

Taikyokukan Part1

大局観; Taikyokukan, which literally means “Looking over a whole game,” is a technical term of strategy in shogi. It mainly consists of decision-making and makes a pair of tactics and dynamics during a game. There includes evaluation of positions, planings etc., so less point to calculate without 大局観 like a weak chess program.

I picked up the subjects which require 大局観 to solve them from [1]. From my point of view it remains the best among the books devoted to 大局観.

We deal with opening positions here. Middlegame and endgame would be dealt on Part2 and 3 in order.

1 Exercise

Part1, Gain Tempo



White to move.

The opponent is trying a quick attack before your castle. It is no longer possible to make Anaguma castle, therefore you need to think another plan. Though White’s king is insecure now, it is expected to capture 桂 by 歩-24 if you can neutralise the facing danger. It is important to carry out the plan in the most accurate way because the opponent’s 飛, 角, 銀, and 桂 are now so active.

Find the square to be controlled first, then think the way to delay the opponent’s subsequent attack.

Part2, Quick Maneuver



White to move.

While your Mino castle is completed, the opponent's Anaguma still not. The last move 銀-46 is threatening 角-68 and 銀 x35. If you can avoid the pressure and exchange the pieces successfully, the game will be in your favor. Such a maneuver is often most important when you adopt the swinging rook openings.

Part3, At a casual moment



White to move.

You might choose a very natural move 歩'23 automatically. However a chance is coming here.

You should make the habit of imaging another idea for 5 or 10 seconds even in a typical situation.

Part4, the order of gambits



White to move.

Though climbing silver is powerful, it is usually unclear how to activate the 銀 on 84. Sometimes the success or failure determines the game itself. In this case White might as well attack now because next 飛-29 makes Black's position completed. However it is difficult to initiate an effective attack just on the left side. You should look over the whole board.

Part5, How to cancel the issue



Black to move.

The issue is how to deal with the combination 飛 x76, or 飛 x88+ and 角*44 or 角*55. You can't attempt to direct the game into quiet lines any more.

2 Solution

Part1

34. 銀-22

34. 歩-24? 35. 歩 x44 36. 銀 x44 37. 歩*45 38. 銀-53 39. 角-11+ 40. 歩 x25 41. 馬 x12 42. 角-33 43. 香*44 +-



35. 歩 x44 36. 銀 x44 37. 歩*45 38. 銀-53 39. 金-67 40. 歩*47!



Perfect if you calculated this move at the first glance. 40. 歩-24? 41. 飛-48 42. 歩 x25 43. 歩-44 +-
41. 銀 56x47 42. 歩-24 43. 桂 x13+ 44. 香 x13 45. 銀-46 46. 角-33 干



Part2

38. 步-45!

38. 步-36? 39. 步 x36 40. 飛 x36 41. 步*37 42. 飛-34 43. 角-68 44. 角-51 45. 銀-35 46. 飛-31 47. 步-25 ±.

39. 銀 x45 40. 飛-14!



40. 飛-84? 41. 步-25 42. 步*44 43. 步-24 44. 步 x45 45. 步-23+ 46. 角-51 47. 步*22 ±.

41. 步-55

41. 步-25? 42. 步*44 43. 步-24 44. 飛 x24 -+. That's why 飛 escaped to 14.

42. 銀-44

42. 角 x55? 43. 步-25 44. 桂-33 45. 銀-56 46. 角-44 47. 步-24 +-.

43. 銀 x44 44. 飛 x44 45. 銀*46 46. 步*27 47. 飛-58 48. 銀*28 49. 步-54 50. 飛 x54 51. 飛 x54 52.

步 x54 三



Part3

30. 桂-85

A smart attack. A very natural alternative 30. 歩*23 is not bad, but after 31. 角-46, ...33. 歩-36, 35. 桂-37 or 35. 玉-79 ↑.

31. 銀-88

Modest alternatives 31. 角-46 or 31. 角-68 should be considered, though 32. 桂 x77 33. 桂 x77 34. 歩*23 is slightly better for White. After 35. 桂*15 36. 銀*14, White is OK.

32. 歩-65 33. 歩 x65 34. 歩*66 35. 金-57 36. 飛 x65 37. 歩*68 38. 角-44!!



39. 角 x42+

39. 角-46?? 40. 歩-26 41. 角-91+ 42. 飛-25 -+.

40. 金 52x42 41. 飛 x21+ 42. 金-31 43. 龍-23

43. 龍-28 allows White a powerful attack on the Black king: 44. 歩*27 45. 龍 x27 46. 角*49 47. 銀*38
 48. 歩-67+ 49. 歩 x67 50. 角 x88+ 51. 銀 x49 52. 馬 x89.



