

Selected translation of World of WeiQi

Man's Final, 2023 Asian Game

Black: **Hsu Hao-hung** (許皓鋐)

White: **Ke Jie** (柯洁)

Sep 28, 2023

Background by translator, also foreword to a periodical:

On 28th September, men's gold medal game between Ke Jie and Hsu Hao-Hung started at HangZhou, China. The game gained a lot of attention after Taiwanese player Hsu Hao-hung defeated Shin Jinseo (신진서, 申眞諝), who currently has highest ELO go rating score. It is very rare that someone from none other than Chinese mainland, Korea or Japan enters the final of a world tournament.

More rarely is that in his professional career, Hsu played within Taiwan. This show nowadays, with the help of AI, professional player in places other than CKJ may stand a chance to develop his or her professional career to near peer of even the

most famous players like Ke Jie and Shin Jinseo, which is unthinkable even a decade ago.

Yet along with the advance of professional players, there are very little information in English for middle to upper middle armature players, and that can be an obstacle for armature players wishing to access high quality information of go.

World of Wei qi is a famous magazine in Chinese go community, whose targeted readers are middle to upper middle amateurs, and each issue will cover about 10 games with detailed comments by professional or very high level players in China. It also includes problems for players from 1D to 5D. This magazine is very suitable for middle and upper middle amateur players to keep up with up to date understanding of go.

A greater coverage of middle and upper players would help go communities as well as enthusiast, especially young and talented player to engage in this fascinating game, and a wide enough coverage is also crucial for talented young people

grow into professional players too.

By translating some selected articles from World of Weiqi, we're hoping that such content may promote go culture in now comer countries. I'd like to translate an article every other week, and photocopy some of the problems from the magazine. More content may be published if there were very interesting articles or news. I shall also translate some index page of the issue so that people can make requests about articles of their interest.

Because of my understanding and ability is limited, there'll inevitably be mistakes. Please let me know if there's any question or comment, and if there is a question about learning weiqi as an amateur player, please send me an email at kefeiwu@vip.163.com (if you're an advanced player, then perhaps we can have a talk or a game, but I'm at best advanced amateur so keep your expectations low 😞)

About the translator:

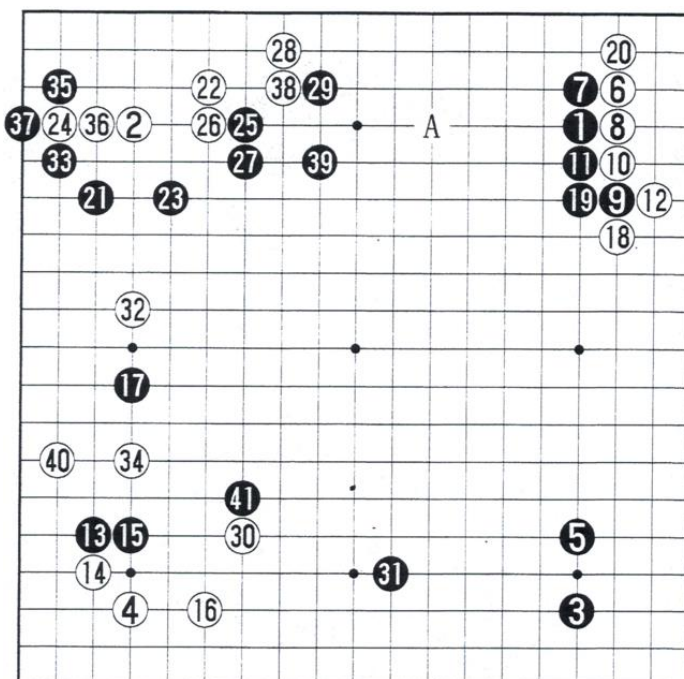
Hello everyone, thanks for dropping by, I'm Wu Kefei (吴可非), I'm an AMO physics student, and a go enthusiast. I'd like to translate some high quality go articles from China and I hope you guys enjoys it. If you want to contact me you can send me an email at kefeiwu@vip.163.com

Beginning of the article

Man's Final, 2023 Asian Game

Black: **Hsu Hao-hung**

White: **Ke Jie**



Record 1: Move 1-41

Record 1: In the semi final, Ke Jie and Hsu Hao-hung defeated their opponent, Ichiriki Ryo from Japan and Shin Jinseo from Korea. And the final begins in the afternoon of that same day.

In the afternoon of 28th, the final of Hangzhou Asian games started, after the random colour choose Hsu gets the black and moves first.

Both Ke and Hsu are not confined by joseki, or the predefined moves. They have the ability to improvise. For the first 4 moves, they both take a star point and a 3-4 point. The 6th move by white player, a corner invasion, and the following, show Ke's preference of taking the solid territory first, than invade the opponent's influence.

The 24th move by white is the continue of the strategy which gains solid territory, though a more balanced player may prefer other strategy.

Ding Hao, the commentator indicate that he would instead place the 24th move at point A which is more consist with the 18th and 20th move, Atari and stand. Of course some preferred the 24th by Ke, and it is only a matter of personal style.

Until 29th move by black, the fight on the upper left came to a settle. Until this point most people prefer the white because of the white has more solid territory, yet Ding prefer the black.

After that the white did not go for territory but

choose to limit the black's influence using move 30th, a cautious move in someone's view. Yet after that the white choose to invade vigorously in move 32, the commentators is confused by this sudden change of strategy.

The 33rd move by black was not expected by many, for it is unlikely that white player will follow, given the white's upper left conner is very think and strong.

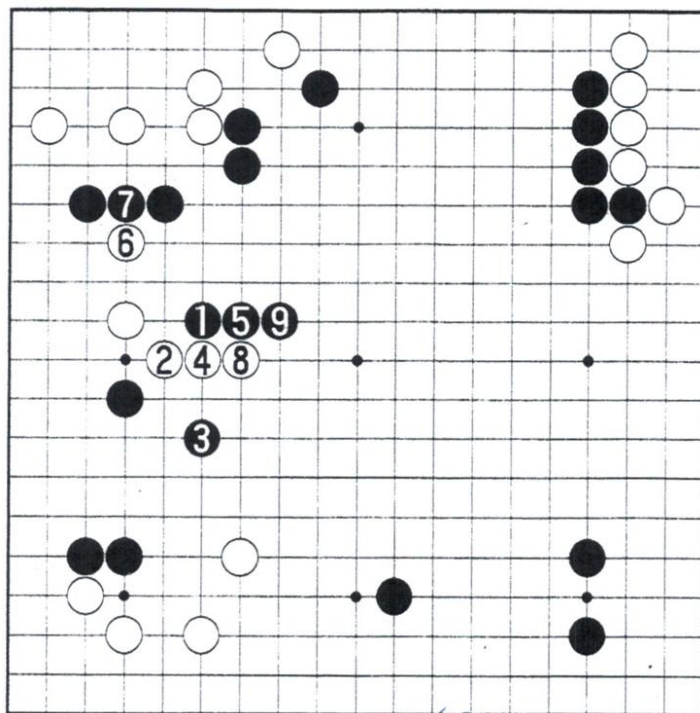


Figure 1: Ding, the commentator believed that black may attack the invaded white in this point using move 33rd, this thought is also supported by AI, so Ding joked about 'Feeling good while watching'

White invade the black on the lower left at move 34th, further address the 32nd move, and emphasis on the combat that is happening on the left.

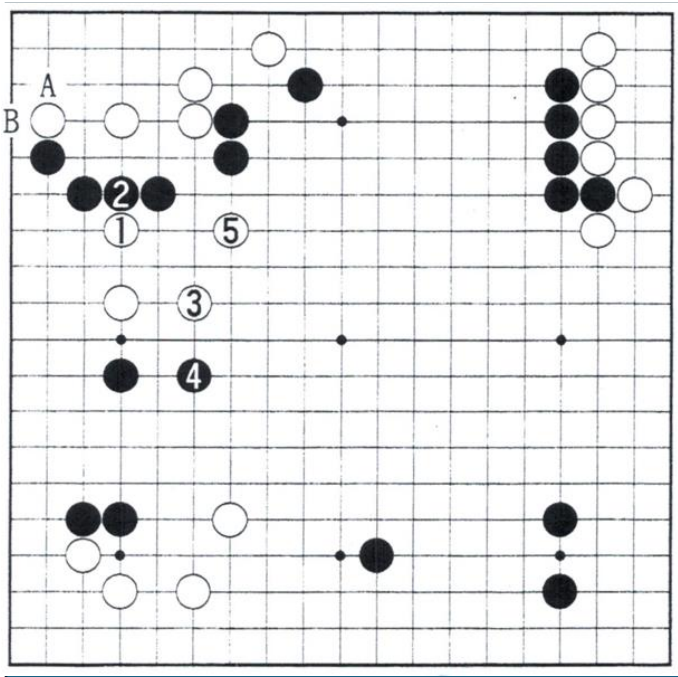


Figure 2: an AI's suggestion on white 34th, first peep the black, so that later if black pincer at A, the white may descent on B
 Maybe it is because Hsu is less stressed than Ke, the black moves very agile in 35th 37th and 39th.

