Hikaru no Go 3 (Import) FAQ

by noriaki kakyouin   Updated on Mar 2, 2005

```
Hikaru No Go 3
Game Cube English User Information Guide Version: 12/16/04

English FAQ Created by:
Justin Carmical
25 kyu


******
UPDATE
******

02/13/05- *Modified the ranking prizes for 11th rank. Working hard to translate
           a bit of the official Japanese game guide that is being scanned and
           emailed to me by Radames Fernandez. I will keep you all up to date
           on what changes there are due to the guide. So far most of what I
           have on this FAQ is in the pages I have been getting... so there's
           little new stuff to post.

01/22/05- *Won a tournament in Denver. In the 35-20k division, I won 1st place.

12/22/04- *Modified my top scores on the Tsumego problems. I also spaced the
           different sections out as it was kind of confusing to me, and I know
           it might have been to readers. Corrected some of the exercises.
           Added the last 2 level 5 exercises.

12/20/04- *Added 7th. 8th, 9th, and 10th level items for rank-up. You gain the
           Sai doll when you get rank 10!

12/16/04- *Added a town map and descriptions of places in the Insei school in
           the WORLD MAP area. (A thank-you to reader and fellow Go player
           'Vinh Tran' for requesting it).

12/12/04- *Met and beat the Mejin. (took a month off to play Final Fantasy X)

10/14/04- *Added 4th, 5th, and 6th level items for rank-up.
          *Beat the game once. Beat Hikaru in our first game, and won his
           action-figure.

10/06/04- *Edited exercises 5d, 8d, and 9d. Expanded upon 4th Exercises 'GET'
           items. Added 5th level Exercises 1f-8f. Changed personal best score
           on the 4th level Exercises. (Can you tell I have been working Tsumego
           this weekend?)

09/30/04- *Added 4th 50 Exercises (GBA) 'GET' item

09/20/04- *Added 4th level Insei School Life & Death problems
          *Adjusted my personal best score on the 3rd & 4th level Life & Death
          *Added 1-50 Part 4 Exercises 'what to do?'

09/13/04- *Adjusted my personal best score on the 2nd & 3rd level Life & Death.
           Added Insei School 'GET' items. Added 3rd level exercise 10c.

09/09/04-  *Adjusted my personal best score on the 2nd level Life & Death, fixed
            problem 2a.
```

```
09/08/04-  *Expanded upon the story after beating Ogata 9 dan

09/01/04-  *Expanded upon 3rd Exercises 'GET' items

08/31/04- *Added Insei school information
          *Added Internet Cafe information

08/27/04- *Added Neoseeker to the webpages that host this FAQ
          *Added 3rd Exercises 'GET' items

08/26/04- *Added 2nd Exercises 'GET' item
          *Added official Hikaru no Go 3 website (in Japanese only)
          *Added 16-50 Part 2 Exercises 'what to do?'
          *Added 1-50 Part 3 Exercises 'what to do?'

08/24/04- *Added 3rd level Insei School Life & Death problems
          *Changed the format of the School Life & Death problems
          *Added Insei School 'GET' items

08/23/04- *Added 1st & 2nd level Insei School Life & Death problems
          *Added Insei School 'GET' items
          *Added Rank 3 'GET' items
          *Added 1-15 Part 2 Exercises 'what to do?'


Work-In-Progress
****************
As I progress through this game, I will be updating this FAQ. Thank you for your
enjoyment and for your patience. If you come across any discrepancies or any
additional information, please feel free to email me and I shall add it to the
FAQ.




Freeloader
**********
Hikaru no Go 3 is a Japanese game but works with a Freeloader disk perfectly.
The Hikaru no Go 3 GBA cart works with any GBA and GBA SP system without
modification.

I am not responsible for any damage that may occur to either you, your GBA or
your Gamecube by using a Freeloader. You mess up and break/hurt/maim/burn/
destroy/etc. anything at all, it's on your head. Take responsibility for your
actions.




Disclaimer
**********
I studied Japanese in college, but am by no means translating this FAQ directly
from Japanese. In fact, many of you will find that I use the correct words in
one area and not in another. There are reasons for this.

First, my dictionary may not have the kanji that are in the book, and I may not
know them either (I only know 200 kanji myself).
```

Secondly, this FAQ is so that English-speaking people can play this game and enjoy themselves. Most people don't care about literal translation as long as they can play the darn thing.

If you speak Japanese, have the game, and would like me to add your comments, please email me with your information and I will add you to the list of contributors and give you credit. But please do not get angry that I translated something wrong in that I didn't do it verbatim. I am not doing this verbatim.

I will not include a walkthrough. This is a game of Go, and there would be no way that I can make a walkthrough. It is impossible for a computer to beat a pro at Go… but a beginner is another story. This program is a fairly decent opponent, and it would behoove you to learn Go if you are to play well.

And since this is a Go game, I will not include information on how to play Go. I am assuming that the reader can play basic Go and knows the basic rules and terms.

Also, I can copyright my words, but the game is already copywrited by Konami. Please do not steal this document. You may use it. I want you to. That's why I wrote it. But if you would like to post it on your site, please get permission first and don't change the information inside of it. You might as well make your own FAQ in that case.

I will repeat this: I am not responsible for any damage that may occur to either you, your GBA or your Gamecube by using a Freeloader or this FAQ. You mess up and break/hurt/maim/burn/destroy/etc. anything at all, it's on your head. Take responsibility for your actions.

