
*jansteen(4d)* lot of energy in next white move



White 66

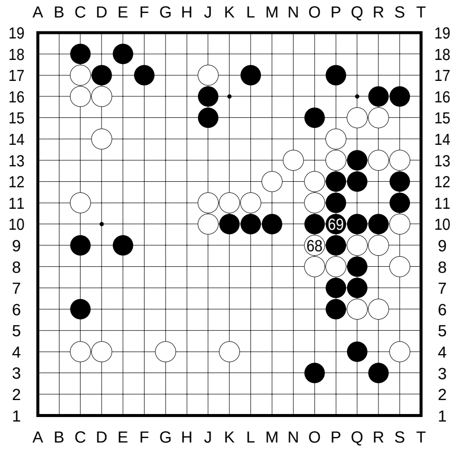
*sws(6d)* or lot of desparation?
*rice(1k)* you were off by an inch, sws!



Black 67

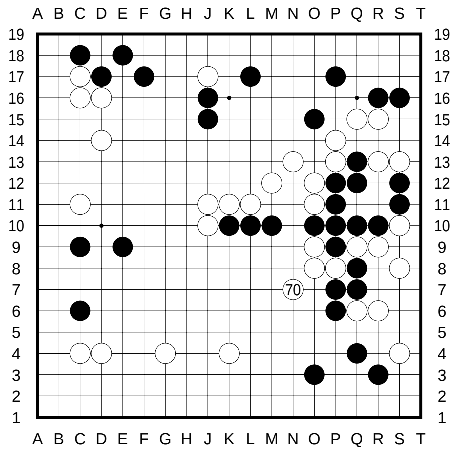
*chihyehc(4k)* funny sws
*xray(???)* you must have a big screen rice :-)
*sws(6d)* n13 is stronger. why am i funny?
*chihyehc(4k)* no I mean the previous guys funny comment
*xray(???)* p6 threatens s7.
*sws(6d)* agree
*chihyehc(4k)* :)
*sws(6d)* :====\]
*lanlan(1d)* b looks not bad
*chihyehc(4k)* what's that face mean? sws?
*watanabe(4d)* also n7?
*sws(6d)* but w will eat center group
*lanlan(1d)* you sure sws?
*sws(6d)* sorry my face needs more than 1 line
*lanlan(1d)* i think this group is no way to die
*chihyehc(4k)* express it again.
*watanabe(4d)* white r8 then black n7 would seem to put black ahead
*jansteen(4d)* w is not happy

n13 was played with n10 in mind, this seems to be void



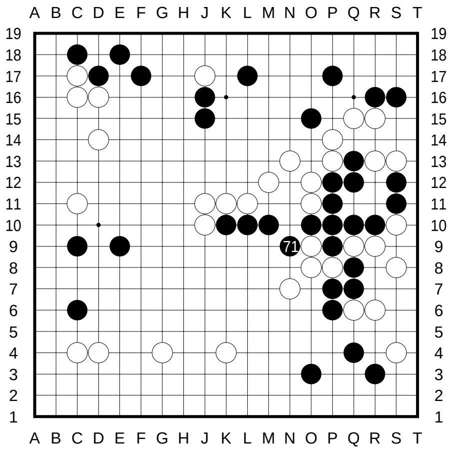
White 68 – Black 69

*jansteen(4d)* Now, white might prefer sws's move at n14 or m14 to invade upper edge
*lanlan(1d)* p10



White 70

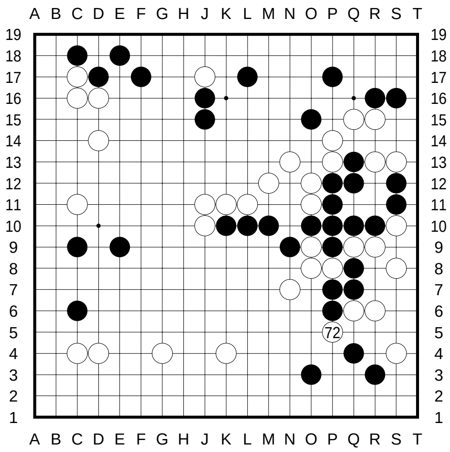
*chihyehc(4k)* where is your face? sws?
*lanlan(1d)* how about r8 for b
*sws(6d)* i send you a picture
*chihyehc(4k)* really? wait...
*jansteen(4d)* we should make a gif database with IGS players faces :)
*watanabe(4d)* force with s7 first, then n9?
*sws(6d)* two pictures, before and after game
*lanlan(1d)* good , watanabe
*chihyehc(4k)* good idea instead of boring words.



Black 71

*sws(6d)* maybe force with r8,s9,s7,s6,r7,t7. but very difficult

*lanlan(1d)* how about eat w s8 s4 but ive up m10?



White 72

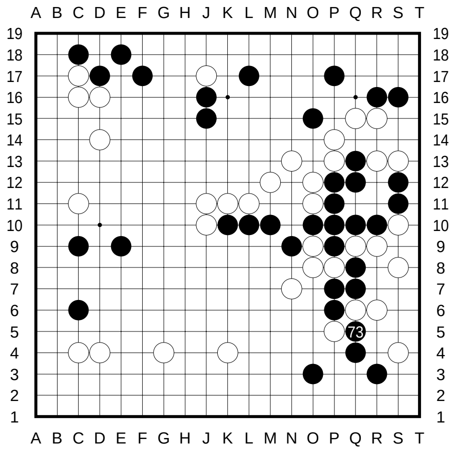
*jansteen(4d)* agree watanabe, s7 good forcing move now it's too late

*lanlan(1d)* now it's gone

*jansteen(4d)* b s7 is answered by s6 lanlan

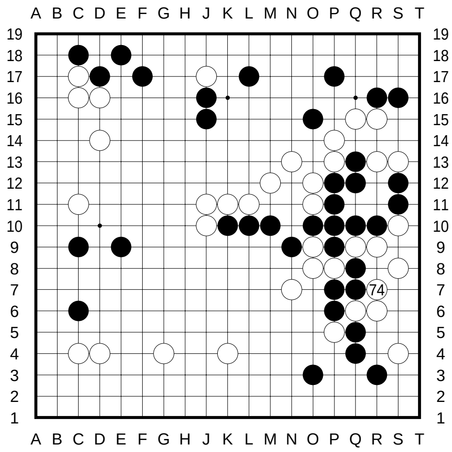
*sws(6d)* see? w eats b center

*lanlan(1d)* o5



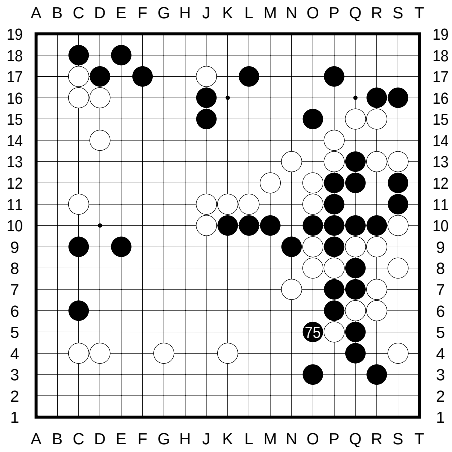
Black 73

*sws(6d)* i did not like j15,j16. W j10 is worth 200 points



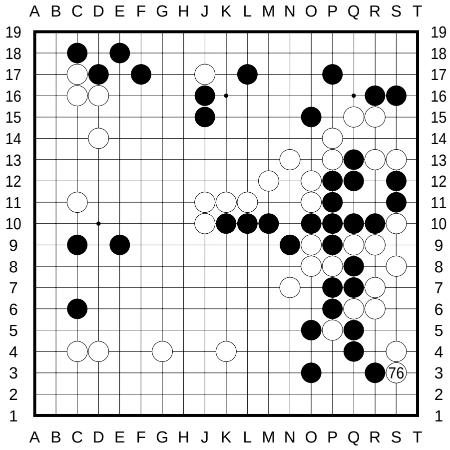
White 74

*jansteen(4d)* agrre sws, j15 was out of the main stream of the game



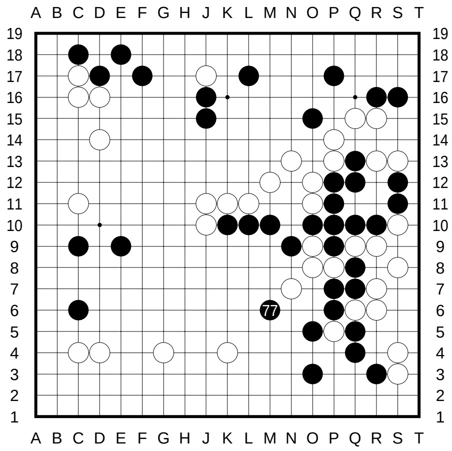
Black 75

*sws(6d)* but still a long way to go
*lanlan(1d)* but w n7 stones are weaker right?
*jansteen(4d)* right lanlan
*lanlan(1d)* so how can you say w eat b center?
*sws(6d)* yes quite weak but its w turn
*jansteen(4d)* because w played r7
*sws(6d)* just joking (–:
*lanlan(1d)* :)))))
w l7 now?
*watanabe(4d)* l7 seems right
*lanlan(1d)* thanks watanabe
*sws(6d)* or m6. after l7, cut with m7 is tough
*lanlan(1d)* how is 7d's thinking?
*jansteen(4d)* I agree with sws, m6
*xray(???)* b s3 next after w plays?
*sws(6d)* yes.
*lanlan(1d)* s3 is good point too
w must answer
*jansteen(4d)* right, it's blacks priveledge
*xray(???)* can w live after b plays it?
*lanlan(1d)* think so , if w answer it
*jansteen(4d)* if he can't then game is better for black now
*rap(1d)* yes
*xray(???)* b has s9 then r8 then t7 if w s5.
*chihyehc(4k)* w time isn't enough!!!!!
*rice(1k)* w plays slow!
*lanlan(1d)* difficult time for observer now



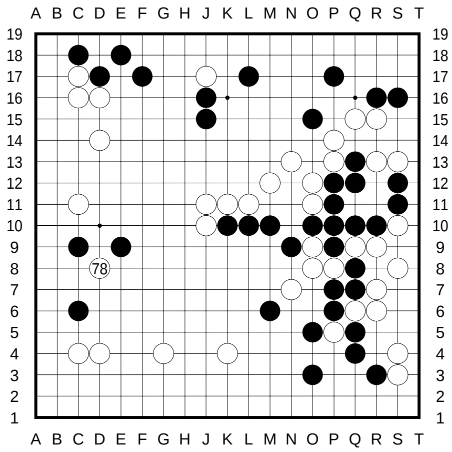
White 76

*sws(6d)* how can i see their time?
*rice(1k)* either somewhere on your screen, or type "time 9"
*lanlan(1d)* w knows the danger:)
*sws(6d)* thanks



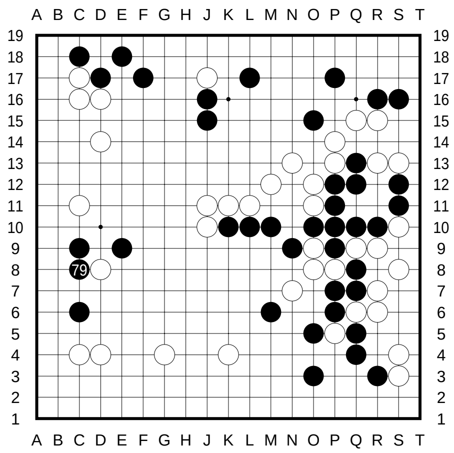
Black 77

*lanlan(1d)* now n7 group dead meat
*xray(???)* but black m6 makes game very hard for w.
*chihyehc(4k)* so the belly returns to b again.
*sws(6d)* terrible for w
*jansteen(4d)* The left position suddenly looks thin



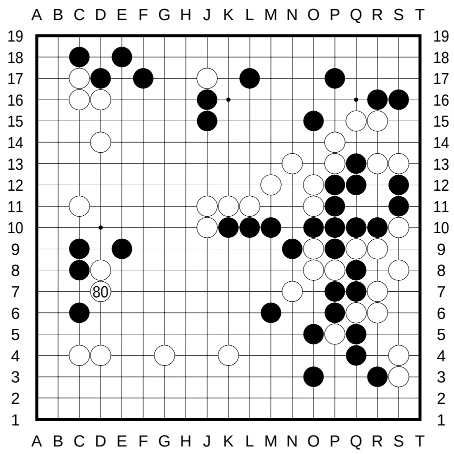
White 78

*chihyehc(4k)* WOW! another battle begins.



