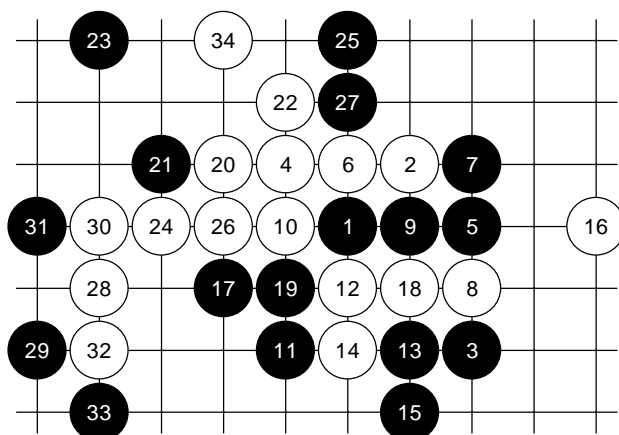


“ Click of STONES ”

Mikhail Kozhin
Alexander Nosovsky



Moscow 1997

TABLE OF CONTENTS

The foreword	3	
Renju-software	6	
1. 1-st Vertical debut	7	
2. 1-st Diagonal debut	14	
3. 2-nd Diagonal and Vertical debuts	26	
4. 3-rd Vertical debut	32	
5. 3-rd Diagonal debut	41	
6. 4-th Vertical debut	46	
7. 4-th Diagonal debut	48	
8. 5-th Vertical debut	56	
9. 5-th Diagonal debut	60	
10. 6-th Diagonal and Vertical debuts	73	
11. 7-th Vertical debut	80	
12. 7-th Diagonal debut	84	
13. 8-th Vertical debut	88	
14. 8-th Diagonal debut	97	
15. 9-th Vertical debut	107	
16. 9-th Diagonal debut	130	
17. 10-th Vertical debut	139	
18. 10-th Diagonal debut		143
19. 11-th Vertical debut	157	
20. 11-th Diagonal debut		165
21. 12-th Vertical debut	167	
22. 12-th Diagonal debut		172
23. 13-th Vertical debut	188	
24. 13-th Diagonal debut		189

THE FOREWORD

This book is written by the authors first of all for you - young generation renju players.

We hope, that you can critical to consider possible(probable) mistakes,
- " It is impossible to grasp immense! ".

By prototype of this book was the booklet of Takahashi Sagara, entitled by Russian Federation renju, " From a debut to Middle ". The booklet of Sagara represented a series of the journal publications in a magazine " Renju Sekai ", united in the book by desire of Russians, published translations of these clauses as a booklet and then translated by Swedish Federation into English.

In Japan such books are absent !

On an extent approximately 15 years this booklet made the basic luggage of any serious player. However renju developed and now much from the contents of this booklet is obsolete. It is necessary also to note, that the booklet was created during the former debut rules at which greater attention was given 1-st and 5-th to diagonal debuts. Initially not designed on the edition as the book, it frequently sins by an incorrectness of the references and fragmentariness.

Now other debuts are investigated also deeper. All this has raised the question about creation of the book, which could become desktop for the following generation renju players. The authors have taken this hard work on themselves and represent on your court result of two-year work.

Dear readers be critical to the resulted diagrams, some of them probably require the deeper analysis!

Mikhail Kozhin

The champion of the world in a command championship of the world 1996

Alexander Nosovsky

The double champion of the world in game on correspondence

The vice-president of Renju International Federation (RIF).



© According to “ by the Law on the copyright ”, reprint of the book, use of its fragments or translation on other languages, and also use as an electronic

database for computers, without the consent of the authors, will be infringement of the copyrights.

" Click of Stones "

" In our country, - has told Alice, -
 If you want something to achieve,
 You should run very quickly during long time! "
 " It is the very slow country! - the Queen, - has told
 Here it is necessary to run to keep the place.
 If you want something to achieve,
 You should run twice faster! "

L. Kerrol " Alice in Other side of Glass "

Given epigraph from a famous fairy tale very precisely describes the surprising country renju, in which as, and in a fairy tale to go forward it is necessary to run twice faster, than your friends - contenders. If you stop, will be pleased to the victory, you will be outstripped by the whole group of the players. In this book we have tried to give a fundamental sight on development of game in debuts. Your task - to study a material and to go further, both in the party of a deepening of variants, and in the party of the critical attitude to development resulted in the given book.

Advice to the reader: Before critically to consider the given variants, study games earlier were played in tournaments and remember - " New is the well forgotten old ".

The knowledge of debuts as anywhere is important in renju. If you know debuts poorly, playing not optimum for black, you allow the contender to deprive you of advantage of the first move, and you see renju game with asymmetrical rules!

If you play white, the ignorance of a debut can simply be resulting in a defeat, and if will not result, you will test strong pressure on the part of the contender all games and early or late will be mistaken.

However it is necessary to distinguish moves made on ignorance and moves made as home preparation - novelty.

Advice to the Reader: the home analysis a first means of preparation renju player. - Think out moves, designate by their capital letters of the alphabet and analyze. From ten moves, considered by you, it is necessary there will be one, which you will fail to deny!

The application of novelties is original art. It is possible to show a novelty in anything to a non-significant companionable game, and it is possible to play it and in a key game Qualification tournament. It is necessary only to be able to estimate this or that novelty. It happens so, that the novelty which has been thought up by you, is not solved force. Such novelties usually are expedient for applying, when you play with the short control of time. There are novelties requiring strategic answer.

Advice to the Reader: Remember, that the application of a novelty always both sides sharply the weapon, can so appear, that your contender already has solved it up to you. Then you need only to thank him for a science.

First, and most important, basic opponent during competition are not your opponent, and you! To this conclusion the authors came after long-term studying renju. Only by overcoming yourselves, you receive satisfaction from game (we not we consider here cases, when your opponent admits mistakes).

One of the most widespread errors, is underestimation of the opponent Many players, meeting with the players, which "image" not so high, as their own, subconsciously to hope for a mistake, is chosen by not optimum ways of development and when it does not occur, in turn, play not on a position and lose.

Can seem paradoxical, but to win, it is not necessary to want to win!

Playfully it refers to as “ as Will to not to a loss ”, and is serious, when the player wants to win a party, in his head the think on a prize and as a consequence turn, he cannot concentrate in a sufficient degree.

Most important during game to achieve the necessary level of concentration, and to not distract from game on walking on a hall, conversations with other participants and so forth.

The complete concentration allows to achieve clearness of mind, for you there is an easy account of long variants, control of interaction of items and crossings, you see all board as a whole, instead of its separate flanks and parts. Noticing any discrepancy of your contender, you are capable to develop interaction of stones and by connecting all flanks, to achieve a victory.

All strong players know this condition, who runs into him after long drinking, who is simply per any day feels unusual inflow of forces and clearness of mind, someone " had game " etc. The difference the strongest Japanese and European players are, that they are capable, with the help of the certain receptions, to run into this condition at the desire.

The recommended Literature:

1. "Renju for Beginners" A. Nosovsky, A.Sokolsky .
2. “ From the opening to the Middle" by T. Sagara.

RENJU - Software

The authors of the book recommend to ALL the computer programs:
 The development of computer engineering has allowed using it by preparation renju players. Some players run in euphoria, considering, that the computer can replace their own efforts and abilities. This is error!
 However, to reduce expenses of time to the analysis of a position and to store in a kind, convenient for you, of record of games, the computer really can. And similar opportunities we recommend to take advantage:

1. The game Program

The program "Solver-Win" - game program on renju, playing by the strength 1-st Dan, has a regulator of force of game, excellent design. For the strong players - irreplaceable assistant in the home analysis. By placing a position, you receive an opportunity to invent moves, and the draft analysis for you will execute the computer.

However, remember, the program well counts only tactical positions and the certificate of the found victory is the sum of estimation 39997 and above.

The program "Solver-Win" the program on renju working in environment Windows 3.1 and developed program "Solver-95" for Windows-95.

The program allows working with several tasks, for example, while "Solver-Win" analyzes a position from one of protection, you can start other protection, thus simulating the analytical work. - theoretical analysis 4-th - 6-th of the most interesting continuations.

In a network Internet, you can meet the similar program, hardly with other name and design "Renju for Windows", but with the same force of game, with the same format of files. pos.

2 Programs of work with a Database

The program "RenBase-95" allows instantly to find played before a games on created of a position, shows statistics earlier played of games, carries out search and selection of parties on a Surname of the player, tournament, index of the Qualifier of debuts.

In the program there is an opportunity of loading of files of the early programs for of a type: .ren, .dbf, .pos, .buf, and also opportunity of addition new files to the basic base, - is carried out also subscription to reception of new files of last tournaments on electronic mail.

For amateurs of the polygraphists editions and electronic books placed in the network Internet, are stipulated a laser seal and function allowing to cut out any piece of a board from "RenBase-95" and an insert in any Editor - of the type Microsoft Word or Adobe Acrobat.

The given book is printed with the help of the program "RenBase-95".

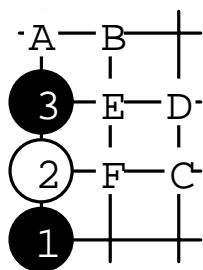
The program supports any fonts.

Internet URL the address a RIF

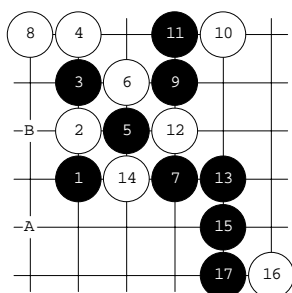
< <http://www.lemes.se/renju/> >

The 1-st Vertical debut “ a Cold Star ”

For players wishes at once to attack 1D quite approaches, it is rather dynamical also skill it to play consists in aspiration black to connect top and bottom stones, and the protection white is constructed on longer resistance to this. Basically black can play and not following the theories given a debut allows trying various moves, in any case you will not lose, and simply will give to the contender to balance chances. The transition in 3I is most played in tournament parties.



