

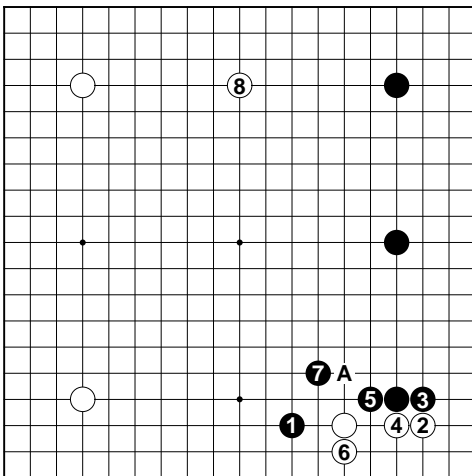
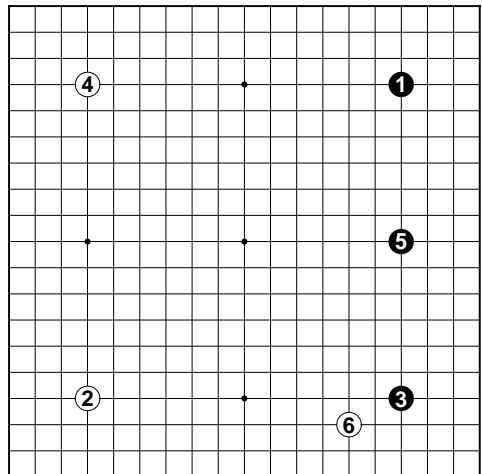
This discussion of how to play using the **sanrensei** formation is taken from *The Workshop Lectures*, volume 2, by Yilun Yang, published by Slate & Shell ([www.slateandshell](http://www.slateandshell.com)).

PLAYING A MOYO GAME

Now that you understand how to play a territorial game, I would like to talk about how to play a moyo game. The key thing is to be consistent and not switch back and forth between different styles of play.

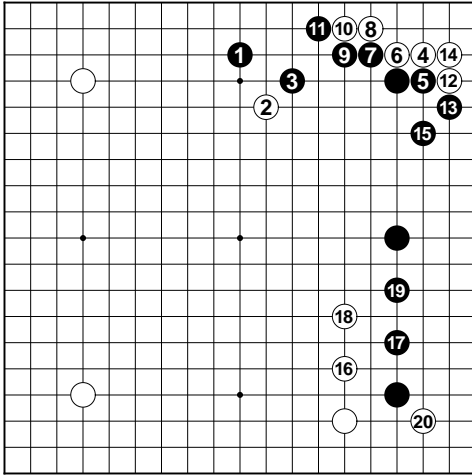
Naturally, a moyo style game involves focusing on the fourth line instead of the third line. The aim is to construct a very large framework, which would easily win the game if it all became territory. When your opponent invades the moyo, you intend to make territory by attacking his invading stones. You must also pay attention to balance and timing, of course, as in a territorial game.

In this game, Black intends to play moyo style. How should he respond to White's approach at ⑥?



Playing a pincer with ① does not develop Black's moyo fast enough. White can end in sente after diving into the corner at the 3-3 point with ② and play ⑧. Black gets a nice position in the lower right, but this is not big enough.

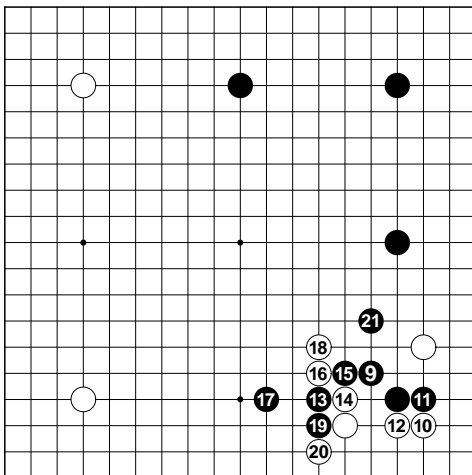
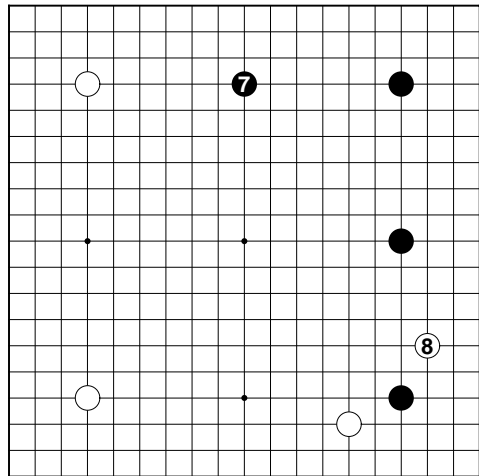
Moreover, if White jumps out to A with ②, it will provoke a battle and this will cease to be a moyo style game, becoming a fighting game instead. So Black should not play at the bottom.



