Kibi Daijin nittō ekotoba

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Overview

I.

The Kibi Daijin nitto ekotoba (Minister Kibi's Adventures in China) consists of one scroll. However, originally there might have been two scrolls. In the entry in the Jinson daisojoki from the seventh day, seventh month of the eleventh year of Bunmei (1479), it is written: "the Kibi Daijin e was completed and it has two scrolls", which means there was a two scroll version, but this version was housed in the Daijoin in the Kōfukuji Temple, Nara. However, according to the entry in the Kanmon gyoki from the twenty-sixth day, fourth month, fitst year of Kakitsu (1441), the extant Kibi Daijin nitto ekotoba had only one scroll: "There are several picture scrolls in Shin-Hachimangū, in Matsunaga-shō village, Jakushū province. At the request of Jōki, the following 4 scrolls were borrowed: the Hikohohodemi no Mikoto e (two scrolls), the Kibi Daijin e (one scroll), and the Ban Dainagon ekotoba (one scroll). They arrived today. Apparently the illustrator is Kanaoka. The ends of the text are torn, making it hard to read. They are extremely old scrolls, but were well preserved." There were thirty-eight years between the Kakitsu and Bunmei eras, which proves that apart from the scrolls in Daijōin, there was another scroll at Hachimangū. This scroll was later taken by Kinoshita Katsutoshi, and then beame the possession of the Sakai family of Obama, Wakasa Province. At the end of the Taisho era, the scroll was auctioned, and is now part of the collection of the Boston Museum of Fine Arts. The Ban Dainagon ekotoba has three scrolls, not one. There were three scrolls from the beginning, so it seems that the court borrowed only one scroll. The entry in the Kanmon gyoki noted that even at that time, the text was already damaged. Umezu Jirō has pointed out that there were two copies of this scroll.

This scroll is made of paper, is 24.41 meters long and was probably painted at the beginning of the Kamakura period. From the old days, Tokiwa Mitsunaga is thought to be the painter, but it is not clear. However, judging by the style and by the fact that is was kept at Hachimangū, it is considered to have the same painter as the *Ban Dainagon ekotoba*.

II.

The summary is as follows. Minister Kibi no Makibi, became Minister of the Right, with the support of Empress Shōtoku. He contributed to the introduction of Chinese culture to Japan. The $G\bar{o}dansh\bar{o}$ tells the story of his trip to China during the Tang dynasty, where he survived various trials by means of his superior talent and knowledge. He returned to Japan, having assimilated Chinese culture. According to this story, in the fourth year of Tenpyōshōhō(752), he went back to China as vice-ambassador, but he was locked in a tower gate in the Imperial Palace in order to starve him to death. An *oni*, a demon-like being, appeared and told him that he was the ghost (*rei*) of Abe no Nakamaro, and that he would help him. At the Tang court he was asked to read difficult verses from the Wen Xuan, and he was able to read them with the help of the oni. Next the Chinese tried to defeat him in a game of go, but again he won using his wit and the oni's help. That was when the Chinese stopped giving him food in order to starve him to death, but the oni brought him food and saved him. Then the Chinese had him read Yiemataishi, a difficult poem. A spider appeared and showed him the order in which he should read the Chinese characters. The people at the court where terrified by such talent, so they locked Makibi in a tower gate and tried to stone him to death. Makibi asked the *oni* to bring him the sugoroku container and its lid, in which he locked the sun and the moon of China. The court was in great difficulty and they let Makibi return to his country. The scroll ends with the go game scene, and one can imagine the story continues in a second scroll.

The scroll depicts the legend above and it presents aspects in the Tang court, so the details of the pictures are not highly reliable. But the vessels of the Japanese envoys to China are painted faithfully and the scroll is probably the source which best renders the aspect of these vessels. There are several sources which depict the vessels of the Japanese mission to China, but they are either painted from imagination or based on other pictures. In the case of this scroll, it is not clear which picture the painter used as a model, but it has numerous details, rendering very well the image of the vessels.

Moreover, in this scroll there are also images of the *go* game and of the *go* board, making it a valuable source for knowing the aspect of *go* in those times. Though the story is set in Tang dynasty China, the *go* board depicted had as a model the boards used in Japan.

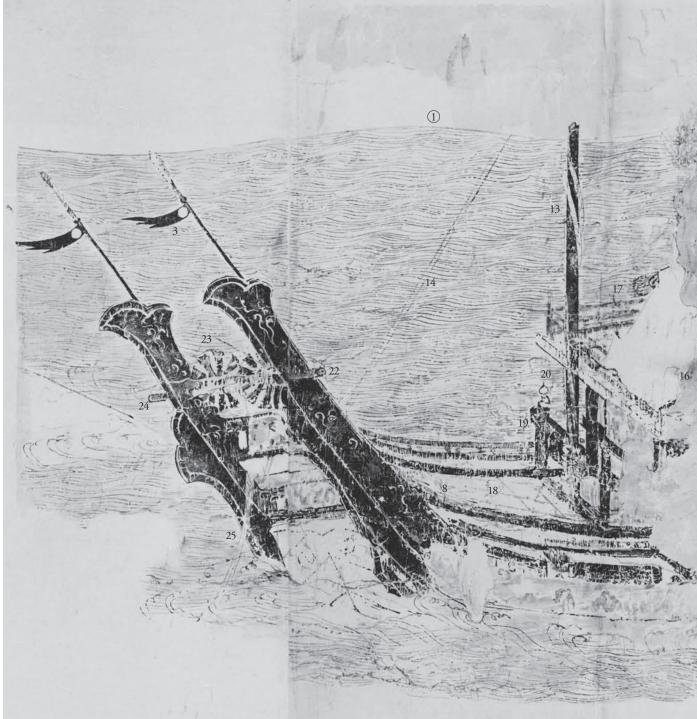
In conclusion, this scroll is discussed here because it has elements such as the vessels of the Japanese envoys to China and the *go* board, which are related to the lives of the Japanese people.