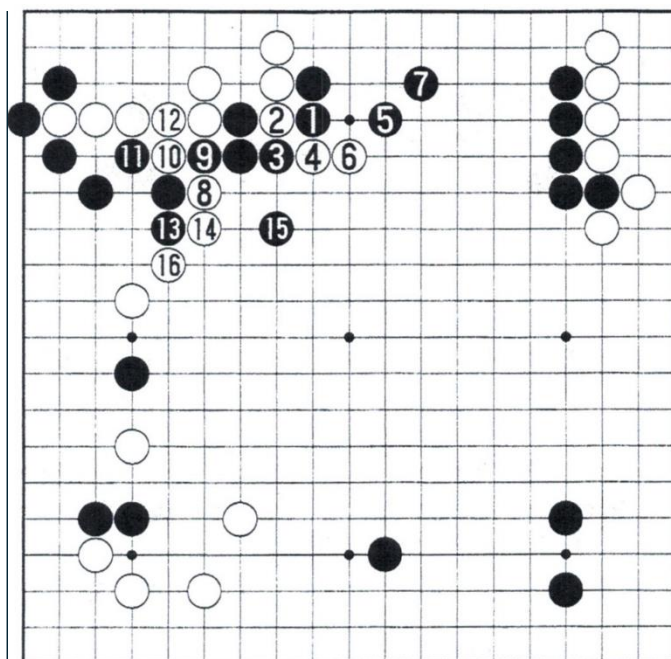
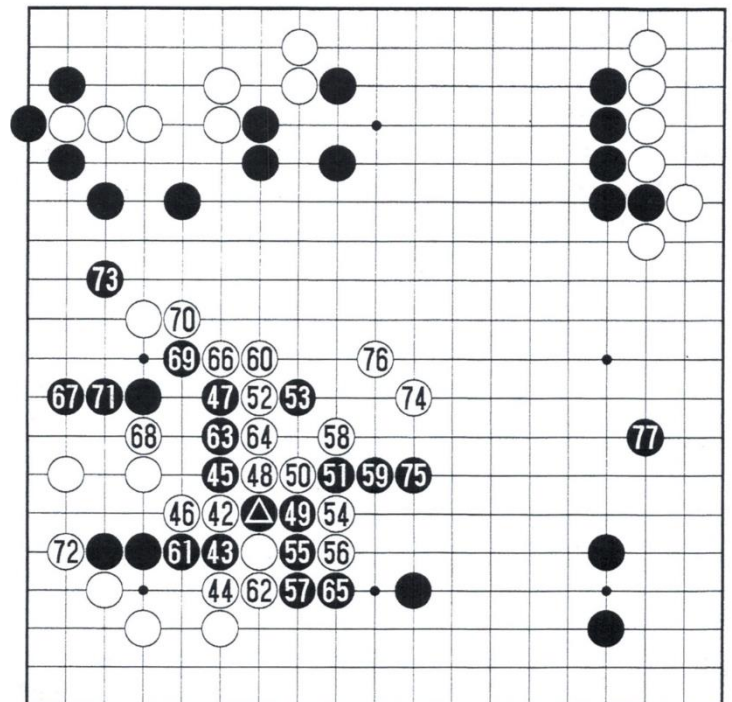


Figure 3: the black would have been in a direct fight if the black had place the 39th move in 1 here instead, the white would immediately push at 2. Though AI suggesting a 50-50 chance of winning in this fight, Hsu perhaps hesitated going into all out war with Ke at this early stage

The white 40th move to jump down and eats the 2 black stone, with growing number of white's move in lower left, the comparing strength changes, and where once is under black influence is now more and more under white's control, the 41st move by Hsu, like his 39th move, show his style of agile and fast evolving, and would avoid a fight if he's not ready. After 41, the white has a 70% chance of winning and 2.5 points in lead, according to AI.



Record 2: Move 42-77

The commentator Ding Hao is a long standing opponent of both Ke and Hsu, we are honoured to have him as commentator of this game

The black ▲ is testing the response of white, and the white 42 perhaps falls for it, and gives the black side a clear strategy. After 43rd move the black crosscut, than 45th and 47th move the black easily turned to the other side. After 47th move the black now turn the tide and its now again 50-50 according to AI.

The white 48 cuts the black and take the conner area, Ding says during live that he would not choose this direction but AI think it matters little.

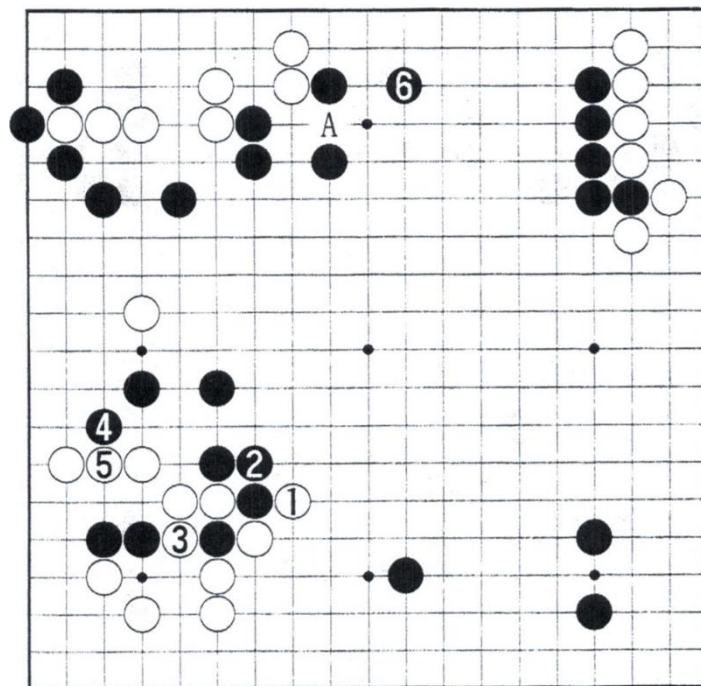


Figure 6: AI suggested that white 48 should Atari at 1 here, and after this conner is settled white should place the move at A at start a fight above, which is of higher efficiency and speed

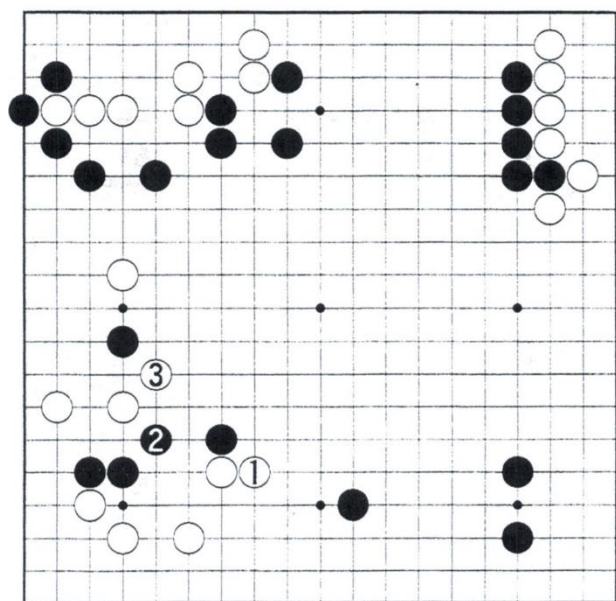


Figure 4: Ding's suggestion that white 42 may choose to stay ahead of black in 1 here

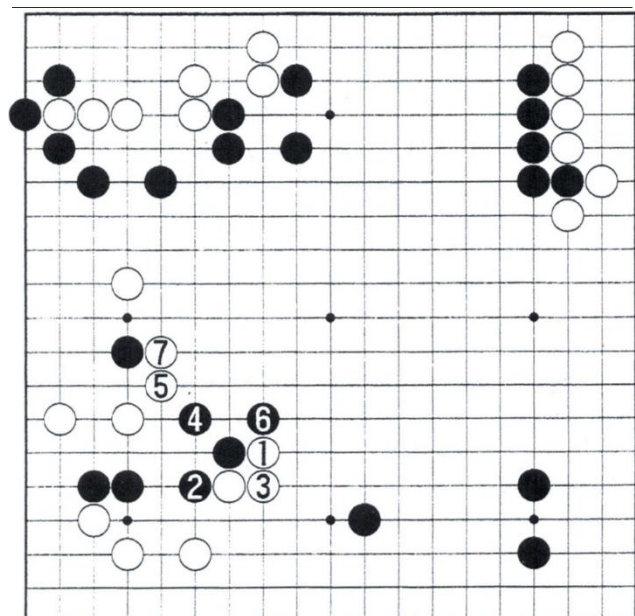


Figure 5: AI's suggestion is similar to Ding's direction

Ke is very agile especially when fighting a large combat when neither side knows where to fight, the white 50th move by Ke to press, lead to a fight, followed by the black 51st hane, white 52nd and black 53rd. Ding believed that this will lead to white taking the solid territory while black taking the influence of the centre,

Yet Ke's move surprised Ding, before it is just different people have different style, but now Ke's move 54th to 60th cost him lagging behind according to AI.

