



## Hikaru No Go, Volume 14

By Yumi Hotta, Takeshi Obata

Viz Media, Subs. of Shogakukan Inc. Paperback / softback.  
Book Condition: new. BRAND NEW, Hikaru No Go, Volume 14, Yumi Hotta, Takeshi Obata, R to L (Japanese Style) After stumbling across a haunted Go board, irresponsible Hikaru Shindo discovers that the spirit of a master player has taken up residence in his consciousness. In his pursuit of the "Divine Move," Fujiwara-no-Sai awakens in Hikaru an untapped genius for the game, and soon the schoolboy is chasing his own dream--defeating the famed Go prodigy Akira Toya! sai VS. toya koyo When Hikaru convinces go master Toya Meijin to play Sai online, the meijin raises the stakes: if he wins, "sai" must reveal his true identity, if he loses, he will quit the game forever! Then, Hikaru challenges himself by playing Kurata 6 dan. How do you win a game in which both players use the same color stones?! Hikaru is so busy honing his skills, he doesn't notice Sai's growing concerns.



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