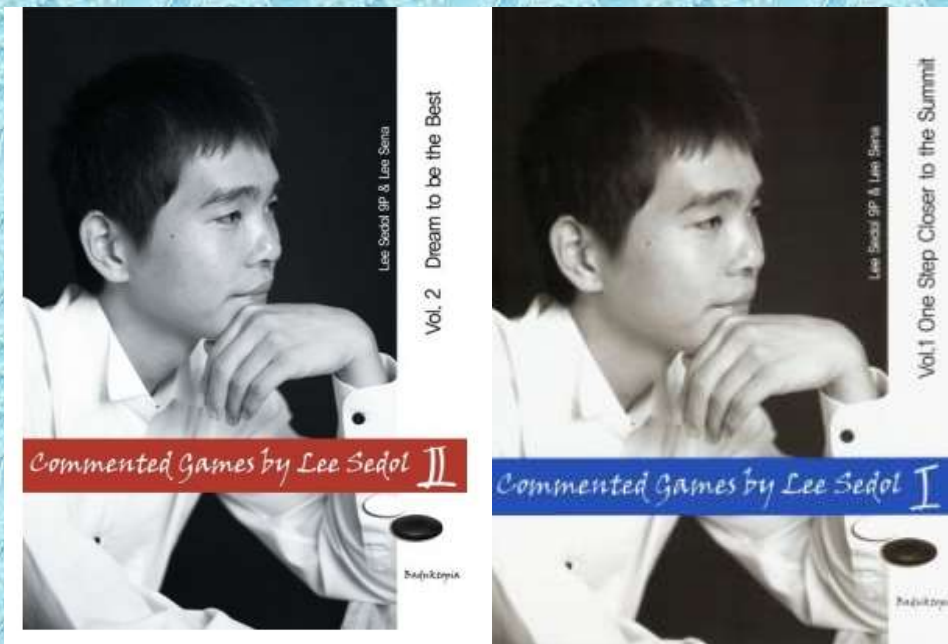


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Yoon Young Sun 8P on the Korean edition :

"This book is really interesting to read because it is written in such detail; you can really share the thoughts and experiences of one of the world's strongest players. For me it is very exciting to read the elaborate commentaries by Lee Sedol himself".

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C · o · n · t · e · n · t · s

· Commentator's Preface	6
· Writer's Preface	8

Chapter 1

7th LG Cup International Tournament, Title Match - Game 3

(Lee Sedol 3P versus Lee Changho 9P)

Episodes

Hometown: Bigeum Island	15
Confidence and Frustration	21
The Kongbbokki Farewell	25
New Dance	31
If not for Father	51
Weak to Compliments	65
Going to Competitions	71
Competitive Spirit	111
Chapter 1 - Epilogue	128

Chapter 2

2nd Toyota Denso Cup - World Oza, Title Match - Game 3

(Chang Hao 9P versus Lee Sedol 9P)

Episodes

Baduk Professional Brothers	145
Left-handed Handshake	151
School Days.....	165
Grateful to Master Oh Kyu-Cheol	179
Dried Gourd Dipper	183
Four-wheeled Bicycle	189
Brave Kid.....	195
"Longing for Father"	205
Burn	209

C · o · n · t · e · n · t · s

Playing Style	219
Chapter 2 - Epilogue 1	234
Chapter 2 - Epilogue 2 : Semifinal versus Kong Jie	236

Chapter 3

3rd Toyota Denso Cup - World Oza, Semifinal	238
(Lee Sedol 9P versus Lee Changho 9P)	

Episodes

Leave of Absence	243
Studying Baduk in a Dojang	259
Swimming	271
Play	275
Dojang Life	277
Benefits of Playing Baduk	285
Women's Baduk	307
Lapses During Professional Games	313
Becoming a Professional Player	320
Chapter 3 - Epilogue	322



Part 18



Pressure

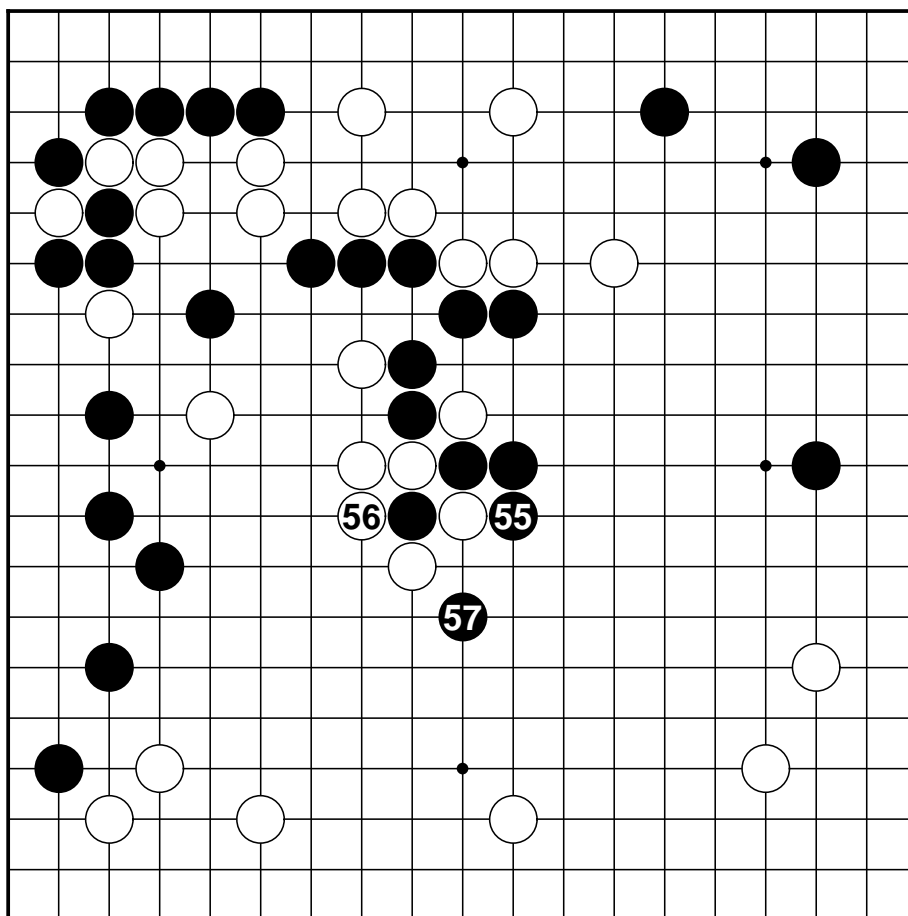
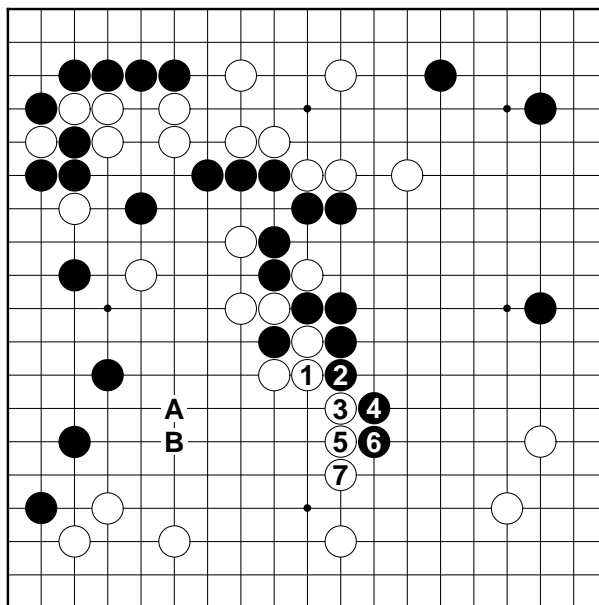


