

奕藪亨集

起手說

海陽

具瞻蘇之軾編輯  
亦可程明宗校評

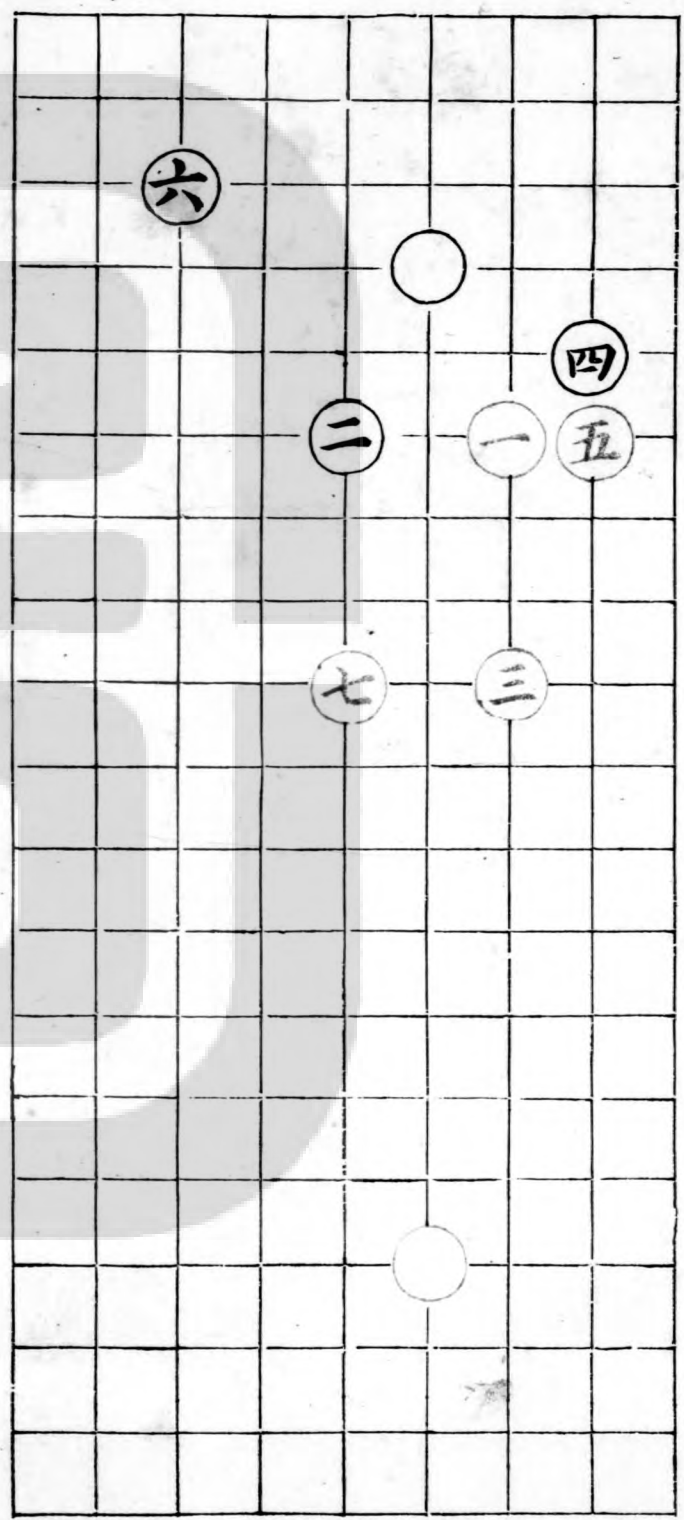
奕之起手猶兵之佈陣也中央四隅聽人下手但一不合拍卽無以啟變化之門須分佈得勢然後奇正縱橫一任後來變幻茲特取七類共一百三十二變固初學入門之第一義也

六三類

鎮神頭

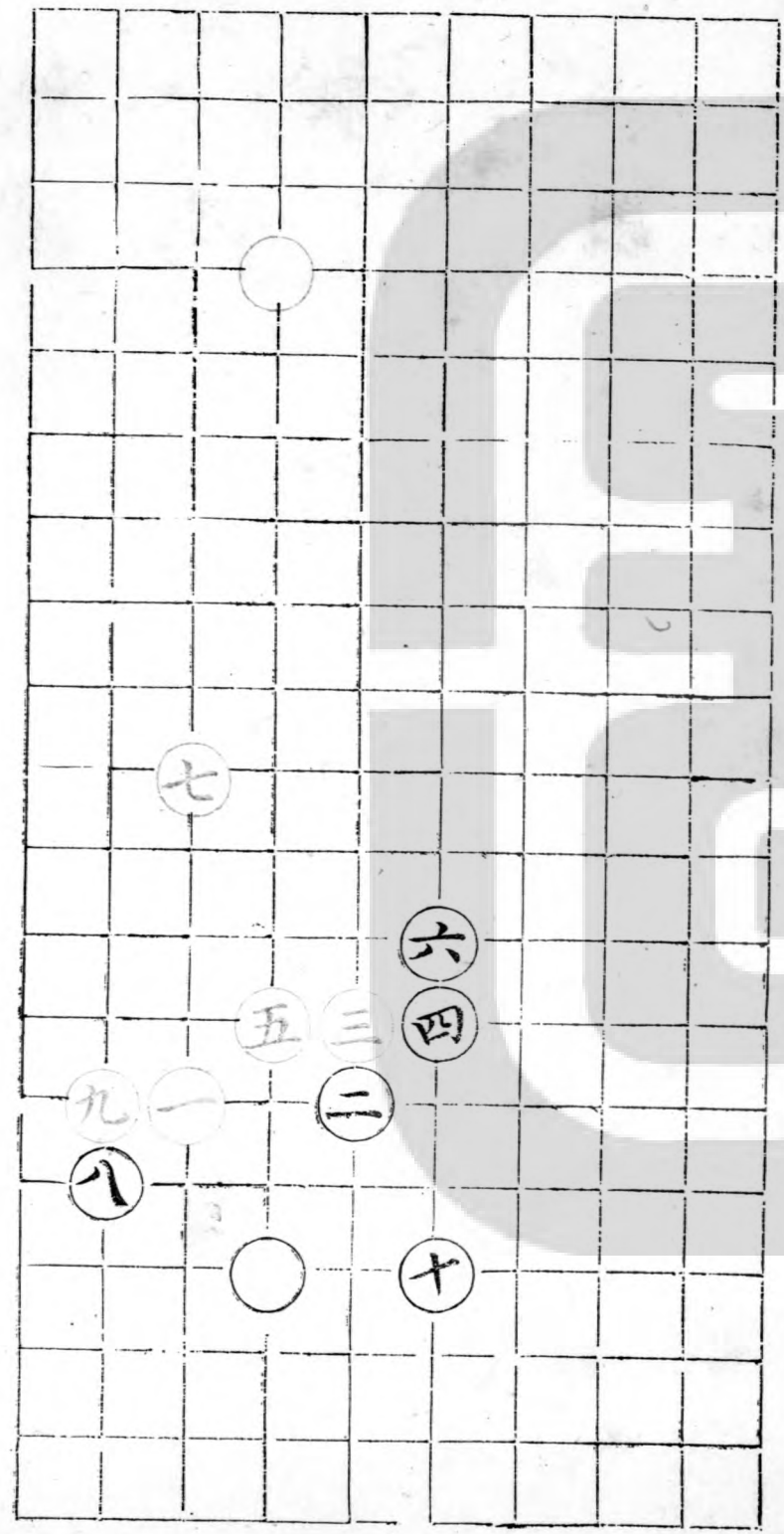
七妙

此勢最難非如此着着相顧則不得力



二變

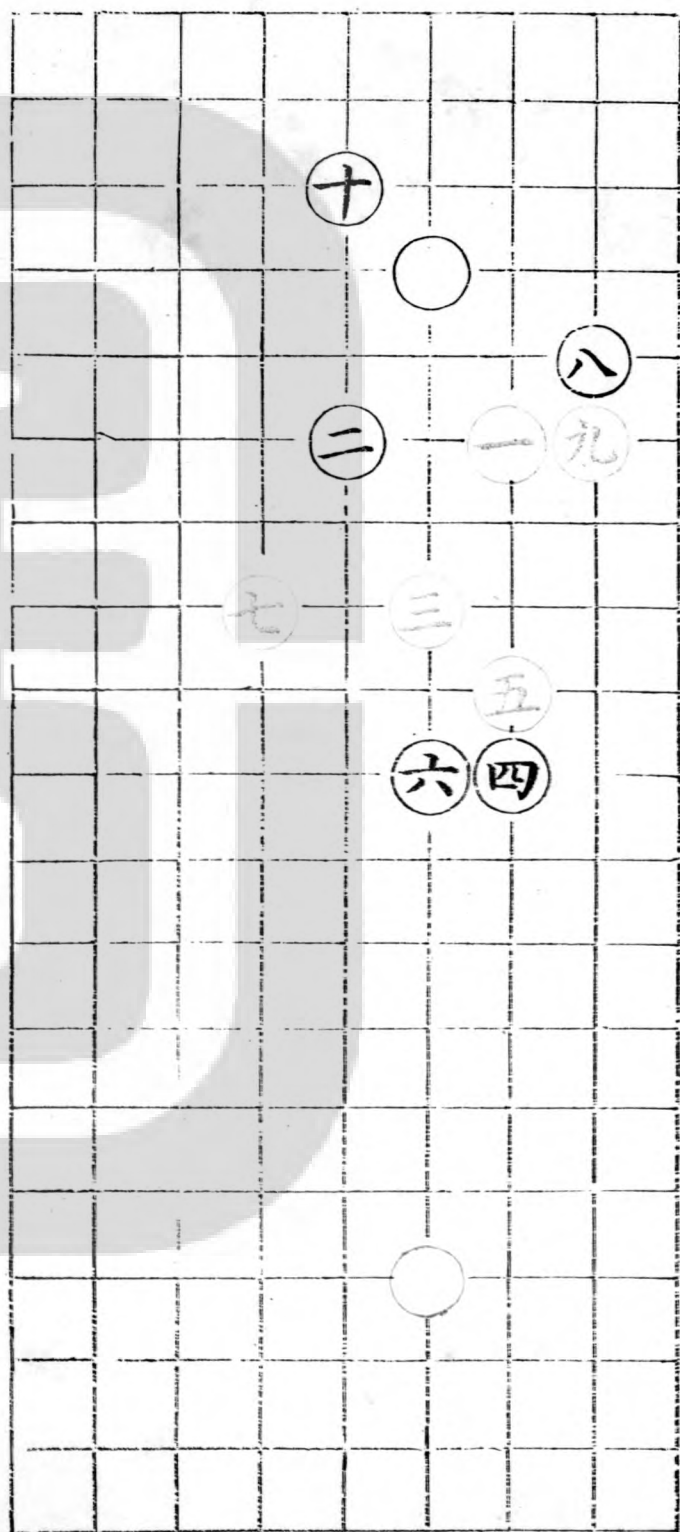
三妙五妙六妙



奕發起手

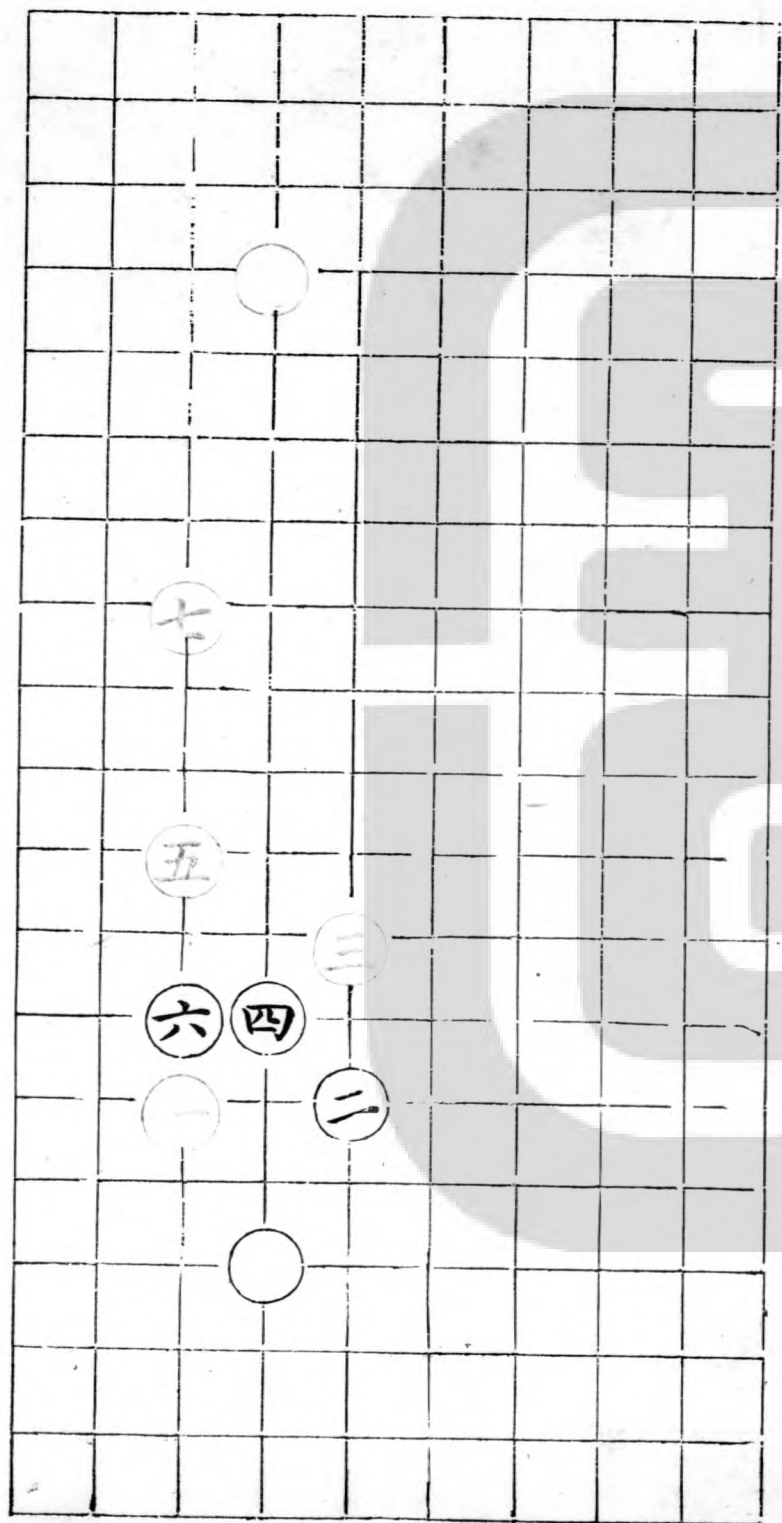
三變

四着有侵斷之意八與十係角



四變

三着設套一着雖若...