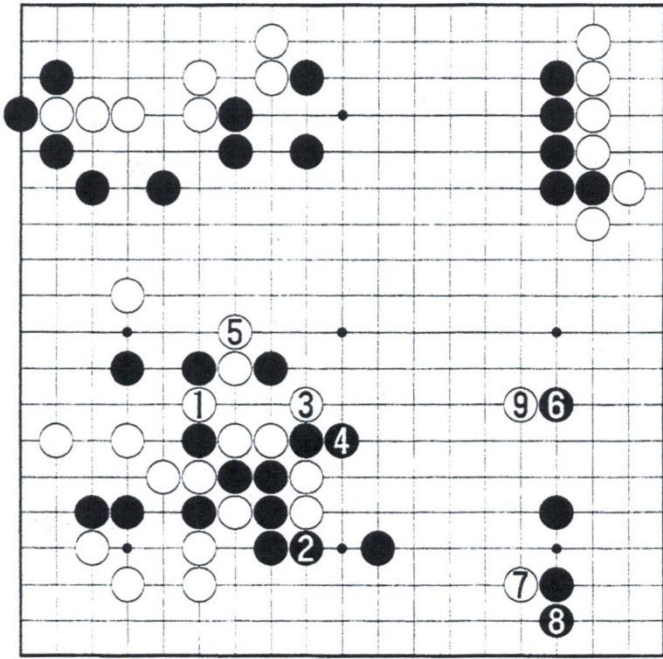


Figure 7: the 58th move by white could instead be placed here, and this is a sound choice, after this white stands a 64% chances of winning. Yet for human players, having the influence above gone, and very difficult to gain a lot with the influence to the right, Ding think the black is less likely to choose this figure.

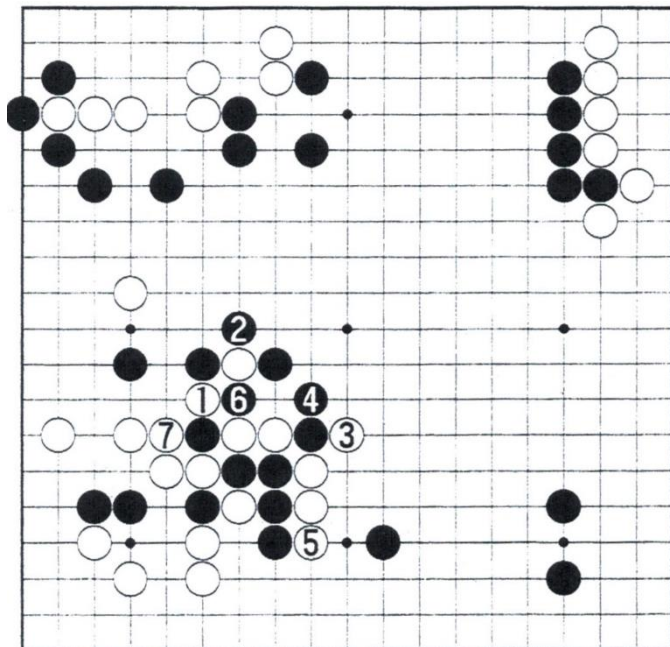
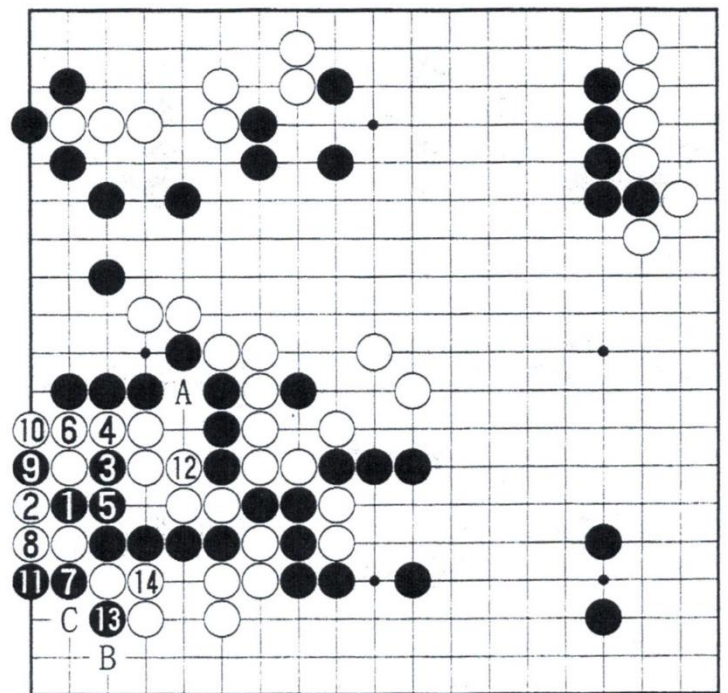


Figure 8: if black instead choose this after white 1 above, the white 3rd and 5th move gain and reinforce the lower left conner, while the black's influence is not solid. AI think the white stands a 70% chance of winning after this.

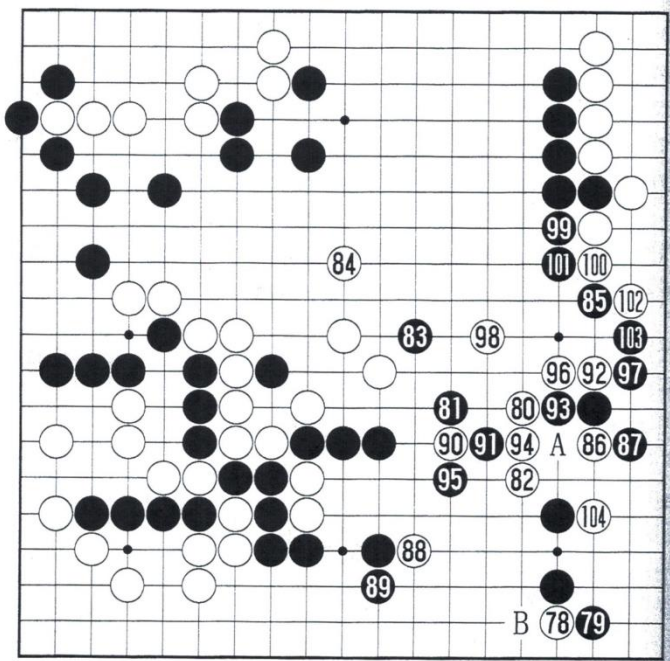
In this game white 60 stretch out and cancelled out the black's influence in upper left, but black side shifted its influence to the lower side. What's more, the black 61 is a key point that weaken the surrounding white. Because of its own weakness, the white cannot tack the black stones in the centre left, after 73 the white has to place 74th and 76th move to strengthen itself, giving black 77th move the chance to expend.



15=9

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Figure 9: worse for the white is that the black still has ways to utilize the 4 seemingly dead stones. After 1, 3rd move there will be problem, the black 9th and 11th is extremely sharp and until 15th move, if white 16 were placed in A, than black can go B and take a proportion of the conner, and if white 16 goes C, than black goes A and it becomes a seki (living together), black also has the sente (white has to move after black so that black go make its move else where), either way black could gain a lot



Record 3: move 78-104

Has anyone notice the left?

During one of the famous 10 matches at PingHu between Fan Xiping and Shi Xiangxia in 1793, both very capable player ignored an obvious move that could change the game. Because 2 strong player not noticing that together is very unlikely, some believe that there are actually some hidden moves that we didn't see. In this game, it is possible that we have another example of both side ignoring one move.

From Fig 9 one can see that there is a 'ticking bomb' hidden, yet to Ding's confuse the AI always emphasis black should take advantage of this move, yet AI did not suggest that the white should use one move to strengthen this place.