The top is the biggest area, but Black must play on the fourth line. If he plays on the third line at ①, White will turn the game into a territorial one. White caps with ② and then takes the upper right corner in sente, leaving Black overconcentrated. White next reduces Black's potential severely in the lower right. Now White has the initiative.

So Black should play this ⑦.

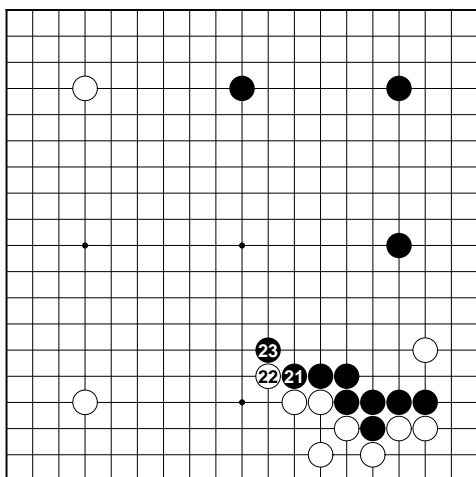
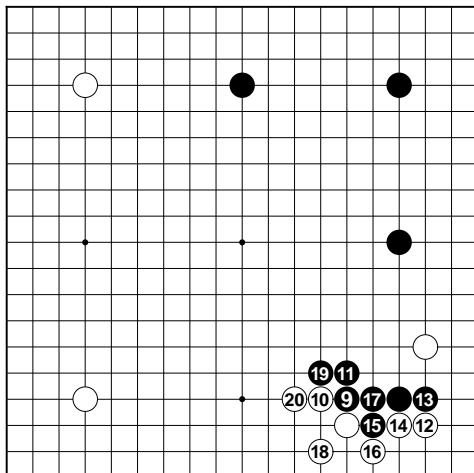
Now White will try to benefit from Black's not responding at the bottom. How should Black respond to the double approach with ⑧?



Black can get out with the diagonal move at ⑨. Now that he has enlarged his moyo properly he would like to fight. Such fights are the aim of moyo style play. Naturally, White takes the corner. ⑭ is not at ⑲ because that would be too easy for Black, who would just extend to the left from ⑬. ⑰ is a fast move to support ⑬. ⑲ is forcing, then Black moves out with ⑳. This is a reasonable development for moyo style play.

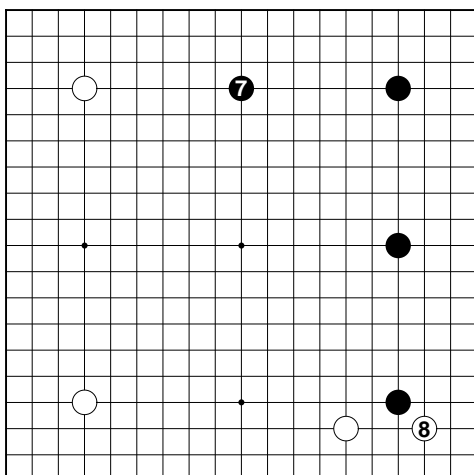
Attaching this way with 9 is good for Black. White will take the corner. 15 allows Black to get a solidly connected shape while there are cutting points in White, which White must protect with 18. Turning at 19 now expands Black's moyo.

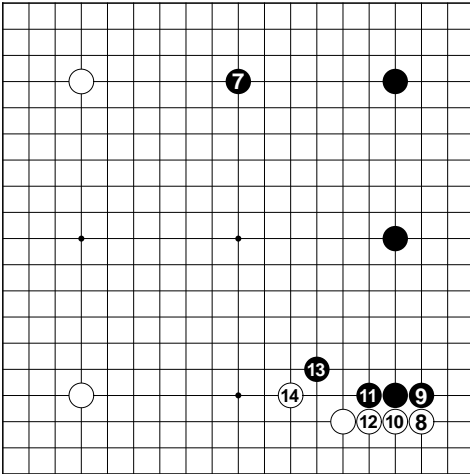
How should Black continue, playing moyo style?