1.1 In the diagrams submitted below, 4 moves A, B, C, D, E, F are considered.
The most widespread answers are E, F.



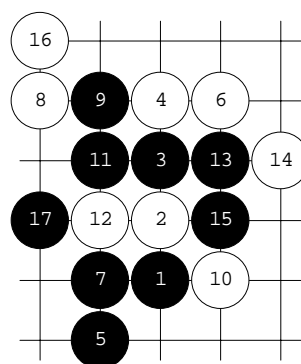
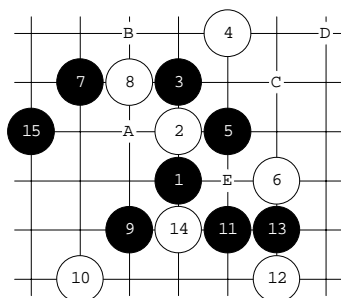
1.2 First variant 4-th move;
Position, common with 11D debut.
The 5-th move allows carrying out classical attack on diagonals.
If 8-15, 9-A.
If 6-7, 7-B, completely suppressing the contender.

1.3 Another the 5-th move; and with it at black - easy game.

If 6-9, 7-7, 8-10, 9-15 or 11.

If 5-13, the after 6-15 there can be difficulties.

It is possible 5-7, but there - it is more complex



1.4 Second

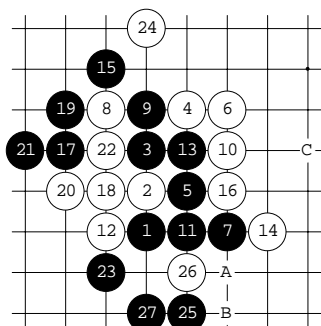
variant 4-th of a move.

Key moves - 7-th and 15-th, after them all is simply.

If 12-A, 13-14.

If 6-B, 7-C, 8-D, 9-E, (8-9, 9-6).

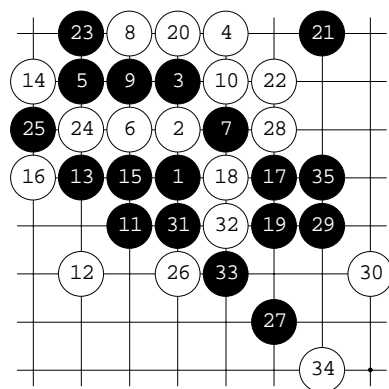
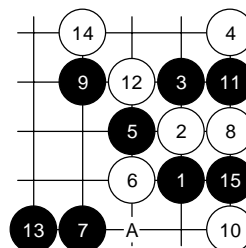
If 6-C, 7-6.



1.5 A stronger 6-th move for white, but black still win.
If 10-22, 11-10, 12-23, 13-12, 14-11, 15-A, 16-B, 17-C.

If 6-9, 7-A.

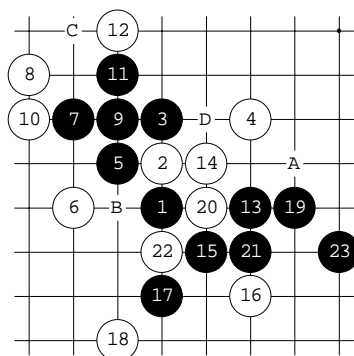
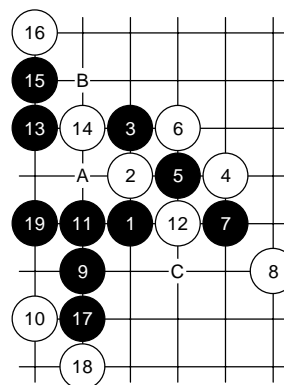
1.6 Alternative the 5-th move also wins.



1.7 One more effective 5-th move.
The 6-th and 8-th moves - the strongest, nevertheless, further - by VCT.

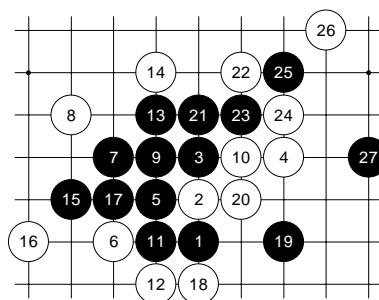
move 5-A, and alternative 5-5.
If 8-B, 9-9, 10-10, 11-C.
If 18-A, 19-19.

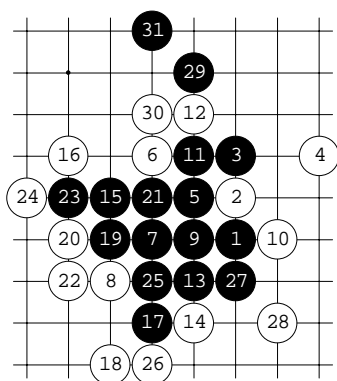
1.8 Third variant 4-th move.
Win black, both basic



1.9 Fourth variant 4-th move,
Stronger. The 5-th basic move, with it black win.
If 18-A, 19-22.
If 12-B, 13-14, 14-C, 15-D.

1.10 Another the 10-th move.
After 16-th it seems, that the attack has exhausted, but the key move 17 follows (!).

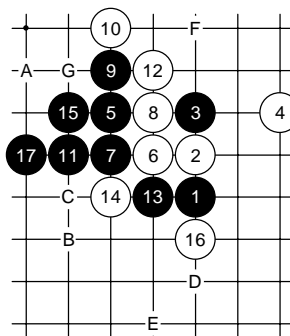




1.11 Another the 6-th move,
Also with victory for black.

1.12 Alternative the 5-th
move.

In "Sagara" is not
considered and in real
parties practically did not
meet, however, to find
here acceptable game



black rather not easy.

The 5-th move - apparently, unique, keeping advantage.

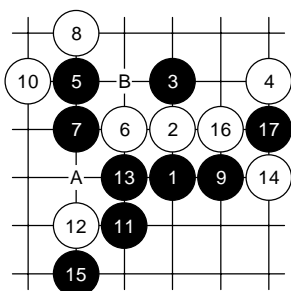
On the 8-th move follows three, then

11-th (!) A move - key to a position.

If 16-A, 17-B;

If 14-C, 15-D, 16-14, 17-E, being not afraid threats above.

If 12-13, 13-12, 14-F, 15-G, 17-B.



1.13 This the 8-th move - strongest.

At black it is not visible advantages at an attack by moves

9-A, B or 12, therefore it is necessary to try 9-9;

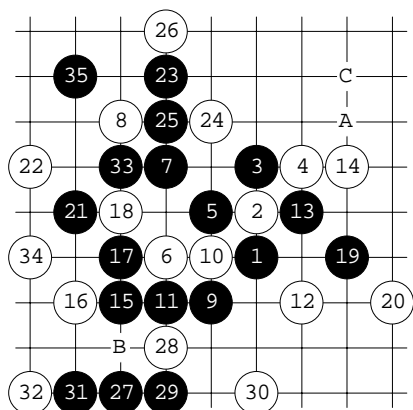
The 10-th move - strongest answer,

But after the 11-th move (!) The position - is declined for
the benefit of black.

If 10-13, 11-12.

It is necessary to notice, that if the more arising move 5-A
was made, the game black could become unsimply.

The move 5-7, creating item pressure deserves attention also.



1.14 Fifth variant 4-th of a move.

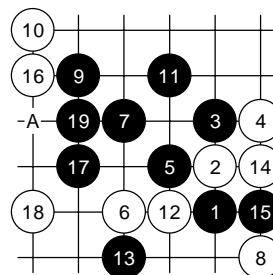
The 5-th move - basic; black win after the long forced
variant.

If 14-28, 15-A, 17-17.

If 18-B, 19-33, 20-22, 21-24, 22-19, 23-C.

1.15 Another the 8-th
move.

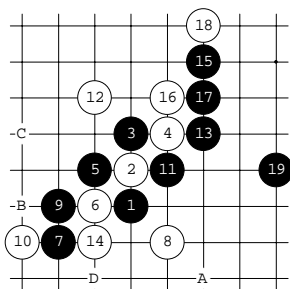
The forced attack at
black is not present
also they are compelled



to give a white respite 11-th by a move.

Nevertheless, after 19-th they win.

If 16-17, 17-A.



1.16 Another the 6-th move.

The 12-th move perhaps the strongest, but black, by winning back a pair of three, 19-th by a move grasps space.
If 8-9, 9-8, 10-A, 11-B, 12-14, 13-C (or 12-D, 13-10).

1.17 Alternative the 5-th move essentially changes character of game: the diagonal attacks concede a place to power pressure.

The position after 8-t moves can occur from 11I of a debut with shift.

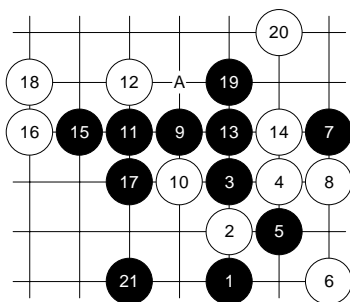
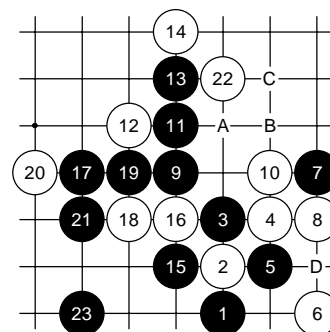
In reply to the 10-th move black attack by 11-th move (!) Also win.

If 14-16, 15-14, 17-22, 18-B, 19-C.

If 12-13, 13-12, 15-A, 16-B, 17-18.

If 12-16, 13-22, 14-B, 15-13.

If 6-D, look D1.8.



1.18 Another the 10-th move, also with decisive overweight black.

If 12-13, 13-12, 15-A.

1.19 The third 10-th move, In reply to which black 13-

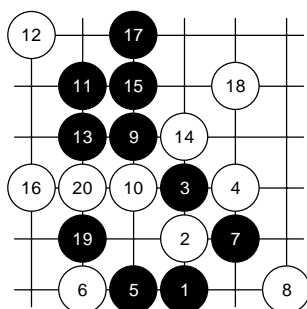
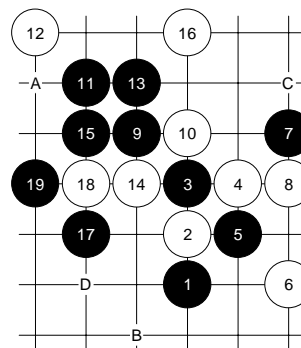
th and 15-th by moves build a typical attacking design "magic chest". Due to presence of large number of connections, after a pause 19 the advantageous position turns out.

If 16-19, 17-18.

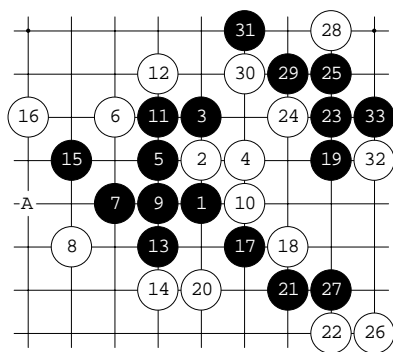
If 14-A, 15-15.