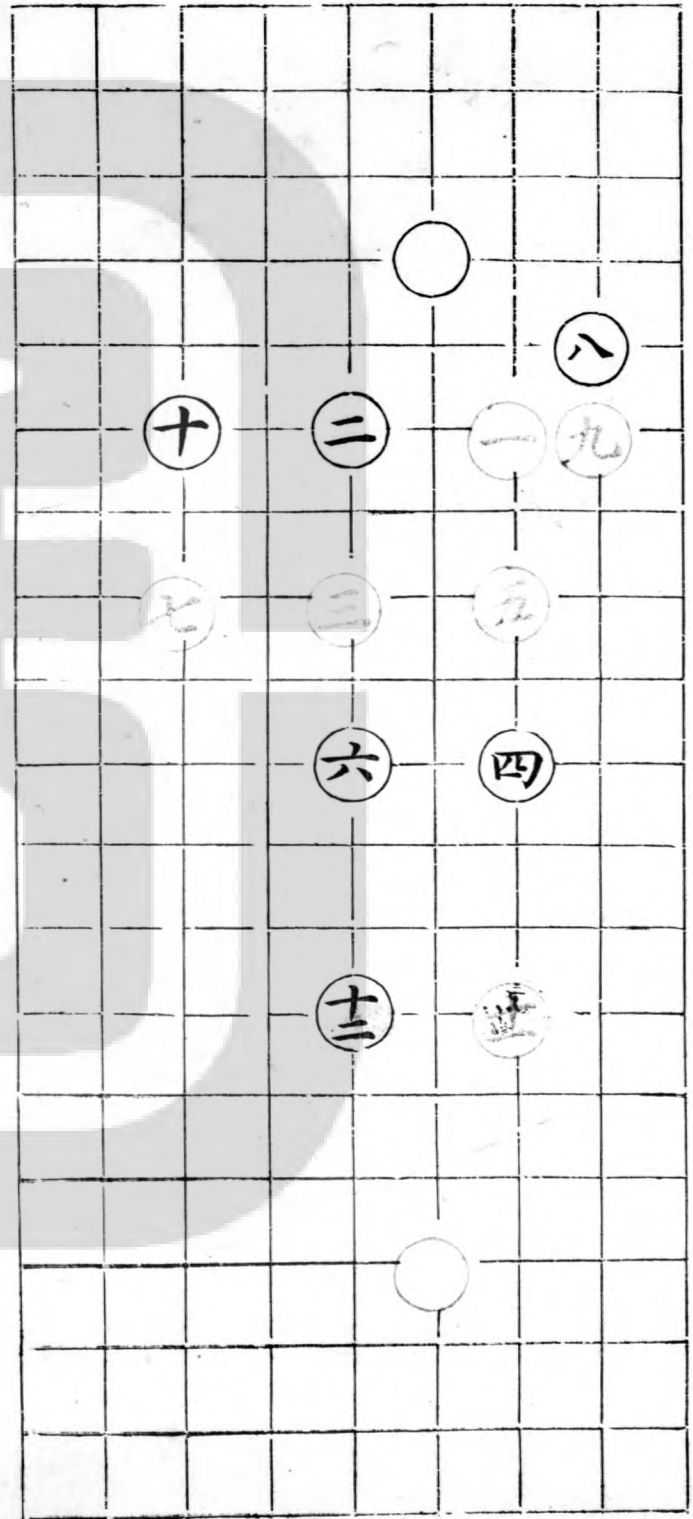


奕教起手

三

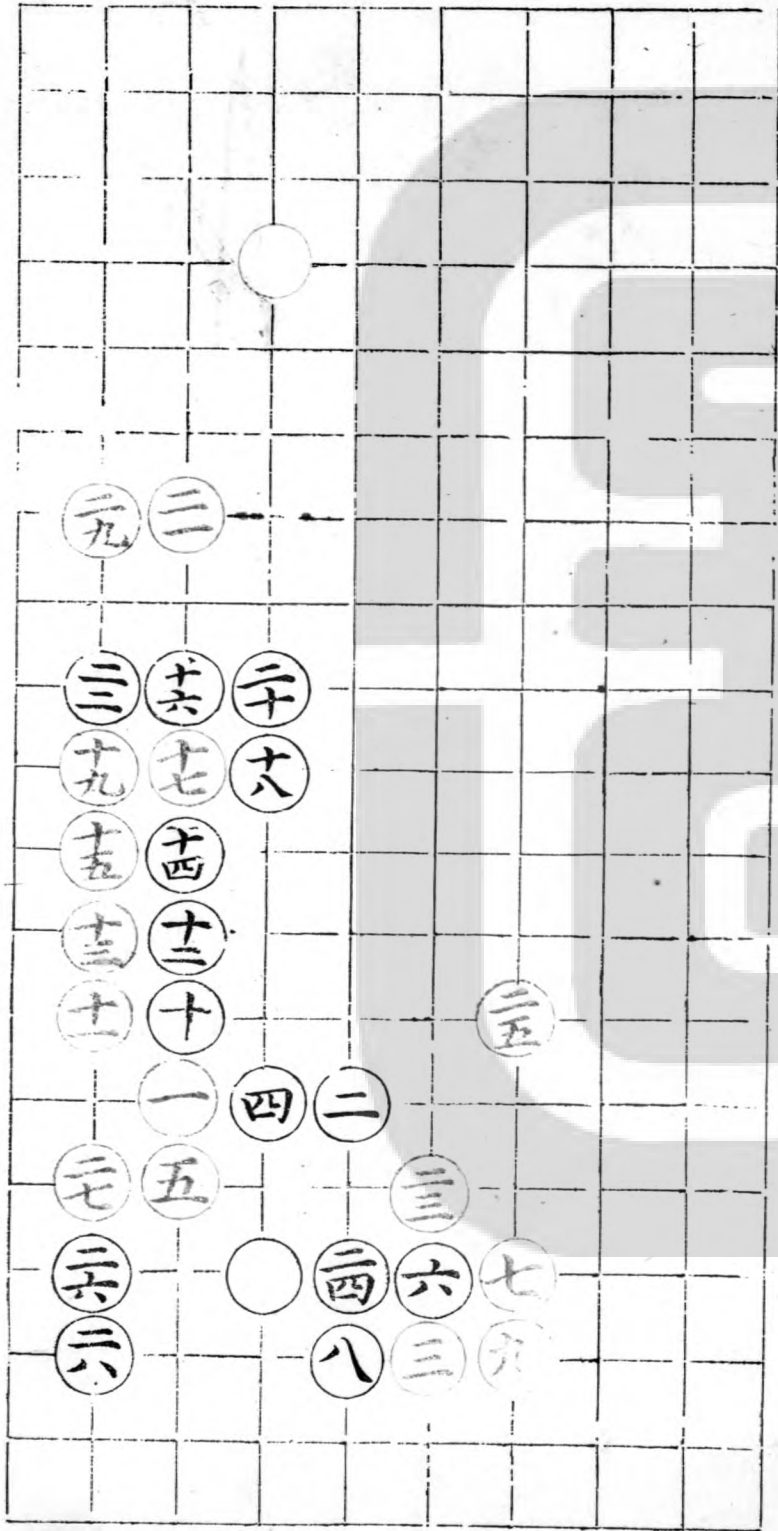
# 五變

十一得先發之法



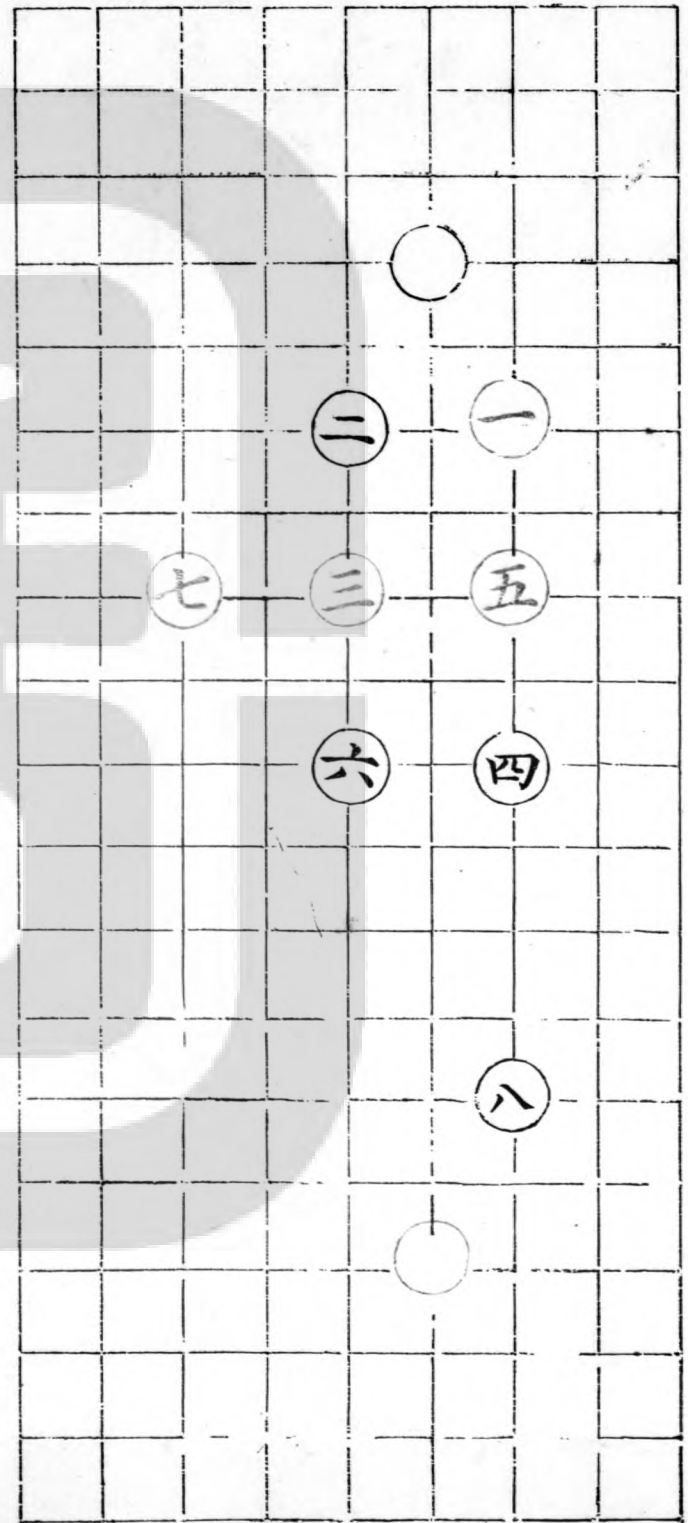
# 六變

二十九互相顧守



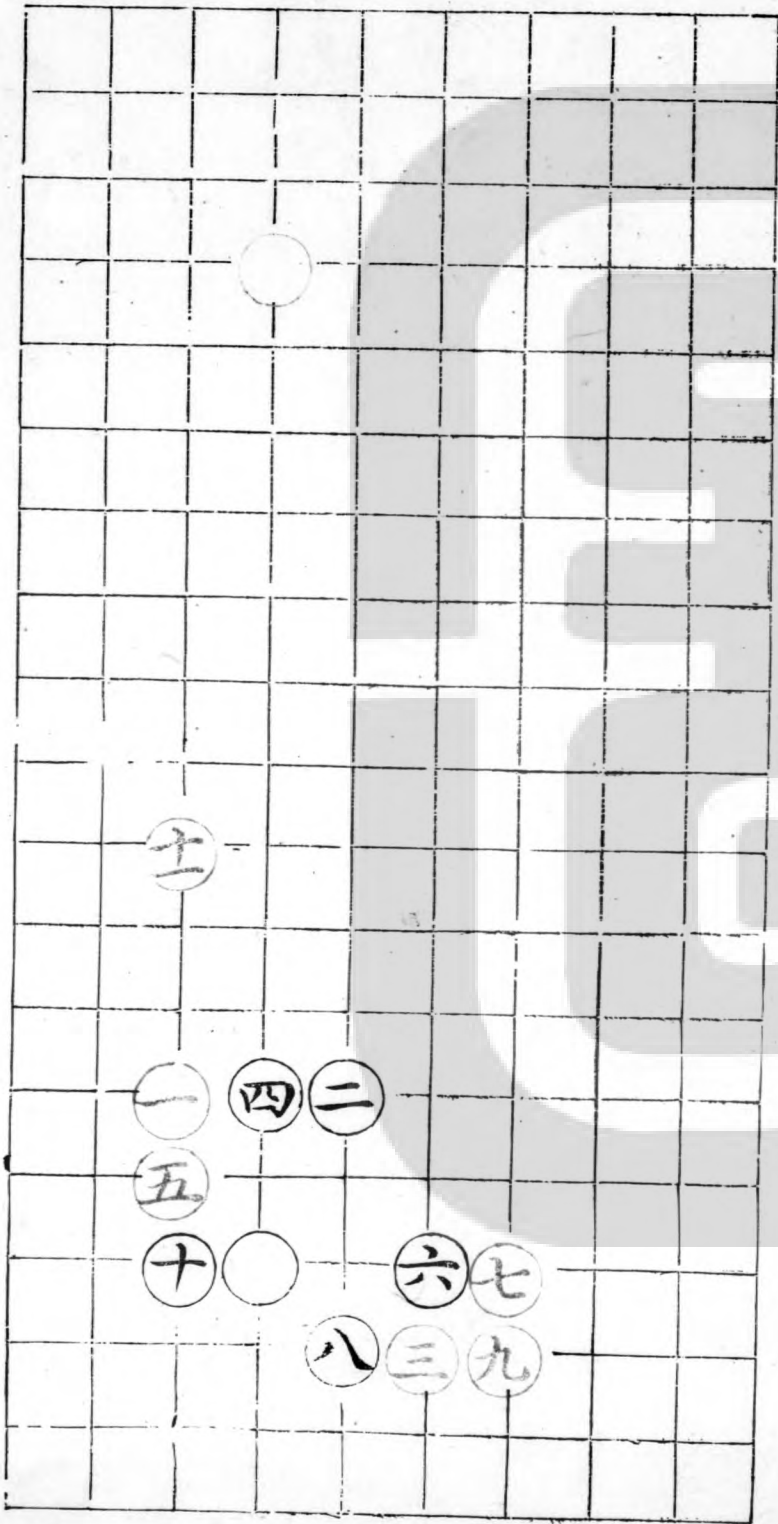
七變

八妙



八變

十着先自保守以待敵得以堅攻瑕之法

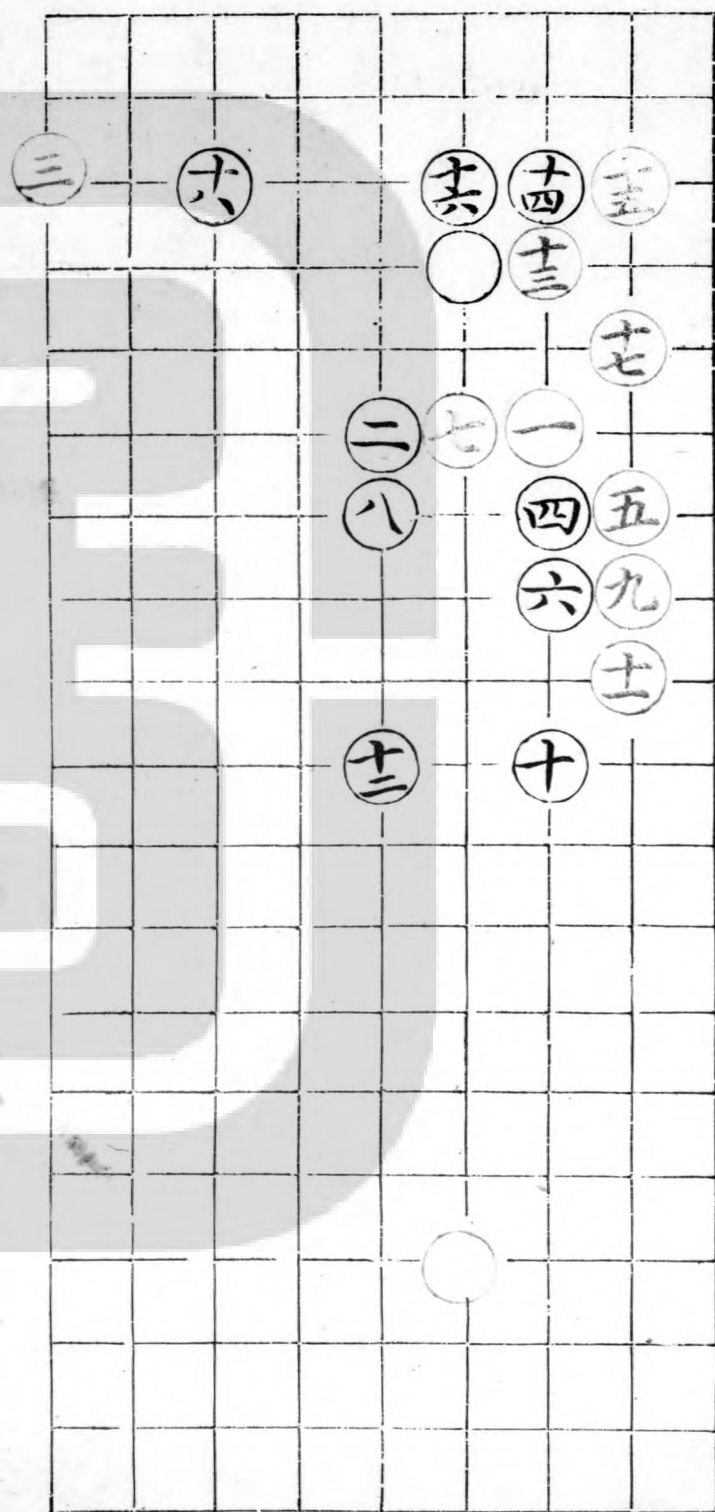


奕敵 起手

五

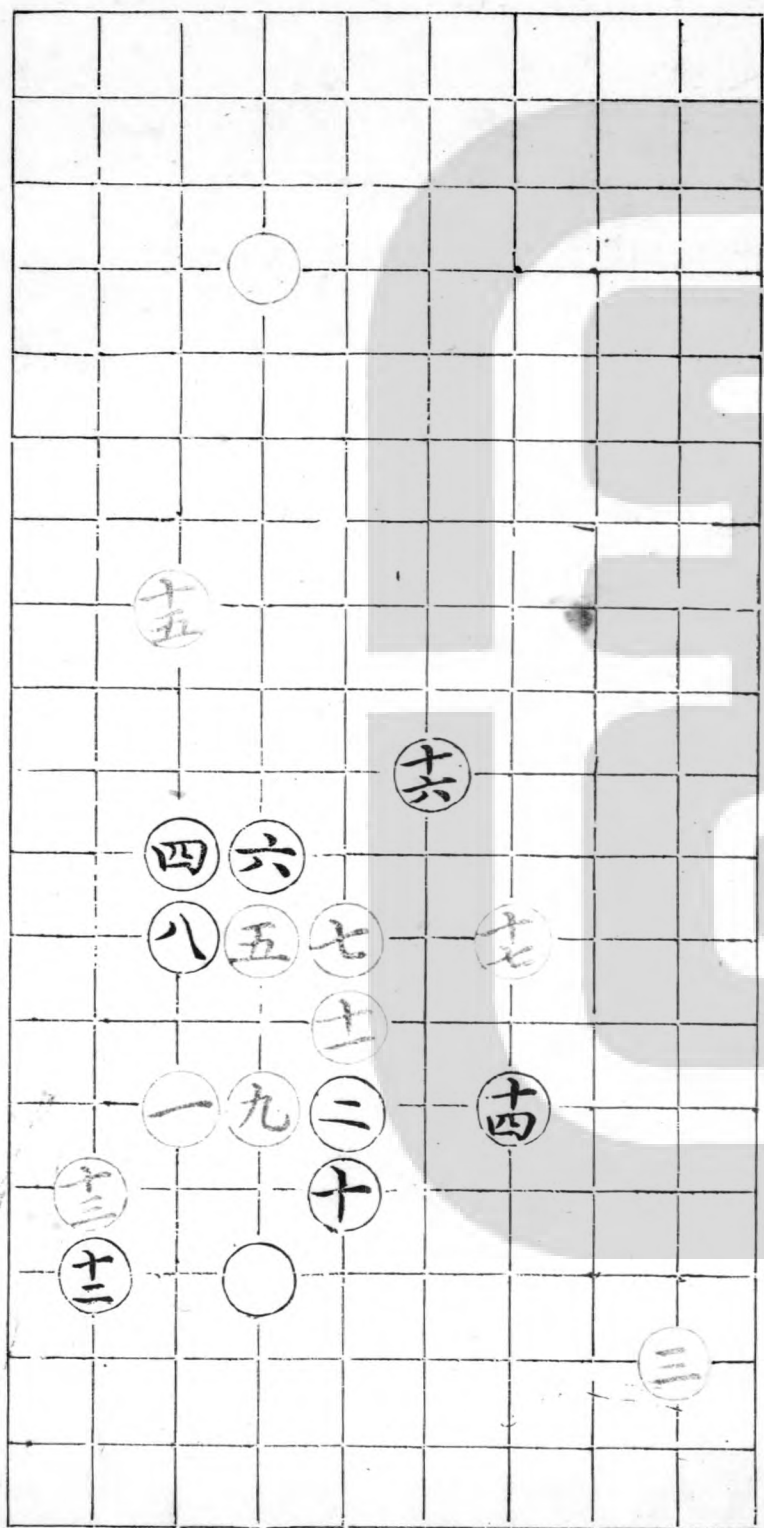
九變

三着以不應為



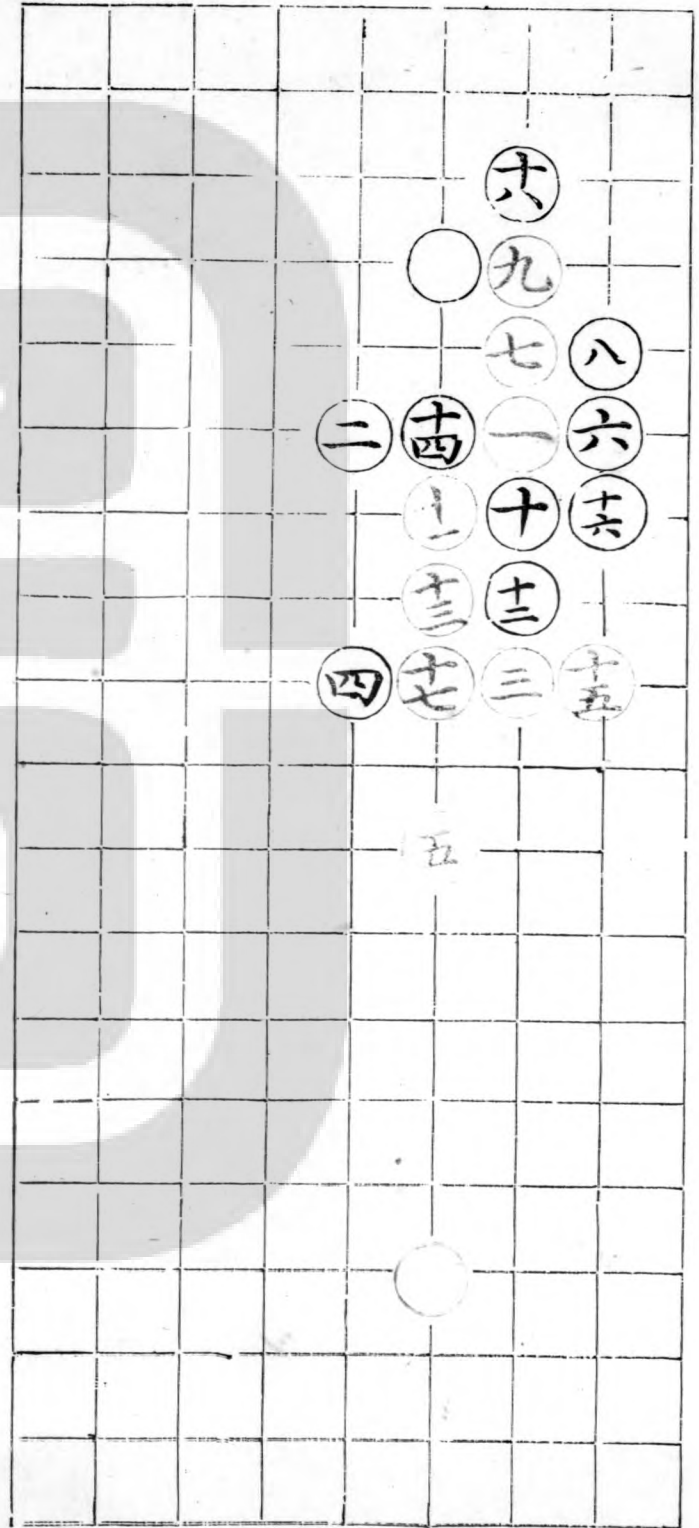
十變

三妙四着應單妙



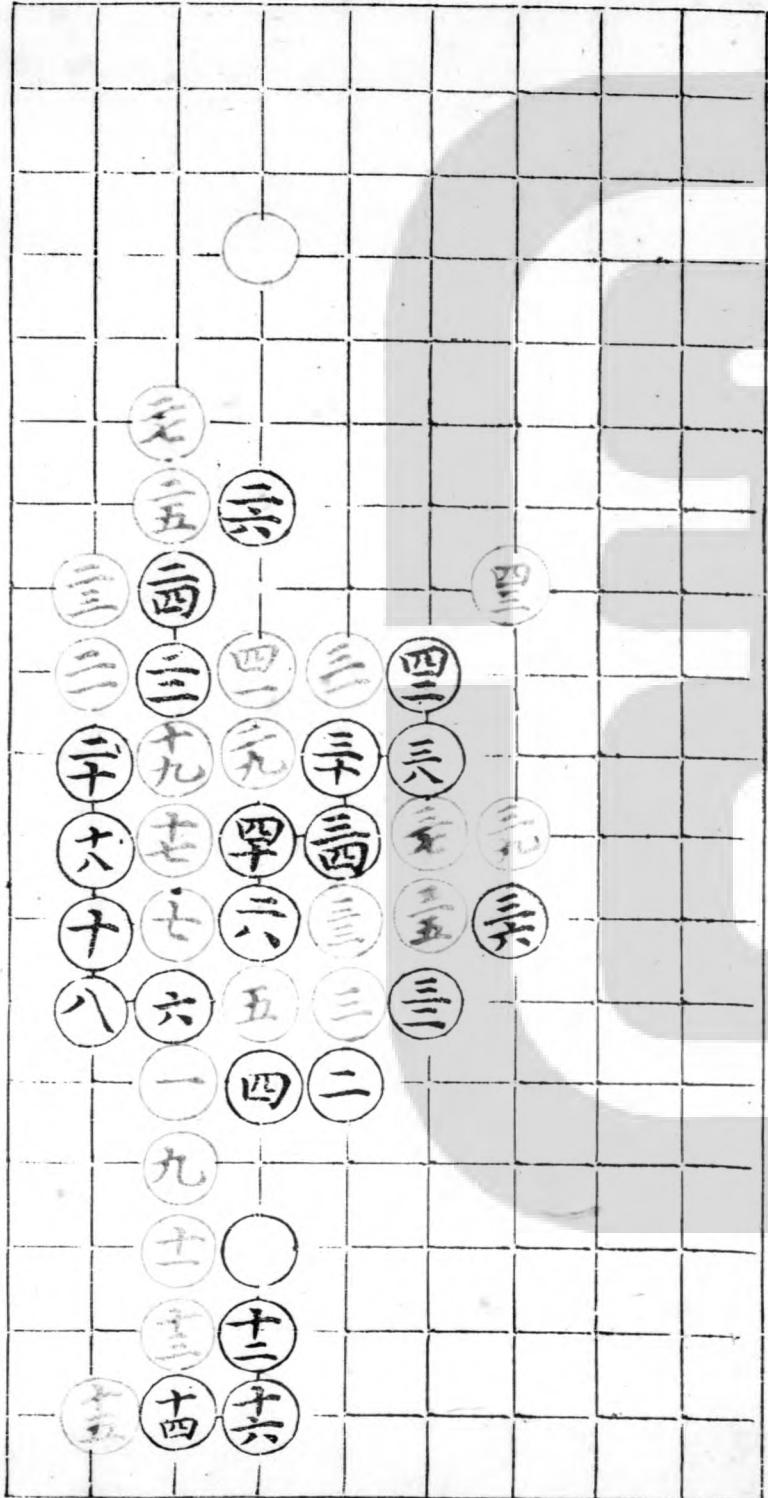
# 十一變

出秋仙八妙



# 十二變

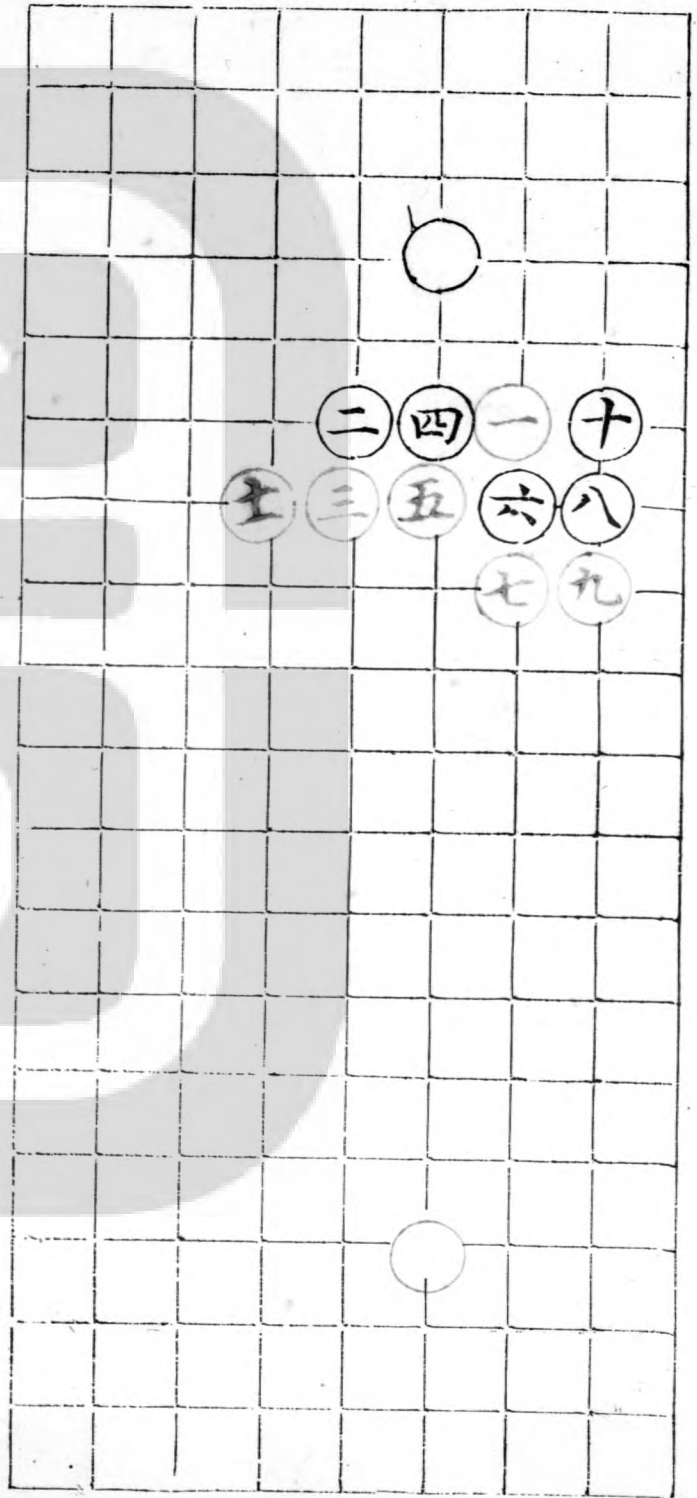
