

GRADED GO PROBLEMS FOR BEGINNERS

Volume One
Introductory Problems

30-kyu to 25-kyu

by Kano Yoshinori

The Nihon Ki-in



GRADED GO PROBLEMS FOR BEGINNERS

VOLUME ONE INTRODUCTORY PROBLEMS

by

Kano Yoshinori 9-dan

The Nihon Ki-in

Published by
The Nihon Ki-in
7-2 Gobancho,
Chiyoda-ku, Tokyo,
Japan

© Copyright 1985 in Japan
by The Nihon Ki-in

All rights reserved according to international law. This book or any parts thereof
may not be reproduced in any form without written permission from the publisher.

Distributed by The Ishi Press, Inc.
CPO Box 2126, Tokyo, Japan

In North America order from:
ISHI PRESS INTERNATIONAL
1400 N. Shoreline Blvd., Building A7
Mountain View, California 94043

First Printing March 1985
Second Printing July 1990
Printed in Japan
by Sokosha Printing Co., Ltd.

TABLE OF CONTENTS

PREFACE iv

GLOSSARY v

PART ONE: PROBLEMS 1

 I INTRODUCTORY PROBLEMS

 LEVEL ONE 1

 II INTRODUCTORY PROBLEMS

 LEVEL TWO 25

 III INTRODUCTORY PROBLEMS

 LEVEL THREE

 LIFE AND DEATH PROBLEMS 49

 IV INTRODUCTORY PROBLEMS

 LEVEL FOUR 74

PART TWO: ANSWERS 91

A GUIDE TO THE RULES OF GO 213

A GUIDE TO LIFE AND DEATH PROBLEMS 221

GO ORGANIZATIONS 224

PREFACE

This collection of problems is intended for players who have just learned the rules of go. The problems cover all phases of the game, from the opening to the endgame, and the third chapter is devoted to life and death problems.

It is assumed that the reader of this book has studied a good beginner's book on go, but for reference we have included a brief summary of the rules as well a short guide to life and death problems.

It is my hope that by studying and solving the problems in these four volumes, the reader will establish a solid foundation on which to base his future progress in go.

March, 1985

Kano Yoshinori 9-dan

GLOSSARY

atari — check, i.e. a move threatening to capture on the next move.

dame — neutral points which profit neither Black nor White.

dan — a rank given to players to indicate their strength at the game.

When a player's strength improves after attaining the rank of 1-kyu, he is promoted to amateur 1-dan and as he becomes stronger, the numerical value of his *dan* increases. The top amateur dan rank is usually 6-dan. The professional dan ranks start at 1-dan and go up to 9-dan, which is the highest rank attainable. A professional 1-dan is usually about two stones stronger than an amateur 6-dan. See *kyu*.

double atari — giving atari to two different groups of stones at the same time.

eye — a point on the board which is surrounded by stones of the same color.

ko — a shape in which your stone is captured but it is illegal to retake the capturing stone even though you can occupy all of its liberties.

kyu — a rank given to players to indicate their strength at the game.

Beginners are arbitrarily classified at 30-kyu and as they become stronger, the numerical value of their *kyu* decreases. For example, 15-kyu is stronger than 20-kyu. See *dan*.

oiotoshi — a move which gives atari to a group of stones in such a way that no matter how one defends, the group will still be in atari.

seki — an impasse or stalemate position between groups: if one side tries to attack the other side's group, his own group is put into atari and dies. Therefore, neither side can attack or attempt to atari.

snapback — a tactic in which one stone is offered as a sacrifice and if it is taken, the capturing stones are in turn captured.

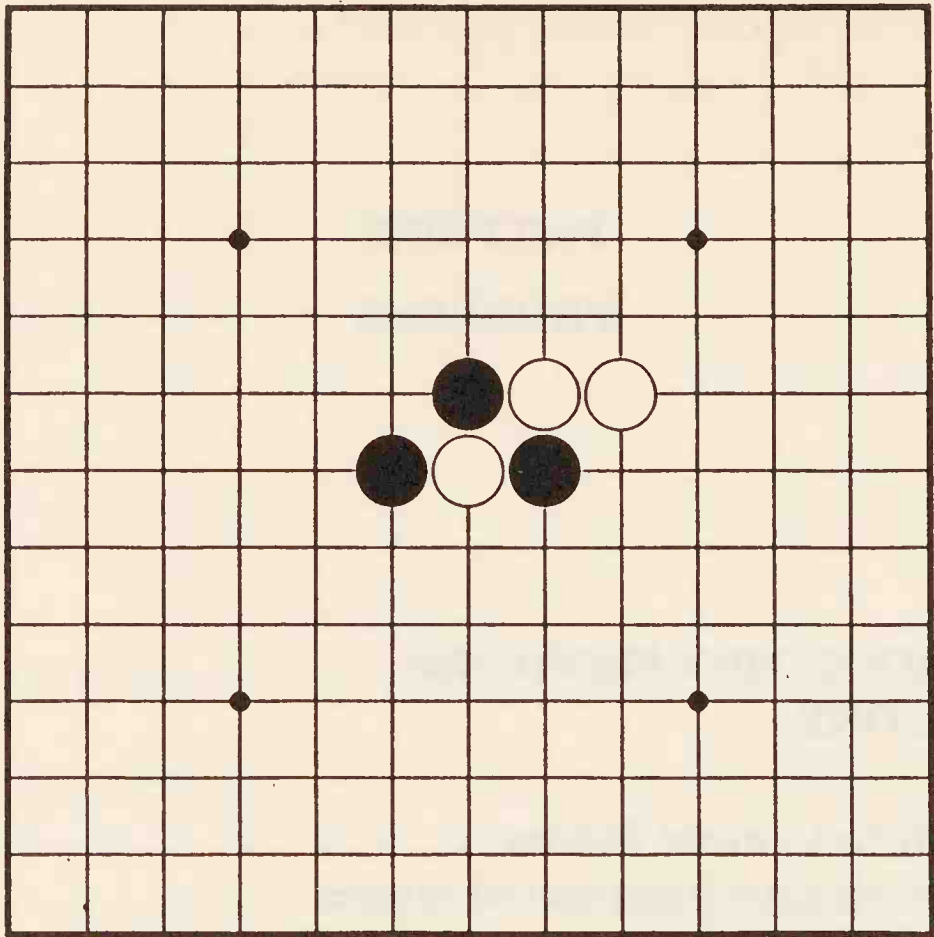
Digitized by the Internet Archive
in 2017

PART ONE
PROBLEMS

I INTRODUCTORY PROBLEMS
LEVEL ONE

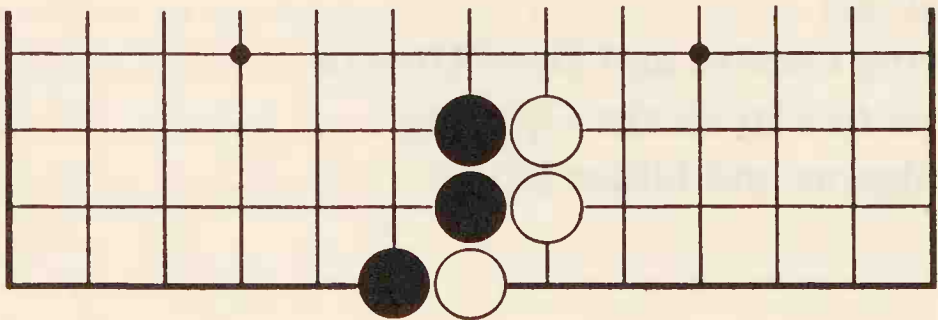
Section 1. How to Capture Stones	2
Section 2. How to Save Endangered Stones	6
Section 3. Recognizing Atari	9
Section 4. Connecting and Separating Stones	12
Section 5. Ko	13
Section 6. Ladders	14
Section 7. Living Groups and Dead Groups	15
Section 8. How to Play in the Opening	18
Section 9. Endgame and Other Moves	20

SECTION 1. HOW TO CAPTURE STONES



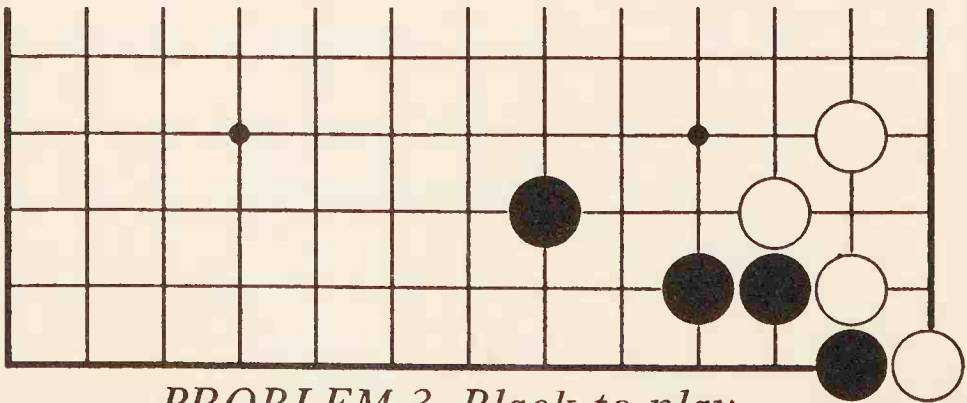
9

PROBLEM 1. Black to play.
How does Black play to capture a white stone?



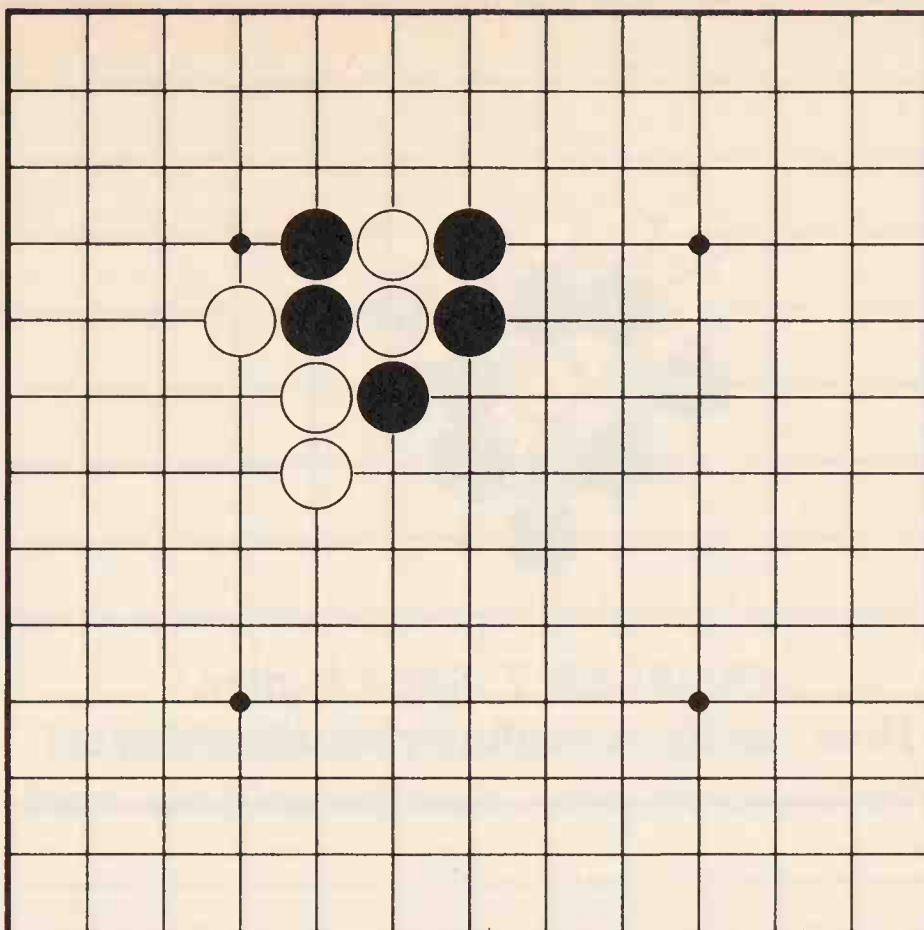
9

PROBLEM 2. Black to play.
How does Black play to capture a white stone?



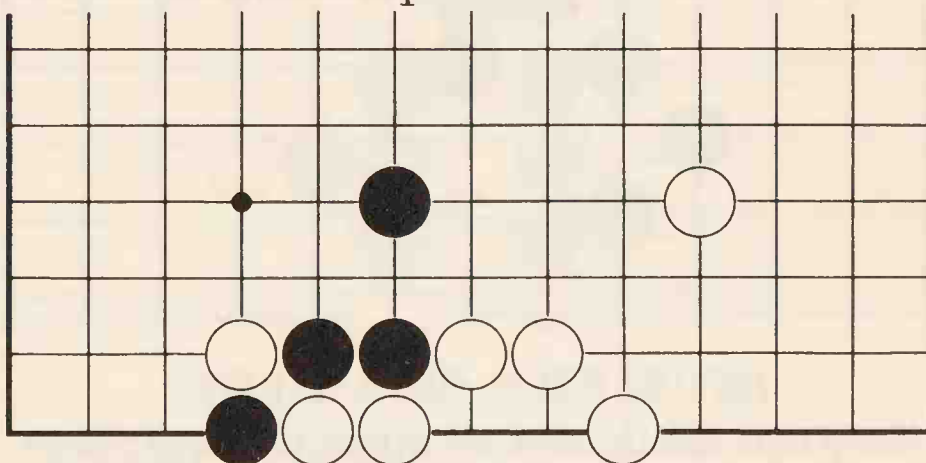
9

PROBLEM 3. Black to play.
How does Black play to capture a white stone?



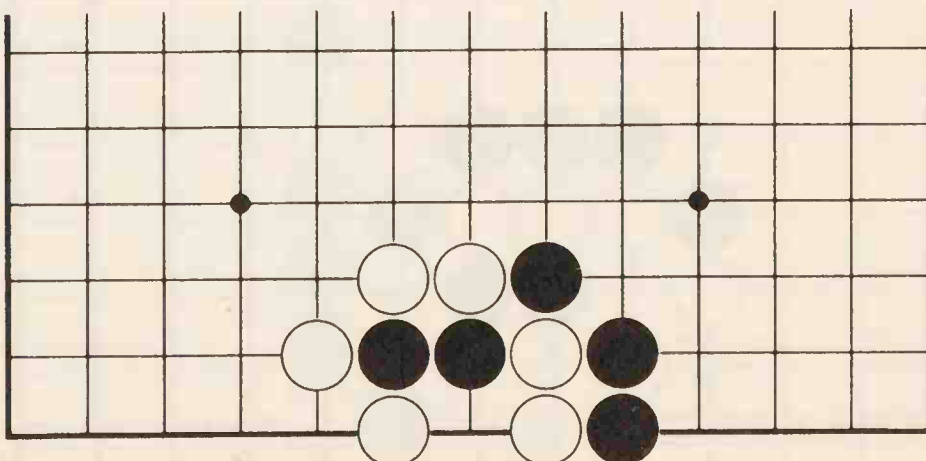
PROBLEM 4. Black to play.

How can Black capture two white stones?



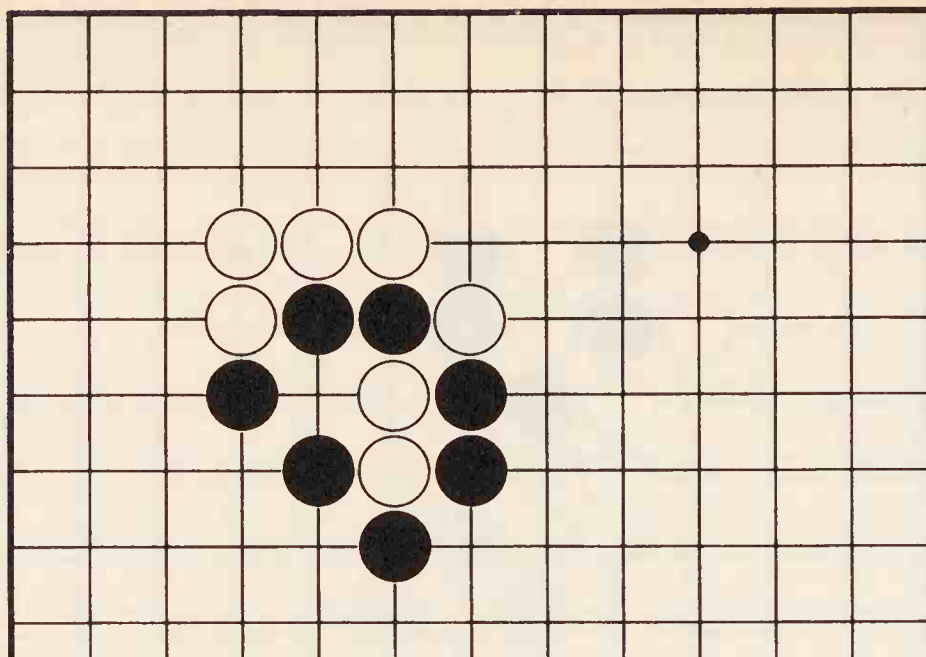
PROBLEM 5. Black to play.

How can Black capture two white stones?

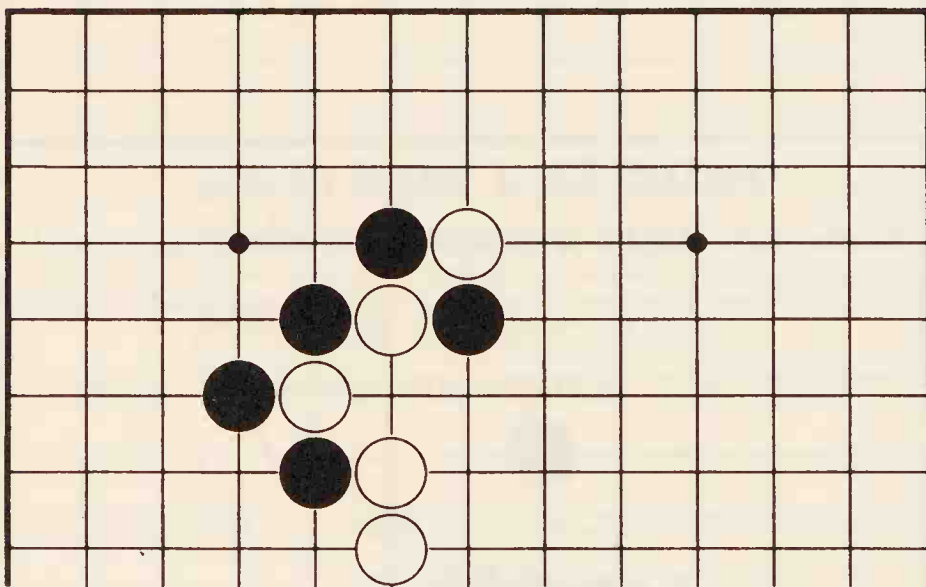


PROBLEM 6. Black to play.

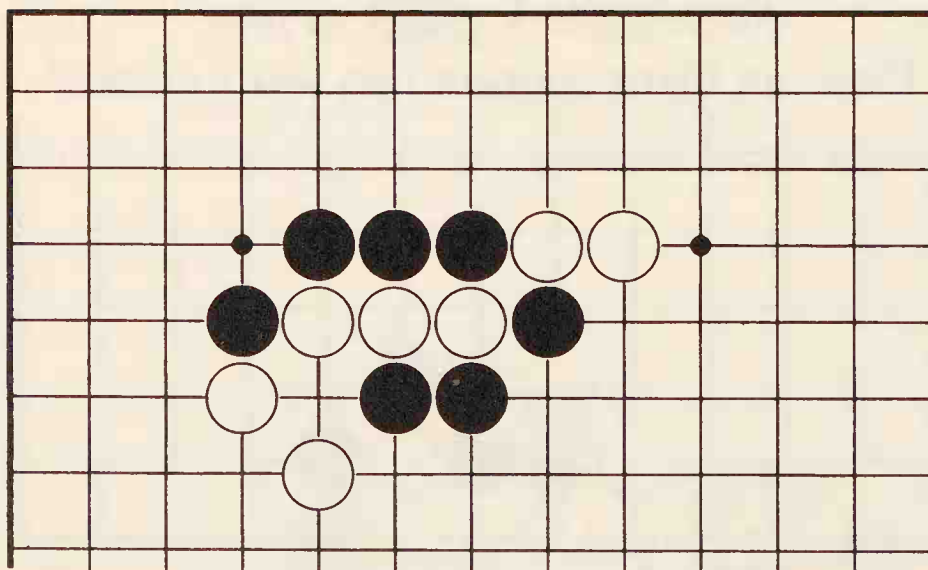
How can Black capture two white stones?



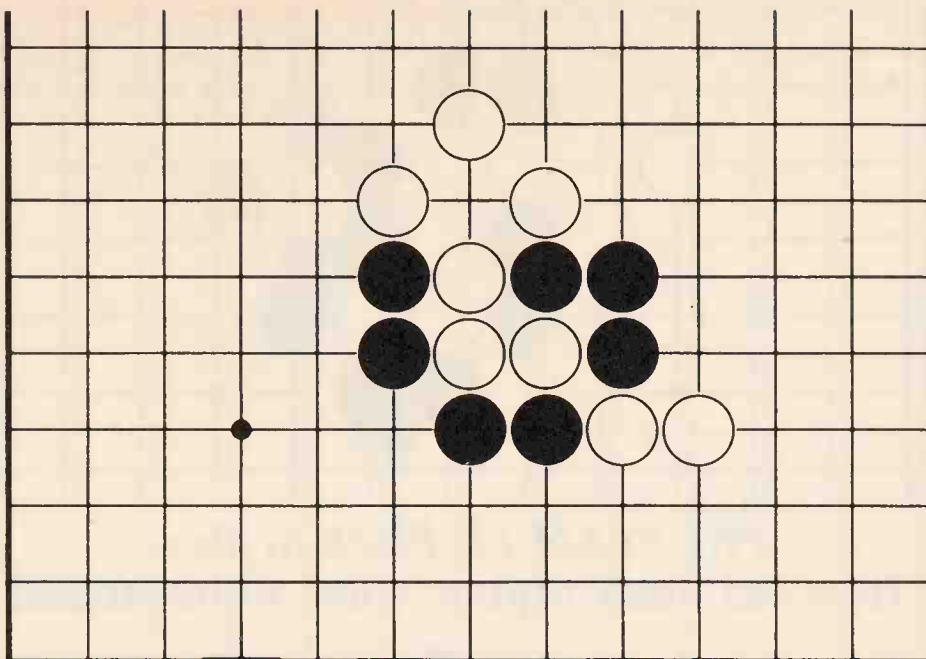
PROBLEM 7. Black to play.
How can Black capture two white stones?



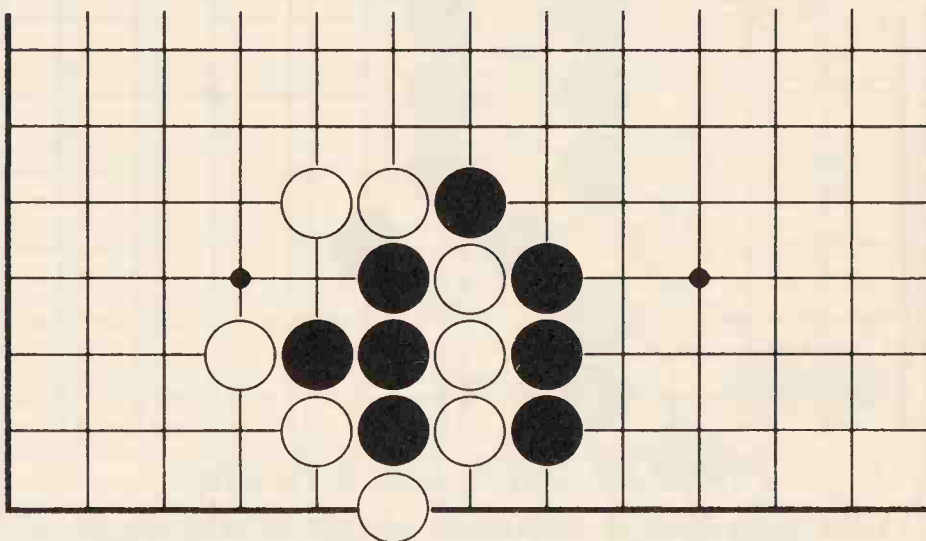
PROBLEM 8. Black to play.
How can Black capture some white stones?



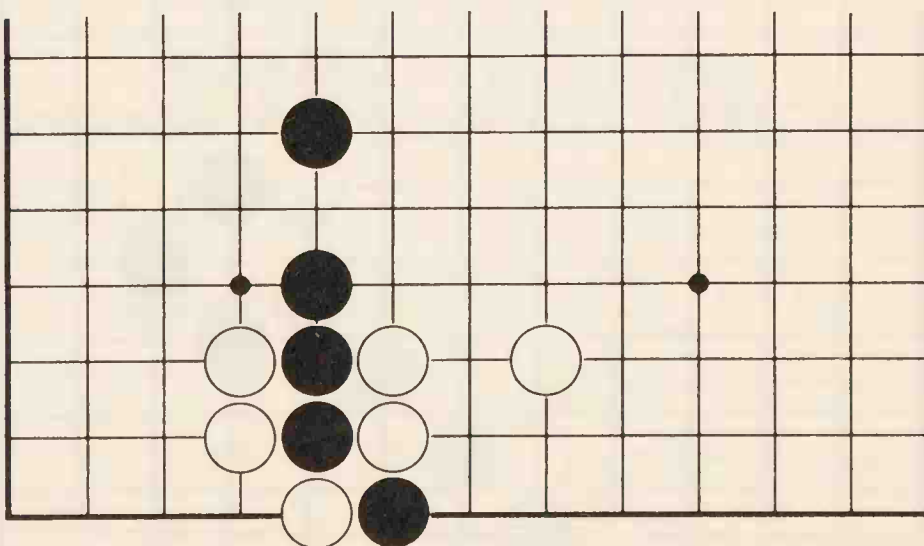
PROBLEM 9. Black to play.
How can Black capture three white stones?



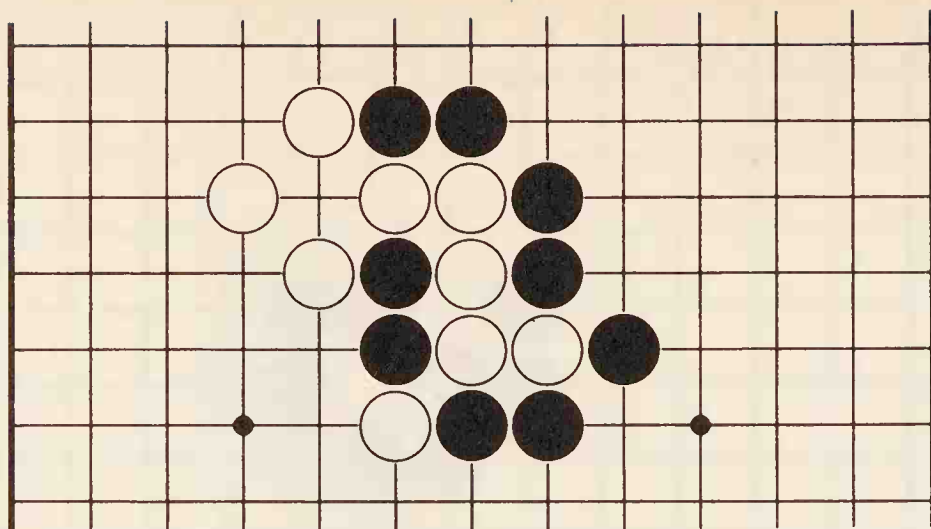
PROBLEM 10. Black to play.
How can Black capture some white stones?



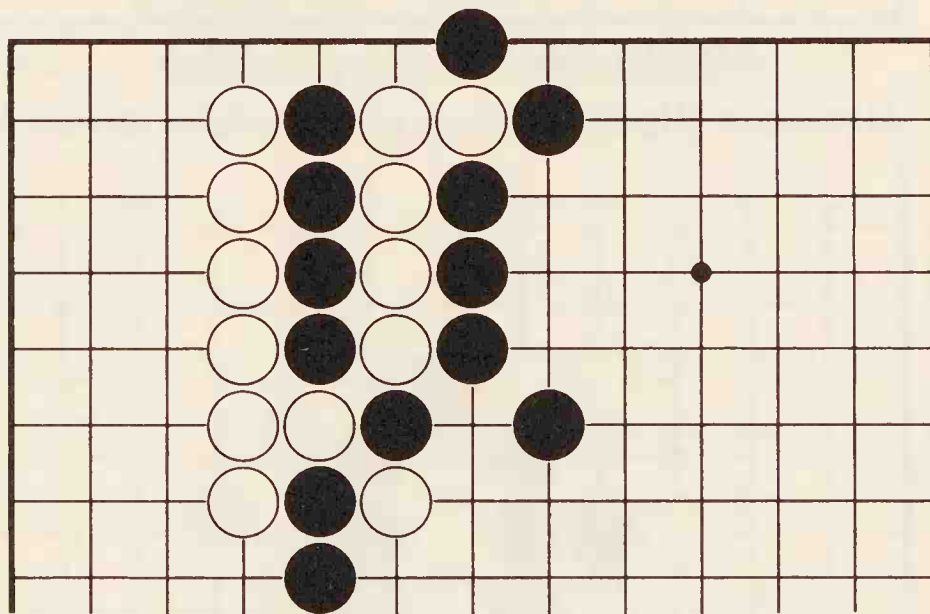
PROBLEM 11. Black to play.
How can Black capture some white stones?



PROBLEM 12. Black to play.
How can Black capture one white stone?

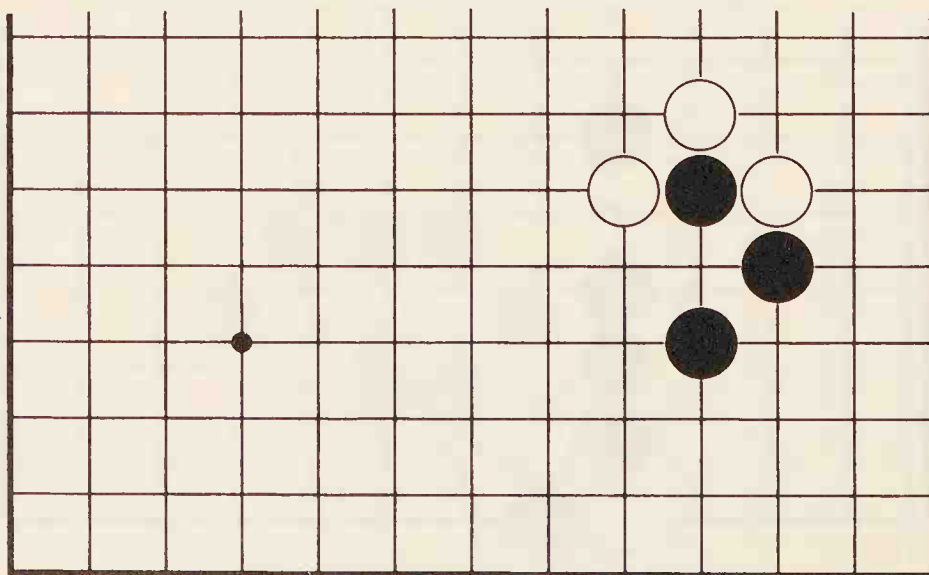


PROBLEM 13. Black to play.
How can Black capture some white stones?

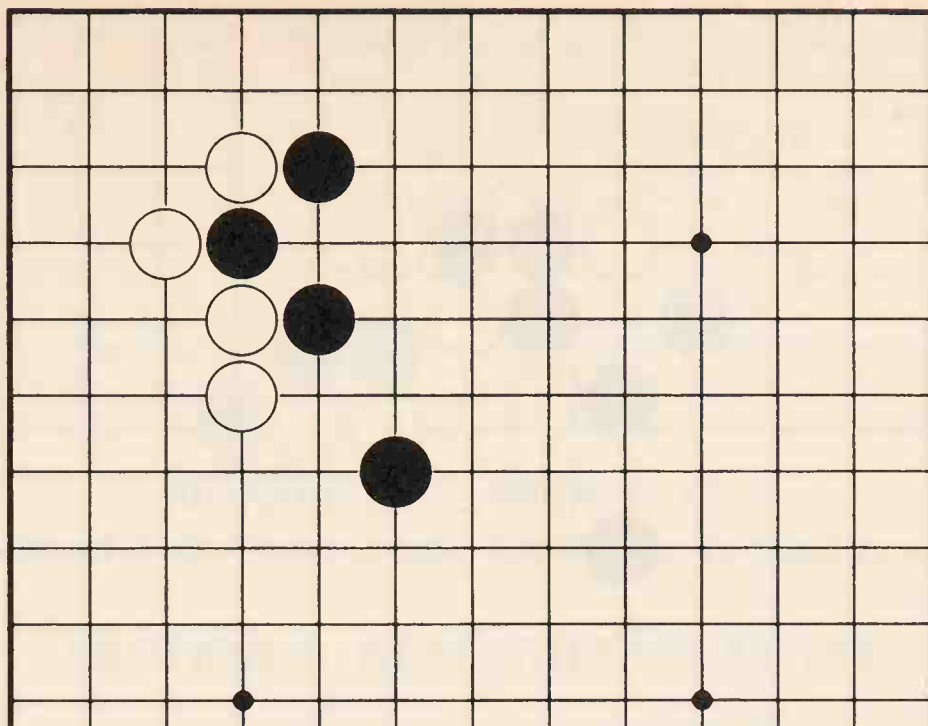


PROBLEM 14. Black to play.
How can Black capture some white stones?

SECTION 2. HOW TO SAVE ENDANGERED STONES

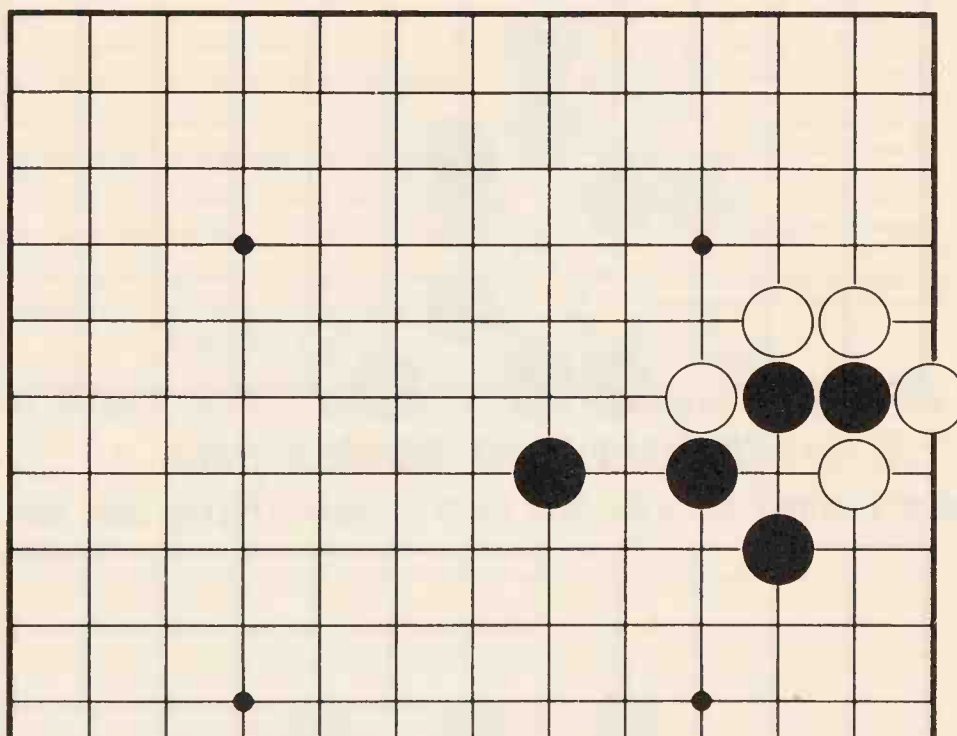


PROBLEM 15. Black to play.
How can Black save his endangered stone?



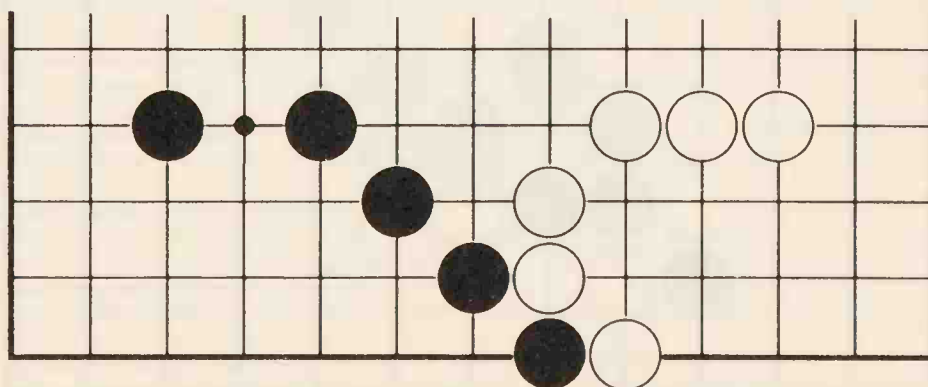
PROBLEM 16. Black to play.

One black stone is about to be captured. How can Black save it?



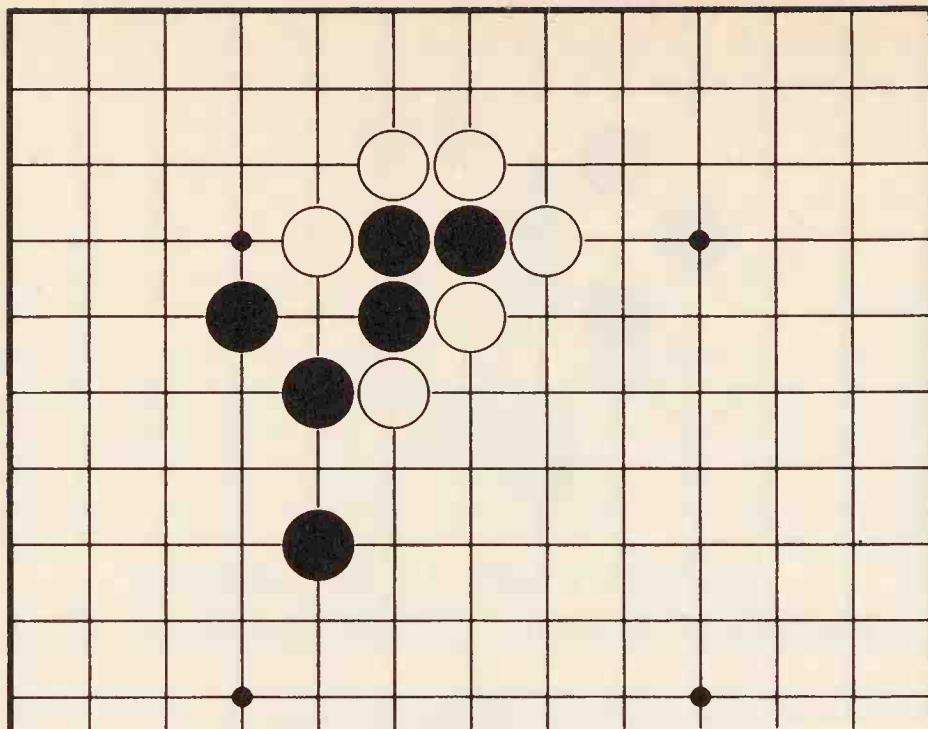
PROBLEM 17. Black to play.

Two black stones are in danger. How can Black save them?



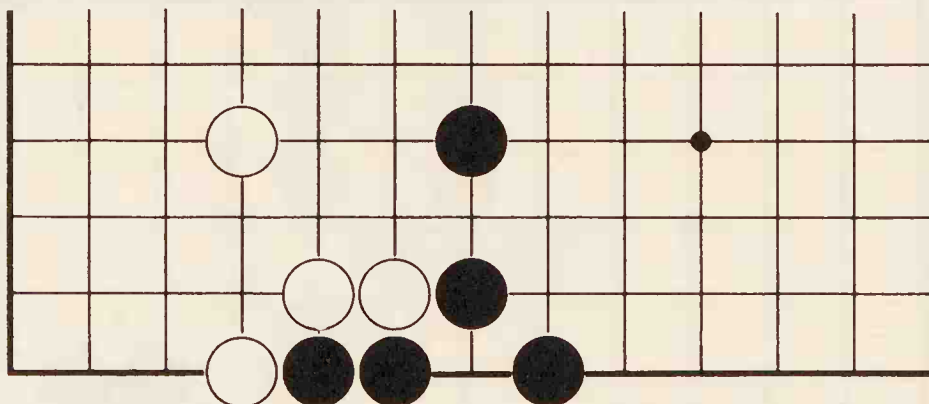
PROBLEM 18. Black to play.