If 10-11, 11-D.

If 8-B, 9-C.



1.20 One more the 5-th move recommended "Sagara". However, because of influence of edges of a board, the attack black can be complicated.



1.21 Sixth, basic variant 4-th of a move - transition in 3I a debut.

With basic 5-th by a move black have the long forced victory.

If 18-A, 19-18.

1.22 Another the 8-th move.

The activity white essentially recovers game.

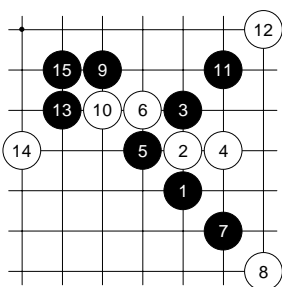
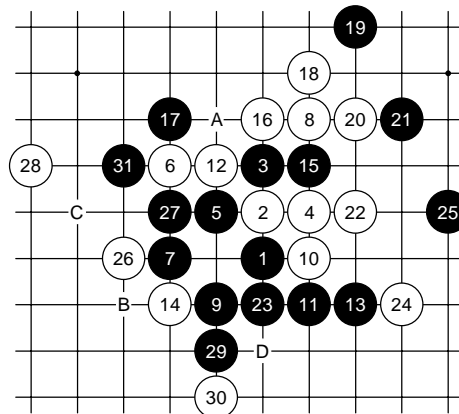
The move 14-14 - is better, than 14-23.

If 17-A, white catch on foul 4x4.

If 18-26, 19-27, 20-28, 21-B, 23-C.

By attack with 18-th till 22-nd white compel the contender to win by VCF, but in reply to the 28-th move the 29-th move follows (!) - remarkable escaping from foul 3x3.

It is possible also 11-15, but then 12-12, 13-13, 14-16, 15-A, 16-26, 17-27, 18-D, then, despite of powerful advantage, the victory of black is complicated.



1.23 Another the 6-th move.

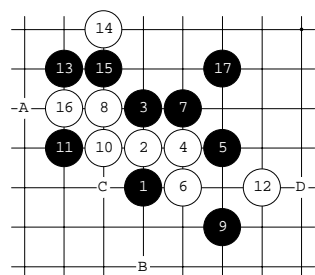
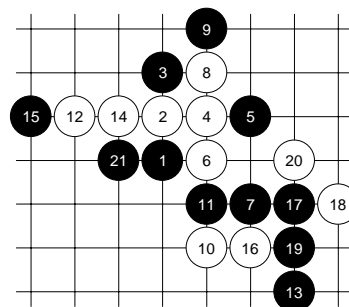
After a number of good pauses, black receive perspective base for attack.

1.24 Alternative the 5-th move does not give a

black direct victory, and best that they can receive here is an item advantage.

After the 6-th move the position can occur and from 2I of a debut; there, in D3.19-3.22, the move 7-11 will be considered.

7-7 - Other interesting move. White from the very beginning try to attack, but 13-th follows (!) - original escaping from $\phi\sigma\lambda\alpha$, then the position becomes hardly better for black.



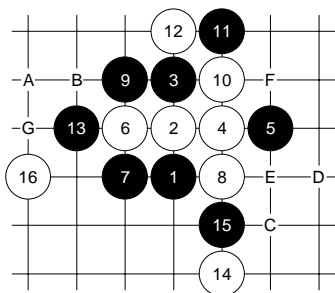
1.25 One more the 7-th move creating the most typical position of the given variant. Here large open space for creativity both black, and white, besides is felt influence of edges of a board, as against others of the 7-th moves a little.

Up to the 13-th move more or less standard, is farther - on taste. The move 17-17 seems to best.

If 14-A, abundance of the 15-th moves:

15-B, C (creating a symmetric position), D, 15; the initiative - at

black, but without decisive overweight.



1.26 Some more variants 6-th of moves are disassembled in other debuts:

Move 6-E - in 2I a debut, **D3.7-3.11**;

Move 6-15 - in 4I a debut, **D7.34**.

Since this diagram, the strongest 6-th move will be considered.

On the 7-th move the natural answer - 8, then is possible to try various variants; on the diagram the

position with the initiative black turns out.

It is possible 16-A or 14-16.

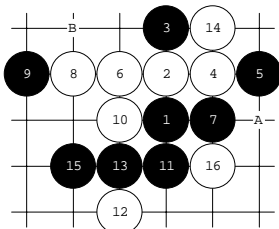
Strong move also 13-G.

It is possible 10-B - this is a good move.

If 9-C, 10-D or 10-10, 11-11, 12-14, 14-E.

If 9-13, 10-A, 11-10, 12-D, 13-C, 14-F (and if 12-9, the position from the previous diagram) can turn out.

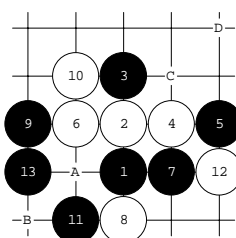
The approximately same game at 9-10.



1.27 Sharper 7-th move.

Play four by 8-th move, similar, not for the benefit of white - to keep a position; they should make a un nice 14-th move, leaving in an indistinct defense.

If 10-11, 11-10, 12-A, 13-B - and at black very strongly.



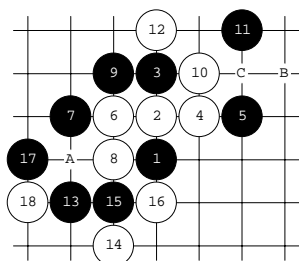
1.28 This the 8-th move - stronger protection.

The 10-th move - one of possible,

After 11-th at black - small overweight.

It is possible 12-A.

If 10-A, 11-B; if 10-C, 11-D.



1.29 On the diagram - most popular development of the given variant.

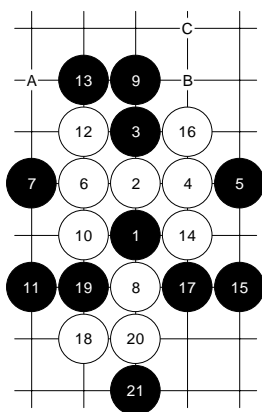
Actually, this position - same with given earlier on **D1.25**, especially if to play 12-17.

Poorly 16-A because of 17-B.

If 10-12, 11-10, 12-C, 13-13.

If 9-10, 10-9 or 10-12, then the position is similar with **D1.26**.

There are rather rare such moves 9-13 and 9-15 playing in real games, however, despite of the unpretentiousness, it is good moves allowing black to supervise a position.



1.30 This interesting the 8-th move till now is investigated few more;

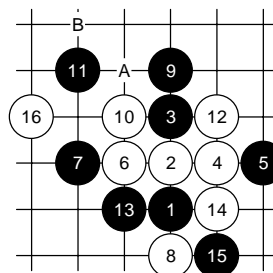
Various variants 9-thof moves are offered below.

The character of game here essentially differs from 8-10 and is designed for mutual activity.

In reply to the 9-th move, white try to use foul motives, but after 11-th are compelled to play by force, weakening the position; after 21-st they are compressed inside.

If 14-16, 15-A, 16-B, 17-C and at black it is enough strongly.

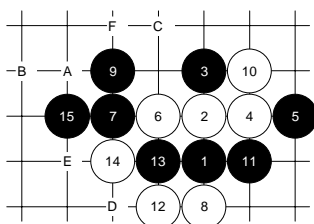
1.31 This the 10-th move is stronger, than



10-13,

To 16-th to a move white the position seems to be equal. Interesting move 12-15, but then after 13-A, 15-12, 17-B black begin at the left beautiful attack finished victory in area of the 40-th moves (wishing can find independently). Probably, a quite good move will appear 11-13.

1.32 Another the 9-th move;



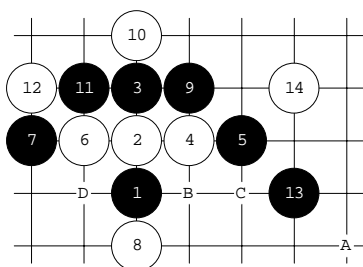
The 10-th move - natural answer.

In reply to constraining 12-th, black after 15-th achieve a perspective position.

It is possible 15-A, 16-B, 17-15, 18-C.

Perhaps, it is better for white will be 12-13, 13-D, 14-14, 15-E.

One more interesting move - 9-F, on it the answer, also 10-10.



1.33 And one more the 9-th move.

With 10-th till 14-th - typical series of moves, then at black - very strong position.

For 15-th there are many good items, down to direct attack.

It is possible 10-11, then not bad 11-13, 12-A or 10, 13-B, 14-C, 15-14 (or 14-D).

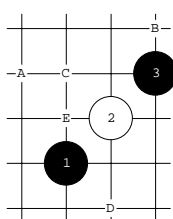
The 1-st Diagonal debut - "Asteroid"

There were times, when was existed "Masters Rule". It meant, that the parties were played with purpose of a debut by white and with granting of black two variants of the fifth moves on a choice. It allowed white to have rather high chances to not lose a party, choosing basically 1I, 5I. or 3D. Therefore, the debut is rather well investigated, it carries rather easy game for white, under condition of good knowledge by them of the theory. Practically, any withdrawal black with thin footpath of the theory, is fraught with final attack white. However, the victory white not easy and, as a rule, is carried out about application of pauses.

By beating off all attacking of development black, white, as a rule, begin pressure on opposite flank, where there are all basic events.

To tell, that black lose, means, palter by soul. Shorter, white play to win, black to receive a draw in game.

However, remember, one incorrect move for white on a track through a bog and....



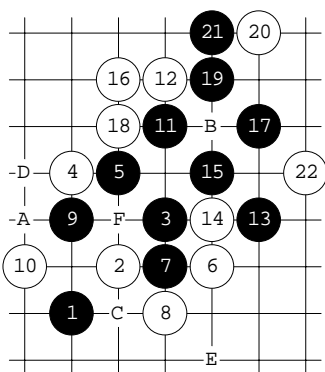
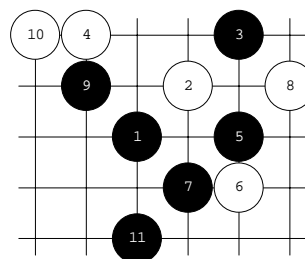
2.1 In the diagrams 4 moves A, B, C, D, E are considered.
If 4-E, look 3D a debut.

2.2 First variant 4-th of a move -
knight development.

Very much rare meets in real parties because of
presence of stronger moves.

The 5-th move - basic.