三十妙甚四三一子解雙征





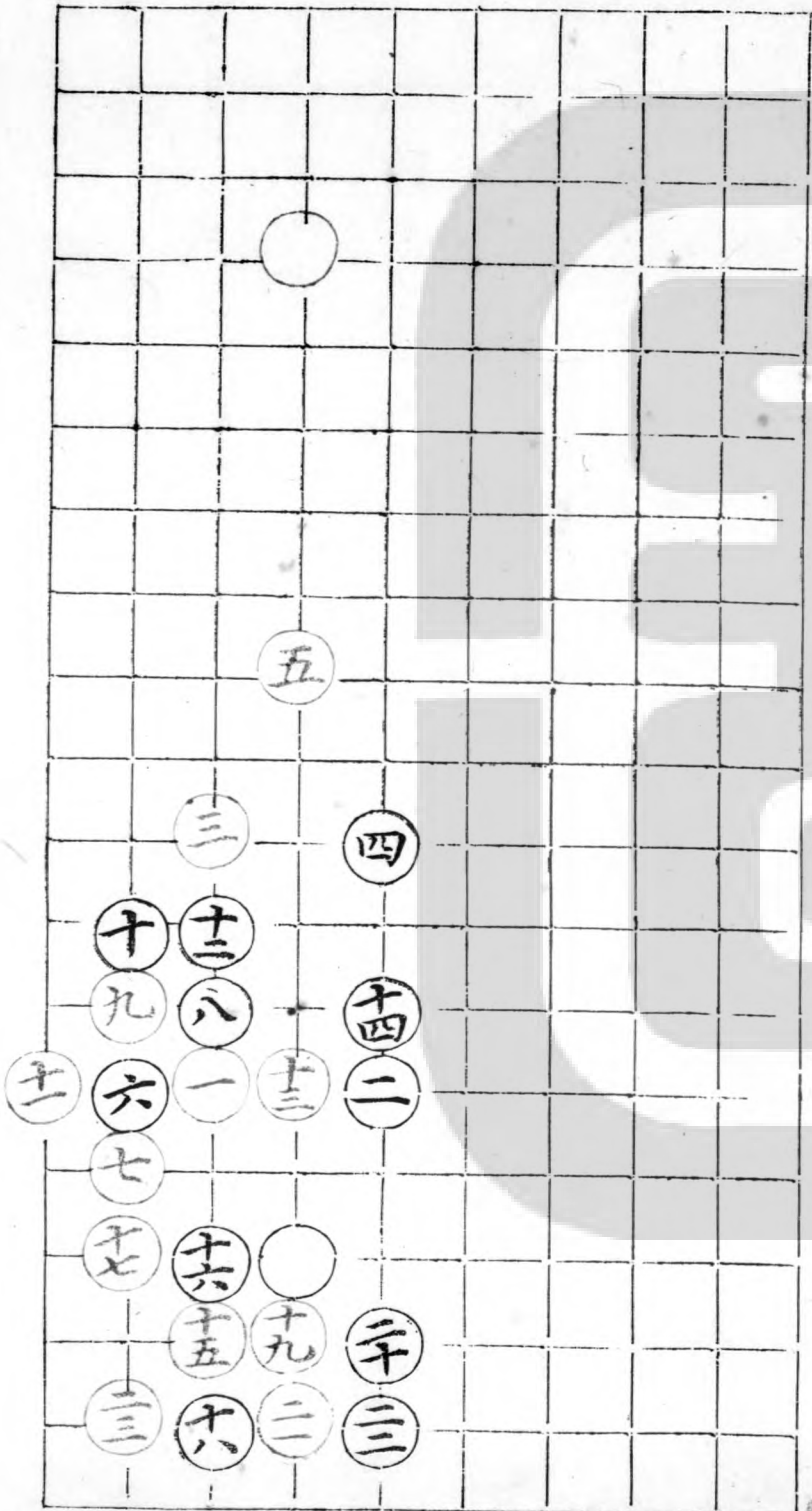
# 十三變

紫子之妙宜以為法



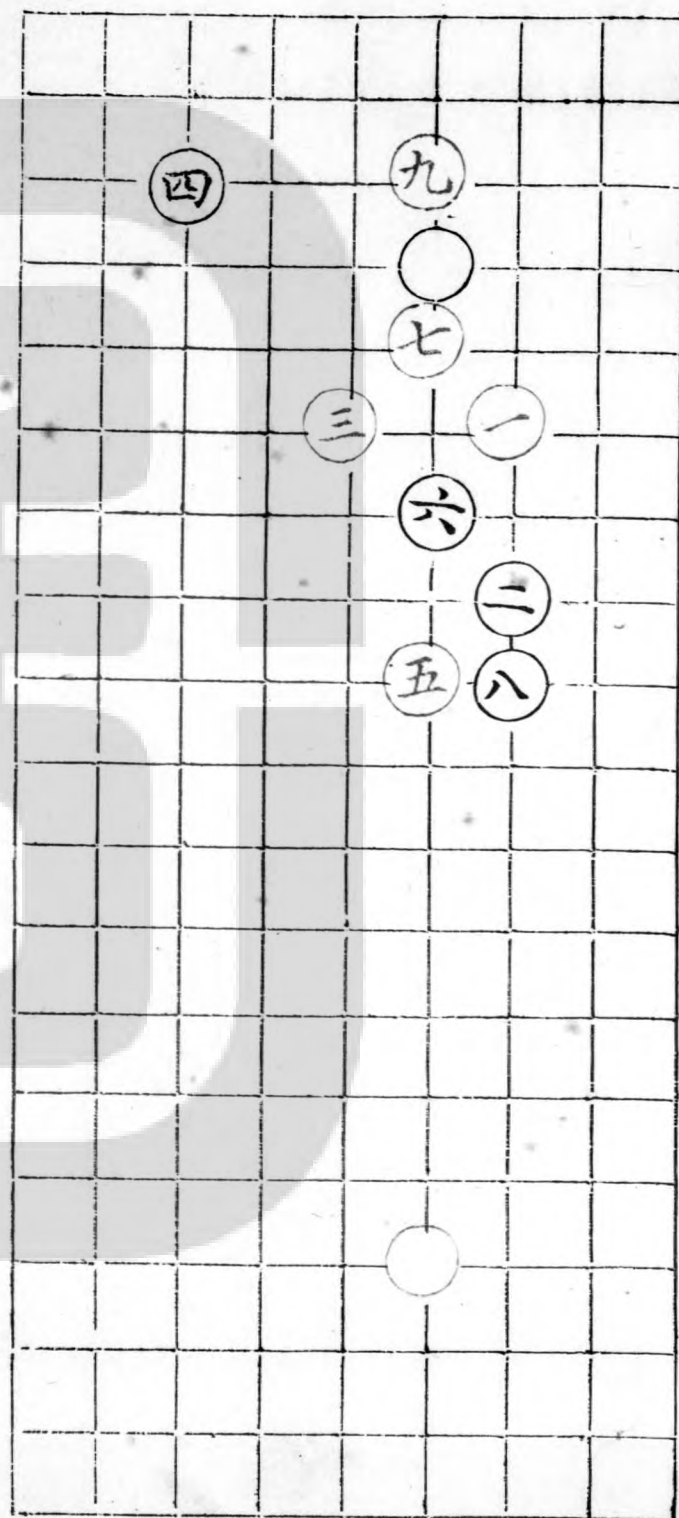
# 十四變

出秋仙十八妙在先收可法



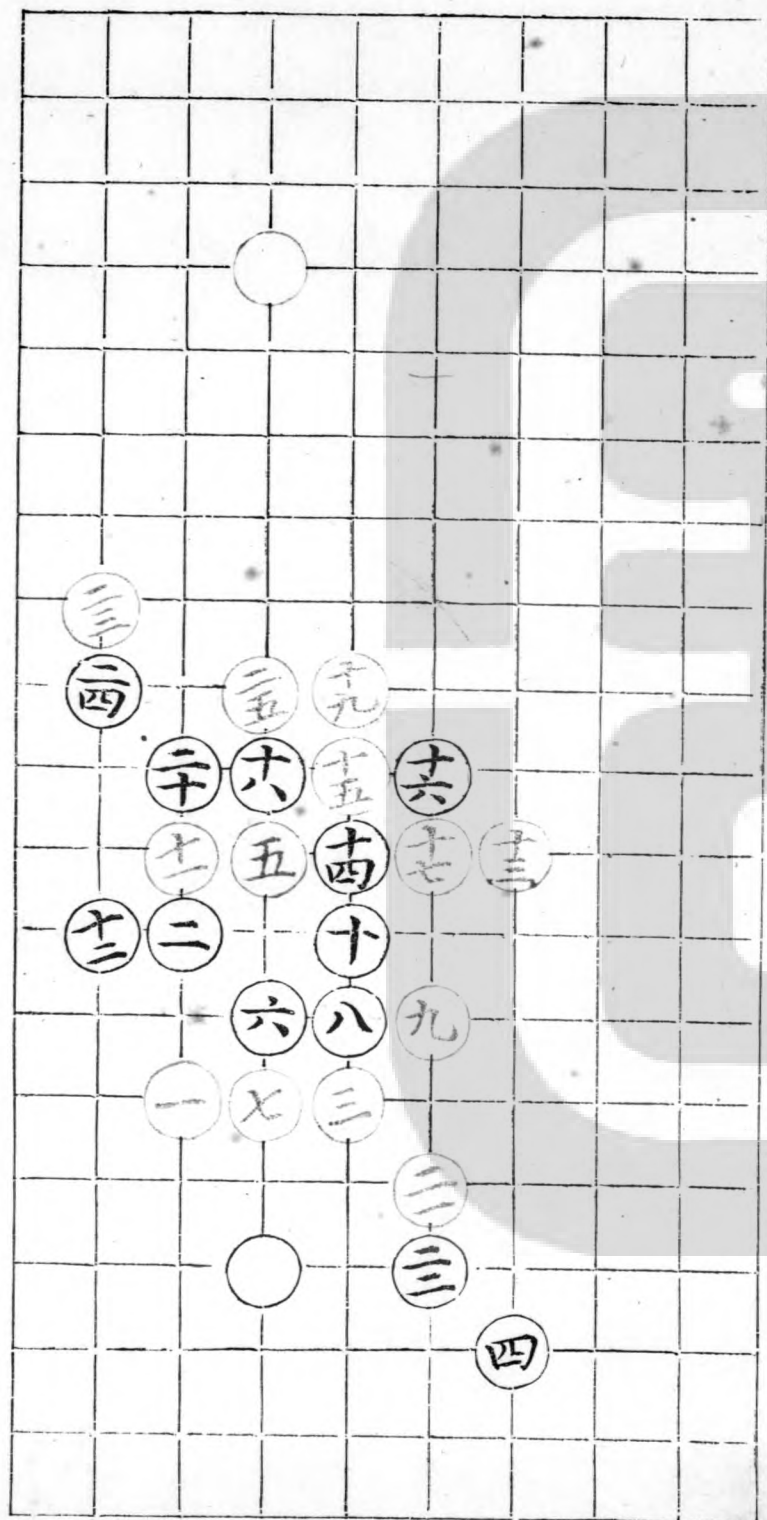
# 捲簾邊

七妙九妙  
捲簾設套之巧不可不知



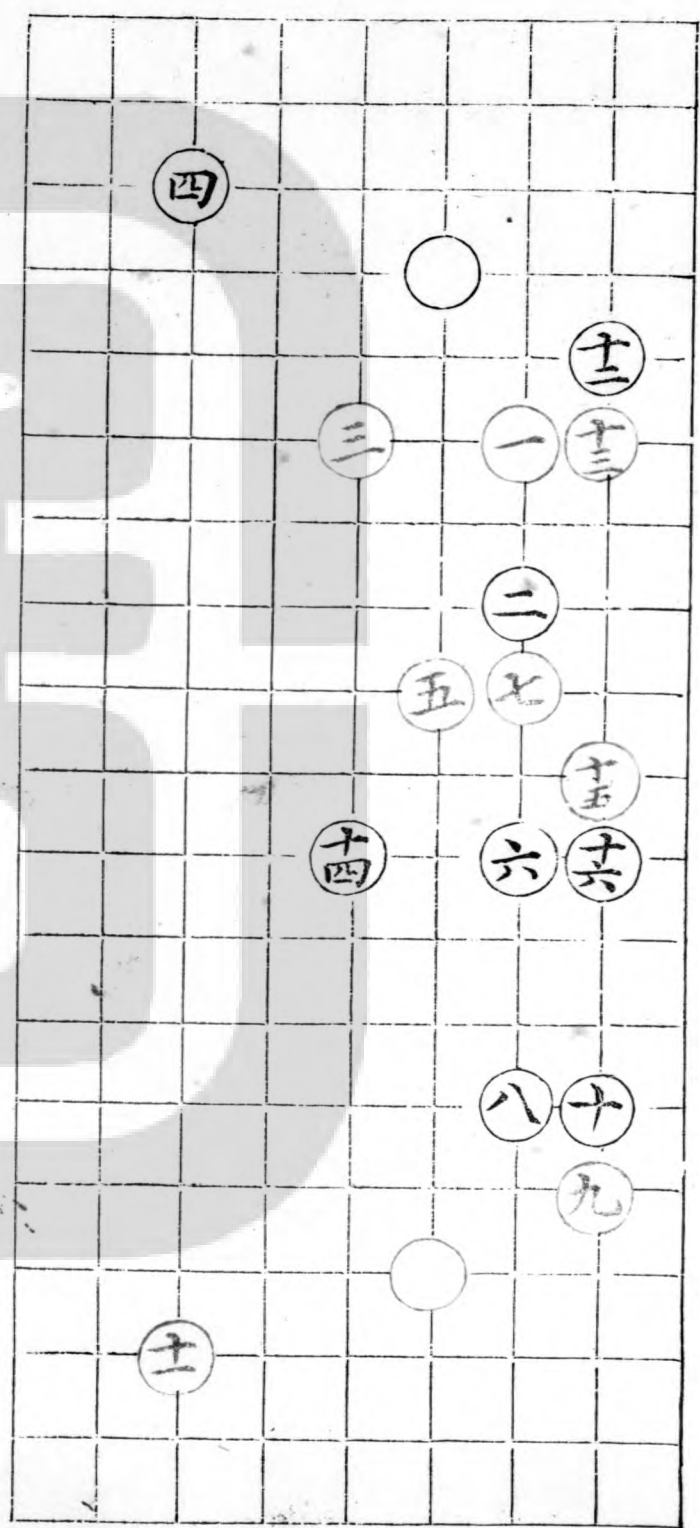
# 一二變

二十四着若于三八則受套



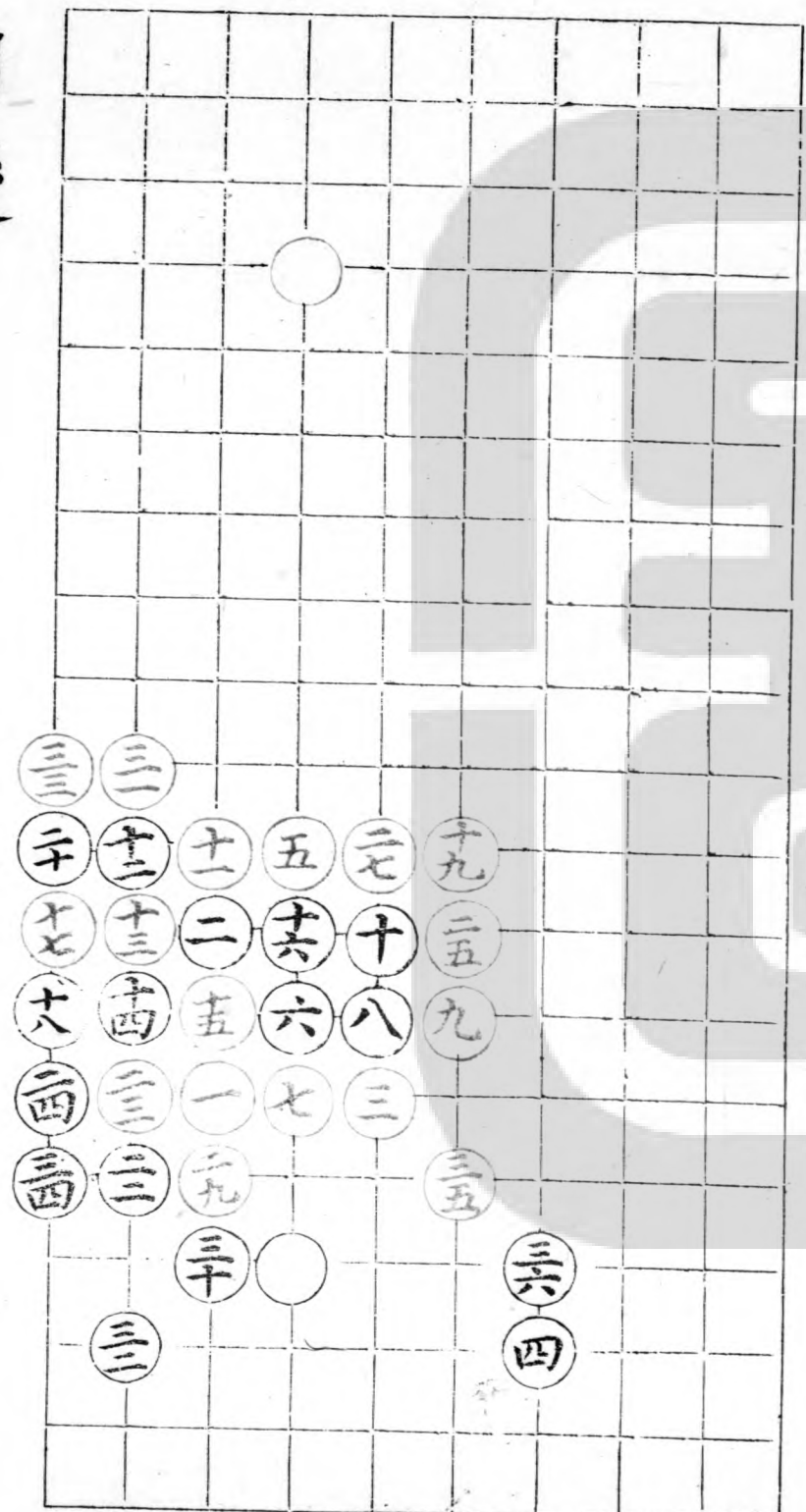
# 三變

捲簾數變非敗則勢失皆因二着以落套之故耳此變棄子則勢不失而勝負未分宜法



# 四變

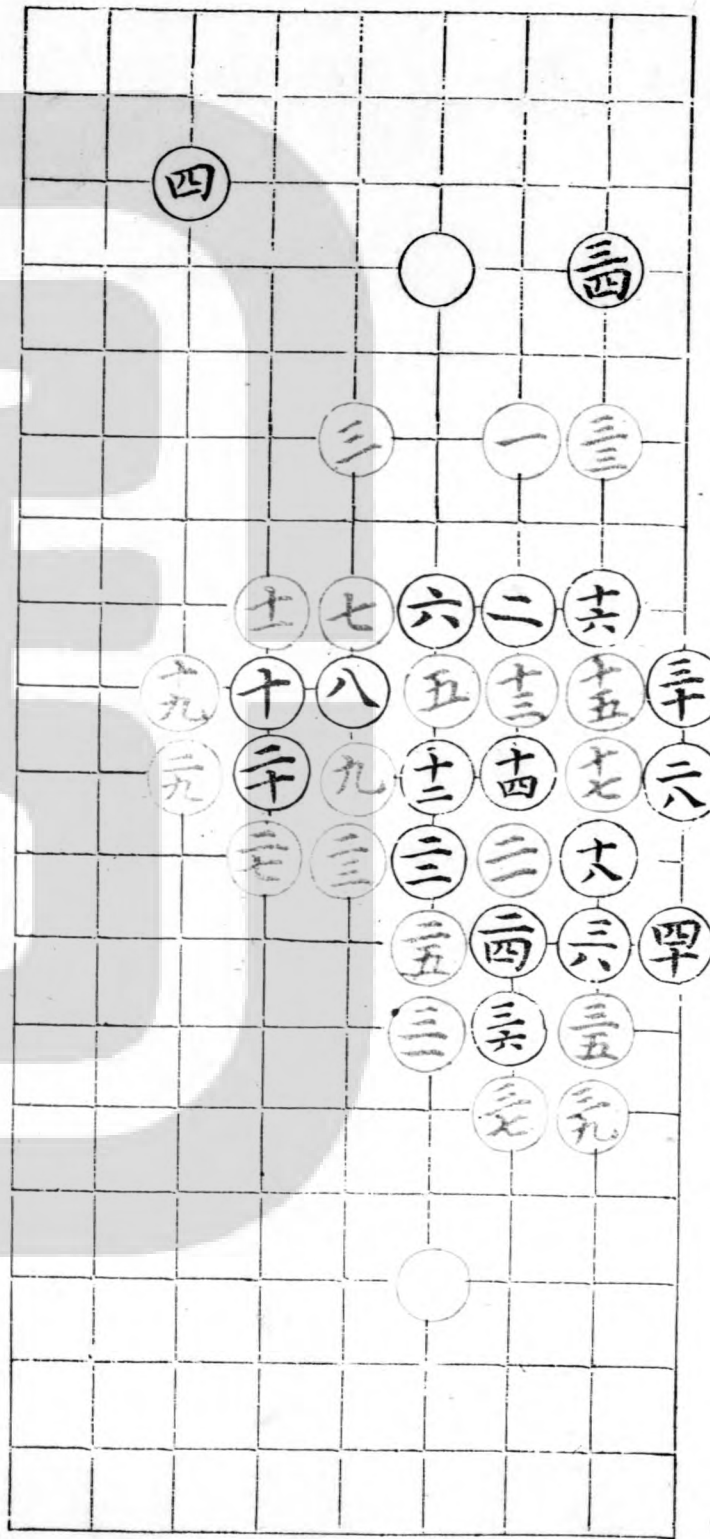
二十一及二十八同十三 二十六同十七



奕叢 起手

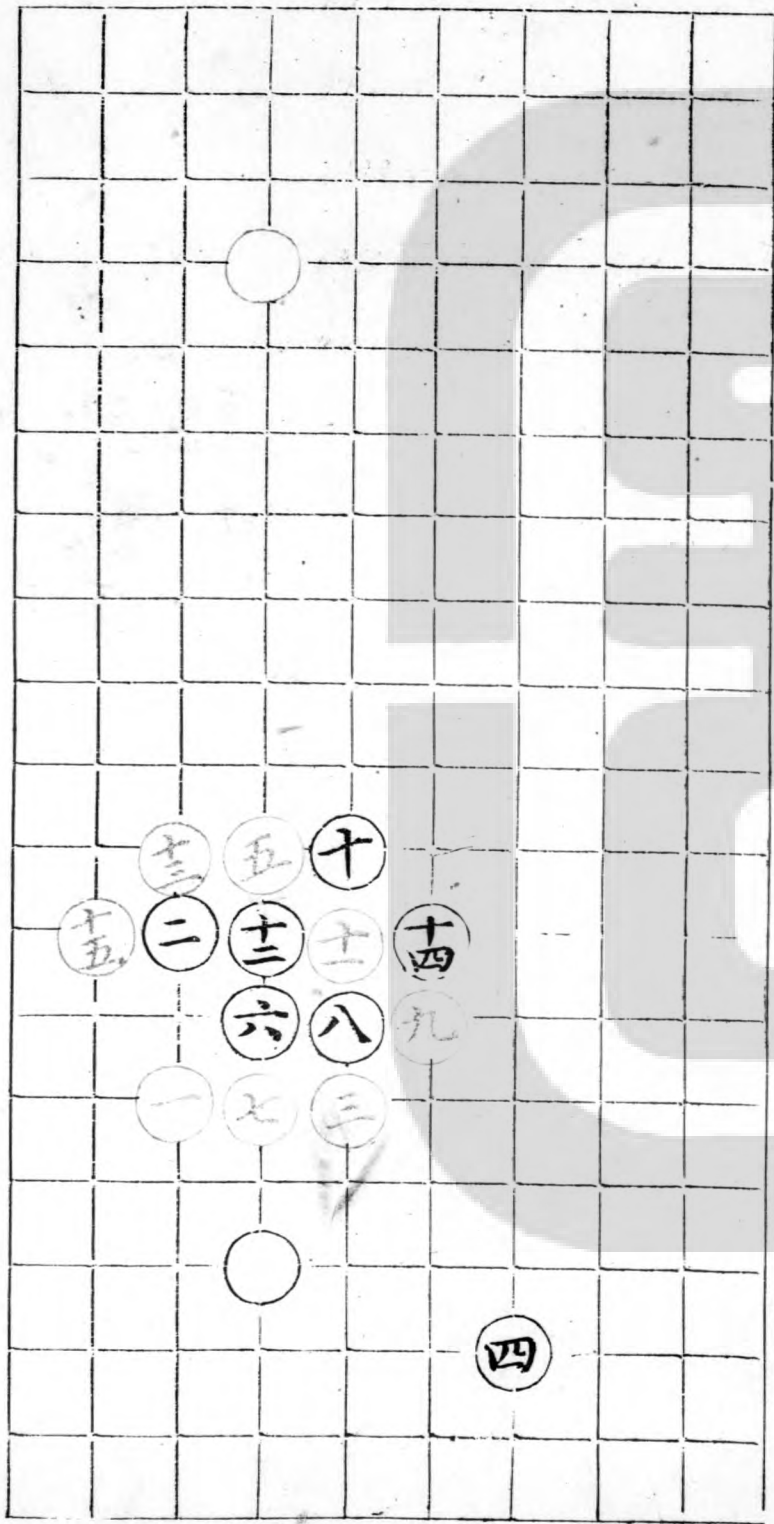
# 五變

二十六同二十一  