One black stone is about to be captured. How can Black save it?



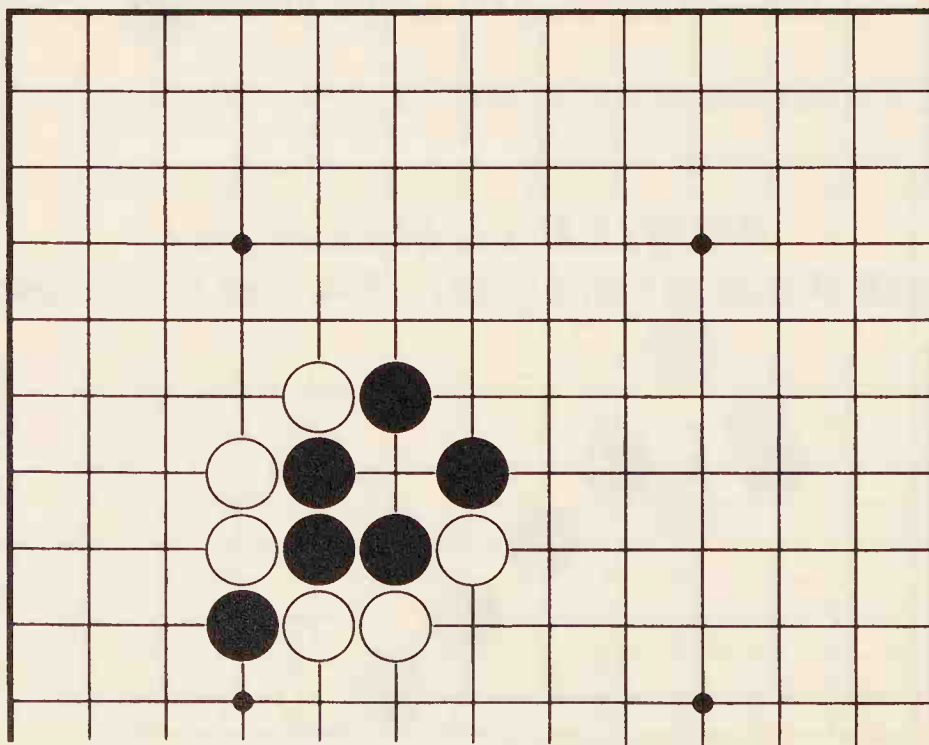
PROBLEM 19. Black to play.

Three black stones are in danger. How can Black save them?



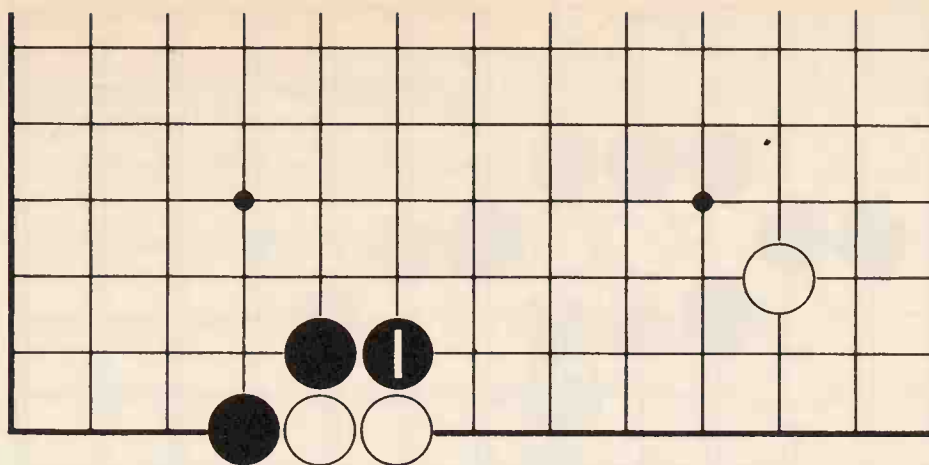
PROBLEM 20. Black to play.

Black doesn't want to lose his two stones. How can he save them?



PROBLEM 21. Black to play.

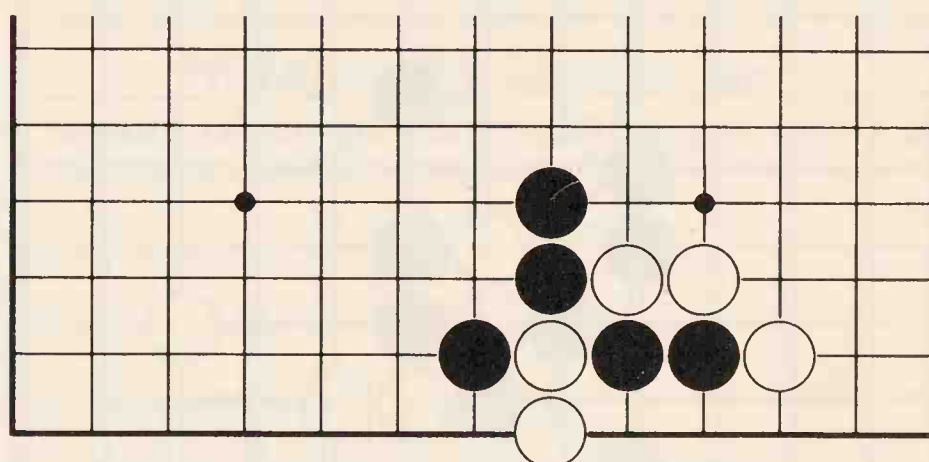
How can Black play to save his three endangered stones?



PROBLEM 22. White to play.

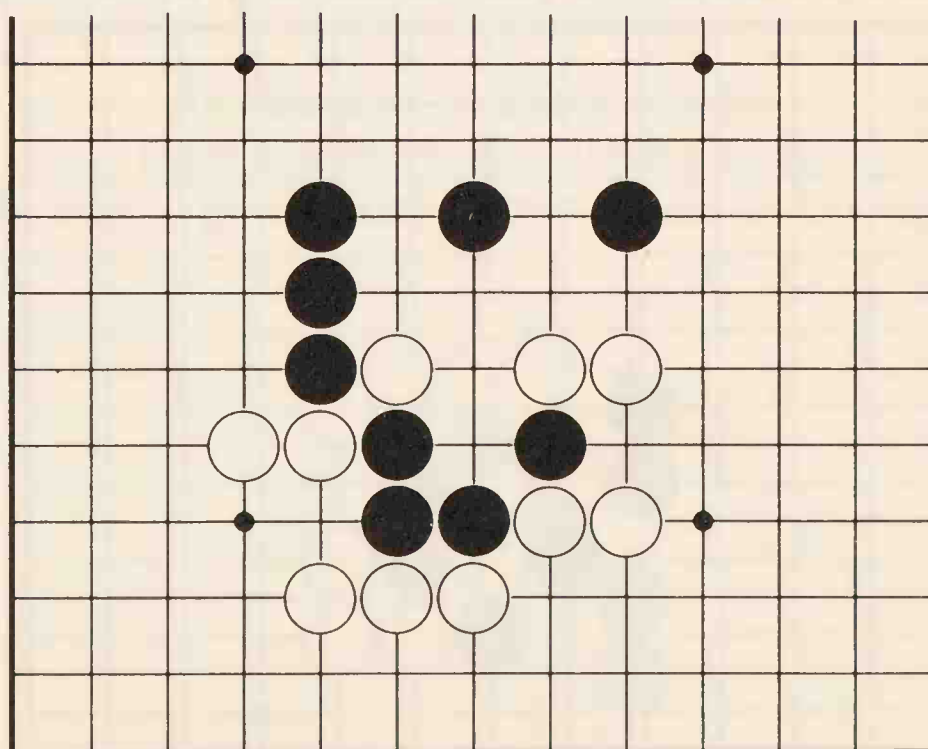
Black has played 1. Is there a way for White to save his two stones?

SECTION 3. RECOGNIZING ATARI



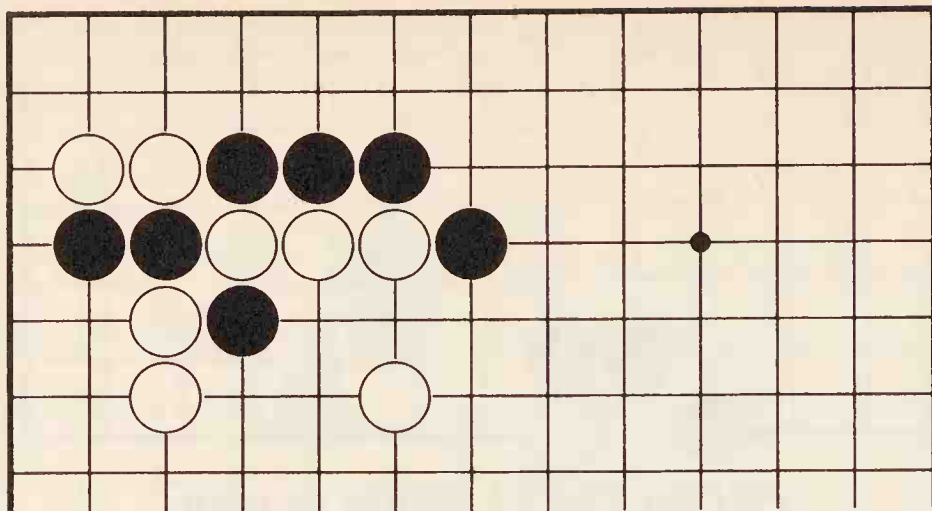
PROBLEM 23. Black to play.

How should Black give *atari* to the two white stones on the edge?
(*atari* — check, i.e. a move threatening to capture on the next move)



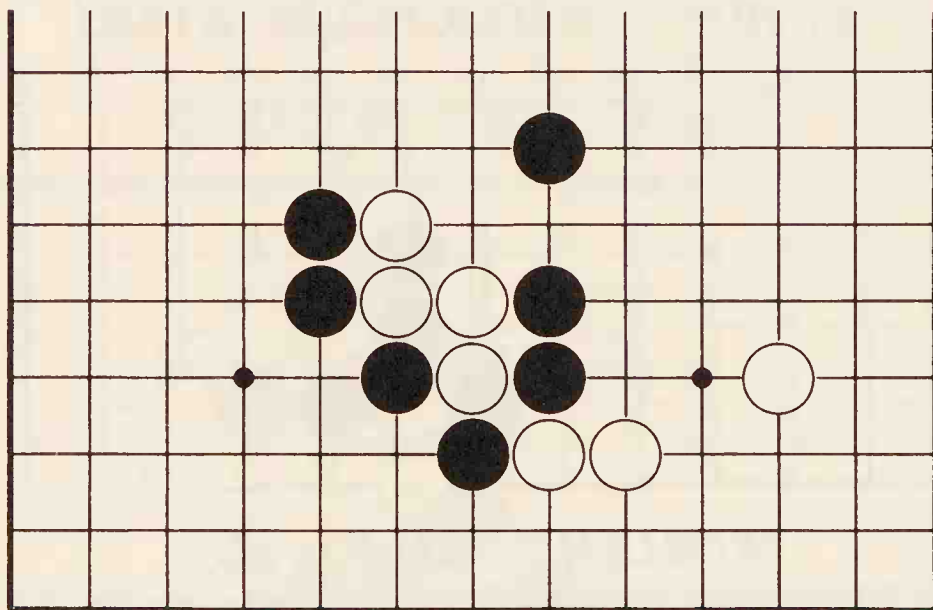
PROBLEM 24. Black to play.

Which way should Black give atari to the white stone in the center?



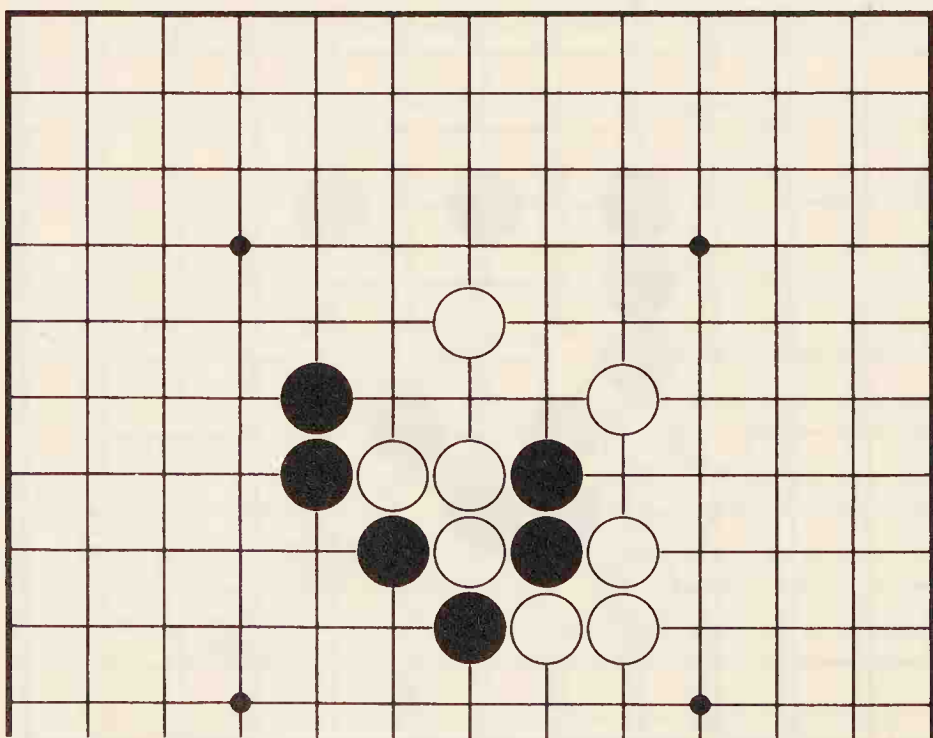
PROBLEM 25. Black to play.

How should Black give atari to the three white stones?



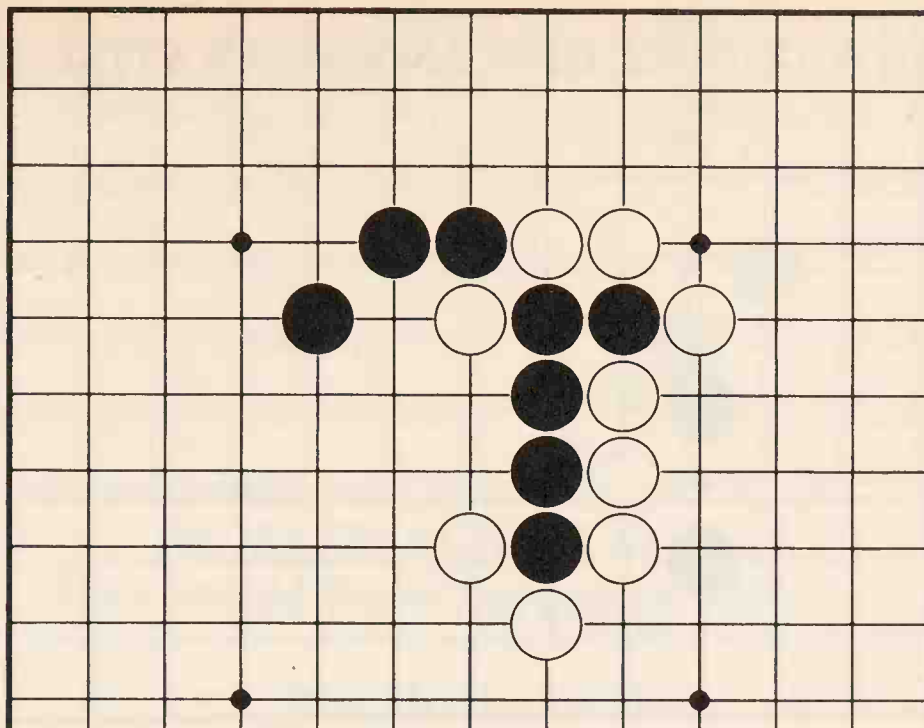
PROBLEM 26. Black to play.

How should Black give atari to the four white stones?



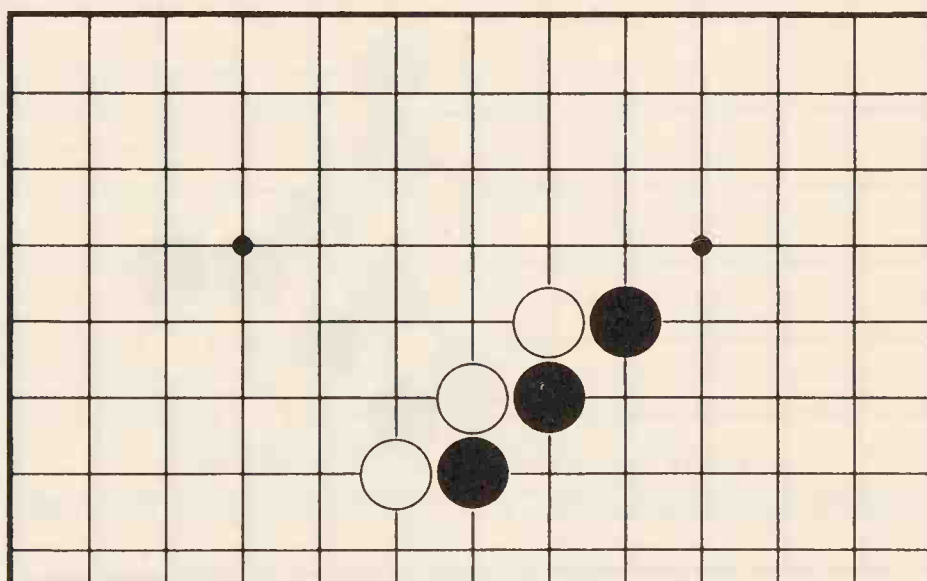
PROBLEM 27. Black to play.

How should Black give atari to the three white stones?



PROBLEM 28. Black to play.

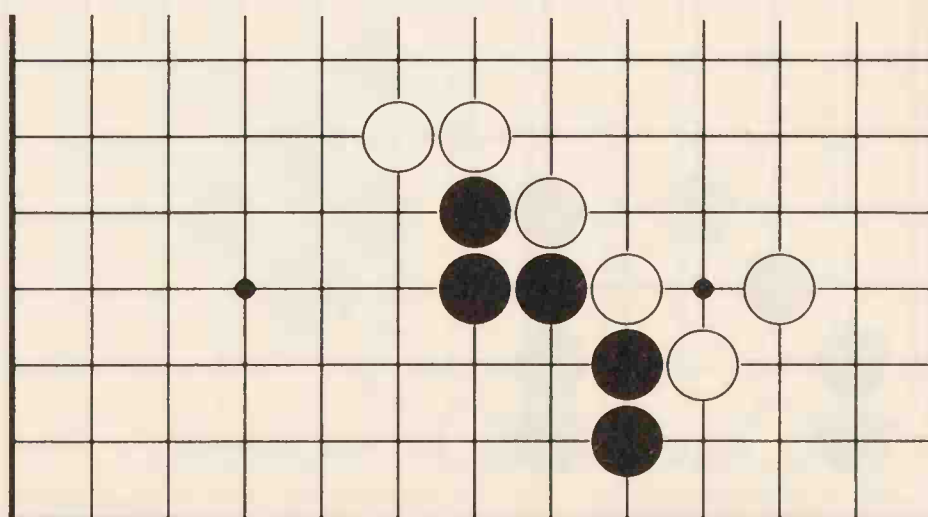
How should Black give atari to the lone white stone?



PROBLEM 29. Black to play.

How can Black give double atari?

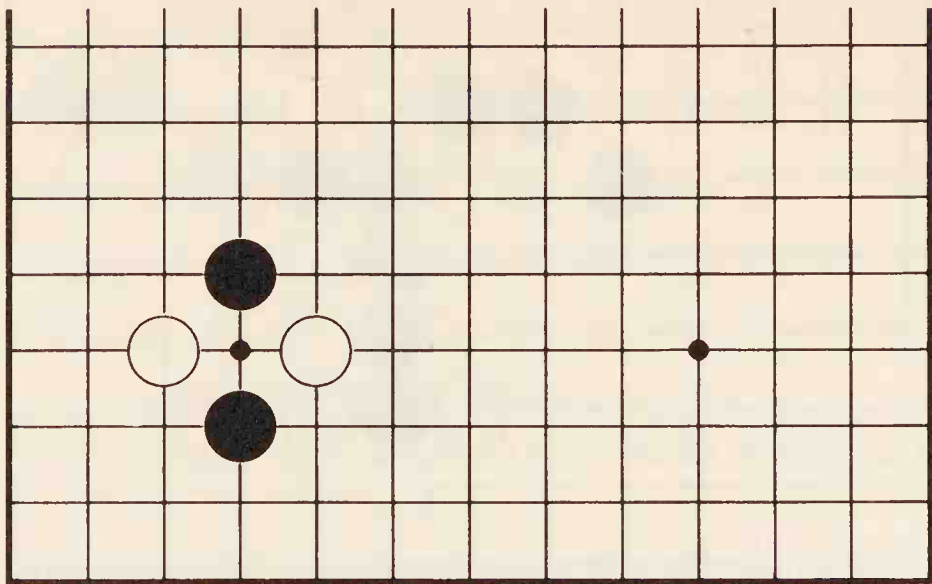
(double atari — giving atari to two stones at the same time)



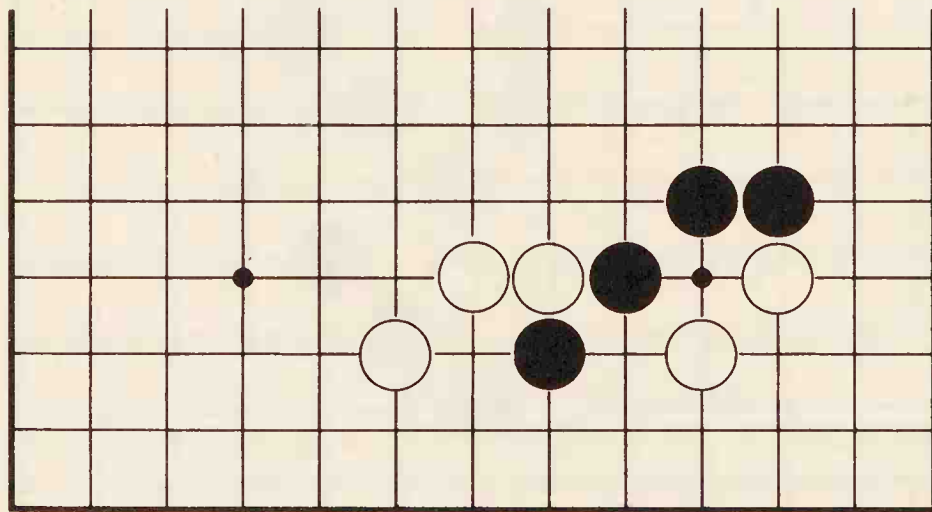
PROBLEM 30. Black to play.

How can Black give double atari?

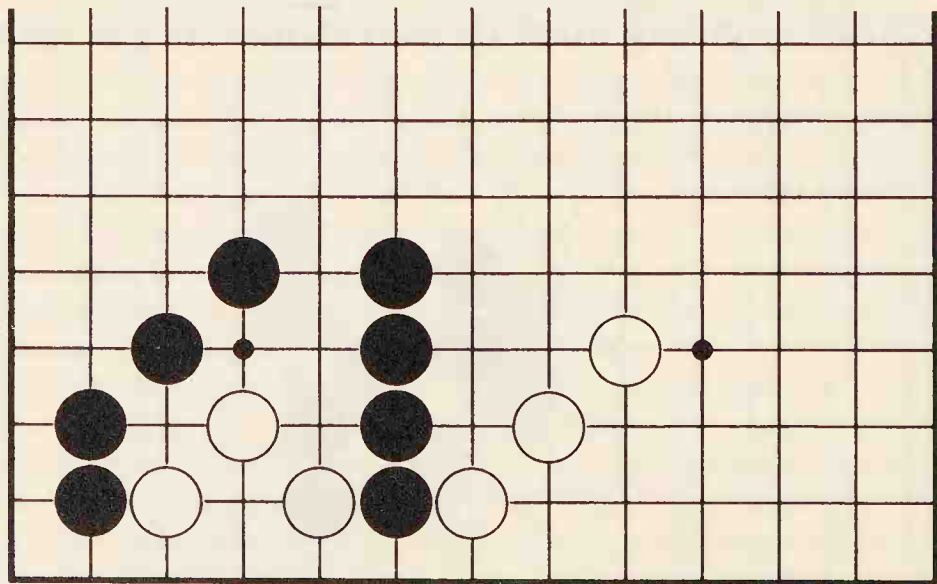
SECTION 4. CONNECTING AND SEPARATING STONES



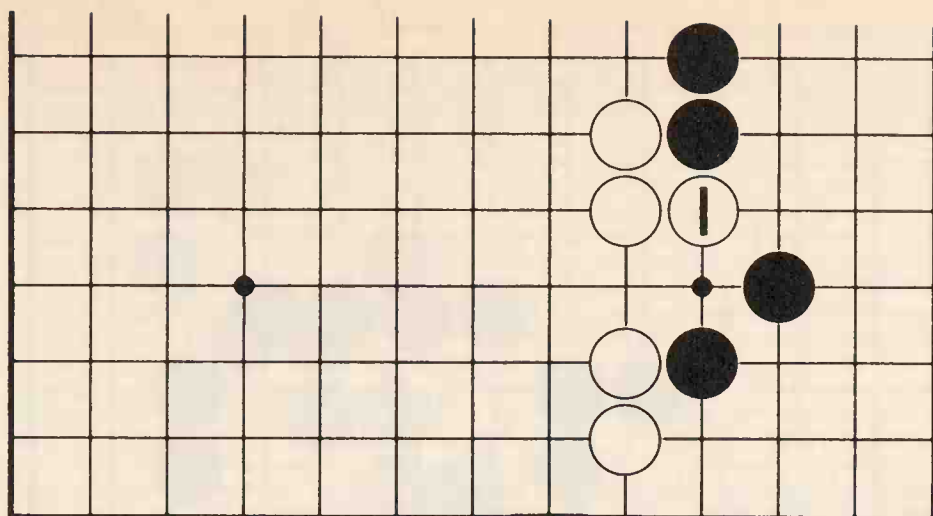
PROBLEM 31. Black to play.
How should Black play?



PROBLEM 32. Black to play.
How should Black play so as to connect up all his stones?

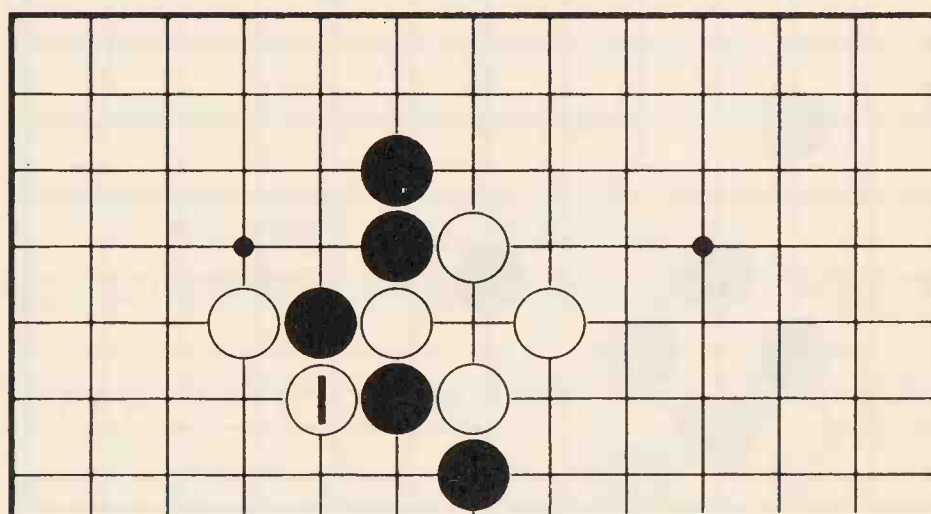


PROBLEM 33. Black to play.
How can Black keep the two groups of white stones separated?

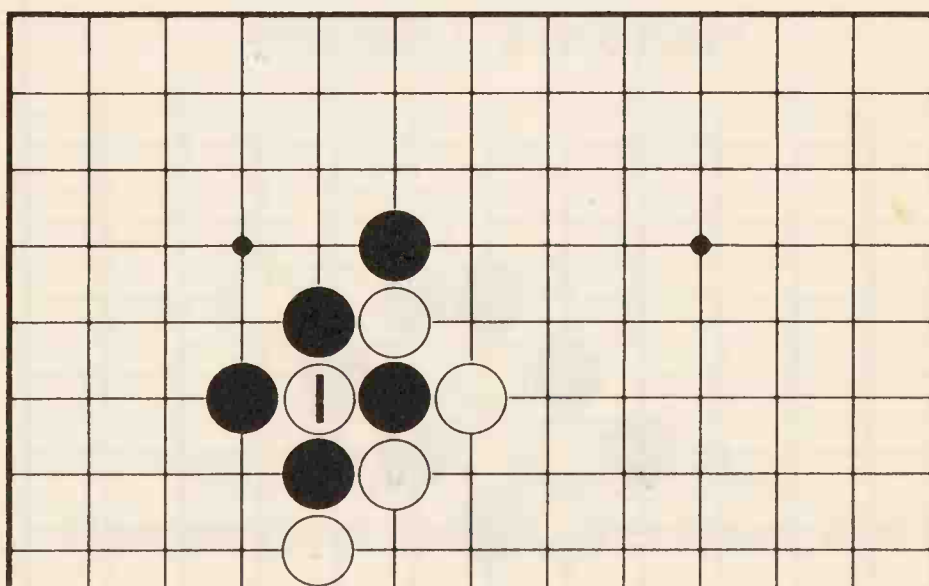


PROBLEM 34. Black to play.
How should Black respond to White 1?

SECTION 5. KO



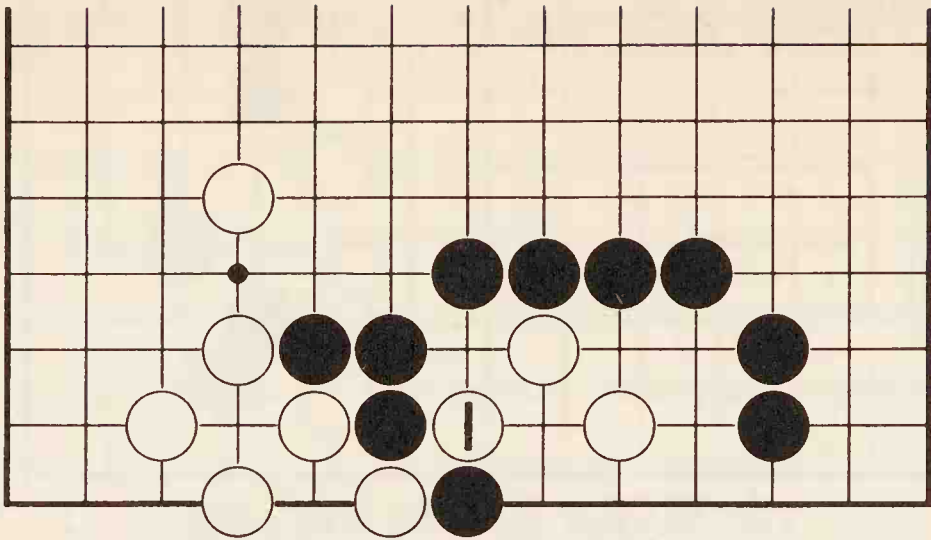
PROBLEM 35. Black to play.
White plays double atari with 1. How should Black reply?



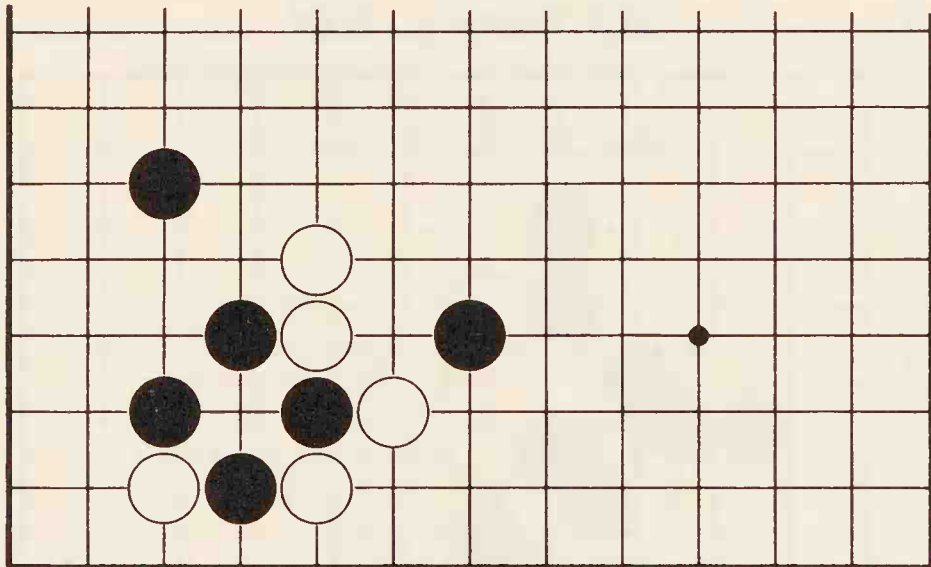
PROBLEM 36. Black to play.

White 1 captures a black stone in *ko*. How should Black reply?

(*ko* — a shape in which your stone is captured but it is illegal to retake the capturing stone even though you can occupy all its liberties.)

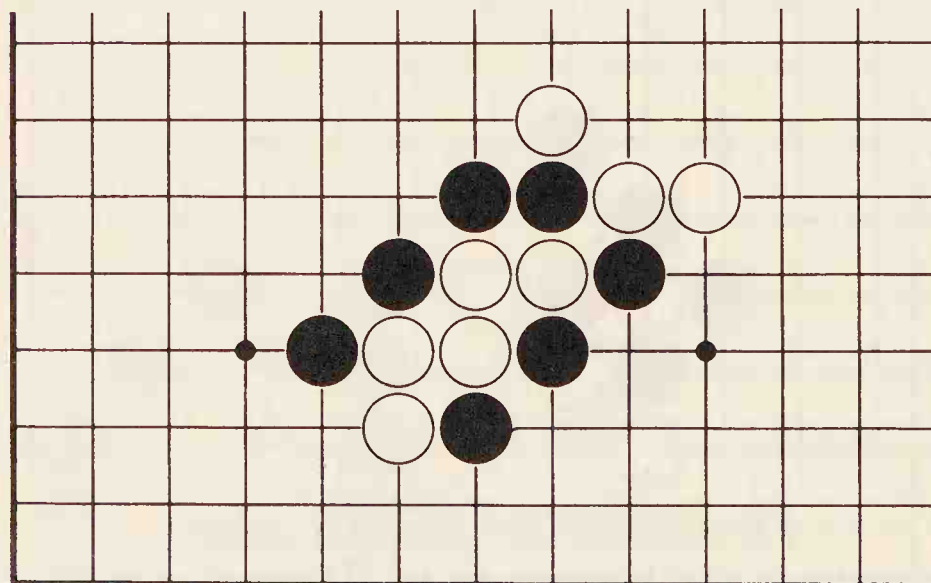


PROBLEM 37. Black to play.
How should Black respond to White 1?

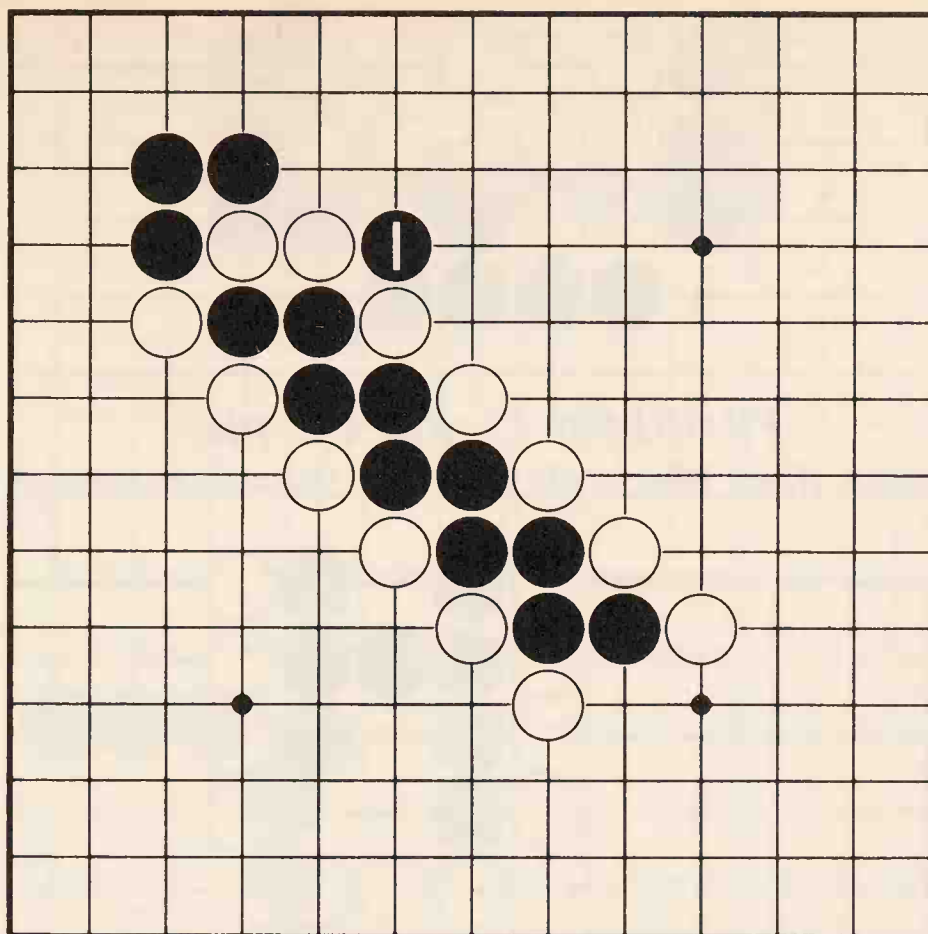


PROBLEM 38. Black to play.
What is Black's best move?

SECTION 6. LADDERS



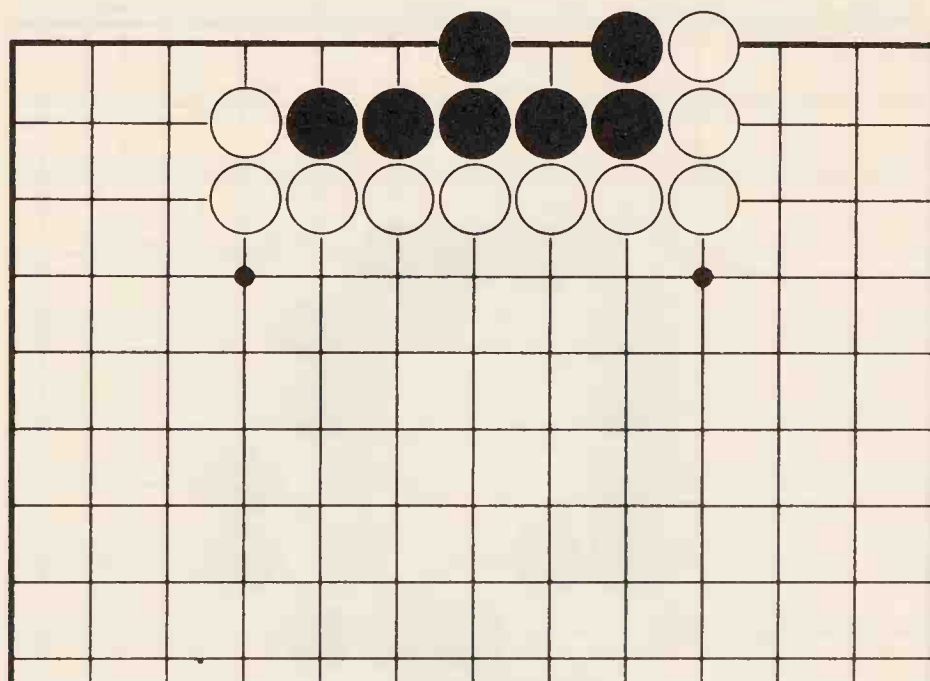
PROBLEM 39. Black to play.
How can Black capture the five white stones?