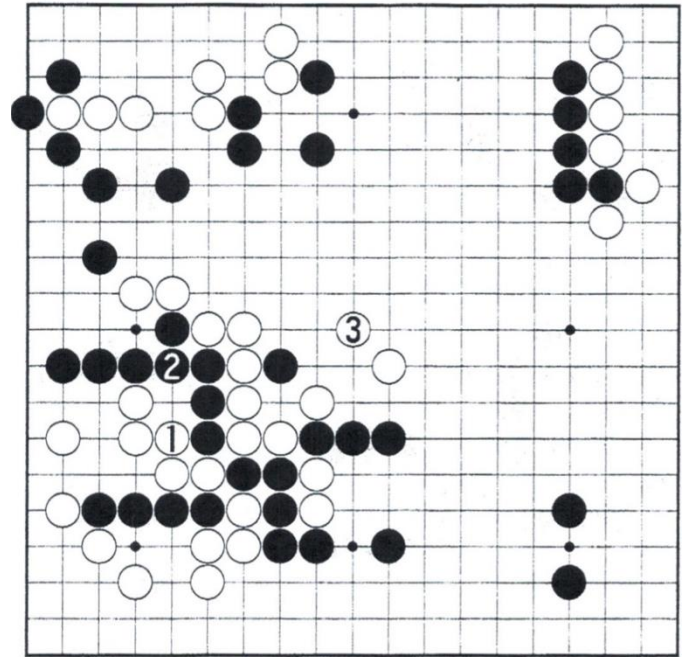


Figure 10: Ding believe that white 76th should be placed at 1 here to strengthen the conner, though black may not follow and move at somewhere other than 2, Ding believes that it is still better than move at 76th (3)

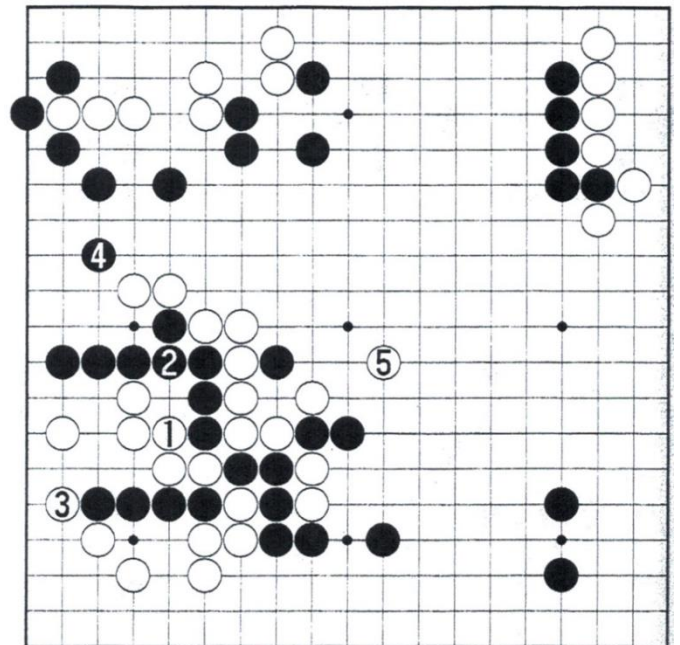


Figure 11: In fear that black may not follow like Figure 10, white 72nd can also be placed at 1 here, than black must followat 2. Yet both player ignored this so Ding believe that Ke and Hsu perhaps missed this move, because of the time limit.

The author of this article has another theory that perhaps one or both side notice this yet both are is too busy detailing with the centre white group, which is still vulnerable, to care.

After know he's fallen behind, the white 78th invades the black's territory, black 79th keeping the white out of the conner, the white 80th tries to limit the black's territory from outside, but seems to be inconsistent with 78th.

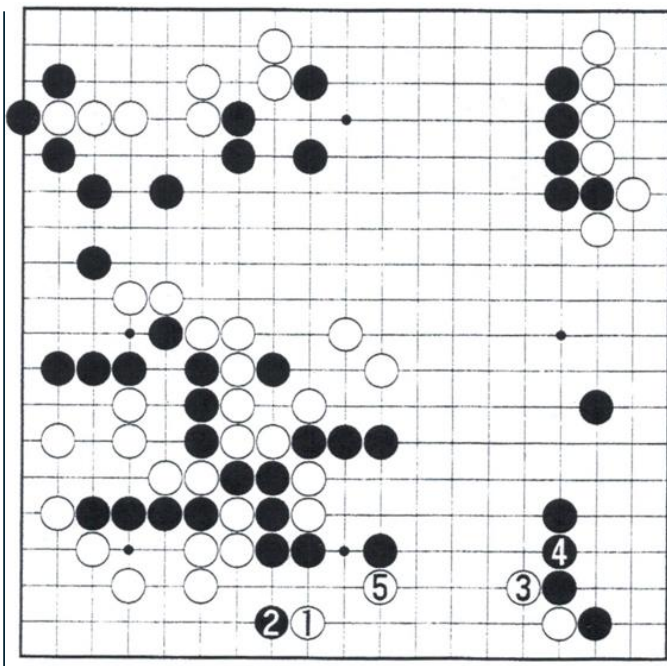


Figure 12: Ding suggested that white should try to live inside black's territory, though chances still favours the black, it also has to fight very hard to win.

The 80th by white cannot threaten the black, yet it gives the black a target to attack as 81st the black make a knight move and cuts the connection between two white group.

The white 82nd went unafraid into black's territory yet was met by 83rd, a very tough move. The white has to use 84 to strengthen its centre group, the 85th move by black steadily entrenched the white.

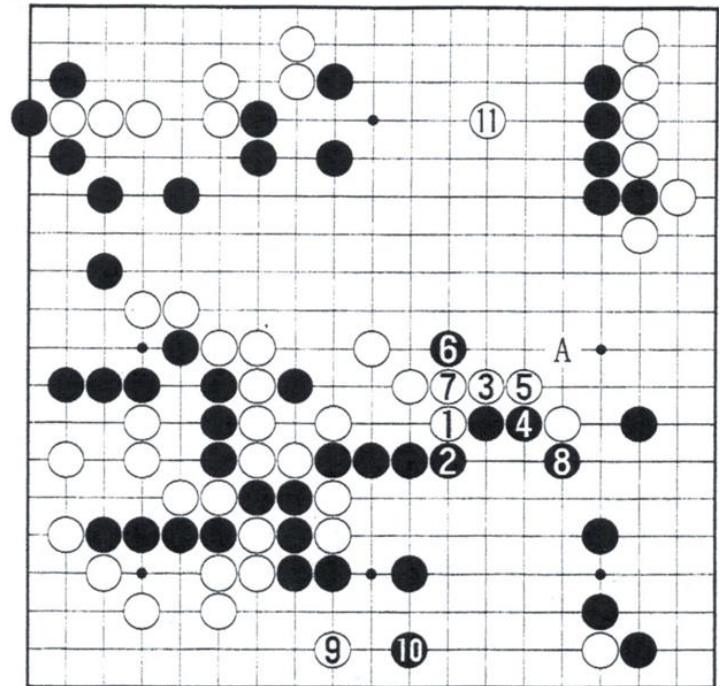


Figure 13: White 82nd is shockingly too aggressive. All suggested white move diagonal at 1 here. Ding agree with this and points out another possible move of juggling out at A

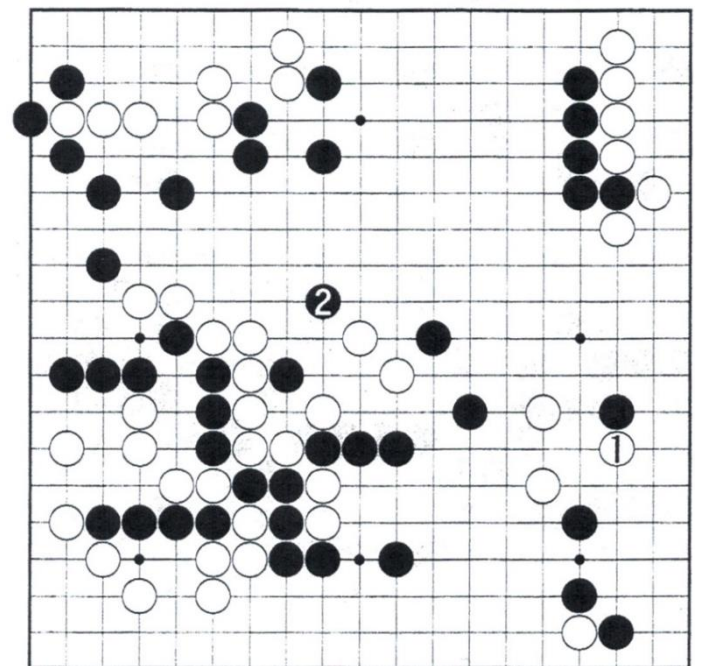


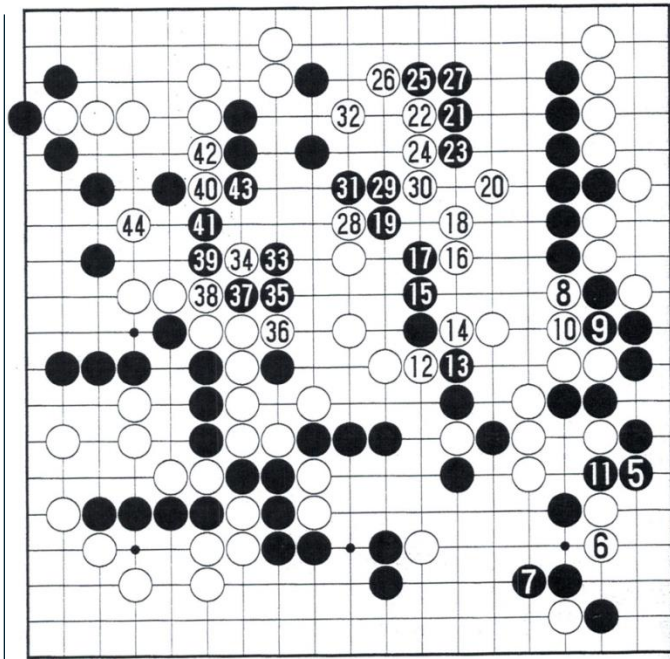
Figure 14: after 83rd if the white decided to save the right part first, it will be too dangerous for the left part, and the right part is still not safe

White 86th to 92nd tries to breach free, yet the surrounding black is too strong. After 95th move the black is clearly in lead, even black 85th were placed at A and 89th where placed at B, the white is still in clear disadvantage.