Black should continue to expand his moyo with 21. This is better than a knight's move to 23 because White's two stones are short of liberties. White will hane and so will Black. This is good for Black, but it is also good for White, who gains a lot at the bottom. If you don't like this pattern, you should just play the diagonal move after the double approach. Both ways of playing are okay for Black.

After Black expands his moyo with 7, how about if White just goes into the corner at the 3-3 point directly? How should Black respond?



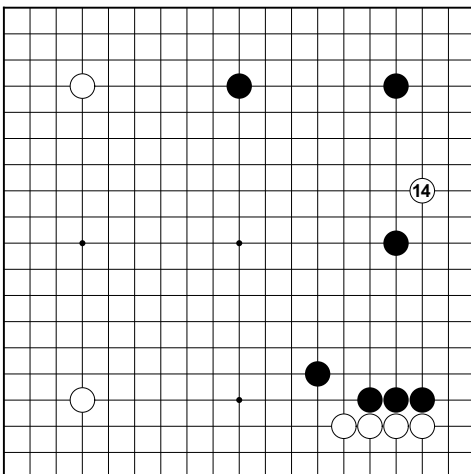
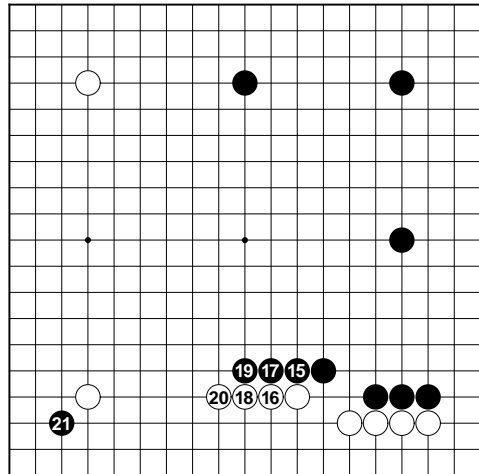


Black must protect his moyo with ⑨ through ⑬. Now Black is very happy to have ⑦ at the top.

If White plays this way, how should Black continue?

Black should expand his moyo by pushing ahead with ⑮, etc. White must keep responding through ⑳ because of his shortage of liberties. Then Black takes the corner with ㉑ to maintain proper balance in the game. This puts Black well ahead.

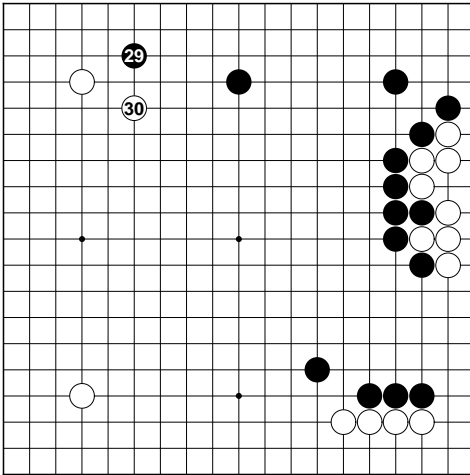
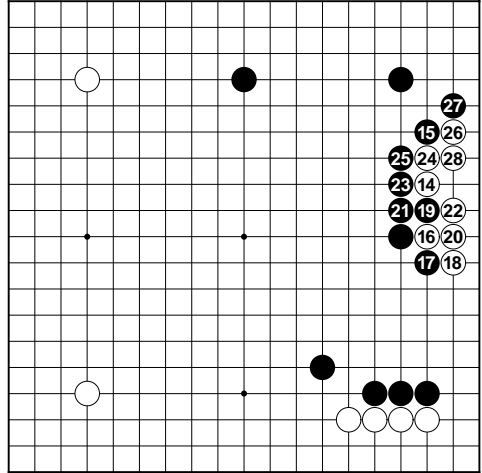
⑭ in the previous diagram is a mistake. White does not have time to develop the bottom.



Let's examine other possible choices White has for ⑭, White may decide it is time to come into Black's position with ⑭. How should Black respond?