Figure 18 (55-57)

In some cases it is better to hold off on an immediate attack and simply see how things develop by occupying big points. On the other hand, sometimes it is necessary to pressure your opponent as hard as possible, without giving him a chance to catch his breath.

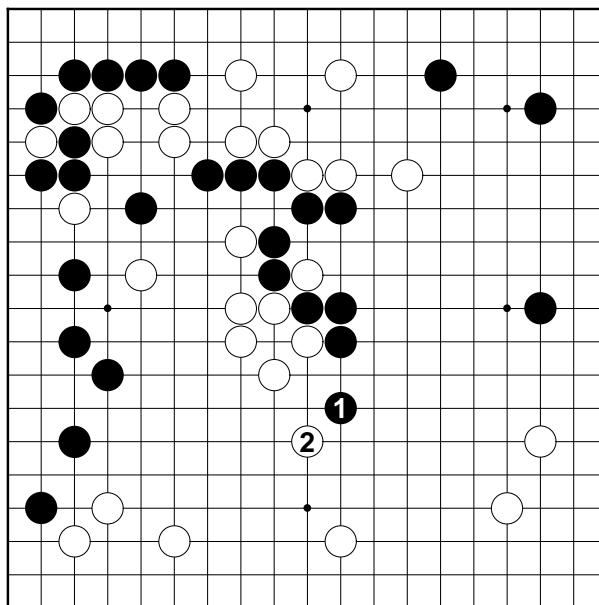
Fig. 18: Black was very happy to be able to turn at 55. He was able to increase his thickness in the center while pressing at White's shape. After 55, White captured a stone with 56 to secure his position and stop Black from playing a ladder breaker. But when Black pressed the center group with 57, White was not happy.

Dia. 1: Instead of 56, the connection at 1 is normal. The following moves up to 7 can be expected. Later Black may use moves like A or B as ladder breakers. Nevertheless, this variation looks better than the actual game.



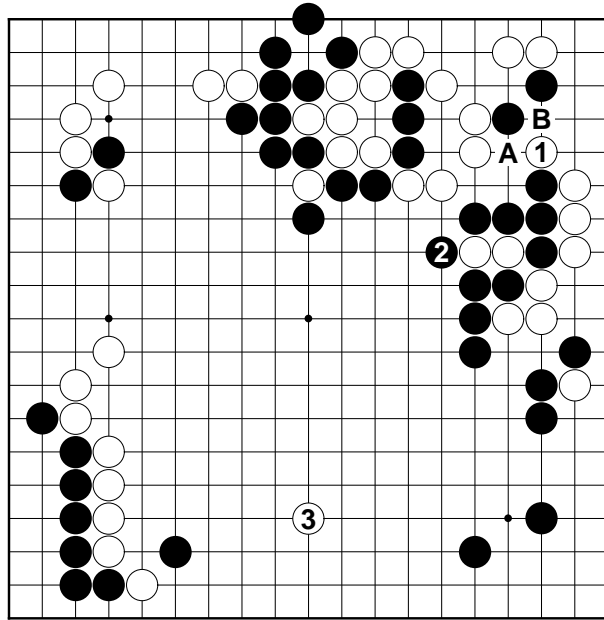
Dia. 1

Dia. 2: After 50, the knight's move at 57 was a natural response. Playing the one-point jump at 1 instead isn't something a professional would consider. If White connects by jumping to 2, Black gains nothing and gives White solid territory on the lower side.



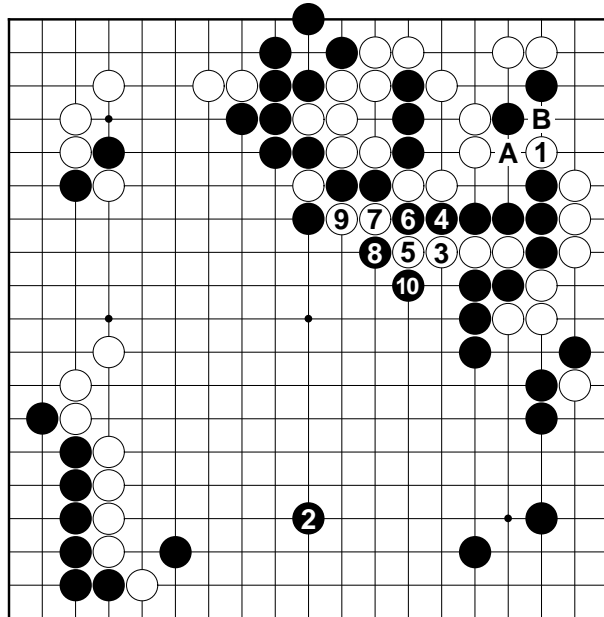
Dia. 2

Dia. 7: When Black plays ⑧1, it's better for White to answer with ①. If Black captures with ②, White will have sente to take the big point at ③. Even if Black plays A next, White can live with B. During the game, I didn't anticipate Black's extension to 1, so I missed an opportunity to choose this variation.



Dia. 7

Dia. 8: If Black defends the lower side with ②, White can capture two stones in sente, as he'd originally intended. If Black plays A later, it's possible for White to connect at B. In this variation, White earns about 7.5 points more than in the actual game. Therefore, capturing the two stones with 3, instead of extending to ②, is the proper move for Black.