三十一棄子爭先妙  
三十二同八



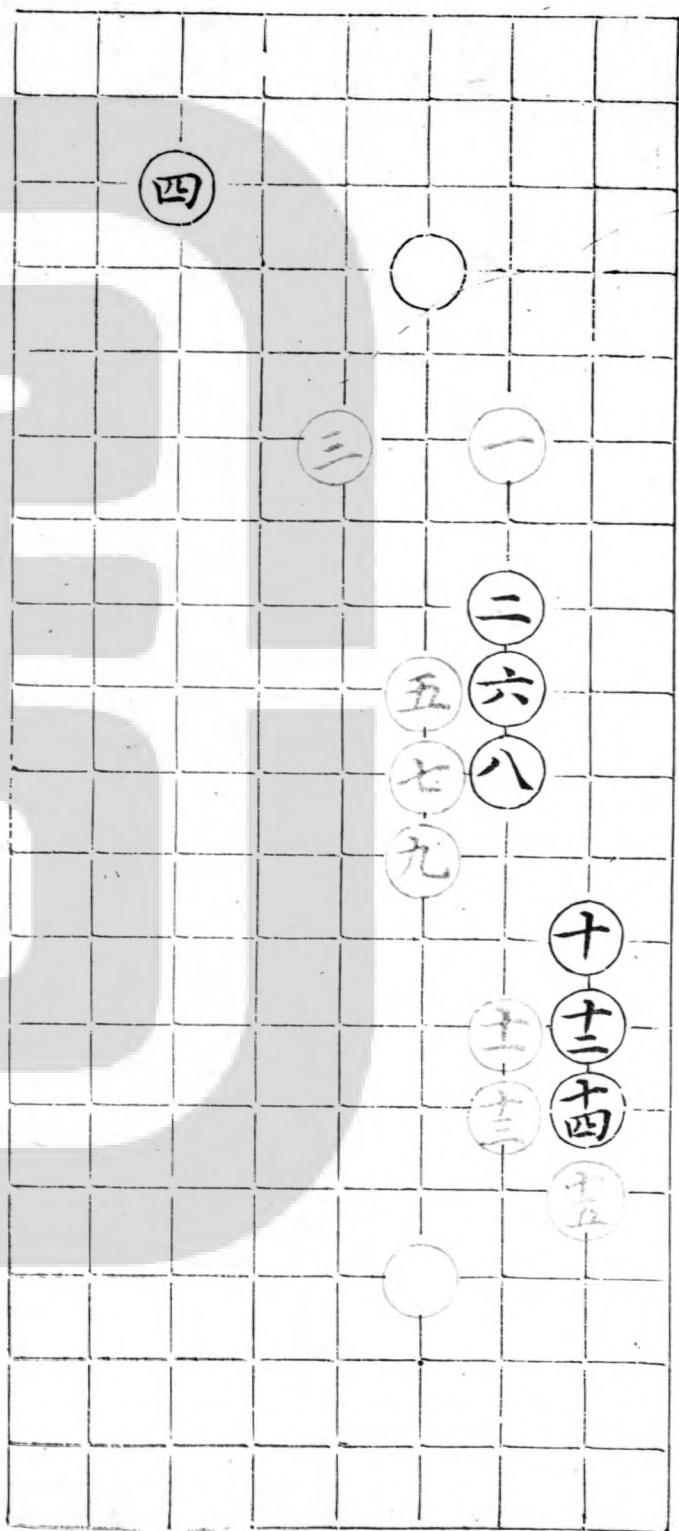
# 六變

六着之侵此勢最忌



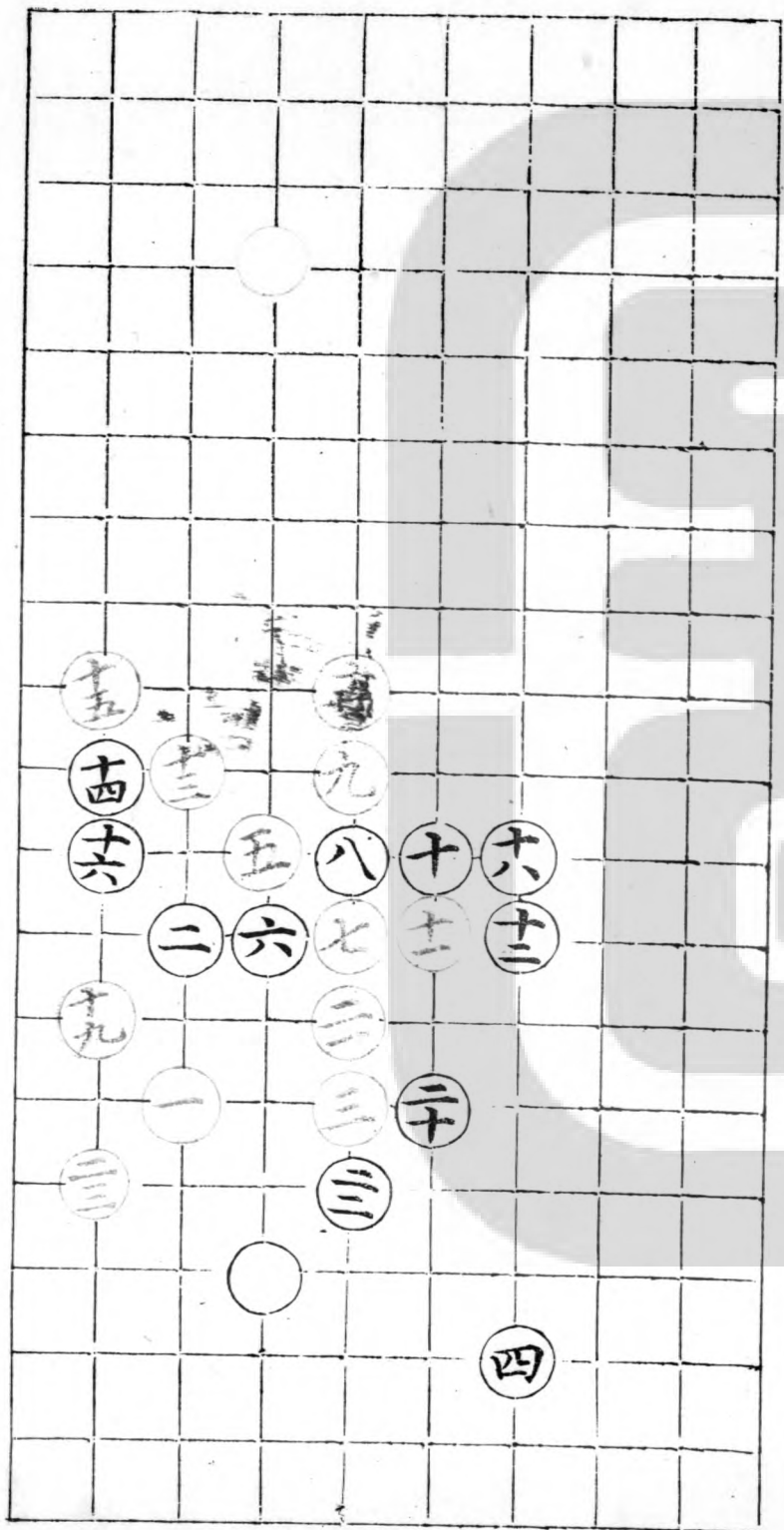
七變

自得勢



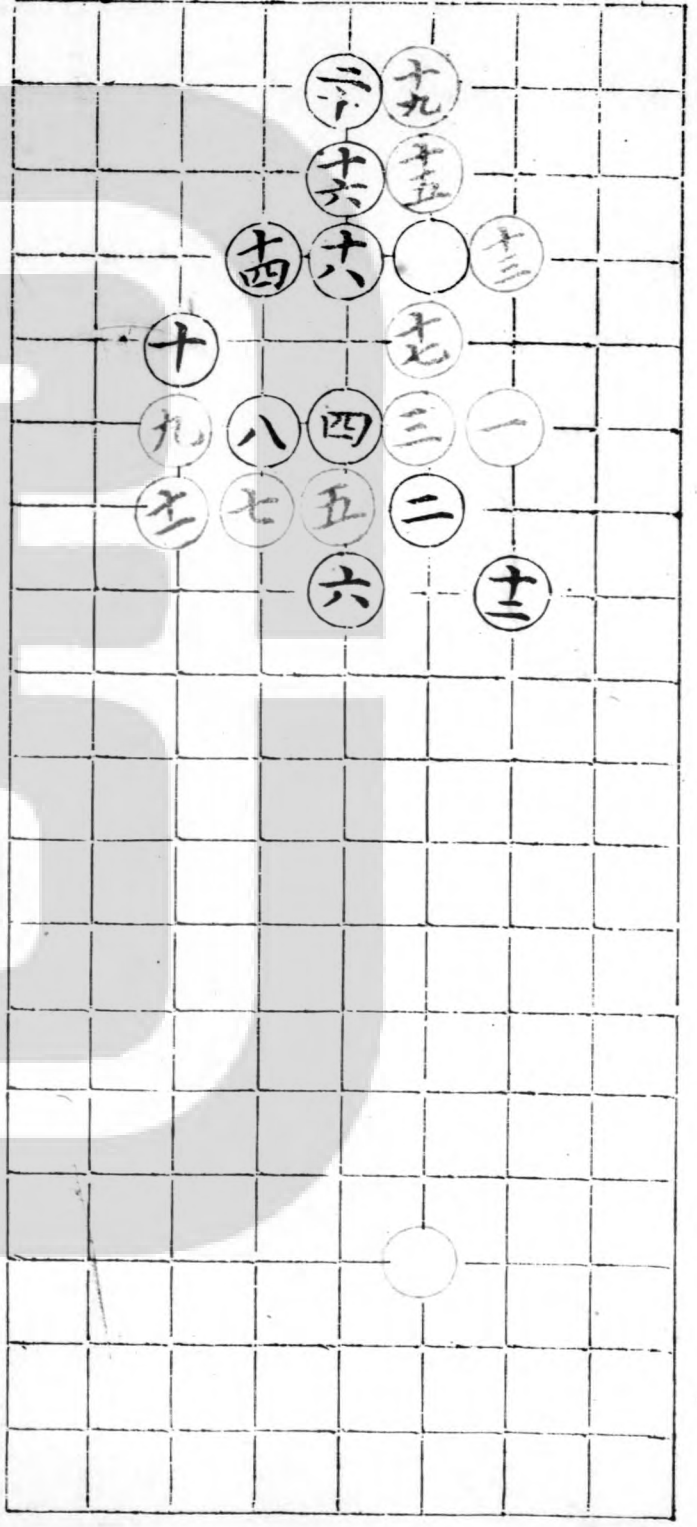
八變

十七妙二十三妙

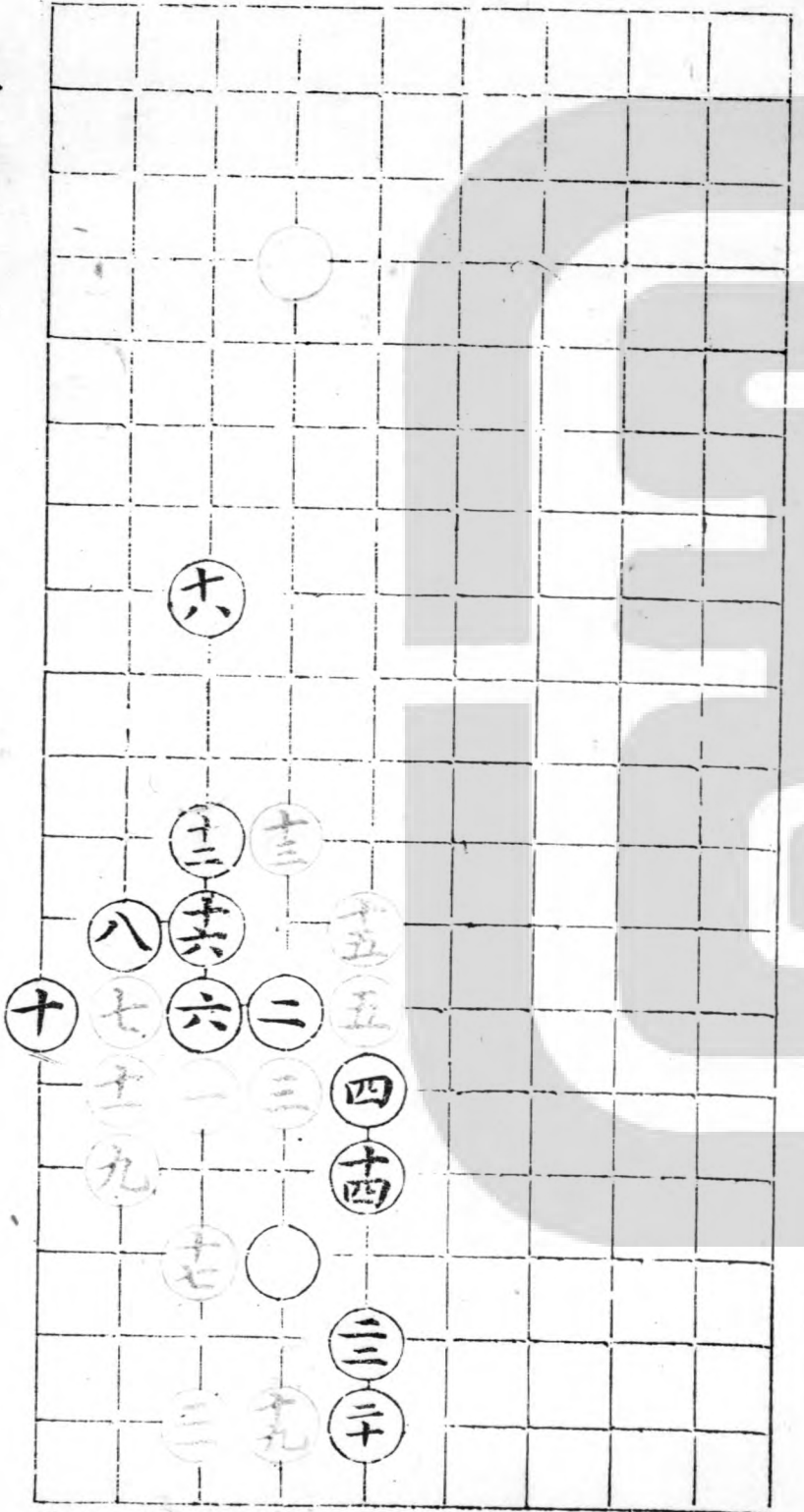


倒垂蓮

十四不落套最妙



二變

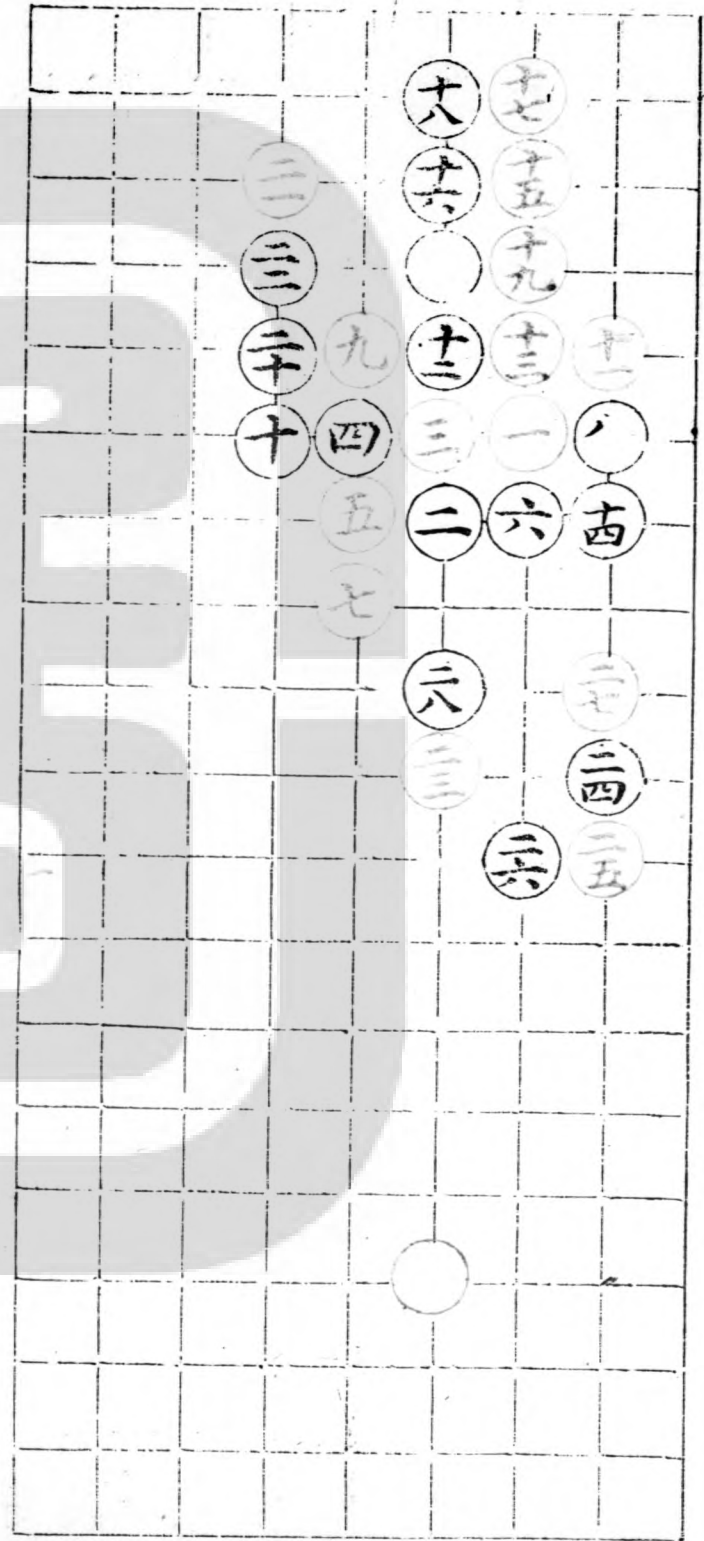


夾攻起手

十七十九妙

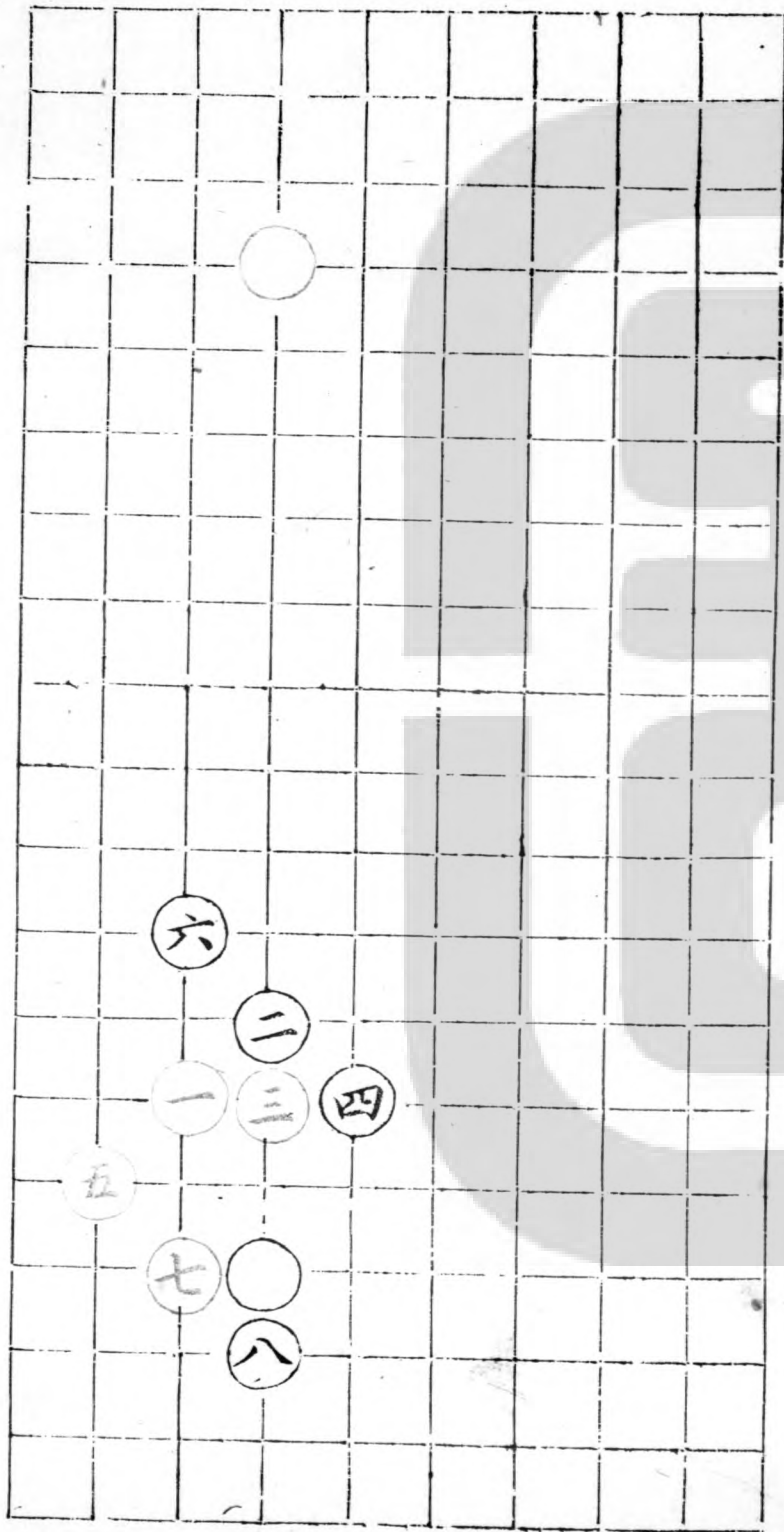
三變

二八妙



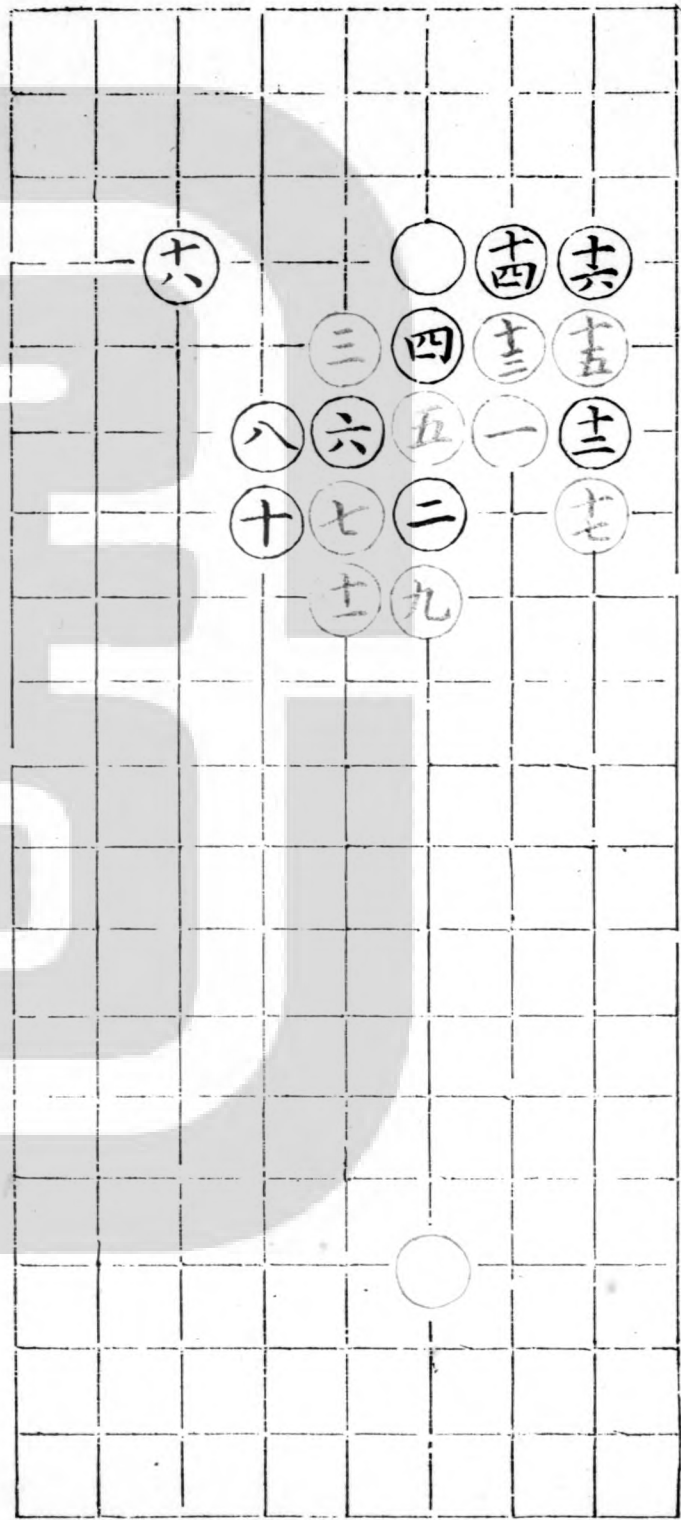
四變

五七妙



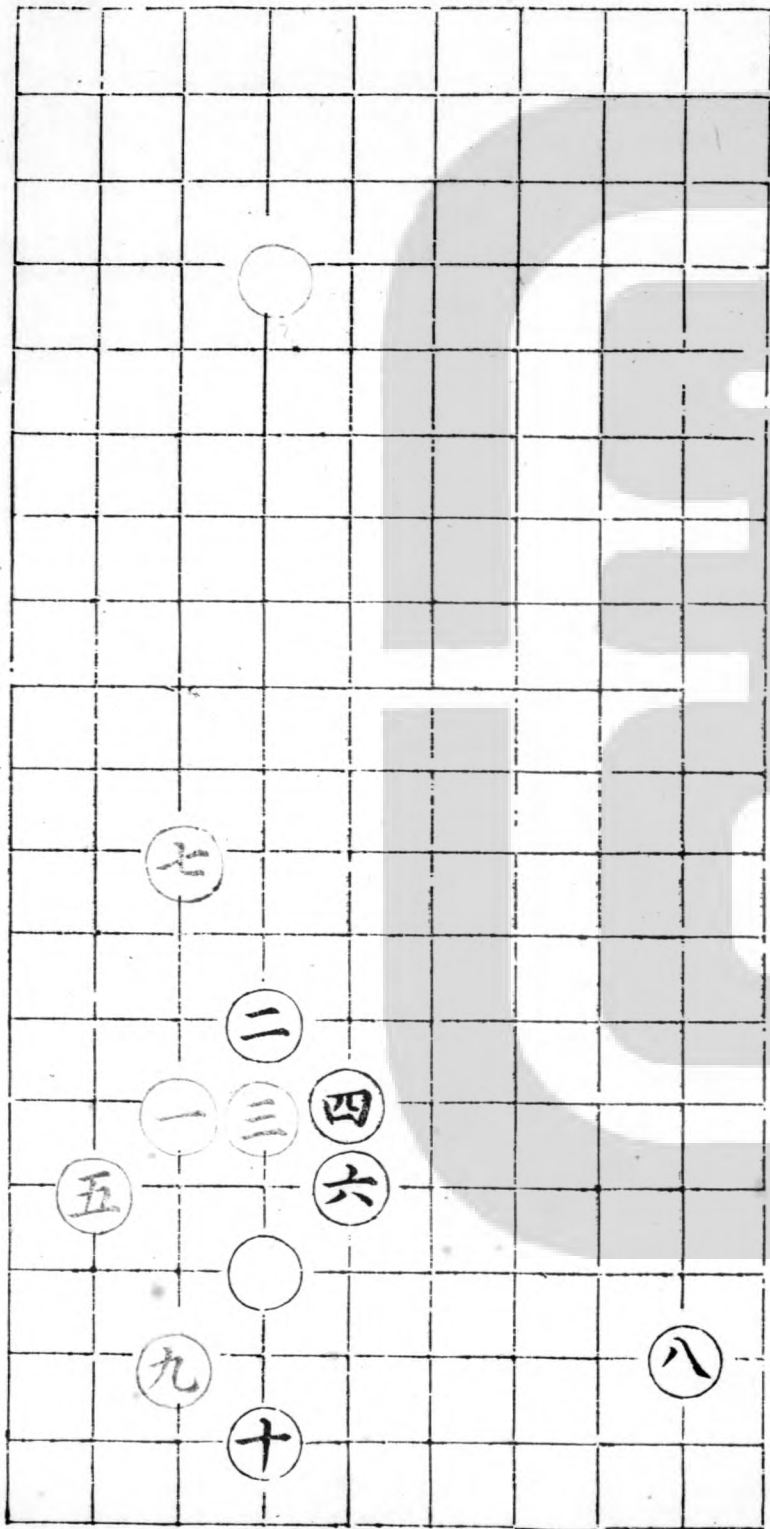
五變

十二妙



六變

五妙



奕技起手

十五