PROBLEM 40. White to play.

Black plays double atari with 1. How should White respond?

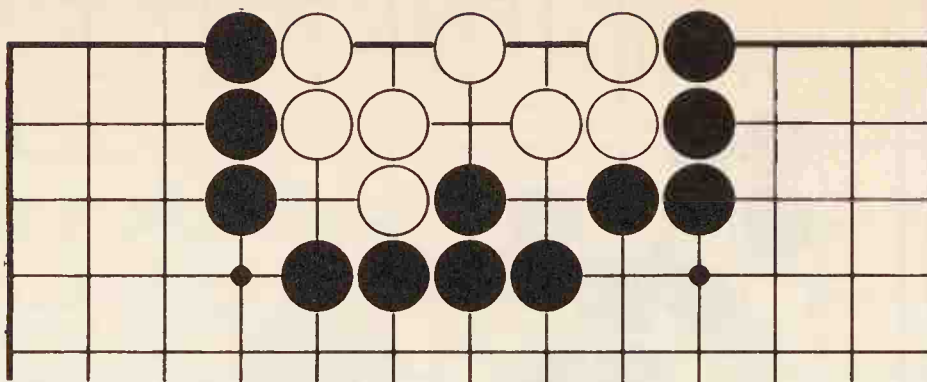
SECTION 7. LIVING GROUPS AND DEAD GROUPS



PROBLEM 41. Black to play.

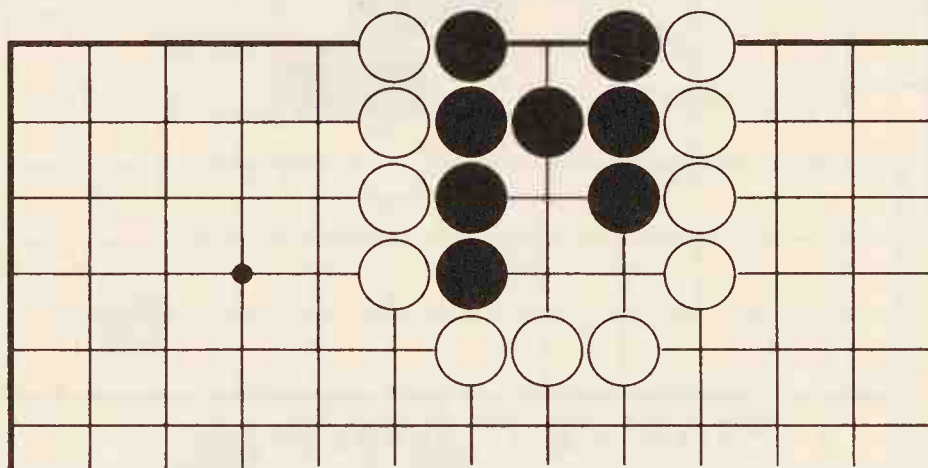
How can Black give his seven stones life?

(A group of stones is said to be alive if it can make two 'eyes'. Such stones can never be captured. A group of stones is said to be dead if it cannot make two eyes. Such stones will eventually be taken off the board as prisoners.)



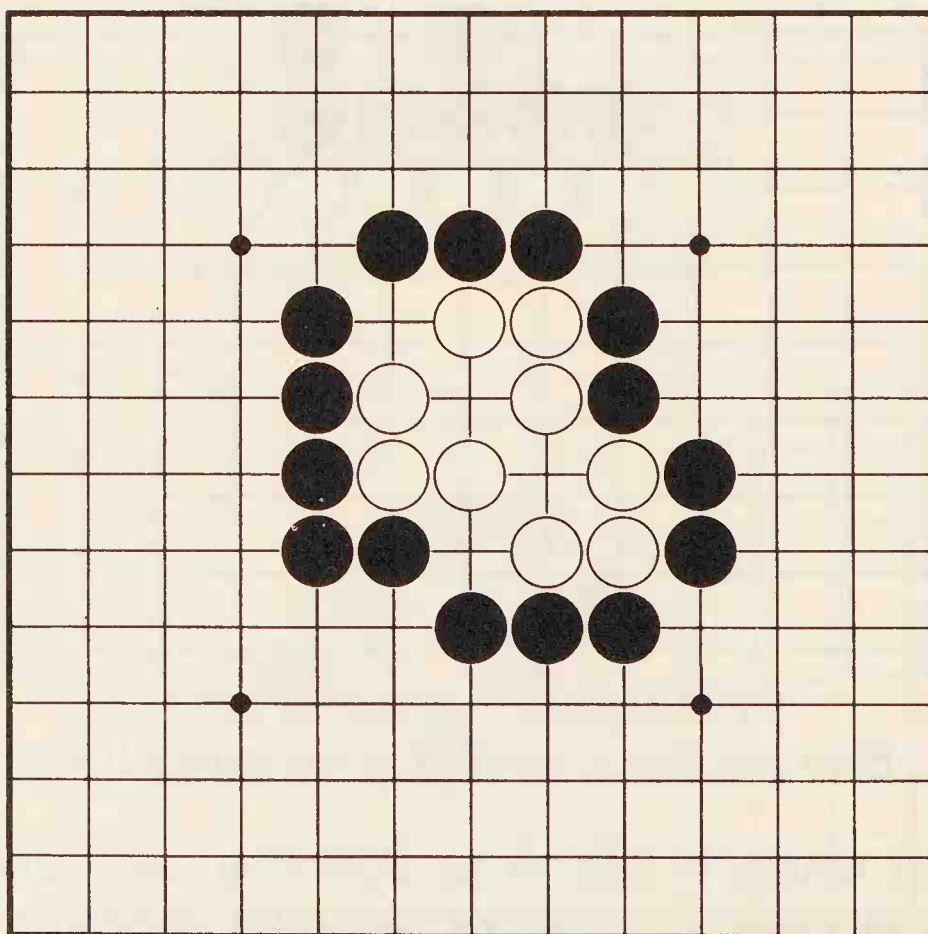
PROBLEM 42. Black to play.

Where does Black play to kill the white stones?



PROBLEM 43. Black to play.

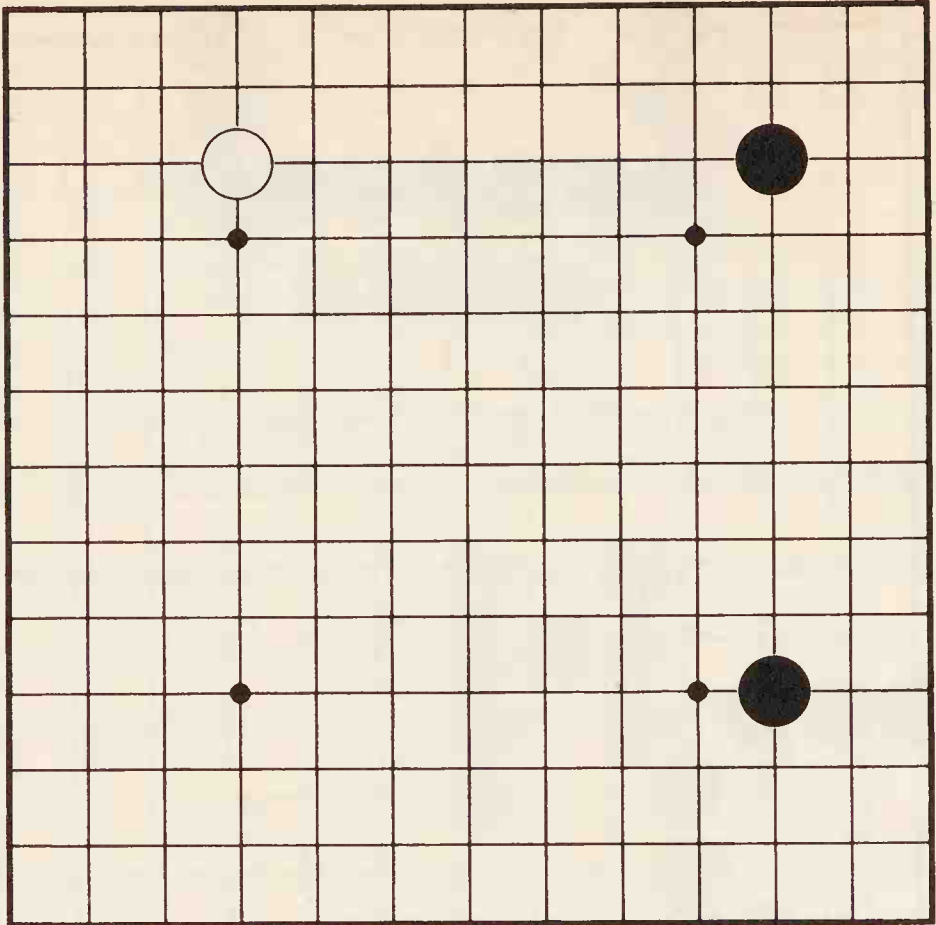
How can Black play so as to give his eight stones a living shape?



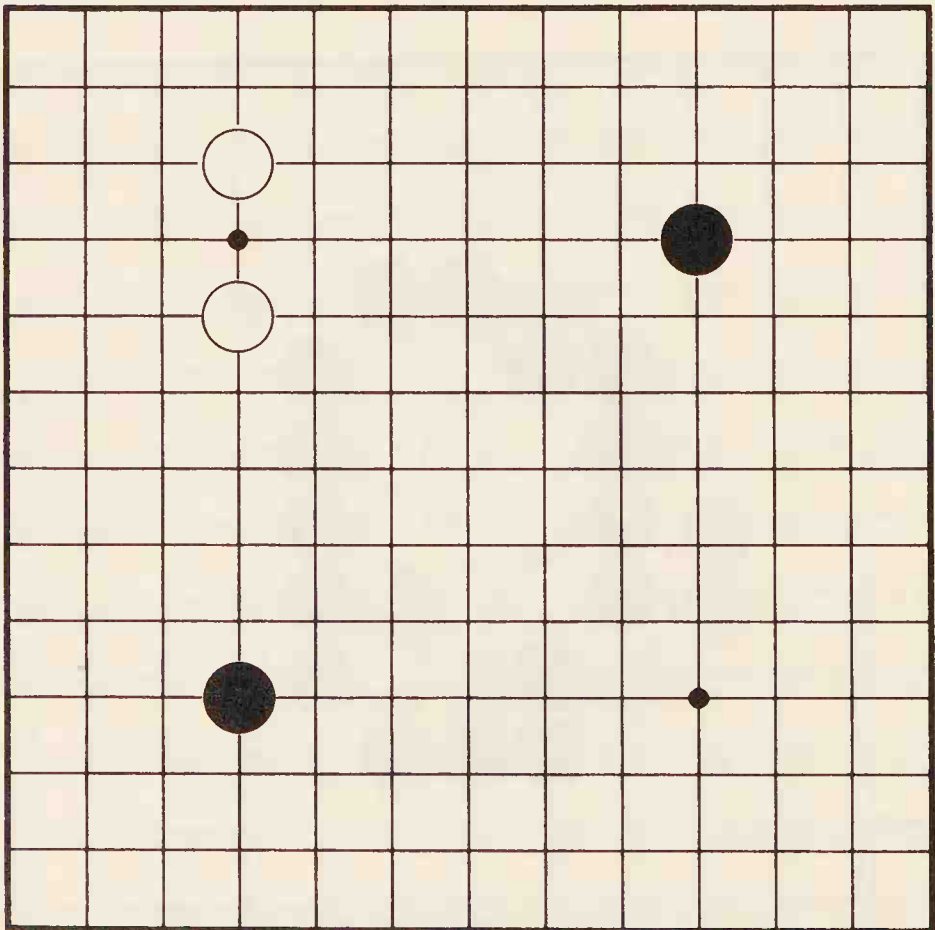
PROBLEM 44. Black to play.

How does Black kill all the white stones?

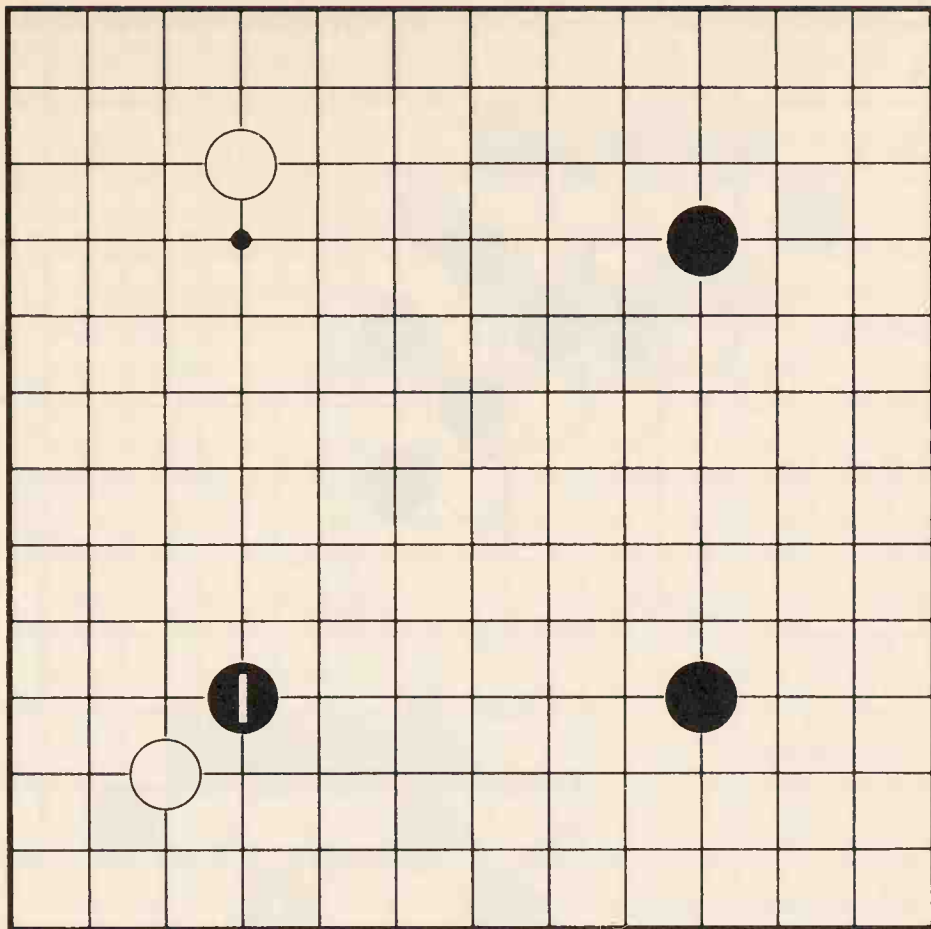
SECTION 8. HOW TO PLAY IN THE OPENING



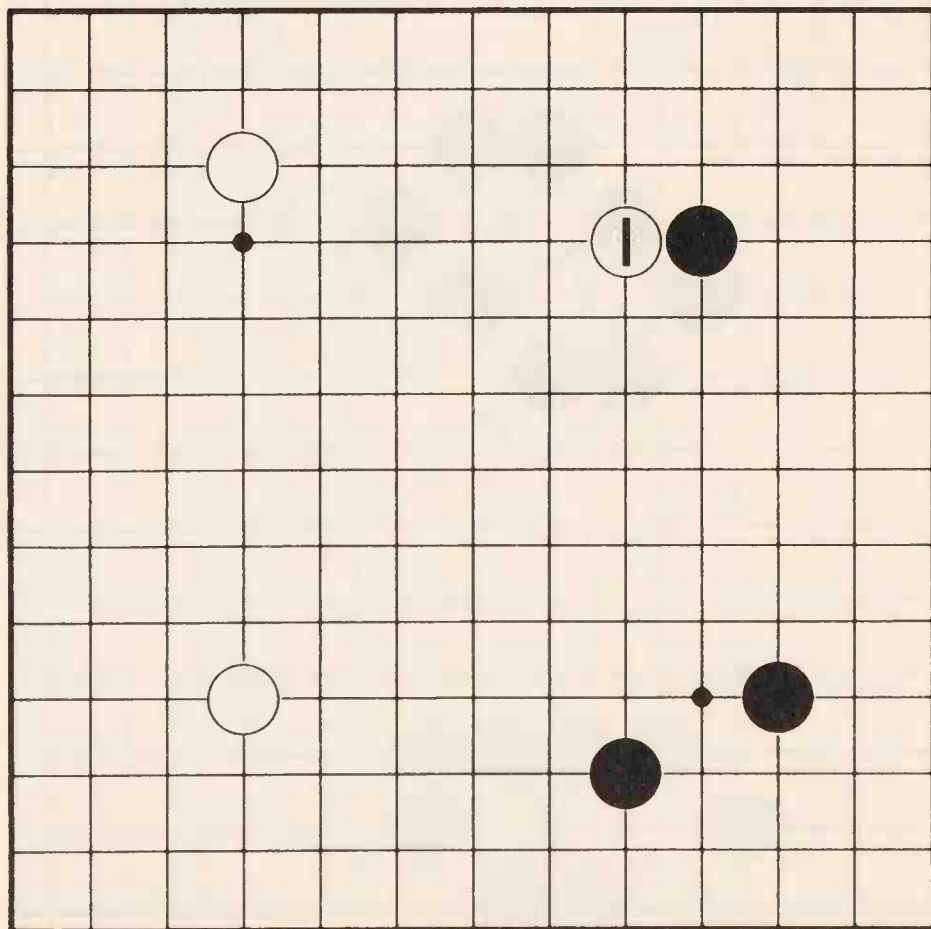
PROBLEM 47. White to play.
Where does White want to play?
(There is more than one correct answer.)



PROBLEM 48. Black to play.
Where does Black want to play?
(There is more than one correct answer.)

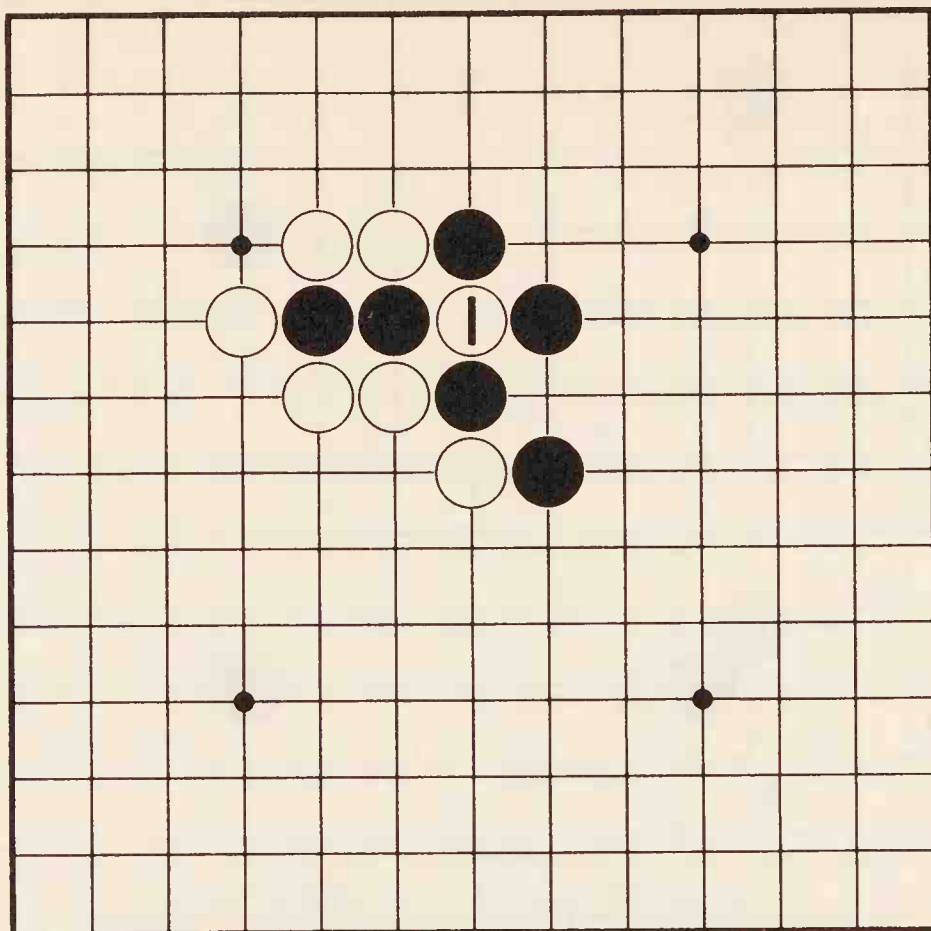


PROBLEM 49. White to play.
How does White answer Black 1?



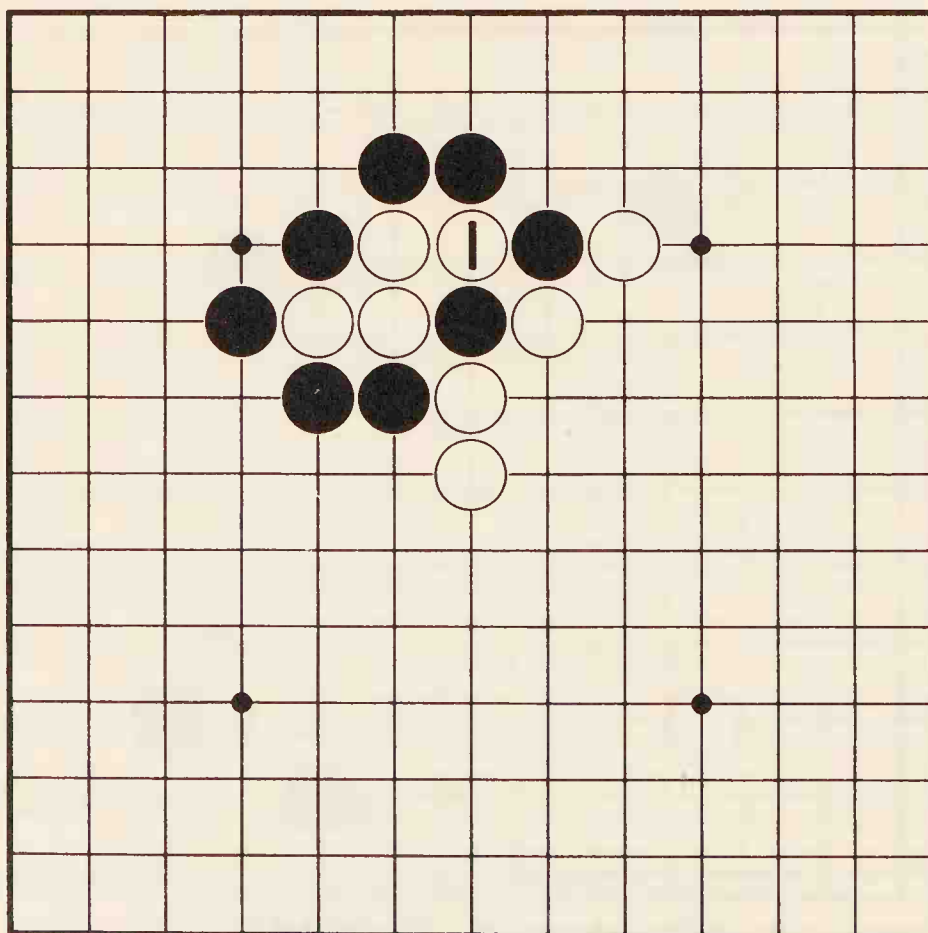
PROBLEM 50. Black to play.
White 1 is a bad move, but how should Black respond?

SECTION 9. ENDGAME AND OTHER MOVES



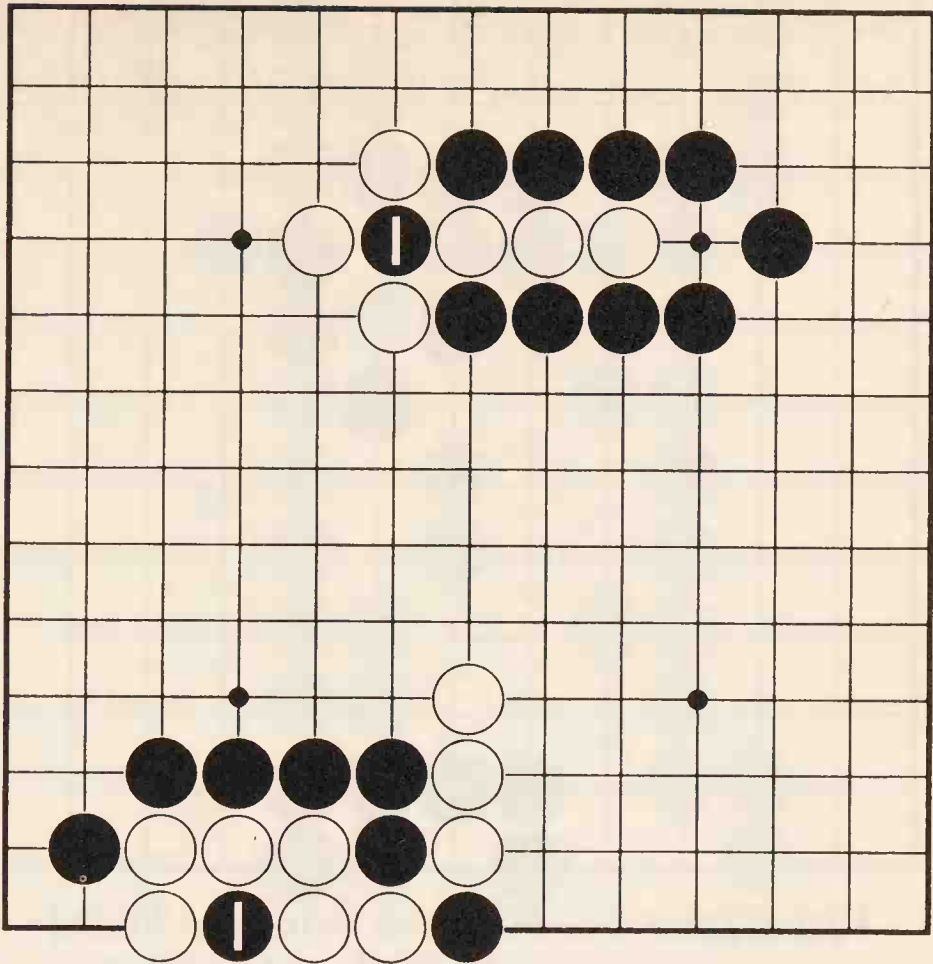
PROBLEM 51. Black to play.

How should Black play after White takes two stones with 1?

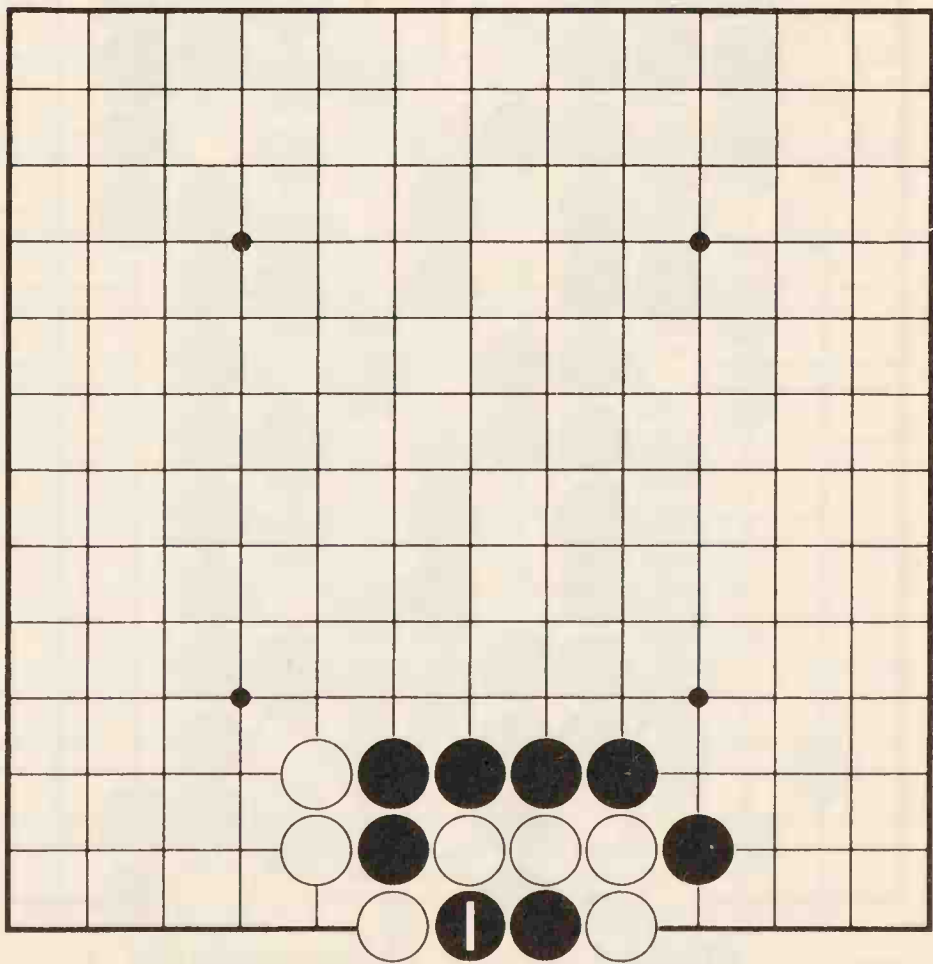


PROBLEM 52. Black to play.

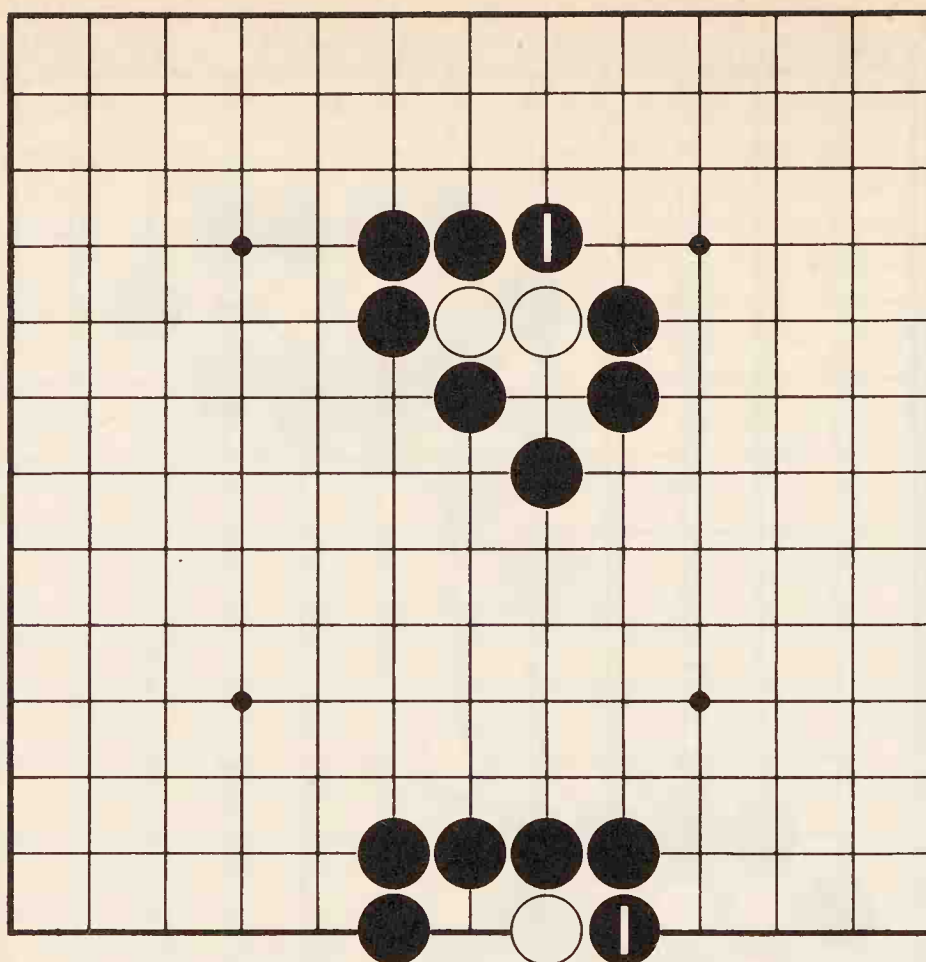
How should Black play after White captures a stone with 1?



PROBLEM 53. Legal moves?
Can Black play 1 at the top and at the bottom?

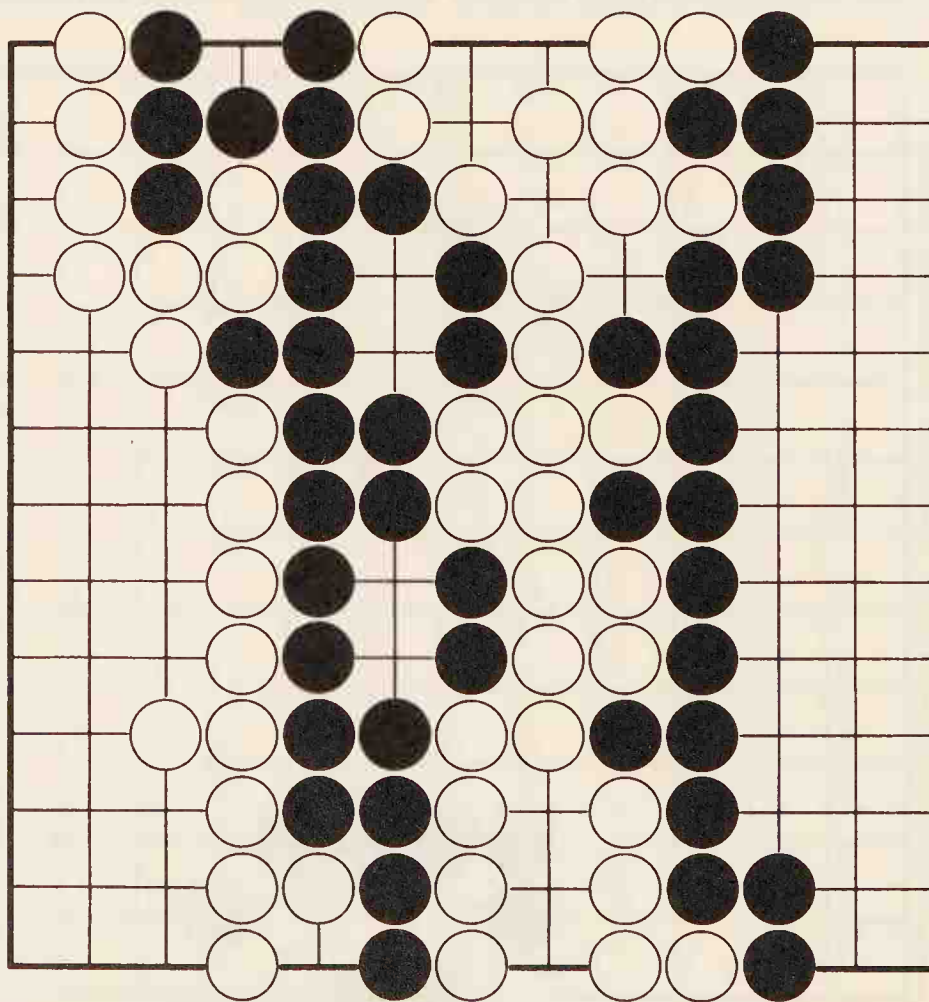


PROBLEM 54. Legal move?
How about here? Can Black play at 1?



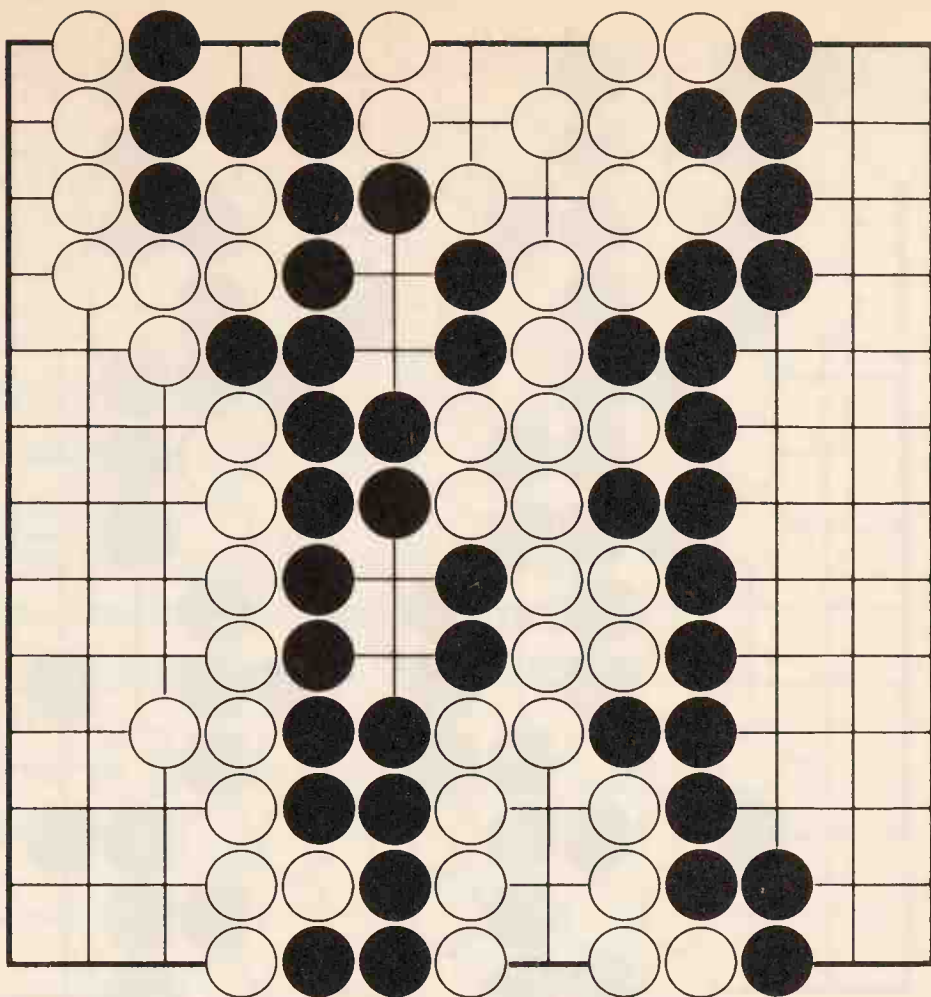
PROBLEM 55. Remove from the board?

In the positions at the top and bottom, can Black remove the white stones from the board after he plays at 1?



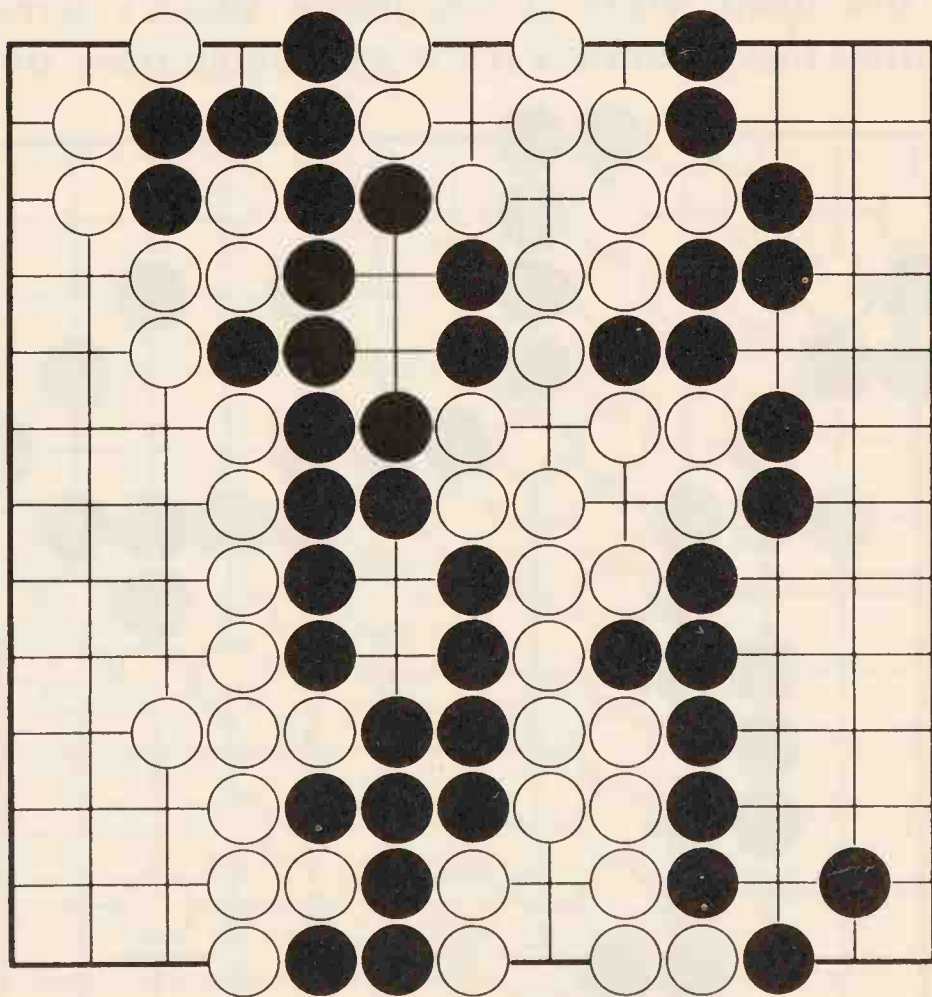
PROBLEM 56. Dame points.

