

Yagra Opening No.2

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Recently it become more popular to play left Mino castle inspired by computer. The idea includes powerful attack with sacrifice of 飛. It seems that this opening is reforming the thory of Yagra radically.

1. 歩-76 2. 歩-84 3. 銀-68 4. 歩-34 5. 歩-66 6. 歩-85 7. 銀-77 8. 銀-62



A young professional player Chida Shota (@mizumon-), who has a keen interest in shogi computer, claimed that he concluded for temporary use that the position is already easier for White. What an innovative comment! Of course, strictly speaking, it must be equal.

9. 歩-56 10. 歩-64 11. 金 49-58 12. 銀-32 13. 銀-48 14. 歩-74 15. 金-78 16. 玉-42 17. 歩-26 18. 銀-63 19. 歩-25



That is the idea of bringing down. White can hand 飛 over because the castle is so endurable from Black's side-attack.

41. 角 x66 42. 角 x66 43. 金 x66 44. 歩*77 45. 金-68 46. 角*88 -+ ↑ cf. gps-l vs. gps-fish_XeonX5680_12c (2014-10-25 21:00)

Though 33. 銀-66 was at least better than 33. 歩 x75, White could play somewhat with initiative. cf. BHO vs. Titanda.L (2016-05-10 21:30)

Another idea has been played by human against **ponanza**, the engine which won World Computer Shogi Championship(WCSC) in 2015 and 2016, but it didn't work (<https://shogidb2.com/games/49c85c3f86b7f0473ff785e70ca7ea1e913b9ace>):



25. 角-79 26. 歩-65 27. 角-46 28. 歩-66 29. 銀 x66 30. 金-62 31. 銀 48-57 32. 歩-86 33. 歩 x86 34. 飛 x86 35. 歩*87 36. 飛-84



37. 玉-79 38. 歩*65 39. 銀-77 40. 歩-75 41. 歩 x75 42. 銀-54 43. 歩-35 44. 銀-45 45. 角-28 46. 歩 x35 47. 歩*63 48. 金-72 49. 飛 x35 50. 飛-24! -+



After that there has been increased to be played left Mino castle between professional players: 20. 銀-63 21. 金 58-67 22. 金 61-52 23. 銀-57 24. 桂-73 25. 銀-46 26. 銀-54 from the base meets Shimamoto, R.-Chida, S./2016-05-12.



Because fast 銀-46 aims 歩 37-36-35 or 歩-55, White replied by 銀-54 to prevent 歩-55 and purpose 歩 43-44-45. The game run thus:

27. 歩-24 28. 歩 x24 29. 飛 x24 30. 歩*23 31. 飛-25 32. 歩-44 33. 玉-69 34. 歩-14 35. 歩-96 36. 歩-45 37. 銀-57 38. 歩-65 干.



A similar position has been appeared even in the recent A-class game: Moriuchi, T.-Watanabe, A./2016-06-14.



This 20. 銀-54 is reply of 19. 銀-57. 21. 歩-24 22. 歩 x24 23. 飛 x24 24. 金 61-52 25. 金-58 26. 歩-74 27. 銀-46 28. 桂-73 29. 飛-25 30. 歩*23 31. 歩-55.



Black could gain tempi by pushing 歩 on 5th file. However, to my surprise, the 5th rank 歩 wasn't useful very much. See the maneuver to question 歩-55 played by Watanabe: <https://shogidb2.com/games/c7dfcb3aaa9d679a564400f5b7492868cb31ba4a>.

Then how should Black play? One of the ideas I recommend is to develop 角 onto 46 to check and balance against ... 歩-65. That is, 20. 銀-63 21. 角-79 22. 桂-73 23. 歩-24 24. 歩 x24 25. 角 x24 26. 歩*23 27. 角-46.



The position is very endurable despite that White can't castle anymore! I think it could be established if Black had been able to make an alternative attack instead of 歩-45. It must be at least more natural if 銀-22 were on 42.

27. 歩-45 28. 歩 x45 29. 飛-48 30. 銀-64 31. 歩-35 32. 歩 x35 33. 角 x33 34. 銀 x33 35. 桂 x45 36. 銀-44 37. 角*71



38. 飛-92 39. 歩*33 40. 桂 x33 41. 歩-24 42. 歩 x24 43. 桂 x33+ 44. 金 32x33 45. 桂*23 46. 玉-42 47. 桂 x11+ 48. 飛-72 49. 角 x44+ 50. 金 43x44 51.+ 桂-12(51. 香*47 52. 歩*43) 52. 角*37 干.



An alternative for White is to play ... 銀-54 and ... 金-63 against 角-46. As far as I know, two games are demonstrated between professional players. Because I have analysed not yet, here I should confine myself just to showing the games.

Nakata, H.-Saitou, S./2016-06-01:

<https://shogidb2.com/games/6a16720801ed7c20491b0229a2e53eee4cc64671>



Aoshima, M.-Chuza, M./2016-07-01:

<https://shogidb2.com/games/2373add980992782dc09d30de6609b24b6086e3f>



After the rise of Left Mino Castle, there are increasing played 5. 銀-77 instead of 5. 歩-66 not to make a battle of field on 6th file.

In No.3, We seek ways to question 5. 銀-77 by White.