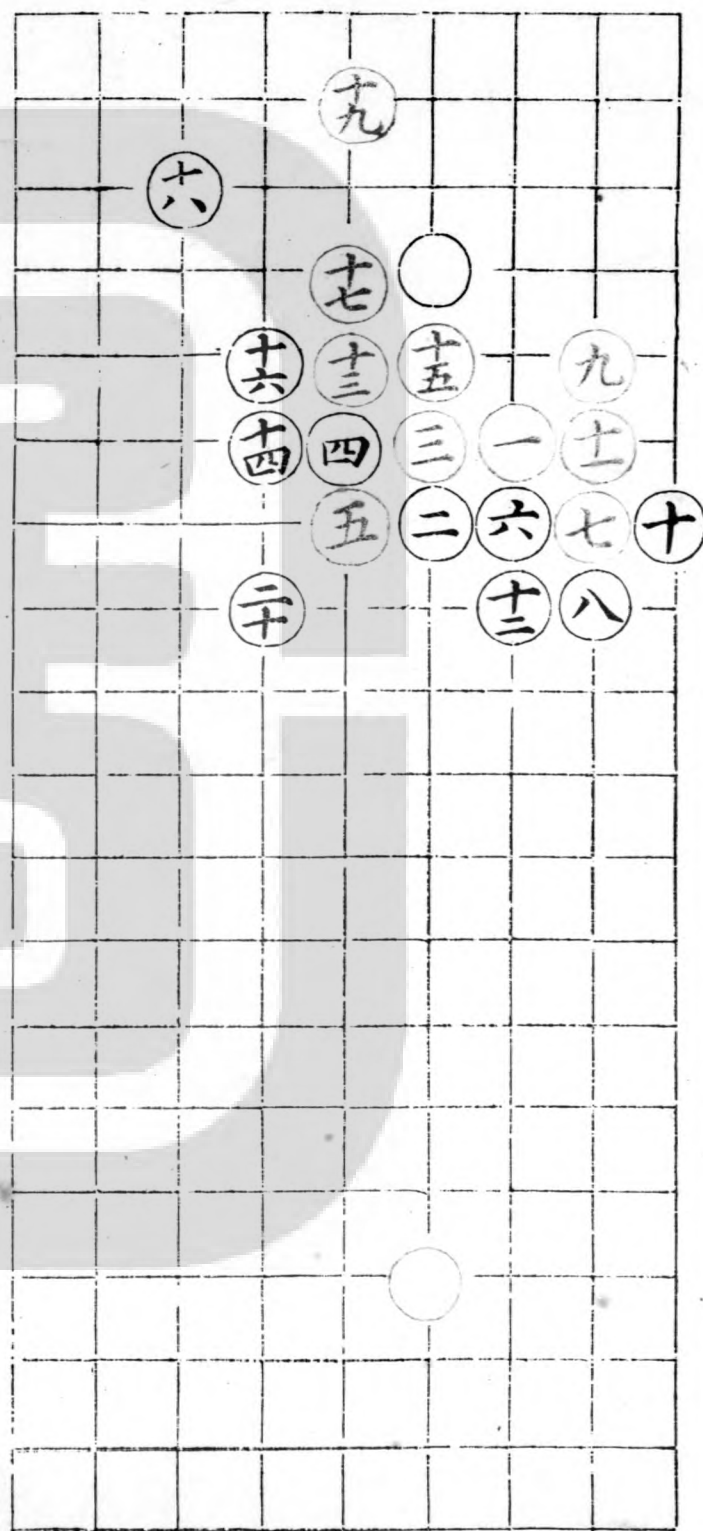
奕技

十四



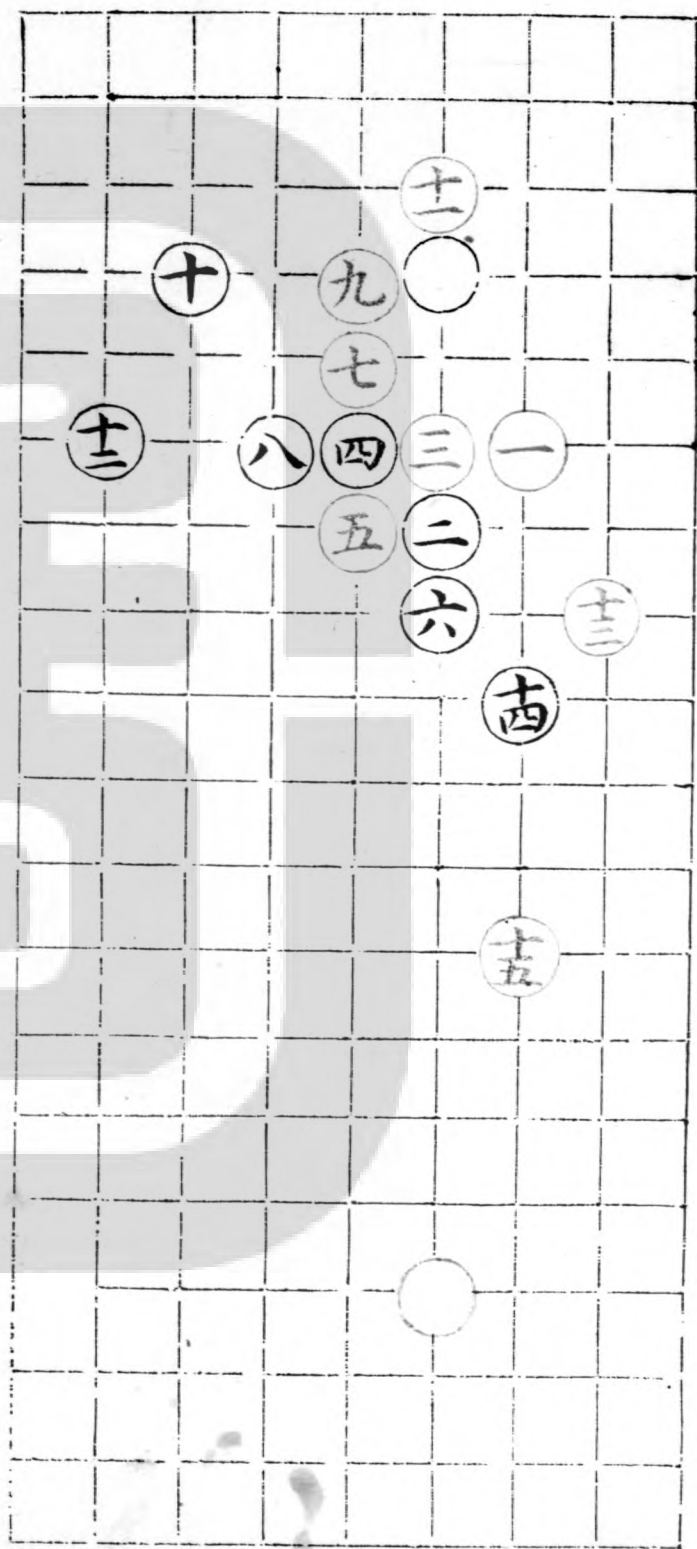
# 七變

十二實粘得外勢



九變

六着棄角欠美且固腹費力



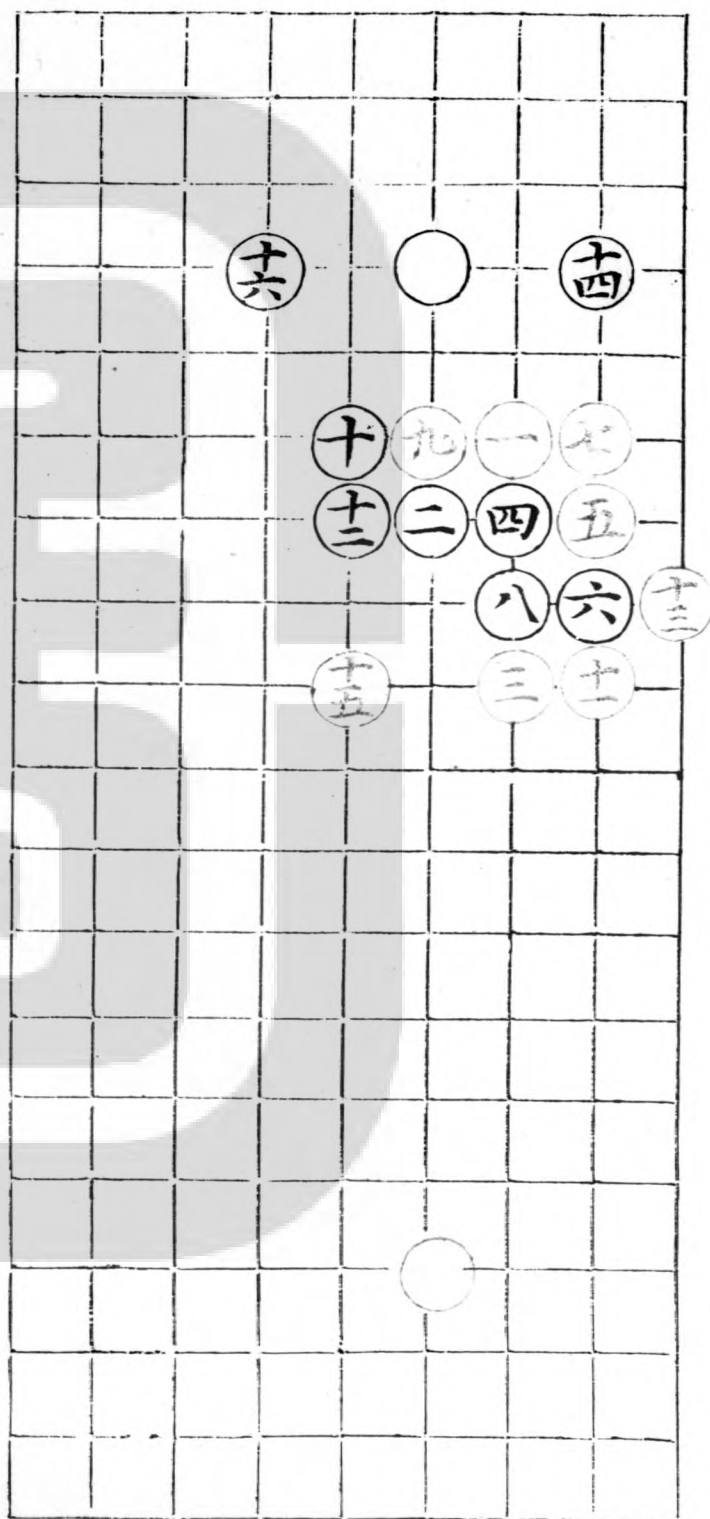
十變

三五妙



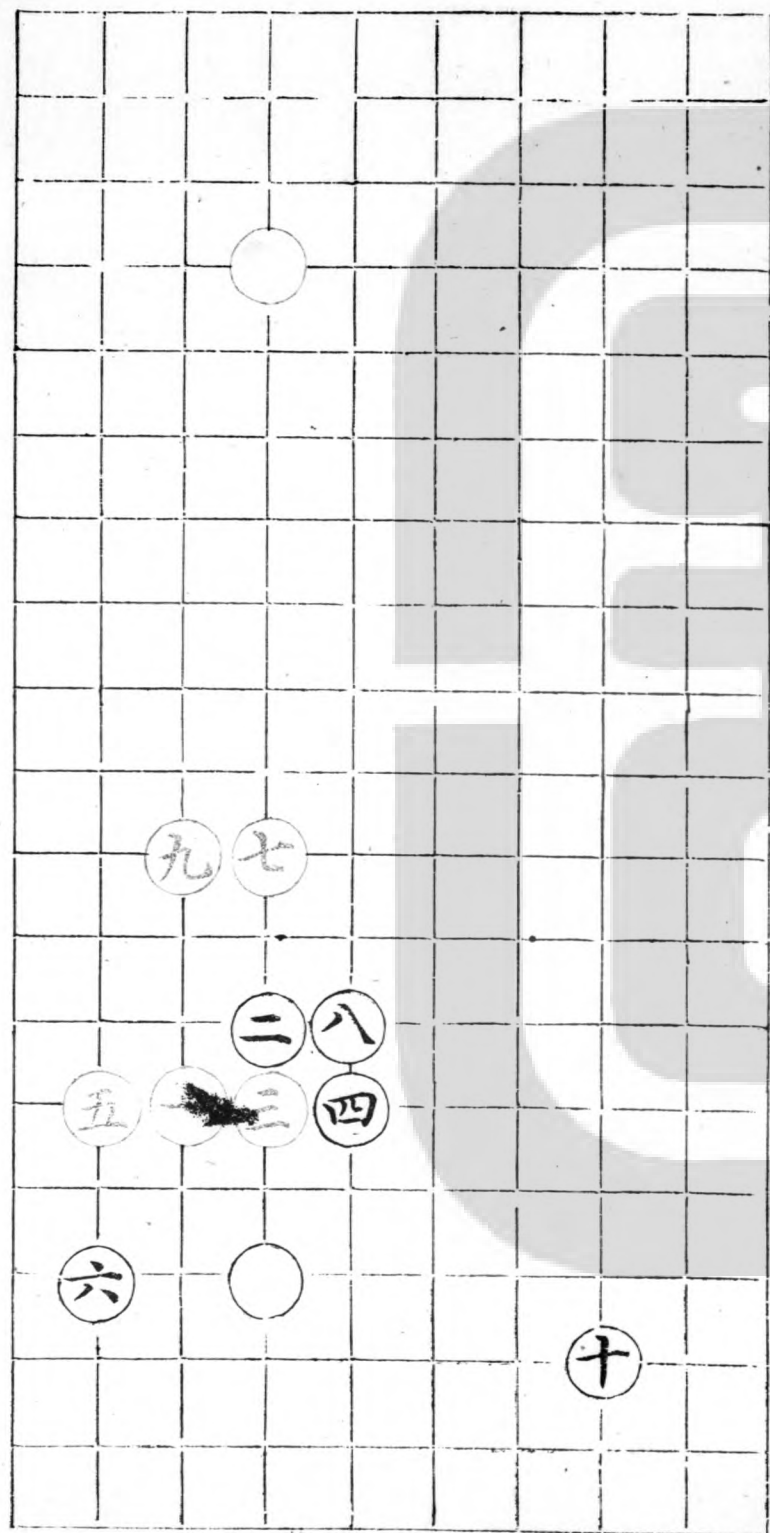
十一變

十一妙



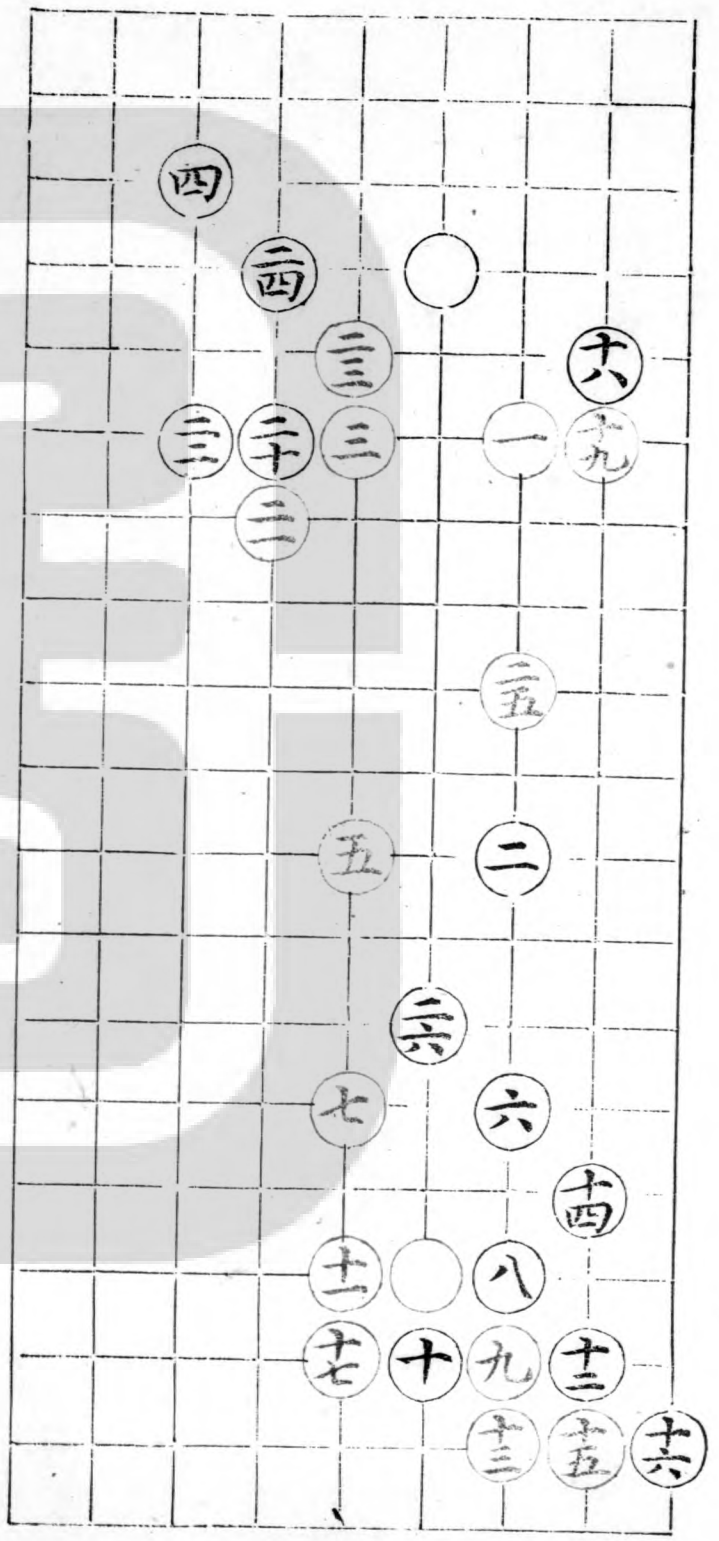
十二變

六七妙



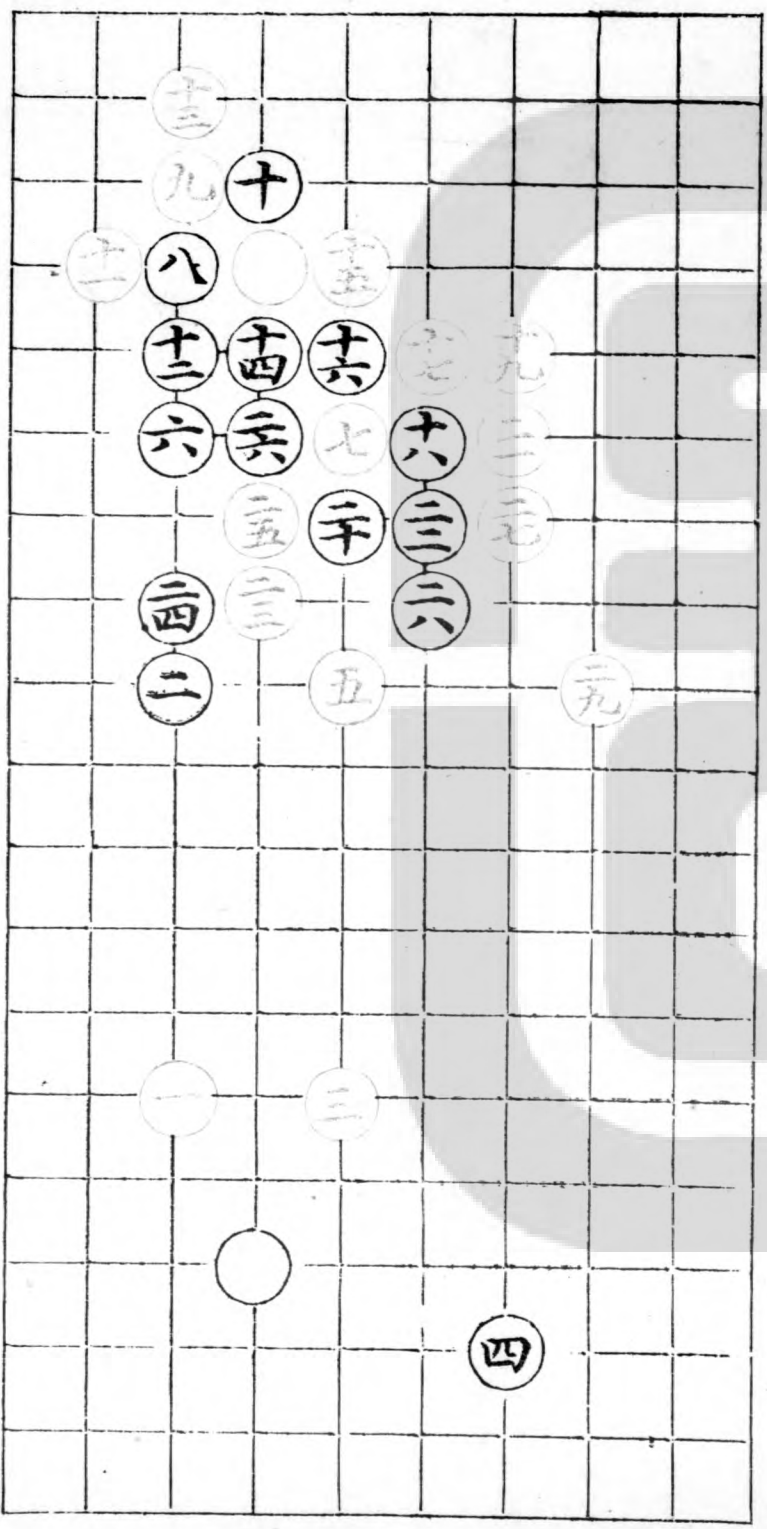
# 轉換邊

勢極新巧惟對手者識之



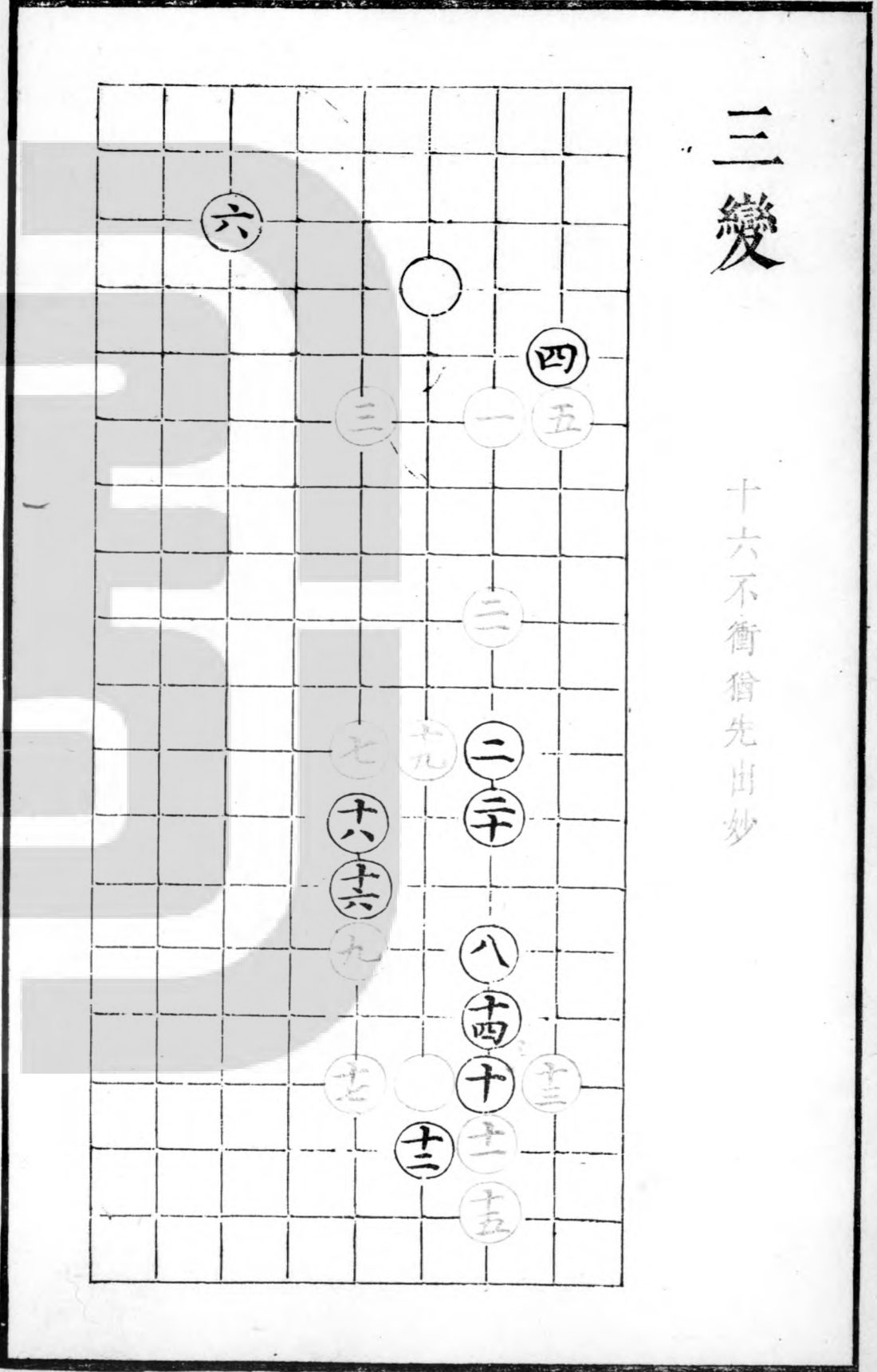
# 二變

十一及二十三妙  
二十九得勢



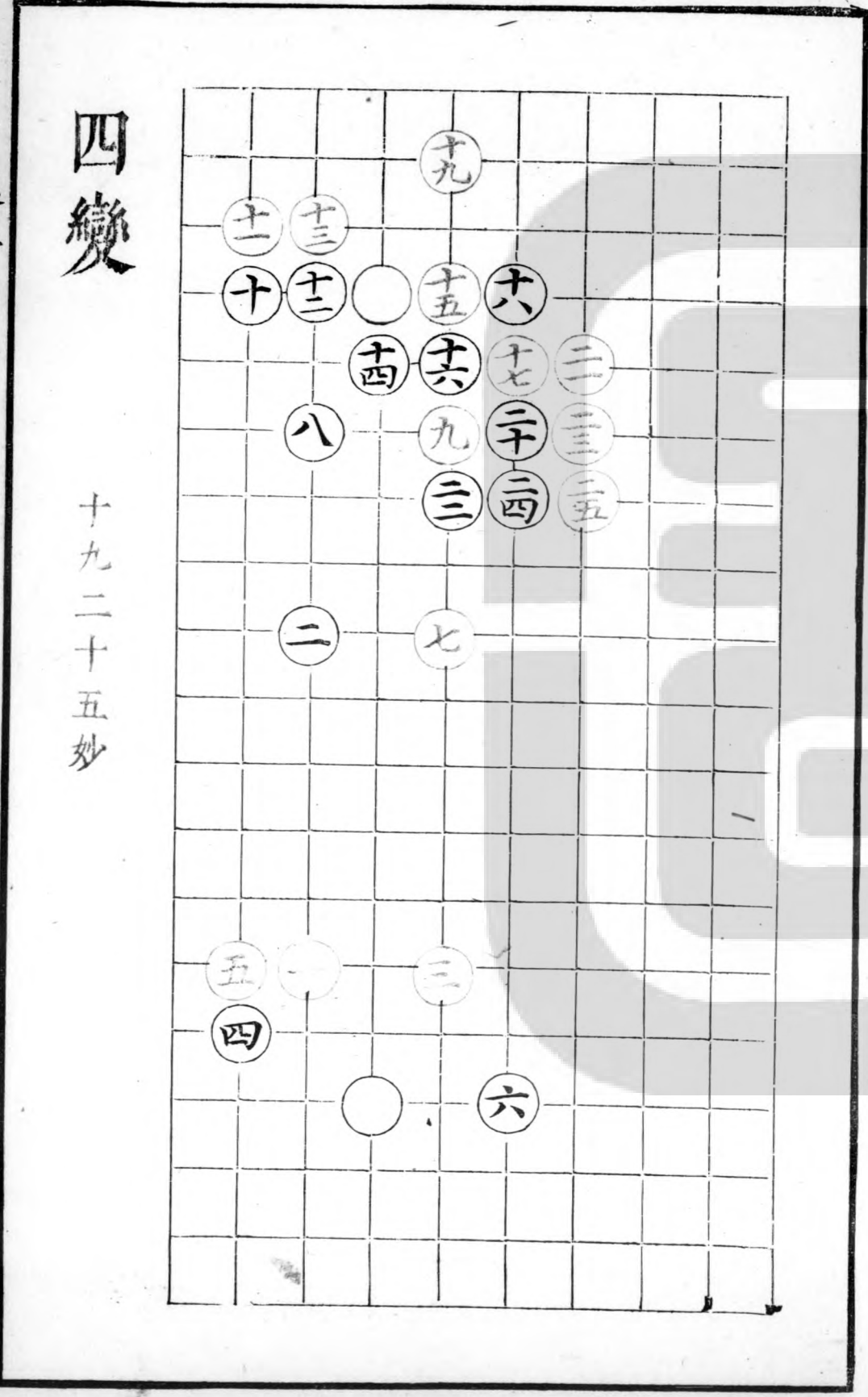
# 三變

十六不衝猶先出妙



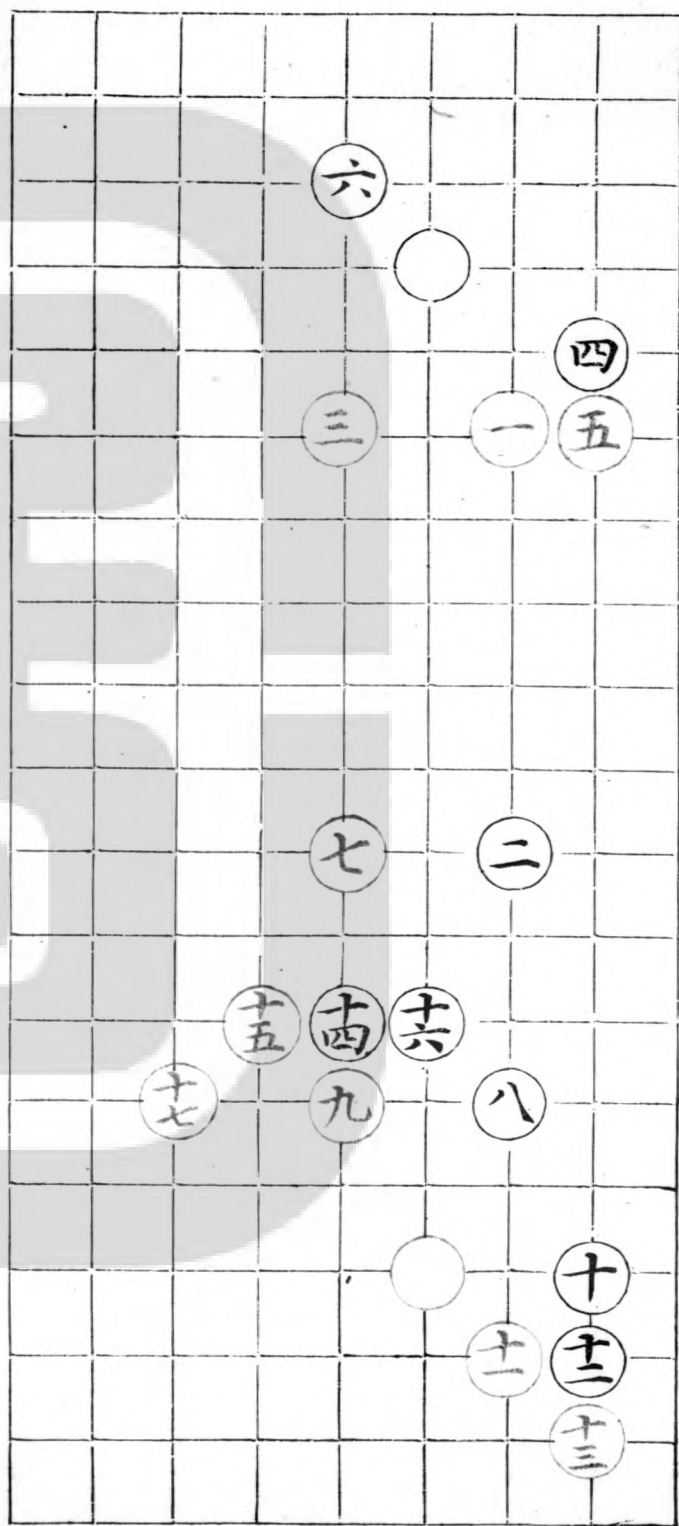