Finally, I will include Go websites at the end of this FAQ. This is not because I am promoting anyone. Go is a great game, but it is nowhere as large here in the English speaking countries as it is abroad in Asia and Japan. The links at the end are only meant for further study and searching for clubs wherever you may live.
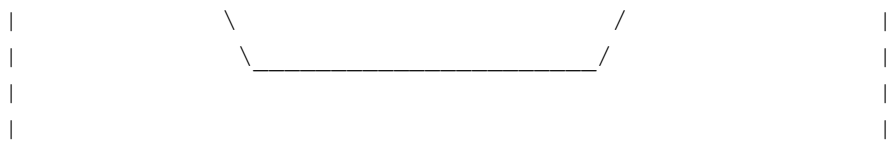
Game Booklet Pages
****
I won't cover all the pages given here as it is easier to do a step-by-step FAQ. But, here's the game booklet information.

Inside Cover-1: Warnings (not going to cover this.)
2-6: Proper use and maintenance (not going to cover this. Basic safety stuff)
7: Chapters (covering here for the most part)
8: Prologue (not covering here)
9: Connecting (will be covering in other sections)
10-11: Characters (may cover later)
12-13: Controller
14-15: The Main Screen
16-17: Game Options
18: Replay Screen
19: Name
20: Story Game Mode
21: Start
22-29: Your Room
30-31: Town Map

Pages 12-13: Controller
****
The controller's settings do different things depending on where you are in
the game or what you're doing. So, I will go button by button and describe
Story/Go actions.

L: Camera Zoom Out
R: Camera Zoom In
A: Story Cycle/Place Stone
B: Cancel/Camera
C Stick: Camera Zoom (room only)
D Pad/Controller Stick: Camera move/Cursor move (blister pack rotate)
X: not used
Y: not used
Z: not used
Start/Pause: Pause Menu on/off (Go only)

Pages 14-15: The Main Screen
****
I'll try my best at an ascii screen shown on page 14 of the rulebook:

```
 _____
|                 ___      ____  ___     ___             |
| Shindo Hikaru(___)   (  I-) ( V )   (___)Akari Fujisaki |
|                      (____) (___)                      |
| Prisoners(1)                            (0)Prisoners   |
|                                          _____       |
|                                         (6: Komi)      |
|                                          -------        |
|                _____                |
|          |    |                        |          |    |
|          |    |   O              O      |          |    |
|          |    |   O                     |          |    |
|          |    |                         |          |    |
|          |    |                         |          |    |
|          |    |              O          |          |    |
|          |    |               O         |          |    |
|          |    |   O          O O        |          |    |
|          |    | OOO            O        |          |    |
|          |    |  OO                     |          |    |
|          |    |_____|          |    |
```

```
|                    \                              /             |
|                     _____/                      |
|                                                                |
|_____|
```

The middle is the Goban, and the top two middle spheres are the time left
remaining for that character/player to play. This acts like a chess clock.

THE GAME BEGINS- STORY MODE
****

Name
****
Place to put your name. Cycle through hiragana, katakana, and English using
the 'L' and 'R' buttons. You are allowed 5 characters.

The very last option on the far right hand side is 'End'. Press that, and
you'll take the name you typed in.

Story Game Mode
****
Once you leave the game... when you re-start Story Mode you will have 2 options:

[Start] Starts new game
[Load Data] Starts game from previously saved data

Don't forget to load data if you want to return to your old game. When you do,
it will recover the saved data. Select it. It will then ask if you're sure
that you want to load it. Choose the top choice.
    [yes]
    [no]

Start
*****
The game begins with a traditional Goban. Dark stains appear as you examine it
and a ghost appears in your room. It's Sai. He describes his dilemma and offers
to teach/play Go. This can't be skipped, but you only have to go through it
once.

