



Hikaru no Go, Vol. 12: Sai's Day Out

Yumi Hotta , Takeshi Obata (Illustrations)

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Hikaru's career as a professional Go player begins! In his first game he must face veteran player Toya Meijin, none other than Akira's father. But to Sai, this round is *personal*. Then Sai attempts to teach a cheating Go player a lesson he'll never forget... Will Hikaru's ghostly master do him proud, or make him like an amateur?

Hikaru no Go, Vol. 12: Sai's Day Out Details

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From Reader Review *Hikaru no Go*, Vol. 12: Sai's Day Out for online ebook

Indah Threerz Lestari says

#Program BUBU

Ben Nash says

This story is comfort food for me. I can't quite put my finger on what keeps me rereading/rewatching this and the anime, but my interest in Go certainly helps. I also like that it's a generally positive story about getting good at something

Ben Truong says

For being a pro, Hikaru Shindo knows very little of the Go World – it really shocked the patrons of his favorite Go Salon. With their help, they provided Shindo with old copies of *Go Weekly* – a newspaper dedicated to the Go World. In which, Shindo and Sai devoured.

Shindo's very first game as a Pro is his Shinshodan Series against Toya Meijin, who Sai wanted to play with a vengeance. Up till now, Sai has only played Shindo, but he wants to play a game with Toya Meijin, who is considered the best Go Player in the world. However, allowing Sai to play through him would complicate Shindo's life. He can't have supreme skill one day and the next back to ordinary self – it would be difficult to explain.

On the very day of the game, Shindo agreed to let Sai play the Meijin, but at a severe handicap, which Sai agreed to. With the severe handicap, Sai lost badly, but the Meijin knew what was happening, and although he doesn't know why Shindo would play with a severe handicap, he couldn't wait to play him in an even game one day. That night, they both agree that Sai won't take any games away from Shindo, but if he could choose to play anyone it would be the Meijin.

To cheer Sai up, Shindo took his ghost to an Amateur Go Festival. While there, Sai through Shindo prevents an unscrupulous Go Pro in selling cheap goban for the expensive type. They also prevented the selling of a goban with a forgery of Shusaku signature, because Sai's previous vessel was him and he knows his calligraphy.

We also met Atsushi Kurata at the festival. Kurata is a rising pro who shows promise that is one generation above Shindo and Toya Akira. Shindo didn't make a great impression to the older pro, but their interaction was quite humorous.

All in all, I really love reading this tankobon. It illustrates a new conflict between Shindo and Sai. Now that Shindo is a Pro, it would be difficult to let Sai play go with anyone else, but him. It's an interesting new dynamic, as Shindo grows stronger the less he needs to depend on Sai. I'm curious as how this relationship would continue.

Peter says

Found myself ripping through this one. Now that Hikaru is a pro and a strong player in his own right, his dependence on Sai is diminishing, while Sai's desire to play the stronger players Hikaru is facing grows. It will be very interesting to see how their relationship evolves. Ordering the next one. (My library doesn't own this Manga, so I've been borrowing these on inter-library loan. Thanks to Wake County Libraries in NC for lending me this volume.)

Nil Patel says

great

David says

Now that Hikaru is a professional go player (at age 14) where is the story going to go? Well, obviously the series is building up to the big confrontation between Hikaru and Akira Toya, but as with so many of the games in this series, we see intermediate proxy fights in which Hotta has to come up with a new twist. In volume 12, she has Hikaru playing in the "Shinsodan" series, which pits rookie go professionals against the top veterans. And Akira's father, Toya Meijin, requests Hikaru as his opponent.

Sai, Hikaru's poor ghostly sidekick, has been wanting to play Toya Meijin since they first met. At this point it's hard to know whether to feel more sorry for him, who is stuck haunting a 14-year-old, or Hikaru, who now wants to play for his own development but has a ghost begging him to let him play. Of course if Hikaru lets Sai play against Toya, everyone will see he's playing at a level far above what he's demonstrated previously, which will raise awkward questions and set unreasonable expectations for Hikaru in future games. So how can he let Sai have his wish and not screw himself over? It's a nice bit of character drama which Hotta resolves with yet another bit of go trickery.

The "B" plot in this volume is Hikaru and Sai going to a go festival and meeting an unscrupulous professional and a shady vendor selling cheap go boards fraudulently marked up as valuable antiques. The only purpose to this subplot seemed to be to give Sai something else to do, and to introduce a new character. So, I am knocking this installment down a star for a rather mediocre side plot.

I'm about halfway through the series now. Sooner or later Hikaru and Akira have to have their ultimate showdown, and Sai has to play a "real" game against Toya Meijin. I am guessing that will happen around the series climax, so this is the point where I wonder if Hotta will pull off some brilliant new storylines to maintain the intensity of the series until then, or if we're going to get 12 volumes of "filler." Although even the filler is readable enough so far.

And I am still feeling inspired to improve my own go game.

The Third Place A Teen Library says

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Krista says

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Melissa says

?.*?I think if I didn't watch the anime and thus already know the story, this volume would be four stars. I really feel for Sai and the anime actually adds a bit that's not in the book to give it a slightly more upbeat feel. However, perhaps that's why I was so sad when <....>. I think if I had read the manga from the start, I wouldn't have been nearly so shocked when <...>, maybe.

Anime-manga match-up:

ep 47 = vol 12 up to pg 53 ?????????

ep 48 = vol 12 pgs 56-99 ?????????

ep 49 = vol 12 pgs 102-137 ?????????????

ep 50 = vol 12 pg 138 ?LOL only one page! The rest of the ep was review!?

ep 51 = vol 12 pgs 139-end ?????????????

Robert Beveridge says

Yumi Hotta, **Hikaru no Go, vol. 12: The Shinshodan Series** (ViZ, 1998)

The Pro Test may be over, but that's just the beginning of Hikaru's adventures. His first match as a pro comes in the Shinshodan Series, and Hikaru has gained attention from places even he never expected; it turns out a mysterious competitor has specifically requested him as an opponent, and the whole Go world is waiting with bated breath to see how this match is going to turn out. When Sai finds out who it is, he begs to be allowed to play the match himself, but Hikaru is concerned that his play is now different enough from Sai's that people will notice. Another excellent entry in the series. ****

Scott Lee says

Hikaru's first series as a pro turns into a bit of a mess when Toya Meijin requests Shindo as his opponent in a

series pitting new pros against old veterans and Hikaru allows Sai to play the match instead. This plays out fairly early, but leads to a series of incidents in which Hikaru finds it increasingly difficult to allow Sai the freedom to play go himself that he had earlier in the series. As it becomes increasingly important for Hikaru to "fight his own battles," Sai is pushed further and further from the board and more and more into an advisory role.

Sophie says

This is a really strong series. It's true that if you break it down it really follows a simple pattern: fight - grow stronger - fight some more - grow even stronger, but I find it believable enough to enjoy it. And in the story it doesn't feel as monotonous as it may sound. A lot of it is thanks to the characters and to the different situations they find themselves in. Here, Hikaru suddenly faces Touya Meijin, Akira's father, and it's great to see the different characters' reactions to this match. In fact, they're almost more exciting than the game itself, although I have to say that I find most of the games truly captivating, especially because sometimes you don't know who you want to win. I'm really loving this, but I guess that's obvious :D