# 四變

十九二十五妙



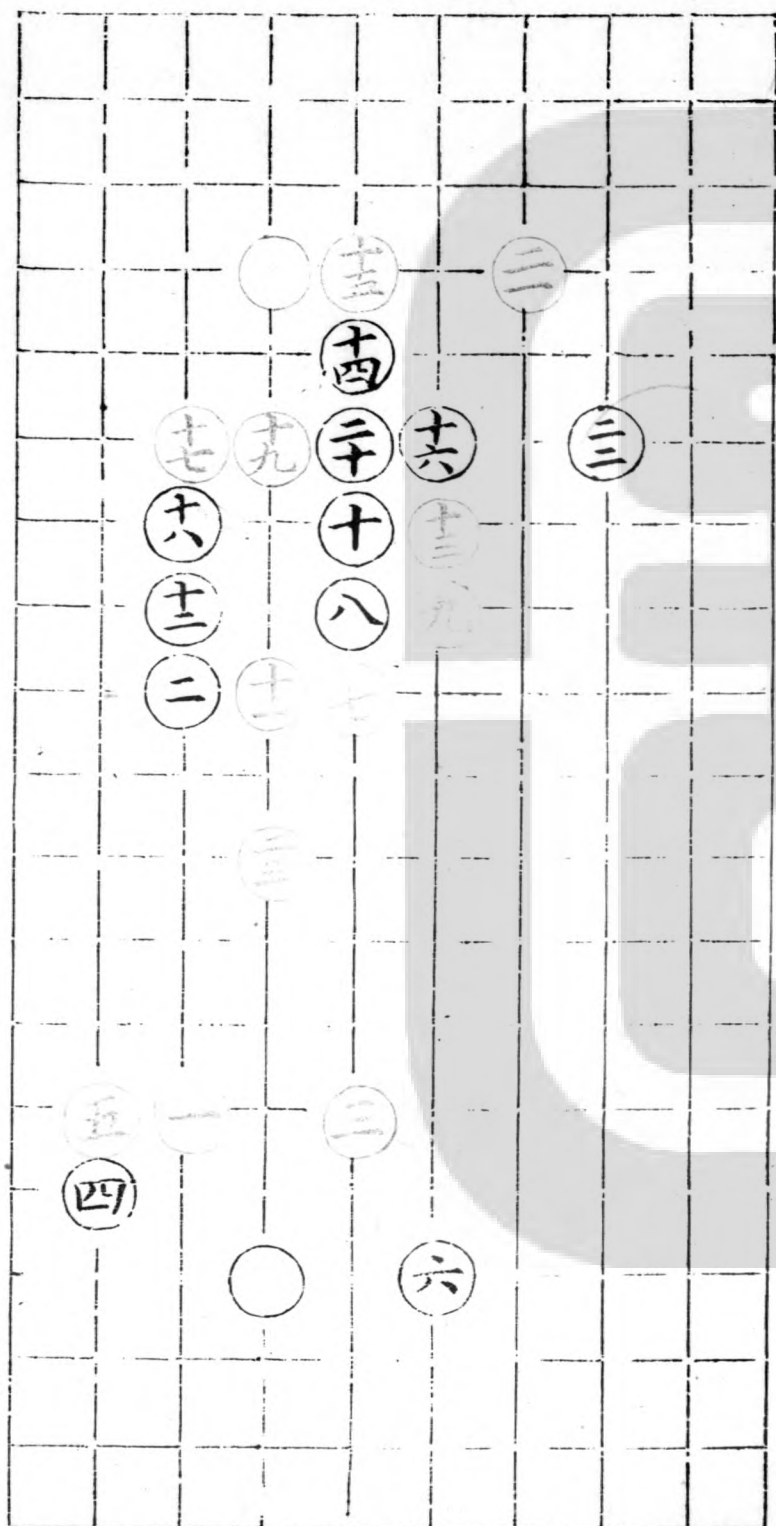
# 五變

兩分  
十六好



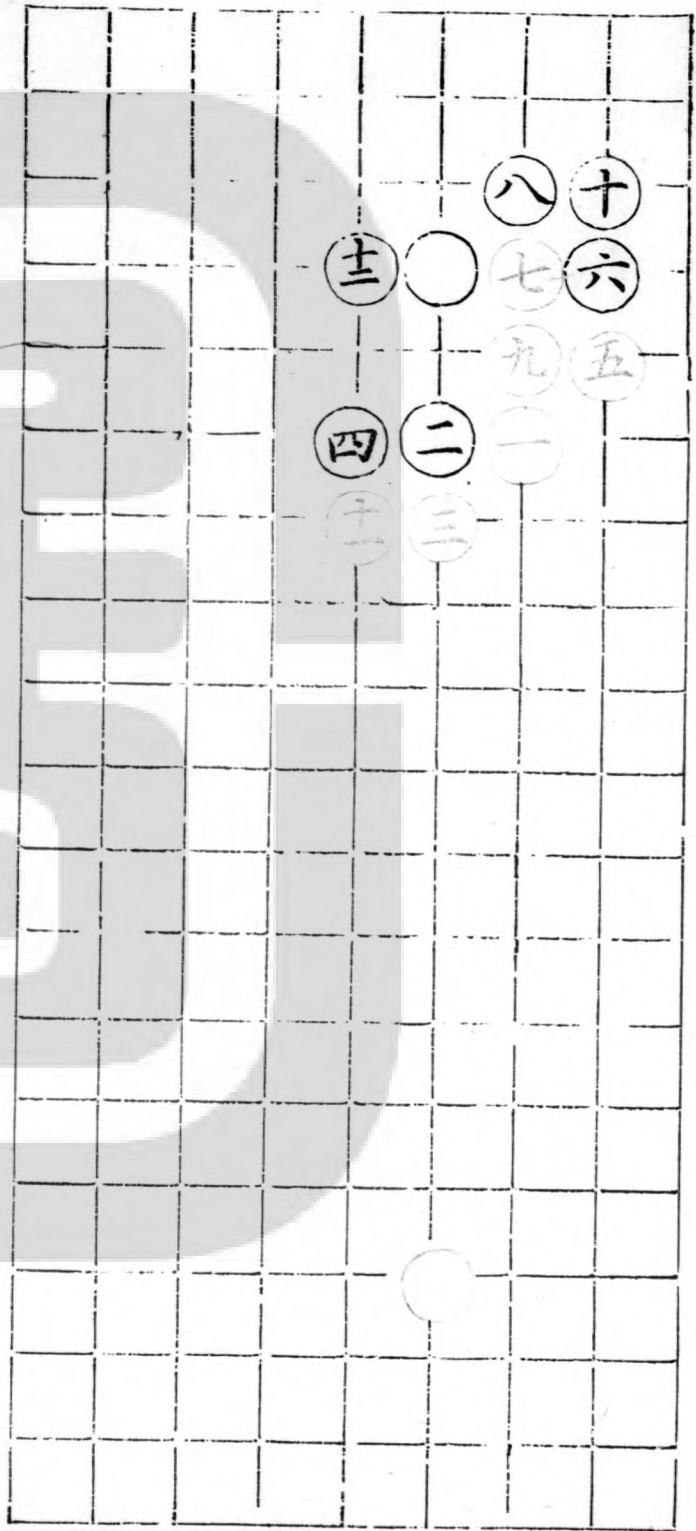
# 六變

白取勢



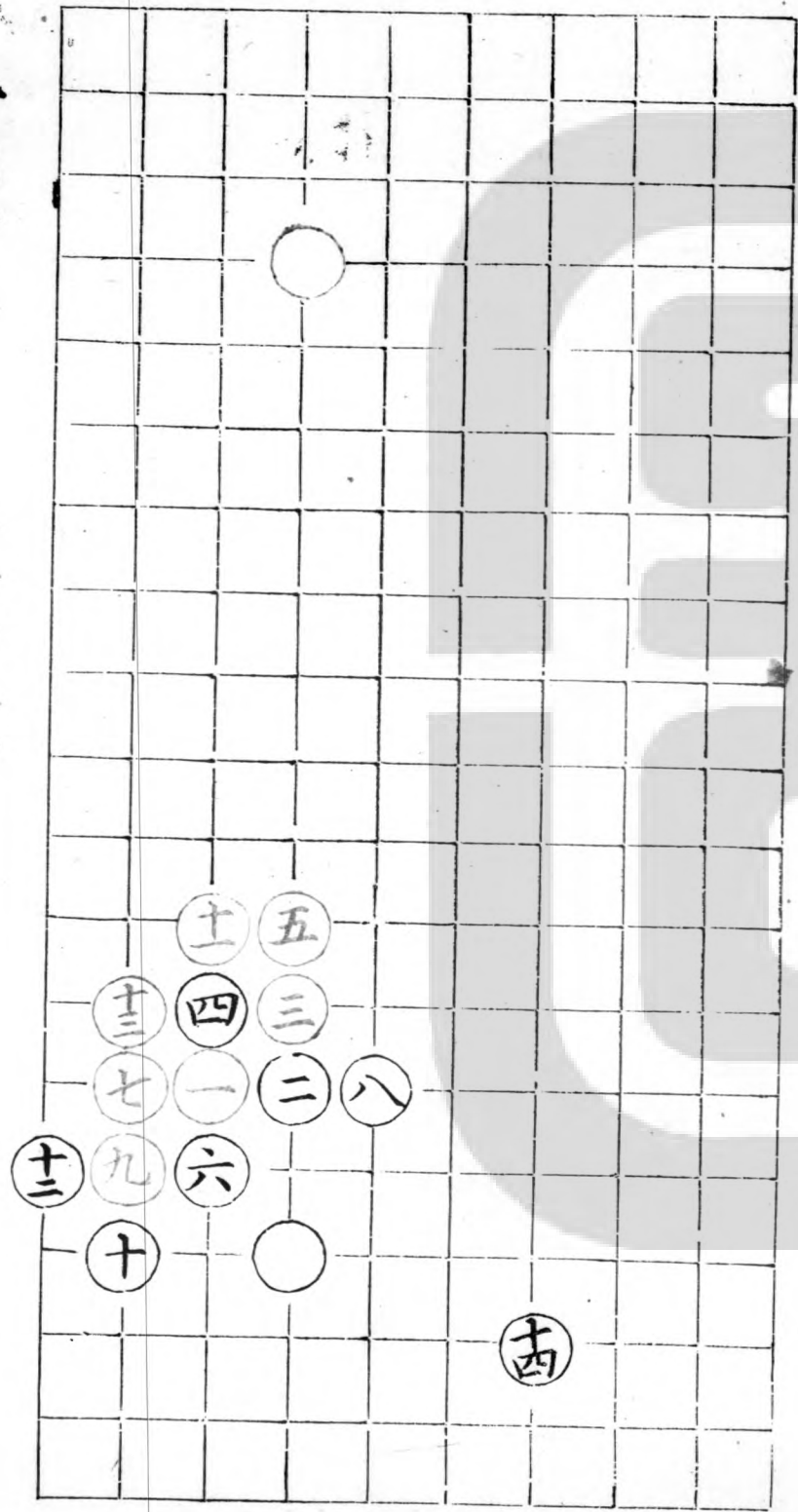
# 倚蓋勢

十二哥  
實角在受子得力對敵不宜拘泥過方向而取者勝

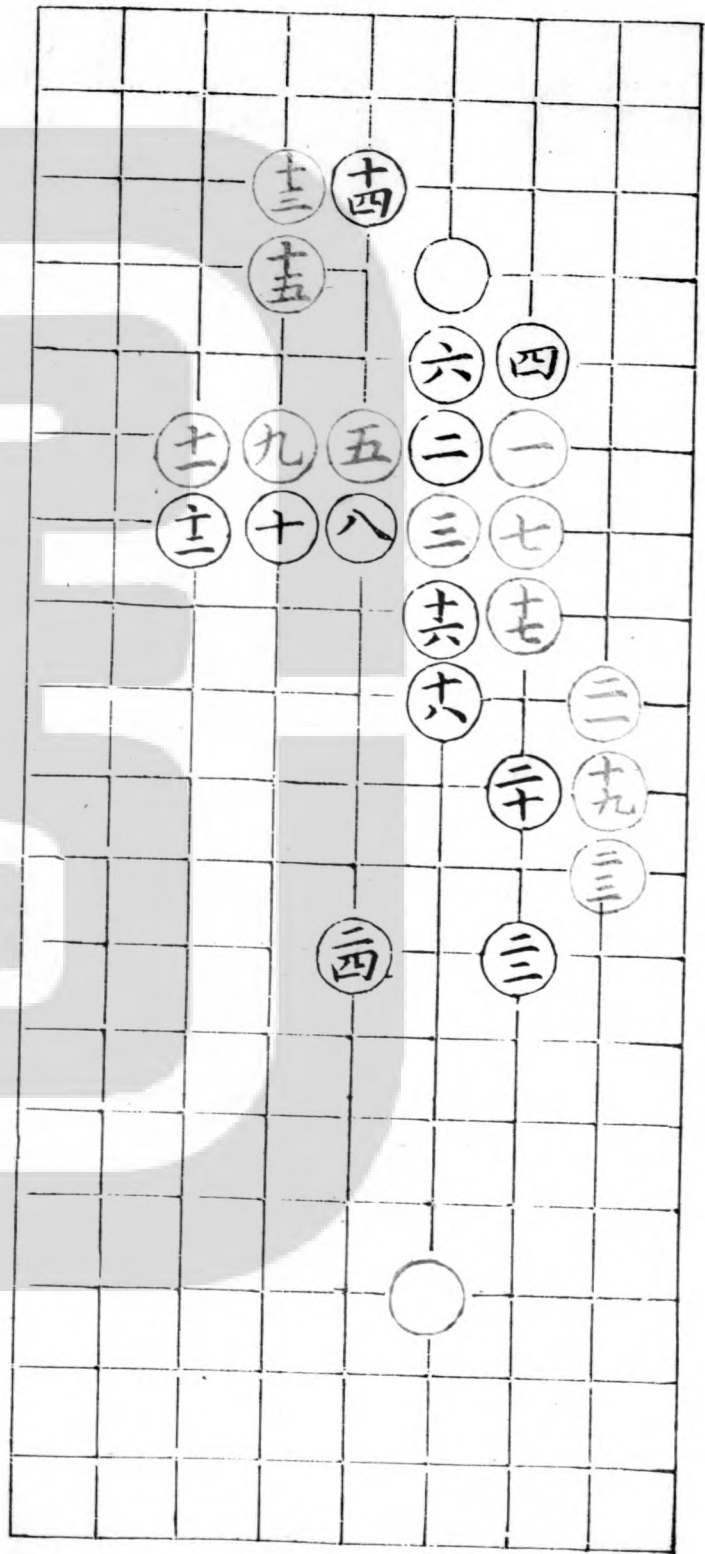


# 一一變

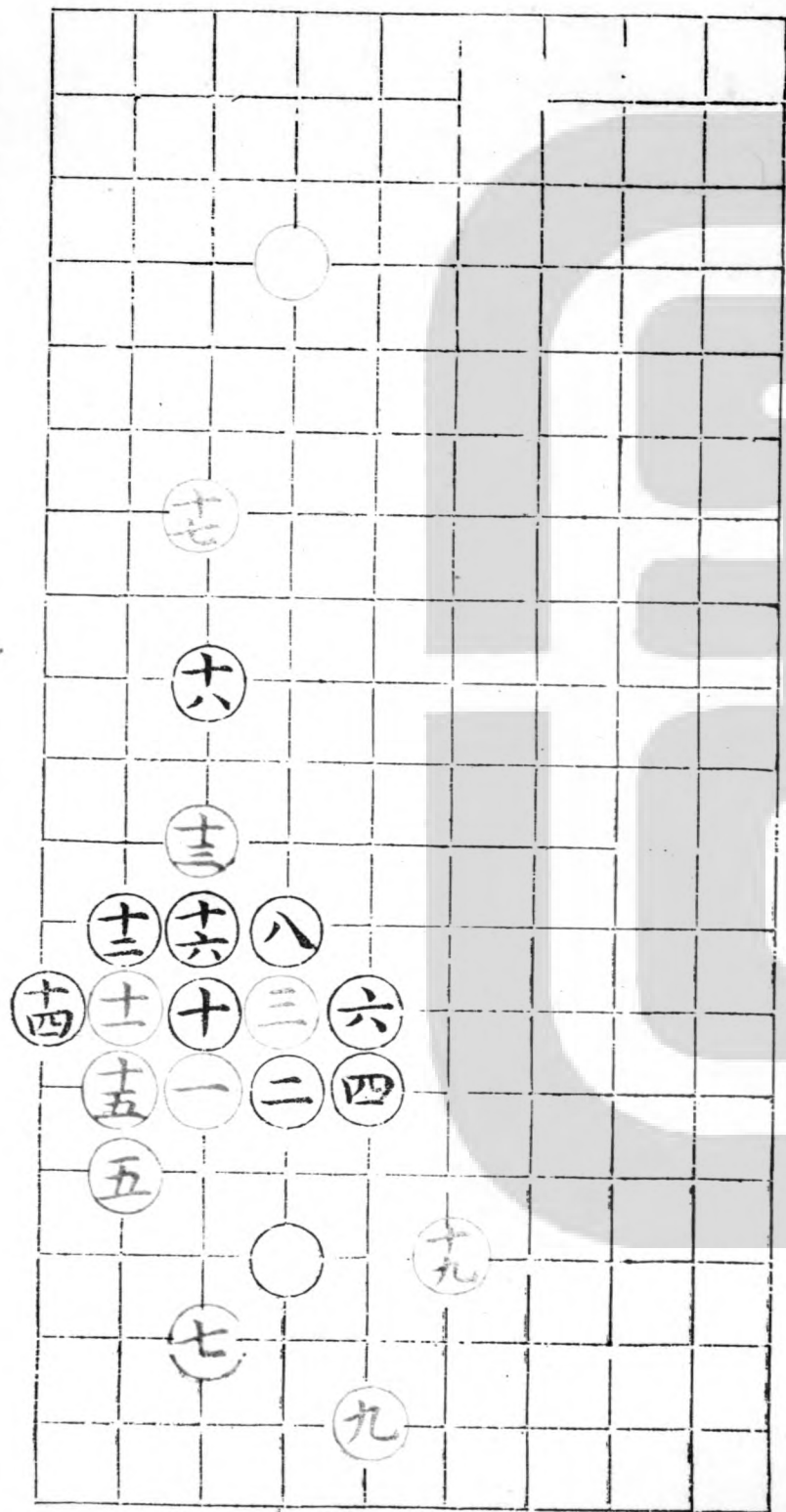
五套法八妙  
此勢五着在四五則成棄三子穩角



三變



四變



卽秋仙定光圖

奕技起手

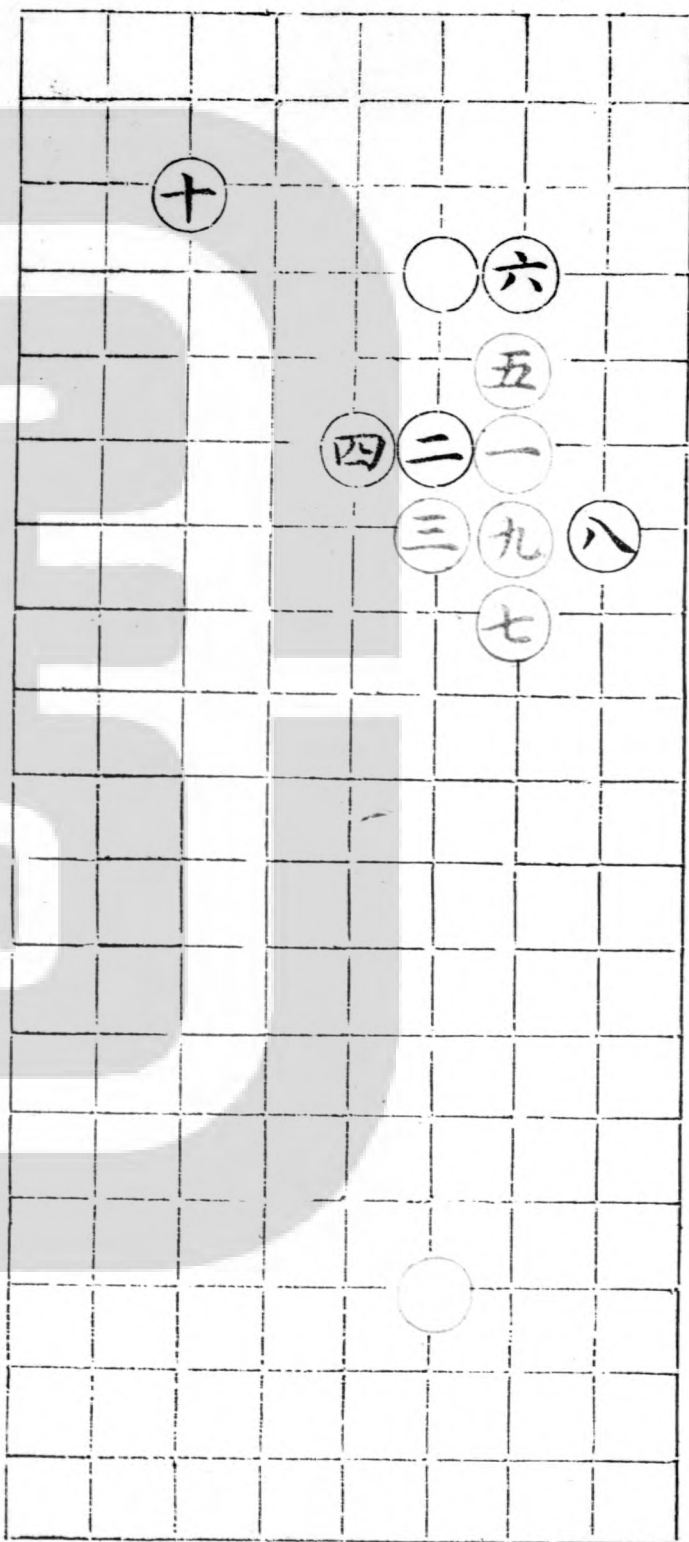
二十三

二十三



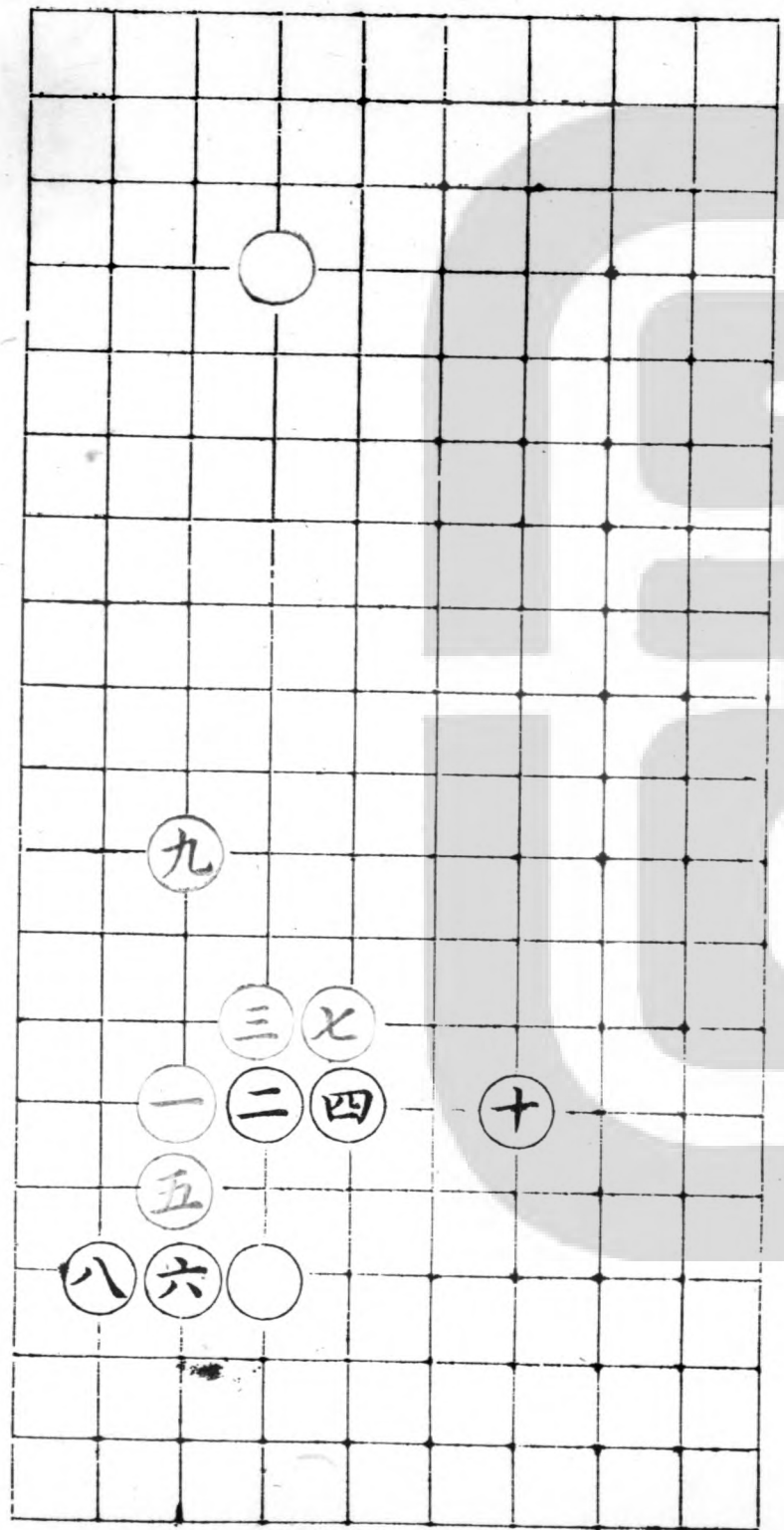
五變

八妙



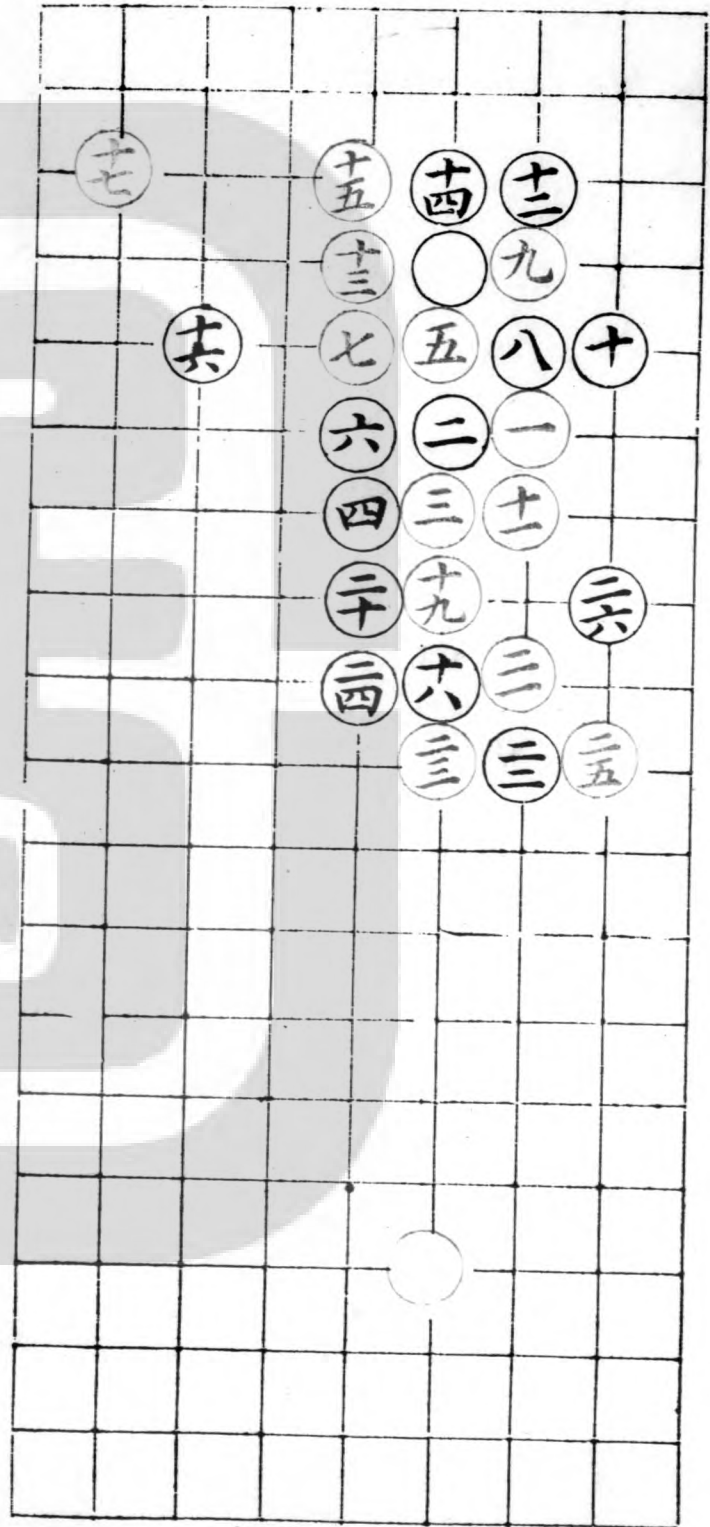
六變