We learn later on, after meeting some of the main stars of the manga, (directly
after playing and beating Ogata 9 dan in a very tough 19x19 game) that this
game is taking place after the manga ends. We go to meet Hikaru, and Sai is
very excited to see his old friend again... but Hikaru does not see Sai. Sai
yells Hikaru's name over and over, but Hikaru only addresses your character and
```

closes the door without seeing his old friend. Sai gets sad, but knows that
he is now here to help you with Go, and that is enough for him. He thanks you.




Your Room
*********
Sai is here, and will help you become a better player. He has several options
when you get his attention by pressing 'A'. These are (from top to bottom) with
their sub-screens:

[Talk] Sai will keep you company and speak several messages to you.

[Go Lessons] Sai will help you with some Go exercises.
   [Basics] Teaches you how to play Go. VERY detailed.
   [Go Exercises] GBA downloadable exercises. Play them here too.

[Game] Play a game of Go with Sai.
   [Normal] 1 on 1 game.
   [Every 3rd stone] you play every 3rd stone. He gives hints.

[Leave] Head to town.
   [yes]
   [no]


[Data] Go through old games, GBA download, etc.
   [Management]
       /|-[Kifu Results] Your personal kifu.
       /|-[Results] Your win/loss against specific characters
       /|-[Effects] Change effects when you play (I wish you could turn these
                    off because they take time and are a bit distracting...
                    but you can't.)
              [Connect]
              [Stone Wall]
              [Game Hand]
              [Best Move]
       /|-[Name Change] Change your story mode name
       /|-[System Option]
                 [Controller Vibrate] Controller rumble on/off
                 [Stereo] Stereo on/Mono on
     [GBA Download/Upload] This is for downloading information to the Game Boy
                             Advance cart that comes with 'Hikaru no Go3'.
     [Blister Pack Viewing] Looks at the figurines you collect in the game

[End Game] End the Hikaru no Go 3 game. Goes to main intro screen.
   [yes]
   [no]






STARTING A GAME OF GO
*********************

When you begin a game, Sai will appear and take you to a screen where you will set up the options for your game.


Screen 1: He'll ask you the difficulty setting for this game. 1 is the easiest. 15 is Sai level. In actual Kyu level (the game isn't really Dan level, as no computer program can be Dan level... yet...) I would say that 'rank 9' is about 25 kyu, rank 12 is about 22 kyu, and rank 15 is about 18 kyu. The game starts at 9 rank, and unless you are above 25 kyu yourself, I would keep it there. It is challenging enough for beginnersat this level.

Suggestion: When you go up 2 ranks yourself (in-game ranks) I would up the difficulty by 1. This way you always have a good challenge.
-----------------------
Screen 2:
[Stone Color]: Black/White or Red/Blue. Others unlock as you earn them.
[Goban]: Flat or traditional. Others unlock as you earn them.
[Background]: This unlocks later in the game when you earn backgrounds

Moving the 'glowing invisible cursor' to 'GO' at the top of the screen will take you onto the next screen. Doing it again will start the game.


Screen 2:
[Board Size]     [Black player]
[Komi]           [Handicap]
[Game Time]      [Placement]


Board Size: 9x9/13x13/19x19
Komi: White's balancing bonus. Usually 6 points. Turns off 'Handicap'.
Game Time: 10 min/20 min/30 min/1 hr/2 hrs
Black player: Who plays black? Nigiri/Left player/Right player
Handicap: Choose how many handicap stones black gets. Turns off 'Komi'.
Placement: Gives you time to play a stone. 10 sec/30 sec/1 min/3 min/5 min
-----------------------
Screen 'L' (Option):
[BGM]               [Effects]
[Character Sound]   [Hand Placing]
[Character Time]    [Goban View]
[Character Comments]


BGM: Background Music. On/Off
Character Sound: Speaking voices. On/Off.
Character Time: Use time clock. On (6 characters)/Off
Character Comments: On (6 characters)/Off
Effects: On/Off
Hand Placing: Animated hand placing the stones.
Goban View: Top or side view of Goban.
-----------------------
Screen 'R' (Support):
[Atari Warning]     [Occupied Area Shaded]
[Wait]              [Hint]
[Word Balloons]     [Support Menu]
[Play Comments]


Atari Warning: on/off, left on/right off, right on/left off
Wait: Active, Inactive
Word Balloons: Characters word balloons appear or not. On/Off
Play Comments: Charatcres comment on your moves. On/Off
Occupied Area Shaded: Off/Normal (default)/Real Time
Hint: Normal Game Off/Normal Game 1-10 times/3rd Stone off/3rd Stone 1-10

times/Off
Support Menu: On/Off




Playing A Go Game
*****************
When playing an actual game of Go on this disc, if you hit Start/Pause, you'll
get a screen with these options (in order from top to bottom and left to right):

[Quit]    [Reset/Back 2 moves]
[Resign]  [Investigate]
[Pass]    [Game Analysis]
[Room]    [Hint]
[Options] [Zoom]


Quit: Quits the game and counts immediately.
Resign: Different from quit in that you give up. You lose automatically.
Pass: Pass your turn.
Room: Goes back to your room, and saves the game if you are in town.
Options: Sends you to the option room. (see below)
Reset: Only available when playing Sai. Starts the Go game from scratch or
        takes back 2 moves. Turns off when you get better.
Investigate: Shades controlled territory.
Game Analysis: Gives stats for the current game in its current state.
Hint: Sai's fan taps an area he thinks would be a good move.
Zoom: Makes the characters smaller and the goban bigger.
----------------------
Pressing the red 'B' button will get you back to the go game in progress.






End Go Game
***********
When the game is about to end, one of several things will happen.

1) You choose either 'Resign' (you lose automatically)
2) You 'quit' (you might lose).
3) The opponent will state that there is nothing more productive that can
   happen. They will then ask if you agree. Two balloons will pop up in the
   upper right-hand corner of the screen. The top is 'Yes', and the bottom is
   'No'. If you choose 'yes', the Go game will end, and the board will remove
   dead stones, re-arrange its self for easier counting. It will count, and give
   a verdict on who won.

Sai will pop up onto the screen and make a comment. He will then send you to
another screen that shows the finalized score, and you will be asked if you
want to save this game in your kifu collection. If you choose the bottom 'no',
it will auto-save, and you will move on.

If you choose the top 'yes' (are you seeing a pattern?), it will ask you where
you want to save it: Box 1, Box 2, Drop (if you have changed your mind). It will
ask for confirmation (the top 'yes' bottom 'no'), and then send you to continue

your Hikaru no Go 3 game.




Kifu Screen
***********
When you play through your kifus, these are the commands available as they
appear on screen (top to bottom and left to right). They're pretty obvious:

[Go back 1 play][Go forward 1 play]
[Auto Back][Auto Forward][All the way back][All the way forward]
[Variable Information][Reset]
[Exit]
(0)_____  Who is playing black and their prisoners
(o)_____  Who is playing white and their prisoners




World Map
*********
When you enter the storyline world, you can follow the storyline by visiting
areas on the map and playing Go.

Places you need to go to progress the story will have a red dot in the center
of the area. When you are done at that area, the game will automatically save
and you can see where you need to go next. Some areas will be available to
visit even if you have completed them (the Insei School and Internet Cafe for
example). These places sometimes allow you play Go games and get stronger rank,
some will just challenge you, some won't do anything.

If the area is filled in light gray, then this area is locked until you do
something else on the map somewhere else.

This is the whole map when everything is unlocked (well, almost everything)...