The game is over, but there are still *dame* points left. Where are they?
(*dame* — neutral points which profit neither Black nor White)



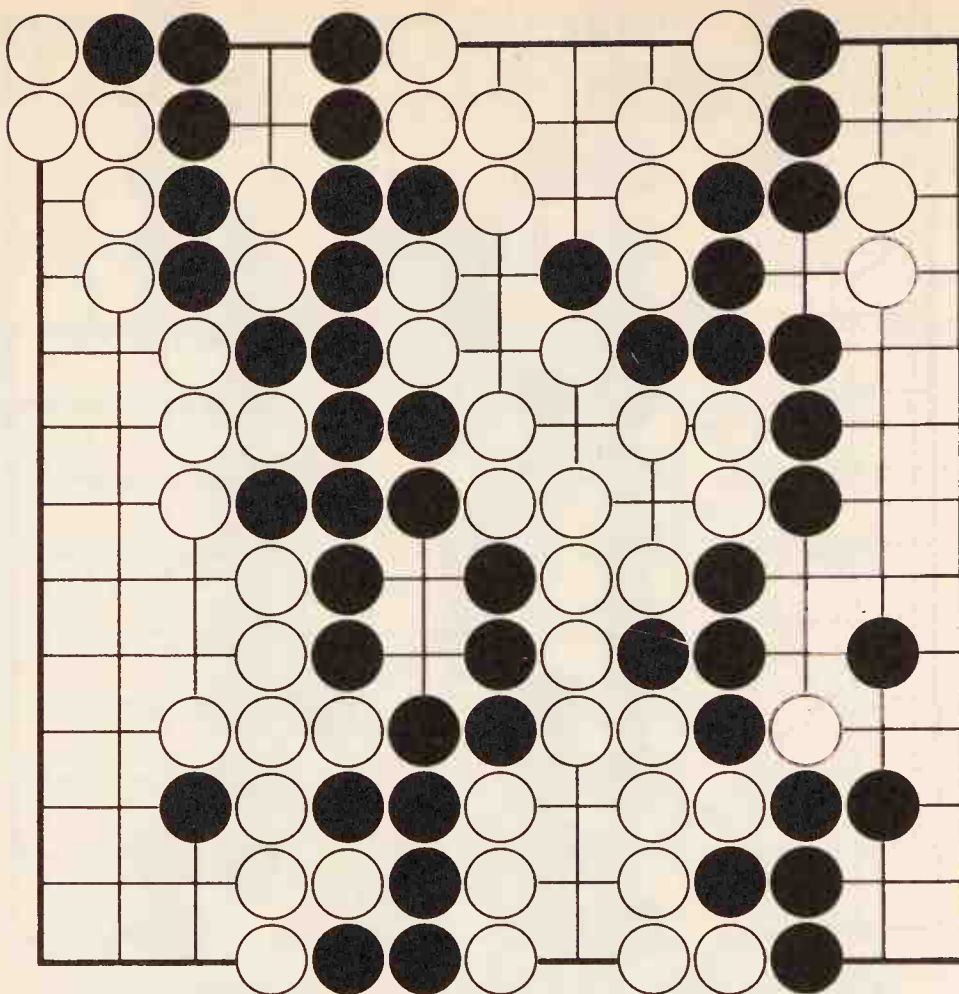
PROBLEM 57. Calculate the territory!

No stones have been captured. Who wins and by how many points?



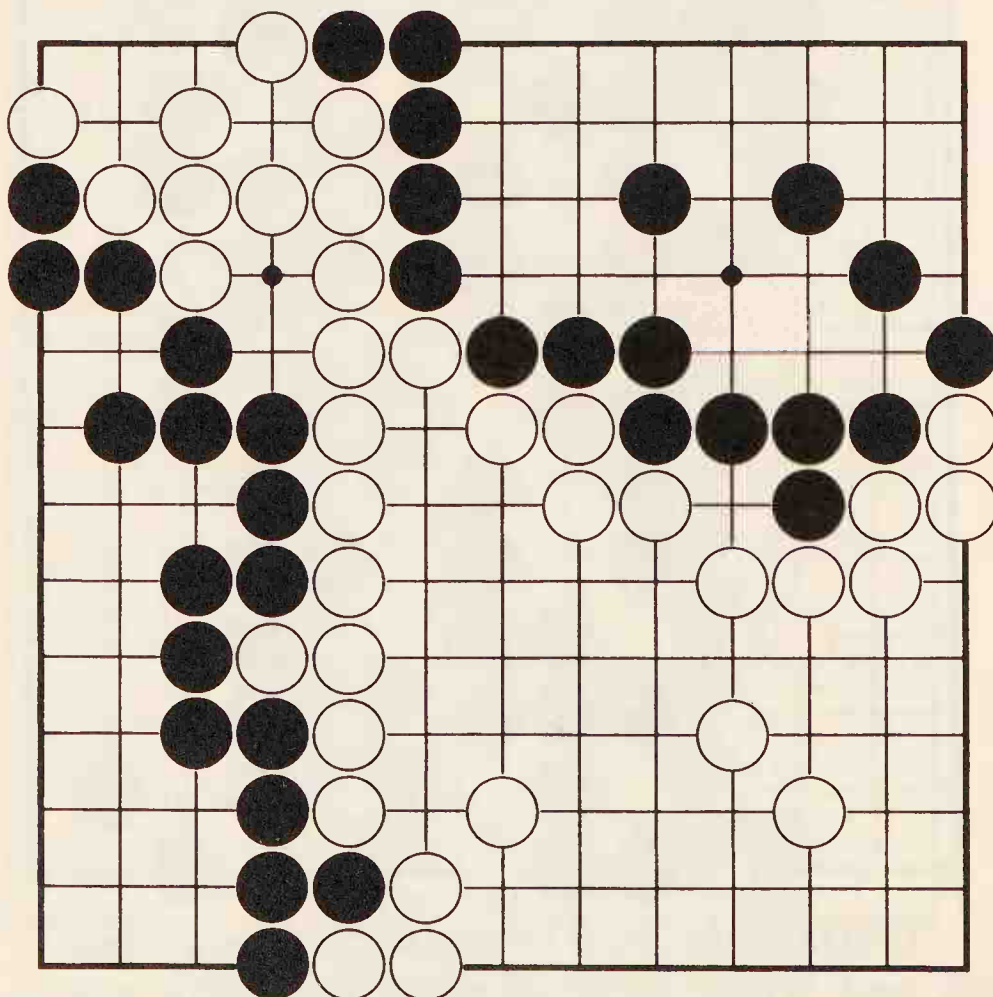
PROBLEM 58. The last defensive moves.

Both Black and White have to make defensive moves inside their own territories before the last *dame* points can be played. Where are these moves?



PROBLEM 59. Dead stones.

There are five dead white stones inside Black's territory and two dead black stones inside White's territory. Which ones are they?



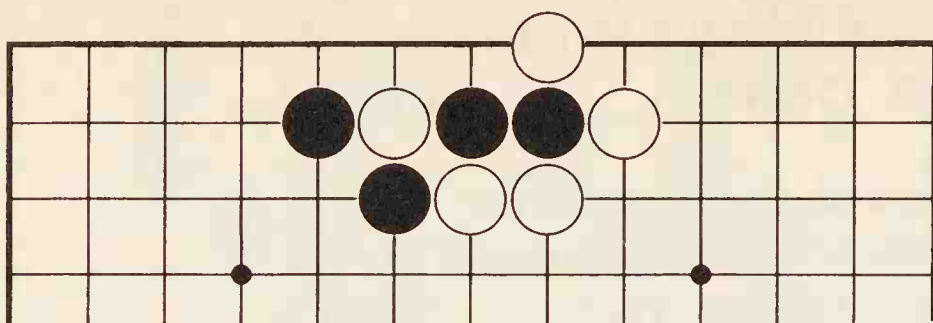
PROBLEM 60. Black to play.
Where is the last point of profit?

II INTRODUCTORY PROBLEMS

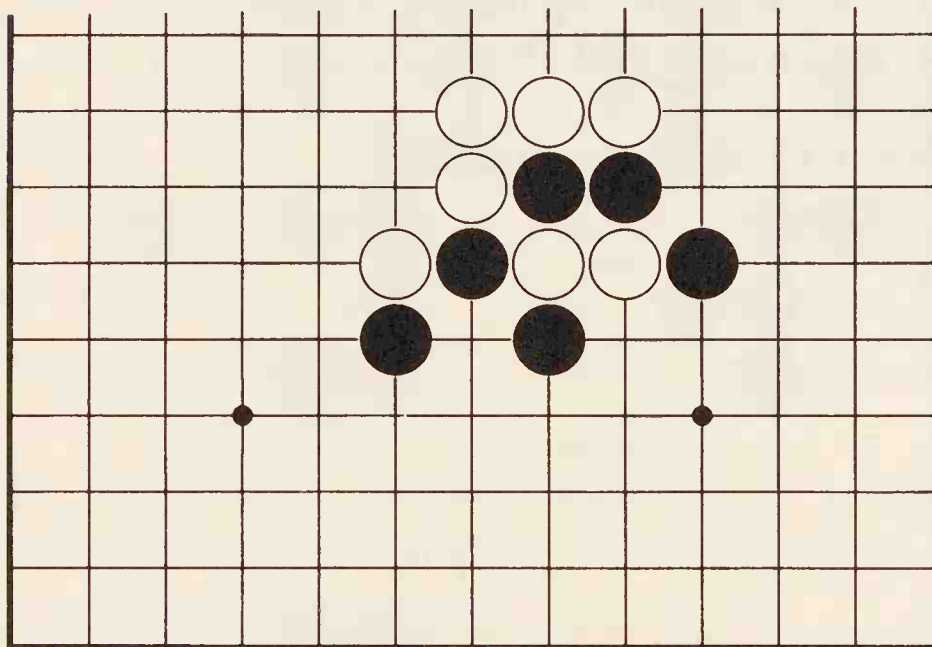
LEVEL TWO

Section 1	How to Capture Stones	26
Section 2	How to Save Endangered Stones	29
Section 3	How to Give Atari	30
Section 4	Ladders	35
Section 5	Snapback and Related Moves	36
Section 6	Connecting and Separating Stones	38
Section 7	Living Groups and Dead Groups	40
Section 8	Ko	45
Section 9	How to Play in the Opening	47
Section 10	Endgame	48

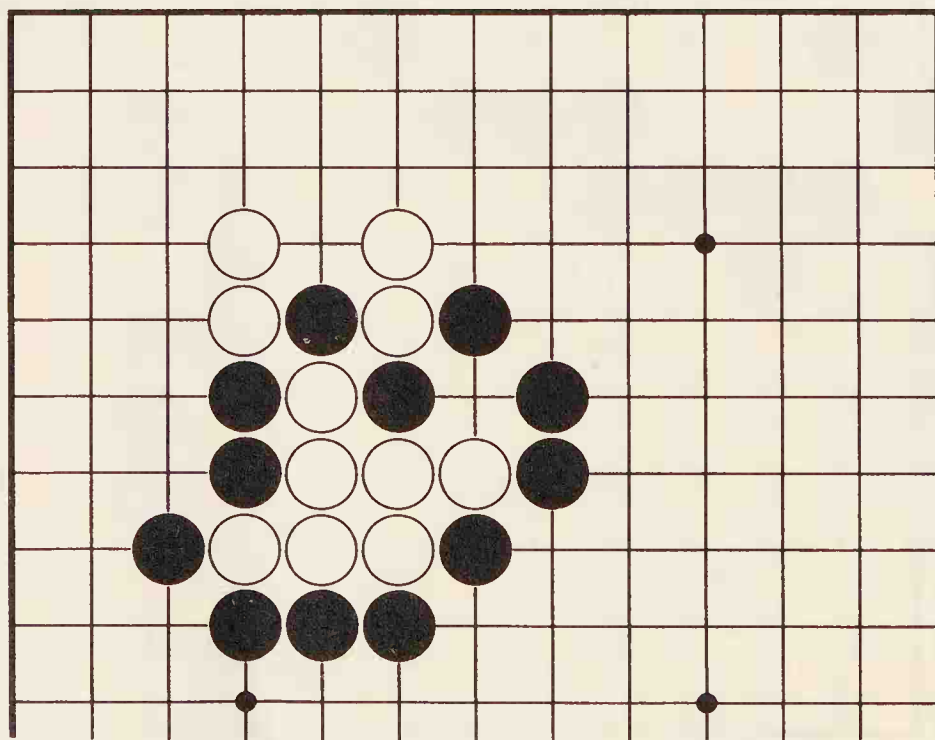
SECTION 1. HOW TO CAPTURE STONES



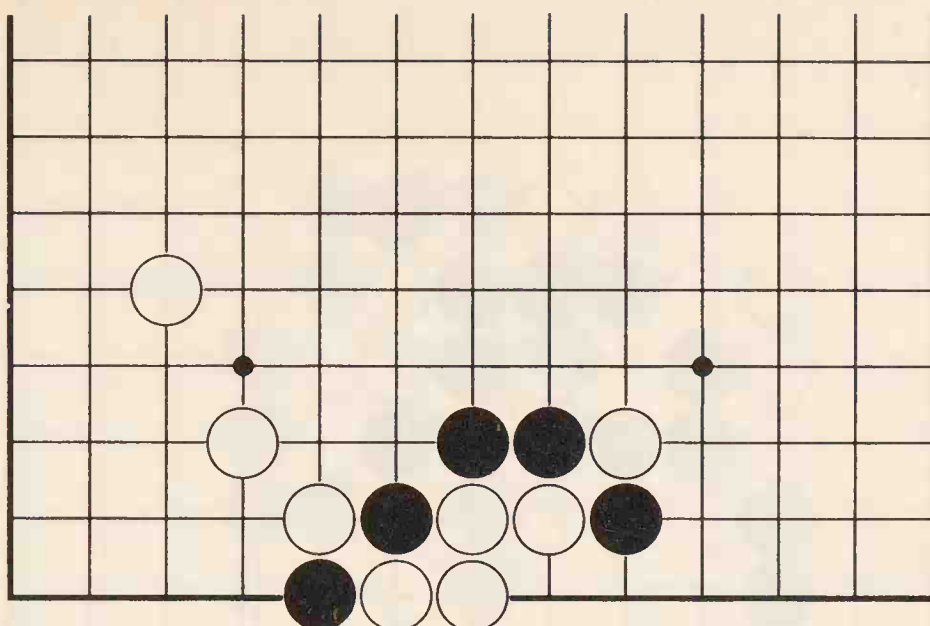
PROBLEM 61. Black to play.
Where should Black play to capture White?



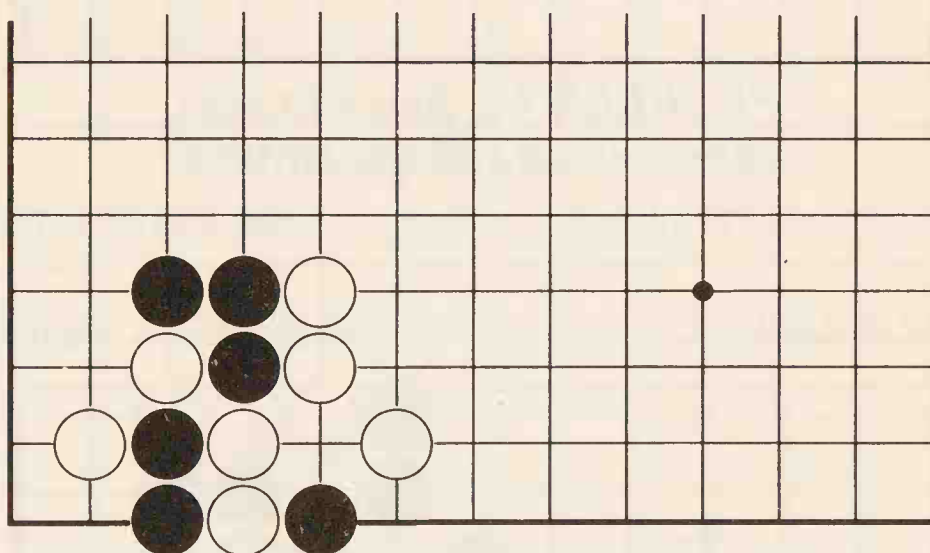
PROBLEM 62. Black to play.
Where should Black play to capture two white stones?



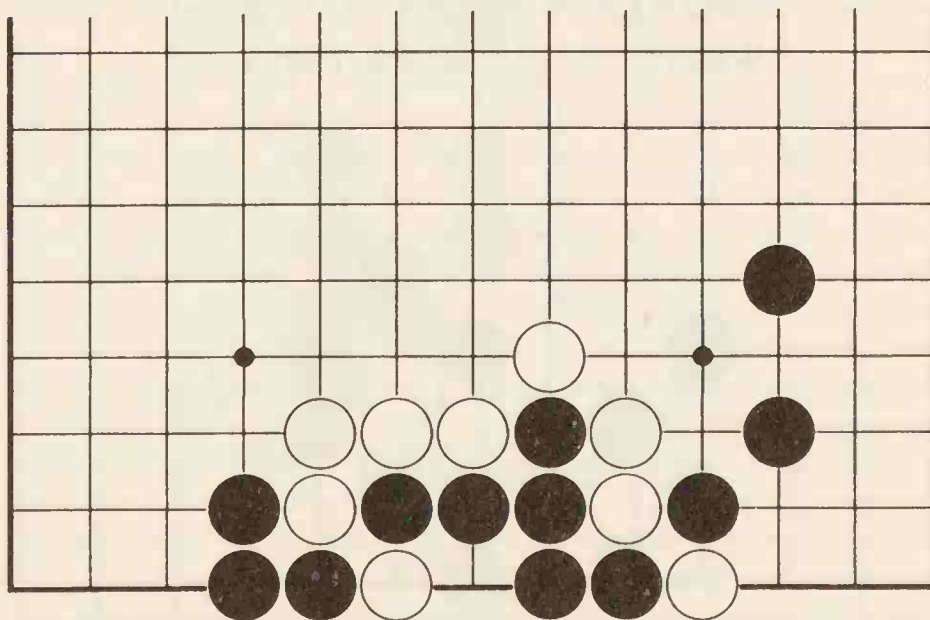
PROBLEM 63. White to play.
Which black stone should White take?



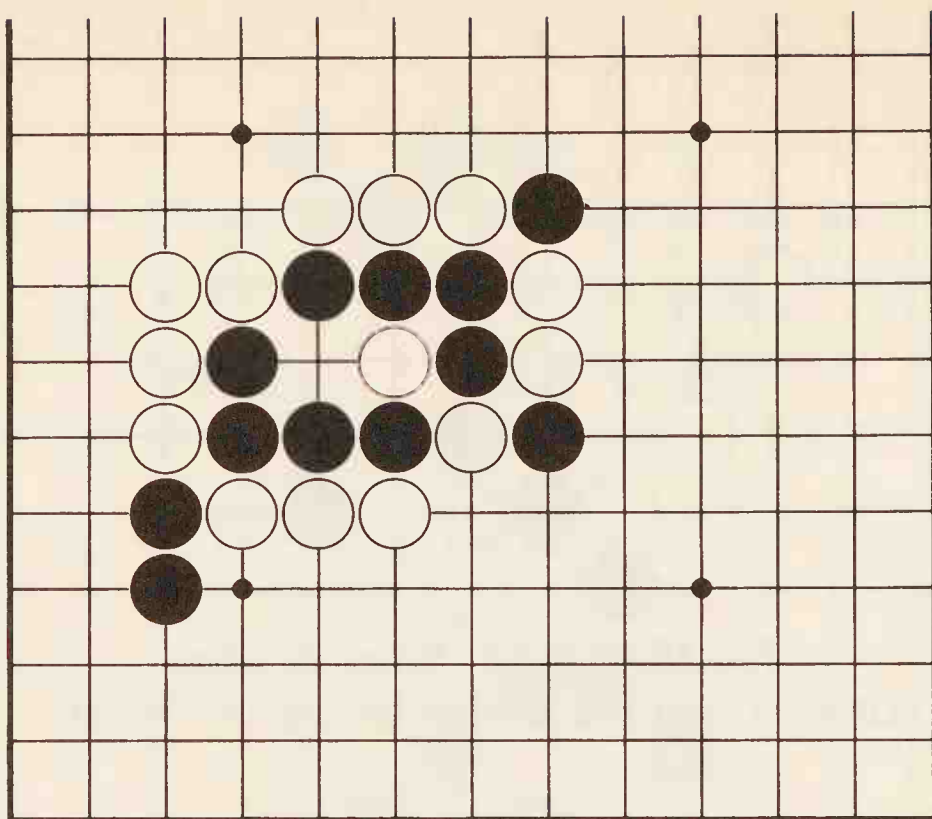
PROBLEM 64. Black to play.
How should Black play to capture White?



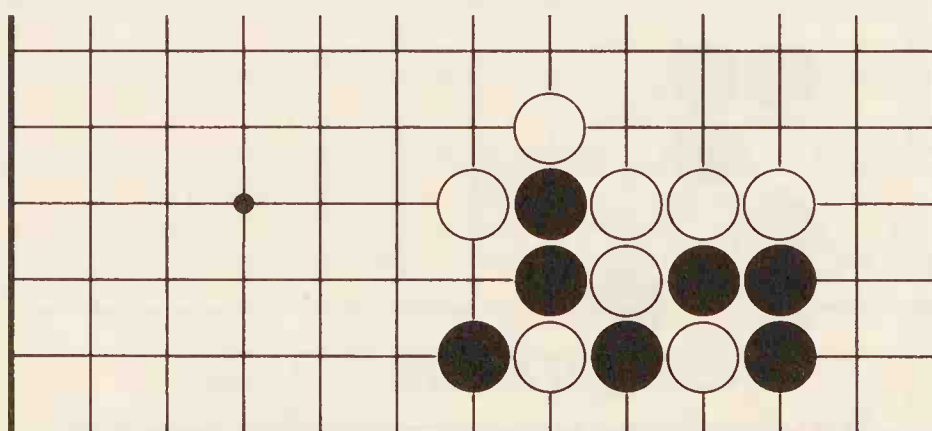
PROBLEM 65. Black to play.
Which white stones should Black take?



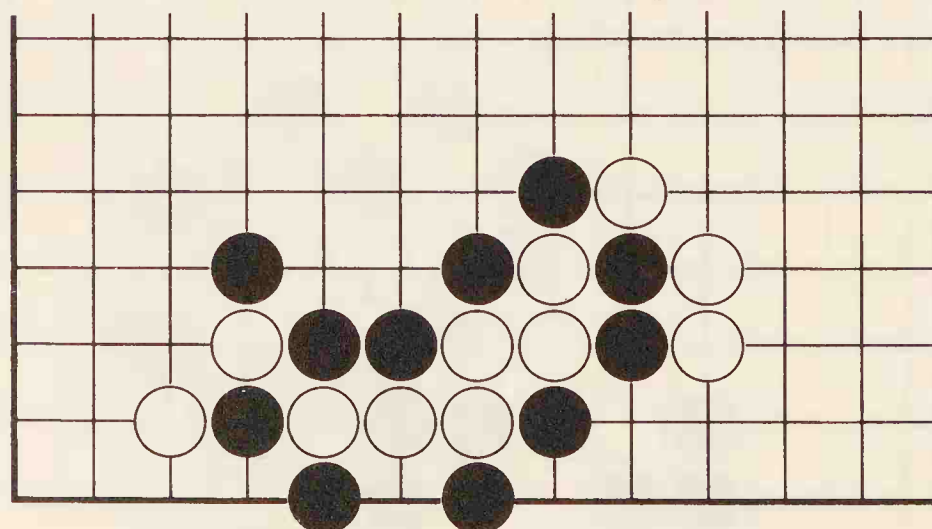
PROBLEM 66. Black to play.
Which white stone should Black take?



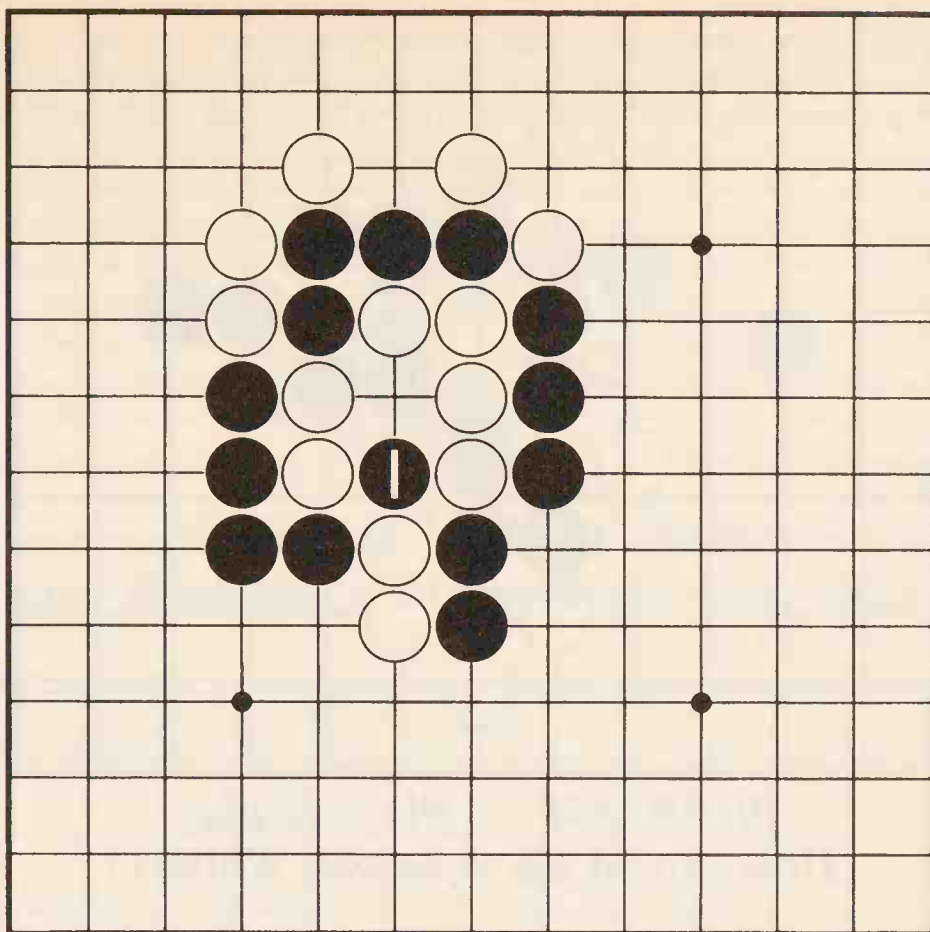
PROBLEM 67. Black to play.
Where should Black capture?



PROBLEM 68. Black to play.
Where should Black capture?

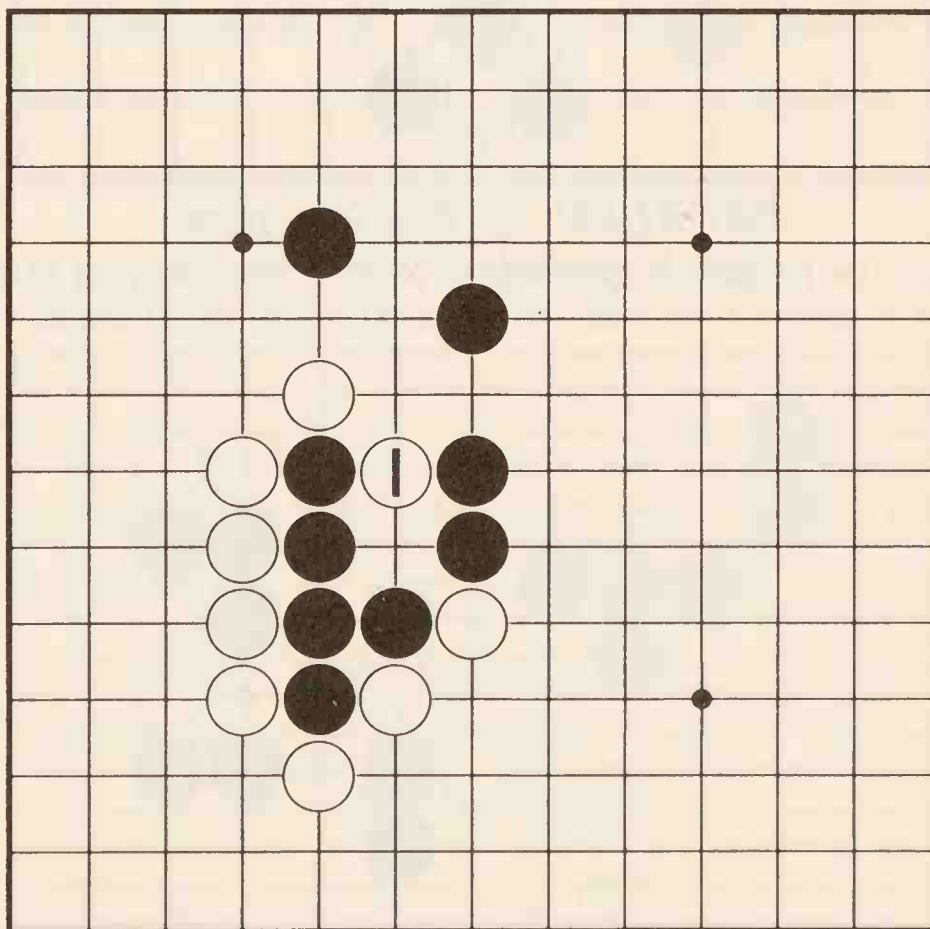


PROBLEM 69. Black to play.
Where should Black capture?

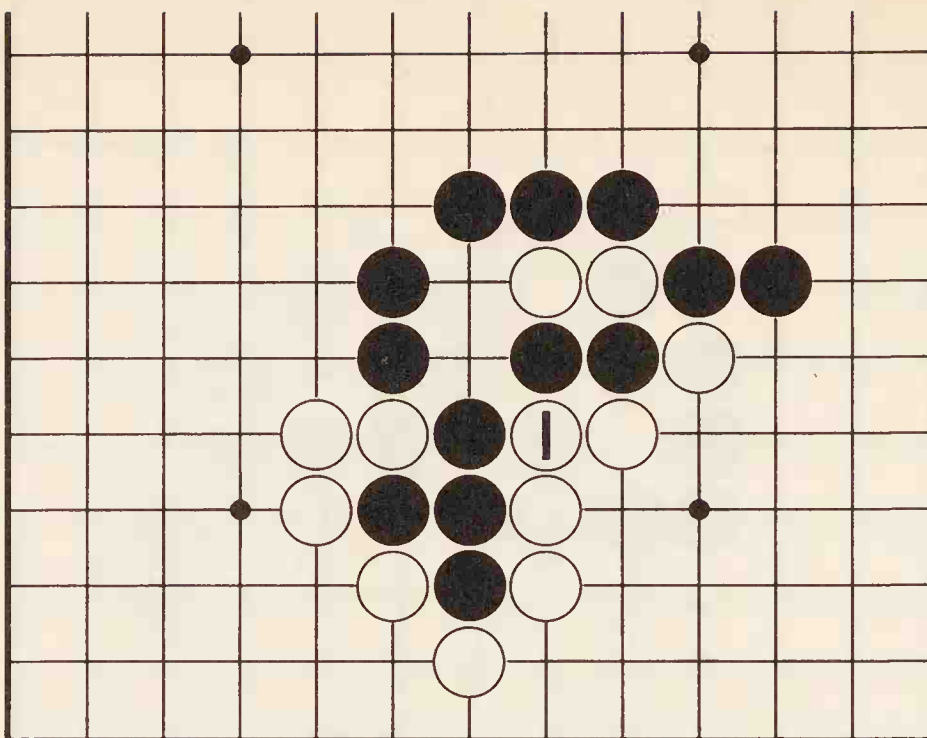


PROBLEM 70. White to play.
After Black plays 1, where should White capture?

SECTION 2. HOW TO SAVE ENDANGERED STONES

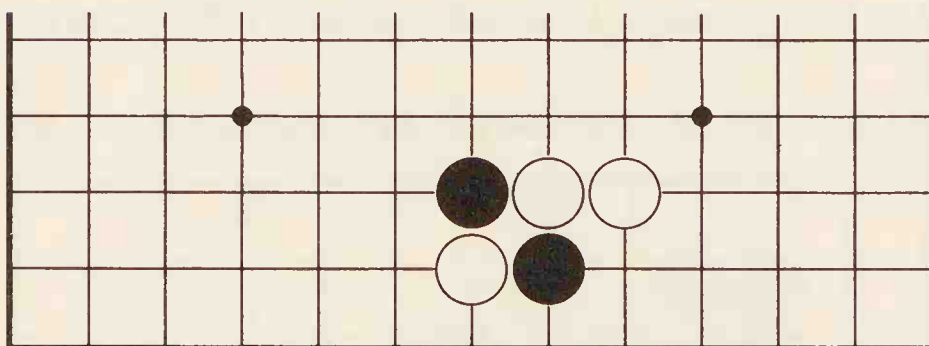


PROBLEM 71. Black to play.
How should Black answer White 1?

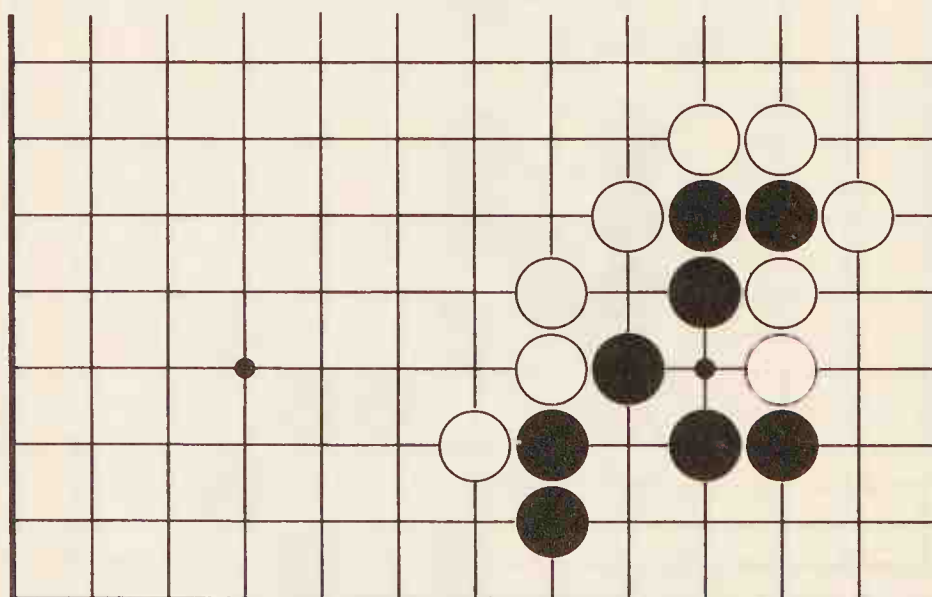


PROBLEM 72. Black to play.
How should Black answer White 1?

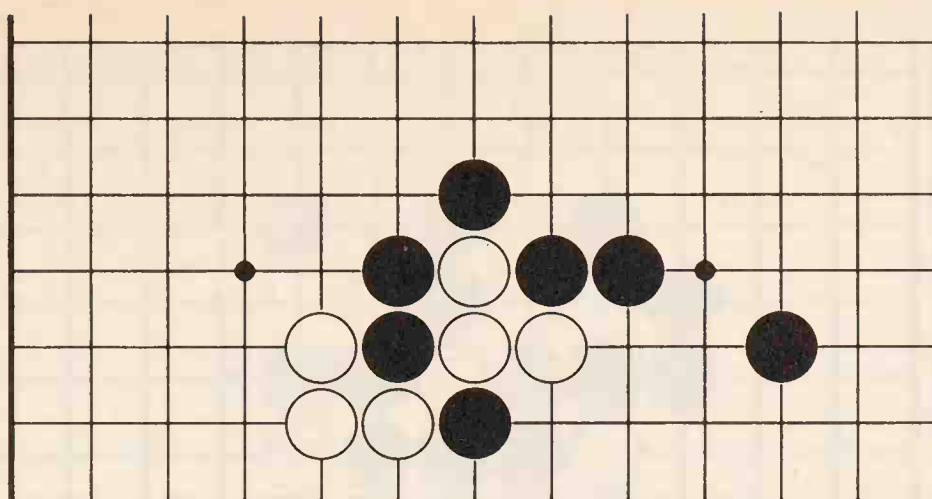
SECTION 3. HOW TO GIVE ATARI



PROBLEM 73. Black to play.
How should Black give atari to the lone white stone?

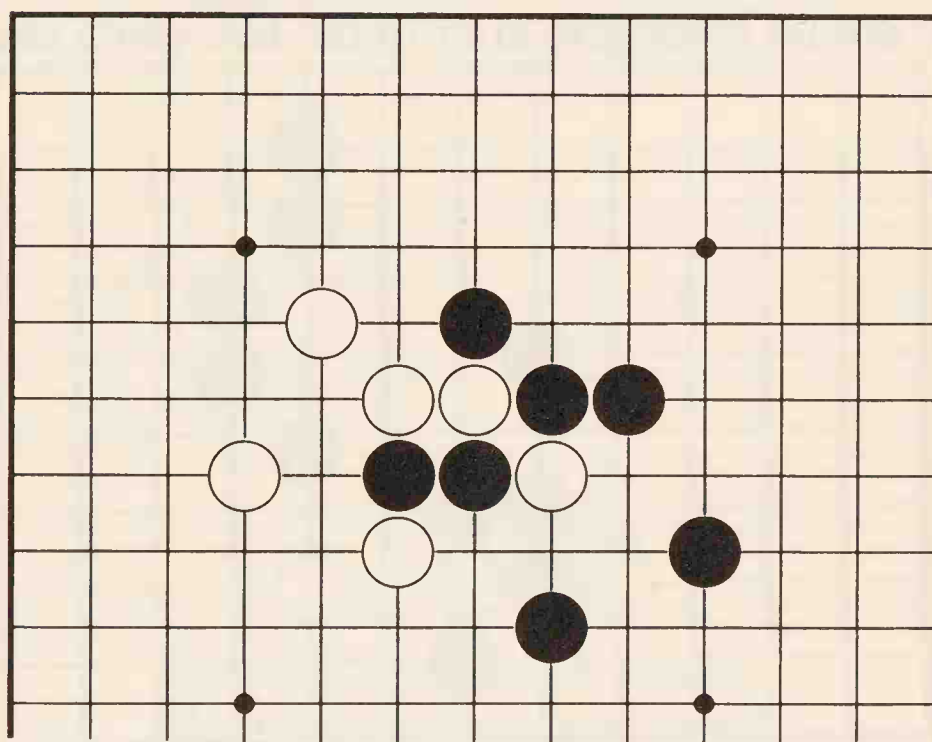


PROBLEM 74. White to play.
What is the best way for White to give atari?