八直立妙



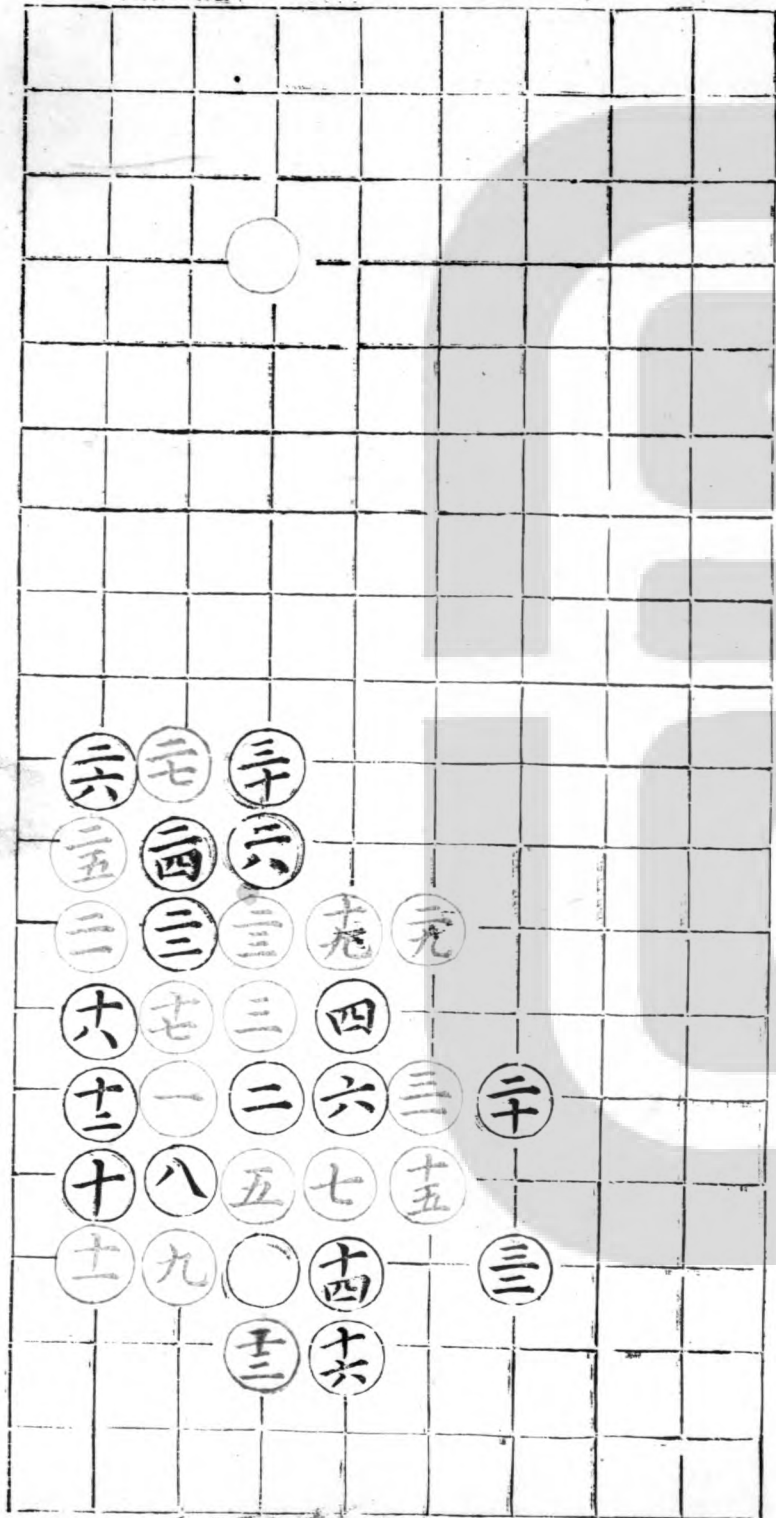
# 大壓梁

十六妙 二十六妙  
受子保隔任意變幻皆得力



# 一一變

十六妙 · 二十好 二十六妙

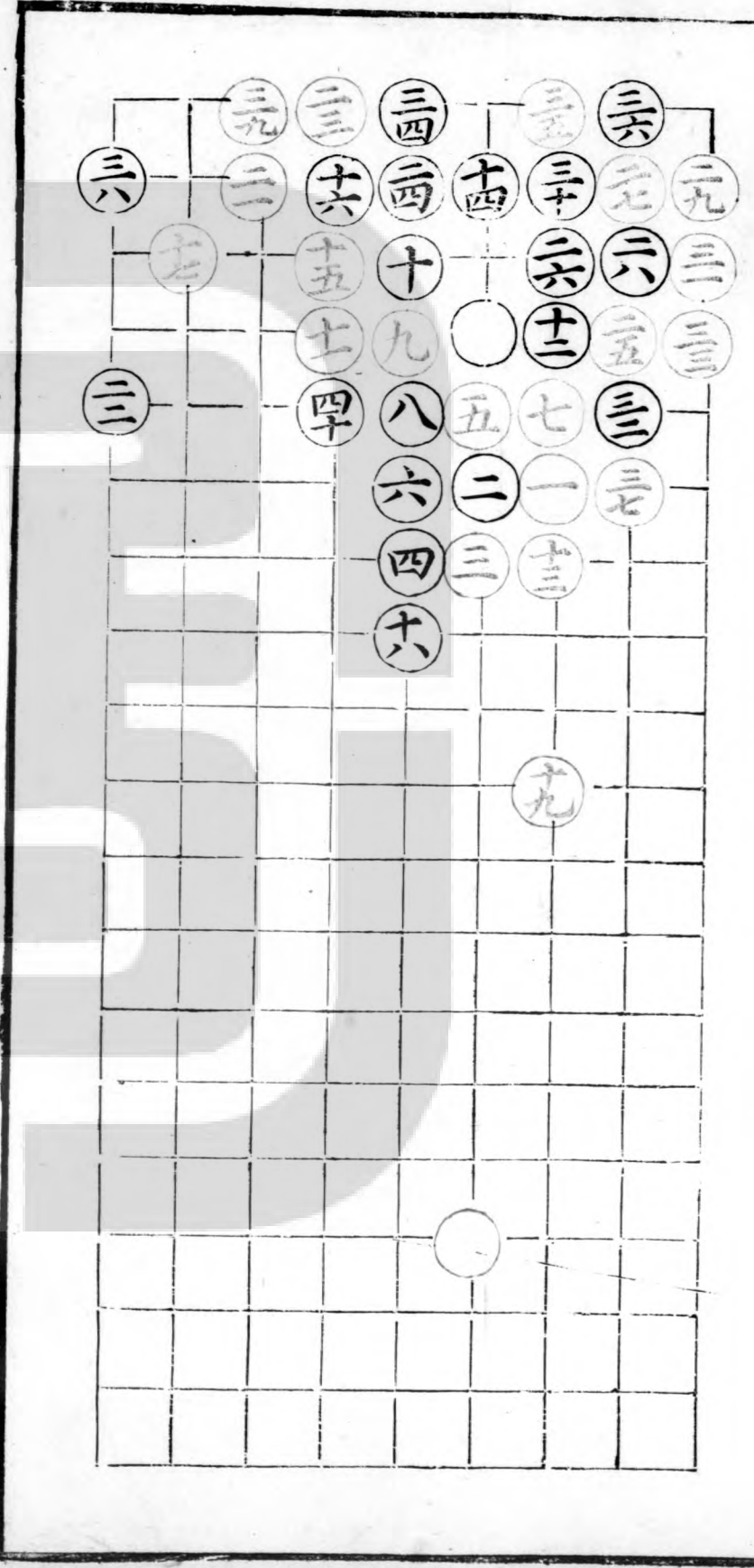


虞效起于

二五

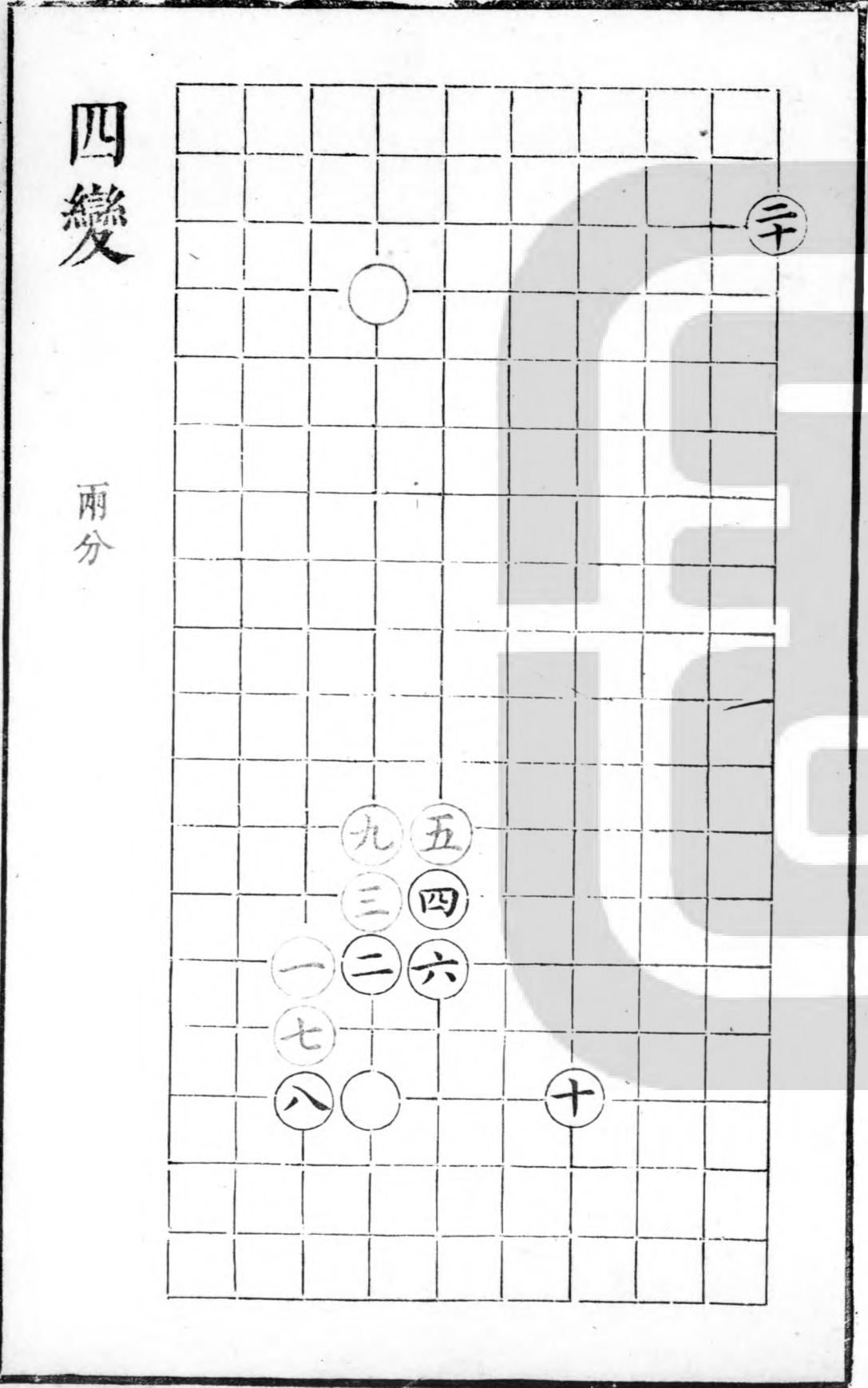
### 三變

諸譜止于二十九定局因其意而演之至于四十着復勝遂增而錄之

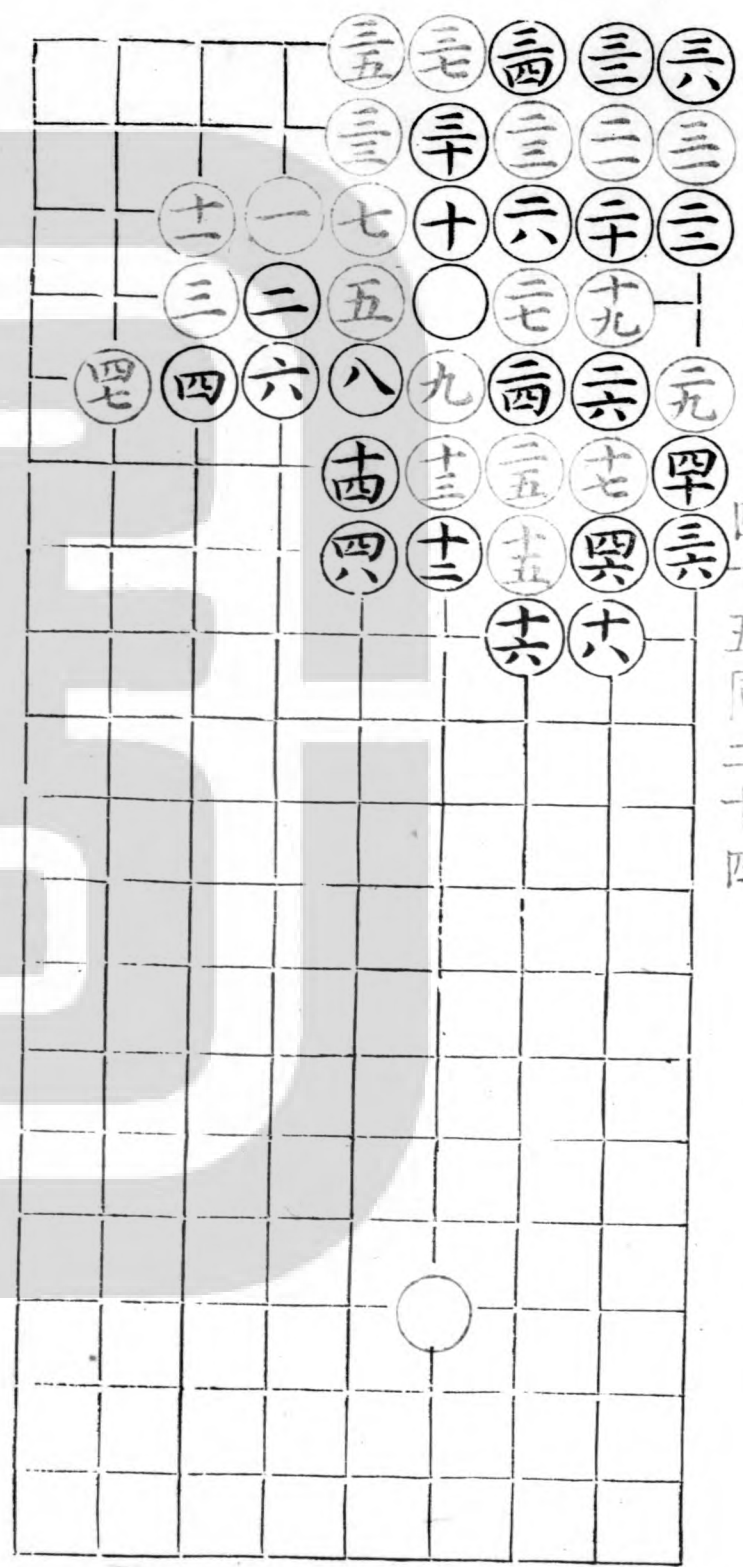


### 四變

兩分

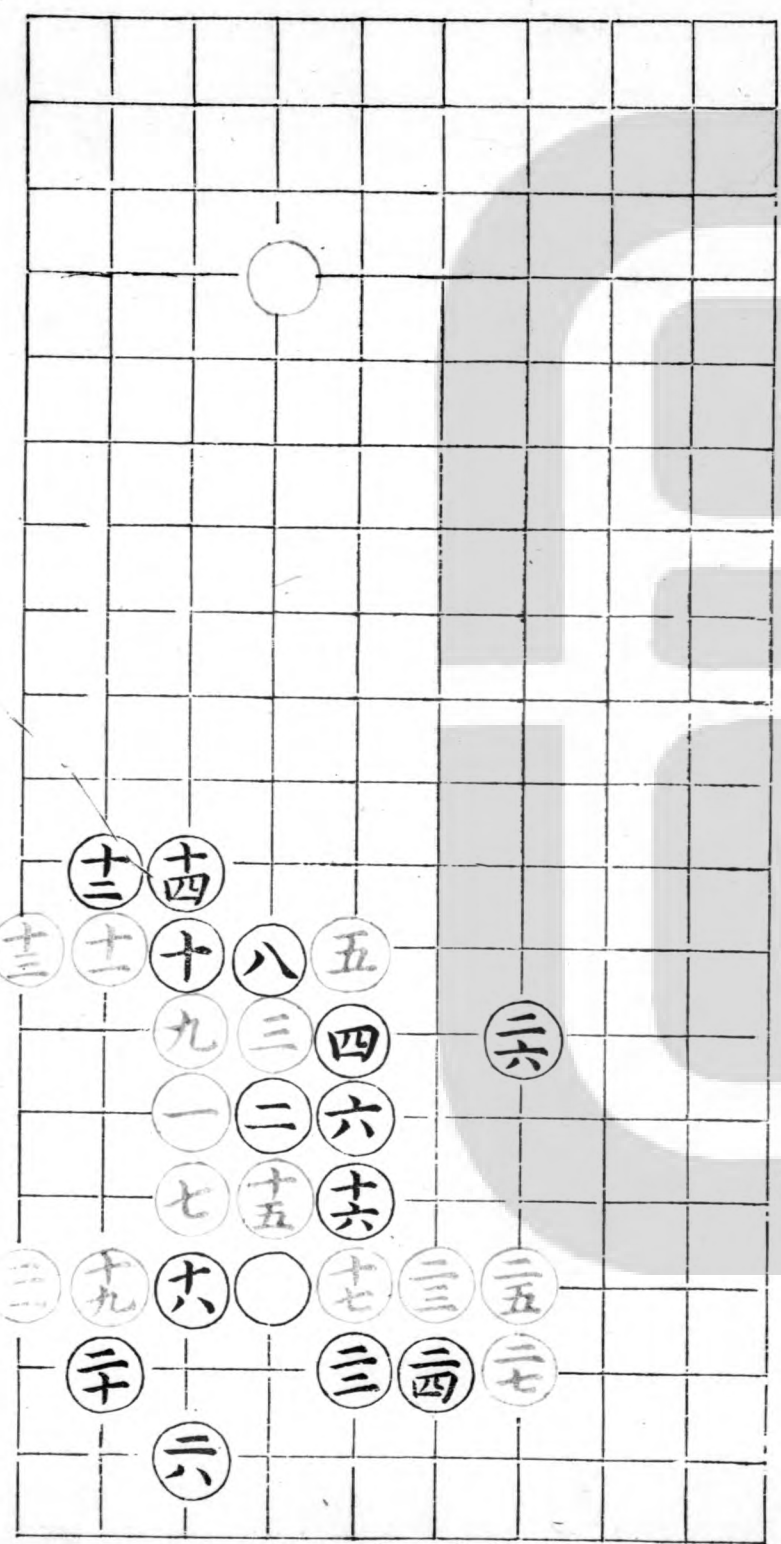


# 五變



白萃奕搜玄 十八二十俱好 三十九同二十一  
 四十一同二十三 四十二同三十一  
 四十三同二十三 四十四同二十六  
 四十五同二十四

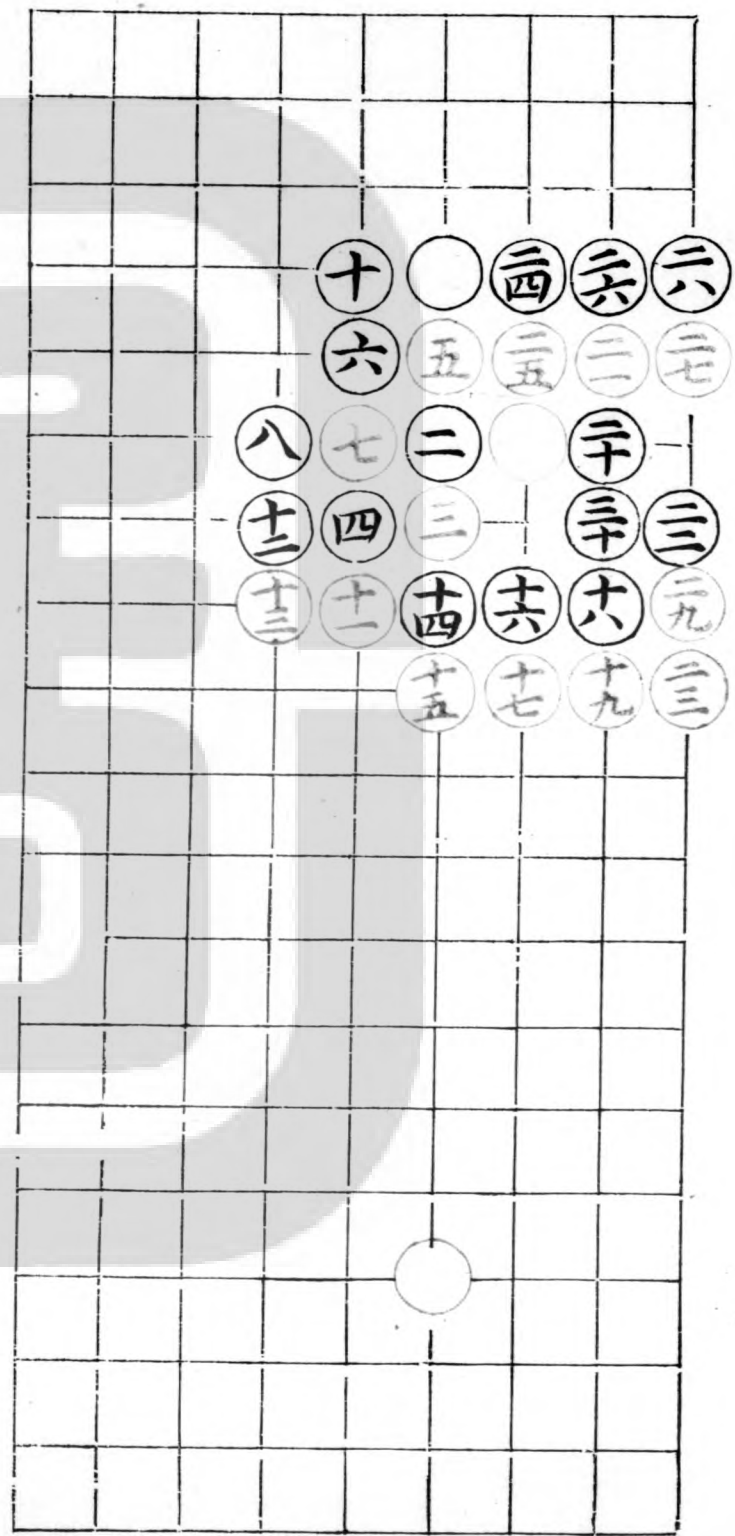
# 六變



十三及二十一兩豎妙

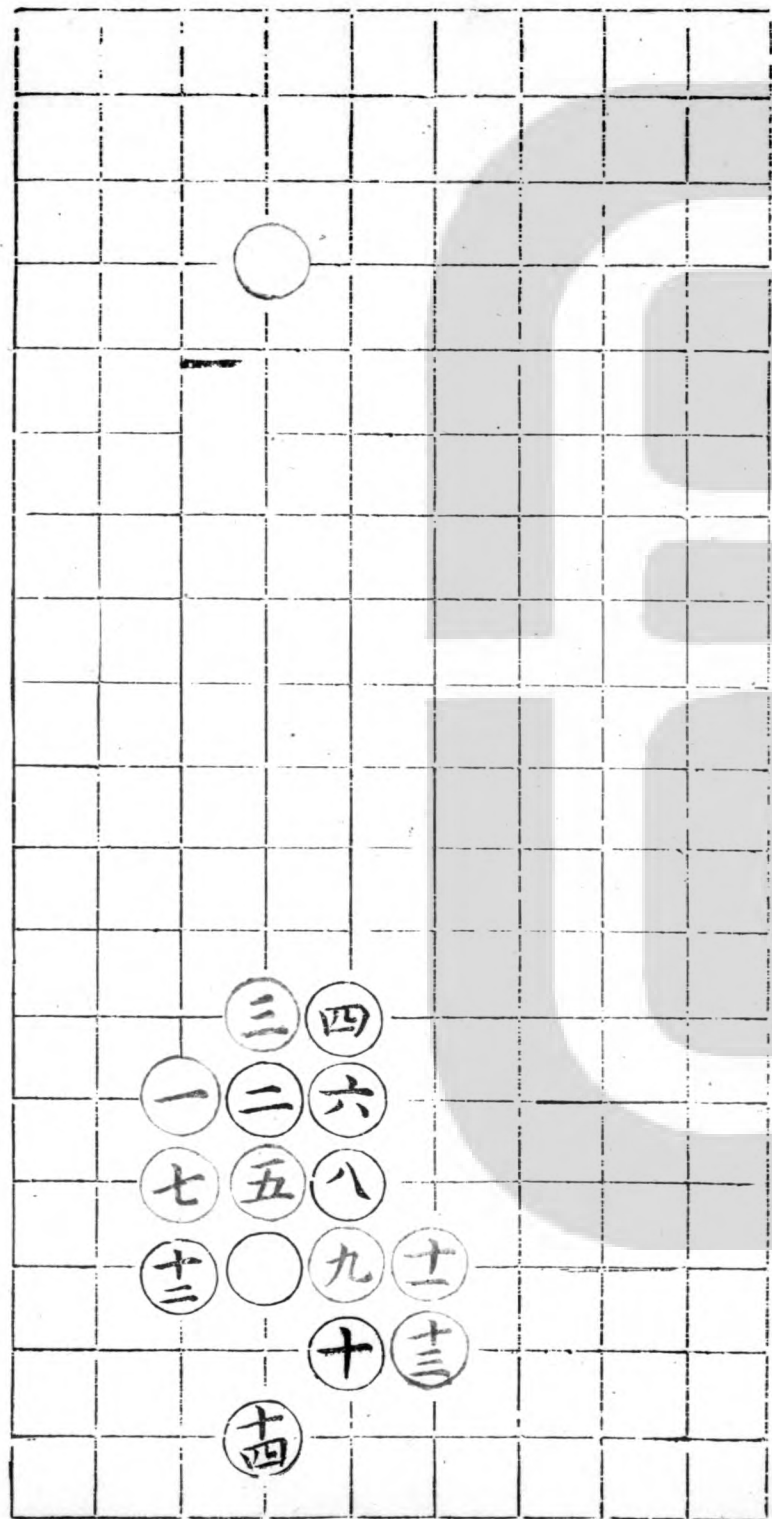