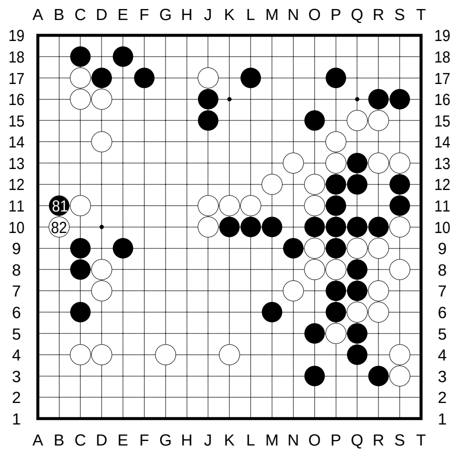
Black 79

*rice(1k)* if w doesn't score a touchdown here, he will lose!



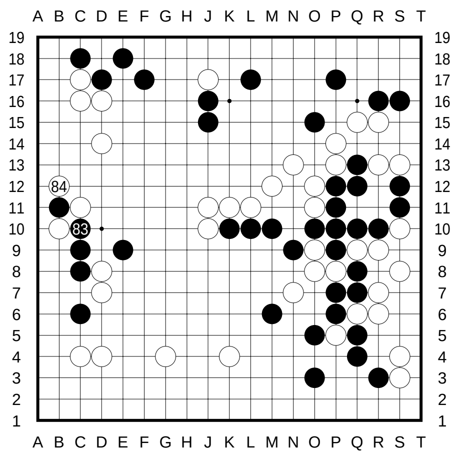
White 80

*lanlan(1d)* so you are wrong mr sws, b center cant be eaten:)
*jansteen(4d)* admit sws! :)
*sws(6d)* lyu could not eat him...



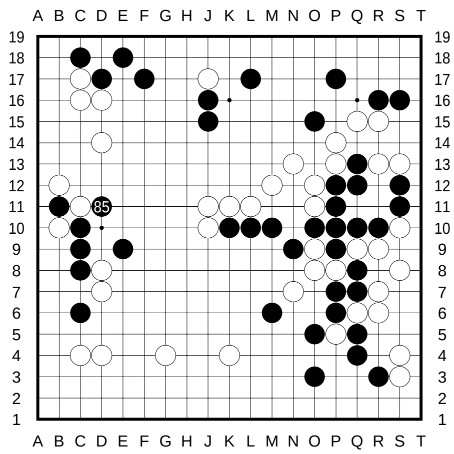
Black 81 – White 82

*chihyehc(4k)* if you play w you can eat the belly? sws? :)



Black 83 – White 84

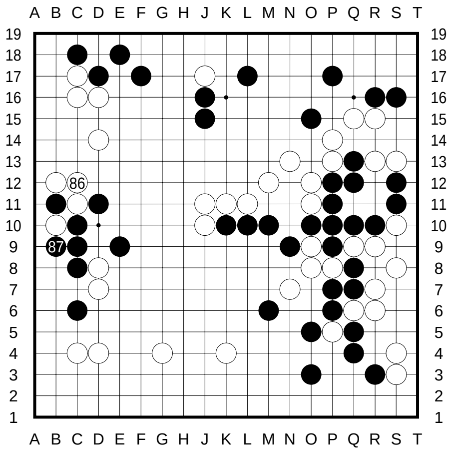
*jonathan(10k)* please, what was W move before B m6?



Black 85

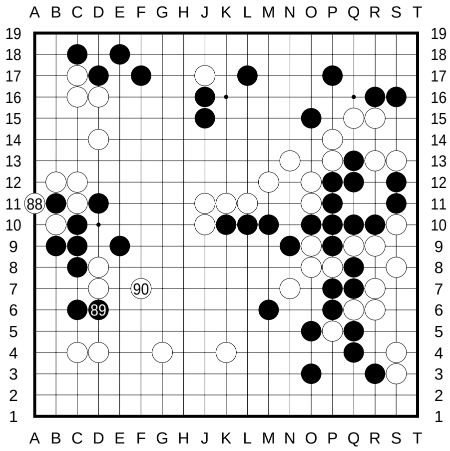
*jansteen(4d)* s3 jonathan

*sws(6d)* maybe not, but i would run away in the center
*lanlan(1d)* thanks sws and jan:)



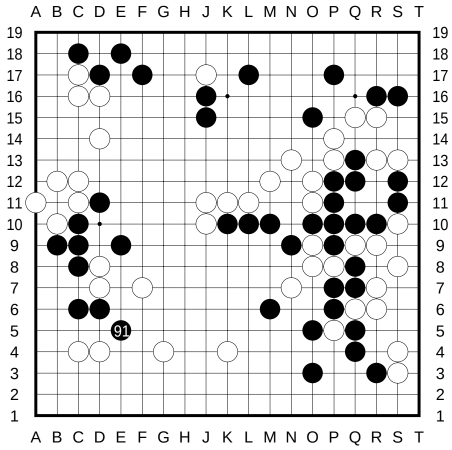
White 86 – Black 87

*jansteen(4d)* u'r welcome jonathan and lanlan :)



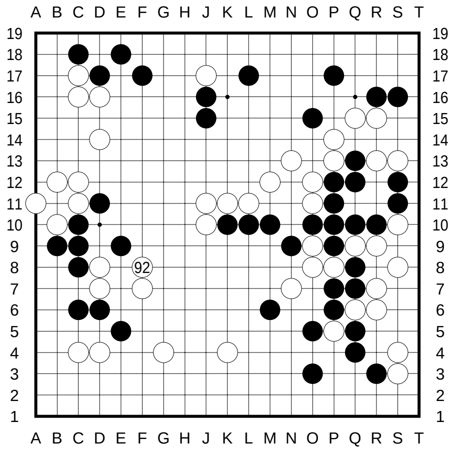
White 88 – White 90

*lanlan(1d)* now let's concentrate on left group
*chihyehc(4k)* w got some benefits here.
*sws(6d)* lets eat w big group now :)



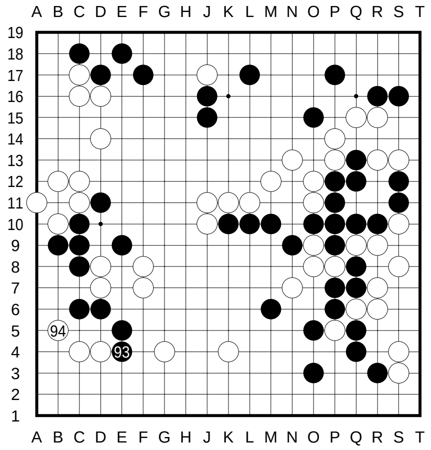
Black 91

*rice(1k)* w has to... and this is w's territory.
*lanlan(1d)* sure because w has j10
*chihyehc(4k)* j10 is very big.
*xray(???)* e5 looks strange after d6.
*sws(6d)* why?
*lanlan(1d)* b wants g6



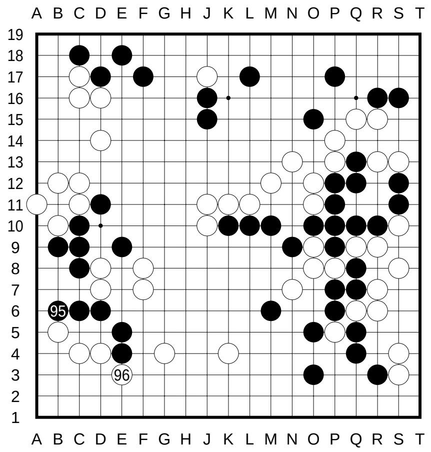
White 92

*xray(???)* if b exchanged e5 for e4 then he wouldn't play d6 afterwards.
*sws(6d)* but if b e5, w would cut
*jansteen(4d)* e5 was also aiming at f8
*lanlan(1d)* can b f3 now?



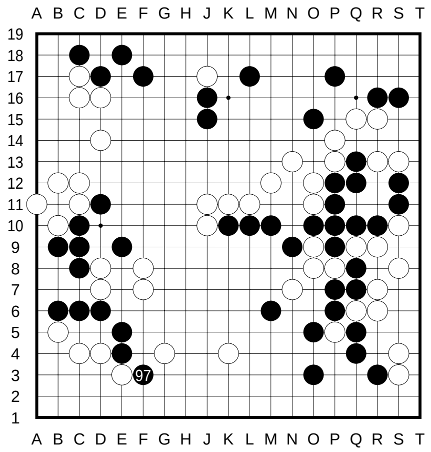
Black 93 – White 94

*lanlan(1d)* b6
*sws(6d)* must



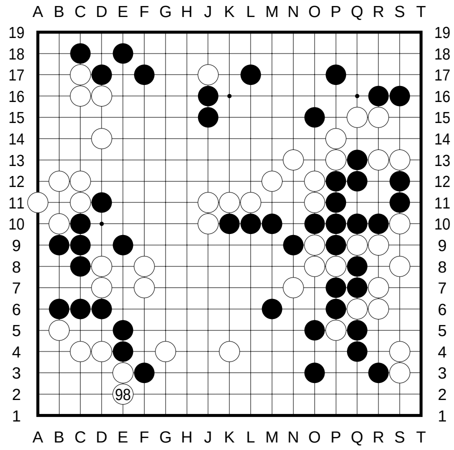
Black 95 – White 96

*lanlan(1d)* thanx:)



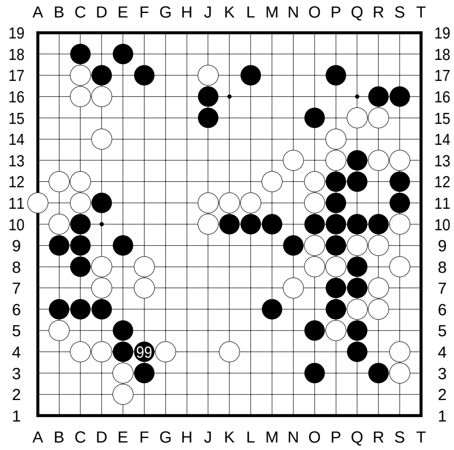
Black 97

*lanlan(1d)* hard for w now
w g4 k4 very thin



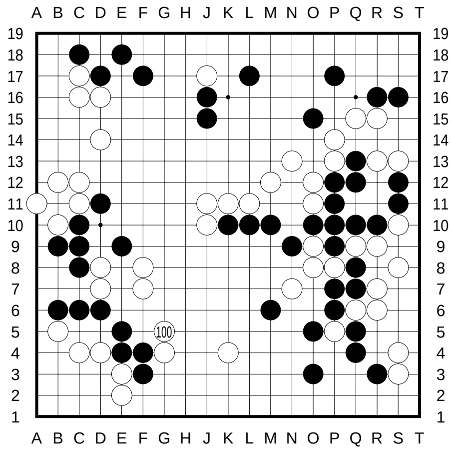
White 98

*sws(6d)* still some chance for w
*lanlan(1d)* simply f4



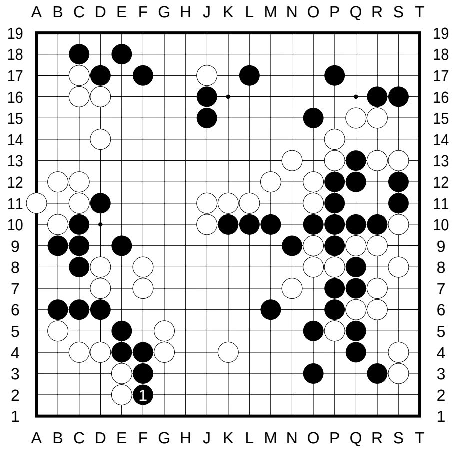
Black 99

*rice(1k)* lyu is already 7d* the update was rather fast.
*jansteen(4d)* is f4 ok?
*sws(6d)* does it change after each move?
*rice(1k)* what, sws?
*zodiac(2k)* i think g5 is better than f4
*sws(6d)* i mean the update :)