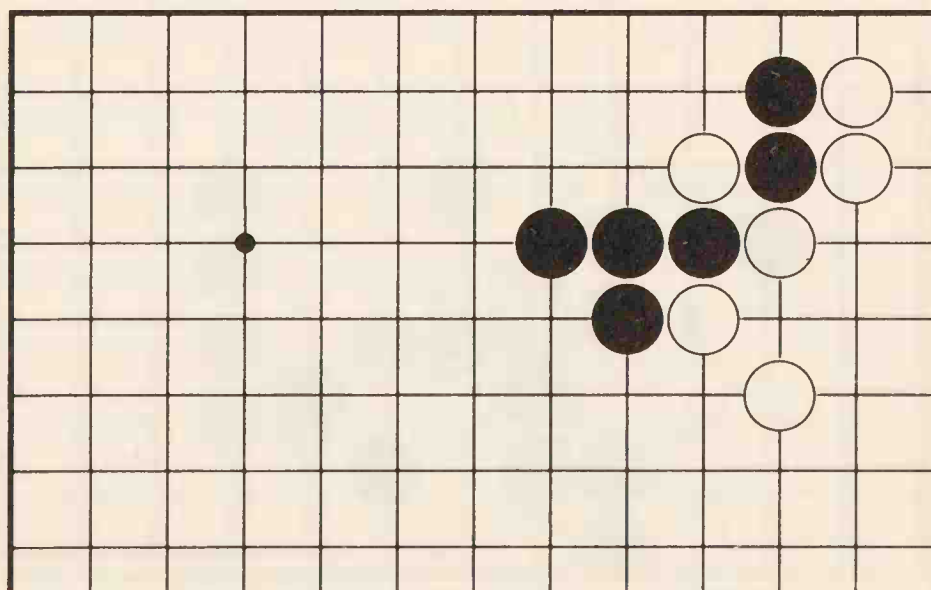
PROBLEM 75. Black to play.

How should Black give atari to capture three white stones?



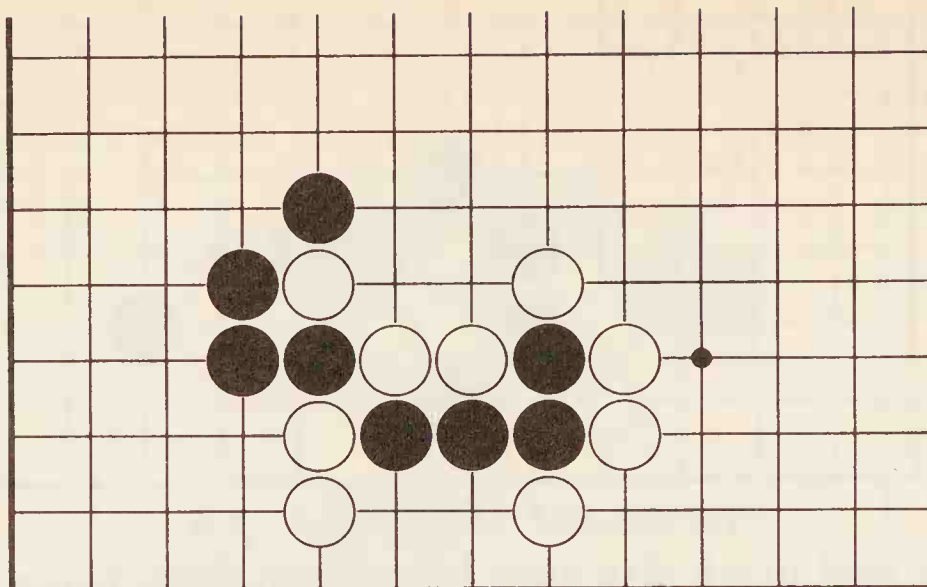
PROBLEM 76. White to play.

How should White give atari to the two black stones?

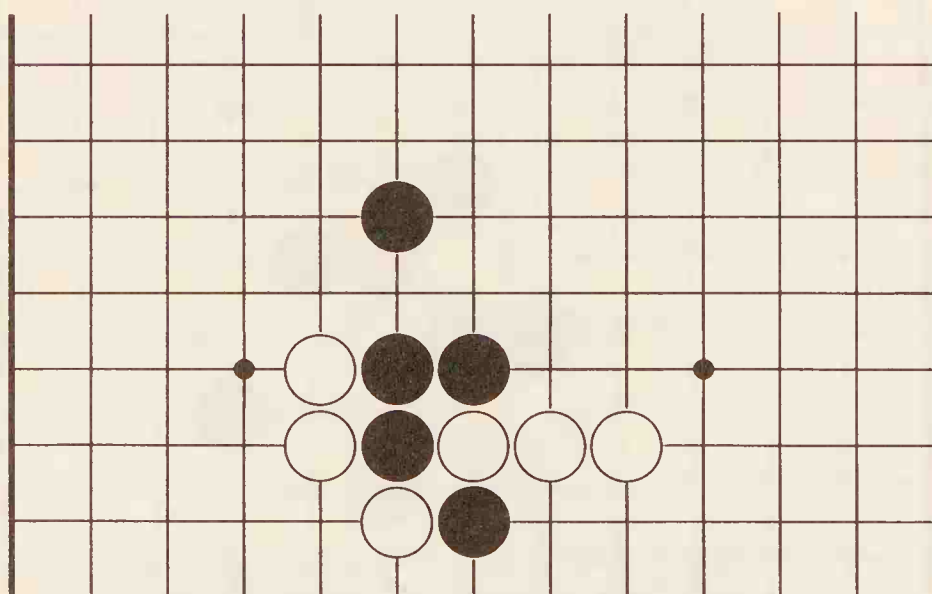


PROBLEM 77. Black to play.

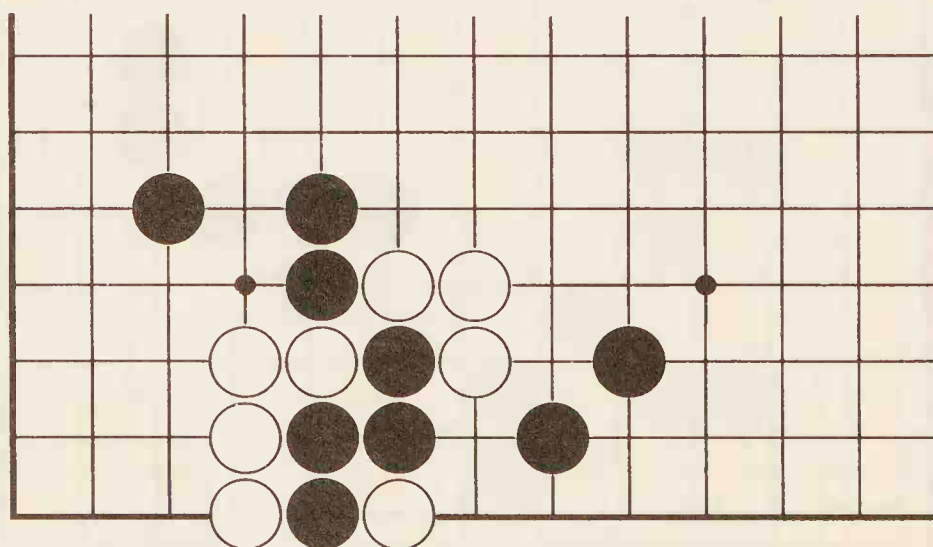
How should Black give atari to the lone white stone at the top?



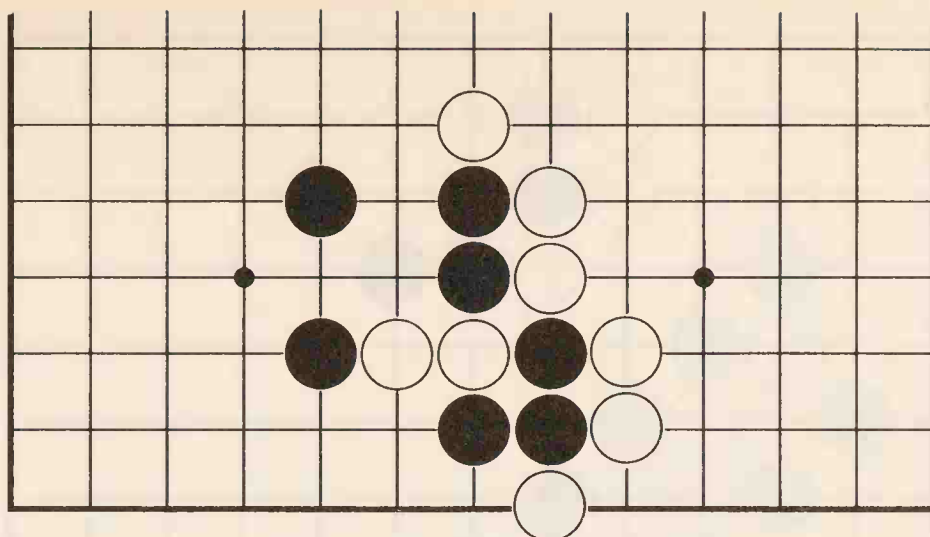
PROBLEM 78. Black to play.
How should Black give atari to the two white stones?



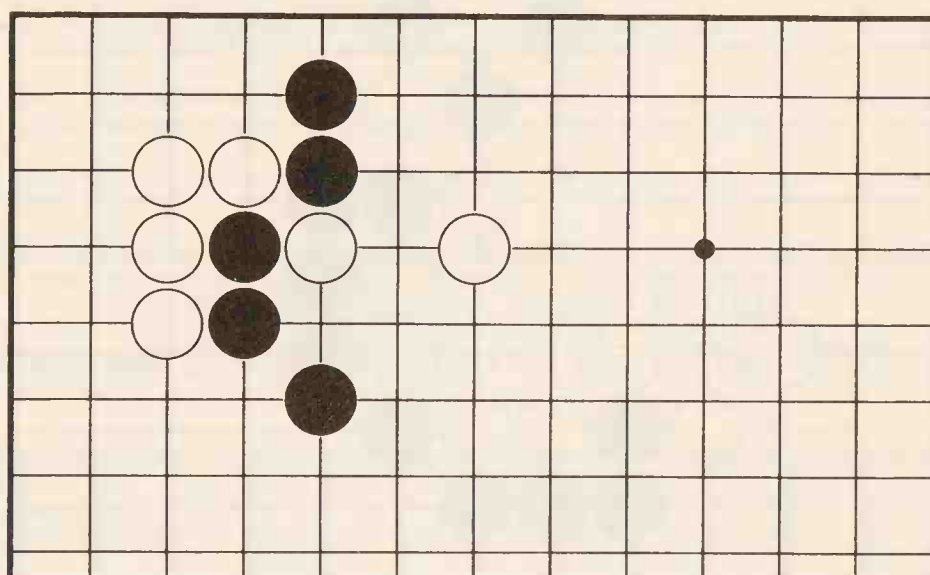
PROBLEM 79. Black to play.
How should Black give atari?



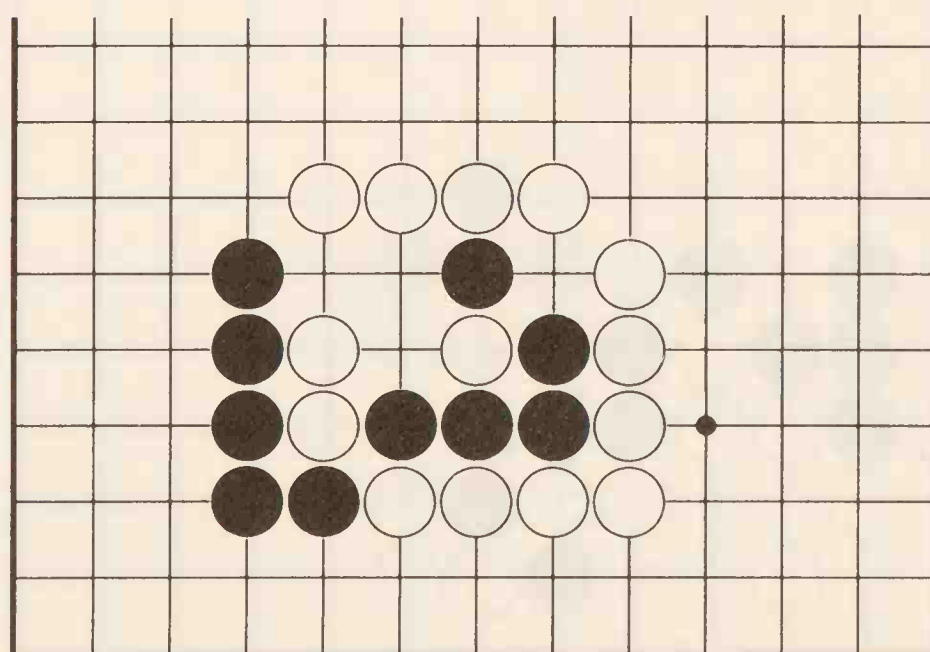
PROBLEM 80. Black to play.
How should Black play here?



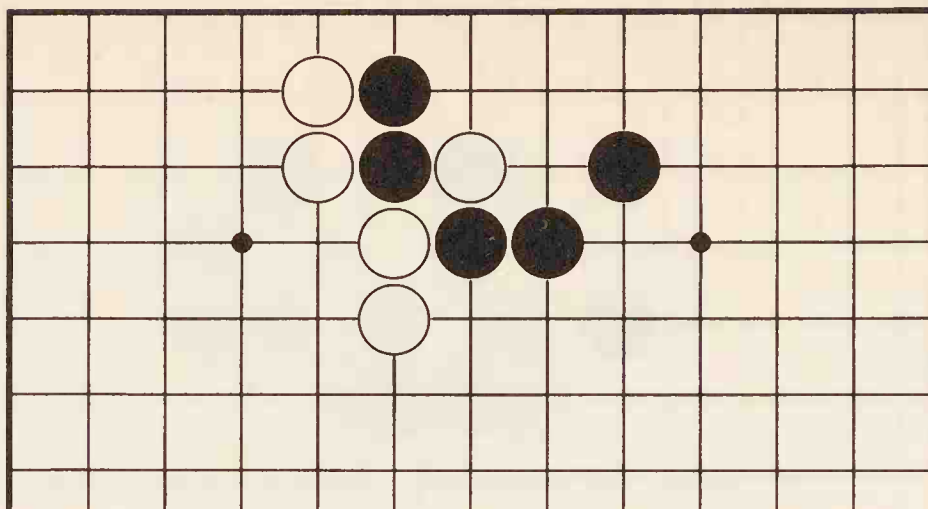
PROBLEM 81. Black to play.
How should Black give atari to the two white stones?



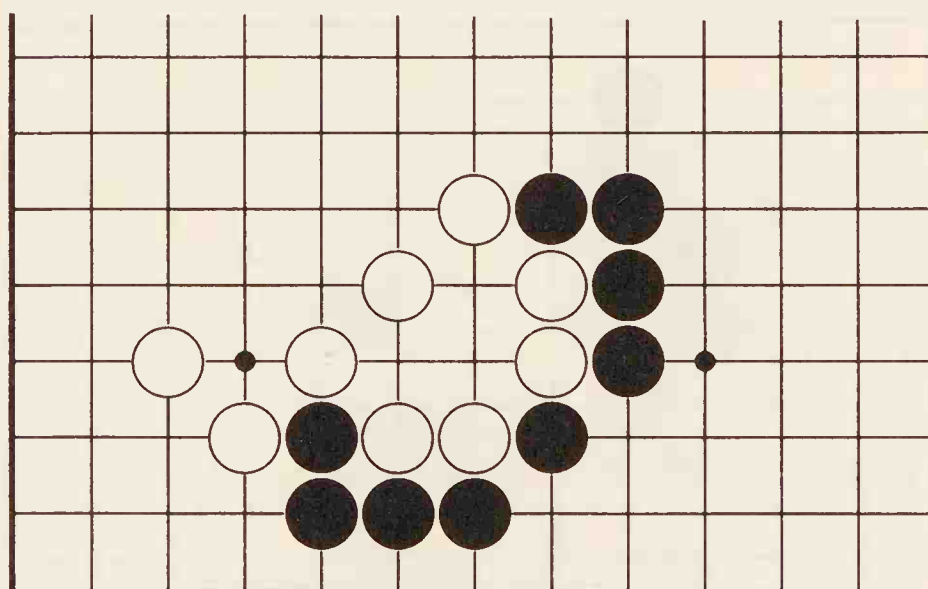
PROBLEM 82. Black to play.
How should Black give atari?



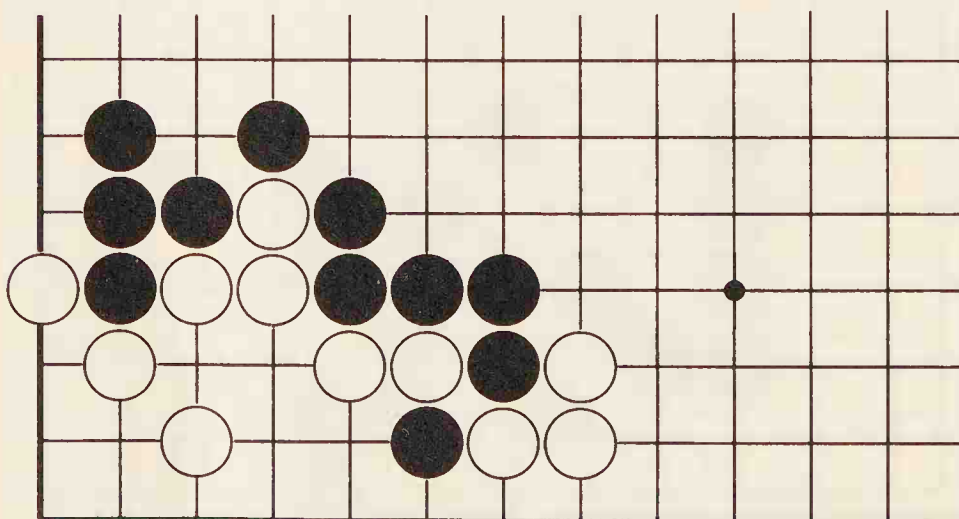
PROBLEM 83. Black to play.
How should Black play here?



PROBLEM 84. Black to play.
How should Black give atari to the lone white stone?

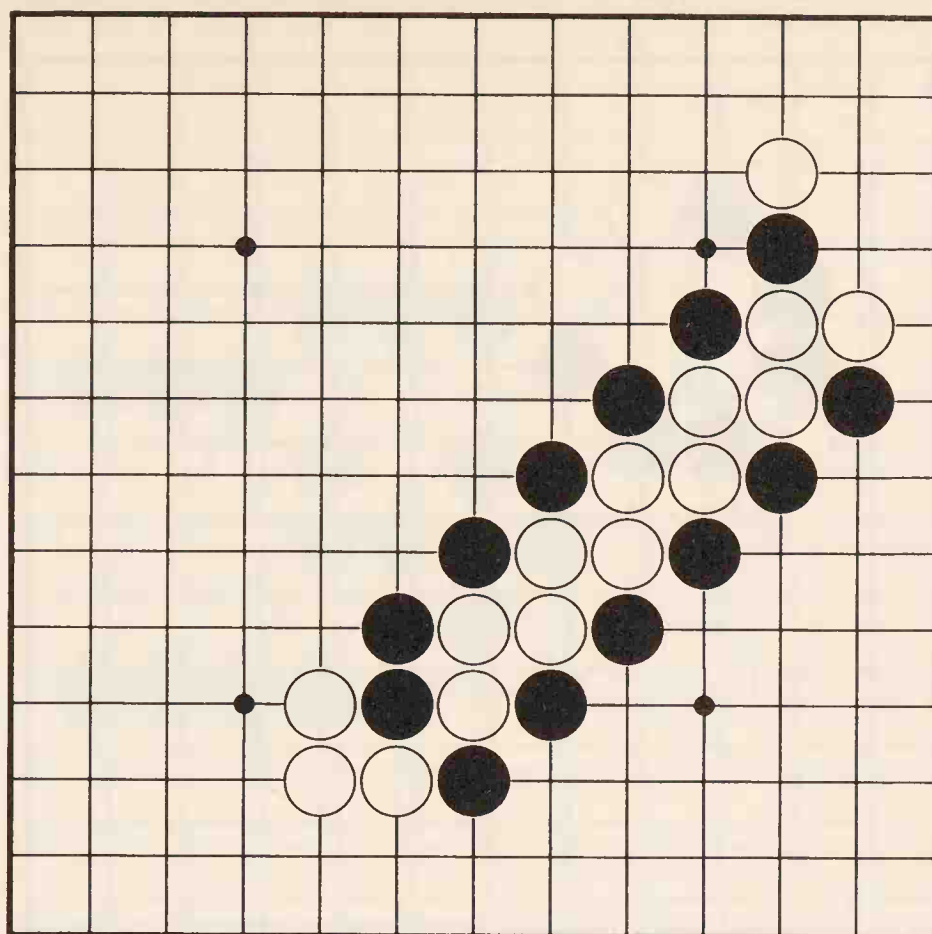


PROBLEM 85. Black to play.
How should Black play to give double atari?



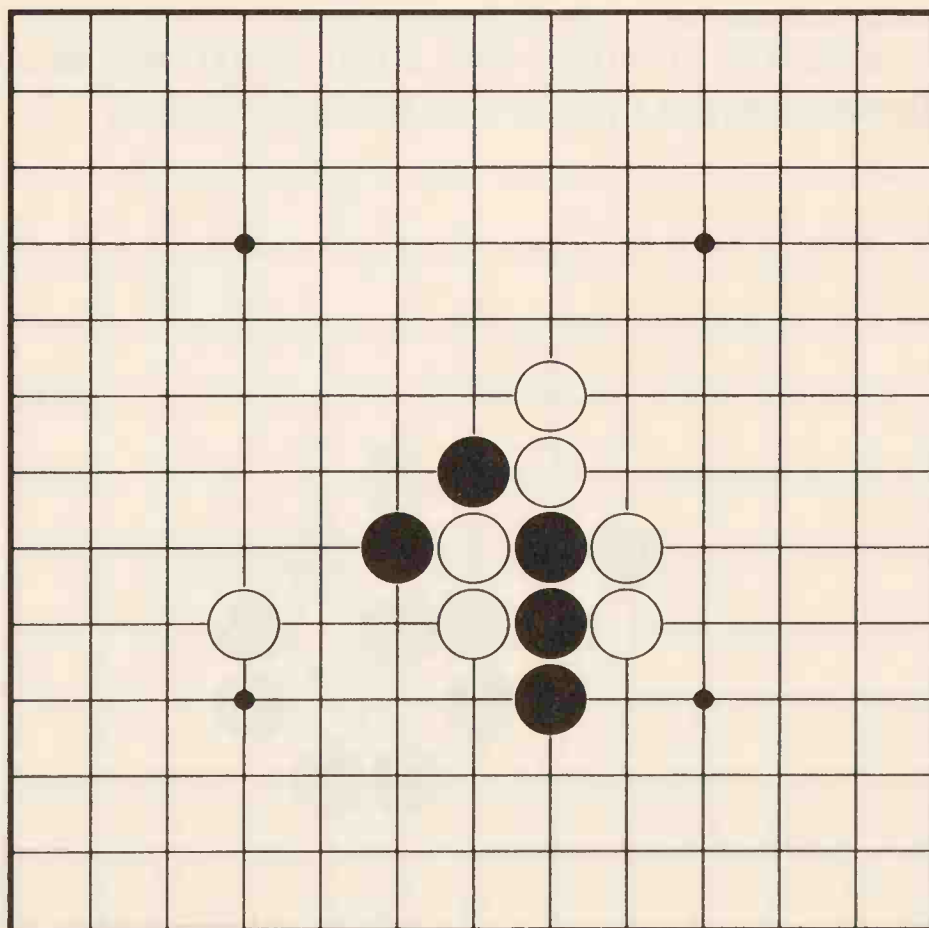
PROBLEM 86. Black to play.
How should Black play to give double atari?

SECTION 4. LADDERS



PROBLEM 87. Black to play.

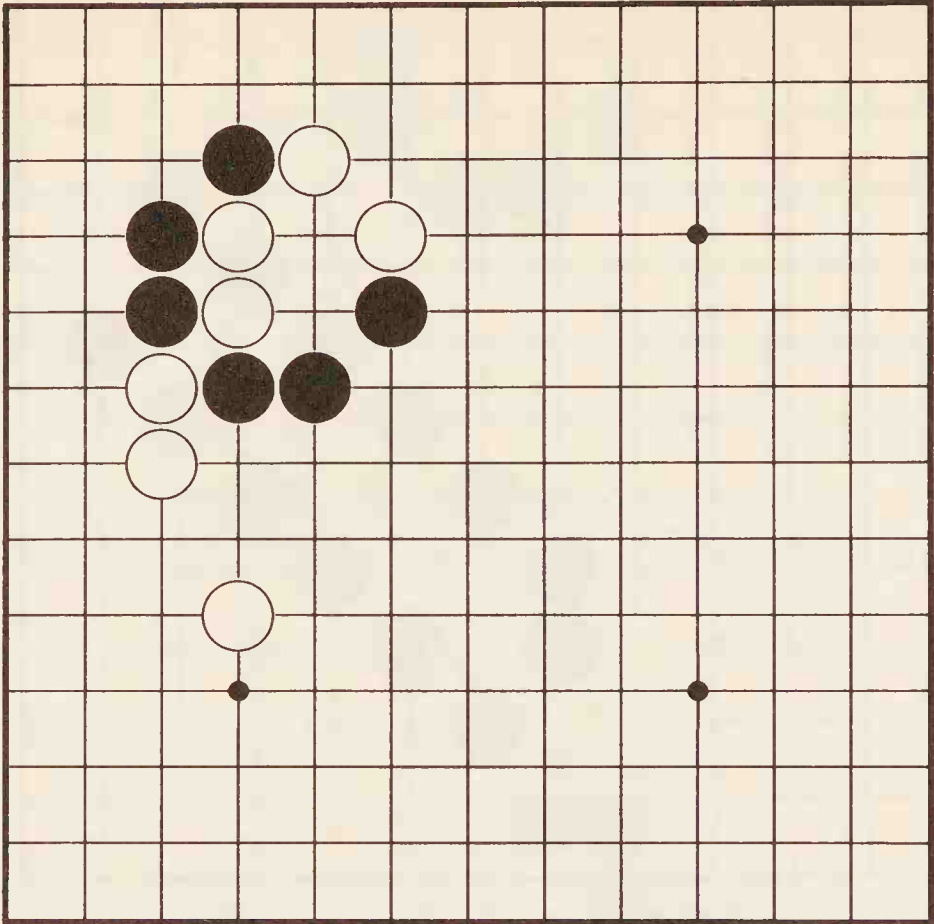
How should Black give atari to the eleven white stones?



PROBLEM 88. Black to play.

How should Black play so as to set up a ladder?

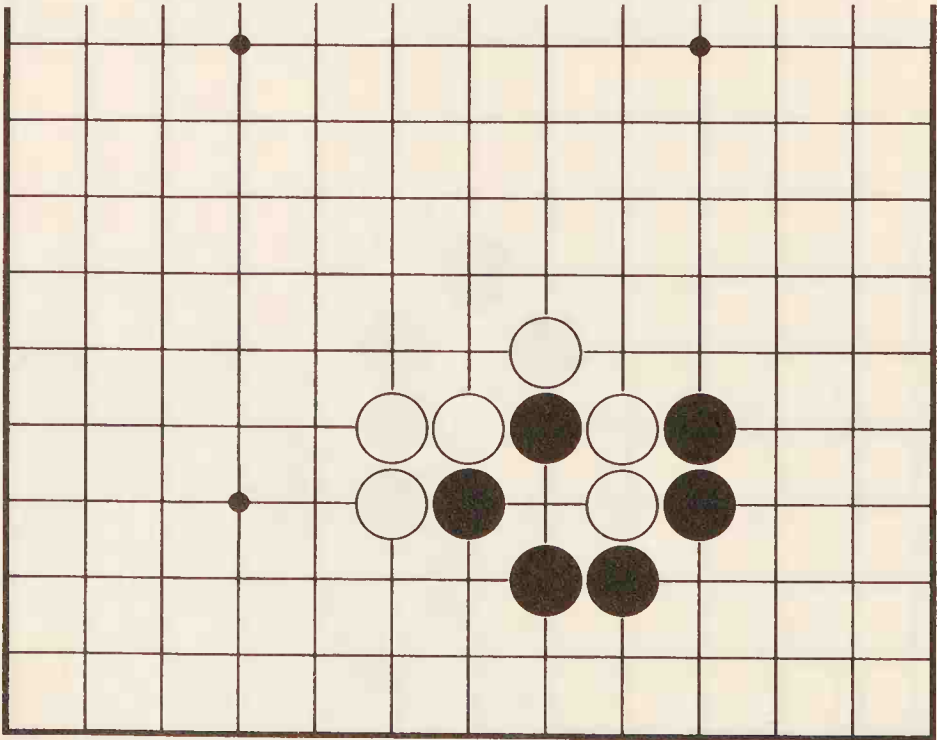
SECTION 5. SNAPBACK AND RELATED MOVES



PROBLEM 89. Black to play.

How should Black play so as to capture two stones by threatening a snapback?

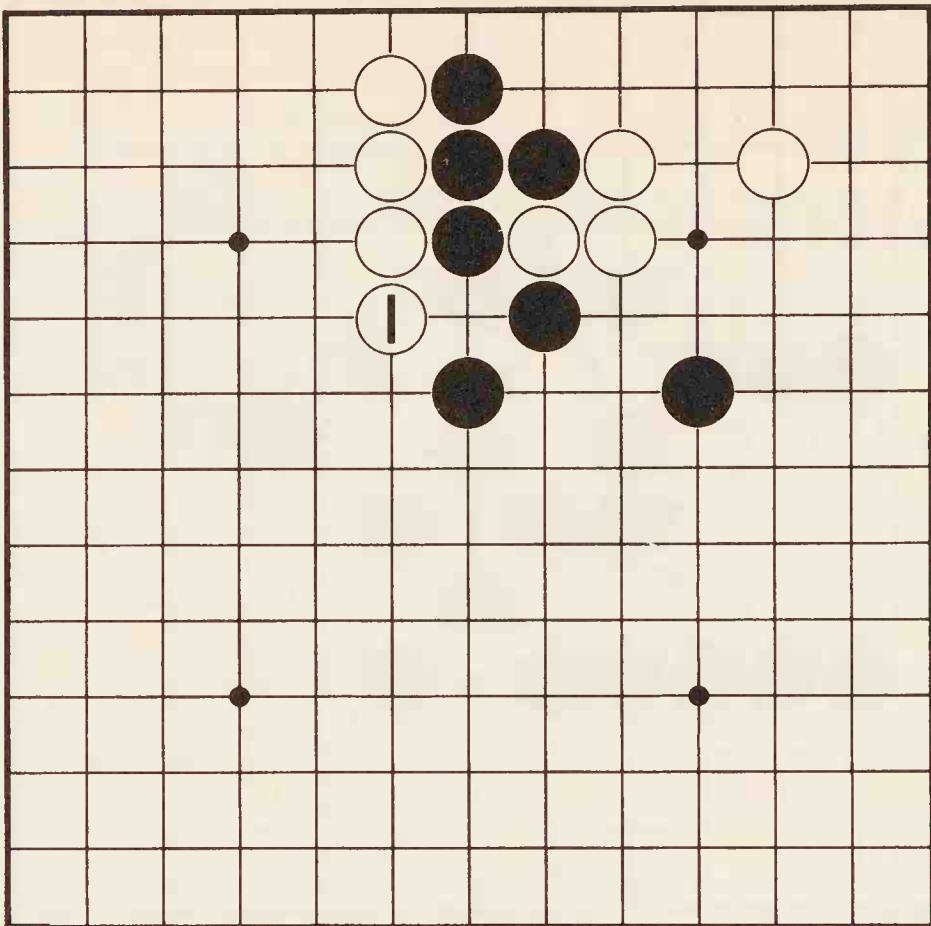
(*snapback* — a tactic in which one stone is offered as a sacrifice and if it is taken, three or more stones can be recaptured)



PROBLEM 90. Black to play.

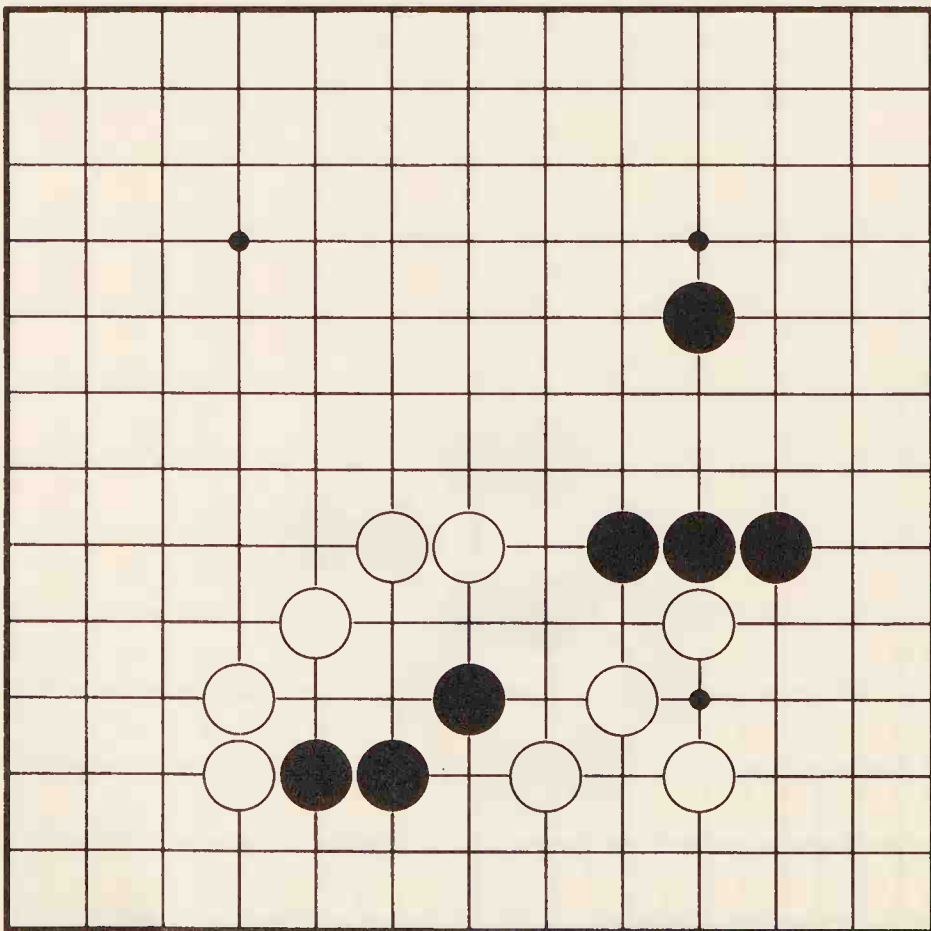
How should Black play so as to capture two stones?

SECTION 6. CONNECTING AND SEPARATING STONES



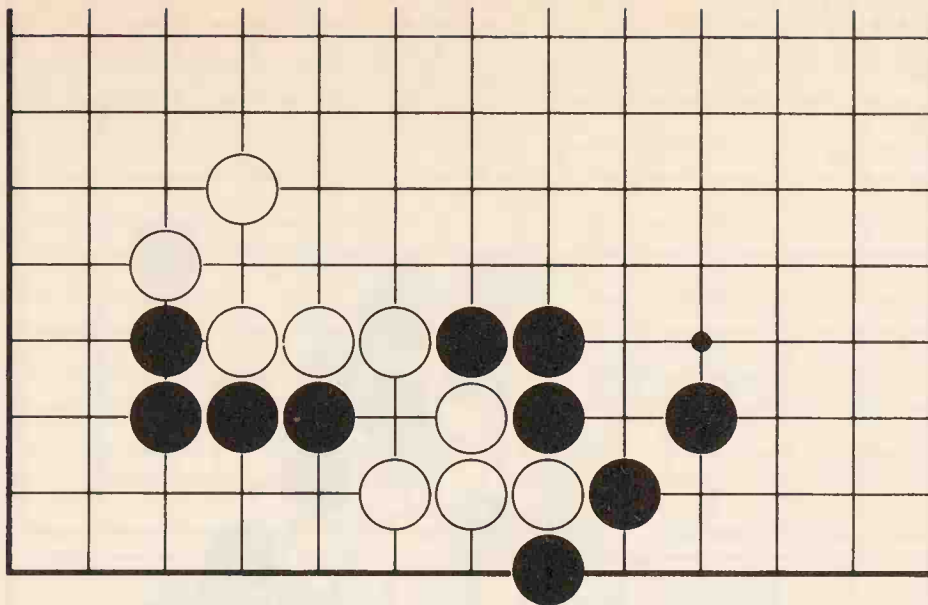
PROBLEM 93. *Black to play.*

White has played at 1. How can Black connect his four stones at the top to the ones below?



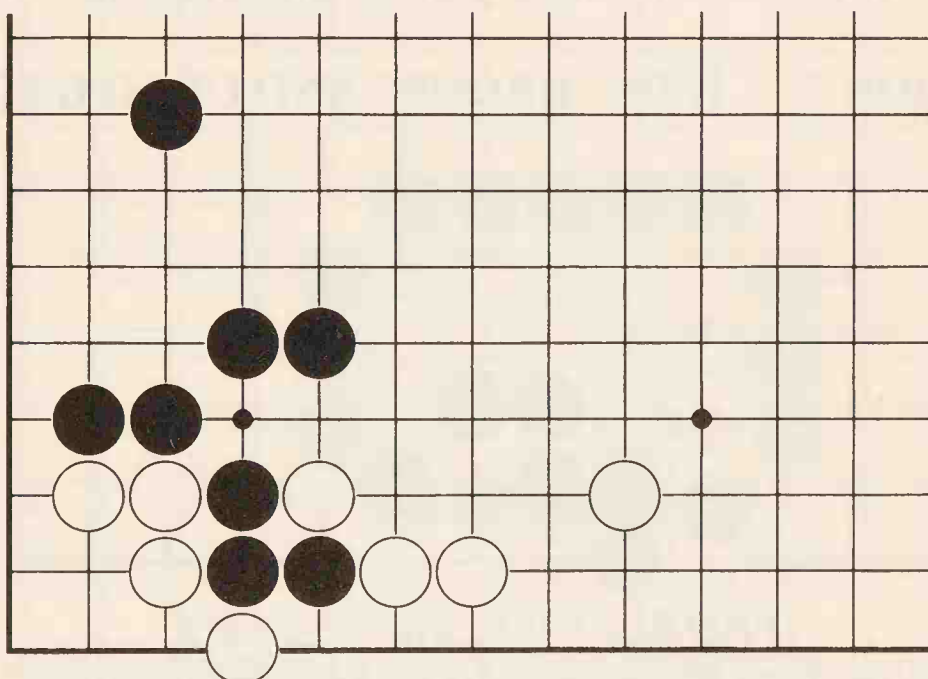
PROBLEM 94. *Black to play.*

How can Black link up all his stones?



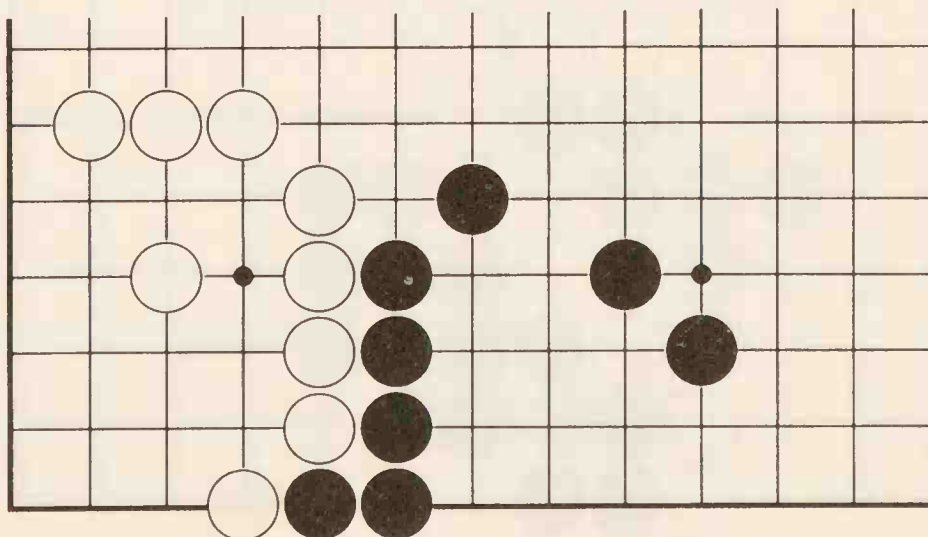
PROBLEM 95. Black to play.

How can Black cut off the four white stones at the bottom from the ones above?