```
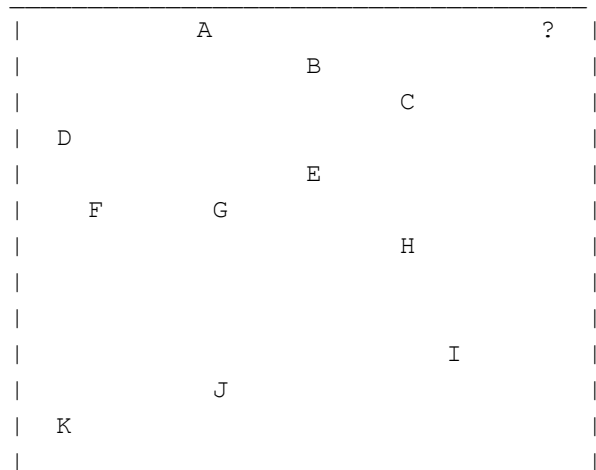 _____
|            A                     ?    |
|                   B                    |
|                         C              |
|   D                                    |
|                   E                    |
|     F        G                         |
|                         H              |
|                                        |
|                                        |
|                         I              |
|             J                          |
|   K                                    |
|_____|
```

A: Hikaru's House;   Play against Hikaru here.
B: Go Class;   Play against Akari here.

```
C: Jr. High School;      Play against "Shogi Master" Kaga here.
D: Mejin Touya's House;  Play against the Mejin here.
E: Home Base;            To return to your house.
F: The Touya Go Parlour; Play against Akira here.
G: Insei School;         In the order on the screen...
        * Play against Ochi.
        * Play against Tsutsui.
        * Play against Old Master Honinbo Kuwabara.
        * Play against cutie Asumi (guess my favorie character).
        * Play against Ogata.
        * Practice Tesuji
H: Internet Cafe;        PLay to gain rank here. Starts with handicapped 9x9
                         games and gets gradually tougher as you gain rank.
                         From rank 1-10 you only play 9x9 or 13x13 games.
I: Conference Center;    Play against Kurata here.
J: Waya's House;         Play with the insei gang here. You can even play
                         doubles games here. Isumi is also here.
K: Go Parlour;           Play against Mitani here.
?: ?????;                I haven't opened this part up yet. It's still grey. I
                         will try to gain rank past 10th soon and see if it
                         unlocks if you pass 10th rank. I have beaten the
                         game and even beaten the mejin... but have not
                         been able to unlock this area. There must be more.




Insei School
************

The top level of the insei school allows you to learn from the pretty girl Asumi
She'll ask you if you want to play a 13x13 game (bottom=no, top=yes).

------------
The middle level is where you meet other people in the school and visitors.
Some of the people will want to play you a game. In the beginning of the game
you have no choice.

------------
The bottom level of the Insei School has a teacher who gives you a series of
5 randomized Life & Death questions. I will not give you the answers. Repeat:
I will not be giving the answers here.

Why?

Because Go is supposed to challenge your mind. you only get better if you work
on something yourself. Trust me, it's better this way. Some games you can give
the answers away... some things are better done yourself. If you send me a real
nice email though, I may send you the first placement for black for each of the
exercises... to help you along.

Score:
20: nothing
19: nothing
18: nothing
17: nothing
16: Trophy
15: Life & Death Exercises 2 (downloadable GBA)
14: nothing
```

```
13: nothing
12: nothing
11: Trophy
10: Life & Death Exercises 3 (downloadable GBA)
9: nothing
8: nothing
7: nothing
6: Trophy
5: Life & Death Exercises 4 (downloadable GBA)
4: nothing
3: nothing
2: Trophy
1: Certificate
```

You earn the privalege of working on 10 tougher problems at scores 15, 10 and 5. Should you start to do poorly, you are given easier problems. This makes it an ongoing challenge. You also get other things as you win and get better scores.

Well, here are the questions in no particular order. They're displayed on a 13x13 (1-13 up/A-M across) board, but I will just post them near their appropriate corner. Place them on your own goban to help you see the pattern better.

I also post my personal best score (best is 10):

```
@=BLACK
O=WHITE
X=MARKED WHITE

********************
(1st level problems)
********************

1a) Personal best: 10
   ABCDEFGHIJKL
13 +--@@--OO---
12 |@ @OOO@O
11 | @O @@@OO
10 | @O @ @ O
09 | @O O@@ O
08 | @@OOOOO


2a) Personal best: 10
BCDEFGHIJKLM
-----------+ 13
         @  | 12
  O     O@  | 11
   OO OO@  | 10
     @@O@  | 09
    O O@@  | 08
       O   | 07


3a) Capture the marked white stone/Personal best: 10
BCDEFGHIJKLM
------X@---+ 13
   O    O@  | 12
 OO     O@  | 11
```

```
     OO O@@  | 10
   O   O     | 09
     O      @ | 08


4a) Personal best: 10
 BCDEFGHIJKLM
--------O--+ 13
 @ @    O O | 12
    @O @OOOO| 11
    @O @@@@ | 10
    OO      | 09
      OO OO | 08
        O   | 07


5a) Personal best: 10
 BCDEFGHIJKLM
--------O--+ 13
      O O@ O| 12
   O O @O@ O| 11
   O OOO@@ O| 10
     @ @@   O| 09
      @   @  | 08


6a) Personal best: 10
 BCDEFGHIJKLM
---O----O--+ 13
@ @OOOO   O| 12
 @ @@@@@@@O| 11
         O | 10
       @  O| 09
         O | 08


7a) Personal best: 10
 BCDEFGHIJKLM
-----------+ 13
   O        | 12
   O   O OOOO| 11
    O@O@@@@O| 10
    OO@     @| 09
         @ | 08


8a) Personal best: 7
   ABCDEFGHIJKL
13 +O----O-----
12 @O    O@ @
11 @OOOOO@
10 |@ @ @ @
09 |@ @ @