Despite of apparent activity white, black successfully play on diagonals.



2.3 With alternative 5-th by a move the game is at a loss.
The 4-th move is much stronger, than symmetric 4-A, as the
attack black develops in the short party.

Given in "Sagara" the variant of advantage black does not
give.

If 19-21, 20-19, 22-22.

If 19-A or 19-19, 21-A, white force are protected on the right
and have time to connect rate for protection at the left.

Variant 11-12, 12-11, 13-16 could be successful at 4-A, here it
of success does not bring.

If 13-18, 14-B;

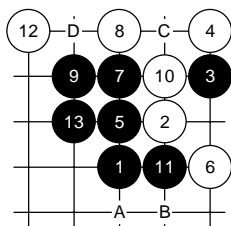
If 13-B, 14-18;

If 13-14, 14-13.

If 5-C, 6-8, 7-9, passing in little perspective variant 3D of a debut.

Probably, the best development for black will be 9-13, 10-9, 11-D, or at once 9-E, conceding
the initiative, but not losing the control above a position.

Probably, it is necessary to try 5-F.



2.4 Second variant 4-th of a move - less strong;
 Black has not serious problems.
 If 6-7, 7-6; if 6-A, 7-B;
 If 6-C, 7-11, 8-6, 9-D.
 It is possible 5-11, then if 6-C, 7-5 or 7-8,
 If 6-6, 7-7.
 It is possible also 5-6 or 5-C.

2.5 Third variant 4-th of a move.

Strongest; even with basic 5-th by a move white have a perspective position.

The variant with 6-th till the 12-th moves in due time was rather popular; for the 13-th move there are many items, but the optimum plan for black is not found yet.

On the 13-th move the typical answer 14-14, then white are protected

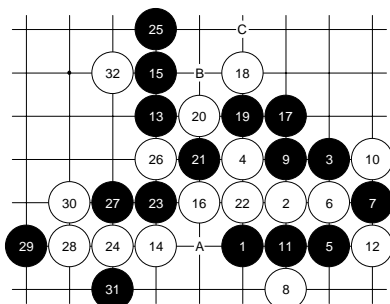
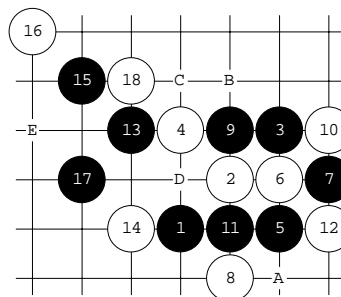
16-th and 18-th by moves also constrain attack.

If 16-A, black win, attacking in items B and C;

If 16-D, after 17-17, 18-C, 19-E, black create base for attack.

Play also 13-17, and after the answer 14-14 continue 15-18, 16-15, or other development 15-A, 16-D or 13.

If 13-18, again 14-14, then it is possible to try 15-15, 16-B.



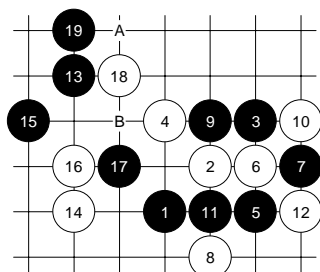
2.6 This active 13-th move is entered into practice not so for a long time, and by the way, white feel here most unpleasant.

Sample 14-A does not pass because of 15-B, after it at black real chances of a victory.

15-15 - A strong move, but attack black in the decisive moment abutted in countercheck, and they are compelled to lose rate below.

Can be, it is possible at once 16-18?

If 15-32, 16-16; if 15-B, 16-C, blocking active lines and creating faults motives.



2.7 Another the 15-th move, apparently, strongest.

In real parties it did not meet, therefore is investigated a little.

16-A - is weak because of 17-16;

Move 16-B - it is enough passively.

If 16-17, that, playing on diagonals, black receive the won position.

16-16, like, looks is more best, but all the same at black very strongly.

2.8 Another the 10-th move rather interesting. Development with 11-th till the 15-th moves quite natural.

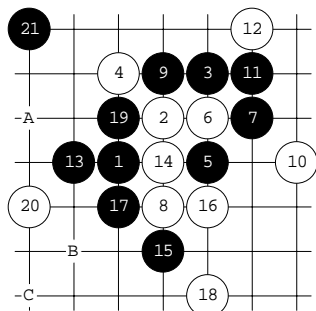
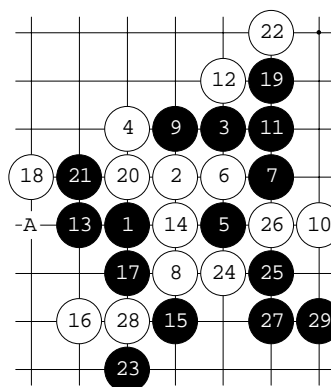
16-th move white try to occupy the important item, but to 29-th move receive losing position;

Others do not rescue also 24 and 28 moves, no less than 20-26.

If 16-17, 17-16;

If 16-21, 17-19, 18-22, 19-A;

If 16-24, 17-19, 18-22, 19-25, then there are a lot of versions of development. In all cases at black not bad.



2.9 Another the 12-th move.

Completely blocking a vertical pair, white leave in alive diagonal connection.

If 18-A, black win.

Since the 21-st move at black quite good attack above, but at white have activity below.

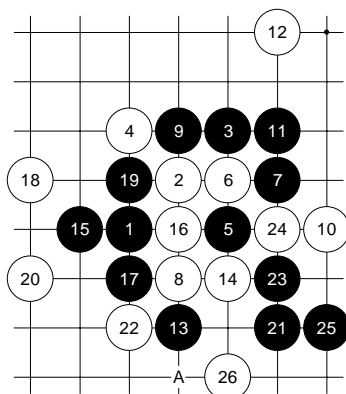
If 16-19, 17-B, being not afraid activity not white.

If 16-B, 17-C - and to wait.

The rather quite good move 16-17, then is possible 17-B, 18-16;

or 17-16, 18-20;

Or 17-20, 18-19, 19-16; everywhere chaotic game.



2.10 One more the 12-th move, perhaps strongest, as white block an output upward, and only below black to develop not easy.

If black attack by force, as on the diagram, to 26-th move their attack fades also white remain with powerful overweight.

If 15-23, 16-21 and white supervise a position.

If 13-14, 14-13 and, as the ambassador 15-16 prizes on the right at black do not appear, it is possible 15-A, 16-21; the truth, and here at white better.

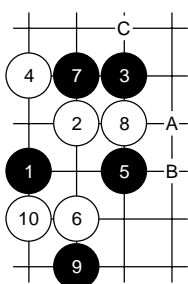
If 13-21, 14-23.

Quite good move can appear 13-20.

2.11. Another the 6-th move.

If black will not wish the ambassador 9-A to reduce a position to the above described variants, at them is protected move 9-9 with chaotic game.

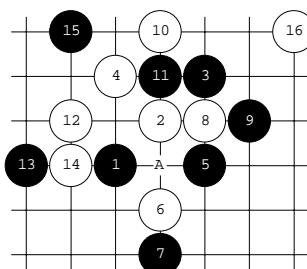
If 8-B, 9-C - this variant will be considered below on D2.48.

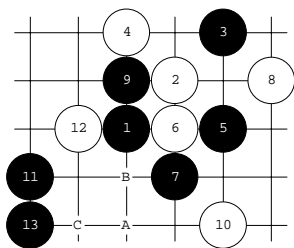


2.12 Another the 7-th move, also with chaotic game.

Black it is desirable to abstain

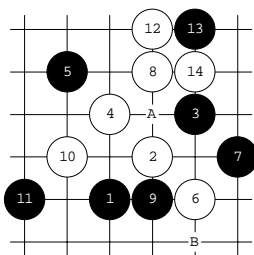
from троук of a type 7-A or 7-8, as thus they narrow the opportunities.





2.13 The 6-th move seems symmetric to above described, however, because of influence of edges of a board, the character of a position diametrically varies. Black attack on the extended space and have real chances of a victory. It is possible also 11-A, 12-B, 13-C.

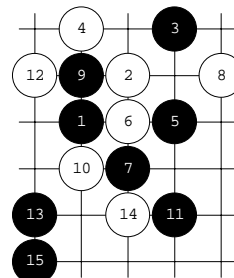
2.14 Another the 10-th move, Black also should win.



2.15 We begin to consider alternative the 5-th move.

The position after the 6-th move carries the name " white Dragon ".

The 7-th move - meets rarely, however, it is interesting also to that the position can arise in such order: 5-7, 6-6, 7-5. White here has significant advantage, down to a prize.



If 9-10 or A, 11-B.

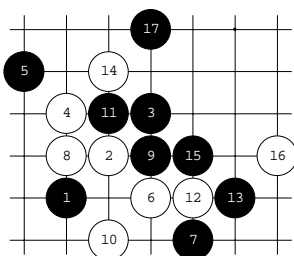
2.16 Initial 7-th move.

It is a lot of years back this variant was very popular.

The 11-th move - unique, then at white is the various plans of game.

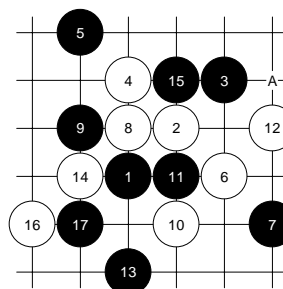
It is possible 16-A;

It is possible 12-16.



2.17 Another the 9-th move, Can be, stronger, than on the previous diagram.

11-th move black press down a position from above - and white it is necessary to spend many forces to avoid an environment.

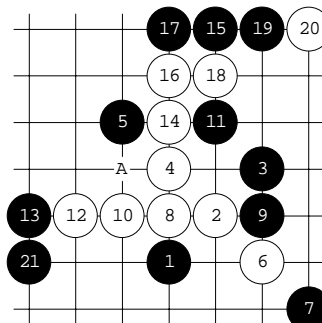


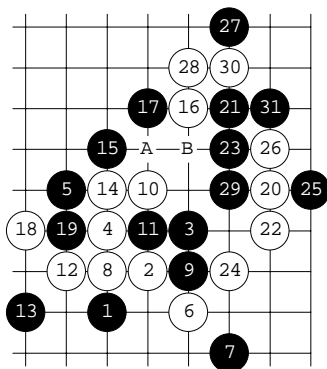
10-th move.

After 11-th white try to press on fount 3x3, but beautiful 15-th move black avoid from fount and even receive the initiative.

It is possible 19-A.