Dia. 8

Four-wheeled Bicycle

One day our father bought my little brother Sedol a four-wheeled bicycle. At the time, a bicycle like that was quite valuable and rare for a child in the countryside. Furthermore, it was a new model and was very shiny. My 'country boy' brother was very excited, as if he had the whole world at his fingertips. He rode it through the neighborhood for a while, and my second brother and I sometimes pretended to push for him, and enjoyed following him around. When Sedol felt that he had ridden enough, he sometimes generously lent it to his older brothers, but usually he fought with them to ride it.

One day my brother had gone out for a ride and came back very upset; his bicycle was broken. On the way back home, he ran into a middle aged lady who lived in the neighborhood. She told him that she wanted to ride the bicycle, took it from him, and sat on it. Because the bicycle was for a child, it could not bear her weight and it broke.

There was no place to get the bicycle fixed in the countryside, and because it was completely broken in two, it would not be easy to fix. We could have asked the lady to pay for the damage, but it was difficult because we were close neighbors. Sedol just had to let it go, but he always felt indignation and sadness about his beloved bicycle.



Part 6



Melee

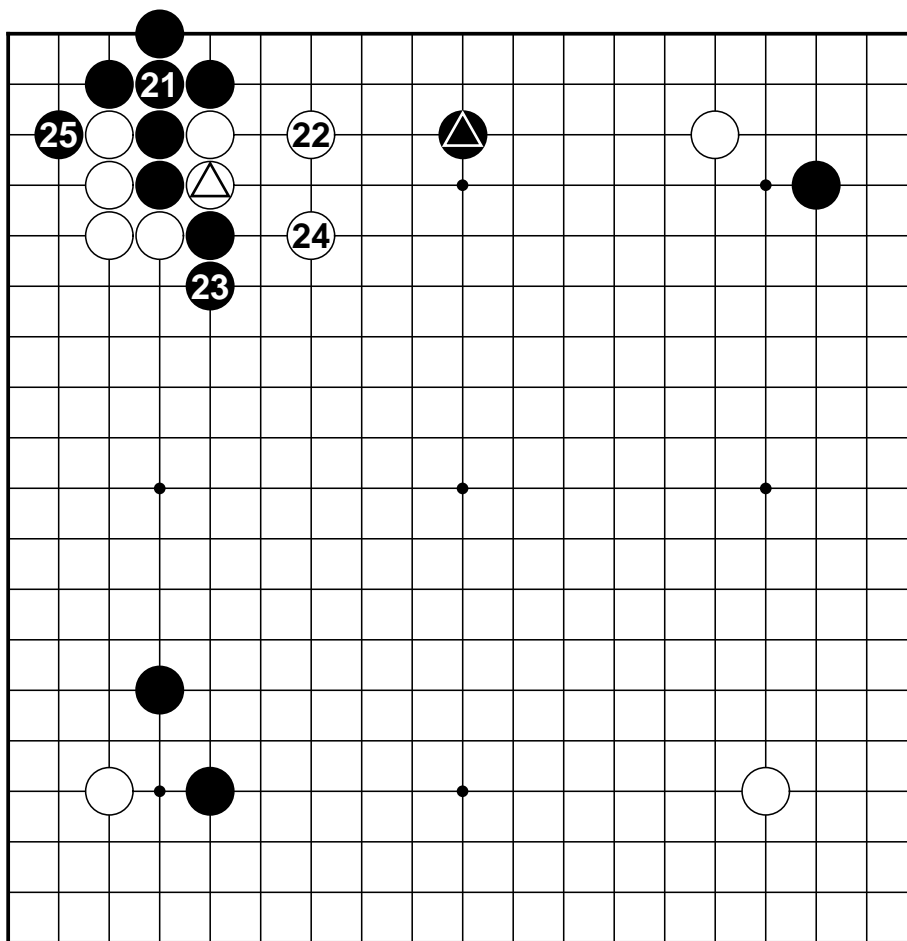


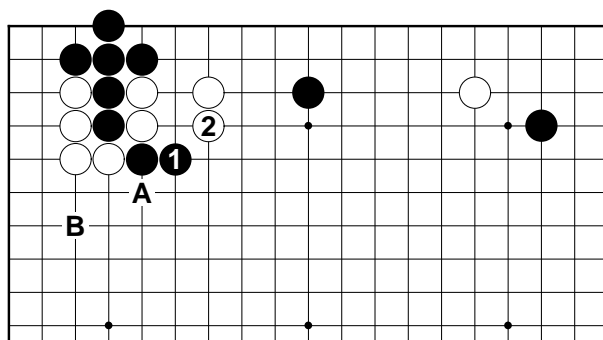
Figure 6 (21-25)

It is true that I usually don't want to play the way my opponent wants me to. However, when it comes to moves that start a fight, or threaten to fight, I want to face them and fight.

Fig. 6: This game was a battle from the beginning, perhaps you could say that the extension to \triangle had incited this fight. In contrast to Lee Changho, my playing style is to not avoid any fight that seems to be worth trying. Taking the surrounding stones into consideration, when White started the fight by pressing with \triangle , I didn't see any reason to avoid it.

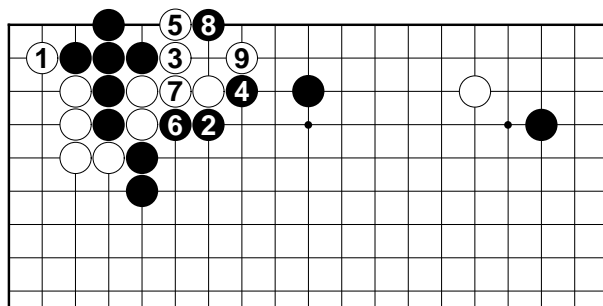
After Black connected with 21, the reinforcement with 22 was natural, as was 23. When White reinforced with 24, Black played the hane at 25 to live in the corner.

Dia. 1: Extending to 1, instead of 23 in the game, isn't a good idea, because White will make shape with 2, and then it's hard to find Black's next haengma. If Black had played 1 at A, the continuation at B would be obvious.



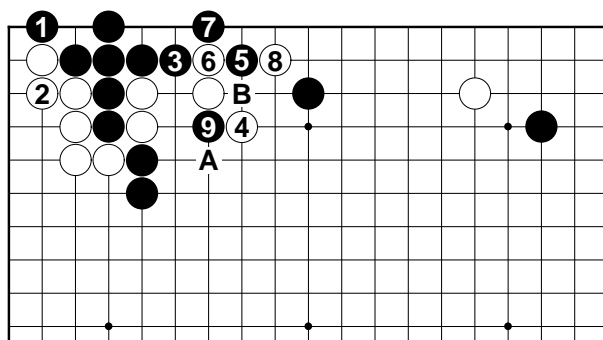
Dia. 1

Dia. 2: White might consider the hane at 1, instead of 24 in the actual game. This move threatens Black's corner. Usually 2 would be the tesuji for attacking White's shape, but it doesn't work here because White will play the moves up to 9 and capture Black's stones in the corner.