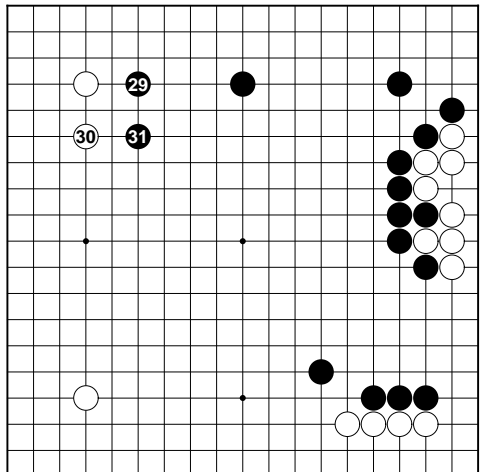
Black should aim to expand his potential at the top by creating thickness. 15 threatens White's base and protects the corner. Black then goes for thickness with 19 and following. This is because he cannot expect to make many points in the lower right.

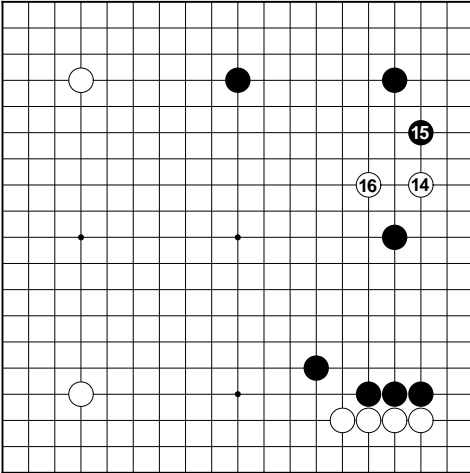
How should Black continue? Protecting against a cut between 15 and 27 is too small at this time.



Black should not make a regular, third line approach, of course. White could make a very high response and reduce his moyo significantly.

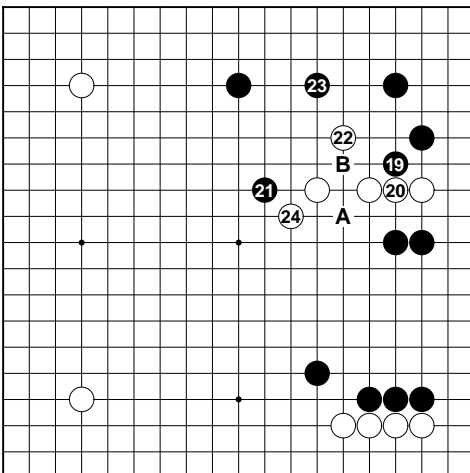
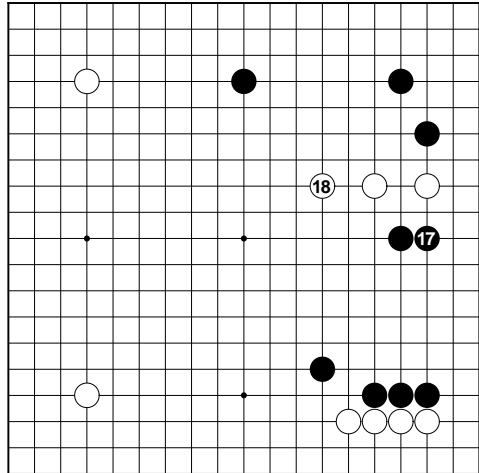
Black should make this unusual high approach because the center is key. After 31 Black is doing fine. He certainly has enough potential to balance White's small amount of real territory.





White may decide not to try to live on the right edge, since it enables Black to make a very useful wall, and instead jump out to ⑮. How should Black continue?

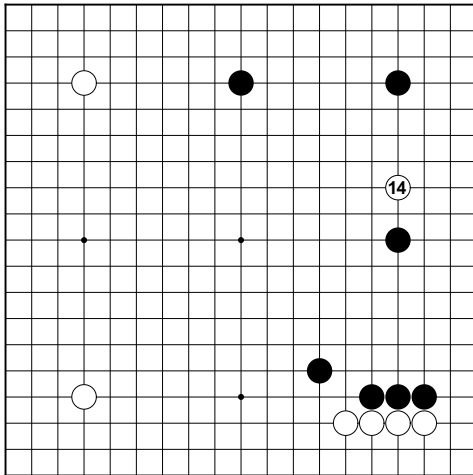
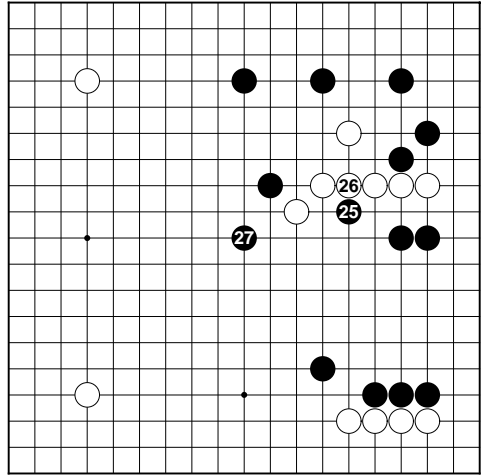
Black should take away White's base with ⑰ so that his stones are floating. This also gives Black a significant number of points. White makes a one space jump out. How should Black continue?