2.18 Another the





2.19 One more the 10-th move.

White begins attack above, but resources black suffices to keep a position.

It is possible 17-A, 18-20;

It is possible 17-B, 18-A, 19-19, 20-17.

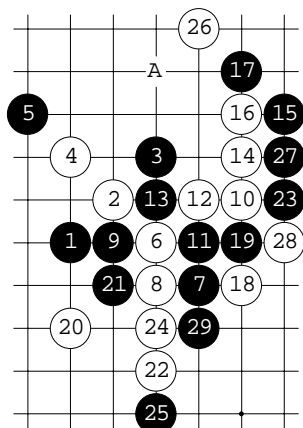
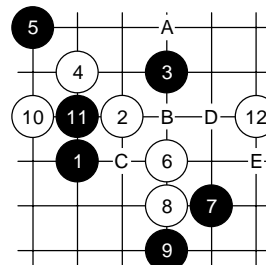
white quickly demonstrate, threatening 12-th move as foul in a point A.

If 9-B, 10-C;

If 9-D, 10-E.

2.20 Besides 8-11, there is other strong move 8-8.

The 9-th move weakly, that



2.21 The 9-th move -strongest.

On the 10-th move, 11-th - best answer.

The forced variant bringing in stabilization a positions, met repeatedly.

If 17-19, 18-A (it is necessary to notice, that if the 8-th move was made in item 11, black the edge of a board) would not prevent.

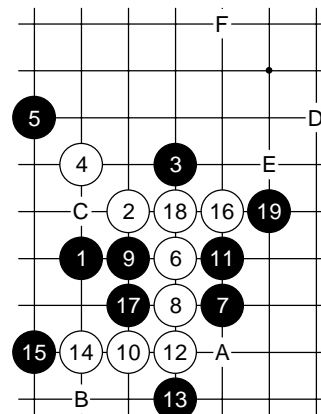
series developing threes, as a result they still have initiative, but there is a danger of an environment.

If 15-A, 16-16, 17-17, 18-15, 20-B - it is more favorable for white.

If 19-C, 20-D, 21-E, 22-F - and white "leave in far".

2.22 Another the 10-th move played for the first matches for a rank Meijin more 30-ty years ago in Japan.

After 11-th white make a



2.23 Another the 11-th move.

On the 12-th move, 13-13 - successful answer, then white unsuccessfully try to use foult motives.

On 16-th and 20-th moves other variants are possible also.

If 14-18, not bad 15-14, 16-23, 17-20, 18-21, 19-A.

If 14-23, 15-B or C.

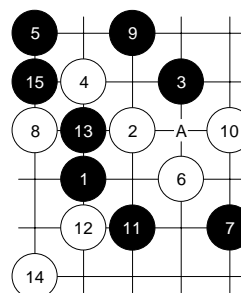
If 12-23, 13-D, 15-12, 16-E, 17-22.

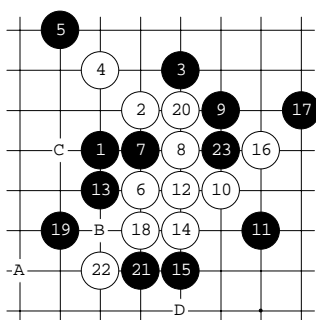
2.24 Third variant 8-th move met less often others;

The position with mutual activity turns out.

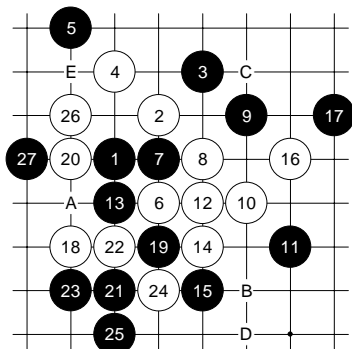
Not bad also 11-A.

If 10-13, 11-A also look D2.18.

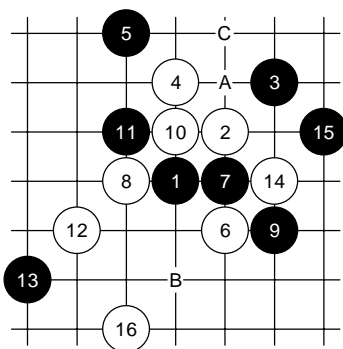




2.25 This the 6-th move carries the name " a white tiger " and is strongest development for white.
 On causing the 8-th move black answer constraining 9-th move, then the forced game goes on one breath.
 To 21-th move a position black more preferable.
 If 20-A, 21-22 with overweight black.
 If after 20-20 to go 21-22, white win.
 If 18-B, 19-19, 20-20, 21-18, 22-C, 23-D (20-A, 21-21).



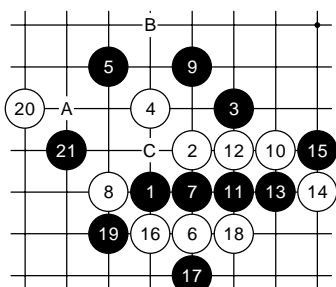
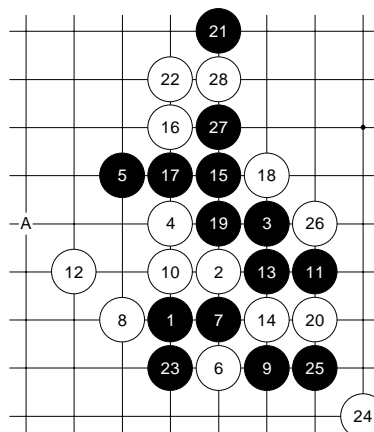
2.26 Another the 18-th move, the position also is more preferable for black.
 It is possible 26-27, 27-A.
 If 22-25, 24-B, 25-23, 27-C.
 If 20-D, the attack begins with 21-E.



2.27 Initial 8-th move;
 It is a key position all of 11 of a debut.
 Various variants 9-th moves were tried, but optimum is not found.
 On this the 9-th move white play 10-10 and receive overweight.
 If 13-A, 14-B.
 If 10-14, 11-15, 12-C, 13-11, that is more favorable for black.

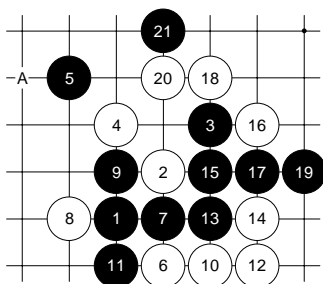
2.28 To a sharp 11-th move white should accurately react 12 (!), differently they risk getting in an environment.

The attack black is stopped 22-th move; however, it is possible to play and more adventure 22-A.
 Black has not the special prospects.



2.29 Second variant 9-th move.
 After 15-th it is possible to try various variants, for example, 16-B, or 16-18, 17-16, 18-A.
 If 13-C, 14-13 - and at black difficulty.
 One stronger move 12-13;

Black can play 13-12, 15-18, 17-C, or somehow still, but in a desirable degree to balance a position it fails by it.
 If 9-11, 10-13 or 10-12, 11-10, 12-9.



2.30 Third variant 9-th of a move carrying the name: " a move of the solar party "

The position develops rather harmoniously.

It is possible 20-21, 21-20.

If at once 18-20, at the black quite good answer 19-A.

If 12-13, 13-12 or 13-17, that is more favorable for black.

9-th of a move.

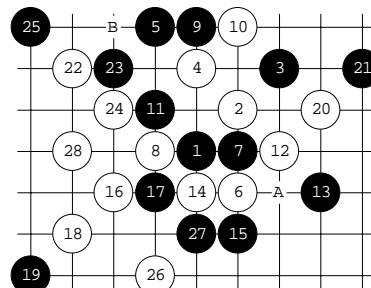
The 13-th move blocks development white, but, nevertheless loses: wishing in detail to familiarize with variant, can read article A. Terteryan " Lipoviy Kashtan " in IP-15.

On the diagram - most interesting attack;

Others 23 moves not helped.

If 15-27, 16-16, 17-A, 18-22, 19-25, 20-B.

2.31 Fourth variant

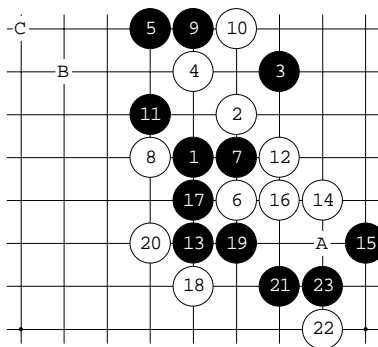
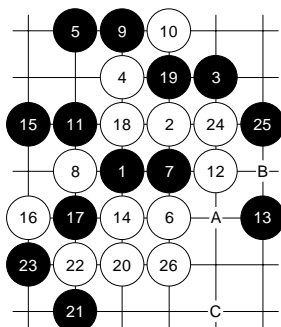


2.32 Another the 15-th move.

And here white win.

If 15-17, 16-25, 17-20, 18-26, 19-15 (differently - fast faults), 20-A, 21-24, 22-B.

If 15-16, 16-C, 17-26, 18-21.



2.33 Thus 13-th move the there are no sure win for white , but position for them perspective.

It is possible 14-17, 15-16, 16-B, 17-C.

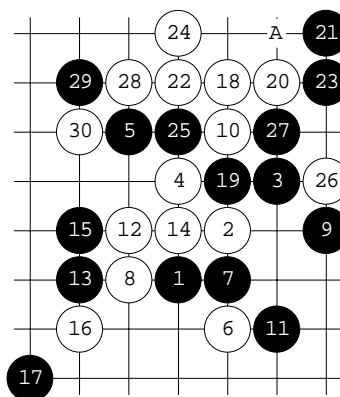
If 13-16, the answer 14-A white have large overweight.

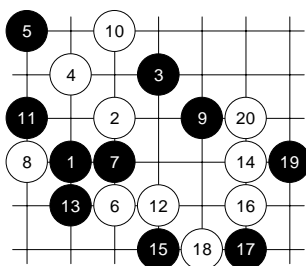
2.34 Most popular, fifth variant 9-th of a move.

The 11-th move - trap, only development with 12-th till 30-th results white in a victory.

If 23-28, 24-25, 26-A.

Does not rescue and 17-19.





2.35 The 11-th move - correct;
 For the 15-th move there are many important items.
 With 15-th till the 19-th move quite logical development.
 For the 20-th move there are many good items.
 It is possible at once 16-20.

15-th move.