Dia. 2

Dia. 3: However, if Black plays 1 and 3, instead of 2 in the previous variation, he'll be able to connect and White won't gain anything. Even if White tries to cut with 4 through 8, Black will be able to capture the cutting stones with 9. Also, if White plays 4 at A, Black will have the tesuji at B to connect in good shape.



Dia. 3

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C · o · n · t · e · n · t · s

· Commentator's Preface	6
· Writer's Preface	8

Chapter 1

The 8th Baedalwang Tournament, Title Match - Game 412

(Yoo Chang Hyuk 9P vs. Lee Sedol 3P)

Episodes

First Encounter with Baduk	19
Baduk Study I	37
The Pizza Tree	75
Baduk Study II	81
Fetching Makgeolli	101
Father's Tears	105
Chapter 1 - Epilogue 1	116
Chapter 1 - Epilogue 2: The Challenger Determining Match	118

C · o · n · t · e · n · t · s

Chapter 2

The 5th LG Cup International Tournament, Title Match - Game 3 ...120

(Lee Changho 9P vs. Lee Sedol 3P)

Episodes

Favorite Books and Movies	127
The Most Difficult Part of Baduk	133
Accompany	175
Playing Online	187
Competition and Mental Discipline	191
Lunch Break	195
Improving Skills	203

Chapter 2 - Epilogue	213
----------------------------	-----

Chapter 3

The 15th Fujitsu Cup, Final Round216

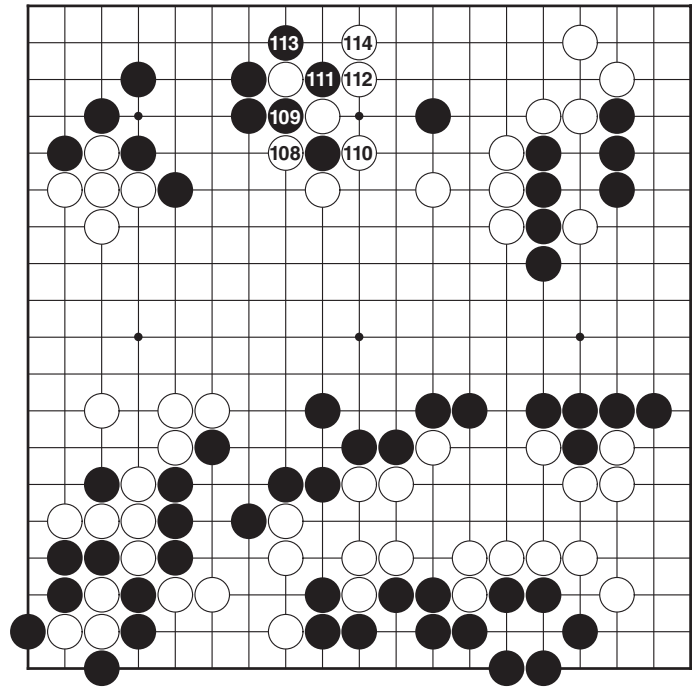
(Yoo Chang Hyuk 9P vs. Lee Sedol 3P)

Episodes

Baduk Style	221
Tournament Participation and Debts	253
A Game With Yoo Chang Hyuk 9P.....	291
Father's Teaching Philosophy	305
Naming	309

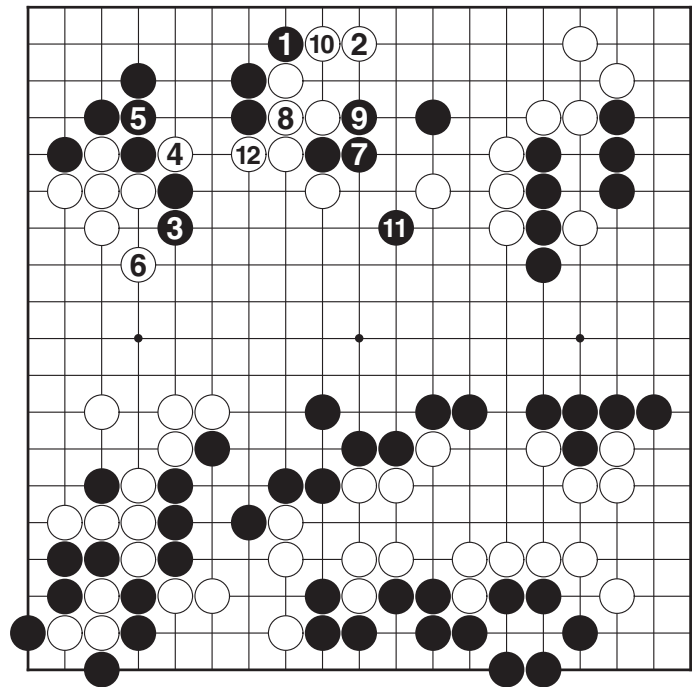
Chapter 3 - Epilogue	318
----------------------------	-----

Dia. 5: Black played the losing move at 109 soon after. Black should have searched for a stronger response to 108. In the sequence from 110 to 114, White was able to neatly complete his territory. At this point, the game is decided.



