



Hikaru no Go

SHONEN JUMP MANGA

Story by **Yumi Hotta** Art by **Takeshi Obata**
Supervised by **Yukari Umezawa (5 Dan)**

volume 16

Resumo de Hikaru No Go, Volume 16: Chinese Go Association

R to L (Japanese Style). Chinese Go Association Since Sai's disappearance, Hikaru has given up go! Meanwhile, undefeated by his failure to pass the pro test, Isumi plays his heart out in China.

His foreign training teaches him unique ways to handle the stress of mental challenges and competition. Upon his return, he asks Hikaru for a rematch! But how good will Hikaru's game be after such a long break--and without Sai...?

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