

Hikaru No Go Vol 10 Lifeline: An Introduction to the Ancient Game of Go



Hikaru no Go, Vol. 10: Lifeline by Yumi Hotta

★★★★☆ 4.9 out of 5

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Hikaru No Go Vol 10 Lifeline is the tenth volume in the popular Hikaru No Go manga series. The volume introduces the ancient game of Go and follows the journey of Hikaru Shindo, a young boy who discovers a Go board inhabited by the ghost of Fujiwara no Sai, a legendary Go player from the Heian period.

Go is a strategy board game for two players. The game is played on a 19x19 grid, and the objective is to surround more territory than your opponent. Go is one of the oldest board games in the world, and it is still played by millions of people around the world.

Hikaru No Go is a manga series about the journey of Hikaru Shindo, a young boy who discovers a Go board inhabited by the ghost of Fujiwara no Sai. Sai teaches Hikaru how to play Go, and Hikaru quickly becomes one of the best players in the world. The series follows Hikaru's journey as he competes in Go tournaments and learns about the history and culture of the game.

Hikaru No Go Vol 10 Lifeline is a great to the ancient game of Go. The volume includes a detailed explanation of the rules of the game, as well as a history of Go and profiles of some of the greatest Go players in the world. The volume also includes several games between Hikaru and Sai, which provide a great opportunity to learn about the strategies and tactics of Go.

If you are interested in learning more about the ancient game of Go, then Hikaru No Go Vol 10 Lifeline is a great place to start. The volume provides a comprehensive overview of the game, and it is sure to get you hooked on this fascinating and challenging game.

The Ancient Game of Go

Go is a strategy board game for two players. The game is played on a 19x19 grid, and the objective is to surround more territory than your opponent. Go is one of the oldest board games in the world, and it is still played by millions of people around the world.

The game is played with black and white stones. Each player places a stone on the board in turn. Stones can be placed on any empty intersection of the grid. Once a stone is placed, it cannot be moved. The game ends when both players have passed in succession. The player with the most territory surrounded by their stones wins the game.

Go is a complex and challenging game. There are many different strategies and tactics that can be used to win. The game is also very deep, and there is always something new to learn. This makes Go a fascinating and rewarding game to play.

Hikaru No Go

Hikaru No Go is a manga series about the journey of Hikaru Shindo, a young boy who discovers a Go board inhabited by the ghost of Fujiwara no Sai. Sai teaches Hikaru how to play Go, and Hikaru quickly becomes one of the best players in the world. The series follows Hikaru's journey as he competes in Go tournaments and learns about the history and culture of the game.

Hikaru No Go is a popular and critically acclaimed manga series. The series has been translated into several languages and has been adapted into an anime series, a live-action film, and a video game. Hikaru No Go has won numerous awards, including the Kodansha Manga Award for Best Shōnen Manga in 2000.

Hikaru No Go Vol 10 Lifeline

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