White 96 tries to break free, black 97th cut the white with the upper conner. Till 104th the white is only hoping to mess the things up. Yet the black is too strong to be wrong, with 2 group not safe, it is extremely hard for white to safe both groups.

Adding to the fact that the black still has the way to utilize 4 stones in the lower left (Figure 9) the white is now in a disaster.





Record 4: Move 5-44 (105 – 144)

Gone with the wind: In this record Ke lightly and agilely tried to secure both 2 group in the centre, though they are not safe yet, the chances of winning rise from 1% to 36%, and Ke's status seems to be much better. Many watch the live is amazed by Ke's stubborn and some predicted that he may find a chance to regain the lead.

The 5th by black aims at pressure the white to flee to the centre, yet Ding believed that Hsu perhaps missed a chance to secure his winning

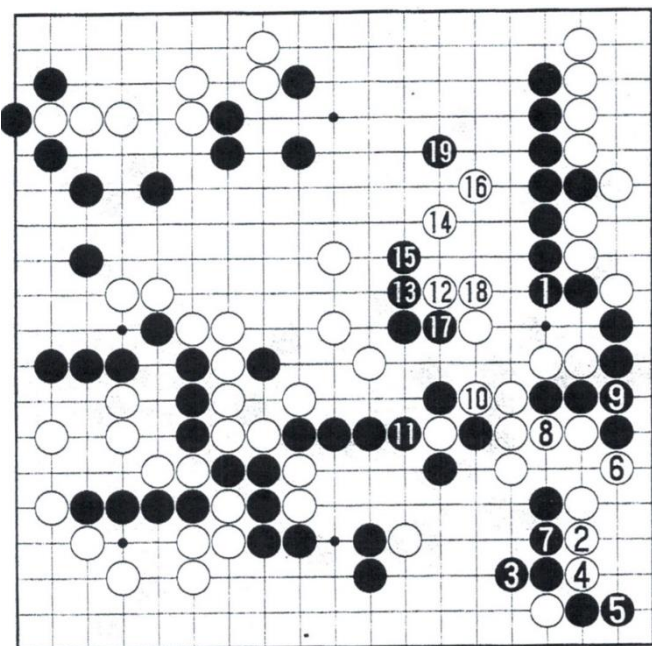


Figure 15: The black 5th could connect at 1 here, it is a very tough move and white is unlikely to live. This according to Ding will put an end to the game

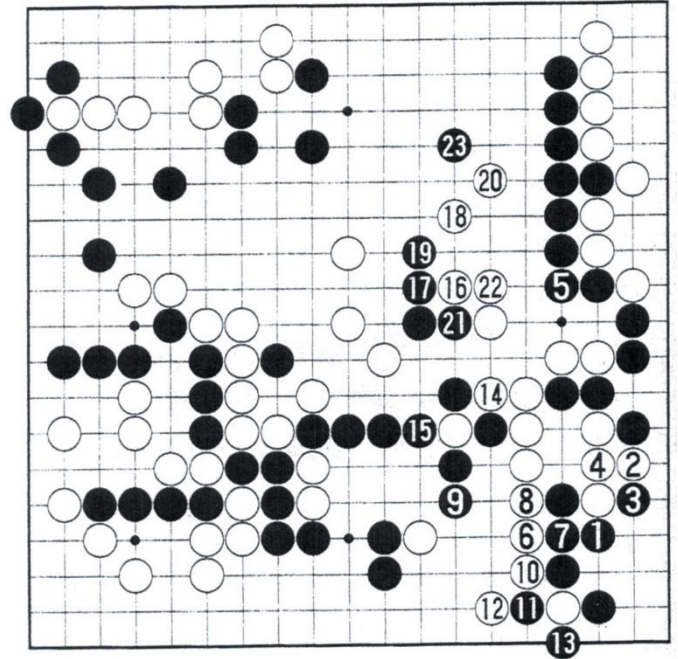


Figure 16: This is the AI's suggestion for black 5, yet for human players there are still many possibilities and for human not necessarily secure a win.

Hsu's move value more on solid territory, yet black 11th perhaps took the bait by taking 2 white stone. Comparing to Figure 15, the black strongpoint above is relatively weakened now, though still strong, it is not as sound as figure 15. This may be the reason why black is less aggressive after white 20th move. The black went on defence in fear of its own weakness.

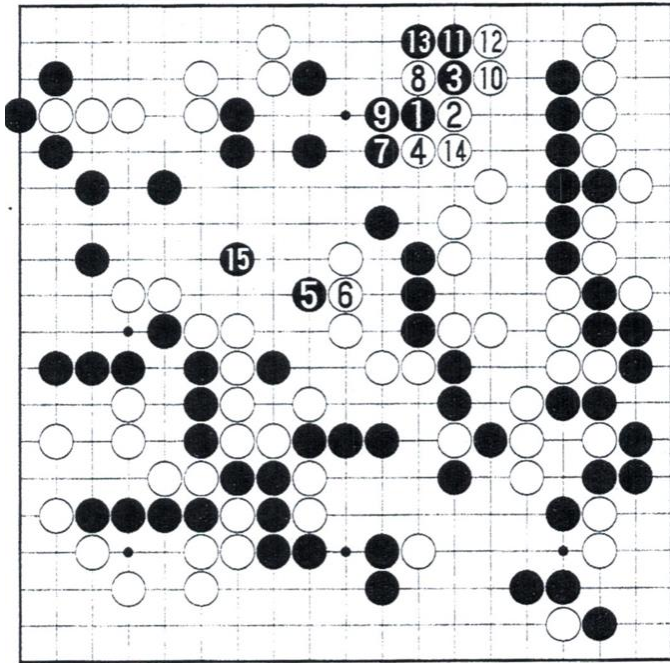


Figure 17: White has many ways to take advantage of the forcing move surrendering the centre 4 black stones, and black should there for keep its distance from those forcing moves. Ding and AI both think black 1 here is the best and can still keep pressure on both 2 groups of white

Comparing to figure 17, black 21st move is clearly giving the white a chance to explode the weakness of the black centre group, white 22nd and 24th finally giving white a chance to fight. After 28th to 32nd the white's chance of winning increase dramatically



Figure 18: Had the black note place in Δ , but move in 2 instead, black may move at position 3, than white moves at A, than white is still not alive and the black's connect all its pieces.

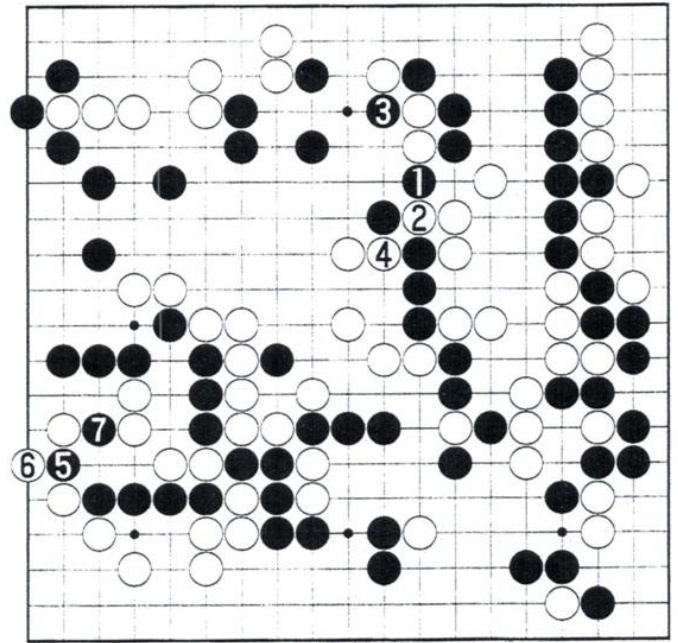
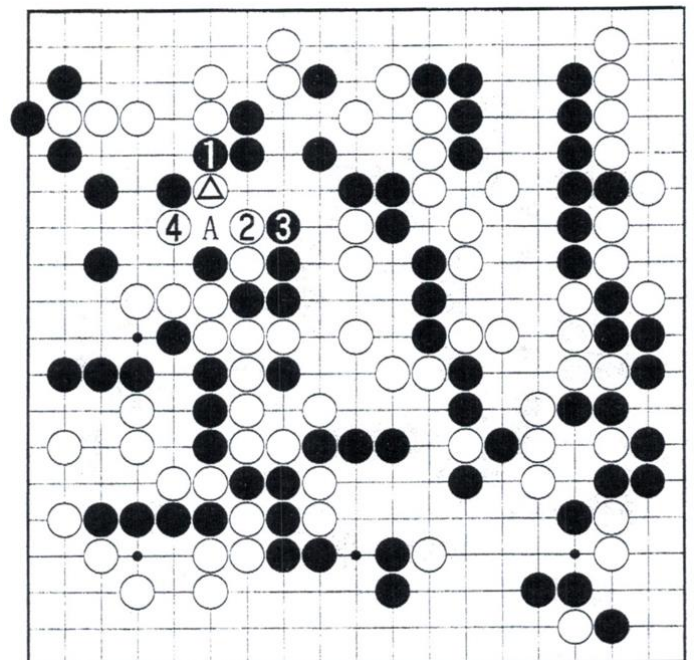
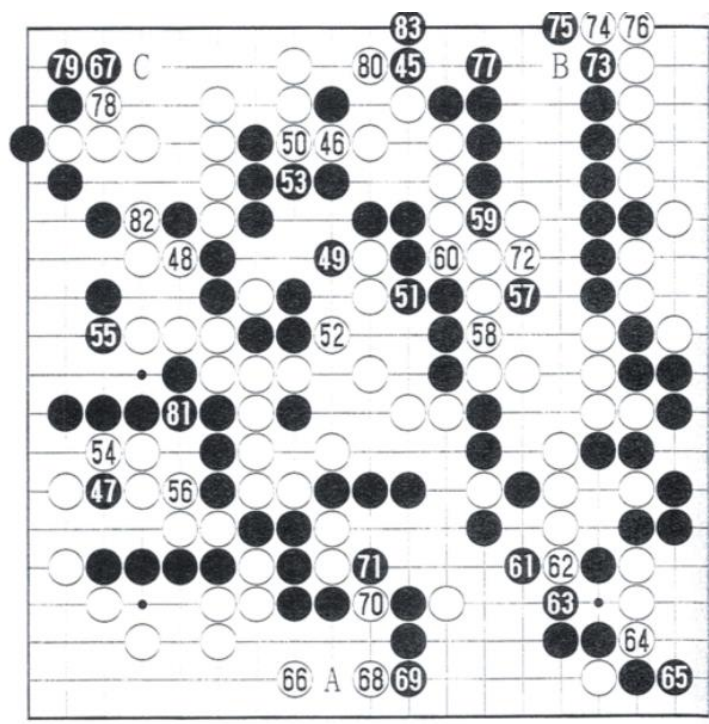