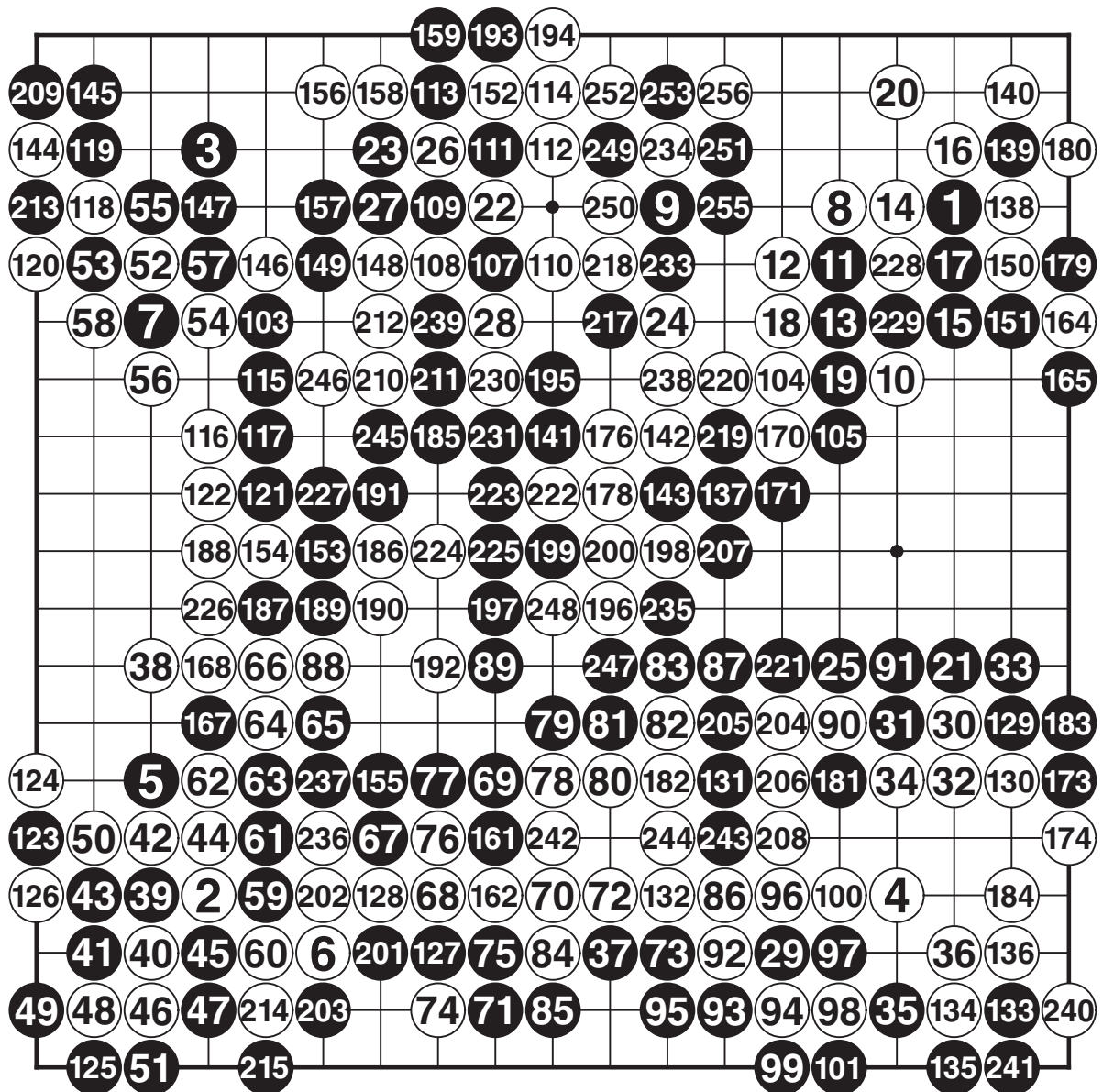
Dia. 5

Dia. 6: Black should have played the hane at 1 instead of 109. If the sequence to 12 follows, the game would still be playable for Black. It's still a difficult situation for both, but this would have delayed the settling of the game.



Dia. 6

Complete Game Record (1-256)



(102) at (52) (106) at (7) (160), (166), (172), (177) at (26)
 (163), (169), (175) at (111) (216) at (144) (232) at (213) (254) at (249)

256 moves, White wins by 3.5 points.

A Critical Stage

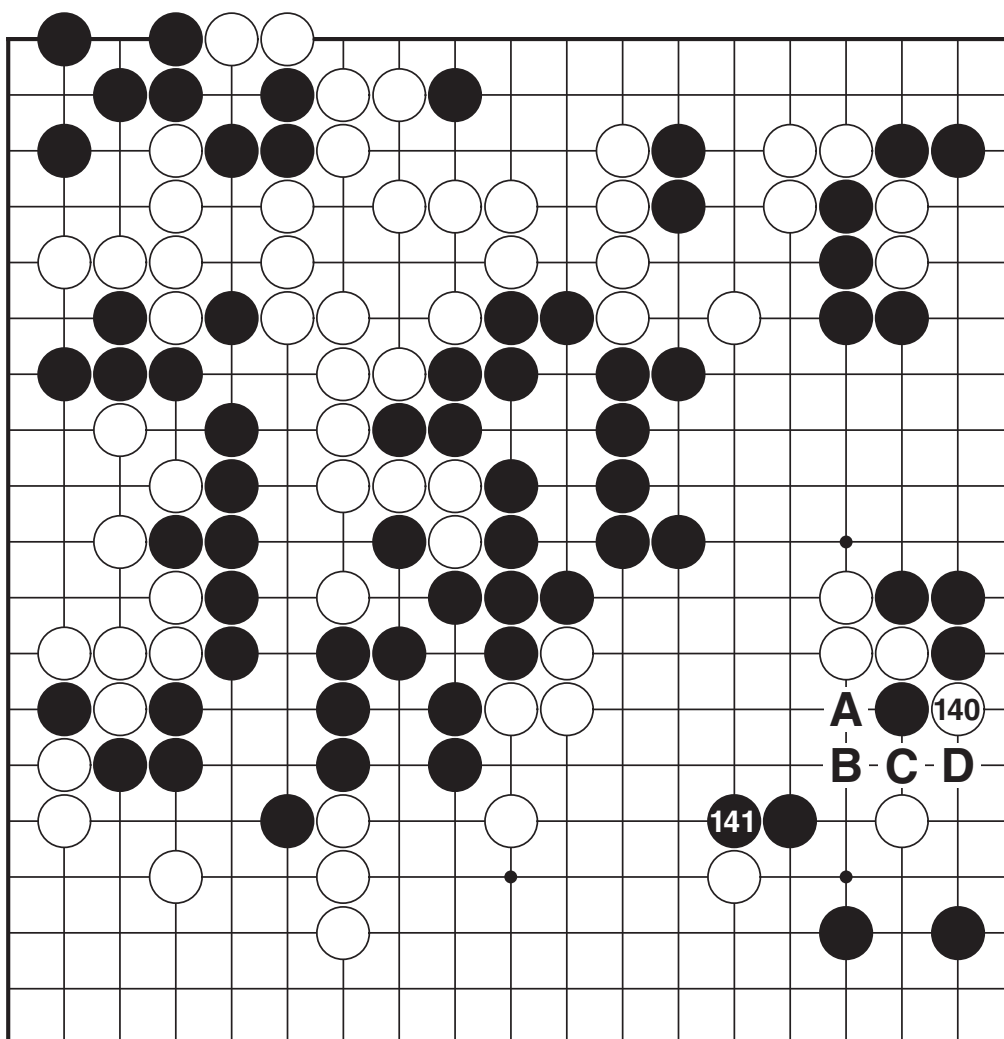
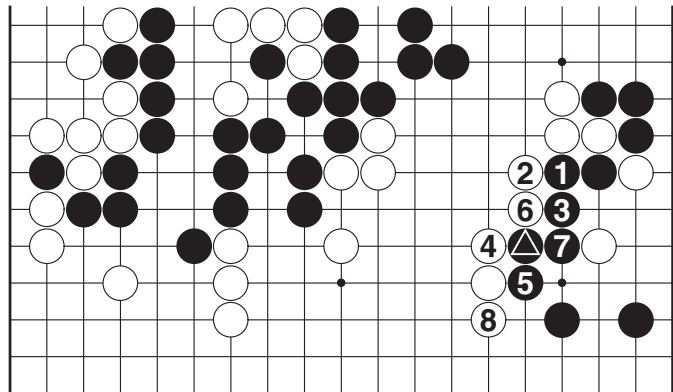