The most severe attack is to separate, but since that isn't possible in this case, Black does the next best thing and makes White heavy with ⑲. Black cannot tell yet whether to peep again at A or at B, so he considers the best direction of attack. In this case from the center offers the best prospects. If Black can control the center it will be hard for White to catch up. Black is happy to get to protect at ⑳. When White runs out with ㉔, how should Black continue?

Now Black can see that a peep at 25 is good for making White heavier. Then he again attacks from the center.

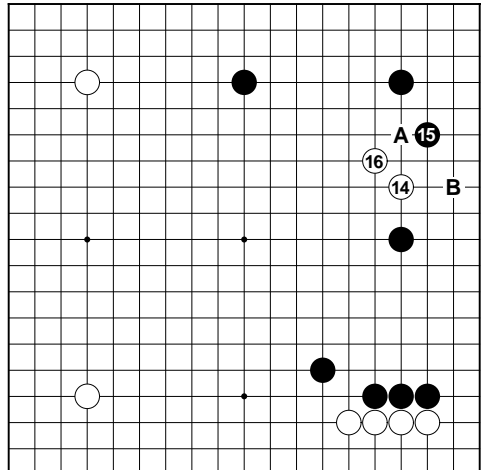
Black will have an easy game, even without killing this group. White is way behind.

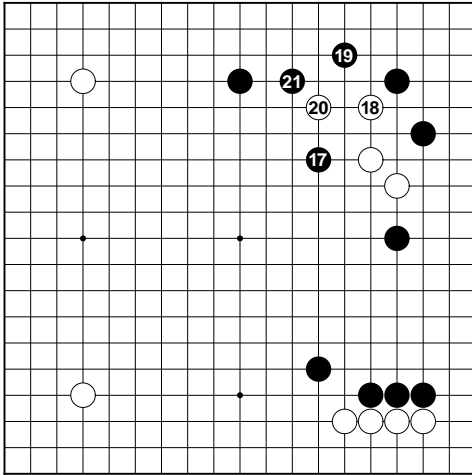


If White invades with 14 here, how should Black respond?

Black should not let White settle. Also Black's move should be valuable. So Black plays 15 to take away White's base and defend the corner. 15 is not at A because if White jumps down to B he may be able to get a base, and Black already has a fourth line stone squeezing 14.

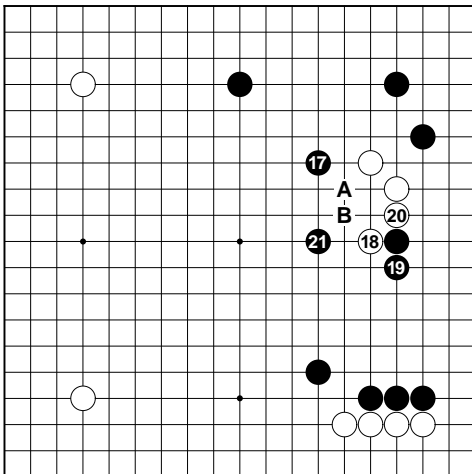
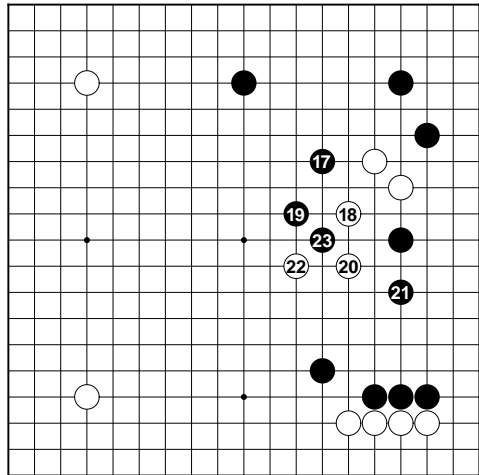
If White runs out with 16, how does Black play?