# 七變

九同二 二十二妙  
諸譜之變非敗則失勢此變二十三着遂成兩  
分妙可知矣



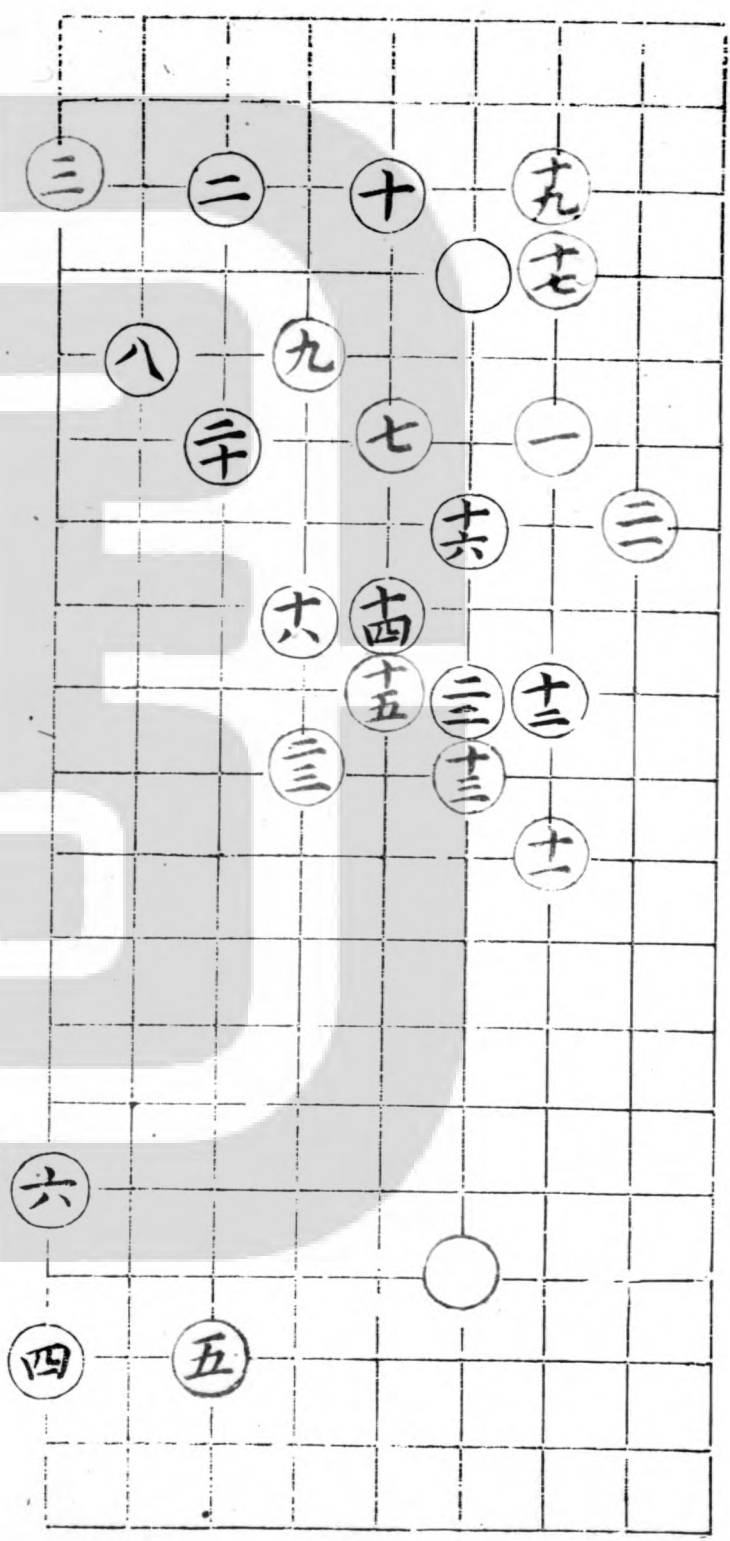
# 八變

舊譜皆因貪亂擊反失已成之角  
必十四舉則兩分



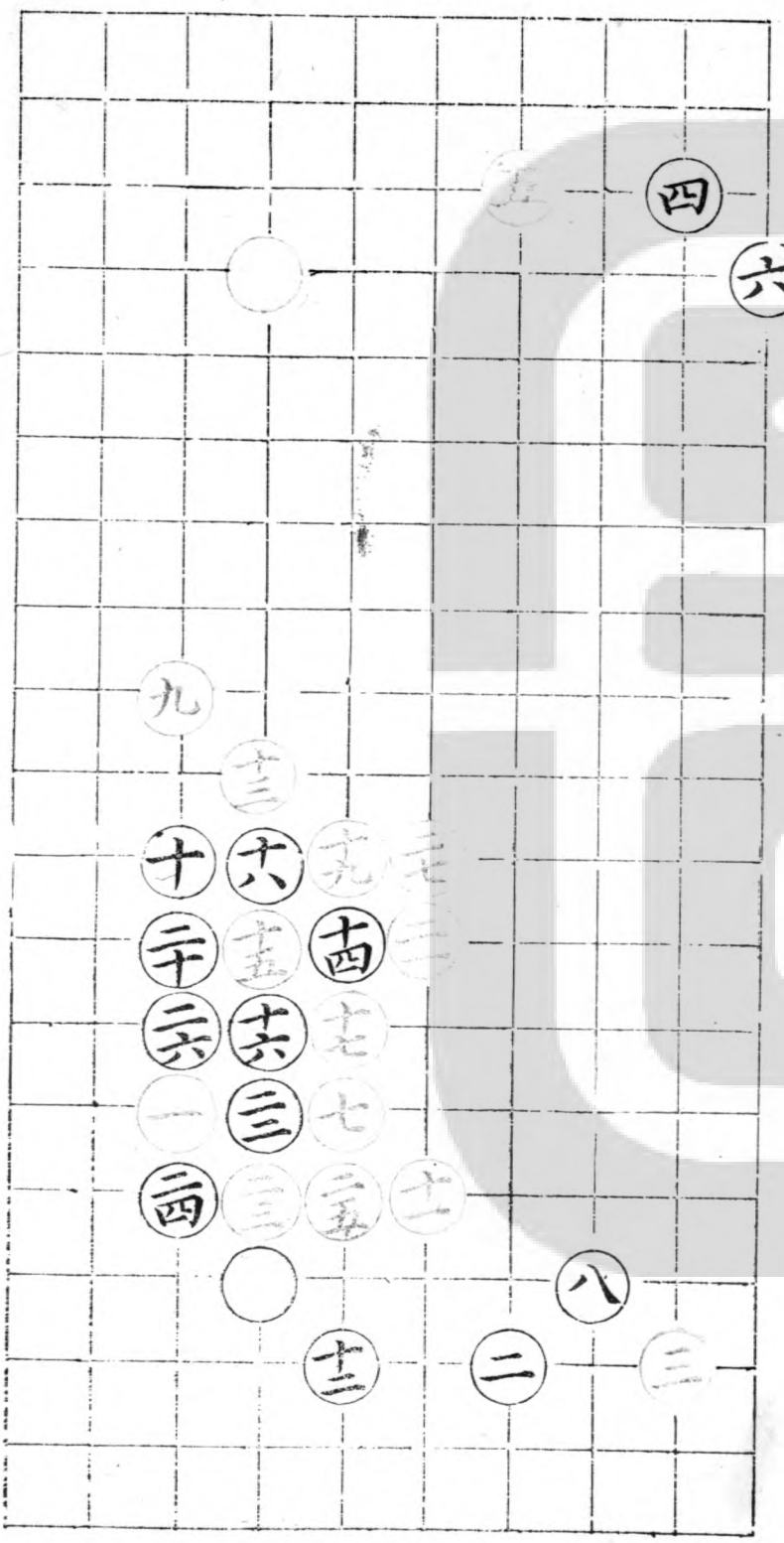
# 守城

十五好  
出奕微



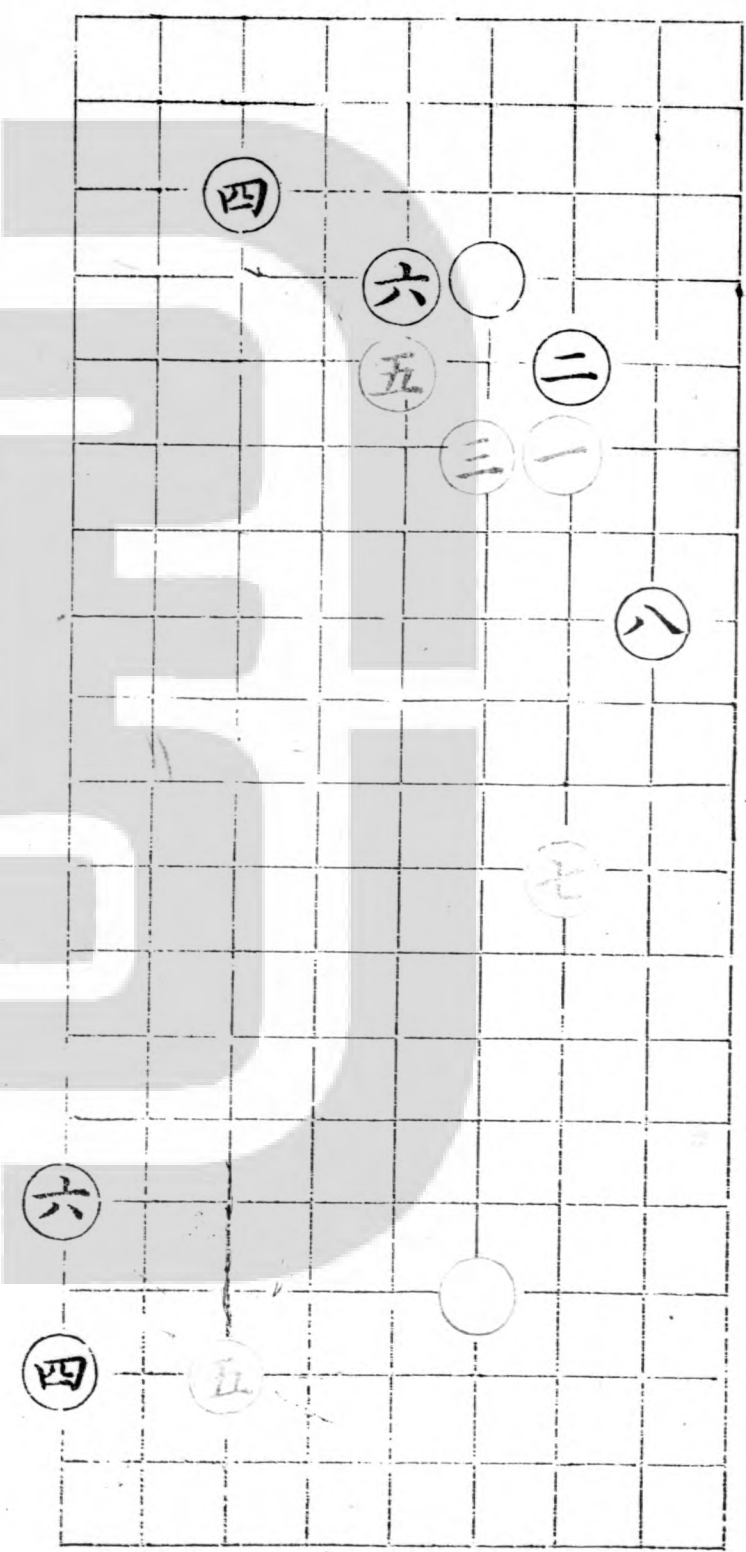
# 一一變

十六好



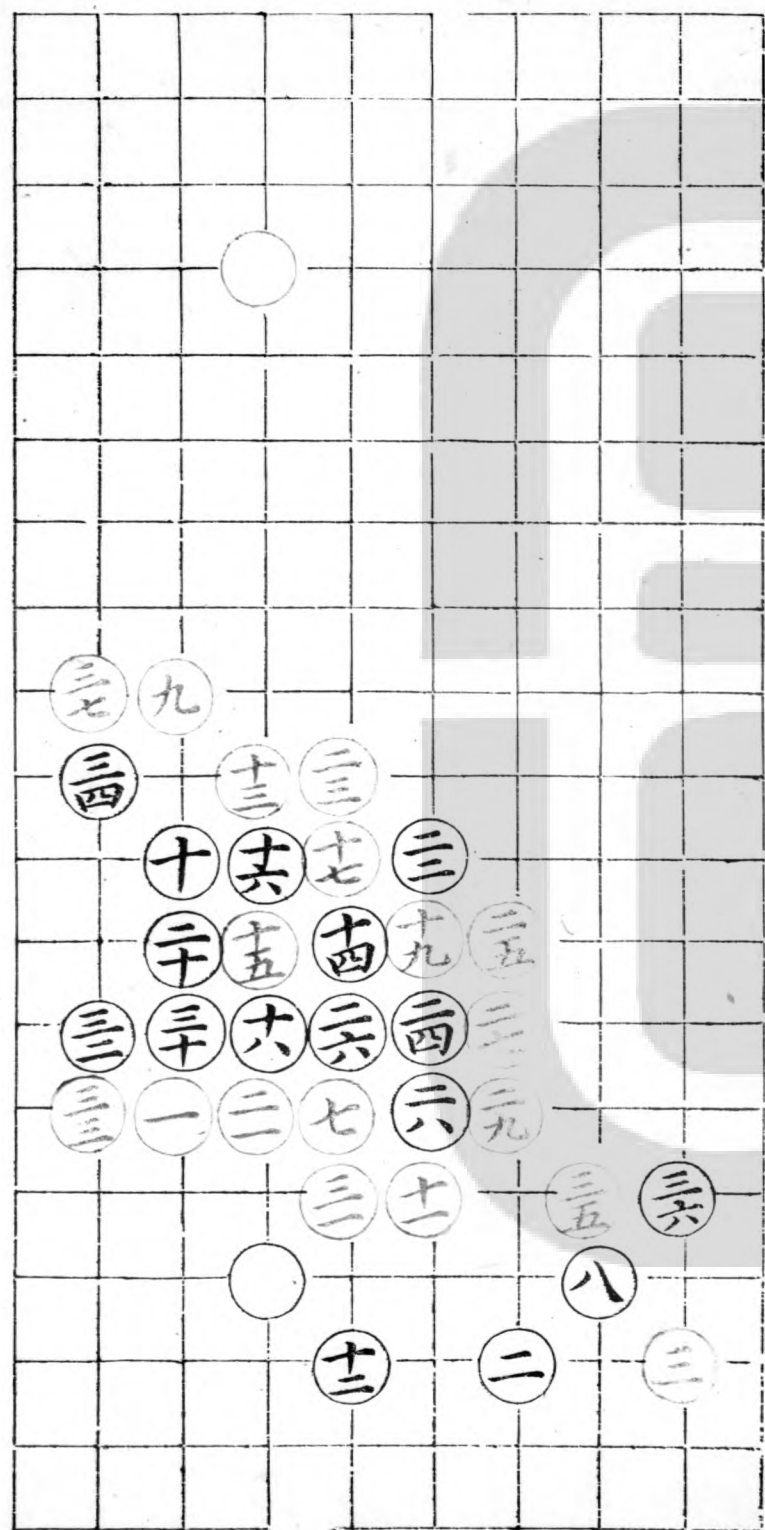
# 三變

八妙  
二五俱弱



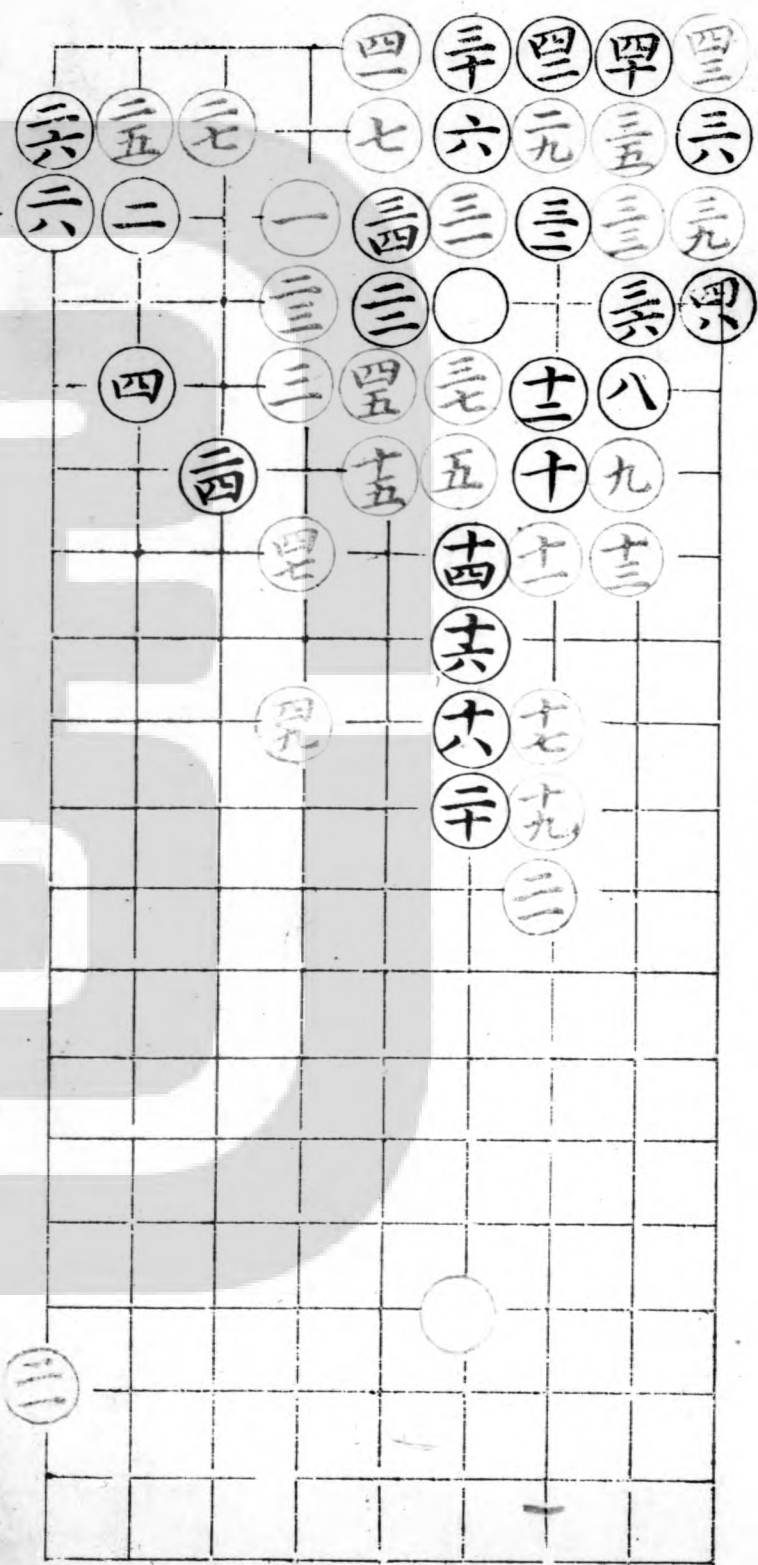
# 四變

三十二好



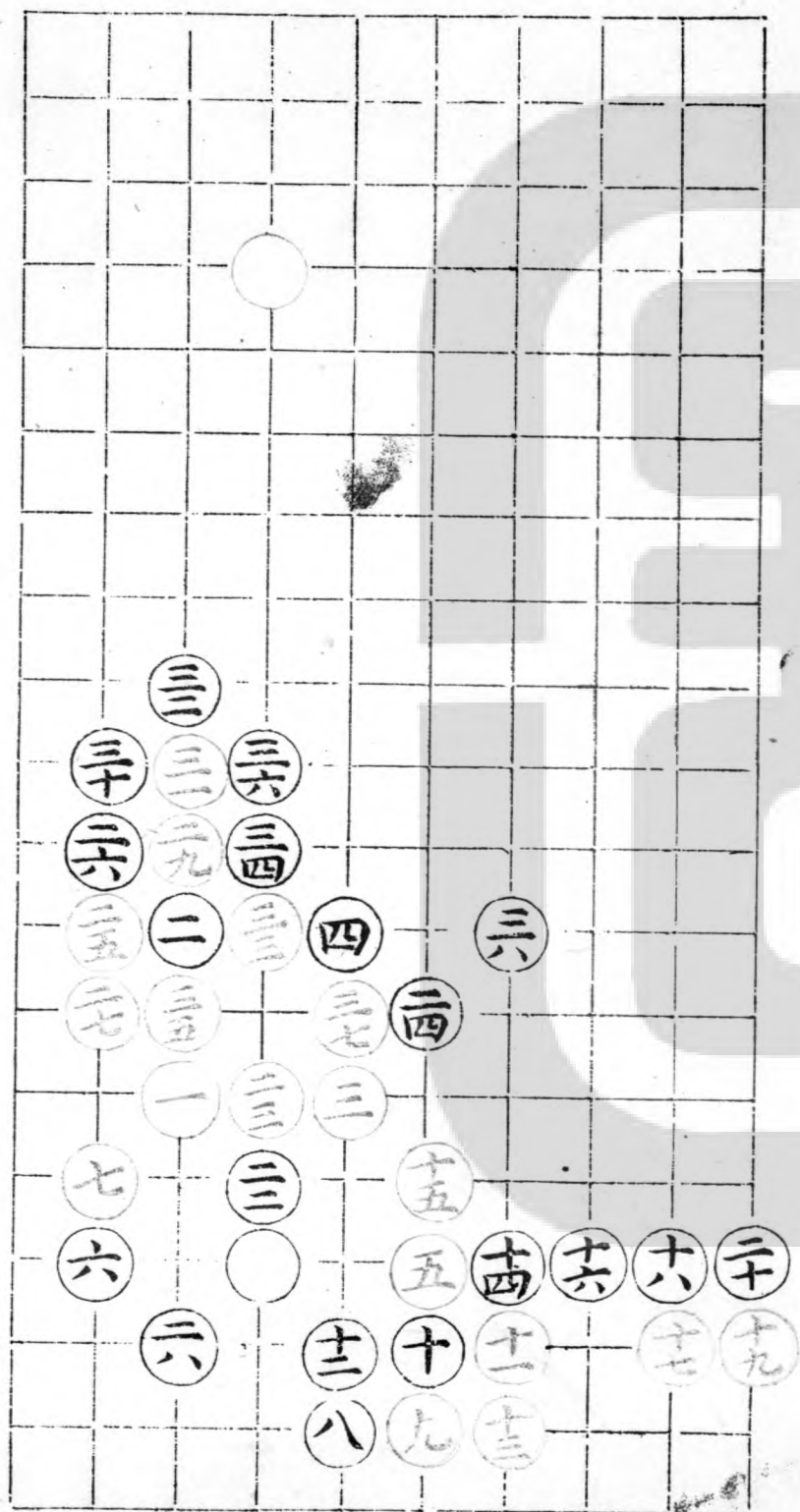
# 起好手

四十四同三十一 四十六同三十八  
諸譜非失外勢則內受劫蓋緣十三着  
之總子也



# 一一變

二十八着內而自守三十着外而得勢深可爲法





三變

六妙