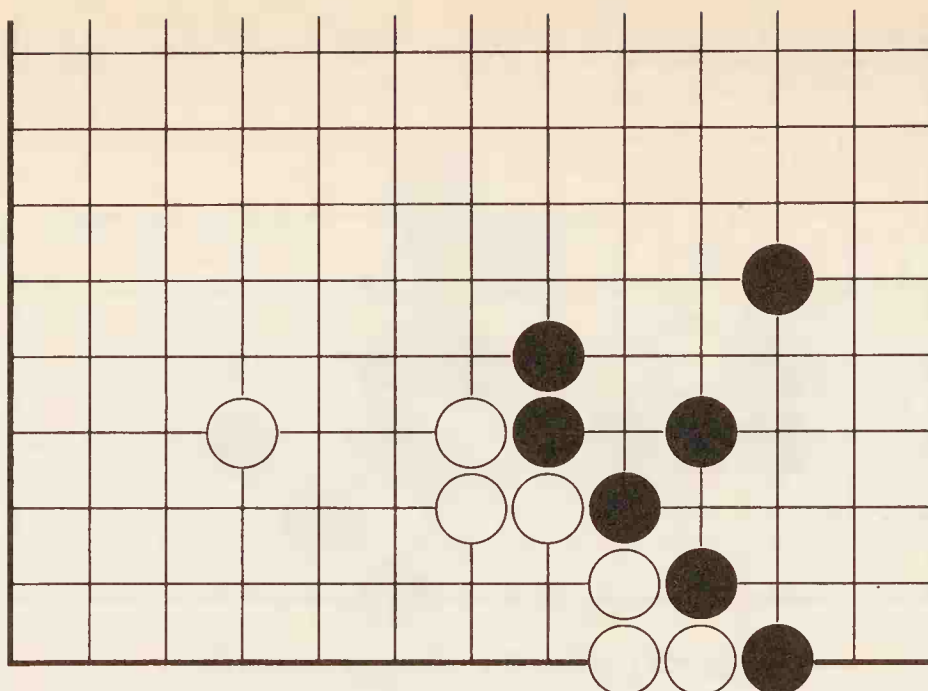
PROBLEM 96. Black to play.

How can Black separate White into two groups?



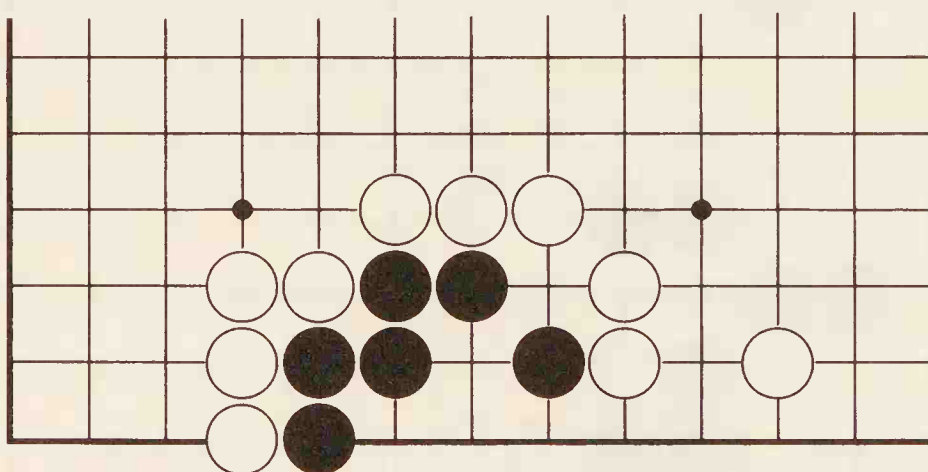
PROBLEM 97. Black to play.

White's position is defective. How should Black take advantage of it?

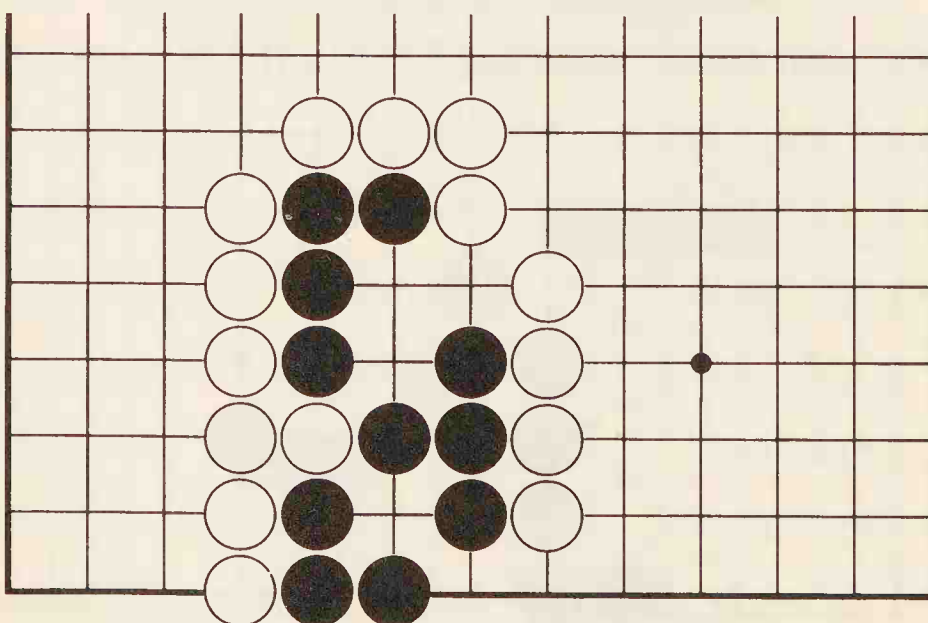


PROBLEM 98. Black to play.
How should Black play in this position?

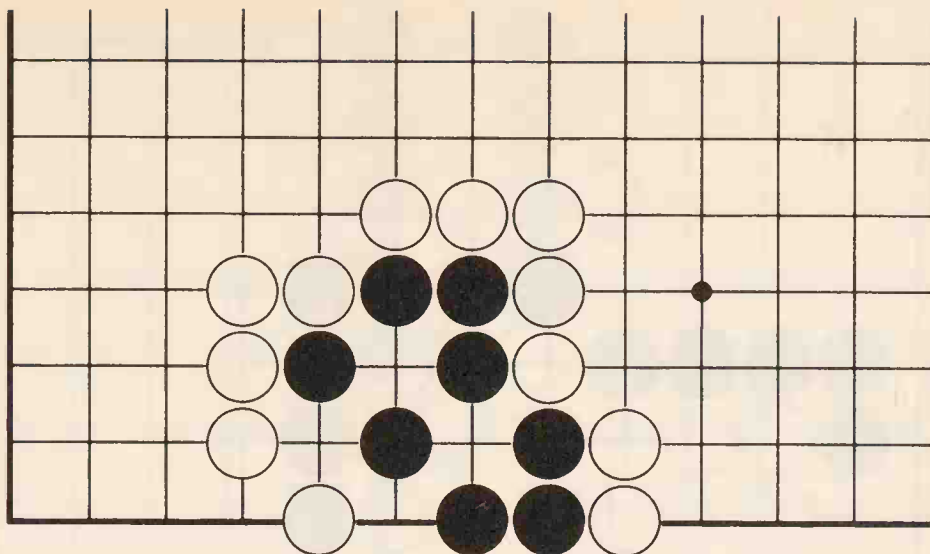
SECTION 7. LIVING GROUPS AND DEAD GROUPS



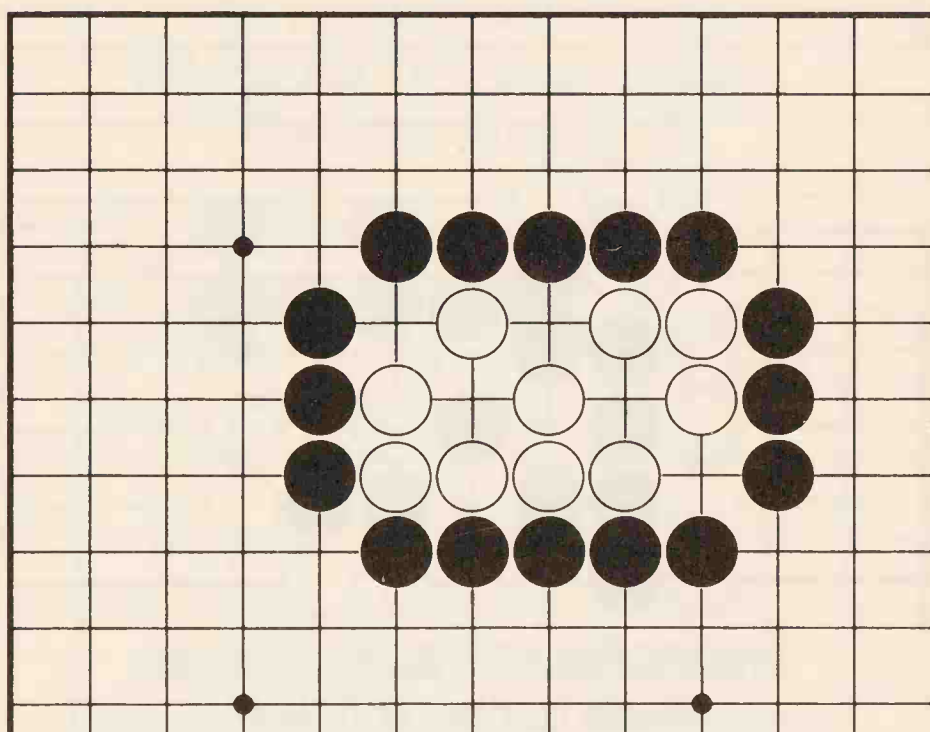
PROBLEM 99. Black to play.
How does Black play to make a living group?



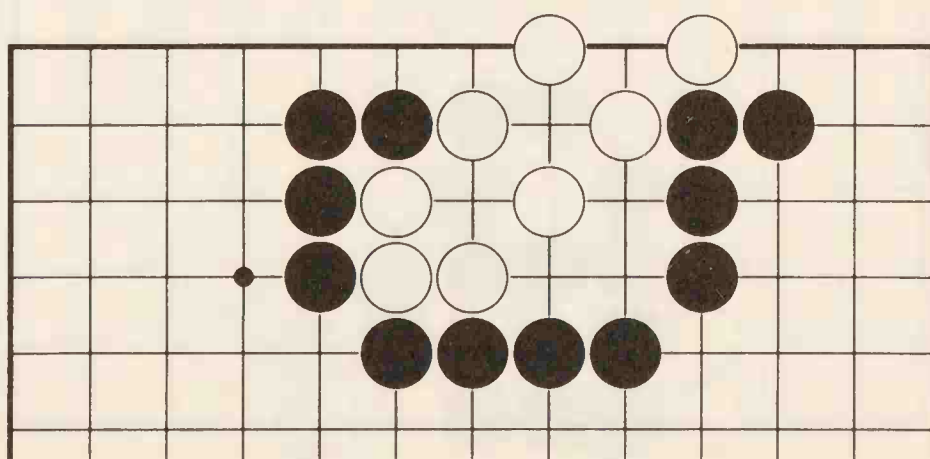
PROBLEM 100. Black to play.
How does Black play to make a living group?



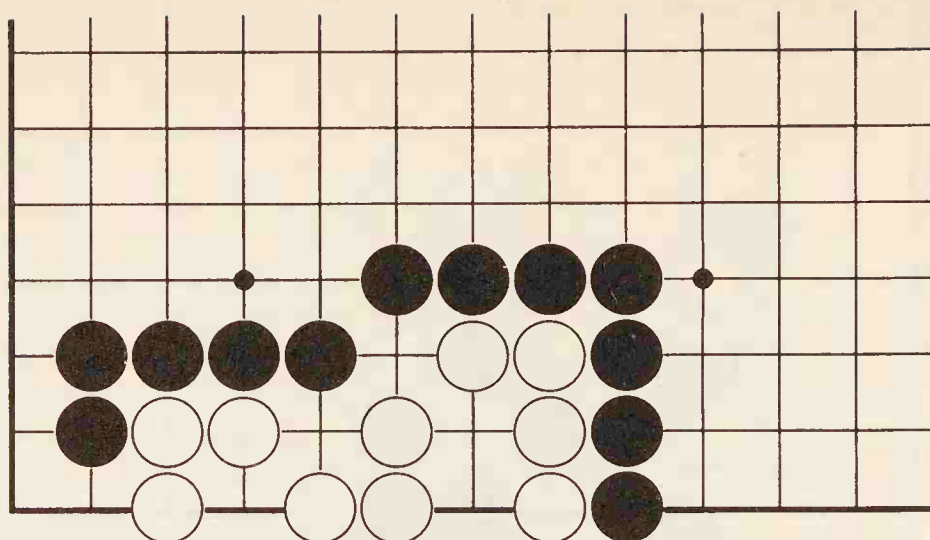
PROBLEM 101. Black to play.
Black to play and live.



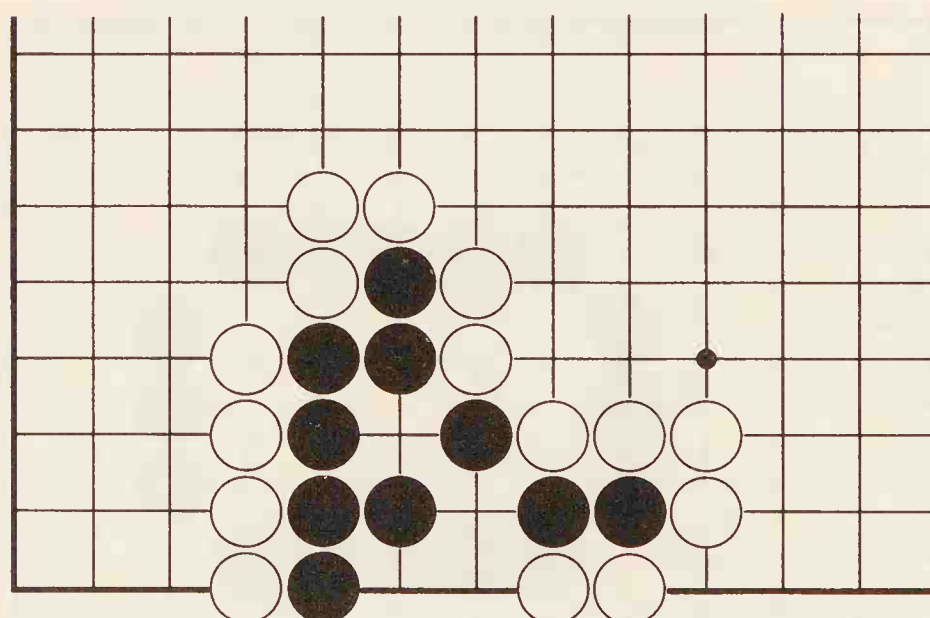
PROBLEM 102. Black to play.
Black to play and kill White.



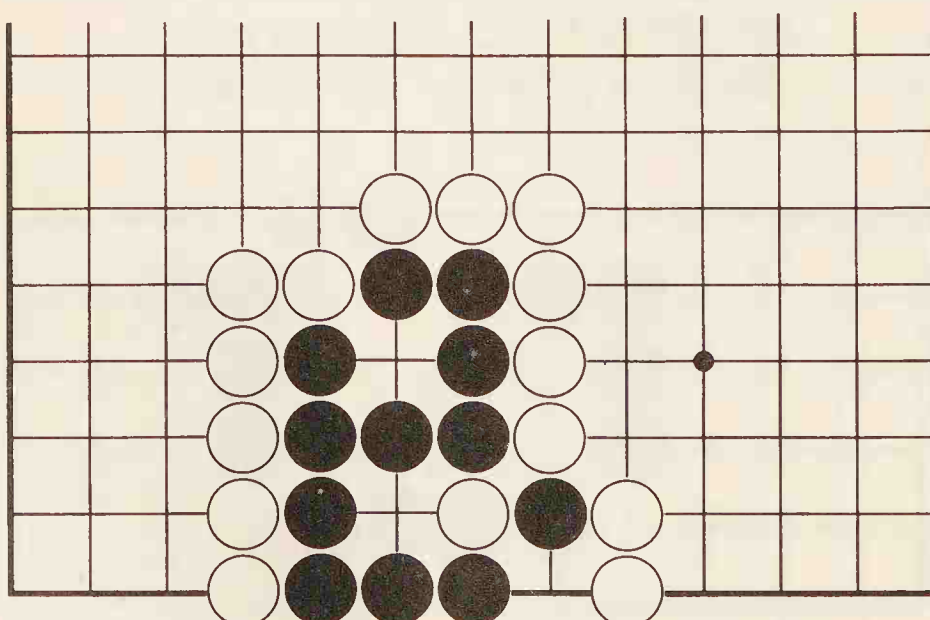
PROBLEM 103. Black to play.
How does Black play to kill the white stones?



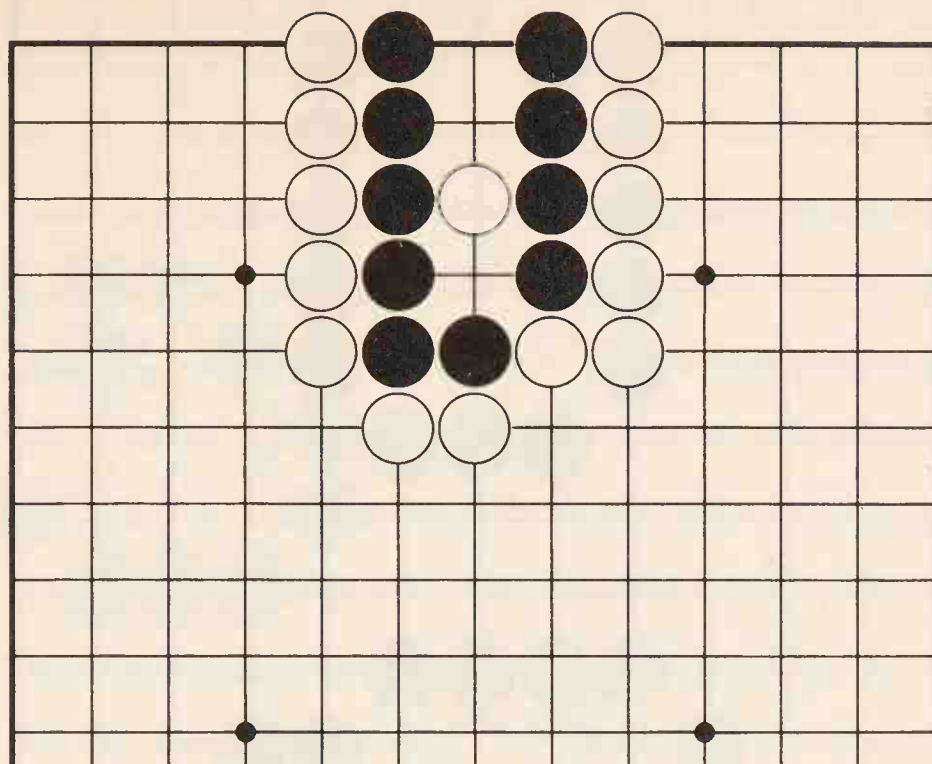
PROBLEM 104. Black to play.
Black to play and kill all the white stones.



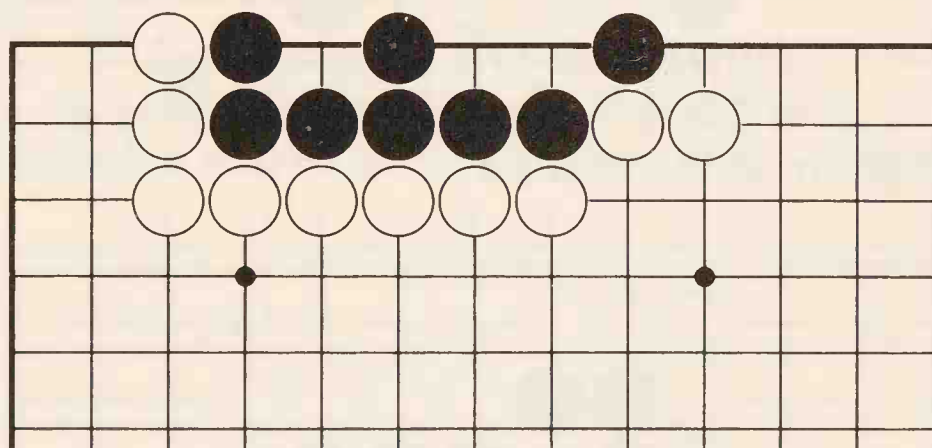
PROBLEM 105. Black to play.
Black to play and live.



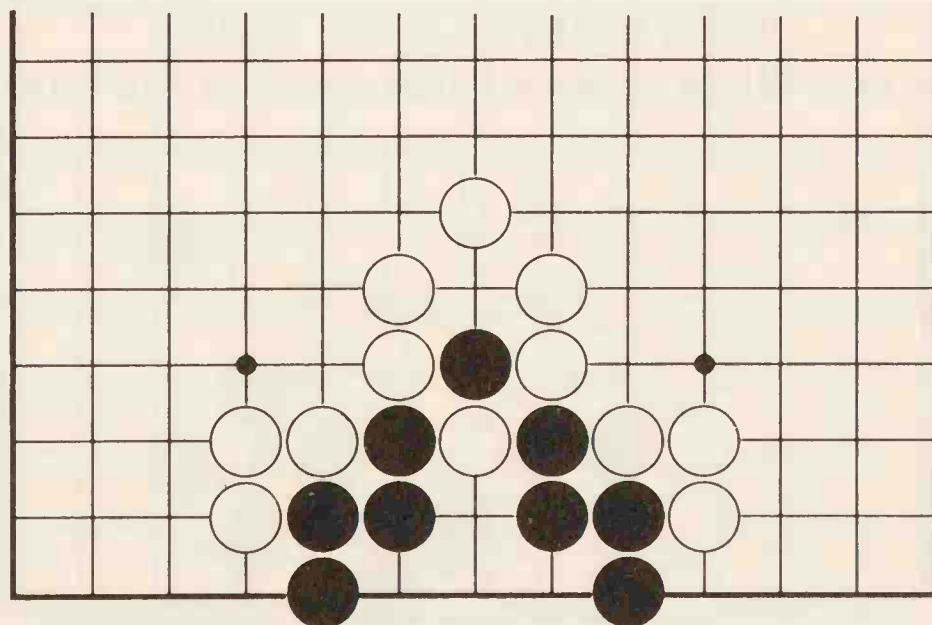
PROBLEM 106. Black to play.
Black to play and live.



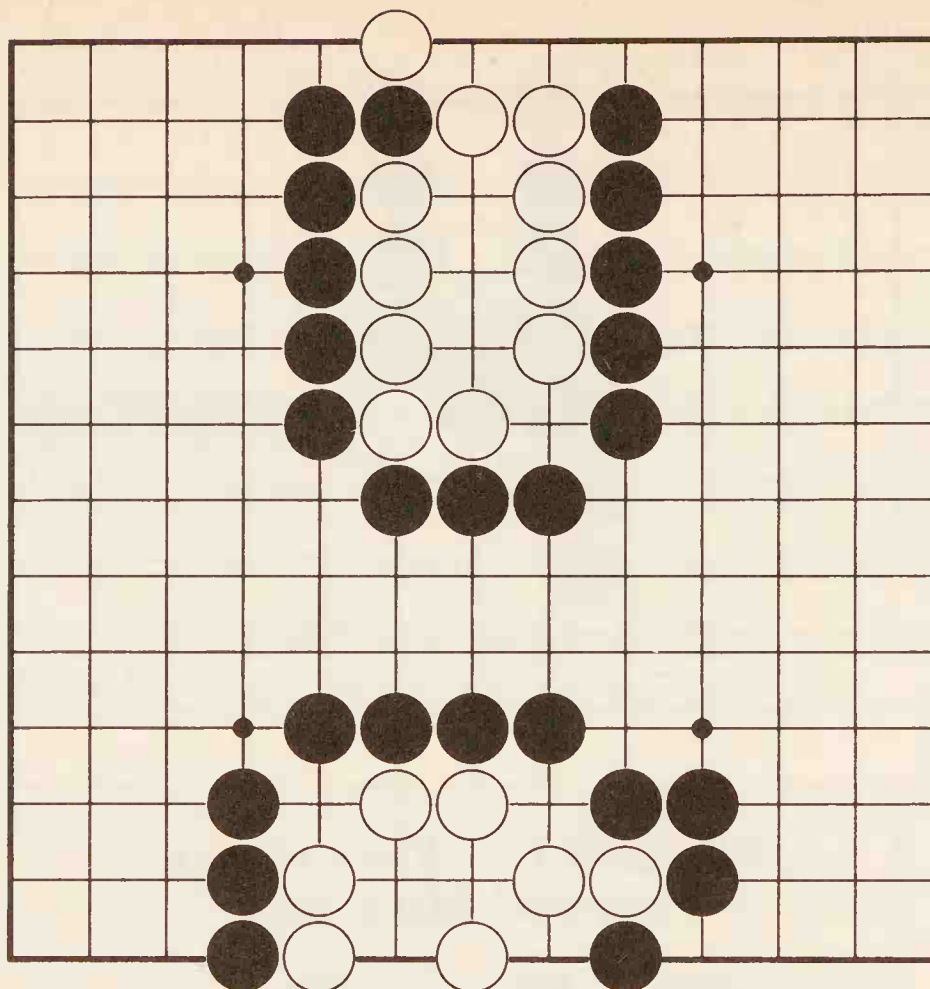
PROBLEM 107. Black to play.
How does Black live?



PROBLEM 108. White to play.
How does White kill the black stones?

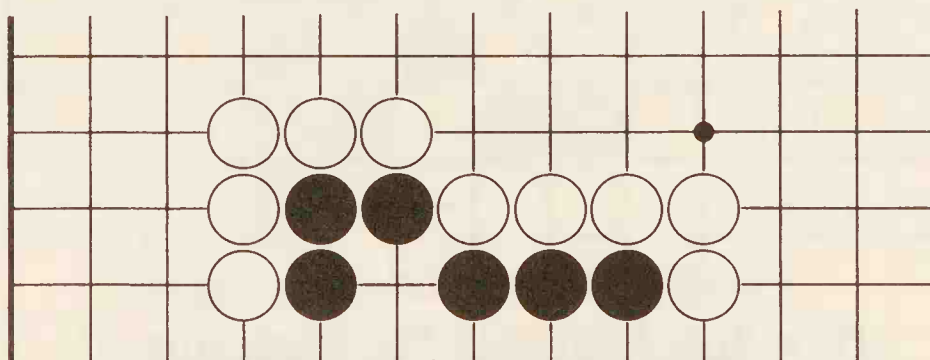


PROBLEM 109. Black to play.
What move does Black make to live?



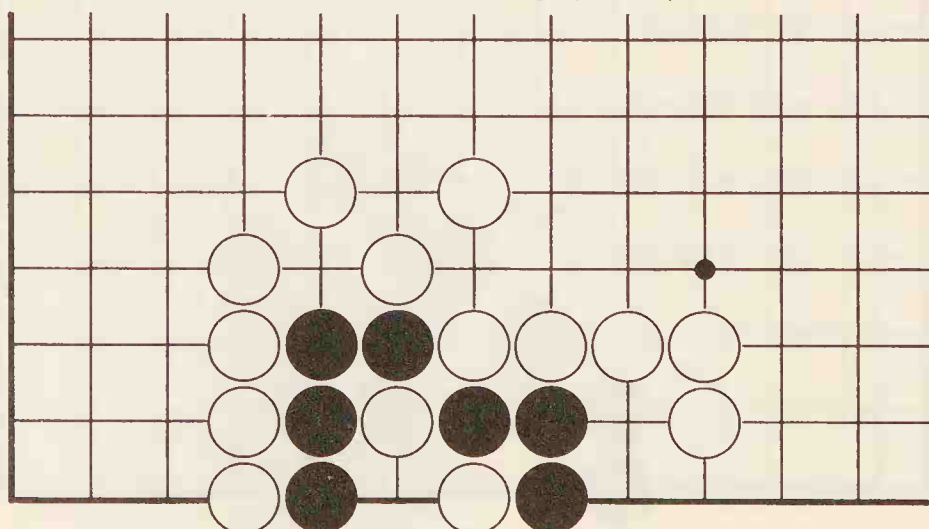
PROBLEM 110. Black to play.

What moves does Black make to kill the white group at the top and the white group at the bottom?



PROBLEM 111. Black to play.

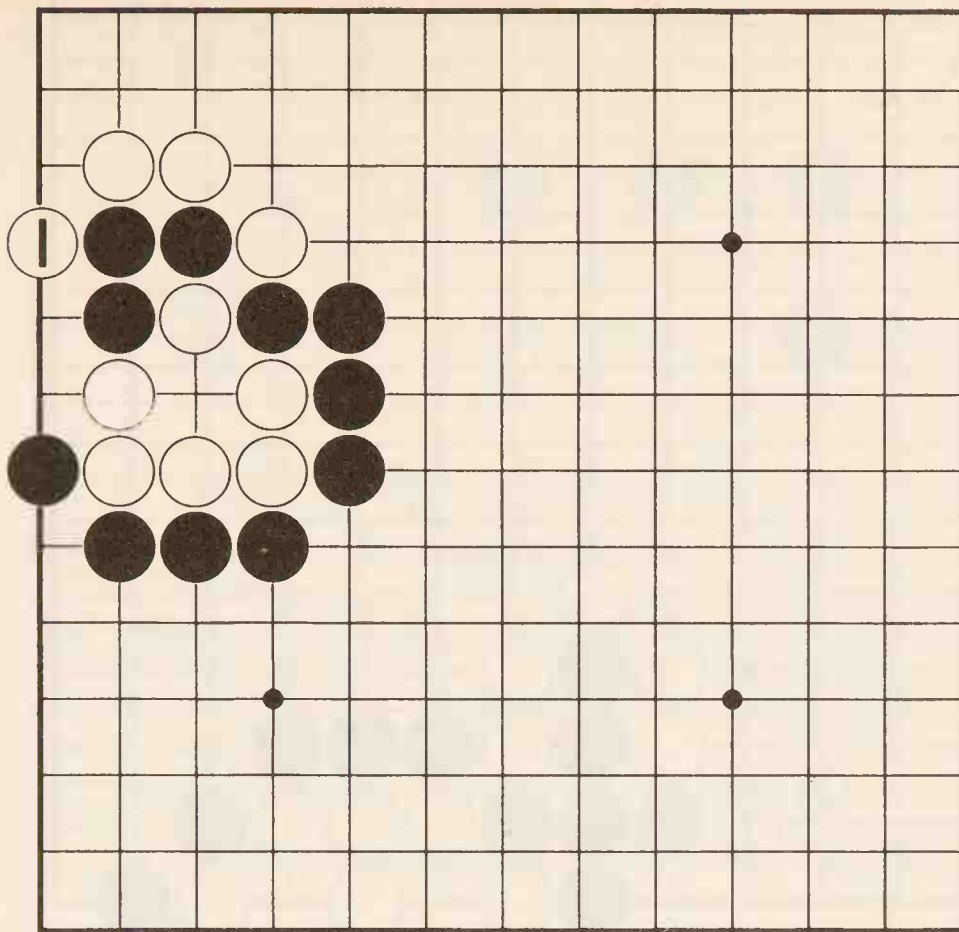
How does Black make a living group at the bottom?



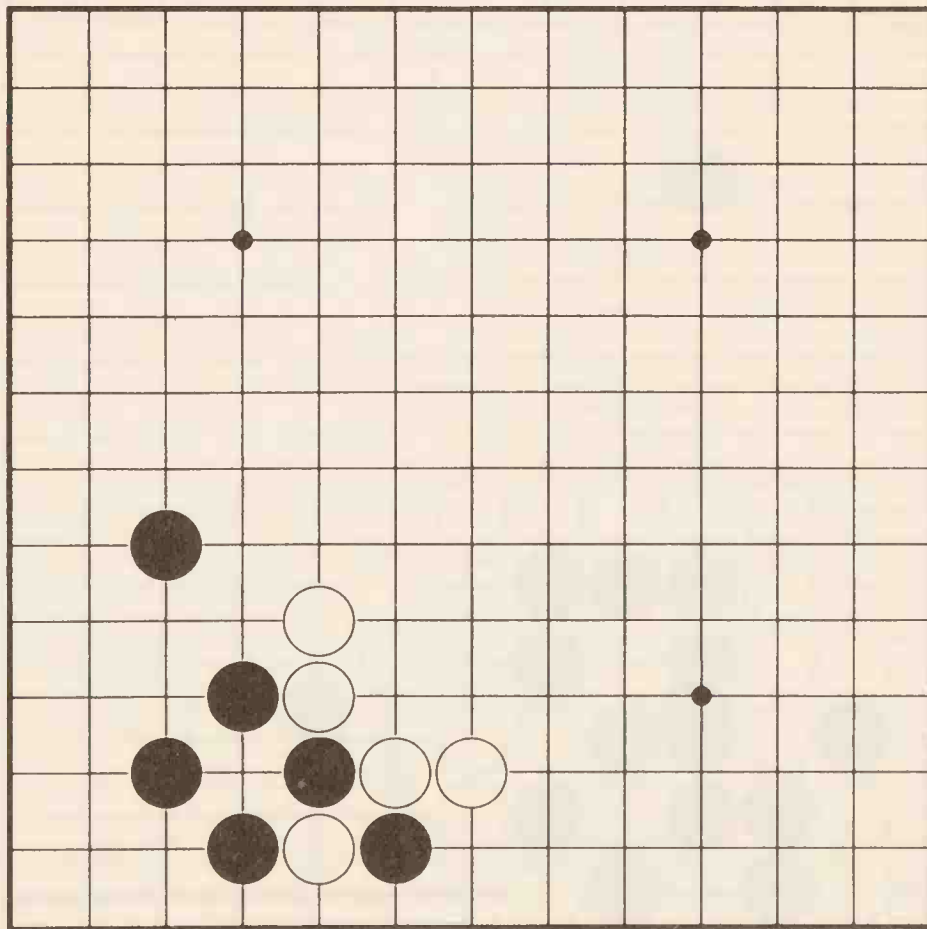
PROBLEM 112. Alive or dead?

Is Black alive or dead? Is another move necessary?

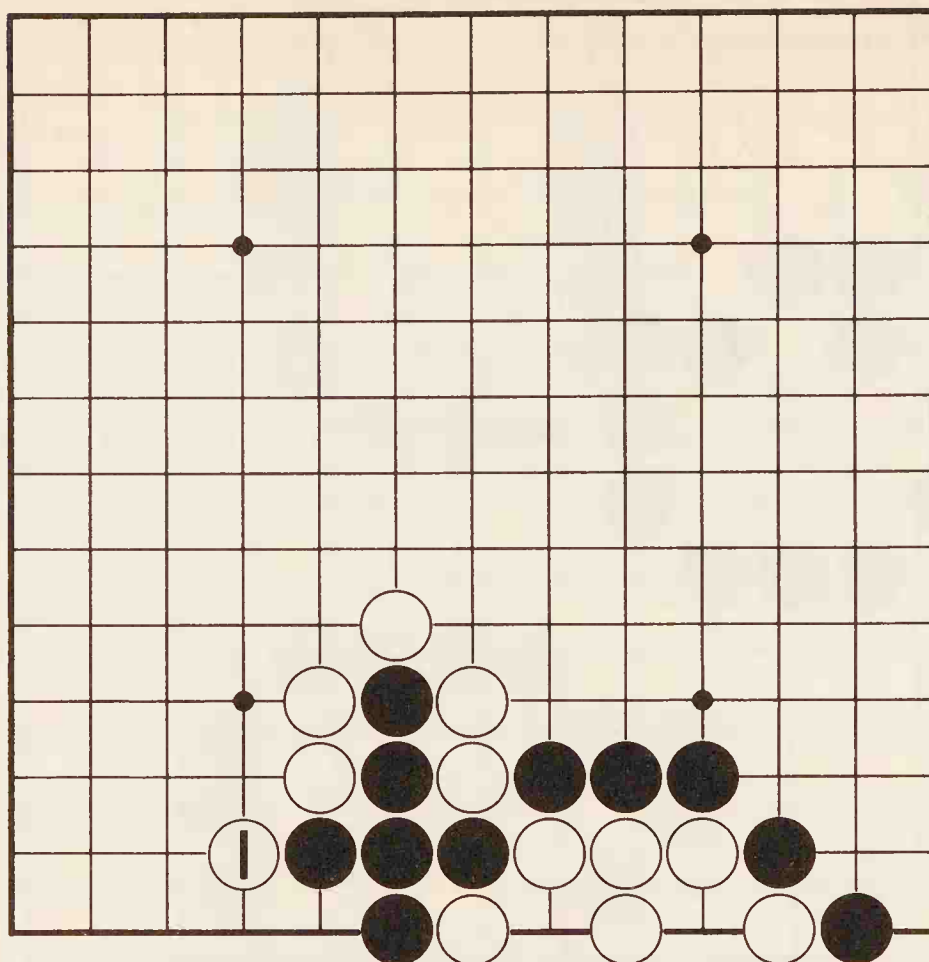
SECTION 8. KO



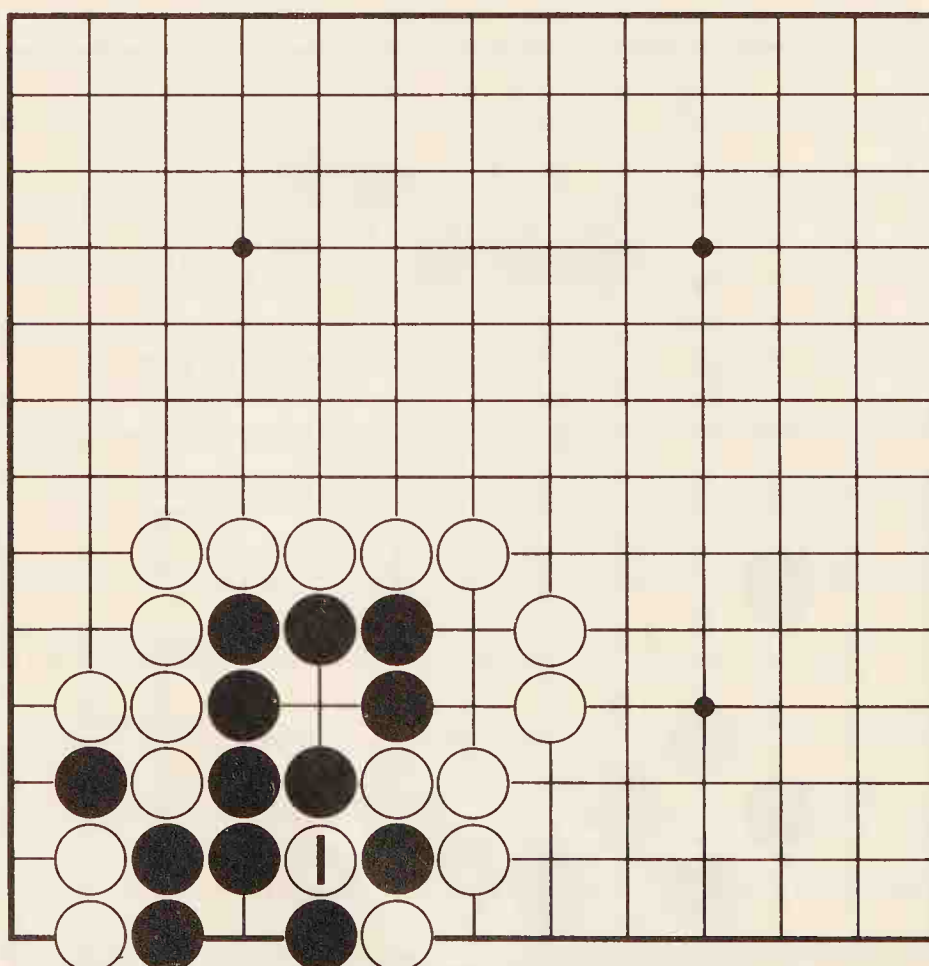
PROBLEM 113. Black to play.
White has played at 1. How does Black answer?



PROBLEM 114. Black to play.
How does Black play in this position?