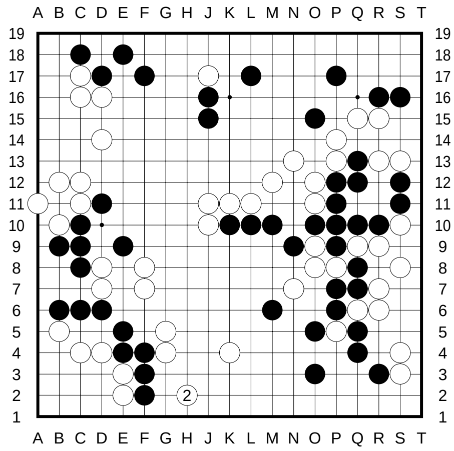

White 100

*jansteen(4d)* hahaha
*lanlan(1d)* if it is true , then after b m6, lyu should go back to 6d :)
*zodiac(2k)* anyway, f4 was Bad move
*sws(6d)* thanks jan
*rice(1k)* :–)



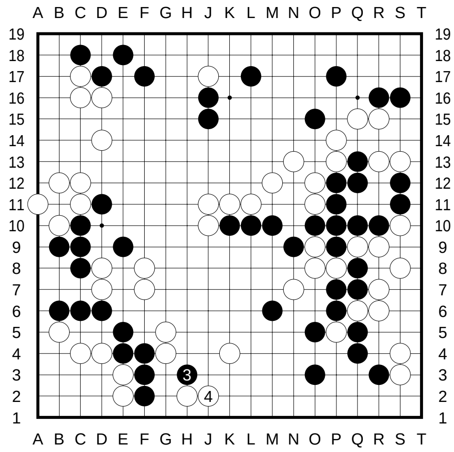

Black 101

*xray(???)* f4 only move !
*lanlan(1d)* f4 is only move
f2 is sente



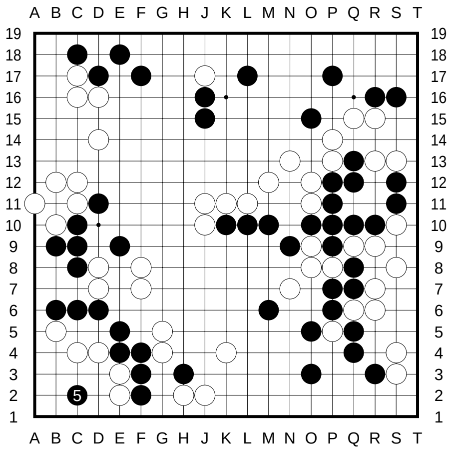

White 102

*lanlan(1d)* c2
i think c2 kills w



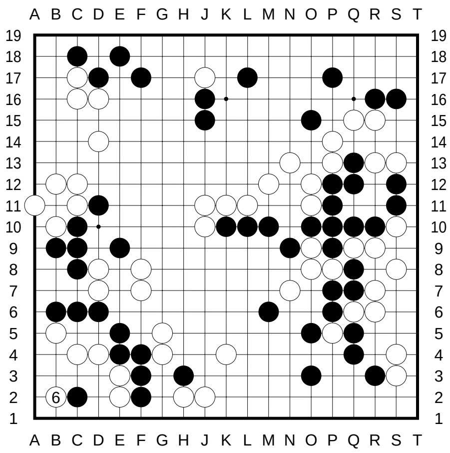

Black 103 – White 104

*zodiac(2k)* sorry, 1 stone was lost from my previous screen
*sws(6d)* what happens? c2,...
*lanlan(1d)* isnt c2 powerful , everybody?
*xray(???)* w b2.
*rice(1k)* c2 would force w to run out of time.



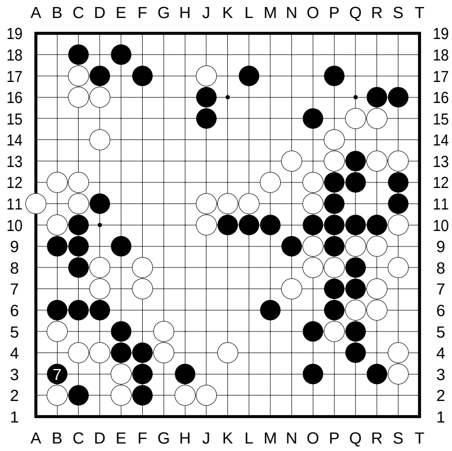
Black 105

*lanlan(1d)* why not c2 , so simple finally:)))))))))



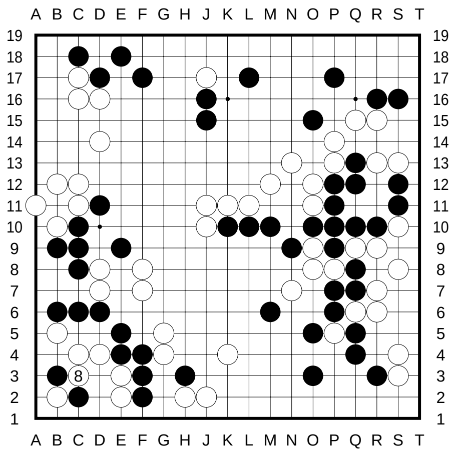
White 106

*lanlan(1d)* d2
*sws(6d)* b3 is more fun
*al(NR)* b3.
*lanlan(1d)* hm b3 is better
*rice(1k)* d2 only gets two stones?
*hell(3d)* w will resign soon?
*lanlan(1d)* think so
*zodiac(2k)* b3
*xray(???)* d2 doesn't even get 2 stones. b b3 w c3...
*zodiac(2k)* d2 will be BAD move
*jansteen(4d)* b3/d1/e1 all have to be read now



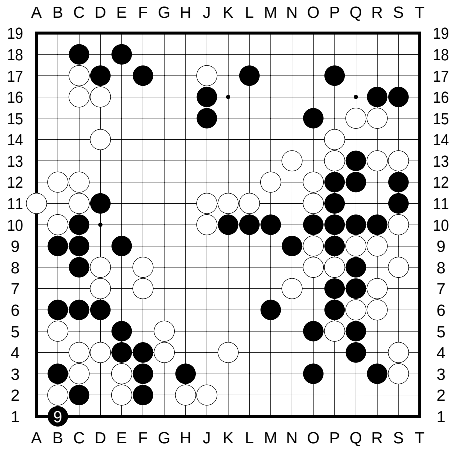
Black 107

*rice(1k)* w will probably lose on time...



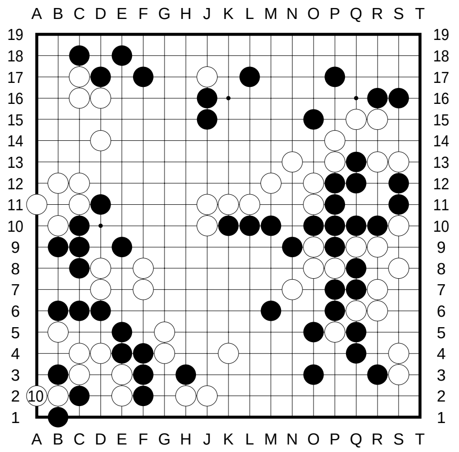
White 108

*zodiac(2k)* a2
*jansteen(4d)* Once lyu had to play 4 moves in 12 seconds, he did :)



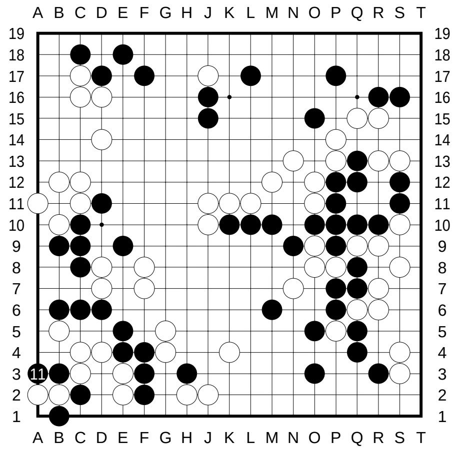

Black 109

*lanlan(1d)* b1
*rice(1k)* really? that's cool!
*lanlan(1d)* w resing soon




White 110

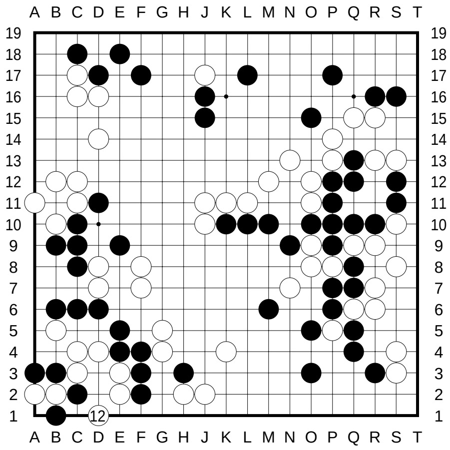
*jansteen(4d)* yes, it was extremely exciting to watch!




Black 111

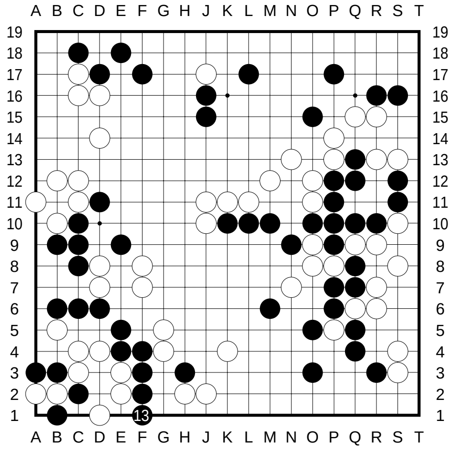
*al(NR)* b1 wrong, a2 better.
*jansteen(4d)* are you sure al?
*lanlan(1d)* i think b1 better
*al(NR)* yes.
*zodiac(2k)* maybe, al
*jansteen(4d)* i c
*rice(1k)* looks same to me. :–)
*lanlan(1d)* and i think w dead now
*jinju(20k)* r u ready for the super bowl?
*al(NR)* maybe same but a2 is much simpler.
*rice(1k)* forget it, jinju!!
*xray(???)* w b4 then f1 simple for w.
*zodiac(2k)* it is a ko
*lanlan(1d)* no ko
*hpang(NR)* d1
*zodiac(2k)* yes, lanlan
c1 will be the ko point
*lanlan(1d)* ' b has an eye while w has nt
*zodiac(2k)* but w has more liberties than w, lanlan
*lanlan(1d)* no, w doesnt have too many liberty
*rice(1k)* funny logic, zodiac.
*hell(3d)* it is a ko
*chihyehc(4k)* then w should resign.
*zodiac(2k)* why, rice?
*al(NR)* after a2 b can get one of e1 and b4.
*rice(1k)* you said w has more liberties than w.
*jansteen(4d)* u compared w with w zodiac :)
*zodiac(2k)* sorry, i mean w has more liberties than b
*rice(1k)* i told you overtime is painful.
*sws(6d)* who dares propose a sequence?
*zodiac(2k)* but it is a ko, people!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
*hpang(NR)* b4
*al(NR)* b4 then d1.
*lanlan(1d)* no ko
*al(NR)* but seems w dead anyway.
*rice(1k)* my propose: w l8 then resign.
*hell(3d)* b4 then e1
*zodiac(2k)* w d2, b? lanlan?
*chihyehc(4k)* I suggest w resign.
*al(NR)* for me it calls a window or 10 minute hard

thingking.
*lanlan(1d)* a1
*chihyehc(4k)* thus we may "refresh" our minds a little bit , :)
*hell(3d)* even ko w lost
*lanlan(1d)* b a1 is simple
*zodiac(2k)* then w b4, b? lanlan
*lanlan(1d)* d1
*zodiac(2k)* e1, b? lanlan?
*hell(3d)* b a1 for sure
*al(NR)* w can be alive. b4 then d1
*lanlan(1d)* c1
*MrBig(2k)* w c1?
*zodiac(2k)* a4, b? lanlan?
*watanabe(4d)* ok, so what happens after wd2, ba1, b2?
*zodiac(2k)* u r dead
*lanlan(1d)* f1
*hpang(NR)* w b4 then d1 b dead
*zodiac(2k)* d3, lanlan?
next? lanlan
*rice(1k)* geeee... 9p vs 5p?!
*al(NR)* no w b4 b d1 w d2 ko.
*jansteen(4d)* shout wow, great news!!
*hell(3d)* what will be east time then?
*rice(1k)* shout, not kibitz, jansteen. :–)
*sws(6d)* WOW, GREAT NEWS
*zodiac(2k)* lanlan, next?
*jansteen(4d)* :)
*xray(???)* w b4 the shout what time is that GMT?
*zodiac(2k)* where r u, lanlan?
*hpang(NR)* w d1 then b4
*watanabe(4d)* can't white geta ko?
*zodiac(2k)* I told u it is a KO, KO!!!!!!!!!!!!!!!!!!!!!!!!!!
*lanlan(1d)* i m here zodiac
*zodiac(2k)* what is ur next move?
haha, u r dead
*lanlan(1d)* ' i m alive



