

Hikaru no Go, Vol. 13 (Hikaru No Go (Graphic Novels))



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出版者:VIZ Media LLC

出版时间:2008-10-07

装帧:Paperback

isbn:9781421515090

A normal sixth grader who finds himself dealing with a centuries-old ghost and a board game that's even older. Hikaru and Sai are both scheduled for matches with their greatest rivals--Akira Toya and his father, Toya Meijin. How will Sai play without revealing his secret identity? And will Akira's father stand in the way of Hikaru's long anticipated rematch with his son...? The suspense is getting unbearable After stumbling across a haunted Go board, irresponsible Hikaru Shindo discovers that the spirit of a master player has taken up residence in his consciousness. In his pursuit of the "Divine Move," Fujiwara-no-Sai awakens in Hikaru an untapped genius for the game, and soon the schoolboy is chasing his own dream--defeating the famed Go prodigy Akira Toya

作者介绍:

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