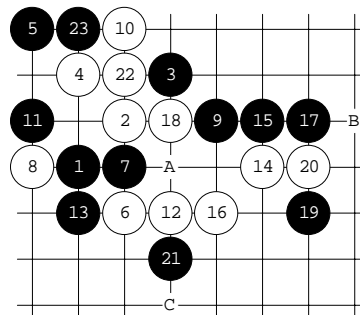
Since the 7-th move, black try to extinguish activity of the contender and it by it partly it is possible.

It is possible 17-18, 19-17, 21-21, but it is little bit worse.

It is possible 21-A, but it is more passive.

If 18-B, not bad 19-A.

The move 16-21 - also is strong, then possible 17-18, 19-17, 21-C - and at white there are some items for 22 moves.



2.36 Another the

2.37 Third variant 15-th move.

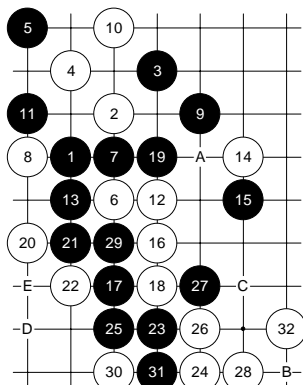
Move 16-16- good answers, after which white achieve large overweight.

After the 32-nd move at them good prospects, and move in item A to be afraid does not follow.

If 27-B, 28-C.

If 25-D, 26-26 or 28.

If 19-23, 20-20, 21-29, 22-E.



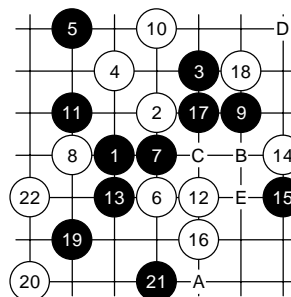
2.38 Another the 17-th

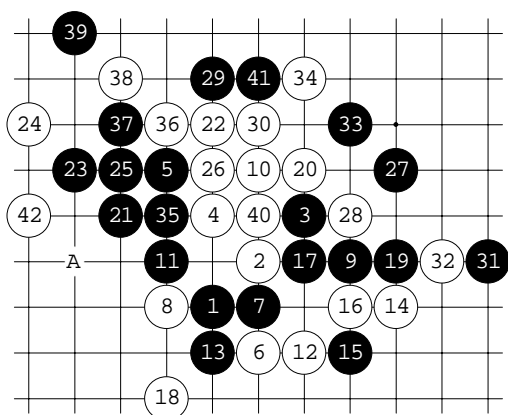
move.

If 19-21, 20-19, 21-A, 22-B.

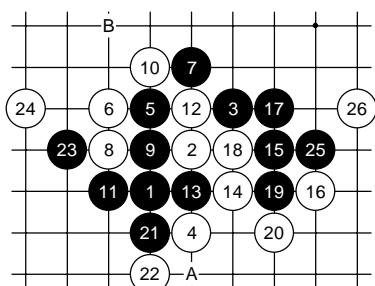
If 17-C, 18-19, 19-18, 20-D, constraining break black.

If 17-E, 18-B.





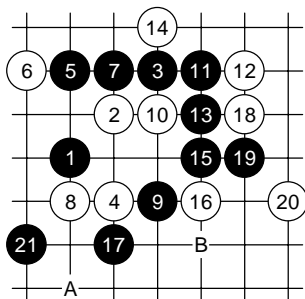
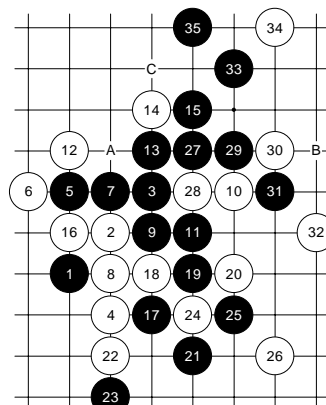
2.39 Fourth variant 15-th of a move. Down to the 20-th move - typical development, and 21-th move black leave on a shock position. However, it is enough of resources of white for protection; To 42-th the field battle remains to a move for white.



2.40 Since that diagram, we shall consider fourth variant 4-th of a move - transition in 5I a debut. Three approximately equal in rights 5-th moves here are possible: 5-5, 5-12 and 5-13. On the diagram - ancient variant of game after the 6-th move. Black creates attacking constructions, but the protection white is strong. It is possible 24-A.

If 17-B, 18-21.
If 6-9, 6-13 or 6-21, 7-12.

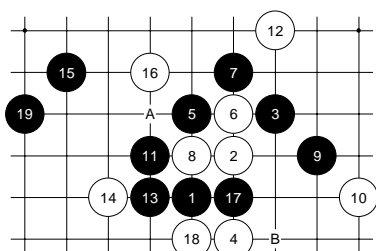
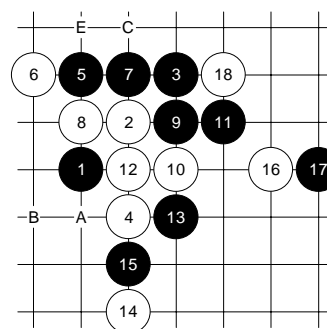
2.41 Not receiving a desirable position at 7-A, black try 7-7 and here white uneasily to find acceptable game. On the 8-th move - strong answer - 9-9, this position can arise and from 4I of a debut. Black win by VCT. If 30-B, 31-C. Others 20 or 22 moves nor rescue.



2.42 Another the 8-th move; Black also wins, despite of strong 10-th and 14-th moves. If 18-A, 19-19, 21-B.

2.43 One more the 8-th move, similar, giving protection. Play also 10-13, 11-12, 12-A, 13-B, 14-10, 15-11, 16-C.

The move 8-E is interesting also, of a prize after it nor was found, however, of the detailed analysis was not carried out.



2.44 Another the 6-th move. Moves 15-15 - key to a victory. It is possible 14-17, 16-A, 17-B, but also here at white there are no good moves.

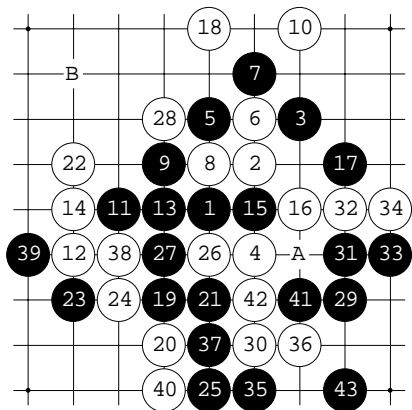
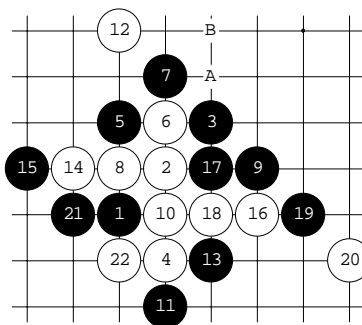
2.45 By failing at 10-19, white try other development.

13-th - the only not losing move, after which at black overweight.

It is possible 17-A, then 18-17 or B.

It is possible 14-16, 17-17, 18-A.

If 16-21, 17-A.



2.46 It is possible to play and such the 9-th move.

If 14-15, at white there is no good continuation, for example, on 16-28 or 26 17-A follows; and on 16-14 - 17-28.

In reply to the 14-th move - thin endgame variant down to the 43-rd move.

If 20-27, a fast prize black.

It is bad to press on foul 26-B, as, black are beaten off on VCF.

Key move in a position - 29-29.

2.47 Another the 8-th move;

The position reminds D2.45:

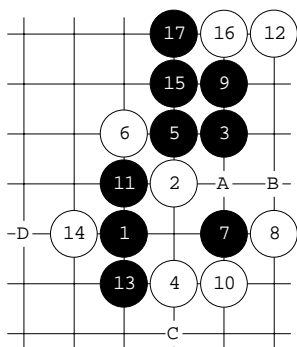
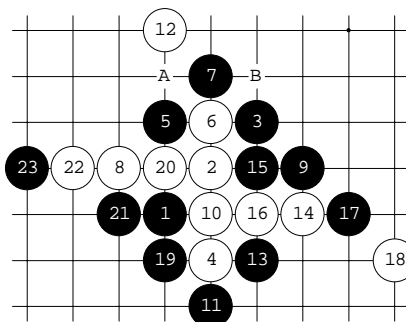
If 14-20, concurrence complete.

If 10-12 or 17, 11-10.

If 12-17, 13-B.

It is possible 9-20, 10-10, 12-A, 13-9, 14-17, 15-14 (13-15, 14-9), but it is more passive.

If 8-9, 9-8 with win for black.



2.48 Second variant 5-th move.

The idea of the 8-th move belongs Yoshizawa.

In reply to the 9-th move, the 10-th move a little - adventure, but correct follows:

If 10-A, 11-12, 12-11, 13-B and the position black is very perspective.

Moves 11, 13 - necessary preventive maintenance;

It is possible 13-C, but it is worse because of 14-13;

It is possible 13-14, 15-13, but it is worse because of 16-D.

17-th move black develops powerful attack.

2.49 Another the 8-th move being strong protection.

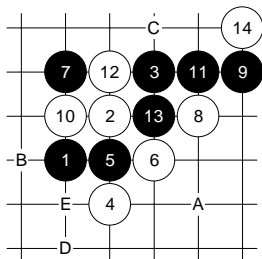
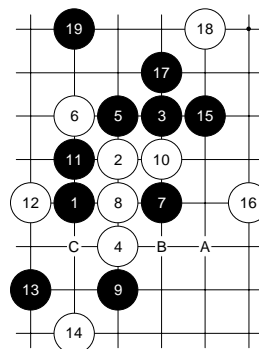
After the 14-th move the development black is limited only to top part of a board.

If 16-th move to play somewhere from above, for example item 17, black can try 17-A.

It is possible also 13-14, 14-B, 15-13, 16-C.

White in turn can try 10-B, 11-11, 12-12.

If 8-10 that transition to D2.11.



2.50 Third variant 5-th move.

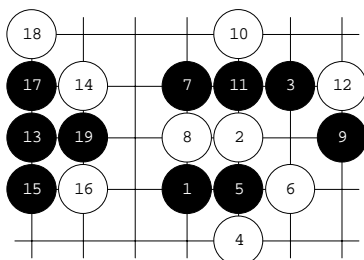
In reply to the 6-th move, black can play 7-7, 8 or A.

In reply to 7-A typical continuations 8-8, 9 or D, further - improvisation.

On the diagram provisional draw after a move 7-7;

For the 13-th move items B and C are equally good.

If 9-D, 10-10 or E with chaotic game.



2.51 If white do not play three 8-th move, and at once go 8-8, after a typical exchange of moves with 9-th till 12-th, black receive advantage.