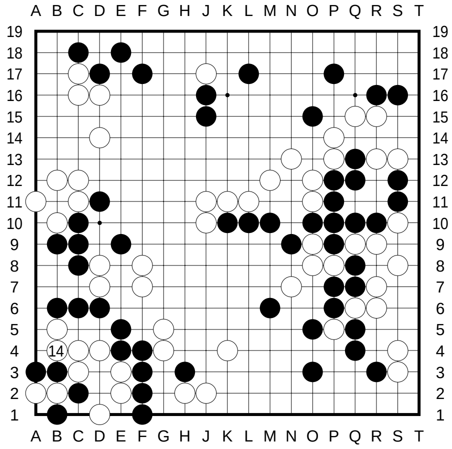

White 112

*zodiac(2k)* so, r u convinced it is a ko, lanlan?
*lanlan(1d)* yes, it is
you are right,
why brigh his money?
d2
*zodiac(2k)* now, w is dead by d1
*al(NR)* b dead.
*zodiac(2k)* poor w
*hell(3d)* b dead
*rice(1k)* wow, d1!
*hell(3d)* b a 1 is the only move
*xray(???)* white is alive. b can rescue some of the corner stones.
*zodiac(2k)* w is dead




Black 113

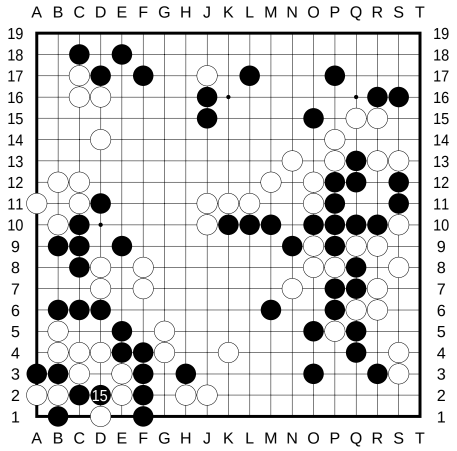
*jinju(20k)* geee
*zodiac(2k)* f1 is 30k's move!!!
*hell(3d)* c1
*rice(1k)* well, the way to look at it, b wouldn't lose anything if he didn't survive inside...
*sws(6d)* nothing i looked at worked for b




White 114

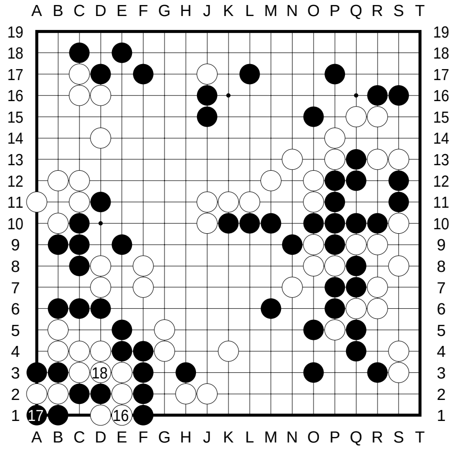
*xray(???)* f1 is best for b. w must c1 so b can f11 to keep lead.
*watanabe(4d)* white was also threatening to connect with f1
*hell(3d)* b dead, even though w is still losing

*watanabe(4d)* if black is dead, then white is not losing
*rice(1k)* sweat was over–excited by the pro match news.
*zhong(NR)* hi, have you heard the anounce ment?
*jansteen(4d)* It's great news zhong, did you arrange that?
*rice(1k)* yes we did.
*al(NR)* not really, if w is alive b d6 group will be under heavy attack.
*sws(6d)* interesting corner. merits further study
*zhong(NR)* sure, i did part of it.
*jansteen(4d)* Thank you zhong!
*watanabe(4d)* ok, now what if b d2?
*rice(1k)* thanks man!
*xray(???)* three cheers for zhong.



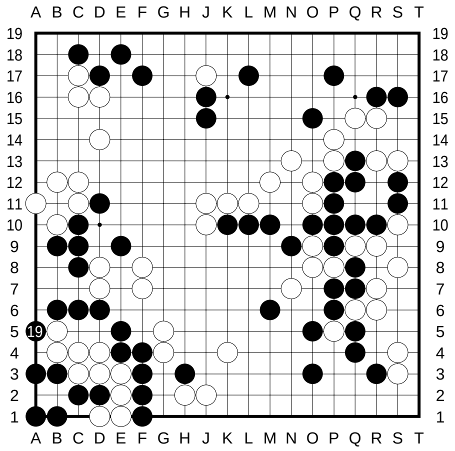
Black 115

*chuck(NR)* hey they don't play for money????
*zhong(NR)* sure, u r welcome.
*chuck(NR)* just like us??
*sws(6d)* w d3 and b loses
*watanabe(4d)* w d3, b a1, then w b2?
*zhong(NR)* but the server need money to survive, chuck.



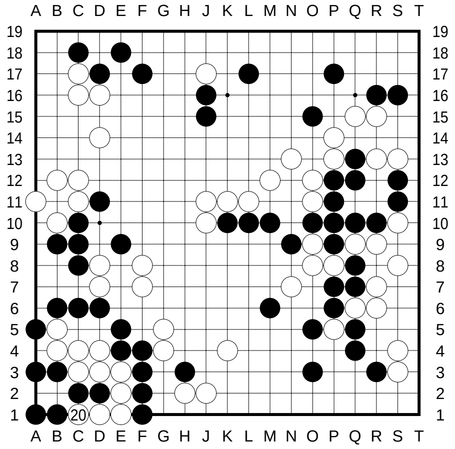
White 116 – White 118

*hell(3d)* b still dead
*xray(???)* b wasting ko threats.
*al(NR)* b can get b3 2 stones out.
*rice(1k)* b is kicking himself.
*zhong(NR)* i guess 10 buck is not too much to ask. :)
*rice(1k)* b is banging his head onto the wall.
*sws(6d)* ' b cant get anything out
*al(NR)* a5 b can only c1.
*zodiac(2k)* a5
*sws(6d)* a5,a4,then what
*zhong(NR)* ten dollars is only worth a case of henaken, right?
*hell(3d)* sws is right
*watanabe(4d)* no a5, b2
*rice(1k)* w always has b2.



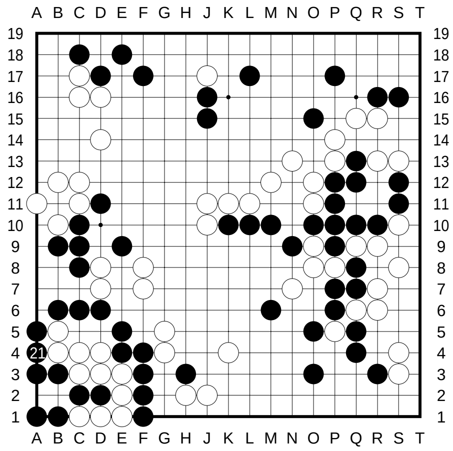
Black 119

*al(NR)* a5 a4 b d5 one eye kills no eye.
*watanabe(4d)* now b2



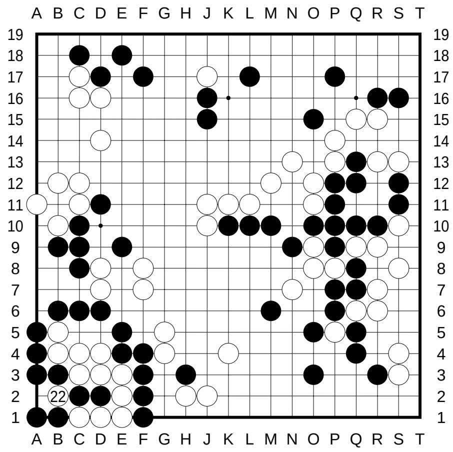
White 120

*xray(???)* b a5 if w a4 then b d5.
w must c1
*watanabe(4d)* c1 ok too



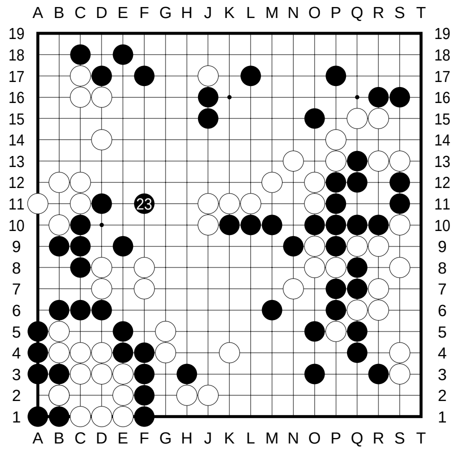

Black 121

*watanabe(4d)* black can't connect a1 stones
*chuck(NR)* so b b3 is no good should be e1, right, jans?



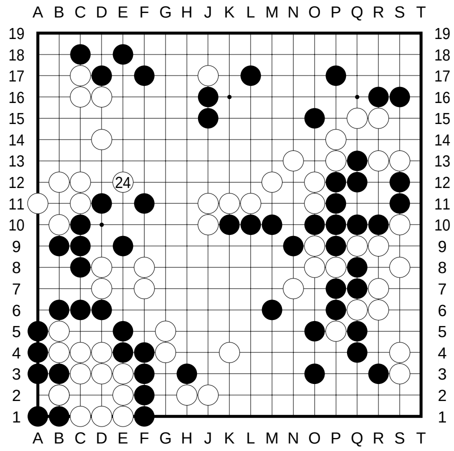

White 122

*al(NR)* b gets sente.
*xray(???)* this is too small to play now.
*sws(6d)* ok, i read it wrong
*watanabe(4d)* black still has to live
*jansteen(4d)* right chuck, e1 looks severe



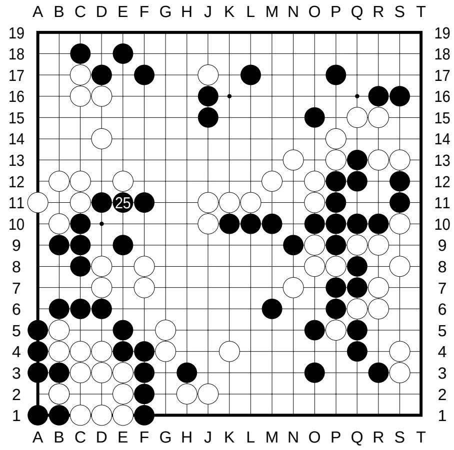

Black 123

*rice(1k)* there –– he's running for life.



