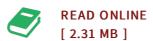




Hikaru No Go, Volume 4

By Yumi Hotta, Takeshi Obata

Viz Media, Subs. of Shogakukan Inc. Paperback / softback. Book Condition: new. BRAND NEW, Hikaru No Go, Volume 4, Yumi Hotta, Takeshi Obata, Sixth-grader Hikaru Shindo finds an old bloodstained Go board possessed by Fujiwara-no-Sai, the ghost of an ancient Go master. In one fateful moment, Sai becomes a part of Hikaru's consciousness and together they make an unstoppable Go-playing team. Will they be able to defeat Go players who have dedicated their lives to the game? Will Sai achieve the "Divine Move" so he'll finally be able to rest in peace? In another tournament, three members of the cutthroat Kaio Go Club face three members of the budding Haze Go Club. As tensions rise, the antagonism between both teams culminates in a telling match between Akira and Hikaru. Who will win? After the excitement of the tournament, there's nothing left for Hikaru and Kimihiro to do. except learn how to play more Go! In the process, Hikaru finds a way to let Sai play all the Go his fluttering heart desires without everybody pointing and staring at Hikaru.



Reviews

Thorough guide for ebook lovers. I am quite late in start reading this one, but better then never. Its been designed in an remarkably straightforward way which is simply soon after i finished reading this publication in which actually altered me, affect the way i think.

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