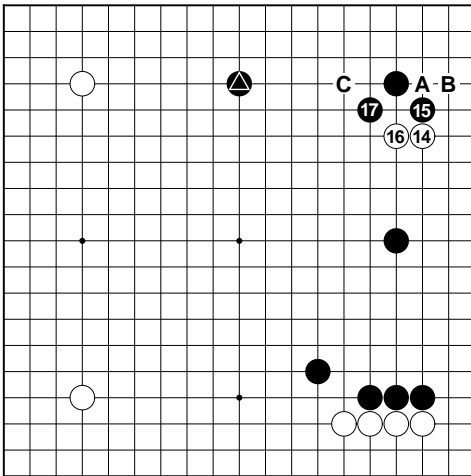
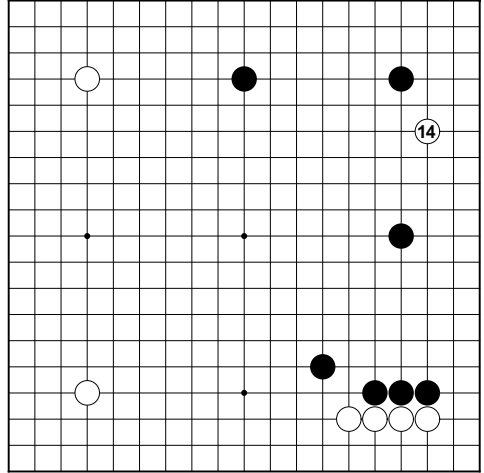
Again, from the center is the correct direction of attack. After ⑱, Black gets a large benefit by attacking at ⑲ and ㉑. This is good for Black.

If White runs this way with ⑱, Black first attacks from the center. Then he must help his single stone with ㉑. After ㉒, ㉓ is a severe attack, separating White.



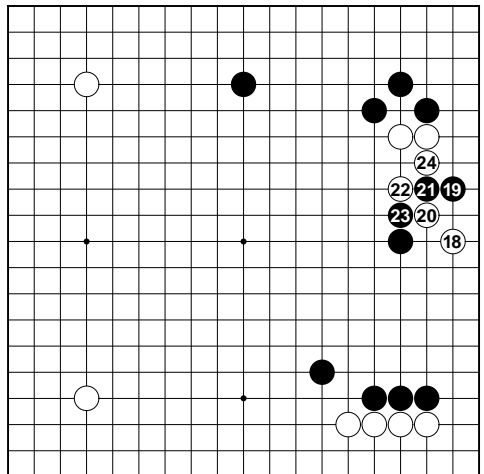
If White plays an attachment at ⑱, Black must help his stone. The extension with ⑲ is better than a hane because it does not leave White forcing moves. After ⑳, Black has peeps at both A and B, but when it is not clear which peep will be more useful it is better to wait. So Black again plays to control the center and confine White with ㉑. The white invading group is in trouble here.

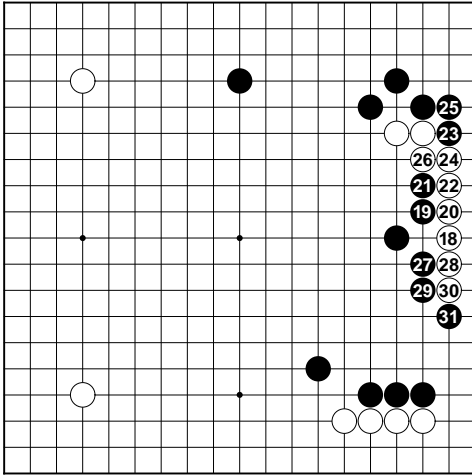
This ⑭ is the most common invasion. How should Black continue, playing moyo style?



Black should protect the valuable corner with ⑮, which could also be at A or B. ⑮ is sente and aims to make White heavy. After White extends to get more liberties, ⑰ is usually at C, but after Black C the corner can still be invaded. Also Black C is not well related to ⑮. ⑰ puts more pressure on White and leaves the top only a little more open.

White has several choices for ⑱. If White slides to this ⑱ in order to make a base, Black cannot separate White with ⑲. How should Black play?

