

# Hikaru No Go Vol 16: Chinese Go Association - A Comprehensive Review

Hikaru No Go Vol 16: Chinese Go Association is the sixteenth volume in the popular Hikaru No Go manga series. This volume follows Hikaru and Sai as they continue to develop their Go skills and compete in tournaments. This review will provide a detailed overview of the volume, including the plot, characters, and art.



## Hikaru no Go, Vol. 16: Chinese Go Association

by Agatha Christie

★★★★☆ 4.9 out of 5

Language : English

File size : 168929 KB

Screen Reader : Supported

Print length : 200 pages



## Plot

The volume begins with Hikaru and Sai competing in the Chinese Go Association tournament. Hikaru is determined to win the tournament and prove himself as a worthy Go player. However, he faces stiff competition from the other players, including the reigning champion, Waya.

As the tournament progresses, Hikaru learns more about the Chinese Go style and the different strategies that the players use. He also begins to develop his own unique style of play. With the help of Sai, Hikaru is able to overcome his opponents and eventually win the tournament.

## **Characters**

The characters in Hikaru No Go Vol 16 are well-developed and relatable. Hikaru is a determined and passionate Go player who is always striving to improve his skills. Sai is a mysterious and powerful Go spirit who helps Hikaru to develop his potential. The other characters in the volume, such as Waya, Mitsuru Kurata, and Yashiro, are also well-developed and add to the overall story.

## **Art**

The art in Hikaru No Go Vol 16 is beautiful and detailed. The characters are expressive and the backgrounds are intricate. The Go games are also well-drawn and easy to follow. The overall art style of the volume is consistent with the previous volumes in the series.

Hikaru No Go Vol 16: Chinese Go Association is a great addition to the Hikaru No Go manga series. The volume has a compelling plot, well-developed characters, and beautiful art. It is a must-read for fans of the series and for anyone who is interested in Go.

## **About the Author**

Hikaru No Go is written and illustrated by Takehiko Inoue. Inoue is a Japanese manga artist who is best known for his work on Slam Dunk and Vagabond. Hikaru No Go was serialized in Weekly Shonen Jump from 1999 to 2003. The series has been adapted into an anime television series, two anime films, and a live-action film.

## **Other Hikaru No Go Volumes**

If you enjoyed Hikaru No Go Vol 16: Chinese Go Association, then you may also enjoy the other volumes in the series. The other volumes are:

\* Hikaru No Go Vol 1: A Divine Move \* Hikaru No Go Vol 2: The Go Kid \* Hikaru No Go Vol 3: The Ghost of the Go Master \* Hikaru No Go Vol 4: The Go Tournament \* Hikaru No Go Vol 5: The Insei \* Hikaru No Go Vol 6: The Pro \* Hikaru No Go Vol 7: The Kisei Challenger \* Hikaru No Go Vol 8: The Kisei Match \* Hikaru No Go Vol 9: The Honinbo Challenger \* Hikaru No Go Vol 10: The Honinbo Match \* Hikaru No Go Vol 11: The Meijin Challenger \* Hikaru No Go Vol 12: The Meijin Match \* Hikaru No Go Vol 13: The God of Go \* Hikaru No Go Vol 14: The Final Game \* Hikaru No Go Vol 15: The Epilogue



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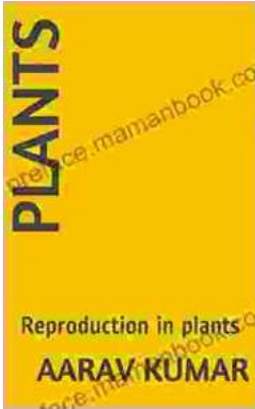
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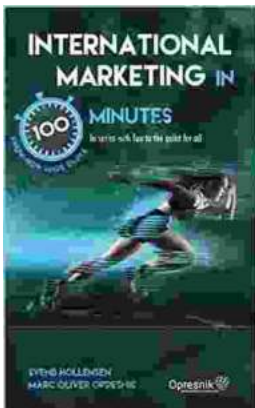
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