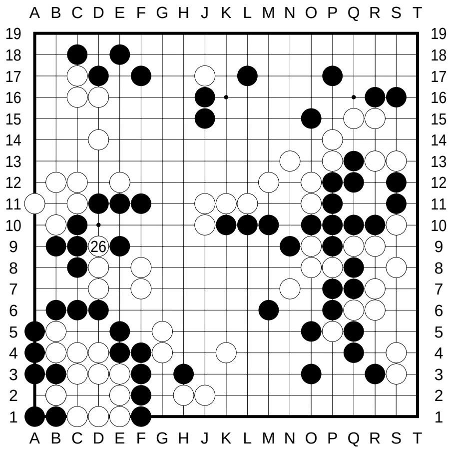

White 124

*sws(6d)* B gets an eye because a6 is sente



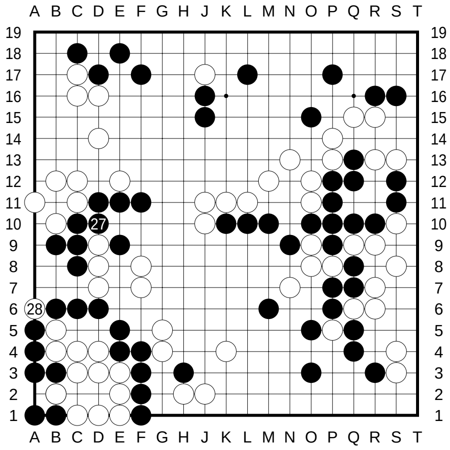

Black 125

*lanlan(1d)* b j9 is good



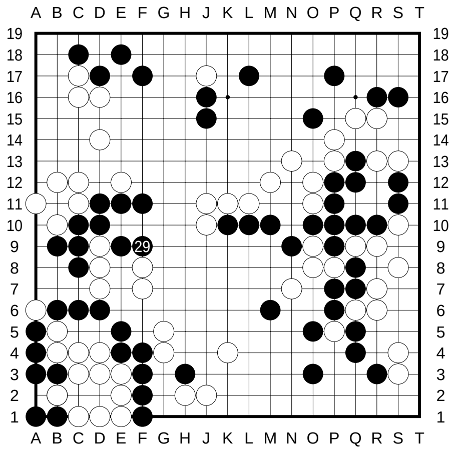
White 126

*tweet(NR)* hey, i arranged this game after much difficulty on the phone with jiang! :)



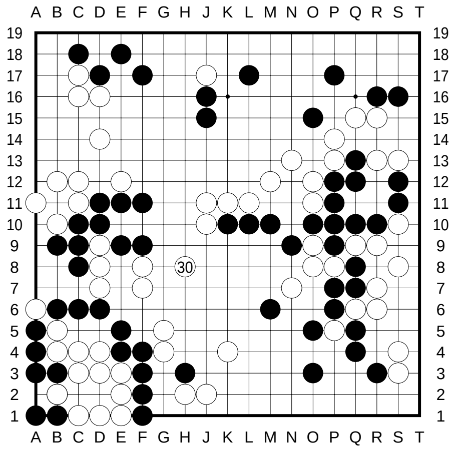
Black 127 – White 128

*rice(1k)* you talked to jiang on the phone?!
*jansteen(4d)* Good work tweet!!
*al(NR)* what difficulty?
*xray(???)* three cheers for tweet.
*zhong(NR)* u did a wonderful job.
*lanlan(1d)* b should a6 first
*peace(NR)* no chance
*sws(6d)* yes, now eye is not certain
*lanlan(1d)* a6 is sente
for b
why no chance
*xray(???)* w a6 is gote.
*rice(1k)* was.
*zodiac(2k)* f12 only move
*tweet(NR)* jianng has a wierd answering machine that disconnects callers.



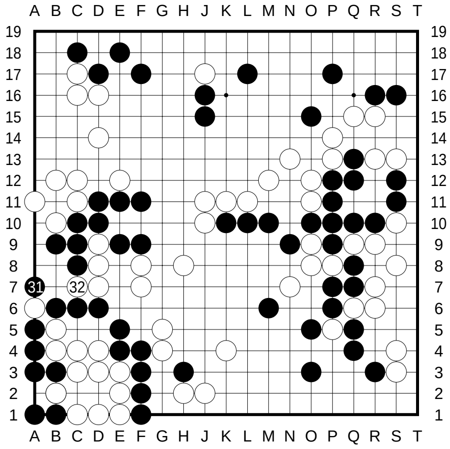
Black 129

*al(NR)* no, b can play in the middle.
*zodiac(2k)* f12
*jansteen(4d)* funny asnwering machine, hahaha :)
*rice(1k)* oh, i love *that* answering machine!
*hell(3d)* why hahaha?
*jansteen(4d)* what's the point to have such a machine :)
*tweet(NR)* yeah. trying calling him. you'll find out. i spent about a week.
*watanabe(4d)* black can take f12 anyways
*zodiac(2k)* w a7
*watanabe(4d)* if white takes f12, black simply plays f7
*chuck(NR)* yeah it saves caller's money!!!–:)
*sws(6d)* b must play a6 first. big mistake
*peace(NR)* how does it find out who is calling?



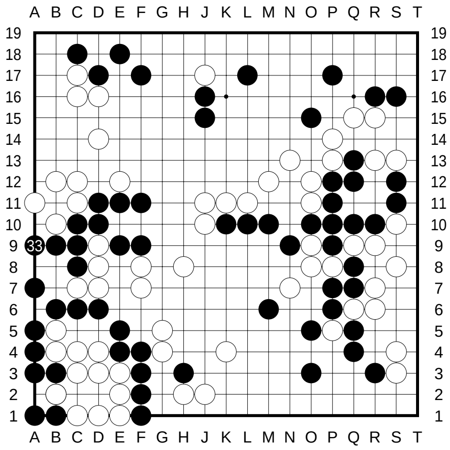
White 130

*jansteen(4d)* scottish chuck? :)
w took away the black eye



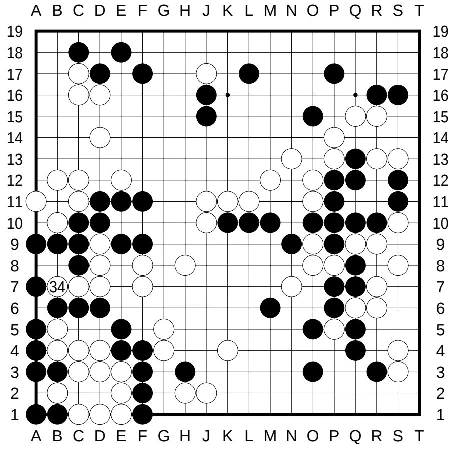

Black 131 – White 132

*watanabe(4d)* not really a mistake – white took gote to take away eye on left
so question is is it better to have eye in middle
or on left
*rice(1k)* i told you: w is very physical!! b has to play 4 full quarters!
*jansteen(4d)* painful since a7 was sente for black
*sws(6d)* big mistake. better to have 2 eyes
*al(NR)* now, w n7 group is half alive again.
*jansteen(4d)* i mean a6, sorry
*sws(6d)* that's what i was trying to say, jan
*jansteen(4d)* agree Martin
*hell(3d)* w is dead man pass a wind, :)
*rice(1k)* who's Martin?
*sws(6d)* me
*rice(1k)* oh. hi. :–)
call me Jerry. :–)



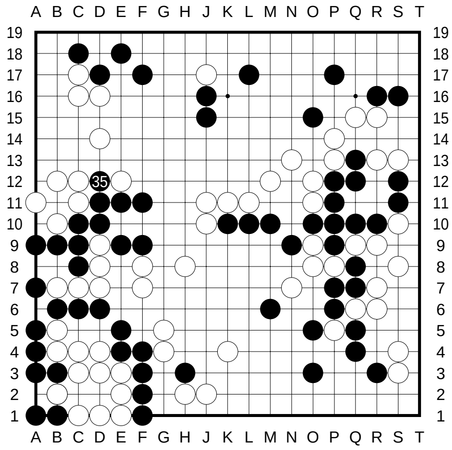

Black 133

*sws(6d)* hi rice jerry




White 134

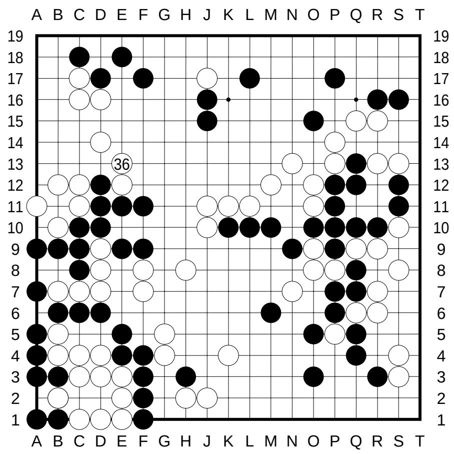
*rice(1k)* what a game! w was almost dead!
*zodiac(2k)* f12
*peace(NR)* hi, jerry, rice. I think rice is last name, rite?
*jansteen(4d)* how about e13?
*rice(1k)* right.
*xray(???)* hard to believe b will die.
*al(NR)* no rice is the first name, pudding is the last name.
*zodiac(2k)* f12 only move
*hell(3d)* what's the middle then?
*sws(6d)* e13 or g13 more elegant
*al(NR)* middle is stinky
*rice(1k)* don't tease me on my name, okay?!
*jansteen(4d)* don't smell anything al?!
:)
*sws(6d)* i like g13 best
*hell(3d)* may be e 13 better
*watanabe(4d)* if g13, what about g12?
*sws(6d)* f12




Black 135

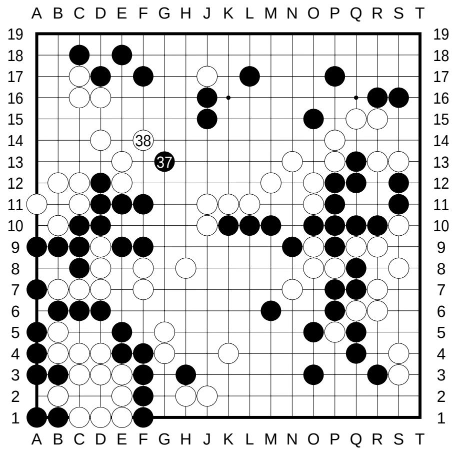
*watanabe(4d)* then f13
*jansteen(4d)* humm, maybe b read deeper when playing a9?

*sws(6d)* e13,f14,d12,d13,e14 etc..
*jansteen(4d)* wow!
*zodiac(2k)* d12 bad
b is dead
*hell(3d)* d13 now
*sws(6d)* yes, if w surrounds
*al(NR)* which group?
*peace(NR)* i don't think b will be dead
*rice(1k)* did you all saw that 9p's game before?
*peace(NR)* so what?
*hell(3d)* w want get something by attacking
*pwd(NR)* what would be do if w e13?
*rice(1k)* boy, a 9p vs 5p! i've never seen two pro's play before...
*watanabe(4d)* f13
*zodiac(2k)* b become ko alive
*hell(3d)* if w can get j17 alive and g3 then white has hope
*rice(1k)* of course, except on the football field.



