



Hikaru no Go, Vol. 2: First Battle

Yumi Hotta , Takeshi Obata (Illustrator)

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FIRST BATTLE

With sure and steady moves, Sai and Hikaru are making a name Hikaru Shindo as the one who might possibly beat the venerable Akira Toya. Wait. Who are we kidding? Hikaru: sure and steady...? Yeah, right! In between all the shenanigans Hikaru gets himself into during school and after, and dealing with Sai's unhappy sobs when Hikaru tries to run away from playing Go, his fame is growing. Principals, teachers and Go tournament kids alike are all wondering who this unruly bronco of a Go player is. Tetsuo, a Shogi punk who has a beef of his own with Akira, harasses poor Hikaru at first - then later puts him on his own Go team! Meanwhile, Akira, looking for a rematch with Hikaru, is surprised to find Hikaru playing with a third-rate Go club. You won't be disappointed with the further adventures of this dynamic Go duo!

Hikaru no Go, Vol. 2: First Battle Details

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From Reader Review Hikaru no Go, Vol. 2: First Battle for online ebook

Hilary says

I can't figure out why I like this series, but I do.

Supermomochan (PeachyFishyBooks) says

4.5

Sai is Adorable.

Breonna says

I'm in love with this series, no joke, <3

Robert Beveridge says

Yumi Hotta, **Hikaru no Go: First Battle** (ViZ, 1998)

Hikaru has made himself a rival in just-shy-of-pro go player Akira Toya, and while his presence at his first go tournament ended up getting his team disqualified, he certainly didn't embarrass himself. Now it's a year later and Hikaru is actually enrolled in Haze middle school. He refuses to play Akira again, though, so Akira's only option is to go against his father's wishes and join his own middle school's go club so the two can meet in middle school tournaments. Akira's father Meijin, however, has played a few moves with Hikaru himself, and is just as curious as Akira about the boy's talent... great stuff, this, and well worth your time.

Jamie says

In this second book of the series the story starts to hint at the possibility of getting interesting. Hikaru maybe starts to show some promise of becoming good at go. Anyway, I did learn something about go. There's this idea of mirror play. If the first player plays a stone on the center of the board, then he can just mirror the plays of the other player. Thus, it seems that he can always stay even with the other player, even if the other player is much stronger. The mirror idea sounds good, but this book shows one way defeat mirror play. I won't go into it here.

Krista says

?????????!

[illegible]

DeA says

This was a re-read as I read the series during high school as it was being translated into English. Still a great series to read with entertaining cast. Recommend to anyone who loves manga.

Ellen says

so much stuff happens in this one, I coulda sworn I read two different manga today!

Akira continues to be the sweetest child, he probably visits your grandma and gently beats her at board games, she calls you and talks about what a sweet young man he is, and there's no judgement in her voice but still you feel you ought to learn how to play Go or something

this is the book that does a full breakdown of the game, btw, or at least a very beginners breakdown; I have determined that it is an awful game and will henceforth put my full brainpower into caring about Akira Touya

Hikaru makes strides in his game, advances to the 6th grade, and continues to be shitty to girls! hahaha Sports Anime. "I'm not being mean i'm always like this to her" hahaha

Peter says

Enjoying this series, my first manga. It took me until about halfway through this book--book two in the series--to get used to the order in which one has to read things on the page, but it feels more natural, now. The androgynous way in which the characters are drawn was a little confusing at first, but now that I'm familiar with the characters, it's not as much of a distraction. (I think that says more about my own pre-conceived notions than anything. Interestingly, I'm also reading *The Left Hand of Darkness*, by Ursula K. Le Guin, which is about a race of androgynous humans. Androgyny is in the air, I guess. At least it's in my air, at this moment.)

Ben Truong says

Hikaru Shindo is forced to enter Middle School Go Tournament, despite the fact that he's still in Elementary School. Shindo starts playing Go on his own and have shown some sporadic brilliance to the game, however

still very much a novice.

The second half of the tankobon, takes place in the Spring and has Shindo entering Haze Middle School and joining the Go Club, which consists of three people. Meanwhile, Akira Toya joins the Go Club at his school, despite his pro-level status, in order to play Shindo (Sai via Shindo), who refuses to play him until Shindo gets better.

The story is progress nicely, with the conflict between Toya, Shindo, and Sai blossoming nicely. The art is as good as always – I really enjoy Takeshi Obata's work. I'm looking forward to reading the next tankobon.

David says

This series is surprisingly appealing. It really helps if you have some basic familiarity with go, and especially how it resonates through Japanese culture, but at heart it's becoming a coming-of-age story for both Hikaru Shindo and his young rival, Akira Toya, a go prodigy whose confidence was shattered by being defeated by Hikaru, not knowing that Hikaru was actually being coached by the ghost of a thousand-year-old go master.

In volume 2, Hikaru actually starts taking an interest in go and joins his school's tiny, underdog go club, and meets some other characters, including another young go prodigy who abandoned go to play shogi (Japanese chess). Hikaru also begins having to deal with girls, as his little friend Hikari obviously has a crush on him. Unfortunately, Hikaru deals with her about as suavely and maturely as any eleven-year-old boy. But I'm sure this will be an ongoing issue.

This isn't exactly a deep or brilliant manga, but it's quite charming and the characters are engaging. Now I guess I will have to go acquire the rest.

Meepelous says

Simply charming. There's a lot of ways where this series could have lost me, I'm not really it's target audience, but so far I continue to be sucked in this world of middle school boys and ancient board games.

When we first meet Hikaru, there isn't really that much to the guy. There still isn't. Despite showing some yet hidden promise, Hikaru is little more than a stand in for the young boys who are the target audience for this series. Certainly not something I could really find any room to outright hate, but rather simple and if it was just about him I don't think that I would really feel myself still wanting to read more. But I do. Why is that?

The biggest reason I can give for continuing with this all ages boy manga series is the wide cast of supporting characters. Despite Hikaru's decided lack of nuance and creativity, the (mostly boys) who surround him are almost all of them dramatic and interesting. The ghost of an ancient Go master, an isolated and sheltered Go protege, A boastful and crass middle school Shogi player - this series lacks nothing when it comes to personality.

My one issue (as usual) was the under-representation of female characters. Which wasn't too much of an issue at first (they just weren't there) but seemed to spawn into more of an issue as several random girls showed up just to fawn over Hikaru's self-proclaimed rival. Thankfully the end seemed to indicate that we

will see a bit more of Akari, and Hikaru did get a bit of a talking to from Sai when he asserted that "Go wasn't for girls".

I also really enjoy the way that Go is integrated into the books. Not only with pages talking about the rules of Go, but also through various plot points. Even with the unique characters, I'm not sure if I would be interested with the series if it was a normal sports manga.

R says

Great story! And it's teaching me how to play as I read!

Kanna Ogihara says

A lot of new characters appeared in this volume, and many exciting things were happened also. Especially, Hikaru's interest for Go changed dramatically. On the other hand, Akira's mind against Hikaru became much stronger. I can't out of my eyes from what will happen next.

Adrienna says

Japanese comics you have to read in the opposite direction (left to right instead of right to left) and the same goes for the page you are reading. It was a little awkward at first, but the story focuses on tournaments (which reminds me of Chess) that are played among middle schoolers.

Overall, it was an okay read. I do not plan to continue or read the series/volumes. The names were a little confusing since Akira was a boy, and those I know with this name are women (Egyptians have also used this name). Akari was a female for instance. I actually like both names.