9a) Personal best: 10
   ABCDEFGHIJKL
13 +-@@O---O@@-
12 | @O   @OO@
11 | @O O  OO@
```

```
10 |@ O    O
09 |   OOOO O@
08 |@ @       @
07 | @@@@ @  @
06 |        @
```

10a) Personal best: 10
```
   ABCDEFGHIJKL
13 +-@@--O@----
12 |O@ @@O@
11 |O@ @@O@ O
10 | O@OO OO
09 |OO O O
08 |  O
```

```
********************
(2nd level problems)
********************
```

1b) Capture the marked white stones/Personal best: 10
```
BCDEFGHIJKLM
----------@+ 13
   OO@@@@OO@ 12
  OO@XXXX@@| 11
    @  X@  | 10
    @  X@ @| 09
          | 08
    OOO    | 07
        @ | 06
```

2b) Personal best: 10
```
   ABCDEFGHIJKL
13 +-----------
12 |O OOO@@ @O
11 | O@ @OO@ O
10 |OO@ @   O
09 |    O  O
08 |  @   O
07 |      O
```

3b) Personal best: 10
```
   ABCDEFGHIJKL
13 +---O@-O@---
12 |@O   OOO@
11 |@OOO@@@
10 | @@@   @
09 |@
```

4b) Personal best: 10
```
BCDEFGHIJKLM
-----------+ 13
   OO     O | 12
  O @O @@O | 11
  O   OO@O | 10
   O @@@OO | 09
          | 08
```

```
        @ @   | 07



5b) Personal best: 10
   ABCDEFGHIJKL
13 +---@-------
12 |@ @OOO
11 O@@O
10 @OOO
09 |
08 |O



6b) Personal best: 10
   ABCDEFGHIJKL
13 +-----------
12 |    O
11 | @@O O
10 | @O    O
09 | @O     O
08 | @O@O O
07 | @@OO@ O
06 |    @@OO
05 |   @



7b) Personal best: 10
   ABCDEFGHIJKL
13 +---OO------
12 OO O@ @@
11 @OO@@
10 @@@@ @
09 |



8b) Personal best: 10
   ABCDEFGHIJKL
13 +-----------
12 | @O    @O
11 |  @OOO@O
10 | @ @O@OO
09 |   @@@



9b) Personal best: 10
BCDEFGHIJKLM
----@OOOOO-+ 13
    @O@@   | 12
   @@@@@@O | 11
       OOO | 10
         O | 09
       O   | 08


10b) Personal best: 10
BCDEFGHIJKLM
-------@O--+ 13
  O O@@@O@O| 12
    OO @@O | 11
      OOOO | 10
          | 09
```

```
            | 08

*******************
(3rd level problems)
*******************

1c) Personal best: 10
BCDEFGHIJKLM
-----------+ 13
        O  | 12
   @    @O | 11
   @ OO O  | 10
    @O@O O | 09
    @O@O@  | 08
   @ @@@OO | 07

2c) Personal best: 10
BCDEFGHIJKLM
-----------+ 13
      @@    | 12
   @  OO@@O| 11
  @ OO @@OO| 10
    O    O O| 09
  O O  @O  | 08
    O  @O  | 07
     @ O   | 06
           | 05
        O  | 04


3c) Personal best: 10
BCDEFGHIJKLM
-----------+ 13
       @XX@| 12
      @  @O| 11
      @ @ O| 10
       O@ O| 09
        @  | 08

4c) Personal best: 10
   ABCDEFGHIJKL
13 +O-O@@------
12 | @ O@
11 |OOOO@
10 |@ @@
09 |@   @
08 |  @

5c) Personal best: 10
ABCDEFGHIJKLM
------------+ 13
  @O     O   | 12
 @ OO@OO@OOO| 11
 @O O@@O@@@OO 10
 @  O @O@ @@O 09
  @  O@@@OOO| 08
     O  O   | 07
  @  OOO O  | 06
            | 05
  @         | 04
```

```
6c) Personal best: 4
BCDEFGHIJKLM
-------OO--+ 13
  OOO@@O@O | 12
    O @O@ @| 11
   O@@O@@ | 10
    O@O@  | 09
    OO@@@ | 08


7c) Personal best: 10
   ABCDEFGHIJKL
13 +-----------
12 |@O O@OOO
11 |@O O@  O
10 | @O @OO
09 | @OOO@O
08 | @@@@@


8c) Personal best: 7
   ABCDEFGHIJKL
13 +--OOO------
12 | O  @O
11 | O@@OO
10 |@@OO@
09 |@O
08 |@O
07 |
06 |
05 |  @ O
04 | @


9c) Personal best: 10
BCDEFGHIJKLM
-------O--@+ 13
   OOO@@ @@| 12
     OO@ O@O 11
       OOOOO 10
     O   O| 09
         | 08


10c) Personal best: 8
   ABCDEFGHIJKL
13 +-@@--------
12 | @OO    @OO
11 | @@ O @@@@O
10 |     OO @O
09 | @ O    @O
08 | @ @OOO @O
07 |   @    @O
06 |    O O  O
05 |  @    OO


********************
(4th level problems)
******************

1d) Personal best: 10
ABCDEFGHIJKLM
------------+ 13
```

```
       @O   O  OOOO 12
    OO@OO@OOO@@@ 11
        @@@@@@  | 10
      @       @ | 09
                | 08


2d)  Personal best: 10
     ABCDEFGHIJKL
13 +-----------
12 |
11 |@@@ @
10 |@OOO
09 |OO
08 | @ @
07 | O


3d)  Personal best: 10
BCDEFGHIJKLM
--O----O-O-+ 13
   O    O@OOOO 12
   OO   O@@@@@ 11
    O @@@   | 10
    O       | 09