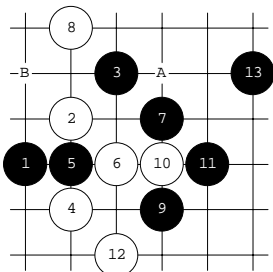
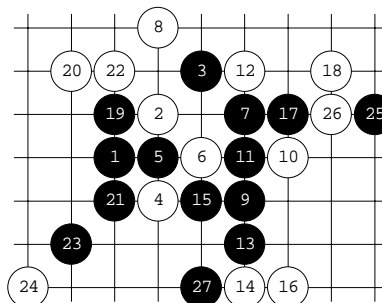
After the 19-th position black is won.

Probably, it is necessary to try others the 14-th or 16-th moves.

2.52 Another the 7-th move.

The 8-th and 9-th moves - mutual exchange of impacts, then white 10-th move borrow the important item,

However from the 11-th move black have the forced prize.



2.53 The 10-th move - correct,

In reply to what black consistently borrow important items 11 and 13, and their position is perspective.

It is possible 8-A or 9, 9-B.

2.54 Other variant 6-ro of a move.

If 7-A, the transition in D2.25-

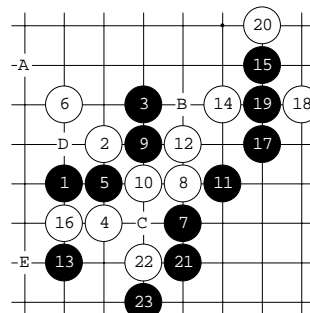
2.39, but is more interesting 7-7.

It is impossible to recognize a move 7-10 perspective, as force it does not win, but narrows opportunities manner.

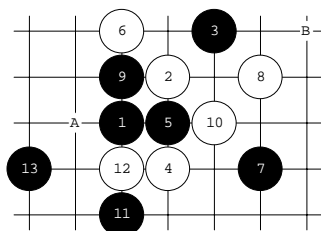
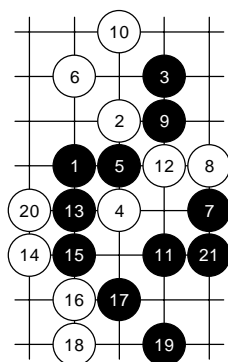
By moves 9 and 11, black achieve overweight.

If 12-B, 13-13, 14-22, 15-C, 16-D, 17-E;

Besides 17-th move black can play and in a white zone, for example 17-A.



2.55 One time such was applied also 10-th move, the not correct answer 11-11, then at black - winning attack was not found yet.



2.56 This the 8-th move - stronger;
It provokes black to play 9-10 what to make it is not recommended, as conducts to simplification of a position. After the 9-th move the game is chaotic, but initiative - at black a little.
If 10-A, 11-B.
Deserves attention and move 7-8.

Interestingly also 6-8, then 7-9, 8-10, 9-11, 10-12, 11-7
(if 8-7, 9-6 - and victory black).

The 2-nd Diagonal debut - “Gorge”

The 2-nd Vertical debut - “Valley”

When in Russia played "master rules", in Japan there were rules of a toss-up of debuts. Two players took on hands of stones and exposed them simultaneously on a board, then, removing on three, achieved that on a board remained or one, either two, or three stones. It also meant, what type of a debut will be played.

All debuts were divided into three groups

The first group: “ Closeness debuts ”. All debuts concerned to this type of debuts, in which the third move (second stone of black) was put to near first.

To this group concerned 4D, 7I, 9D, 11I, 6D, 6I, 8D, 9I

The second group: “ the Removed debuts ”. The debuts concerned to it, in which the third move was removed on one empty field from first.

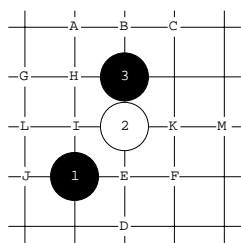
It is debuts 1I, 1D, 3I, 3D, 5I, 11D, 10I, 7D.

The third group: “ Knights debuts ”. It is those debuts, in which third stone is located concerning as a move knight in a chess.

To it concern 2D, 2I, 12D, 12I, 10D, 5D, 4I, 8I.

13 - th debuts in Japan were not played, as the advantage white at such system was so significant what to nominate such debut was considered unethical.

Thus, 2 debuts were referred to Knight and owing to low aggressive, were played rather rarely. Nevertheless, as a whole to play black this debut it is more pleasant, but also white using such receptions as a network and other ways of protection, quite can receive an acceptable position.



3.1 In the diagrams 4 moves F, G, H, I, J are considered.

If 4-A, B or C, 5-F, L or J.

If 4-D, 5-A or K.

If 4-E, 5-G with transition in 4I a debut,

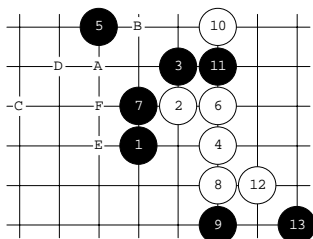
5-I with transition in 6I a debut with shift,

Or 5-K - this variant will be described below.

3.2 First variant 4-th of a move which is not being strong protection.

If 8-A, 9-8.

If 6-8 or A, 7-7, perfectly in harmony with 5-th move.



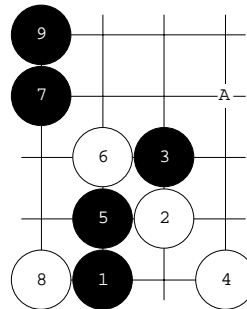
3.3 Adventure, but strong 5-th move.

The direct attack white, shown on the diagram, calls, and to be protected 6-th move not simply.

If 6-A, 7-7, 8-B, 9-C.

If 6-D, 7-E.

If 6-7, 7-F. Everywhere black receive an overwhelming position.



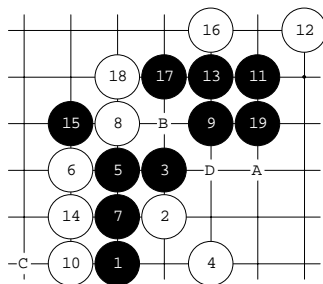
3.4 One more the 5-th move.

6-th move white occupy the important item,

But to 11-th move black achieve an advantageous situation.

If 8-9, 9-11;

If 8-A, 9-9, 10-10, 11-B.



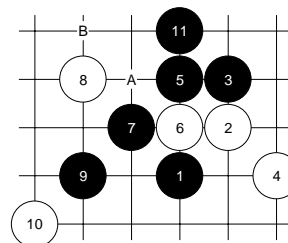
3.5 Another the 6-th move;

Black win after a pause 19.

If 14-16, 15-17, 16-18, 17-A, 19-B.

If 10-11, 11-C.

If 6-D, 7-7, 8-8, 9-6.



variant 4-th move, Nor being strong protection.

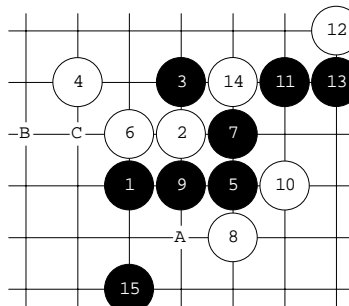
If 8-11, being protected from connections from above, 9-A.

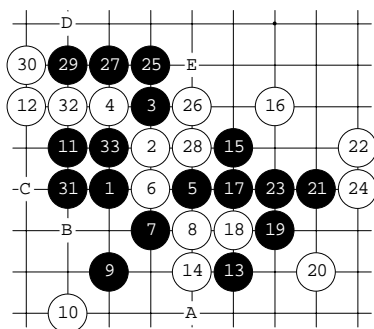
If 6-B, 7-7;

If 6-9, 7-6 - anywhere at white there is no good game.

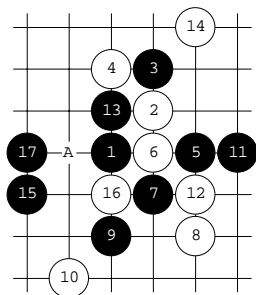
As alternative it is possible to play 5-C with transition in 5D a debut, D8.4-8.5.

3.6 Second



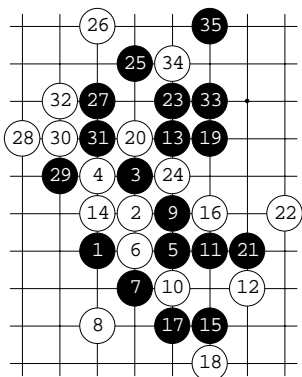


3.7 Third variant 4-th move more persistent protection.
 The 5-th move - basic and after strongest of the 6-th move a position common with 1D debut.
 On 8-th move - some variants of protection.
 If 8-8, that, since tpoek by moves 9 and 11, black have the forced variant.
 If 20-28, 21-A.
 Interesting move 12-14: after it the forced prize is not present, but if black play 13-B, the ambassador 14-C, 15-32, 16-31, 17-27, 18-29 or D, 19-E, at them - powerful advantage.

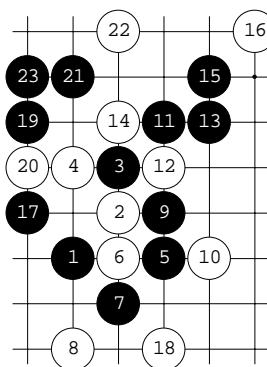


3.8 Another the 8-th move complicating forced game.
 But black series of successful pauses achieve an advantageous situation.
 If 16-A, 17-17.

3.9 One more the 8-th move;
 Move 9-9 - key to a position.

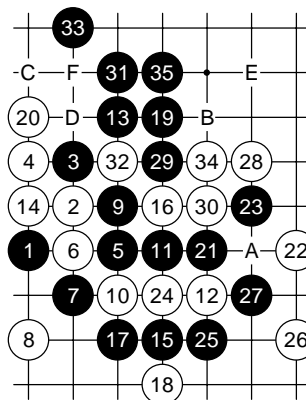


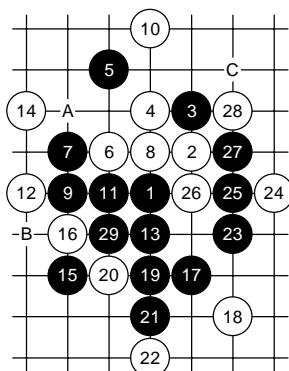
3.10. Another the 10-th move, and black again win.