Figure 19: interestingly connecting 2 group is not enough to increase the chance of winning dramatically had the black giving up attacking 2 group. If black 27 was instead placed here and abandon the chase and exploit the lower left, it would still have a winning rate of 90%.

The black 31 33, turned its attention to the left, white 34 tries to resist. Black 37 39 tries to take the eye space from white. White 40 was aiming at the weakness of the surrounding black.



The black is forced to move in 41 43, after that the white has a 71% chance of winning, and was 3.5 points in lead.



Record 5: Move 45-83 (145-183)

Ke had managed to turn the tide as his chance of winning raised from 1% to 95%. Now white has 20 minutes left, yet in the ending phase the black is catching up and the game became close again

Until now Ding is not sure weather 2 players had notice moves in Figure 9, yet now not moving in position 56 in advance helped the white group to make life.

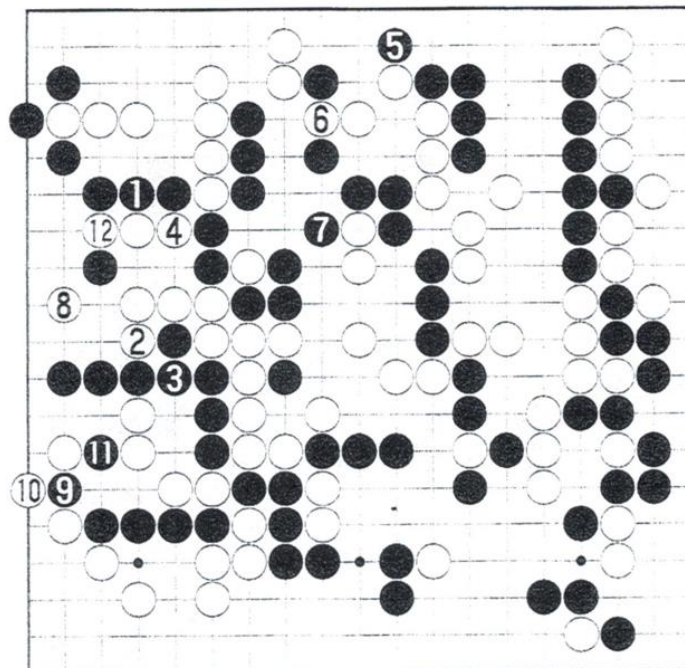


Figure 20: at move 45, if black 1 connect, than after some exchange white can use 8 to kill the black group in the upper left, than those move at lower left holds less importance. It is very interesting how same move may have different value as the game develop.

Hsu's 47th move is trying to let white move at position 56 to save the left group, yet the timing is not right and the white a chance to strikes back immediately

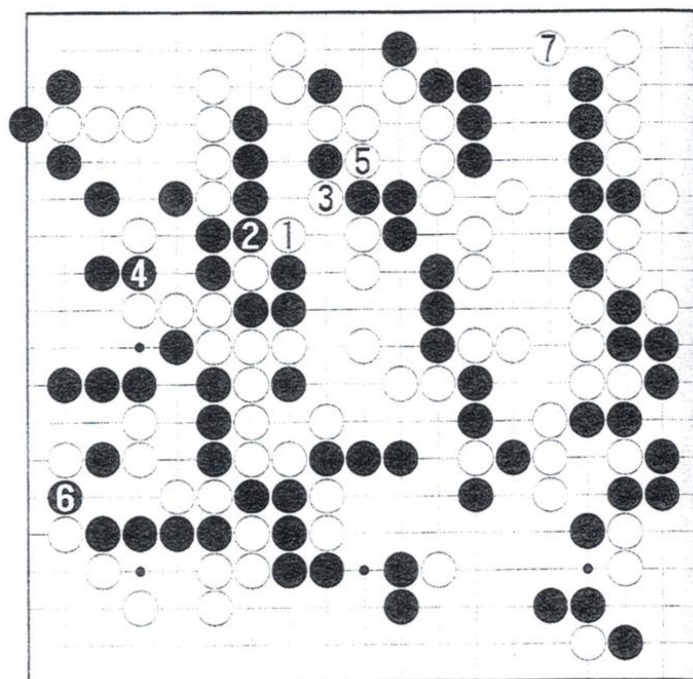


Figure 21: if white 48 was place in 1 here, the black is bound to loose either left or upper side

But human is more likely to respond in a more direct way. After the white 48 those white is still in lead, it is not as clear as Figure 21.

After this much Ke thought he had a problem with evaluating, Ding supposed that he might be referring to this, as he might expect himself to have great advantage after 48.

The 51st move to exchange first is rather clever, since it makes sure 57th and 59th move must be followed, than 61st move helped black to gain a lot of territory under.

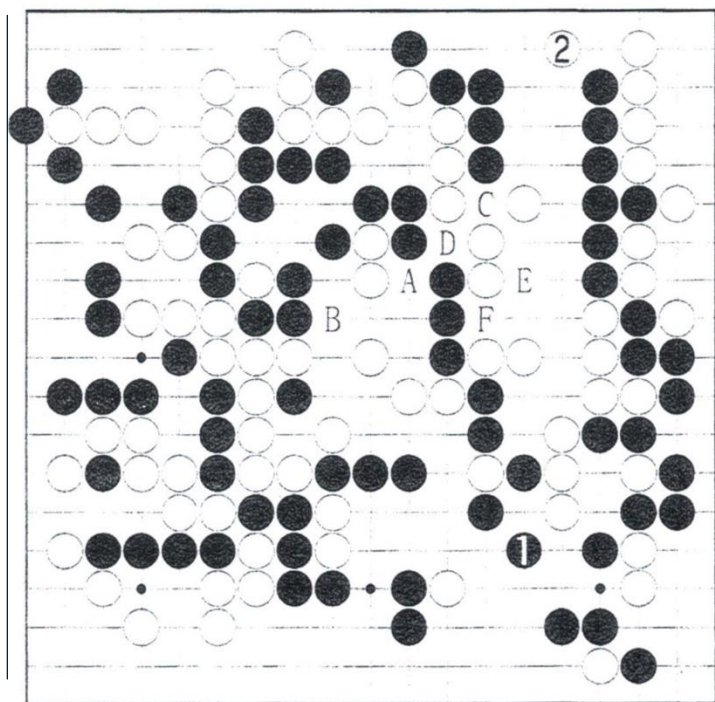


Figure 22: If black A didn't exchange with white B, than blacks right to move in C and E and order white to respond would not be possible