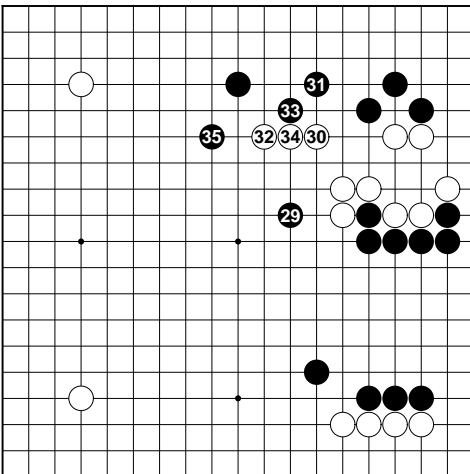
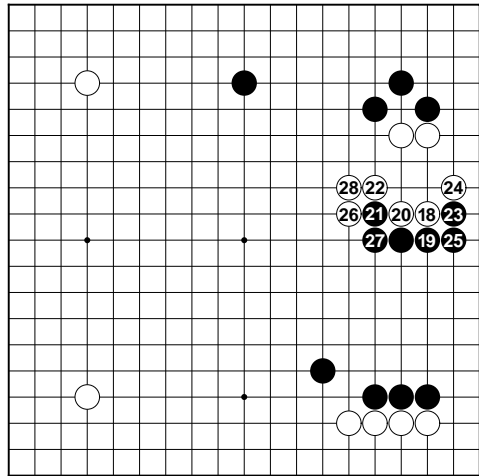




Black should press White down to the second line. Black gets to seal off the corner with 23 and 25, and after 31 White still does not have two eyes, despite playing many stones.

White may try to make eye space with this 18, although this is not a good play. Naturally Black blocks at 19 and hanes at 21. Black also hanes at 23 to limit White's eye space. After 28 White still does not have two eyes.

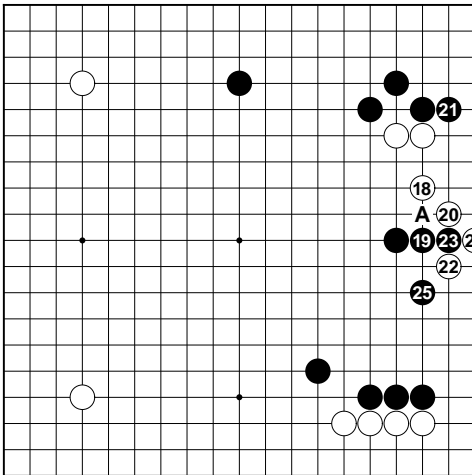
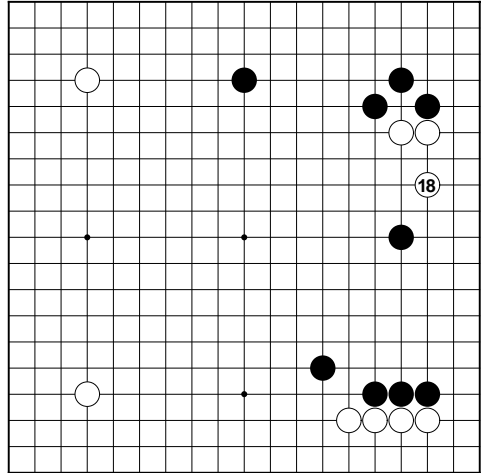
How should Black attack this group?



29 is a severe attack. If White runs out with 30, Black is happy to protect the top area. After Black plays 33 and 35, White is still not settled and Black is getting lots of benefit. This sort of fight is what Black wants; it is the intent of moyo style playing.

This ⑱ is better for White.

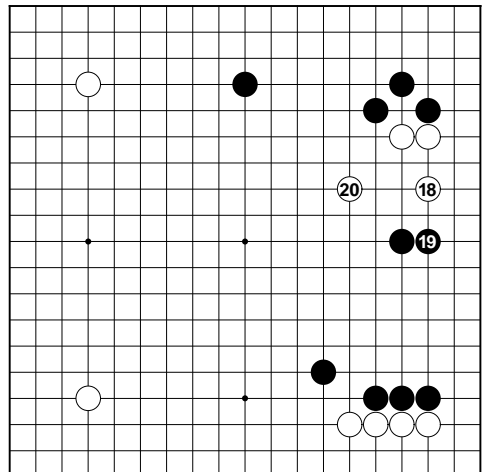
How should Black continue? Black wants to keep White from getting settled, of course, so he can get the benefit of a continuing attack.