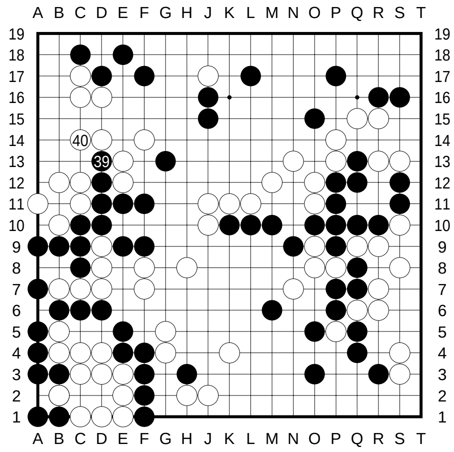
White 136

*watanabe(4d)* d13 now
*sws(6d)* b can also c13
*hell(3d)* d13 , w is struggling



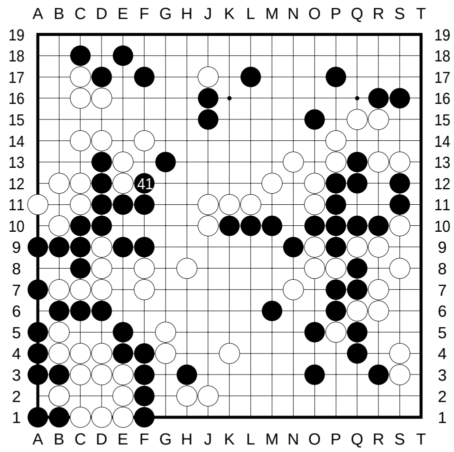
Black 137 – White 138

*al(NR)* w will get something.
*sws(6d)* w is master struggler



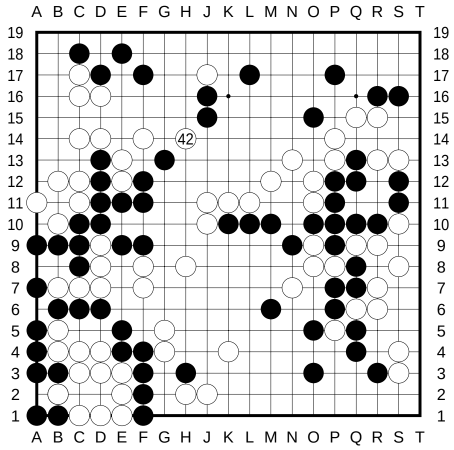
Black 139 – White 140

*sws(6d)* if g13 first, then e13, b would never d12 afterwards
which proves g13 is better :–)
*jansteen(4d)* b has shape problem now



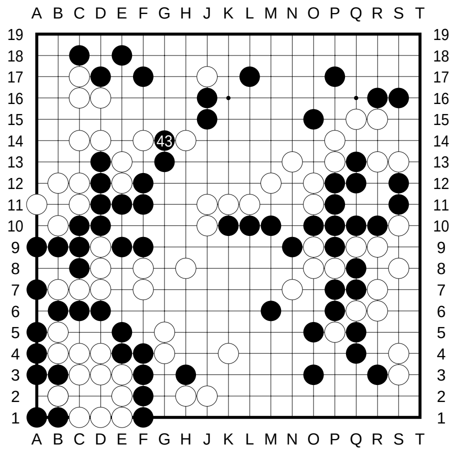
Black 141

*hell(3d)* now white get somthing
*watanabe(4d)* can't white just keep pusing along line 14?



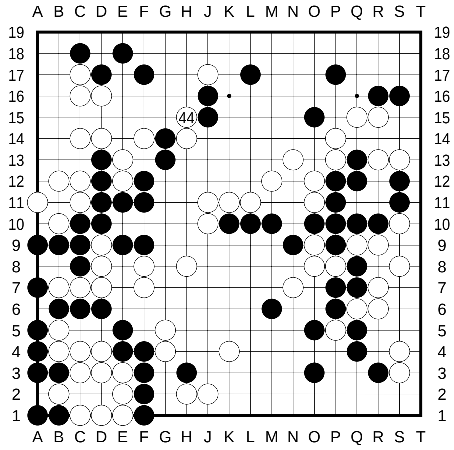
White 142

*zodiac(2k)* g14



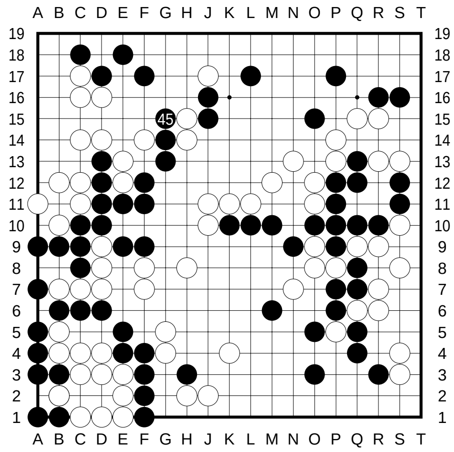
Black 143

*peace(NR)* b escape
*zodiac(2k)* h14 was mistake
*watanabe(4d)* why not g14?
*al(NR)* w gets in top.
*watanabe(4d)* white can play h15 now
*jzj1(3d)* w wants j17 connected back
*peace(NR)* was that a typo?
*sws(6d)* g14 may be good
*hell(3d)* not typo



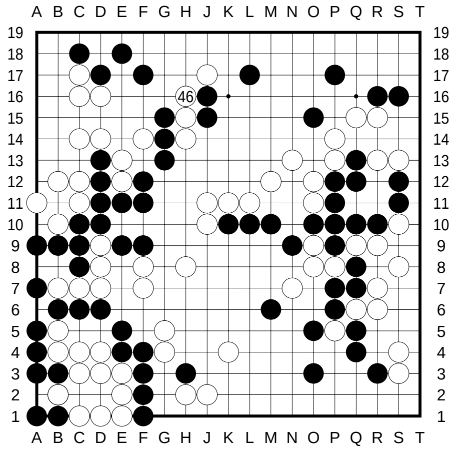
White 144

*hell(3d)* h15 now
*xray(???)* has b time to play h16?
*sws(6d)* no



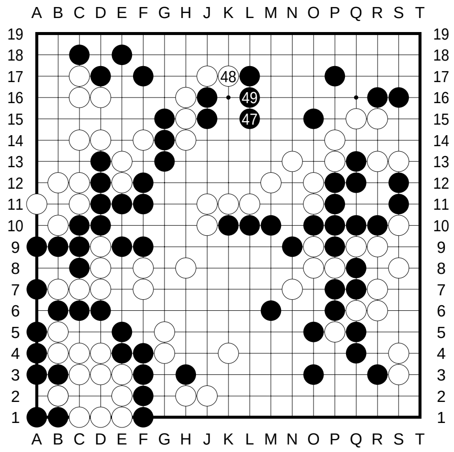
Black 145

*jansteen(4d)* maybe h17 better in that case



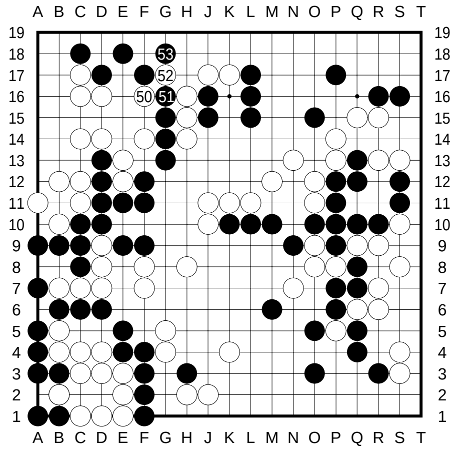
White 146

*hell(3d)* now w get his j17 back
*gao(3d)* does b win if this group is alive?
*jansteen(4d)* suddenly white's centre thikness starts to work again
*sws(6d)* what a game! b still needs to protect against f16
*hell(3d)* w is catching up so quickly



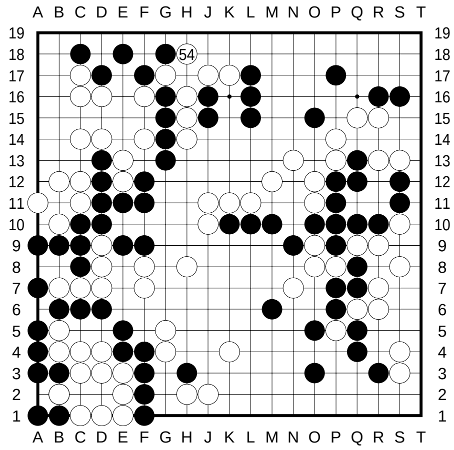
Black 147 – Black 149

*watanabe(4d)* simply j13?
*van(13k)* it is SO great to be able to see this!
*watanabe(4d)* threatens f16



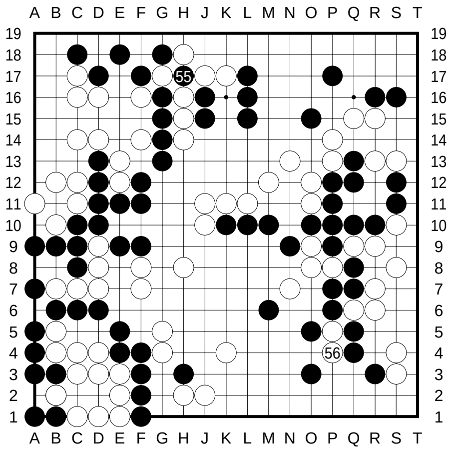
White 150 – Black 153

*al(NR)* is w overplaying?
*watanabe(4d)* I think j13 was better
*xray(???)* b can j13
*watanabe(4d)* agree



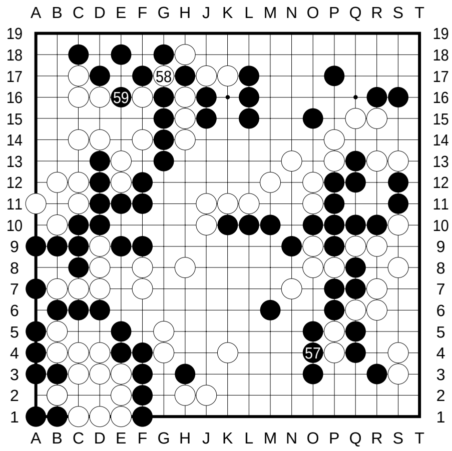
White 154

*sws(6d)* g 18 may be losing move
*gan(6d)* s13 now is good



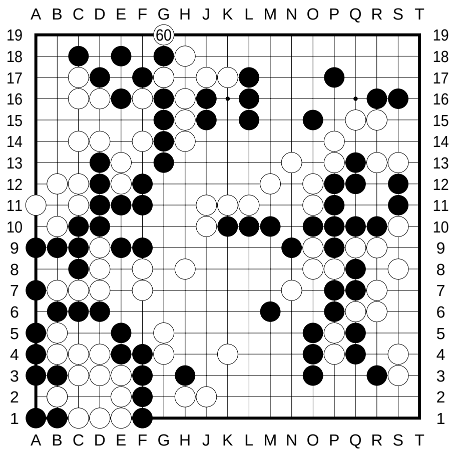
Black 155 – White 156

*m1(6d)* b j13
*al(NR)* not a threat.
*gan(6d)* j13 can kill w group
*watanabe(4d)* can't black play p2 if white p3?
*xray(???)* p4 hopeless. b wins
*gan(6d)* b has to answer p4 at p3
it's too big
*al(NR)* why?
*jansteen(4d)* why gan?
*watanabe(4d)* why?
*sws(6d)* can w save o8 and kill b center ? :)
*watanabe(4d)* what is white's next move?
*gan(6d)* center group is dangerous
*jansteen(4d)* thought about it sws, but well...
*xray(???)* white's next move n5.
*gan(6d)* b doesn't have to take the risk
*al(NR)* but p4 doesn't help a bit.
*jansteen(4d)* anyway black has a bunch of Ko treaths on left edge
*gan(6d)* just make everything safe
*sws(6d)* at least this would save my earlier comments
*gan(6d)* because b is in lead



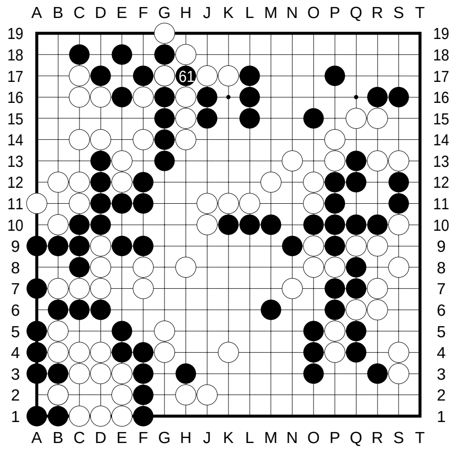
Black 157 – Black 159

*sws(6d)* does j13 not work?
*xray(???)* j13 looked good to me.
*hell(3d)* simply j13 w die
*watanabe(4d)* or does black feel this is enough to win?
*hell(3d)* time to resign now
*sws(6d)* hmm still ko even after j13
*zodiac(2k)* who resigns, hell?
*gao(3d)* for j13, how about g19?
*sws(6d)* yes thats the problem
*gan(6d)* if nothing happens in the future, anything is enough for b to win