4d)  Personal best: 10
     ABCDEFGHIJKL
13 +--O-@------
12 O    OO@@
11 OOOO@@
10 @O@@  @
09 @@     @
08 | @


5d)  Personal best: 4
     ABCDEFGHIJKL
13 +O@@--------
12 O O@     @
11 | O@ O @ @
10 | O@O   @
09 | OO@@@


6d)  Personal best: 10
ABCDEFGHIJKLM
------------+ 13
       O   OOO| 12
   O @@@O@@ O| 11
      @ O@OO | 10
   OOOO  @@ O| 09
      OOO  O | 08
       O @@O | 07
       @    O | 06
       @ @@  | 05
            O| 04

7d)  Personal best: 7
```

```
       CDEFGHIJKLM
       -----@----+ 13
           @ @OO | 12
            @O@@ | 11
          @@OOOO | 10
           O@@   | 09
           OO  O@| 08
             O O@| 07
               O | 06
              OO| 05
            @@@@| 04
```

8d) Personal best: 5
```
      ABCDEFGHIJKL
   13 +OO---------
   12 @O@OO @@O
   11 |@@@ O@OOO
   10 |  @ @O@
   09 |     O
   08 | @ @ O
```

9d) Personal best: 1
```
      ABCDEFGHIJ
   13 +----------
   12 OO@   @
   11 @O@OOO@
   10 |@OO @
   09 |@    @
   08 | @ @
```

10d) Personal best: 10
```
   ABCDEFGHIJKLM
   -----------+ 13
      O OO@O @O| 12
    O   OO@OOO@O| 11
      O @@@@OO@| 10
             @@@| 09
         @  @   | 08
```

```
*******************
(5th level problems)
*******************
```

1e) Personal best: 0
```
   ABCDEFGHIJKLM
   ---------OOO+ 13
        OOO O  | 12
           OO@@| 11
         @@@@OO| 10
        OOO  @O| 09
           @   | 08
             @ | 07
```

2e) Personal best: 0
```
      ABCDEFGHIJKL
   13 OOO---------
   12 @@OO    O
```

```
11 | @ O OO O
10 @ @OO@
09 | @O@@ O
08 @@@O@
07 |OO@@ @
06 |O O
05 | O  @
04 | O
03 | O
```

3e) Personal best: 3
```
ABCDEFGHIJKLM
------@@O@-O+ 13
    @ @OO@  | 12
      @ O@@@| 11
      @ OOOO| 10
        O @O| 09
       @  @@@ 08
       @ @  | 07
```

4e) Personal best: 0
```
ABCDEFGHIJKLM
-----------@+ 13
       OO@  | 12
    O O O@@@| 11
        @OO@| 10
      @ @ OO| 09
        @O | 08
           | 07
           | 06
           | 05
           | 04
         O | 03
```

5e) Personal best: 2
```
ABCDEFGHIJKLMNOP
---------------+ 13
   OO@@        | 12
  O @OO    O O | 11
     @    O@O  | 10
   O           | 09
            @ | 08
             | 07
```

6e) Personal best: 8
```
   ABCDEFGHIJ
13 +---------
12 |   OOOO@
11 | O @O @@
10 |O@@@O
09 | O@OOO@@
08 | O@  @@
07 |OO@ @
06 |O @
05 | @
04 |@ @
```

```
7e) Personal best: 0
ABCDEFGHIJKLM
------O@---O+ 13
      @ @OOO@ 12
       @O@@@@ 11
       @OOO@| 10
    @@@O   O| 09
    @OOOO   | 08
    @@@O@ O | 07
        @O  | 06
     @  @O  | 05
         O  | 04


8e) Personal best: 0
   ABCDEFGHIJ
13 +-----O---
12 | @@@O@@ @
11 |OOOOO @
10 |      @
09 @@@@@@@@
08 |


9e) Personal best: 7
ABCDEFGHIJKLM
------------+ 13
            | 12
      O     | 11
   @@O  @@  | 10
    O@O@O   | 09
            | 08
            | 07
            | 06
 O        @ | 05