44. 角*49 45. 銀-59 46. 角-38+ 47. 桂*77 48. 飛-61 49. 龍-25 50. 歩-55 干.



Part4

30. 歩-35!



Instead:

1) 30. 步 x76?! 31. 銀 x76 and now,

1a) 32. 步*75? 33. 銀-65. You can't make a use of the climbing silver any more.

1b) 32. 飛-72? 33. 銀-67 34. 銀-75 35. 角*83 ±.

1c) 32. 步-35 33. 銀-65 34. 步 x36 35. 銀 x36 36. 步*35 37. 銀-47 is similar to 1a).



Here it's a hard to activate the climbing silver: 38. 銀-73 39. 步*74 or 38. 銀-75 39. 角*55 40. 步*73 41. 步*74.

2) 30. 金-52 31. 步-65 32. 玉-31 33. 飛-29 34. 步-44 35. 步-16 36. 步-14 37. 飛-69 is roughly equal but Black plays with a slight initiative.



31. 步 x35

31. 步 x75 32. 步 x36 33. 銀 x36 34. 銀 x75 35. 步*34 36. 銀-22 卒.



32. 步 x76 33. 銀-68

33. 銀 x76? 34. 步*36 35. 銀 x36 36. 角*54 37. 桂-45 38. 角 x76 39. 桂 x33+ 40. 金 x33 41. 角*22(41. 步-34? 42. 金 x34 43. 角*55 44. 桂*44 -+) 42. 銀*69 43. 金 78-68 44. 銀 x58+ 45. 金 x58 46. 角 x58+ 47. 玉 x58 48. 金*37 -+. That's why you should have attacked before Black's 飛-29.



34. 銀-75 35. 歩*34 36. 銀-22 37. 歩-25 38. 歩-86 39. 歩 x86 40. 飛 x86 41. 歩*87 42. 飛-84 43. 歩-24 44. 銀 x66 =



Eventually the climbing silver is activated!

Part5

29. 角 x33+ 30. 桂 x33 31. 歩*88!



Black refused the diagonal attack steadily and is threatening pushing pawn against the 桂 on 33.

Alternatives:

- 1) 29. 步*87? 30. 飛 x76 31. 角 x33+ 32. 桂 x33 33. 步*77 34. 飛-75 allows White somewhat advantage.
- 2) 29. 步-35 is a very natural move. Then 30. 飛 x88+ 31. 銀 x88 32. 角*55 33. 飛*87 34. 角 x19+(34. 桂-73 is also playable) 35. 飛 x81+ 36. 馬-82 37. 龍 x82 38. 銀 x82 39. 步-34 40. 角-44 41. 飛-25 ∞.



32. 步*25

After 32. 飛 x76 33. 金-77 34. 飛-75 35. 步-35, White is busy for coping with a threat on the 3rd file.

33. 飛-28 34. 角*73 35. 步-35 36. 飛 x76 37. 步-34 38. 角 x28+ 39. 銀 x28 40. 桂-45 41. 步*23 42. 銀-31 43. 角*66



44. 飛 x66 45. 歩 x66 46. 角*55 47. 歩-33+ 48. 角 x33
 48. 金 x33? 49. 歩-22+ 50. 銀 x22 51. 飛*21 52. 銀-31 53. 角*22 +-.
 49. 角*46 50. 歩*82 51. 飛*65 52. 歩-44 53. 飛 x63+ ±.



3 Scores

Part1/Yashiki, N.-Habu, Y./1998-02-02

<https://shogidb2.com/games/2f217e6e161e4ef1daff0976839c5af3201d2749>

Part2/Maruyama, T.-Habu, Y./1995-12-06

<https://shogidb2.com/games/16413887ef8b0db93a27fb616ead2a26f48204d5>

Part3/Horiguchi, K.-Habu, Y./1991-04-23

<https://shogidb2.com/games/fefe0f09906f35a30759380a98d849ff618fd107>

Part4/Tanigawa, K.-Habu, Y./1994-03-18

<https://shogidb2.com/games/98949373824f9e3fbbbe250aed1f78993cd983c6f>

Part5/Habu, Y.-Maruyama, T./2000-12-18

<https://shogidb2.com/games/01a147b27ba883c9df8975a6de5184351b1096d5>

References

- [1] Habu, Y., 2001, *The sense in battle*(untranslated), Kawade Shobo Shinsha, ISBN:978-4309275680
(羽生善治の戦いの絶対感覚, 河出書房新社)