Figure 24 (140-141)

Close combat situations often have many complex variations, and it is not easy to read everything and find the best move. It's necessary to examine priority moves as well as relatively easy and clear moves before all others, especially when there is a limited amount of time.

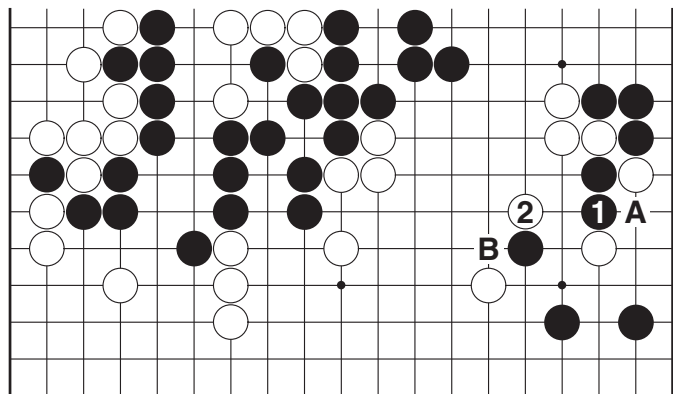
Fig. 24: Black may think of various moves when White cuts with ⑭, but it is now time to enter the last critical stage. In the actual game, Black chose the simple and clear variation by pushing at ⑬. He could also have considered A, B, C or D.

Dia. 1: If Black pushes ahead with ①, White can achieve a great result simply by blocking thickly at ②. This would have been even better for White than pushing at ④ directly after ③ was played.



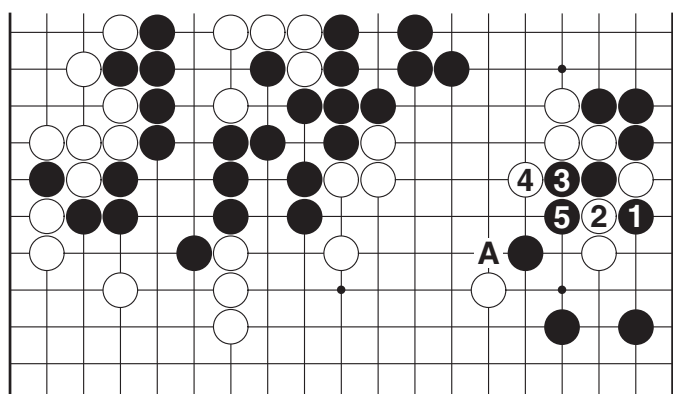
Dia. 1

Dia. 2: If Black butts his head with ① here, ② is the proper tesuji to answer with. Next, A and B are miai—another failure for Black.



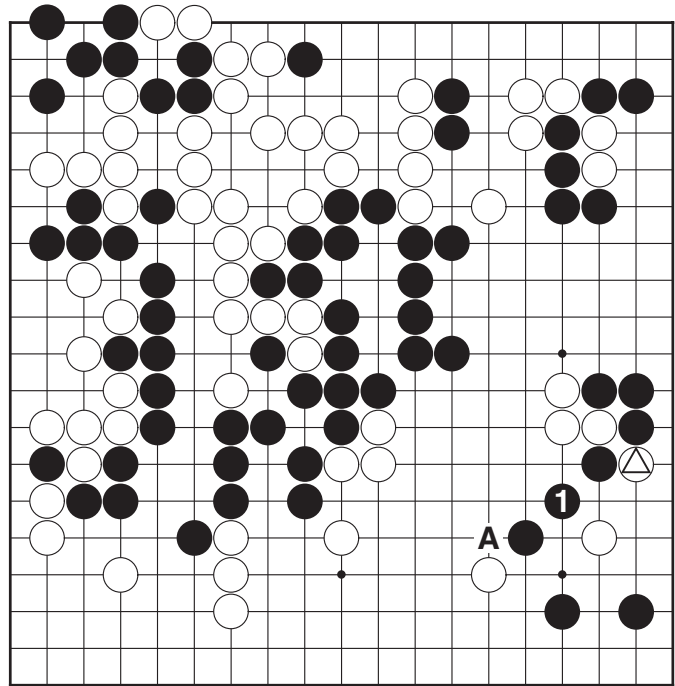
Dia. 2

Dia. 3: When Black plays atari at ①, countering with the atari at ② is a good response. When Black goes out with ⑤, White can block thickly at A. This isn't good for Black either.



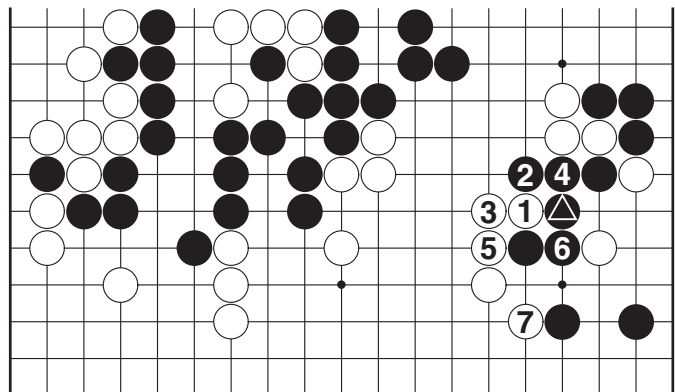
Dia. 3

Dia. 4: Finally, Black has the strong connection at ① as an alternative to ⑭. This way involves difficult variations, and I thought it through thoroughly during the game.