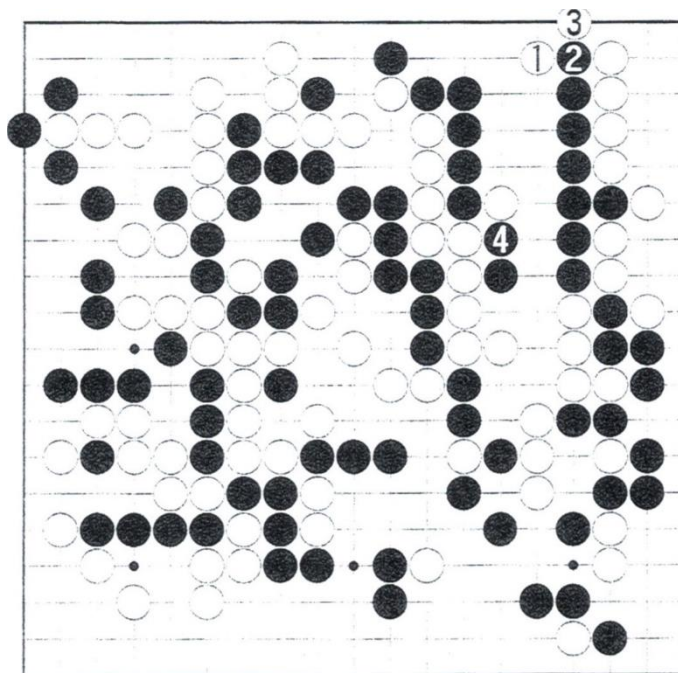
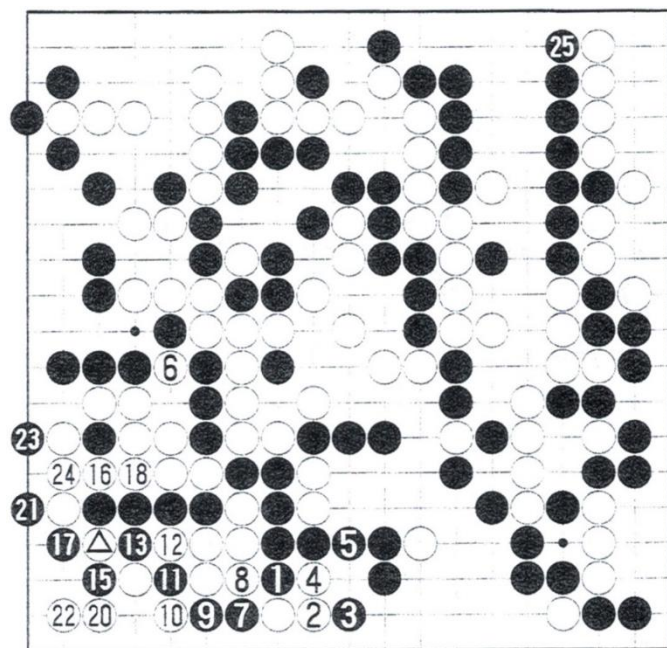


Figure 23: In that case the white would have jump in directly after black 61.



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Figure 24: white 66th move perhaps expect black to respond at 2 here, yet Ke had ignored black could move at 1 here. Than because of the weakness in the conner the black can take advantage here than have the right to move first above

Hsu, perhaps due to the time limit, didn't move like Figure 24. Instead he moved at 67th move above. Now the white is 2 points in lead. It seems that Ke would be the winning, yet Ke made an severe and painful mistake at move 72th, as he should have moved at point B in record 5. Than at move 80 the white made another mistake. The white should move its 80th move at 81 than because the white and the black would each take one of the 80th move or the C move. The choice is better than white 80th move, after which now the differences is within half a point.

Now the game is tide by Ke still had the initiatives and could win if and only if he made every move right, yet there is no time left and Ke made an mistake.

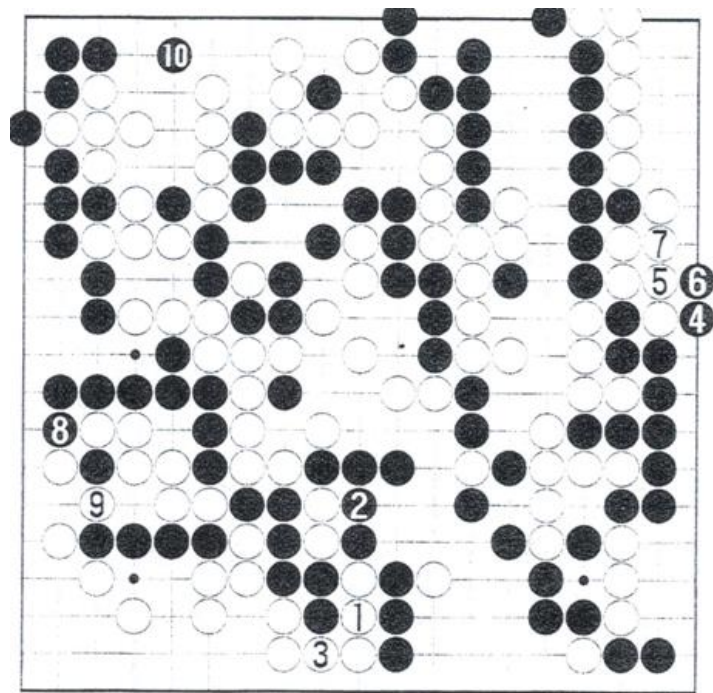
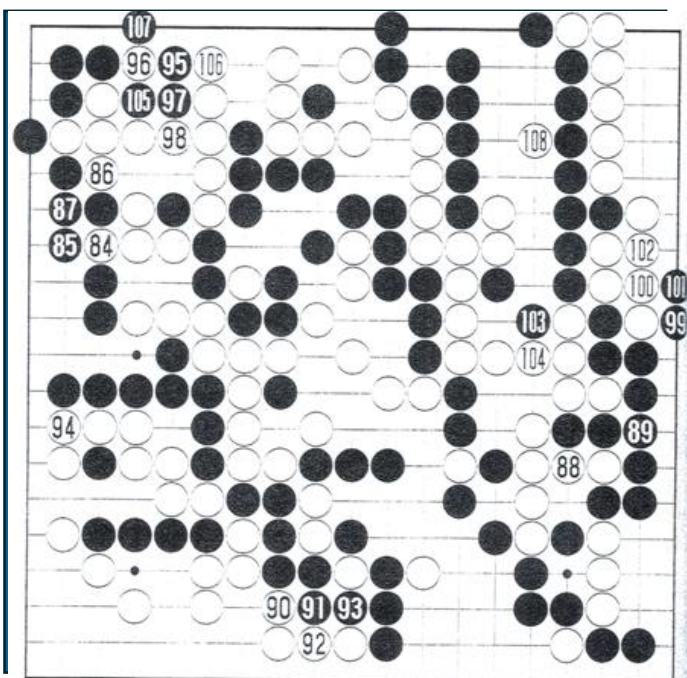


Figure 25: The right way for white is to place 92 at 1 here, but this is a gote, or to loose the initiatives. And it is normally not the best way. But AI see there is a weakness in black's territory (Figure 27) and choose this way



Record 6: move 84-108 (184-208)

After black 91st move the white could choose either move at 92 or 93 position. Reagratablelly, Ke's choice of 92 cost him his last chance of winning

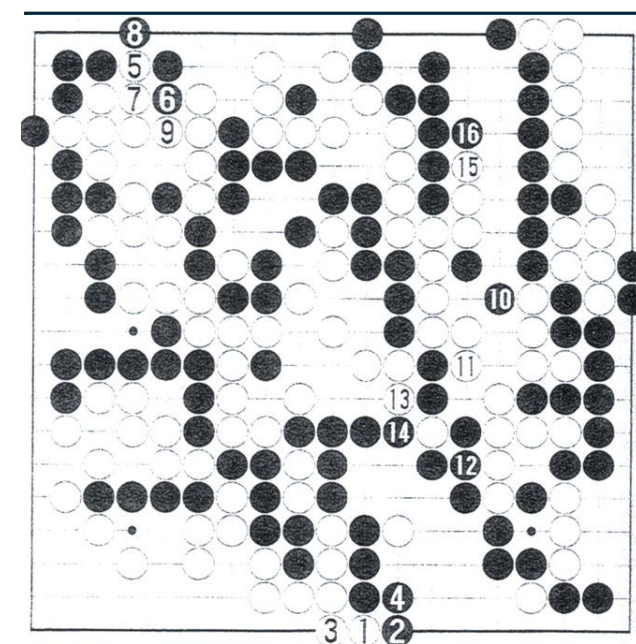


Figure 27: If the white continued with the normal endgame than it will lose the game

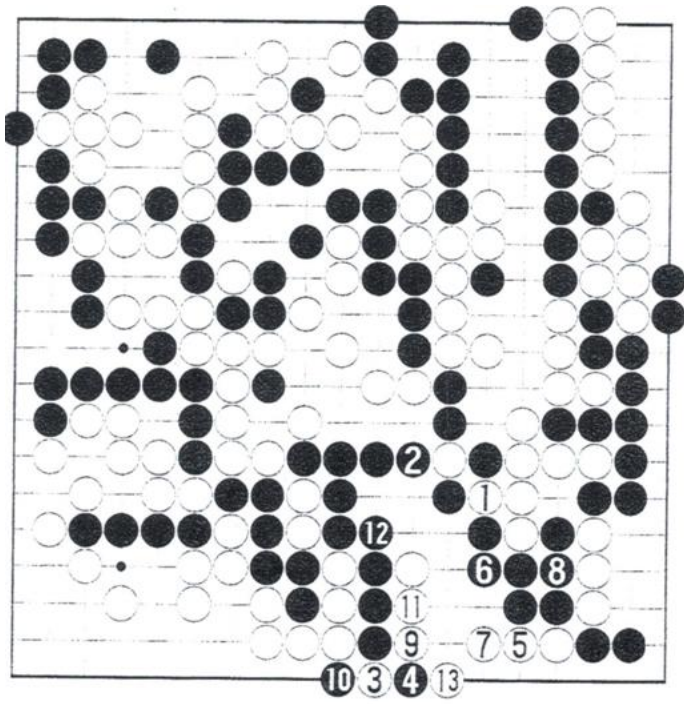


Figure 27: Yet by Figure 25 the white is really aiming at the weaknesses in black's territory and after Figure 25 the white would Atari here at 1, and the black would face a ko like this figure.