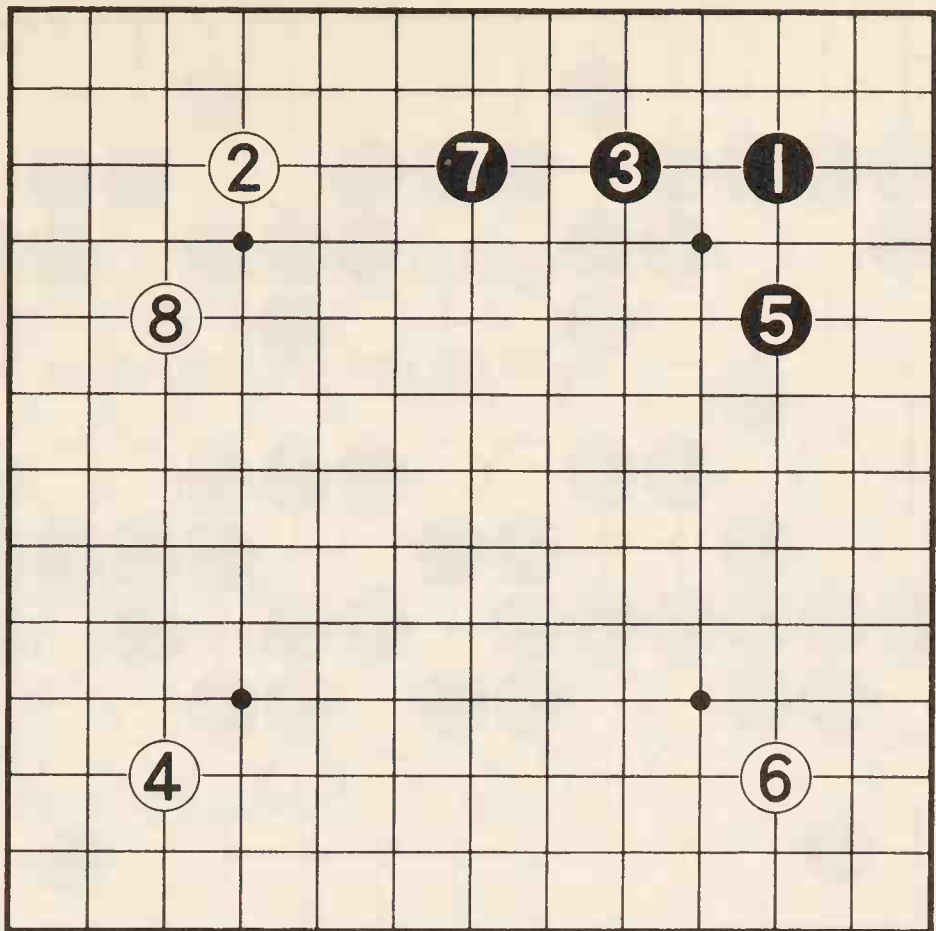


PROBLEM 115. Black to play.
 White has played at 1. How does Black answer?

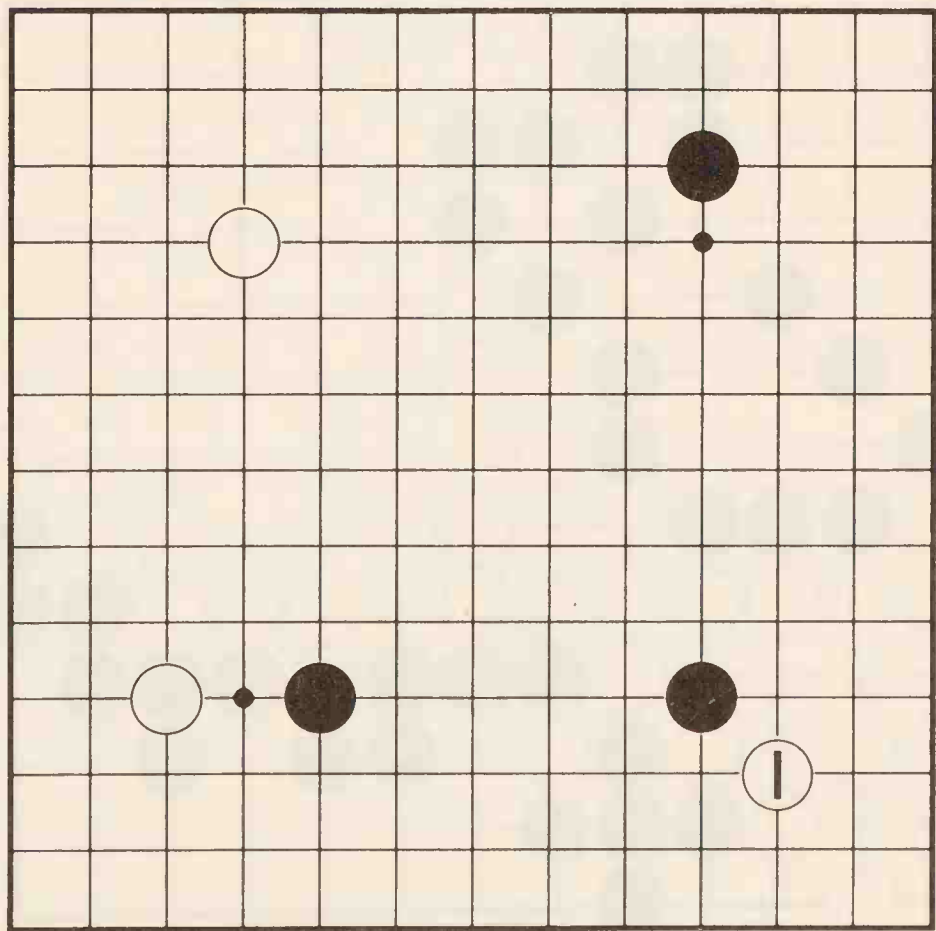


PROBLEM 116. Black to play.
 White has taken a stone in ko. How does Black respond?

SECTION 9. HOW TO PLAY IN THE OPENING

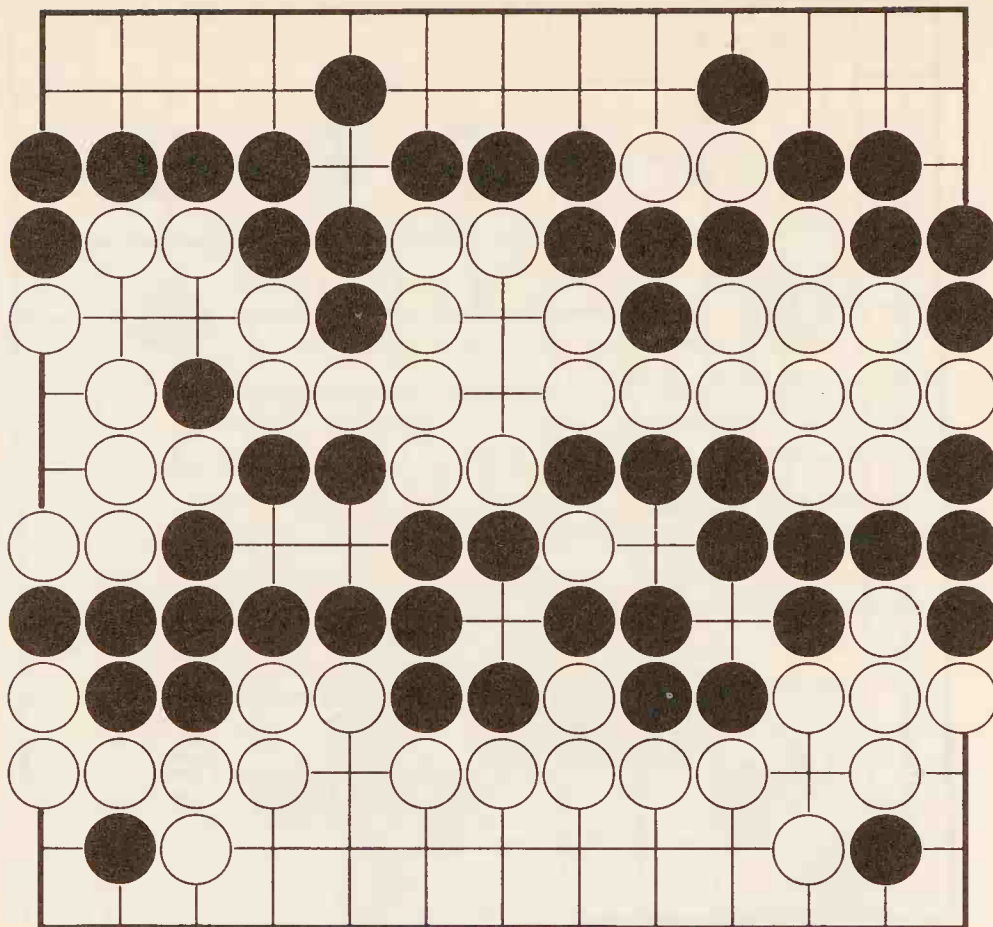


PROBLEM 117. Who has the advantage?
 After the sequence to White 8, who has the better game?



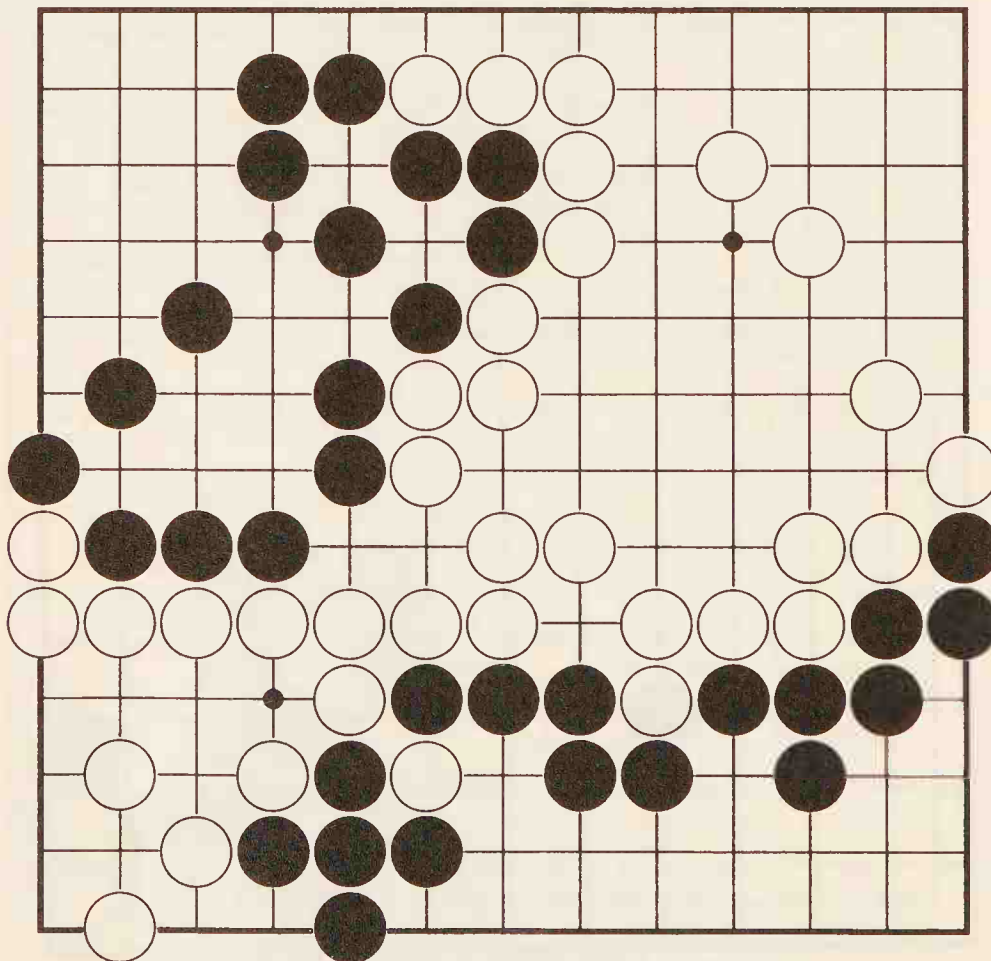
PROBLEM 118. Black to play.
 How does Black respond to White 1? (There are two correct answers.)

SECTION 10. ENDGAME



PROBLEM 119. Determining the score.

The game is over. Both sides have taken three prisoners and both have three dead stones left on the board. Determine the score.



PROBLEM 120. Black to play.

There are two profitable points left. Where are they?

III INTRODUCTORY PROBLEMS
LEVEL THREE
LIFE AND DEATH PROBLEMS

Section 1. Making Life 50

Section 2. Killing Groups 60

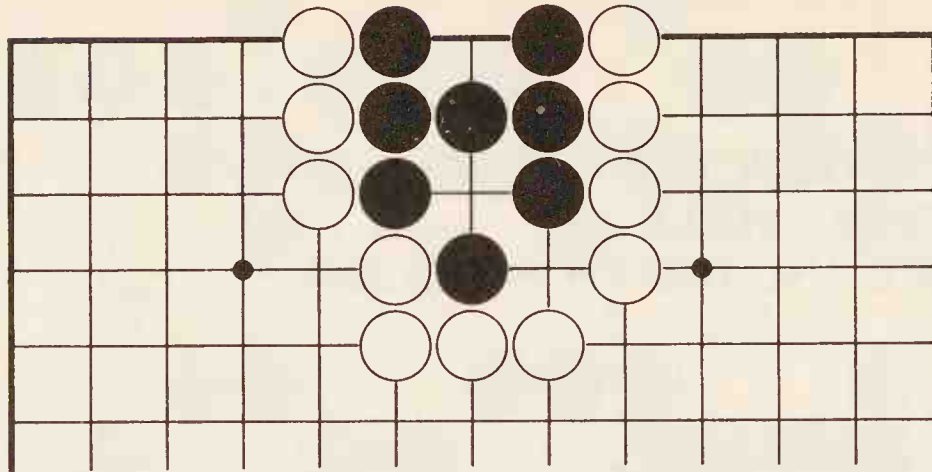
Section 3. Life and Death 67

Section 4. Seki 69

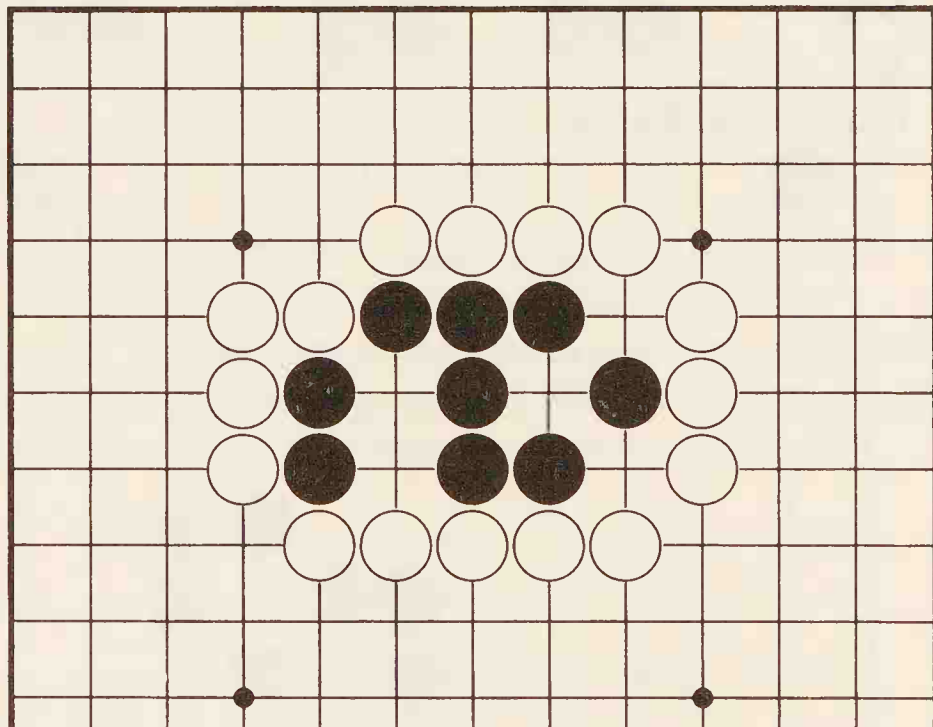
Section 5. Ko 70

Section 6. Capturing Races 72

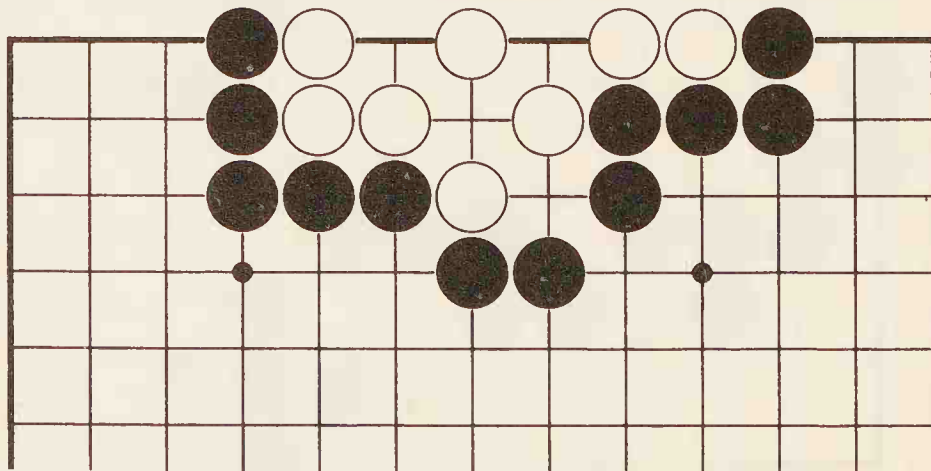
SECTION 1. MAKING LIFE



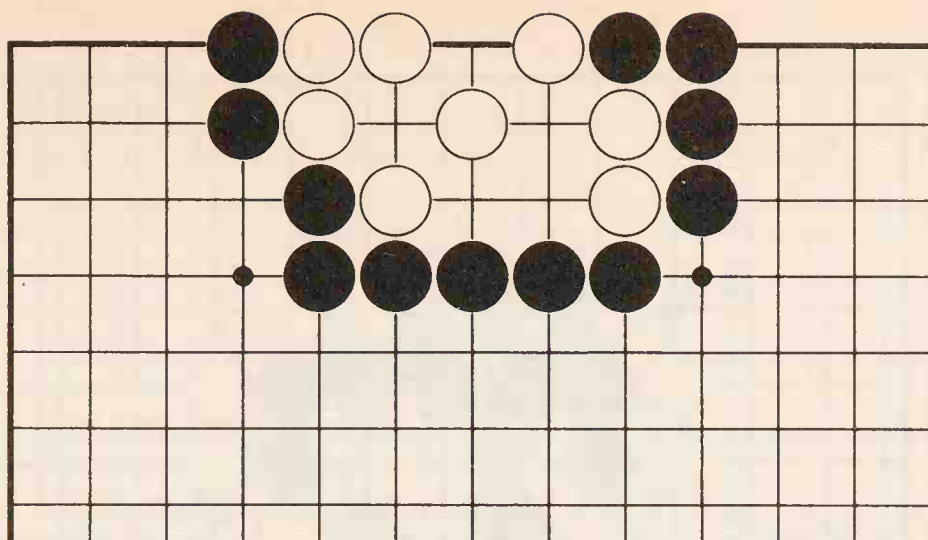
PROBLEM 121. Black to play and live. (1 move)
What move does Black make to give his stones life?



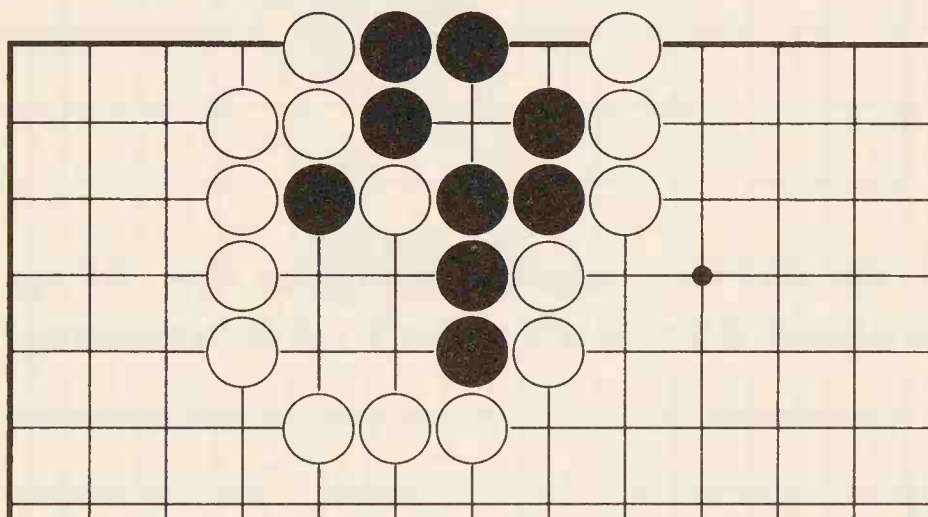
PROBLEM 122. Black to play and live. (1 move)
What move does Black make to give his stones life?



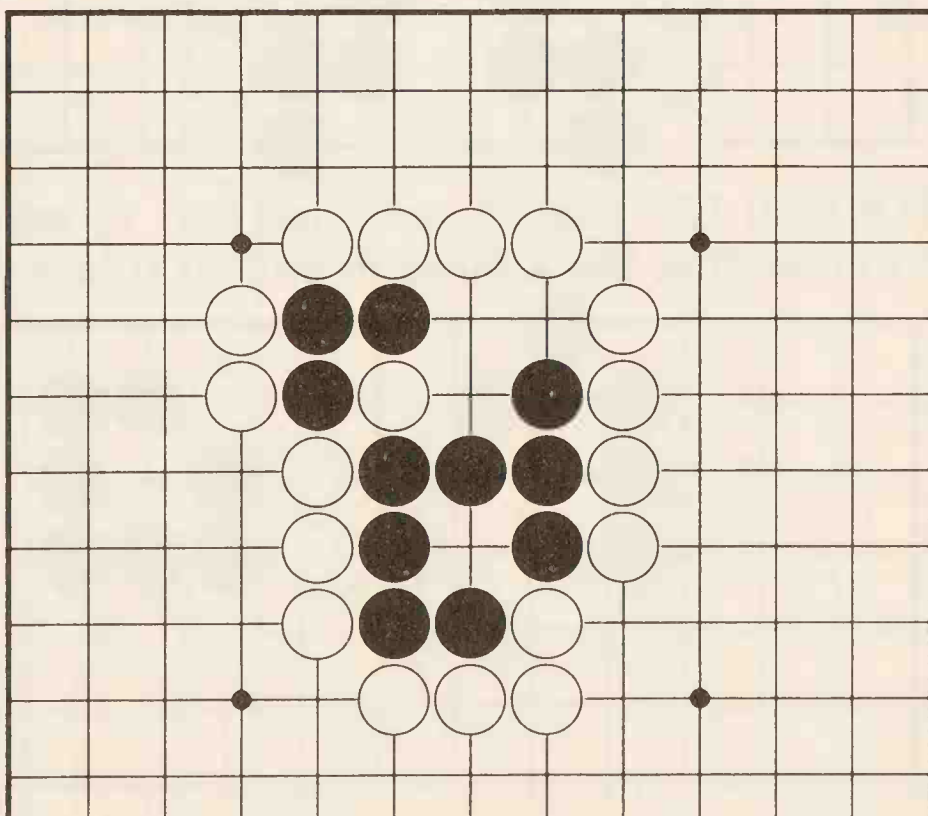
PROBLEM 123. White to play and live. (1 move)
What move does White make to give his stones life?



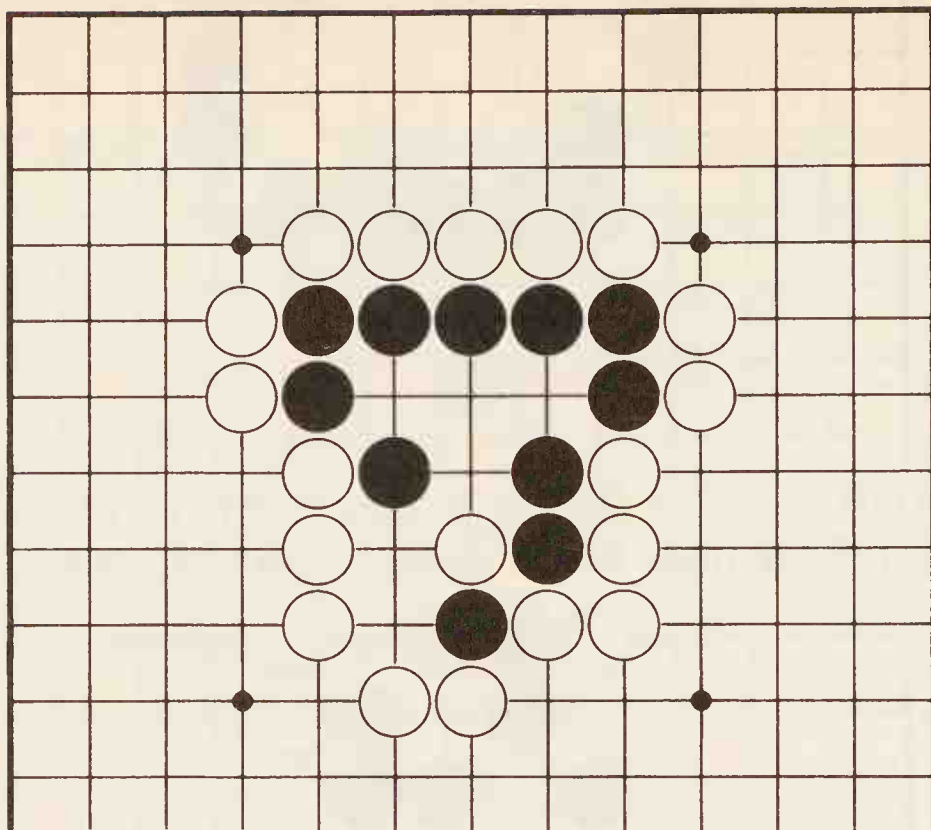
PROBLEM 124. White to play and live. (1 move)
 What move does White make to give his stones life?



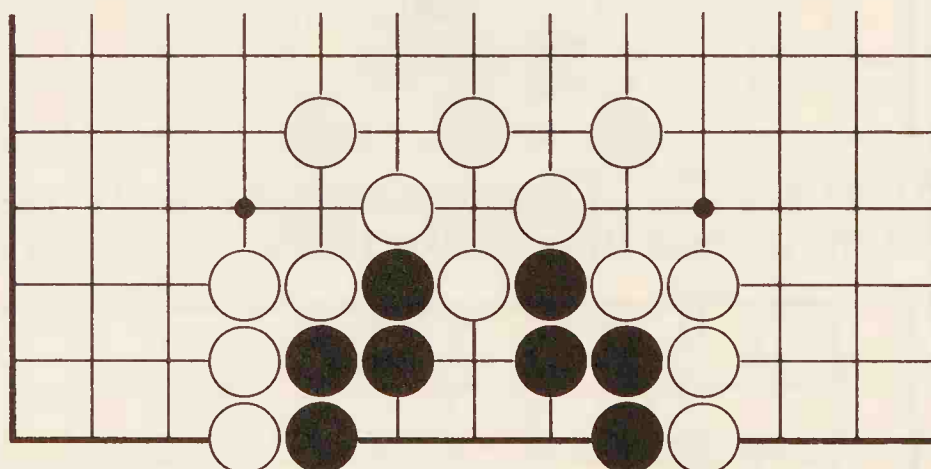
PROBLEM 125. Black to play and live. (1 move)
 What move does Black make to give his stones life?



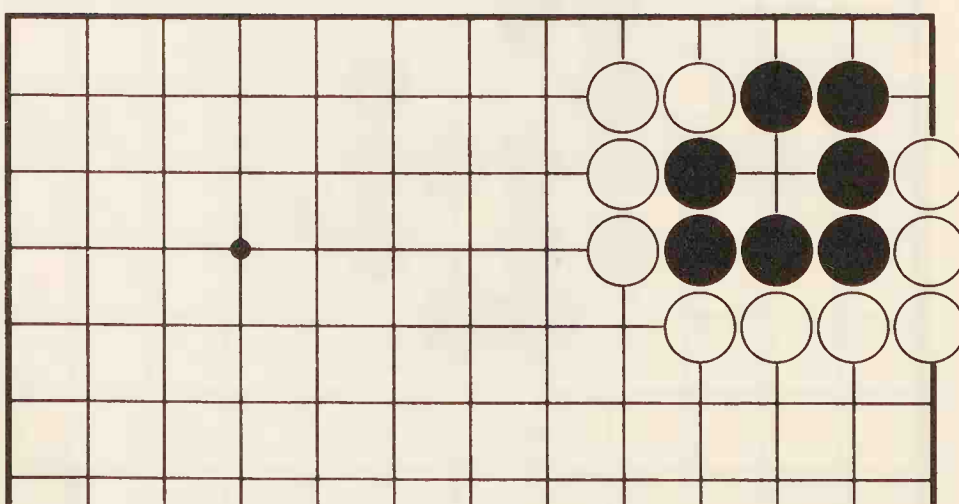
PROBLEM 126. Black to play and live. (1 move)
 What move does Black make to give his stones life?



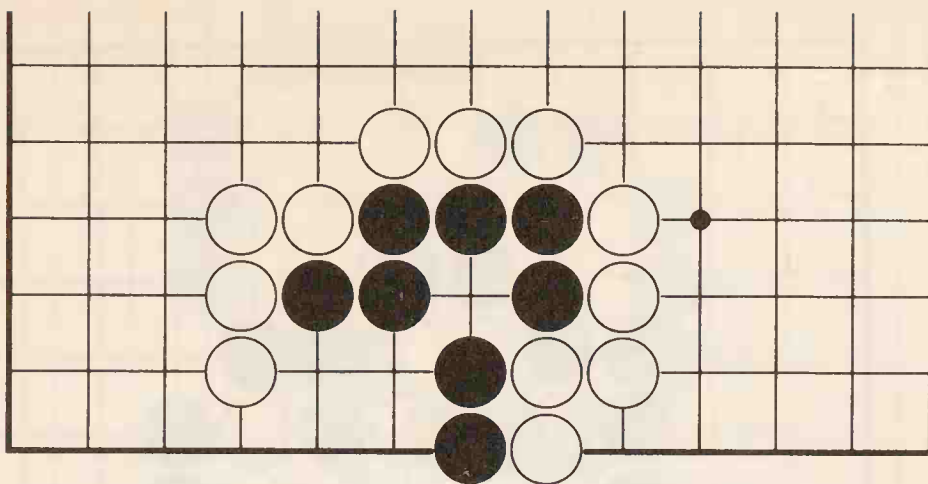
PROBLEM 127. Black to play and live. (1 move)
 What move does Black make to give his stones life?



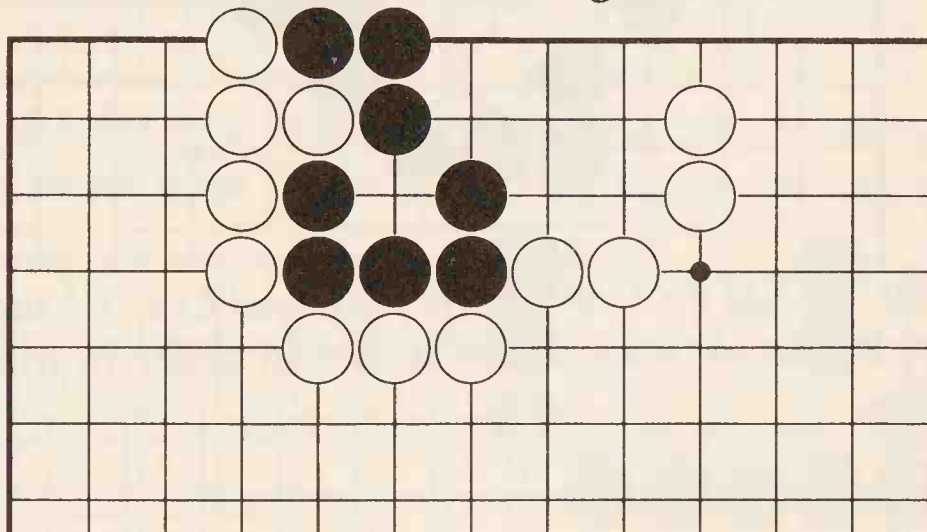
PROBLEM 128. Black to play and live. (1 move)
 What move does Black make to give his stones life?



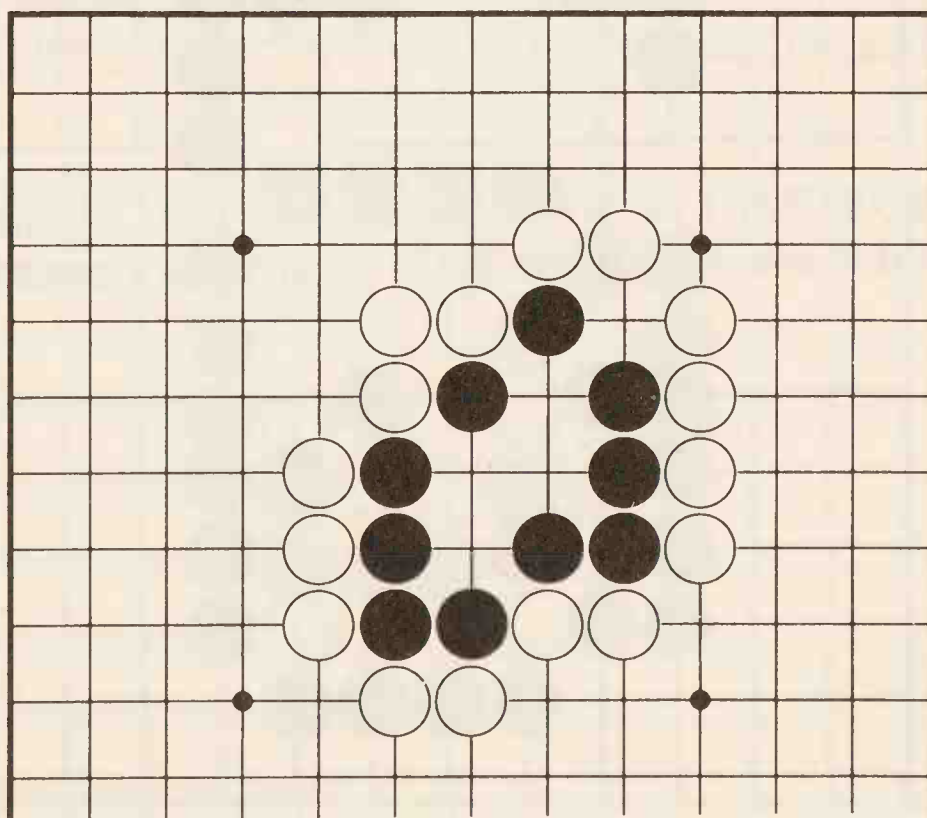
PROBLEM 129. Black to play and live. (1 move)
 What move does Black make to give his stones life?



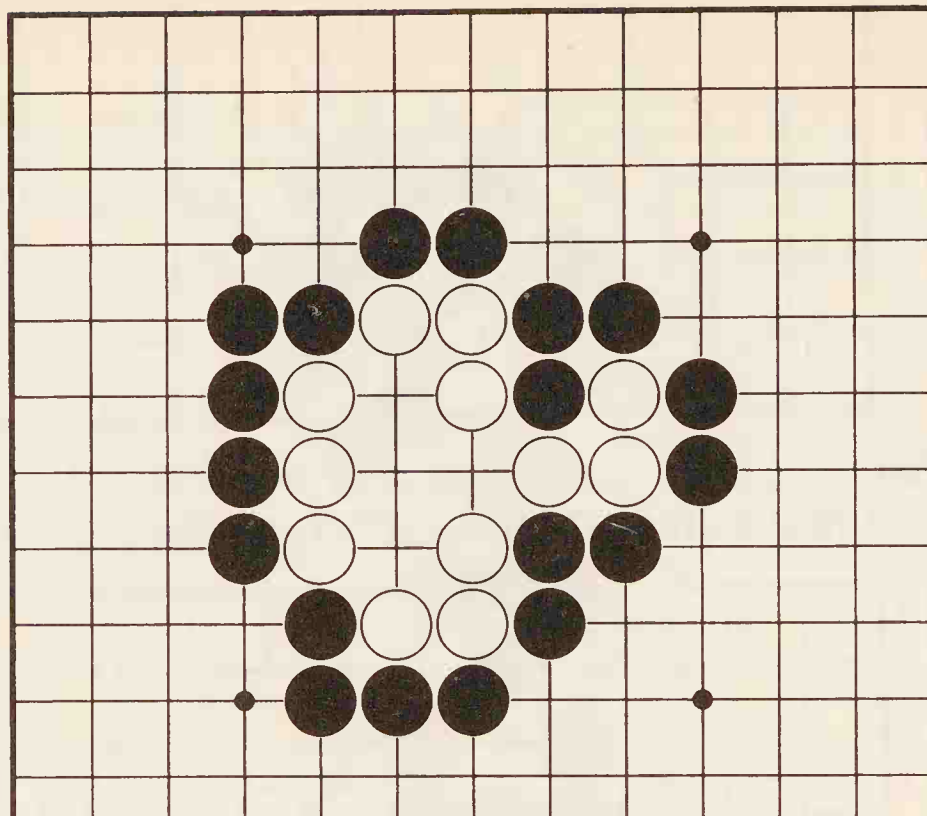
PROBLEM 130. *Black to play and live. (1 move)*
What move does Black make to give his stones life?



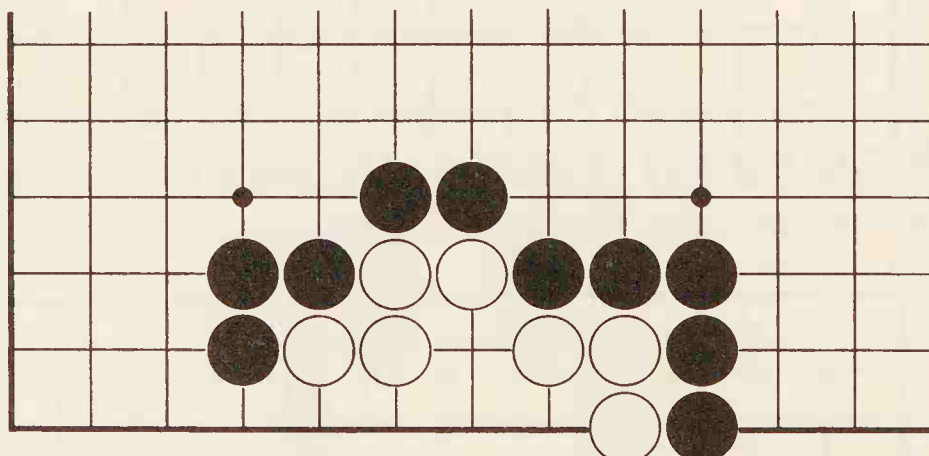
PROBLEM 131. Black to play and live. (1 move)
What move does Black make to give his stones life?



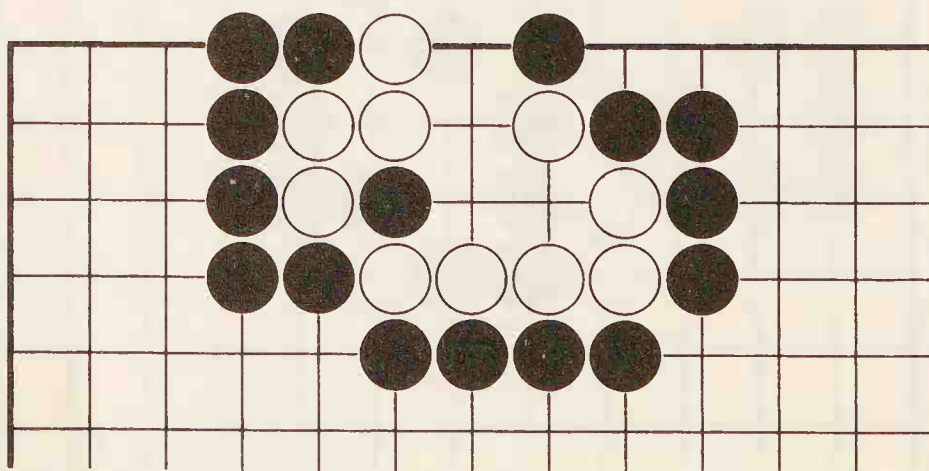
PROBLEM 132. *Black to play and live. (1 move)*
What move does Black make to give his stones life?