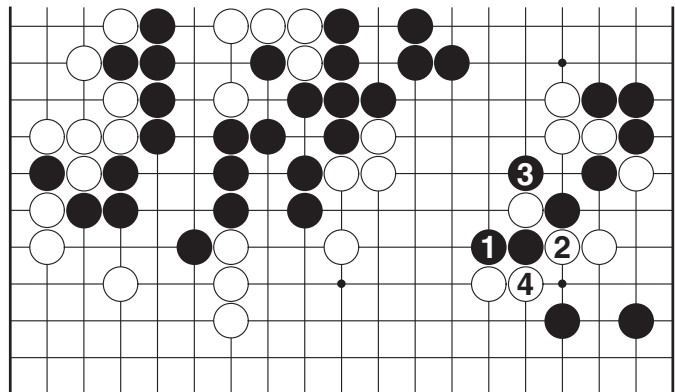
Dia. 4

Dia. 5: After ①, ① is a difficult tesuji to come up with. Black must carefully consider his answer. Supposing Black follows up with ② and ④, White will make huge territory with the moves until ⑦.



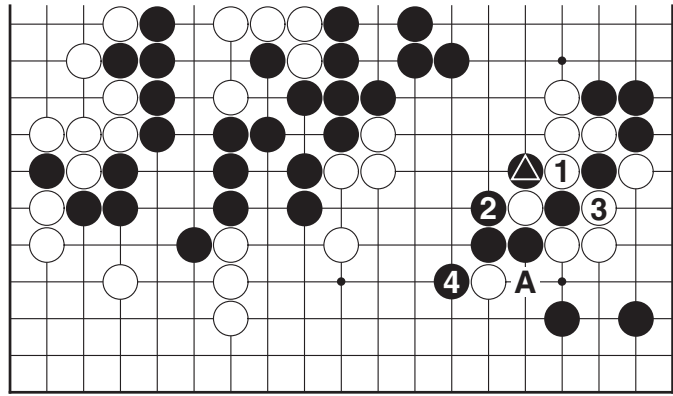
Dia. 5

Dia. 5-1: If Black extends with ① instead of ② in Dia. 5, White will give Black a hard time by cutting with ②. When Black plays atari at ③, ④ is a good response and Black will be in dire need of his next haengma.



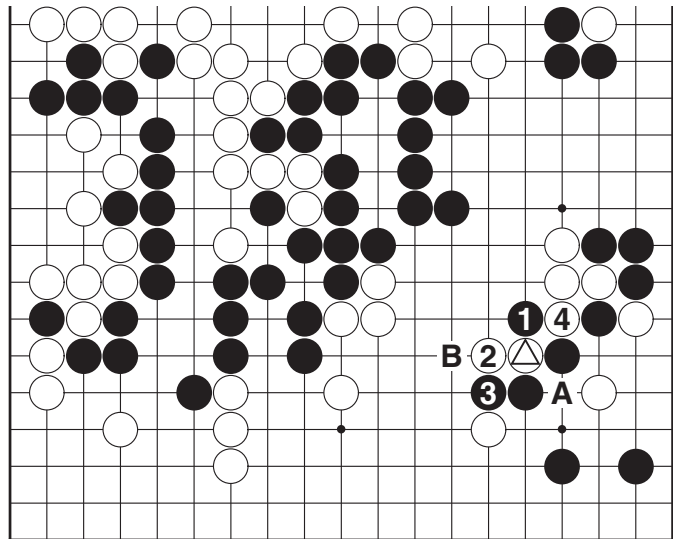
Dia. 5-1

Dia. 5-2: Answering \triangle with the atari at ① is not a good idea because Black can simply take with ②. Even if White connects with ③, Black is satisfied after thickly confiscating the single white stone. White has destroyed Black's territory on the right, but Black's profit on the lower side is big, and White has still a weak group to take care of.



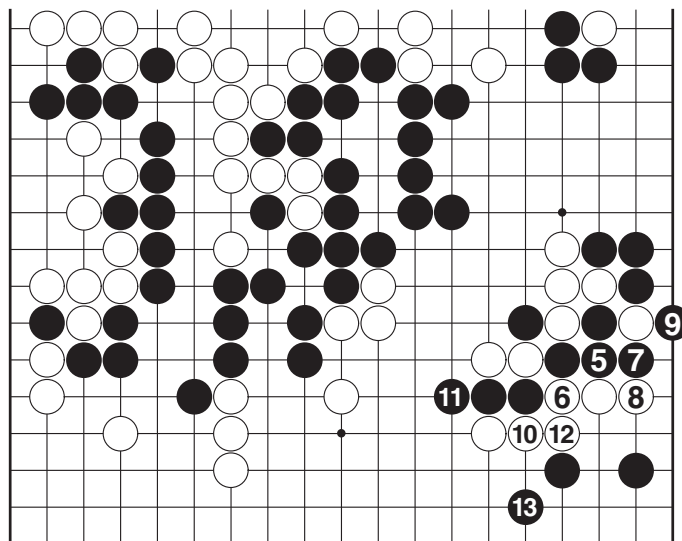
Dia. 5-2

Dia. 6: In conclusion, Black's best answer to White's tesuji at \triangle is to atari with ① and break through with ③. After that, White may cut at ④. If White cuts at A instead, Black can capture the two white stones in a ladder with B.



Dia. 6

Dia. 7: If Black connects at ⑤, the sequence until ⑫ is the only continuation. At a glance, it looks as if Black has failed since White managed to break out. However, when Black defends the corner with ⑬, the white stones in the center will end up being captured on a big scale.