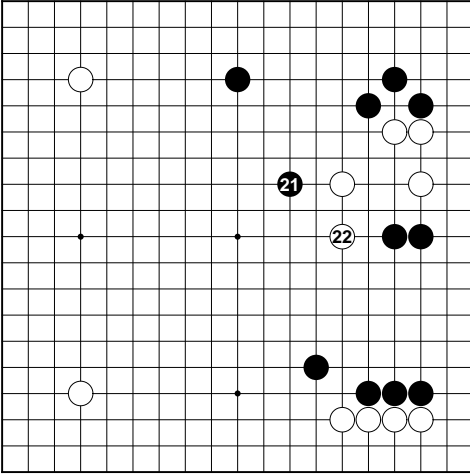


⑲ is best because it does not leave White any forcing moves. If White plays at ⑳, Black responds with ㉑, severely limiting White's eye space and sealing off the corner. ㉑ only threatens a few points. Having his eye space reduced is too hard on White.

Running out with ㉑ is much more reasonable for White.

How should Black respond? What is the correct direction of attack?

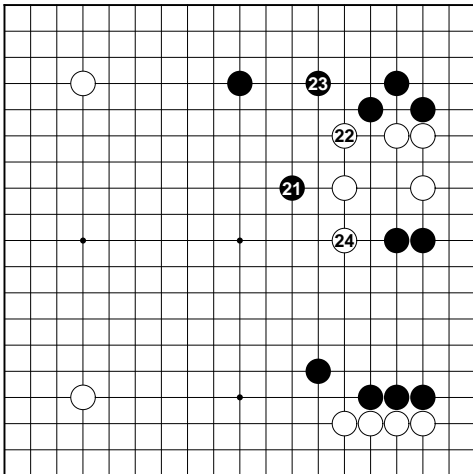
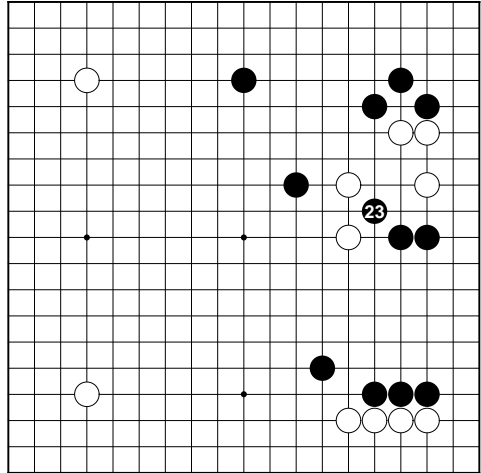




Attacking from above or from below will only give Black a small benefit. The correct direction is from the center. Controlling the center will be a huge benefit.

If White runs this way with ②②, how should Black continue?

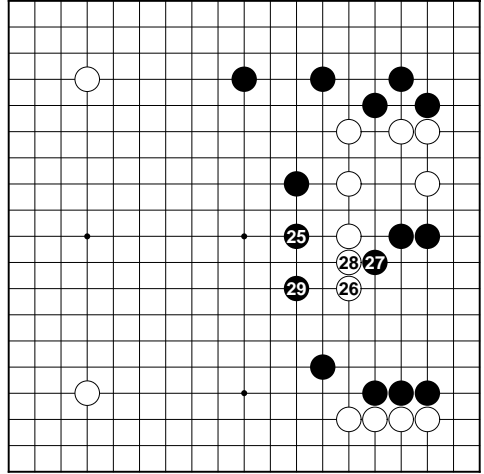
Black can separate White at ②③. This is the most severe kind of attack. White made a mistake with the jump to ②②.



White must play this ②② first. Black protects his weakness and gets a benefit with ②③. White can jump with ②④ now.

How should Black continue?

Black should continue to develop his center influence with 25 and 29. The peep with 27 protects his right side group. White will have to struggle to make eyes for his group on the right now, and White cannot make a very large territory on the left with Black controlling the center. Black is in fine shape.



When playing moyo style you do not worry about points in the early stages. Play fast, fourth line moves and build a large framework. When the opponent comes in, you get benefits from attacking. The benefits can be influence as well as immediate territory. As the game progresses you must also pay attention to the overall balance, of course.