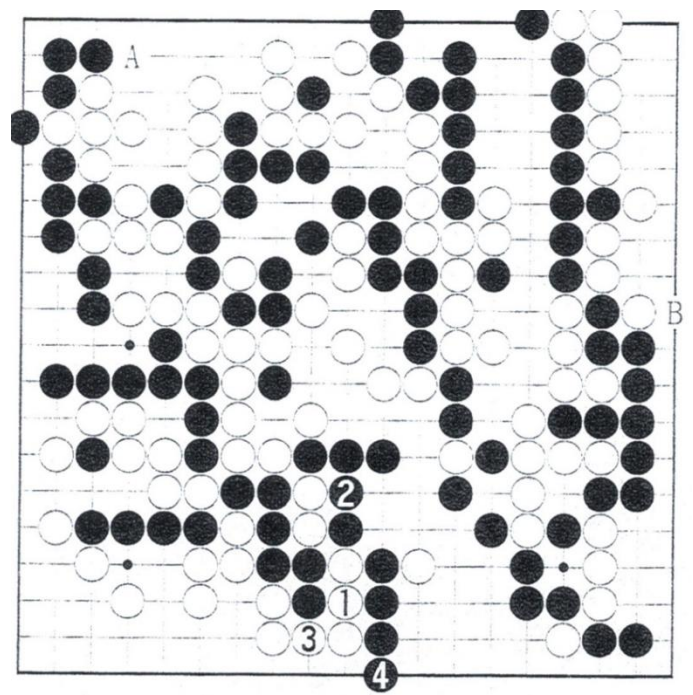


Figure 29: So if the black had consider all those figures in advances than it would move in 4 here instead of A. In that case the match is very close and can even be the determined by of who play the last move

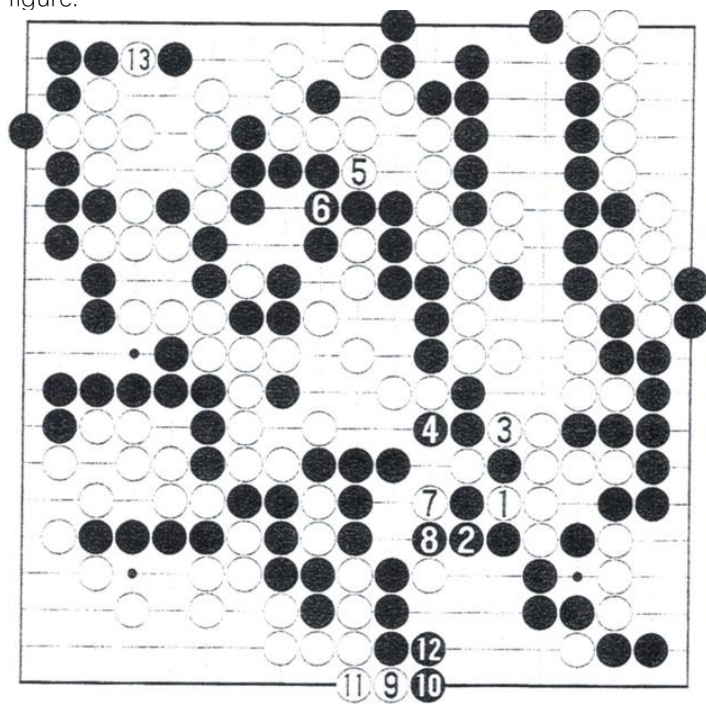
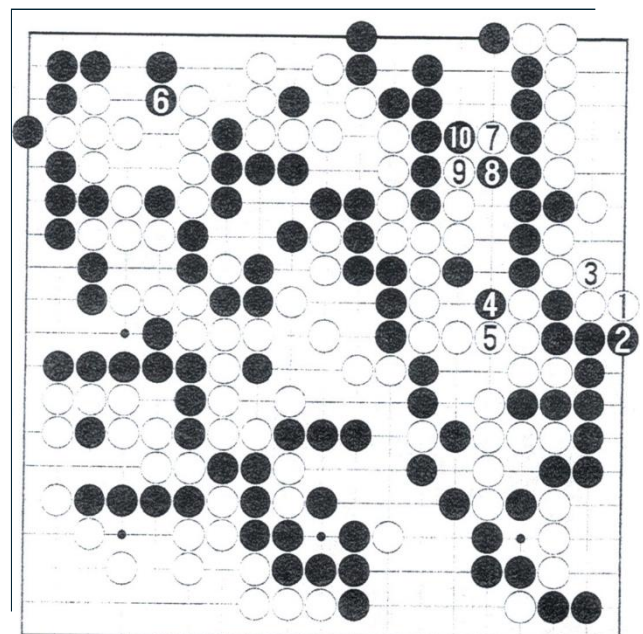


Figure 28: So at this point the black has to retreat at 2, in this case the black would be in disadvantage and the chance of winning now favours the white

Figure 30: After black 95th move the chances of winning for white suddenly increased to 54%, yet we believe this is because of a false calculation for the winning rate would decrease after the every possible move

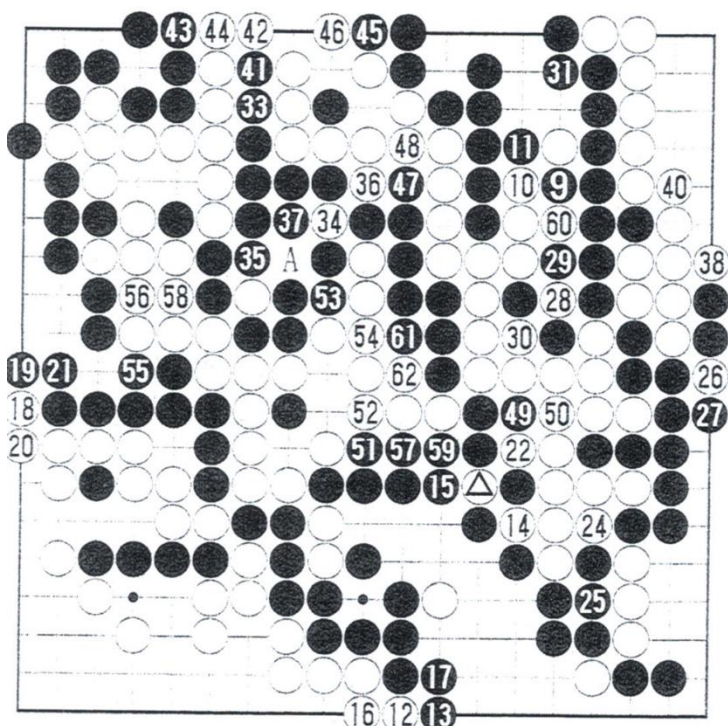


It is very interesting to consider all those figure, normally fighting for initiative is important yet at this particular match moving afterward is the right choice. After the white 92 Hsu's chance of winning dramatically increased to 75% percent.

After black 95, the chances of winning for white suddenly jumped to 54%, this is perhaps due to 95th move should be placed at 99th to settle the place first. However Ding, the commentator didn't find a way of winning for white, and believe this 4% is just because of the uncertainty.

But white 96th move is wrong and should move on the right side like figure 30 instead. Because of this the winning rate of white dropped again.

The white 108 is a very clever tesuji (a very clever move.) but could not save his win.



Record 7: Move 9-63 (209-263)

End game, there is no surprises and Hsu did everything right. The match ended at 263 and black wins by 3/4 stone (1 and half point)



Hsu Hao-hung, Ke jie and Shin Jinseo at Asian Game

This resembles the first Mei-Jin-Sen 60 years ago in Japan as much expect winner Go Seigen (吴清源) and Eio Sakata (坂田 栄男) lost to the young Hideyuki Fujisawa (藤沢 秀行). Today another young and less famous challenger has win this gold medal, we congratulate Hsu and thank Hsu and Ke for this fantastic game.