Dia. 7

Part 29

A Lucky Half-Point Win

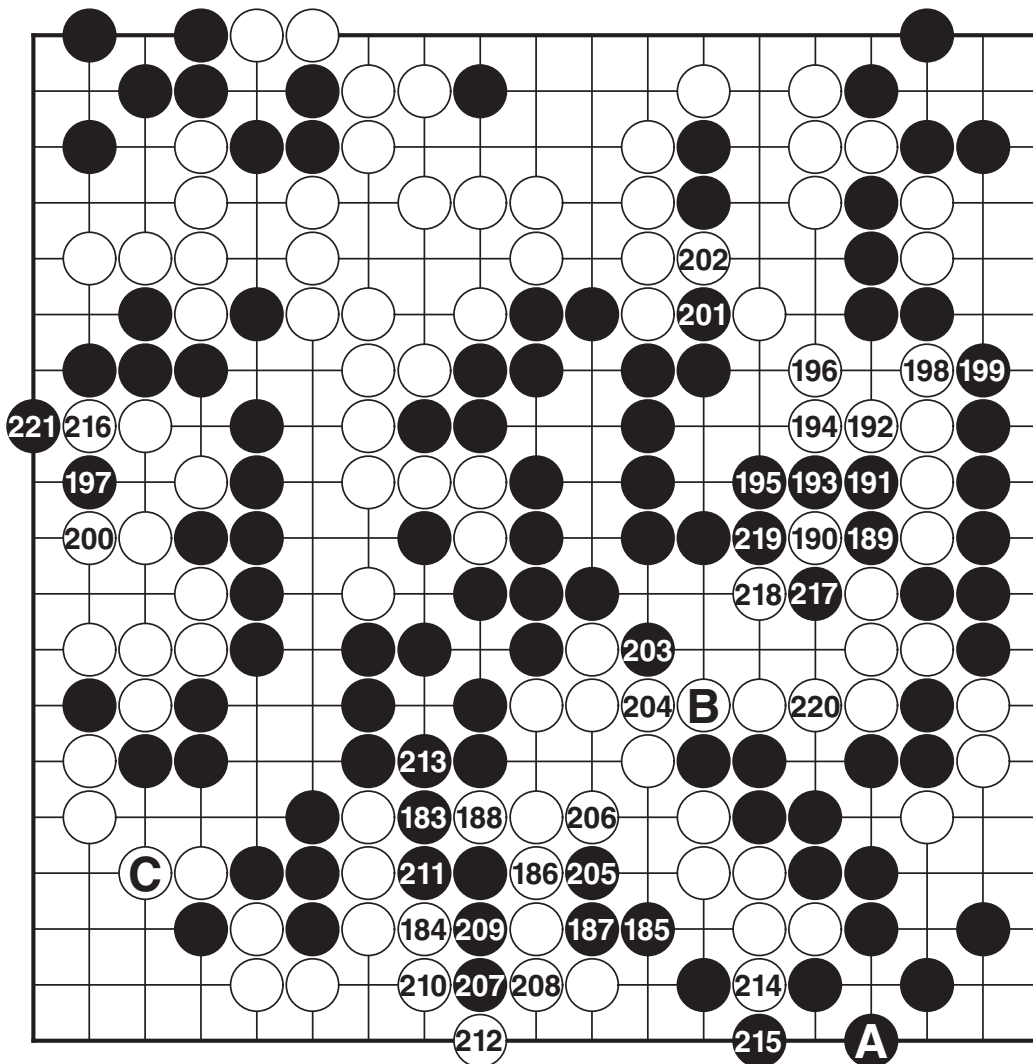
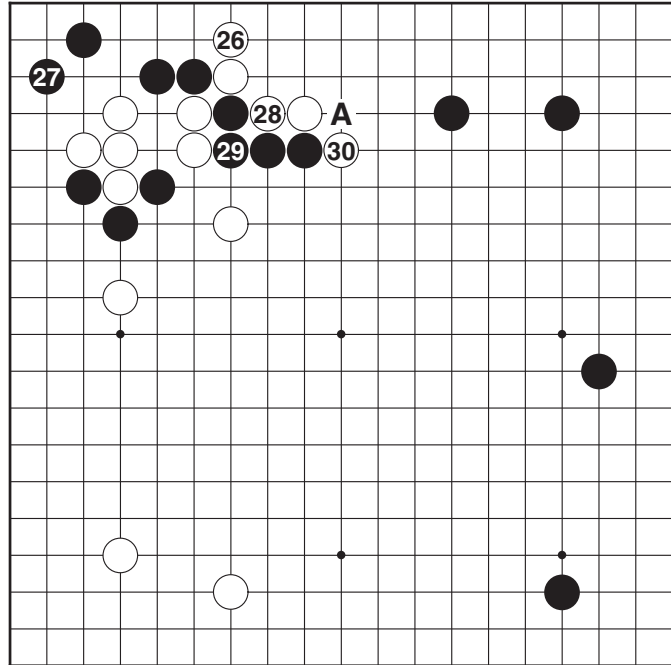


Figure 29 (183-221)

It is said that a half-point is in God's hands. Even though I made a big mistake at C and lost many points, I still won by half a point—this is nothing but good fortune I guess.

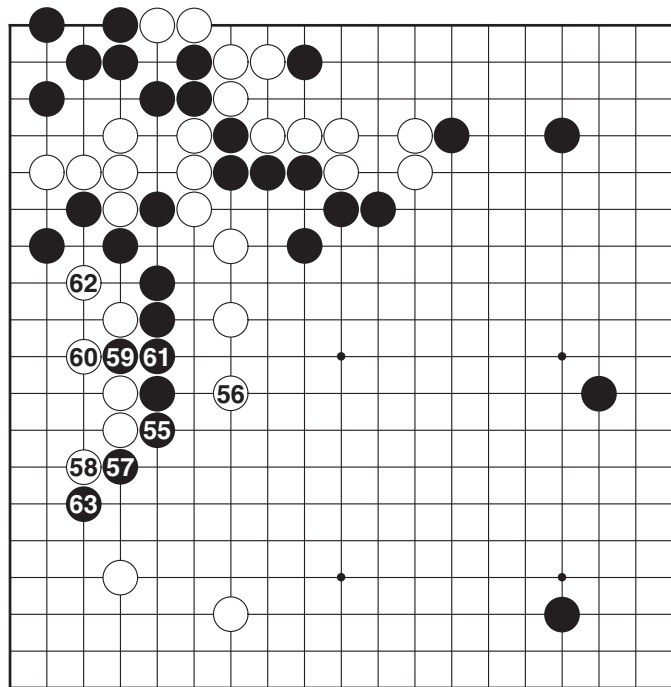
Fig. 29: After the game, I had a long review with Yoo Chang Hyuk 9P and we agreed that Black didn't have any chance after Black A allowed White B. Thanks to White's mistake at C, Black could catch up right underneath White's nose, but White was still ahead by half a point. After that there was no way to overcome this half-point gap.

Dia. 1: Let's do an overview of the game: In the opening, Black rushed to defend the corner when White descended with 26 instead of answering at A or 30; consequently, the flow became very comfortable for White.



Dia. 1

Dia. 2: However, the game became challenging when White missed the opportunity to peep at 62 right after 55, and jumped to 56 instead. The sequence from 57 to 61 was shrewd. Black could ignore 62 and get back in the game with the double hane at 63.



Dia. 2