10e) Personal best: 0
   ABCDEFGHIJ
13 +@O-------
12 O@O O@    O
11 OO@OOO@ OO O
10 |O@ @@@
09 |O@ @  OOO
08 |@@@@@O
07 |OOOOOOO
06 | O
```

Lower Right: Internet Cafe
****
The internet cafe allows you to play other people. You can play here to help
you earn ranking and progress in the game. First, the hostess will ask you if
you wish to play or not (bottom=no, top=yes). Then, you will be given an
opponent. It will show their stats, and if you have played them before and if
you won or lost. Then, on with the game!

Game Boy Advance Download Screen
****
This is a great feature of this game.

Hikaru no Go 3 comes with an adapted GBA cart for you to download information to
and from. Here's how to set up this feature from your 'room' in story mode.

*Go to the 'Data' option.

*Keep your Game Cube controller in port 1.

*Plug in the GBA/Cube adapter into your GBA and the cube port 2, and choose the
top selection on the screen.

/|- [Controller Port 2]
 /|- [Controller Port 3]
  /|- [Controller Port 4]

*Put the 'Hikaru no Go 3' GBA cart into the GBA

*Turn on the GBA and push 'select' and 'start' at the same time, and keep them
down until the 'Nintendo' logo disappears and you only have the 'Game Boy' logo.

*Cycle through the Game Cube screens by pressing 'A'. The screens tell you to do
what I just told you to do.

*If you did it correctly, at the lower right-hand corner of the screen you
should see a percentage meter, and a green (as opposed to purple) 'Nintendo'
logo on your GBA. This is downloading set-up info into the cart.

*When it is done, the GBA screen should display Japanese characters in small
circles. This is 'Hikaru no Go 3' in Japanese. You can't do anything on this
screen, so don't try. You're not finished yet...

*The TV screen will show several choices. They are as follows (from top to
bottom)

/|-[Multi-Player] Downloads the GBA games for 1 on 1 and 2 on 2 player games

 /|-[Go Exercises] Sets of 50 exercises.

  /|-[Unknown] This unlocks later.

   /|-[Data Upload] When you have results or have finished exercises on your GBA
            [yes]
            [no]

    /|-[Cartridge Clear] Erases all data on the GBA
            [yes]
            [no]

Selecting any one of these will do the appropriate action to the GBA. This will
take time to download, and so you will be sent back to your room to talk to Sai

and do exercises. You can't leave the room or play against Sai until the GBA is finished loading.

*When the GBA is done, turn it off and unplug it. You can now play this whenever you like.

Gamecube/GBA Go Exercises Screen
****
Each of these exercises is meant to help you with certain situations in Go that might come up. In fact, there are entire books with just these problems to work on. I will describe (in short) what they are requiring for these problems...

Go Exercises / 1st set
****
1) Capture all white stones that are in atari
2) Save all of your black stones that are in Atari
3) Capture all white stones that are in atari
4) Save your stones in atari, capture white in atari
5-7) Black to move- Best move
8) Prevent the upper left white group from connecting
9-10) Prevent white from making 2 eyes
11-12) Make 2 eyes
13-14) Begin to capture the marked white stone (hint: ladder)
15-16) Capture a white stone or group
17-19) Begin to capture the marked white stone
20-21) Capture a white stone or group (hint: snapback)
22-23) Black to play- Best move
24-25) Black to play- Best move (hint: tiger mouth)
26-27) Black to play- Best move (hint: bamboo joint)
28-29) Black to play- Best move (hint: net)
30-31) Black to play- Weaken white
32-37) Prevent white from making 2 eyes
38-40) Make white's eyes false
41) Black to play- Capture White
42-47) Black to play- Best move
48) Black to play- To start capture
49-50) Black to play- Best move

Go Exercises / 2nd set
****
1) Black to play- Best move
2) Save the 3 stones
3) Use the Cut method
4-6) Isolate the middle white stone
7) Black to play- Best move
8) Link the 2 black groups
9) Black to play- Best move
10) Save the isolated group
11) Prevent the 2 white stones from linking
12) Save the isolated 2 stones
13) Save the middle stone
14) Save the middle stone from 1 & 3 white
15) Prevent 1 & 3 white from linking to the other white stone

```
16-17) Connect your 2 groups across the top.
18) Save your top group
19) Save your middle group.
20-29) Coming soon
30-40) 19x19 Fuseki/Joseki- Black to play- Best move
40-50) Black to play- Best move


note: the exercises become less and less 'something' to do, and more about 'Life
and Death' situations: how to survive or make the most of a given situation.


Go Exercises / 3rd set
**********************
1-5)  Black to play- Best move
6-10) 19x19 Fuseki/Joseki- Black to play- Best move
11-15) 9x9- Middle game- Black to play- Best move (VERY helpful!!!)
16-25) Black to play- Best move
26-35) 19x19- Black to play- Best move
36-42) 19x19- Joseki A,B,C,D best move (VERY helpful!!!)
43-50) 13x13- Black to play- Best move