3.11 Another the 20-th move;

And here black win, but they need to not get under counterattack.
 If 28-A, 29-B, 30-C, 32-D, 33-E.
 If 22-23, 23-B, 24-D, 25-29, 26-C, 28-32, 30-F, and at black there was a designation.





3.12 With alternative 5-th by a move black it is necessary to apply more ingenuities.

The 6-th move - strongest and 8-th - not so:
9-th move black occupies the important item.

The 10-th move interesting protection killing many connections, but all the same does not rescue.

If 12-26, 13-16, 14-A, 15-B.

If 10-A or 11, 11-29;

If 10-12, 11-27;

If 10-16, the attack goes in the top part of a board.

If 6-A, 7-27, 8-24, 9-C.

3.13 This position - most complex of all with it 4-th move.

The 9-th move - correct;

If 9-27, 10-19, 11-15, 12-A with advantage white.

The moves with 11-th till 15-th are subordinated to a uniform plan.

The 16-th move - strongest;

If 16-B, 17-21, 18-22, 19-23 and forced prize (or 18-23, 19-C);

And if 16-19, the attack begins with 17-B.

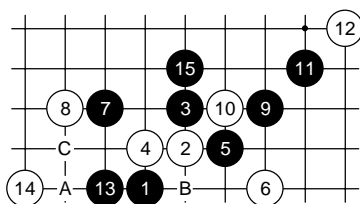
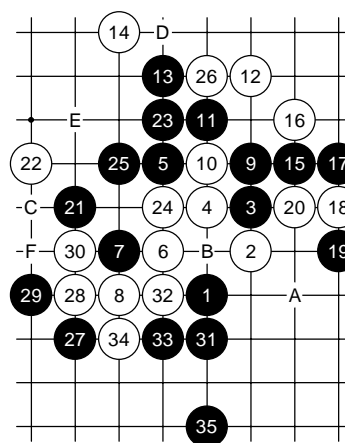
The 18-th move - strongest protection, after it three 23 is possible to close in item 24.

If 24-D, 25-25, 26-26, 27-E, 29-34, 31-F, 33-28.

Moves 21-st and 27-th - pauses deciding destiny of a position.

If the position is received from 2D or 5D of debuts, below on two lines it is less, but the attack all the same passes.

One stronger move 5-32 with transition in 3D a debut, D.4.2.



3.14 Fourth variant 4-th move - strongest protection in 2I a debut.

The 5-th move - basic.

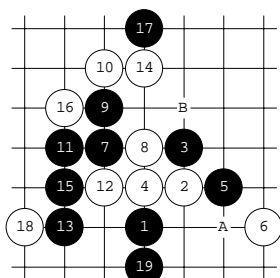
The 6-th move, though blocks a black pair, is removed from a place of the basic events and black have advantage.

The 8-th move protects from attack at the left, but black,

by clearing away a place 11-th and 13-th moves, finish attack by the precisely designed pause 15 (!).

If 14-A, the forced prize,

And if 14-B, 15-C.



3.15 Another the 8-th move;

It would be strong at 6-A, and at 6-6 at black large freedom of actions because of an open central horizontal.

11-th - strong move; the more complex struggle is possible also 11-13, but there.

In spite of, on active 12-th and 14-th moves, black to 15-th move achieve significant overweight.

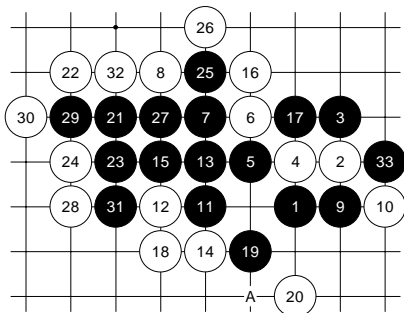
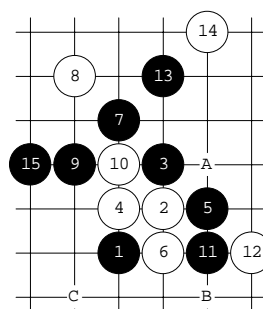
If 12-13, 13-B.

3.16 Another the 6-th move;

It on the contrary, too compresses white at the center of a position, allowing black to carry out an environment.

If 12-A, 13-B.

It is possible also to play 7-C, and then the position will proceed in 9D a debut, D.15.14, also favorable for black.



3.17 The strongest 6-th move.

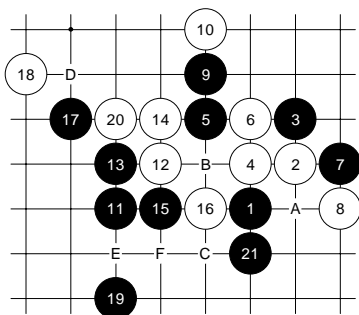
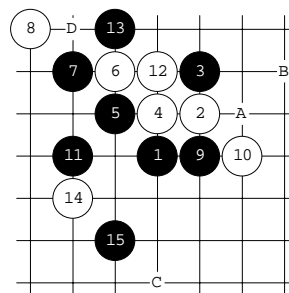
Moves with 7-th till 11-th - perspective development:
 If white play 12-12, black make a winning pause 15 (!).
 If 16-23, 17-A (!) And at white there are no good answers.
 Others 16 moves nor rescue.
 If 12-13, 13-17, 14-18, 15-33.

3.18 The 12-th move - strongest;

After the 14-th move of the forced prize is not present, but 15-th (!) The move allows black to struggle for a victory.

Play also 7-9, 8-10, 9-12, 10-11, 11-A, 12-B, 13-C is an ancient variant, however less strong.

Play also 7-D.



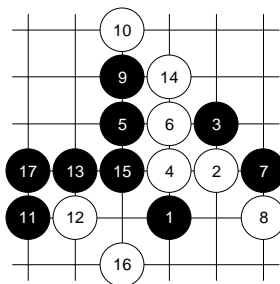
3.19 Alternative the 5-th move;

Position after 6-th moves - common with 1D the debut, there, in D.1.24-1.25 disassembles moves 7-8 and 7-D. The position after 8-th moves can arise and in such sequence: 5-7, 6-8, 7-5, 8-6.

The 10-th move traditionally was considered as strong protection, but it is correct only in the displaced variant at 5-8, 6-A, 7-B: - after 18-C black would test a lack of a

place, and here on 18-C there is a good answer 19-D.

If 14-15, 15-20, 17-E, 19-F.



3.20 Another the 12-th move; Black also successfully develops.

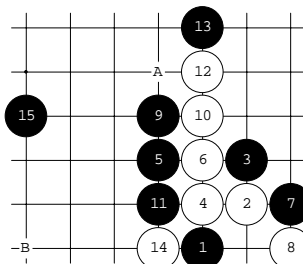
3.21 Other, stronger 10-th move;

In the answer black win back three and expect the further actions.

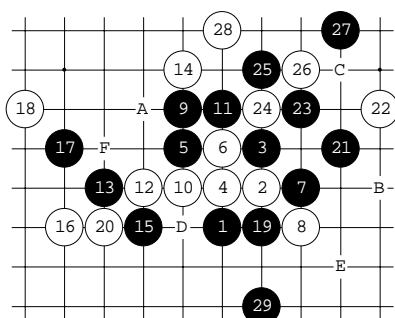
On 12-th, 14-th, at black is the answer 15 (!), beginning powerful attack.

If 12-14, 13-12 and the attack leaves to the right.

If 12-A, not bad 13-B.

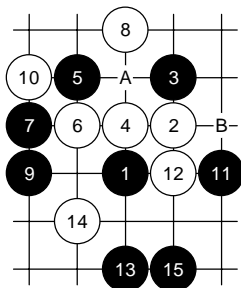


However, in displaced variant (5-8), on the 10-th move there is an answer 11-12 with huge overweight.



3.22 One more the 10-th move.

The move 12-12 - is necessary;
 If 12-14, 13-12, 14-20, 15-24, 16-A, 17-21.
 Considered the 16-th move - most persistent, but after 19-th (!) A move black connects all flanks.
 If 26-27, 28-B, 29-C, forcing white to win by VCF.
 If 20-D, 21-24, 22-A, 23-21, 24-E, 27-F.

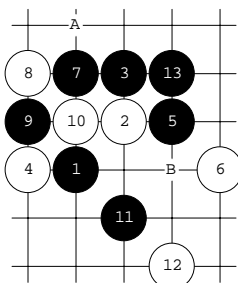
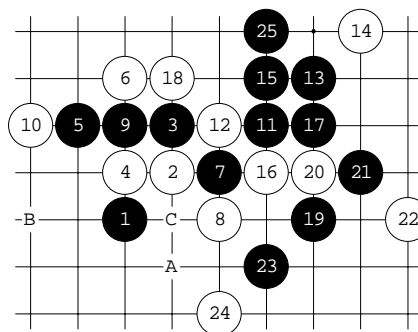


3.23 Protection with another 6-th move.

If to play 5-11, the attack can be influenced by edge of a board.
 Move 6-6 - one of variants of protection.
 Answered earlier 9-A, but the position became approximately equal; and after 9-9 black receive essential overweight.
 If 6-B, 7-6 - transition in 4I a debut, D.7.36.

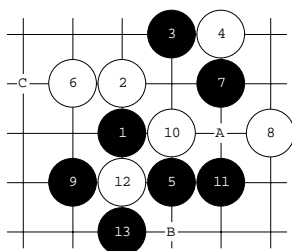
3.24 Another the 6-th move.

After the 7-th move - the transition in a known position from 3I of a debut, but with shift on one line, that at a typical move 8-8 black appears enough for a victory.
 If 8-9, 9-8;
 If 8-A, 9-9, 10-12, 11-B: everywhere at black favorably.
 In this position, similar, best move 8-C, but, because of passivity of such continuation, at white - wide item opportunities.



3.25 Fifth variant 4-th move.

The 5-th move - basic; with it black do not test slightest problems.
 If 6-A, 7-B and the position is almost similar.
 The alternative move 5-7 will be disassembled in 3I a debut, D.5.7-5.9;
 Move 5-13 also is strong; it was considered in 1I a debut, D.2.4.



3.26 If the position turns out from 2D of a debut, that, because of affinity to edge of a board, the move 5-10 does not give winning attack the after 6-7.

Therefore, it is possible to recommend 5-5; if the development will go under the diagram, below there is a lot of place for attack.

If 8-10, 9-11 and on strongest 10-A the good development 11-8, 13-B, 15-C (or at once 13-C) follows.

Sometimes play 5-7, but after the answer 6-10 black do receive sufficient advantage neither at 7-5, nor at 7-11.