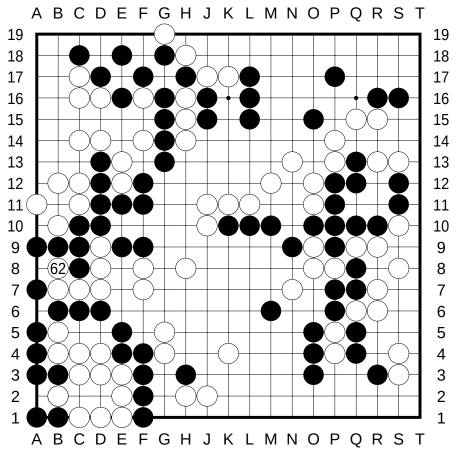
White 160

*al(NR)* g19 nothing.
*zodiac(2k)* this ko is very heavy for w



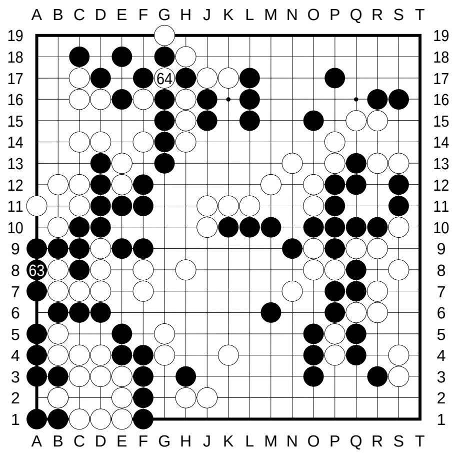
Black 161

*gan(6d)* b doesn't have to kill



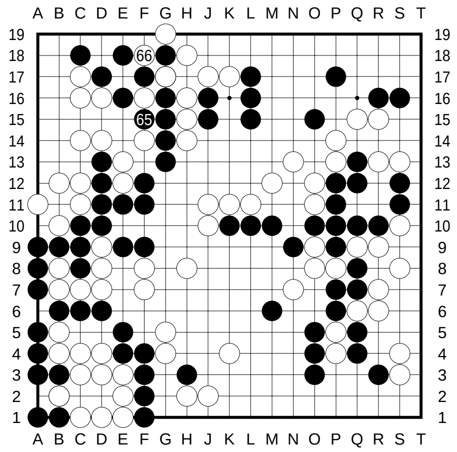
White 162

*hell(3d)* g19 useless
*sws(6d)* b corner not alive
g19 is w last chance



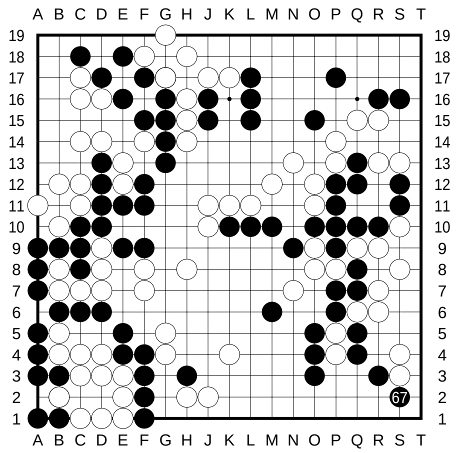
Black 163 – White 164

*al(NR)* b f18 corner alive.
*hell(3d)* b just f18 enough
*sws(6d)* no
*al(NR)* f15 and d19 one out of 2.
*gan(6d)* just connect
*sws(6d)* ok,ok. i mean after w has f15 b not alive



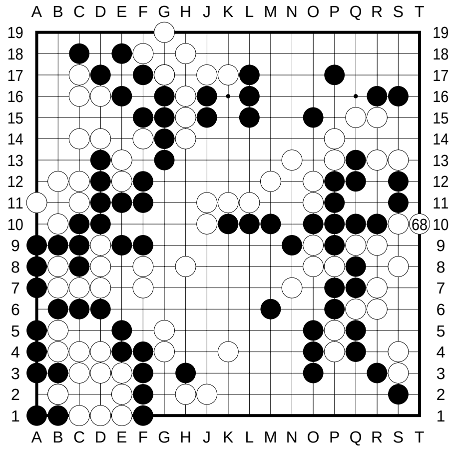
Black 165 – White 166

*al(NR)* what?
*hell(3d)* ???
*gan(6d)* y let w live so easily?



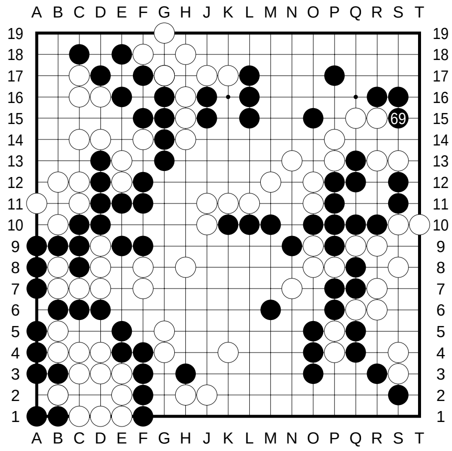
Black 167

*gao(3d)* w alive, but b win for sure.
*jzj1(3d)* f15 means wining a little is win
*gan(6d)* maybe sweat thinks he has enough



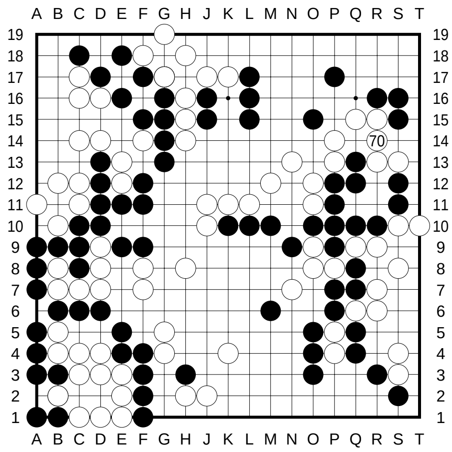
White 168

*al(NR)* any one counted?
*gan(6d)* b17 is really big



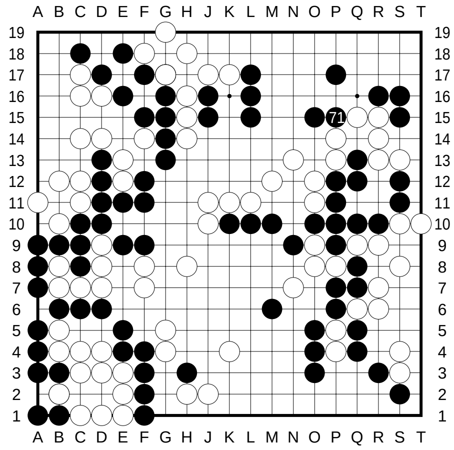
Black 169

*watanabe(4d)* yes, sente for white
sorry



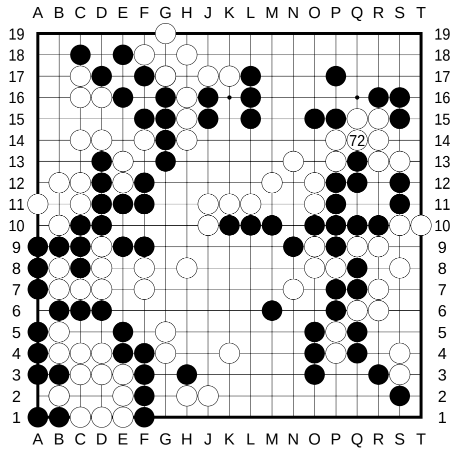
White 170

*watanabe(4d)* not sente but big
p15?



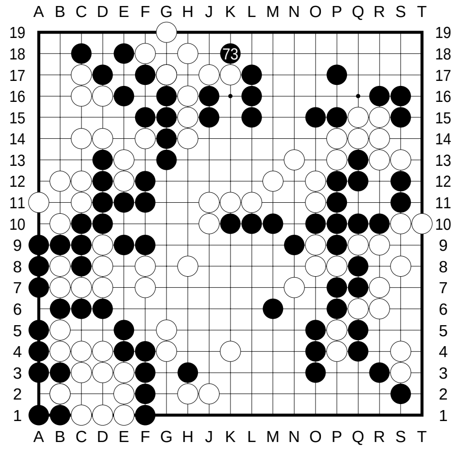
Black 171

*hell(3d)* painful



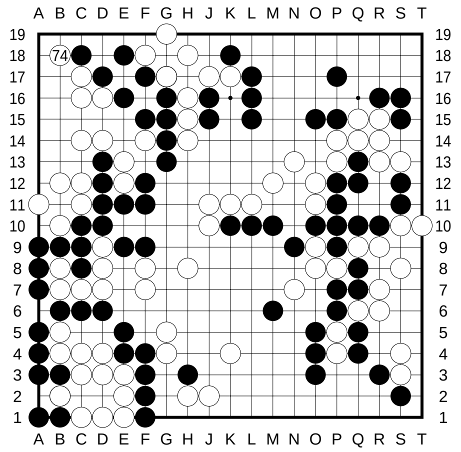
White 172

*gao(3d)* g3 big.
*sws(6d)* or k6
*watanabe(4d)* what about k7?
*hell(3d)* b17 g3 which bigger?
w has no chance now



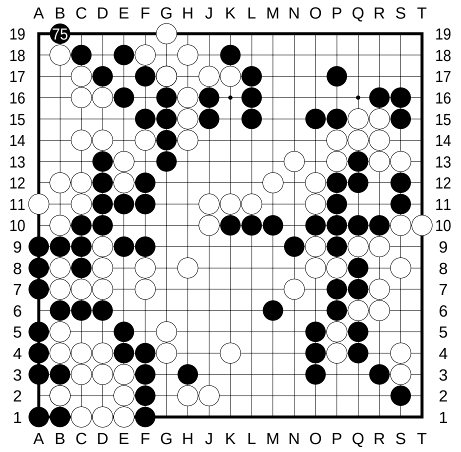
Black 173

*jzj1(3d)* g3 bigger, sente
*gan(6d)* b k18 huge



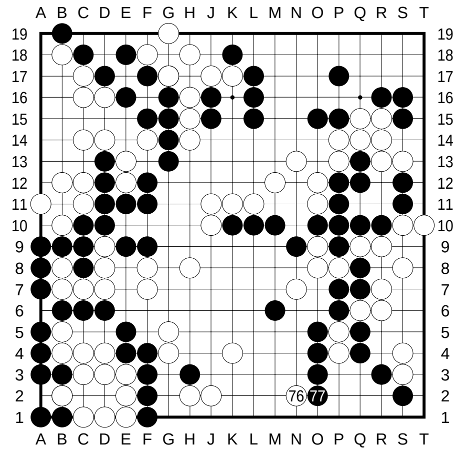
White 174

*sws(6d)* k18 is best



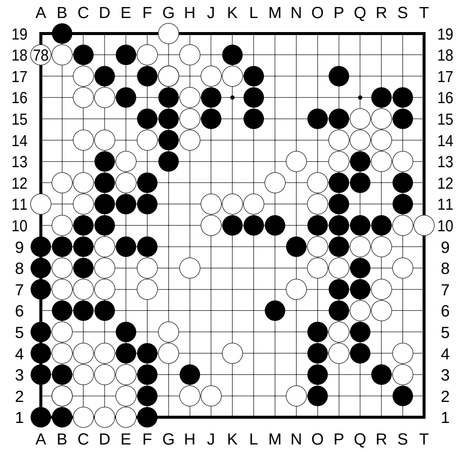
Black 175

*xray(???)* b j13 threatens j9.
*hell(3d)* j18 first
*sws(6d)* j9 much too dangerous



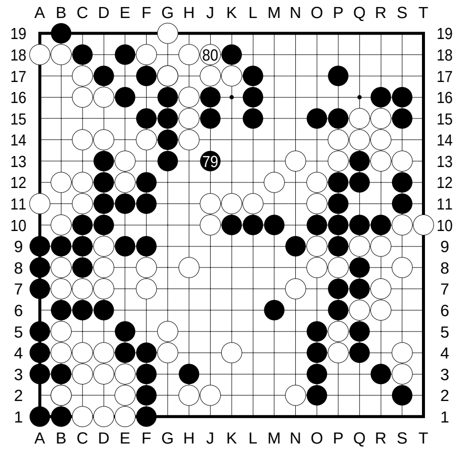
White 176 – Black 177

*hell(3d)* j18
*xray(???)* n2 overp;lay b could have l3.