Go Exercises / 4th set
**********************
1-4) 19x19- Fuseki A,B,C,D best move
5-8) 13x13- Finish the sequence
9) 9x9- Finish the sequence
10) 13x13- Finish the sequence
11-13) 9x9- Middle game- A,B,C best move
14-16) Tesuji
17-21) 13x13- A,B best move
22-28) Black to play- Best move
29-36) 9x9- Middle game- Black to play- Best move
37-43) Black to play- Best move
44-50) Black to play- Best move
```

GBA Versus Screen
****
Two players need to have purchased the 'Hikaru no Go 3' game to play 2 or more
people. I unfortunately cannot report upon this as I do not have 2 copies
of the game.

Secrets and Neat Things
****
Some of the neat things in this game really make it worth playing. I'm easily
amused so these are just things I liked.

1) As you defeat characters, you gain a 'Doll' of them wrapped in a
   'blister pack'. You can view the doll in the Data area. You can't take them
   out of their wrapping, however.

2) Since the internal clock keeps time, Sai tells you "Good Morning",
   "Good Afternoon", or "Good Evening" accordingly. Nice touch.
3) As for being an opponent, the game recognizes good and bad moves. It will
   reward you when you play well by playing special effects. Also, it realizes
   when it has no moves left and will pass automatically. So if it doesn't pass,
   something's still workable.
4) As you gain rank and complete tasks and beat young characters, you gain items
   As you get them, they appear in your room to help 'decorate' it.
   · 1st 50 Exercises all correct- Crystal Goban you can choose when starting
     games with Sai. Kifu played by the characters of Hikaru no Go. You also get
     a set of green and 'mother of pearl' stones to use.
   · 2nd 50 Exercises all correct- Goban and mat. You also get a set of
     marblized stones to use.
   · 3rd 50 Exercises all correct- Travel Goban. You also get a set of
     stones with Shindo and Akira's faces on them as well as Mitani's honeycomb
     special effects to use. The stones you get here are similar to an actual
     product offered in Japan. The Goishi set came with 80 go stones (with 40
     different characters on them, 1 stone keychain (with Hikaru), 1 9x9 board,
     2 bags (one for white and 1 for black) with SD caracatures of Hikaru and
     Akira on them (Hikaru on the white bag and Akira on the black). The set
     you get in this game just has Akira and Hikaru on the stones. You could
     put different stones in the keychain. if you wanted.
   · 4th 50 Exercises all correct- Chinese standing Goban. Very nice. Also, you
     get red and black shiny stones. Again, very nice.
   · 2nd Rank- Shoulder bag & effect.
   · 3rd Rank- Hikaru no Go 3 poster & effect.
   · 4th Rank- Shogi plaque & effect.
   · 5th Rank- Yellow Soda can & effect.
   · 6th Rank- Pink Soda can.
   · 7th Rank- Blue T-Shirt & effect.
   · 8th Rank- Green T-Shirt.
   · 9th Rank- Yellow Sneakers & effect.
   · 10th Rank- White Sneakers & effect & Sai doll (to complete wall collection)
   · 11th Rank- Fan (fits on the top shelf of bookshelf)
   · 12th Rank- Pumpkin (not achieved yet)
   · 13th Rank- Kickboard (not achieved yet)
   · 14th Rank- Red Refrigerator (not achieved yet)
   · 15th Rank- (not achieved yet)

Go Terms
****
This is not a direct translation from Japanese. English equivalents are given.
This was written putting them in alphabetical order based upon the Japanese
alphabet (a, i, u, e, o, ka, ki, ku, ke, ko, etc...).

pg 47
Agehama: Prisoners. Captured stones.
Atari: When a stone or group of stones has/have 1 liberty open.
Atsume: 'Thickness' The influence of stones in relation to each other.
Uttegaeshi: 'Snapback'. A move where you sacrifice a stone to capture a group.
Uwate/Shitate: 'Upper hand' and 'Lower Hand'. Refers to strong moves or weaker
                moves.
Oi-otoshi: A situation where if a group connects an Atari, it will die. No
         escape.

Ooba: A big extending move on the side or corner of the board.
Okigo: Handicap Go.
Kakari: Often called the 'knight's move'.
Kishi: Professional Go player.
Kifu: A record of a game. It tells of each stone placement and other info.
Kyuuba: An urgent point in which you must make a move to either survive or
        fortify your position.
Kyoku: 9 stone handicap game.
Kiru: To 'cut'. To place your stone diagonally between two connected stones.
Kou: 'Threat'. When two groups of opposing stones can capture each other's
      intervening stone infinately. Also written as 'Ko'.
pg 48
Komi: The points that is given to white at the beginning of a game to
      supplement black going first.
Shi: ???
Ji: Territory.
Jiai: A balance of territory.
Shikatsu: Life and death problems.
Shicho: 'Ladder' attack.
Shimari: A corner enclosure of stones.
Shuukyoku: End game where counting starts.
Jouseki: A standardized set of moves.
Seki: A situation where white and black both live. Usually because if one
      plays, the other kills. Worth no points. A stalemate.
Seme-ai: Also known as a capturing race or liberties race.
Sente: Play initiative. The aggressive play. Defensive play is 'gote'.
Dame: A neutral point where nobody owns that space. This space is filled in
      during the end game.
Chakushu-kin-shiten: Move prohibiting branching out?
Tsugi: A connection of stones.
Te: A played hand. Can consist of a single played stone or a group of stones.
Tewari: An evaluation of an area. Usually done out of game or in teaching
        games.
pg 49
Tesuji: A clever play.
Touryou: To resign.
Nigiri: To determine who goes first. One person shooses odd or even and the
        other grabs stones. If the guess was correct, then they are black.
Hiraki: An extension of stones.
Fuseki: Initial play of stones in the beginning of the game.
Matta: Wait. Not ready.
Moku: Point on the board.
Moyou: 'Net'. Stones placed so the opponent plays into a trap and is stopped or
       captured.
Yose: End game. Finishing up the game and playing last moves.

Go Websites
****
*http://www.usgo.org/index.asp
Homepage for the AGA (American Go Association). Go to tournaments to get rated.

*http://www.dragongoserver.net/index.php
A play-by-internet-when-you-can server. I am on as "noriaki_kakyouin".

*http://gobase.org/
A great site that has tons of information about Go games everywhere.

*http://senseis.xmp.net/
A plethora of information is here. Like a big Go dictionary.

*http://www.goproblems.com/
A place that has tons of 'shikatsu'/'Life and Death' situations
(like the GBA download).

*http://csgo.org/
If you're ever in Colorado Springs, Colorado, I'll be at these meetings.

Legal & Thanks
****
Hikaru no Go 3 (c) Konami & Konami Computer Entertainment Japan copyright
2003/Fontworks International Limited/Nintendo

Official Hikaru no Go 3 website:
http://jpn00.konami.co.jp/products/hikaru3/

www.konami.com
www.konamijpn.com

HIKARU-NO GO (c) 1998 by YUMI HOTTA, TAKESHI OBATA / SHUEISHA Inc.

Thanks to GameFaqs for posting this FAQ.
www.gamefaqs.com

Thank you also to Neoseeker for their request to post my FAQ.
https://www.neoseeker.com

Just please ask if you can use my information here, and we can work something
out, K? I might even put your name as co-writer if you help out enough. Also,
if you want to post it on your page, please just get the permission of myself
and/or Gamefaqs... not any other site that hosts this, just me and Gamefaqs.
It takes no time, and we'll most likely let you.

And Finally
****
If you like this FAQ, then please email me and tell me so. I might do other
games if this gets a good response. If you don't like it, then still email me
and POLITELY tell me what I can/should change and what I can do better. I take
creative criticism well, and flames I ignore and trash.

My email is: noriaki_kakyouin@hotmail.com

```
I have been at this email address for 5 years now, so there's little to no
chance of it changing.

Good luck.
```