374 Go

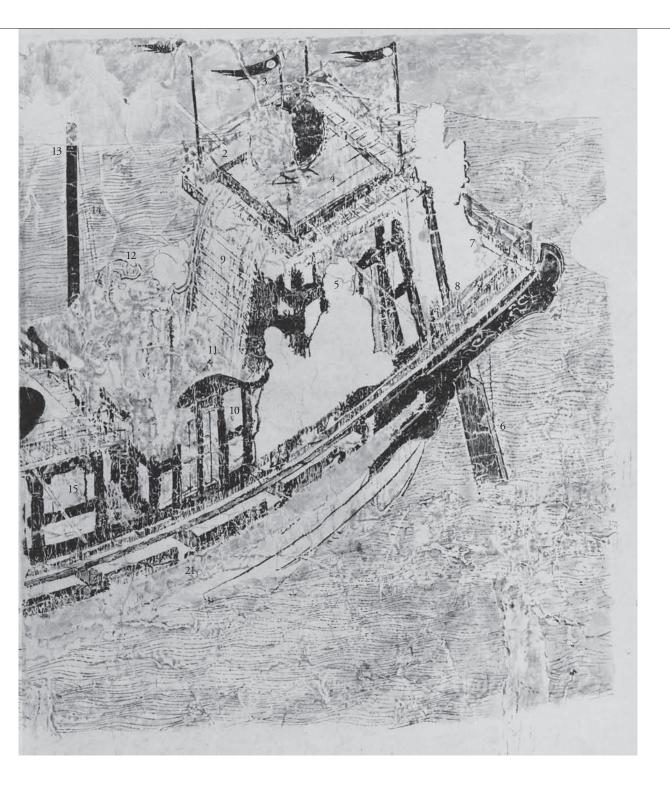
Several remarks have already been made on games of go, but this particular one represents the game that Minister Kibi played against an expert go player from Tang China. According to the explanation in the scroll, Minister Kibi did not know how to play go, which implies that around the time when he traveled to China, games of go were not yet known in Japan until this time, and the Godansho describes how go was introduced into Japan by Minister Kibi. However, the game seems to have been around even before that, for according to the Ryonogige, "Priests and nuns are punished for a hundred days for playing music or gambling. However, they are allowed to play the koto and go." Hence go was a game that already existed and was played by the people in Japan at the time, and furthermore, it was a game that people were allowed to play without any restrictions. An oni tells Minister Kibi that there are three hundred sixty-one points of intersection on the go board, nine of which are marked by black points. It is assumed that the go board that was around at the time this picture scroll was made is quite similar to the one used today, but the one that was created and that developed in China was rather different. Games of go were already popular during the Han dynasty, and the go board consisted of seventeen lines and two hundred eighty-nine points of intersection. The go board that is preserved in the Shōsōin is quite similar to the ones used today. It has nineteen lines and seventeen black points, eight more than the one in use now. In order to arrive at its present form, the go board had to go through a transformation during the years between Tenpyō and the late Heian period.

- 1 man playing go
- 2 kanmuri sokutai attire
- 3 hakama 4
- 5 kyo
- 6
- go board *go*-stone container
- 8 headwear
- 9 sleeveless kimono
- 10 obi
- 11 Chinese style robe
- 12 sitting cross-legged
- 13 headwear
- 14 shading eyes with the hand
- 15 paper
- 16 sitting with one knee up



375 Ship Taking the Japanese Envoys to Tang China

Normally there were four ships that set sail to China to take the envoys from Japan. The ships that set sail in the first year of Taihō (701) under Emperor Monmu were constructed in Suō and the ones from the fourth year of Tenpyō (732) were made in Ōmi, Tanba, Harima, and Bitchū. As the ships were constructed inland in such places as Ōmi and Tanba, they could not reach too deep into the water or else they would not be able to travel down the river. However, the ships apparently got bigger and were constructed in Harima in the second year of Tenpyōhōji (758), and in Aki in the fifth year of Tenpyōhōji (761) and the sixth year of Hōki (775). It is unknown where Kibi's ship was constructed, but according to the *Shoku-nihongi*, Kibi's retinue consisted of two hundred twenty-two people. When they returned to Japan, they brought the Chinese priest Ganjin with them. The ships at the time were *kōzōsen*, but their parts were held together by clamps, which indicates how crude the technique of constructing ships then was. In order to travel far, sails were used with two masts to provide ample support. Although equipped with a rudder as well, those on board had to row when there was no wind, which is suggested by the "shelves" for oars on the outer part of the gunwale. As it is a passenger ship, it has a house built in the middle, and on its stem is an anchor winch for hauling in the anchor.



- ship of envoys to Tang China
 lookout
 flag
 tatami high-rise structure
 rudder

- 7 stern

- / stern
 8 railings
 9 steps
 10 roofed cabin
 11 cypress bark thatching
 12 ornament of *shachi* (an imaginary sea animal)
 13 mast

- 14 halyard
 15 small high-rise structure
 16 lookout
 17 railings
 18 deck
 19 ornamental pillar
 20 ornamented pillar top
 21 oarsmen's seat
 22 bow
 23 anchor winch
 24 axle
 25 anchor rope