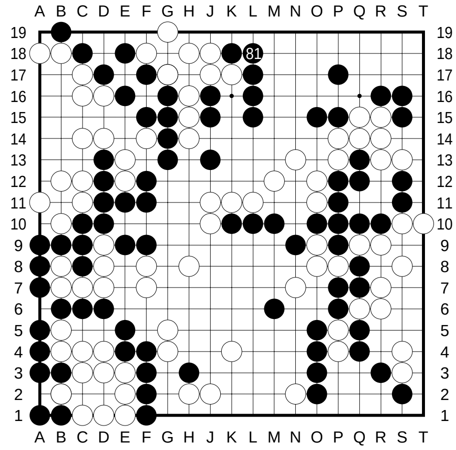
White 178

*hell(3d)* b is playing safly



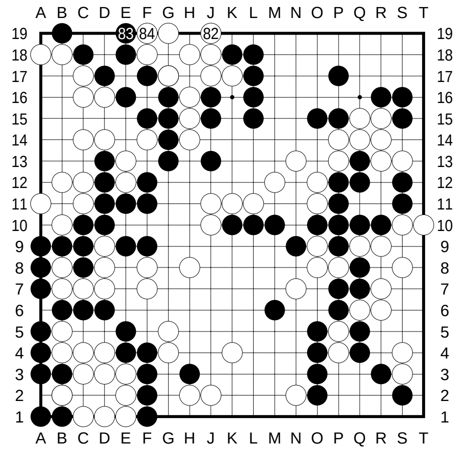

Black 179 – White 180

*gan(6d)* maybe too small
*hell(3d)* j13 wrong



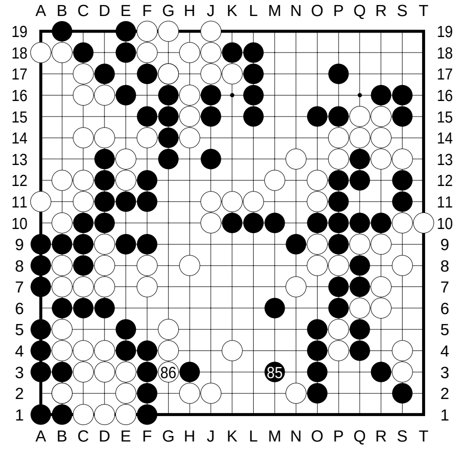

Black 181

*watanabe(4d)* nothing wrong with it
*sws(6d)* j13 is ok



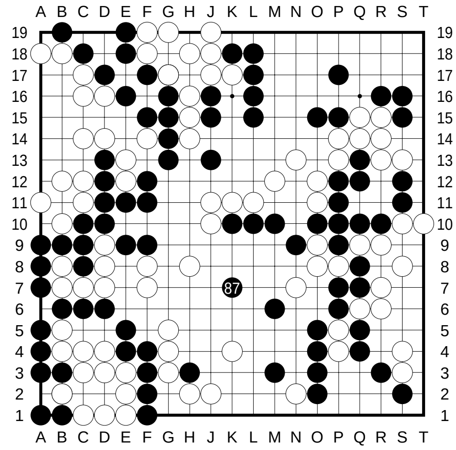

White 182 – White 184

*watanabe(4d)* black gets sente
g3



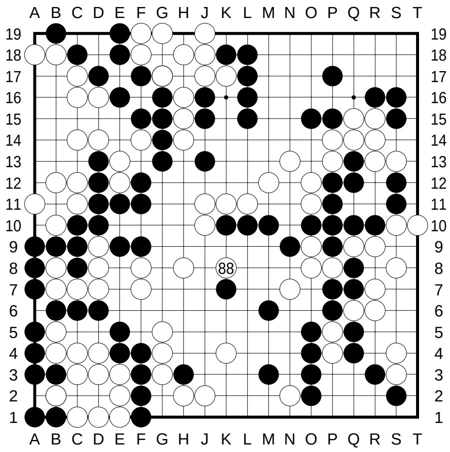

Black 185 – White 186

*hell(3d)* big
*sws(6d)* time to resign



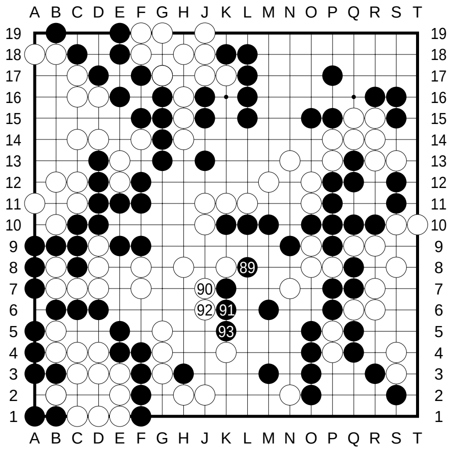

Black 187

*gan(6d)* w behind at least 10 points
*al(NR)* time for who to resign?
*sws(6d)* w



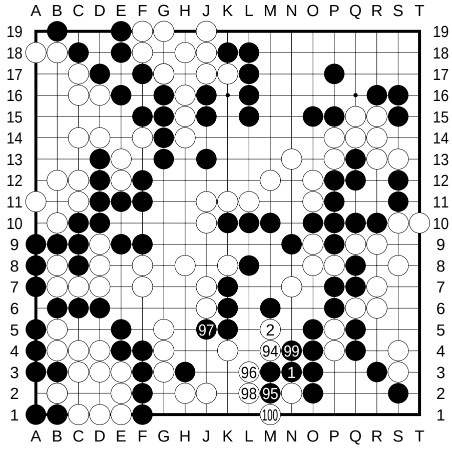

White 188

*hell(3d)* more than that



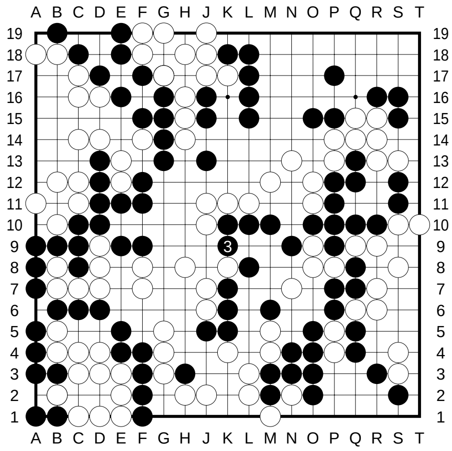

Black 189 – Black 193

*xray(???)* b k9 then k4?



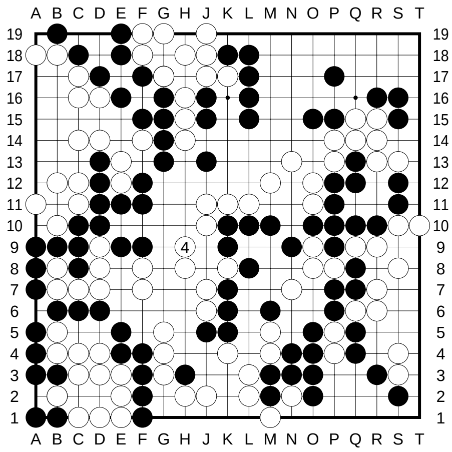

White 194 – White 202

*gao(3d)* j4?



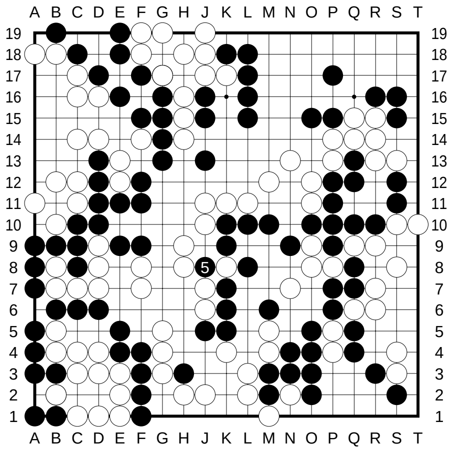

Black 203

*hell(3d)* w big group in danger
*gan(6d)* then difference is larger now




White 204

*sws(6d)* goodnight everybody
*watanabe(4d)* good night
*hell(3d)* so long
*USTC(2d)* good night? what's the time?
*xray(???)* tschuess.
*watanabe(4d)* sws is in europe
*sws(6d)* time is 0:44




Black 205

# 2 Observers sorted by name

| | |
|---|---|
| MrBig | 2k |
| Shusaku | 6d |
| USTC | 2d |
| al | NR |
| chihyehc | 4k |
| chuck | NR |
| dbs | NR |
| gan | 6d |
| gao | 3d |
| hell | 3d |
| hpang | NR |
| jansteen | 4d |
| jinju | 20k |
| jonathan | 10k |
| jzj1 | 3d |
| lanlan | 1d |
| lyu | 7d |
| m1 | 6d |
| peace | NR |
| pwd | NR |
| rap | 1d |
| rice | 1k |
| sws | 6d |
| tweet | NR |
| van | 13k |
| watanabe | 4d |
| willfor | 3k |
| xray | ??? |
| zhong | NR |
| zodiac | 2k |

# 3 Observers sorted by rank

| | |
|---|---|
| lyu | 7d |
| sws | 6d |
| m1 | 6d |
| gan | 6d |
| Shusaku | 6d |
| watanabe | 4d |
| jansteen | 4d |
| jzj1 | 3d |
| hell | 3d |
| gao | 3d |
| USTC | 2d |
| rap | 1d |
| lanlan | 1d |
| willfor | 3k |
| zodiac | 2k |
| MrBig | 2k |
| rice | 1k |
| chihyehc | 4k |
| jonathan | 10k |
| van | 13k |
| jinju | 20k |
| zhong | NR |
| tweet | NR |
| pwd | NR |
| peace | NR |
| hpang | NR |
| dbs | NR |
| chuck | NR |
| al | NR |
| xray | ??? |

# 4 Observers sorted by frequency

| | | |
|---|---|---|
| lanlan | 1d | 122 |
| jansteen | 4d | 112 |
| sws | 6d | 95 |
| rice | 1k | 78 |
| watanabe | 4d | 46 |
| zodiac | 2k | 45 |
| hell | 3d | 41 |
| al | NR | 39 |
| xray | ??? | 36 |
| chihyehc | 4k | 22 |
| gan | 6d | 18 |
| chuck | NR | 12 |
| zhong | NR | 7 |
| tweet | NR | 7 |
| peace | NR | 7 |
| gao | 3d | 5 |
| willfor | 3k | 4 |
| hpang | NR | 4 |
| lyu | 7d | 3 |
| jzj1 | 3d | 3 |
| dbs | NR | 3 |
| jinju | 20k | 2 |
| van | 13k | 1 |
| rap | 1d | 1 |
| pwd | NR | 1 |
| m1 | 6d | 1 |
| jonathan | 10k | 1 |
| USTC | 2d | 1 |
| Shusaku | 6d | 1 |
| MrBig | 2k | 1 |

# 5 Observers sorted by amount

| | | |
|---|---|---|
| jansteen | 4d | 4856 |
| lanlan | 1d | 3806 |
| rice | 1k | 3238 |
| sws | 6d | 3204 |
| watanabe | 4d | 1660 |
| zodiac | 2k | 1344 |
| xray | ??? | 1332 |
| al | NR | 1182 |
| hell | 3d | 1109 |
| chihyehc | 4k | 846 |
| gan | 6d | 605 |
| chuck | NR | 444 |
| tweet | NR | 362 |
| zhong | NR | 320 |
| peace | NR | 240 |
| willfor | 3k | 194 |
| gao | 3d | 145 |
| dbs | NR | 143 |
| jzj1 | 3d | 109 |
| hpang | NR | 84 |
| jinju | 20k | 59 |
| jonathan | 10k | 52 |
| van | 13k | 49 |
| lyu | 7d | 44 |
| Shusaku | 6d | 40 |
| USTC | 2d | 39 |
| pwd | NR | 36 |
| MrBig | 2k | 17 |
| rap | 1d | 14 |
| m1 | 6d | 14 |