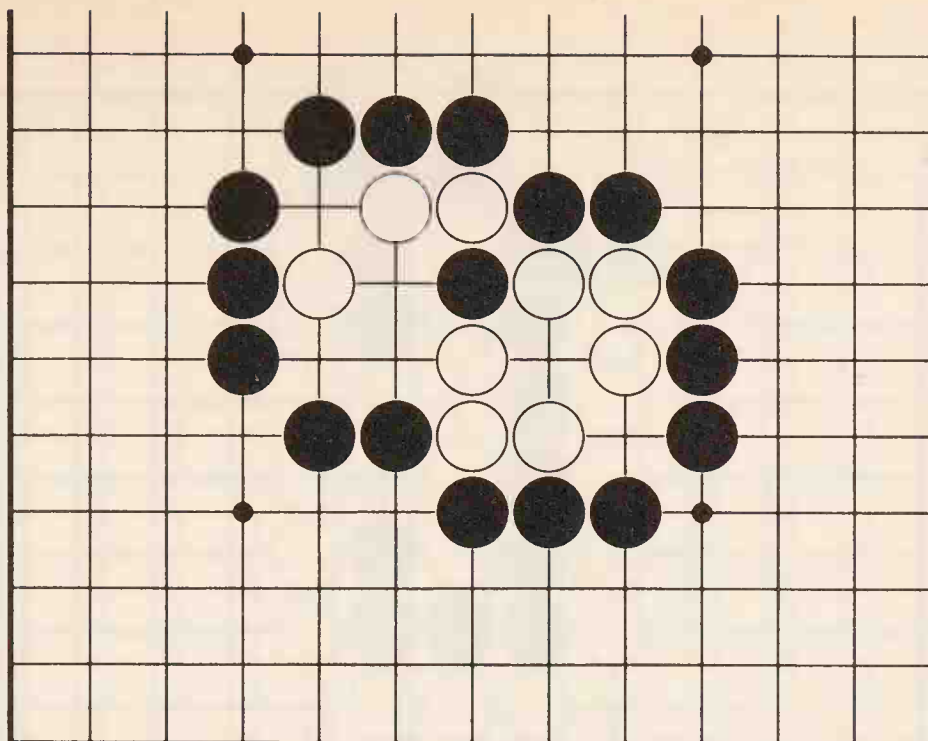
PROBLEM 133. White to play and live. (1 move)
 White has to sacrifice three stones in order to make life.



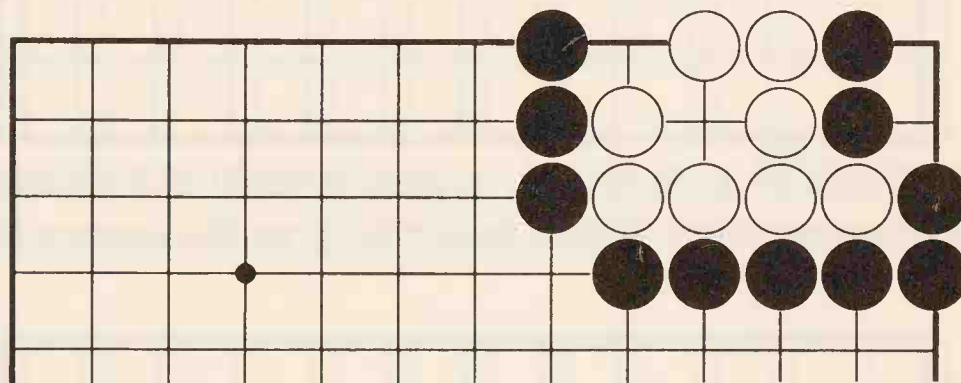
PROBLEM 134. White to play and live. (1 move)
 What move does White make to give his stones life?



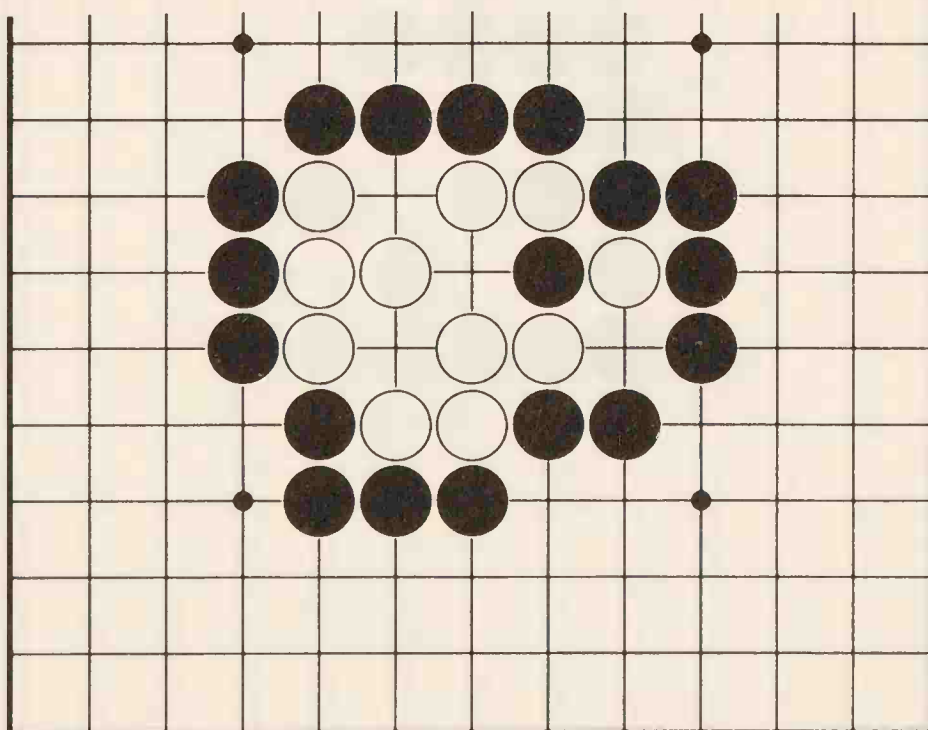
PROBLEM 135. White to play and live. (1 move)
 What move does White make to give his stones life?



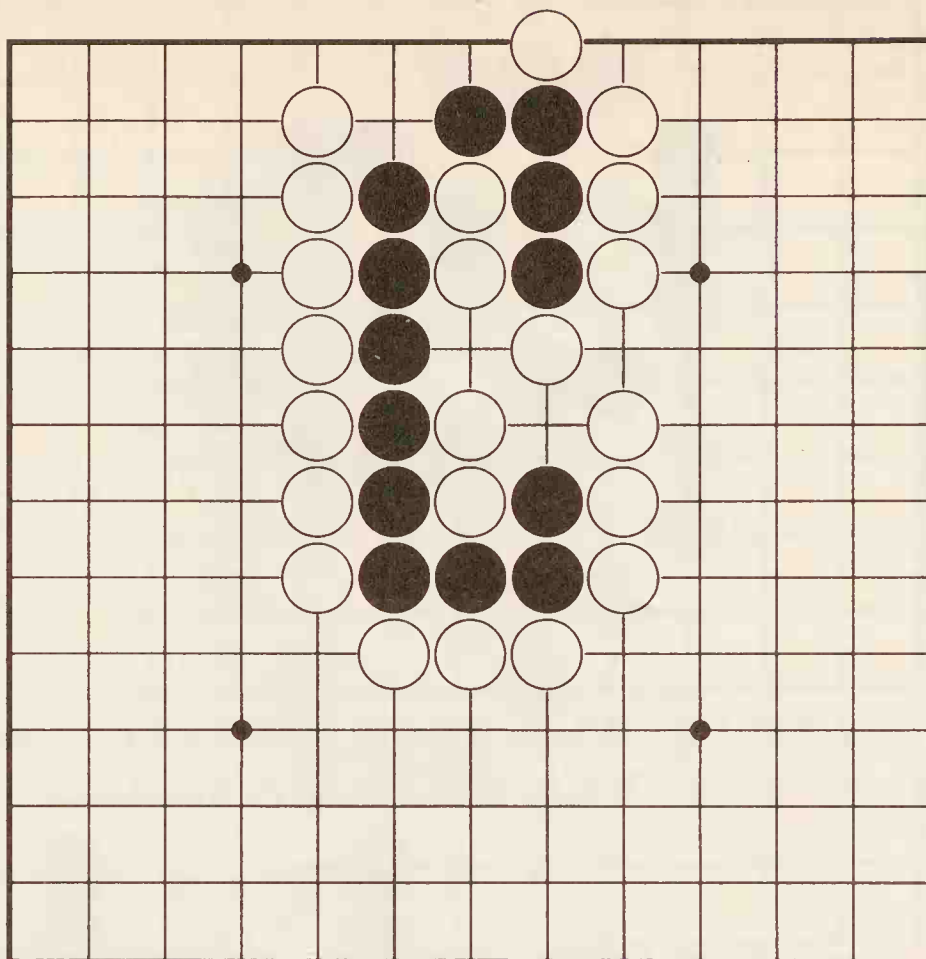
PROBLEM 136. White to play and live. (1 move)
 What move does White make to give his stones life?



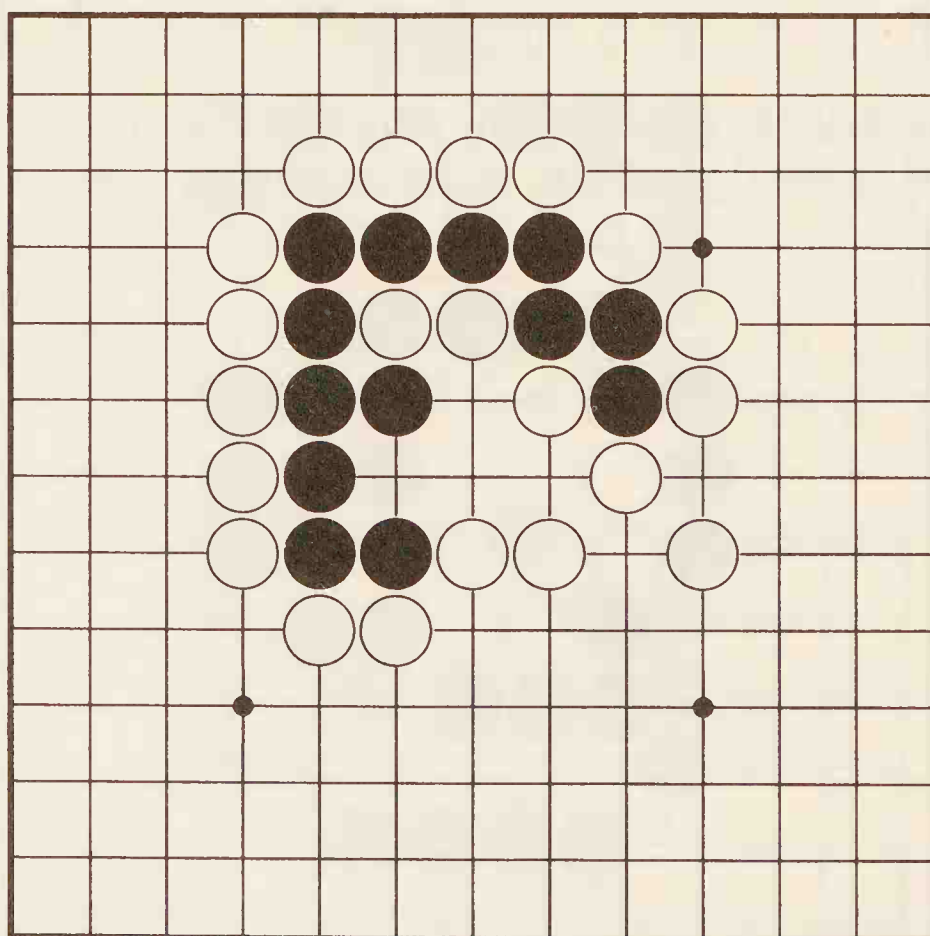
PROBLEM 137. White to play and live. (1 move)
 What move does White make to give his stones life?



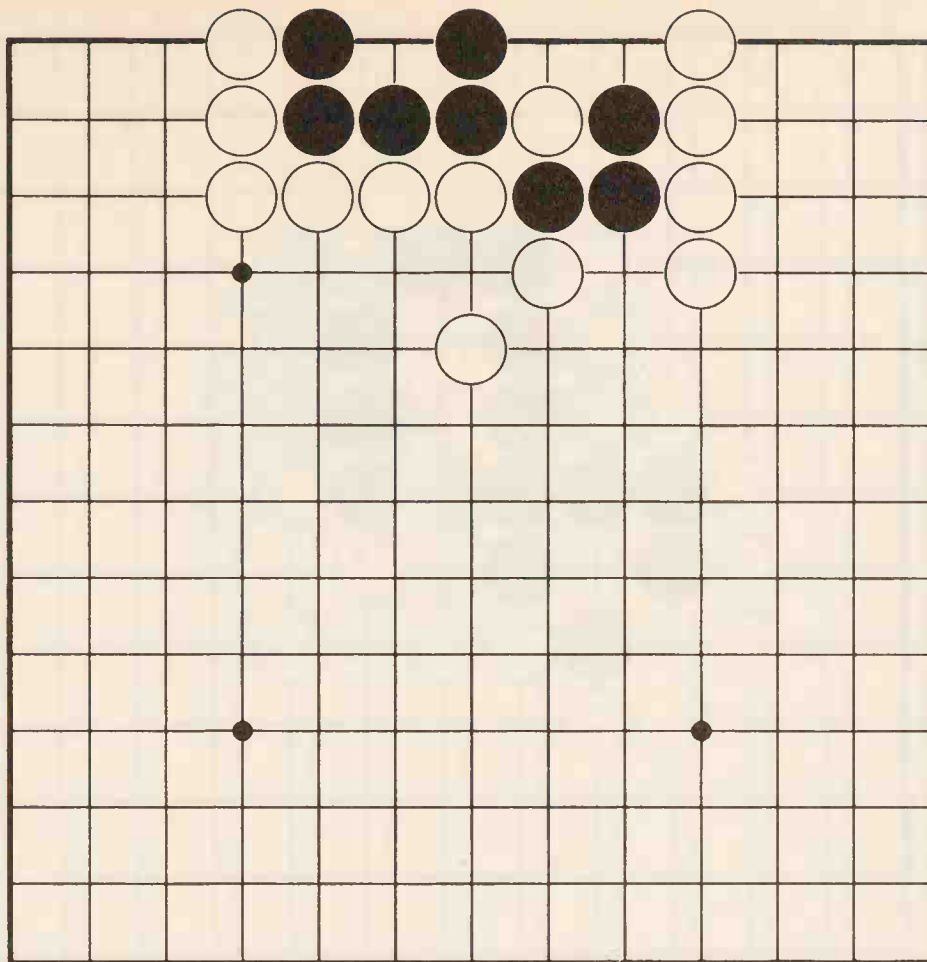
PROBLEM 138. White to play and live. (1 move)
 What move does White make to give his stones life?



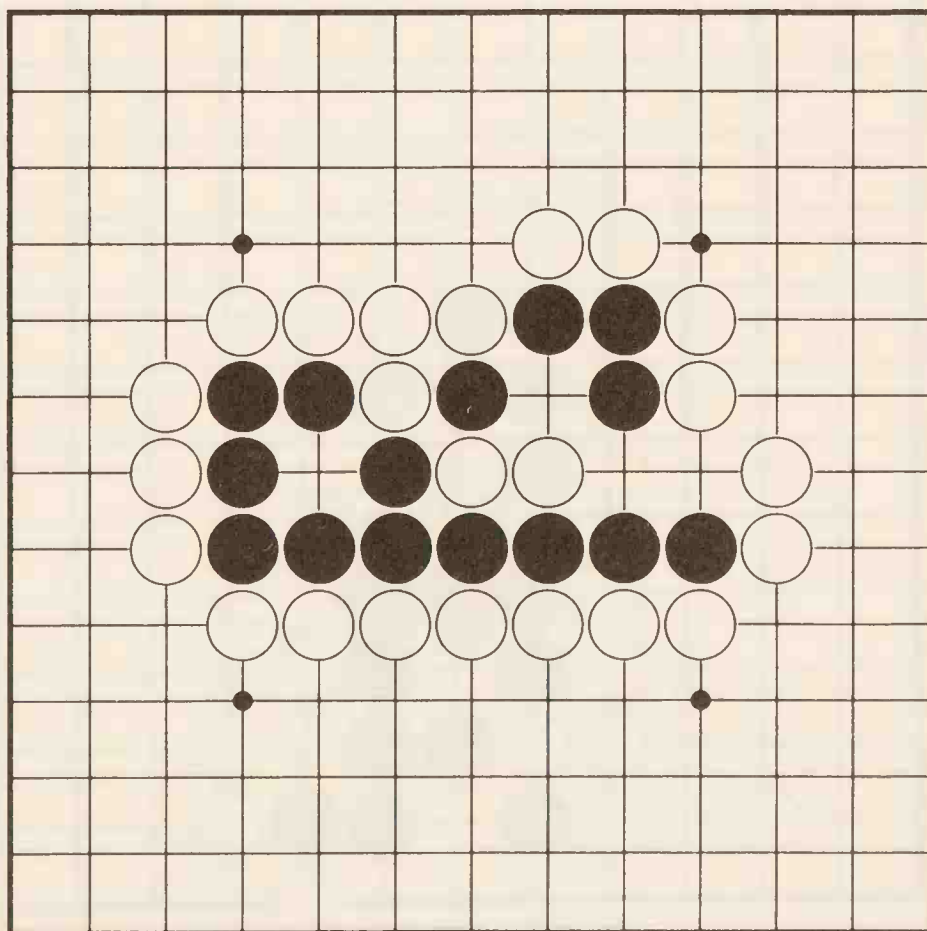
PROBLEM 139. Black to play and live. (1 move)
 What move does Black make to give his stones life?



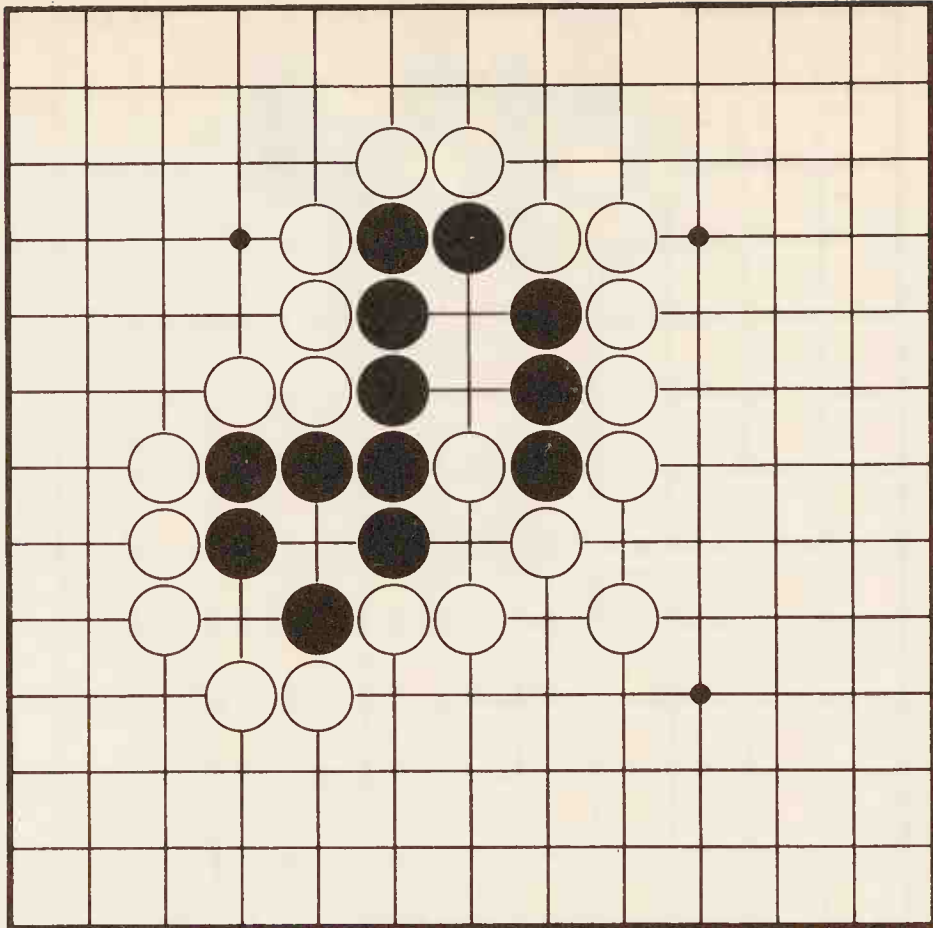
PROBLEM 140. Black to play and live. (1 move)
 What move does Black make to give his stones life?



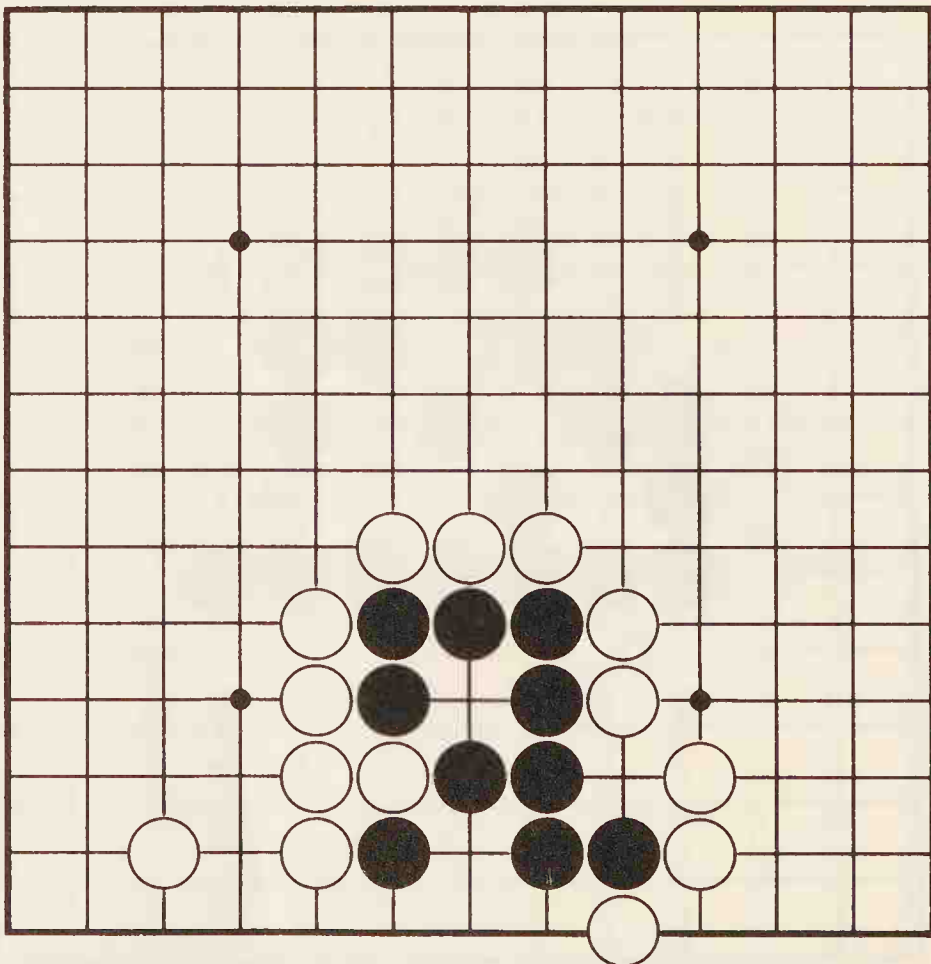
PROBLEM 141. Black to play and live. (1 move)
 What move does Black make to give his stones life?



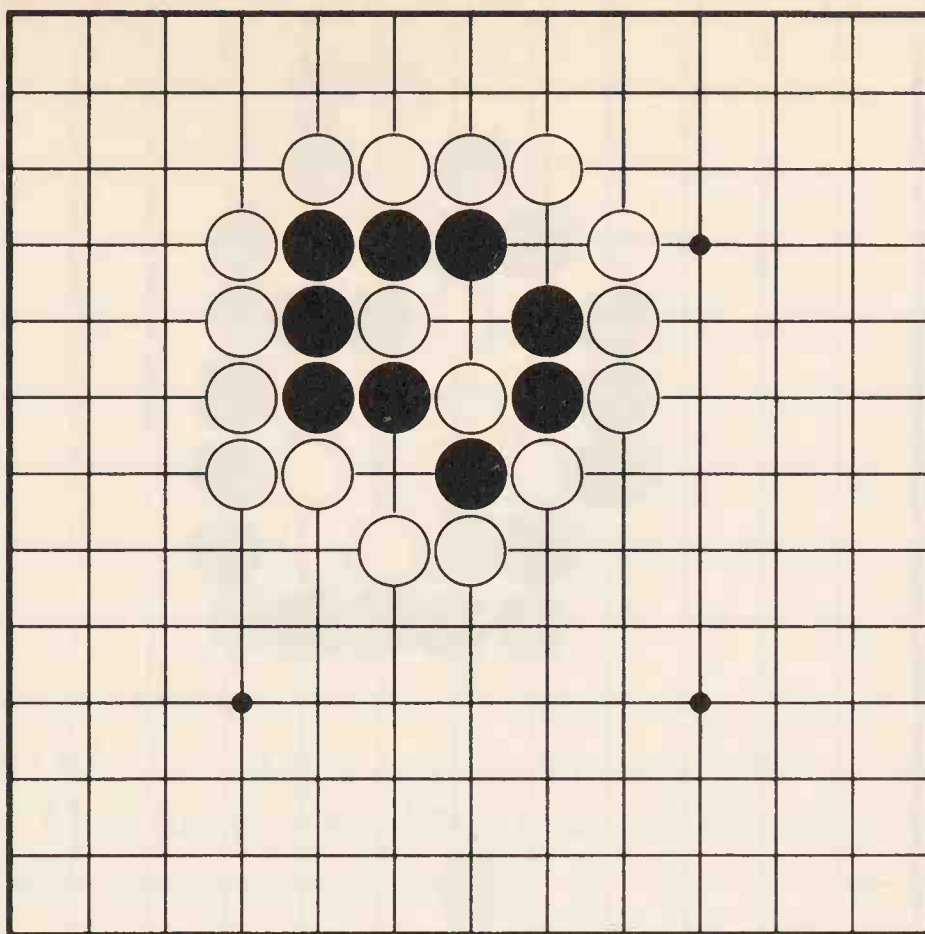
PROBLEM 142. Black to play and live. (1 move)
 What move does Black make to give his stones life?



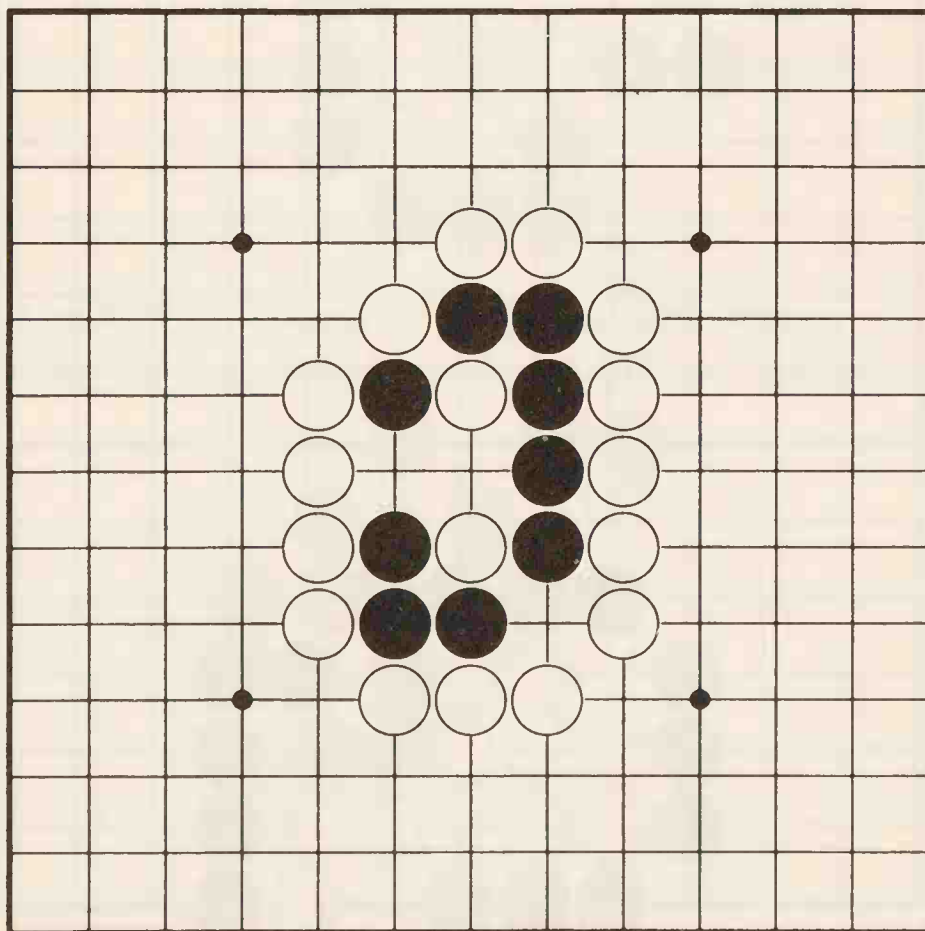
PROBLEM 143. Black to play and live. (3 moves)
The first move is all-important if Black is going to live.



PROBLEM 144. Black to play and live. (1 move)
What move does Black make to give his stones life?

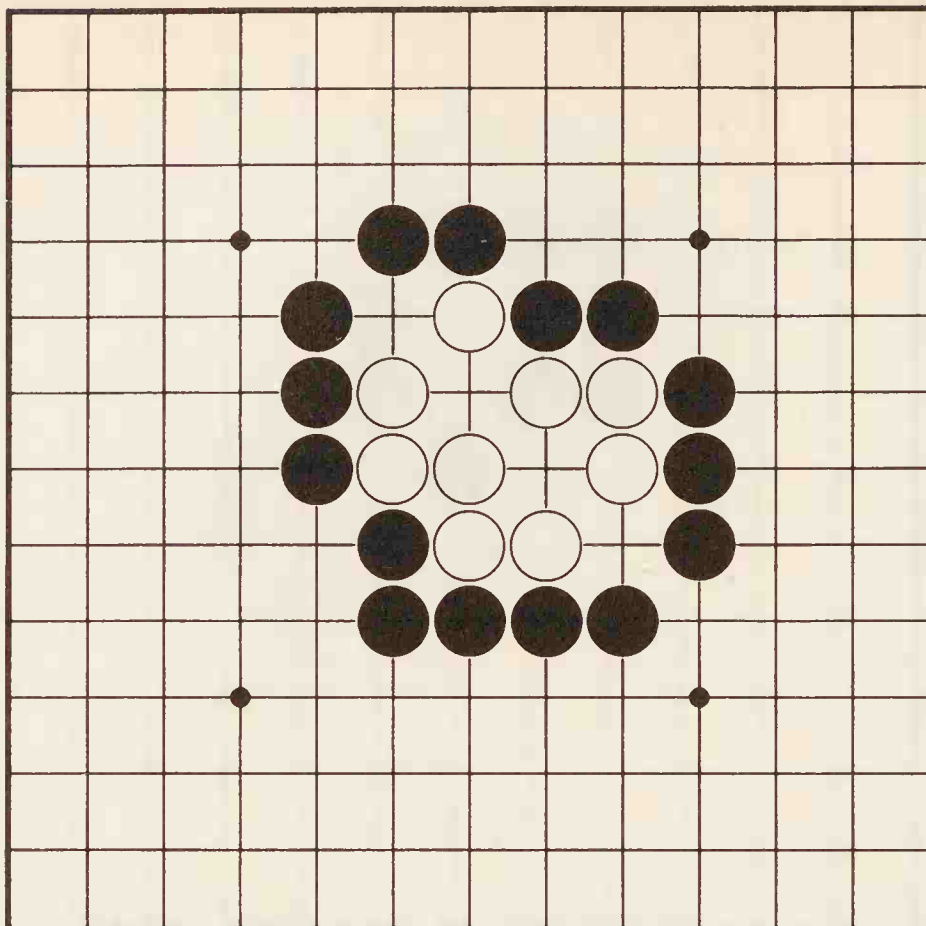


PROBLEM 145. Black to play and live. (1 move)
 Black can give his stones life with one move.

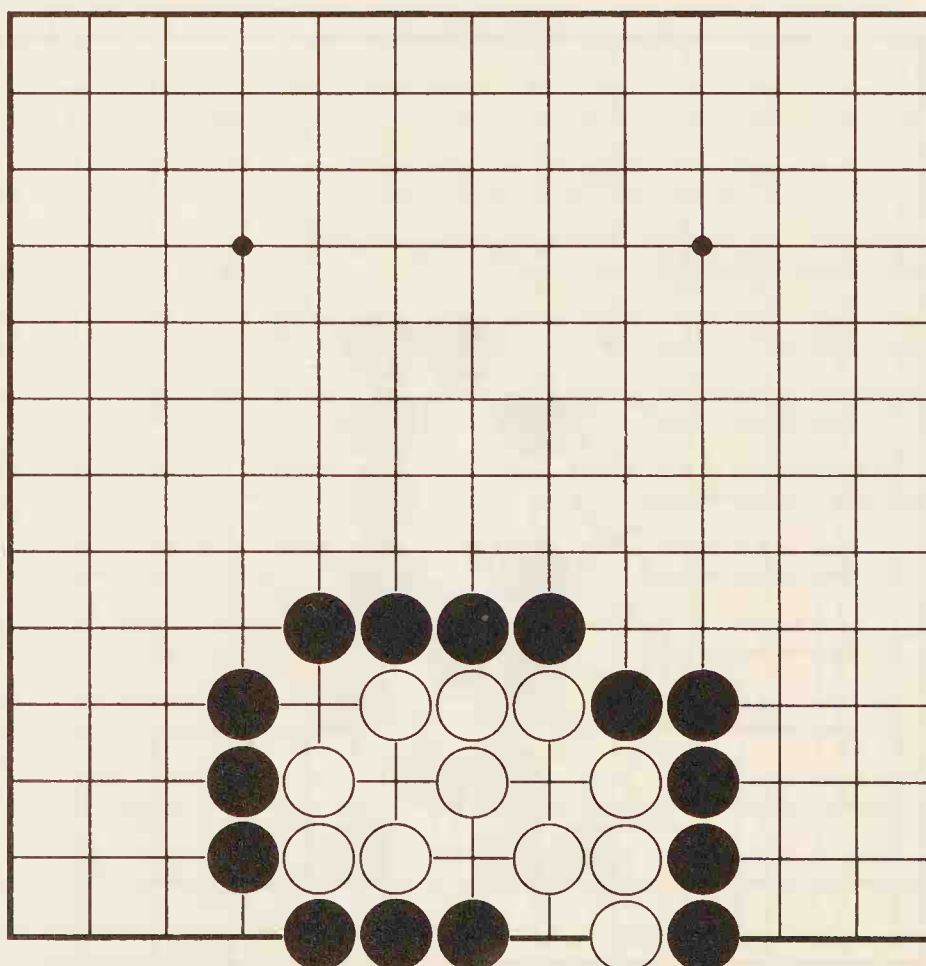


PROBLEM 146. Black to play and live. (1 move)
 One move will settle the question of life and death for the black group.

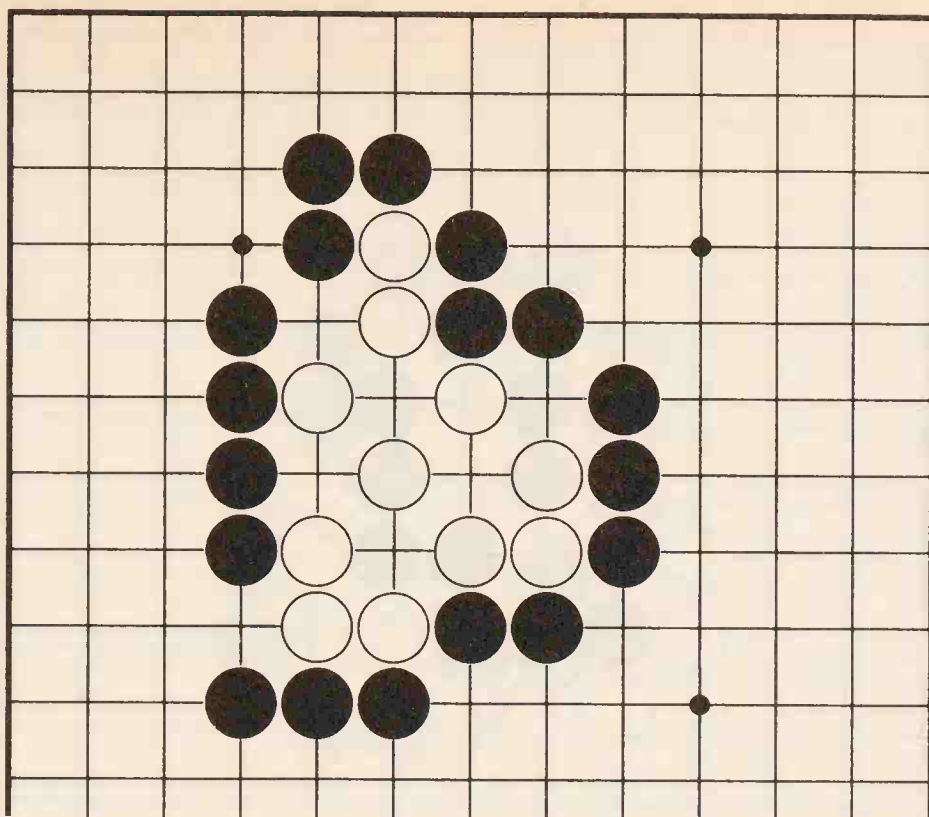
SECTION 2. KILLING GROUPS



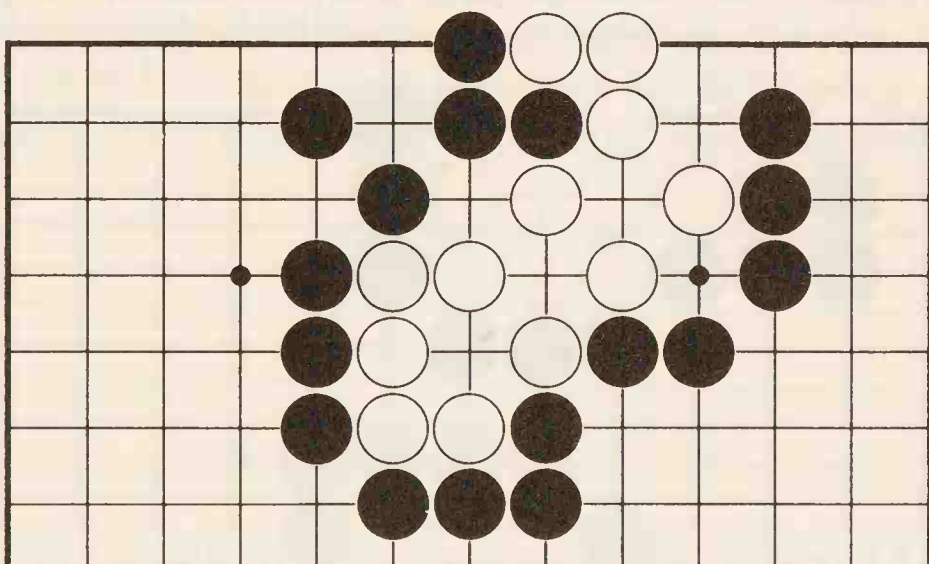
PROBLEM 147. Black to play and kill White. (1 move)
How does Black play to kill the white stones?



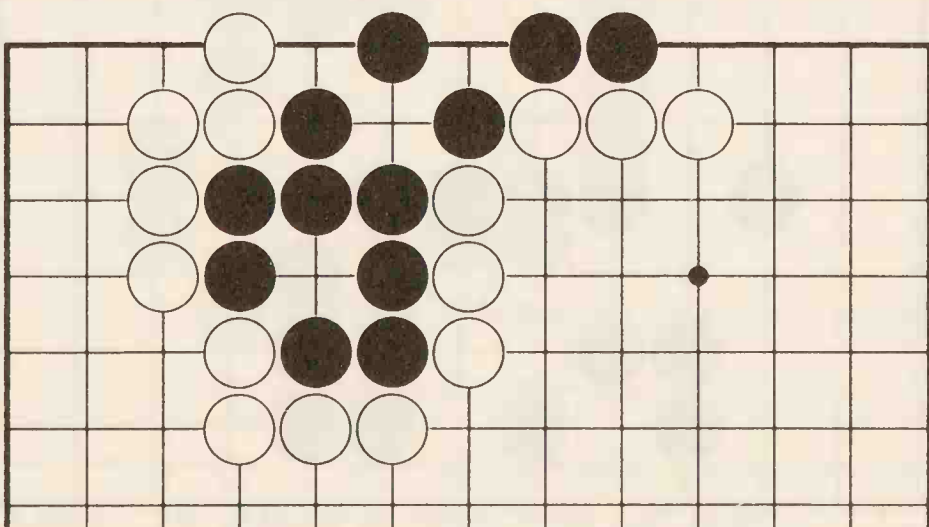
PROBLEM 148. Black to play and kill White. (1 move)
How does Black play to kill the white stones?



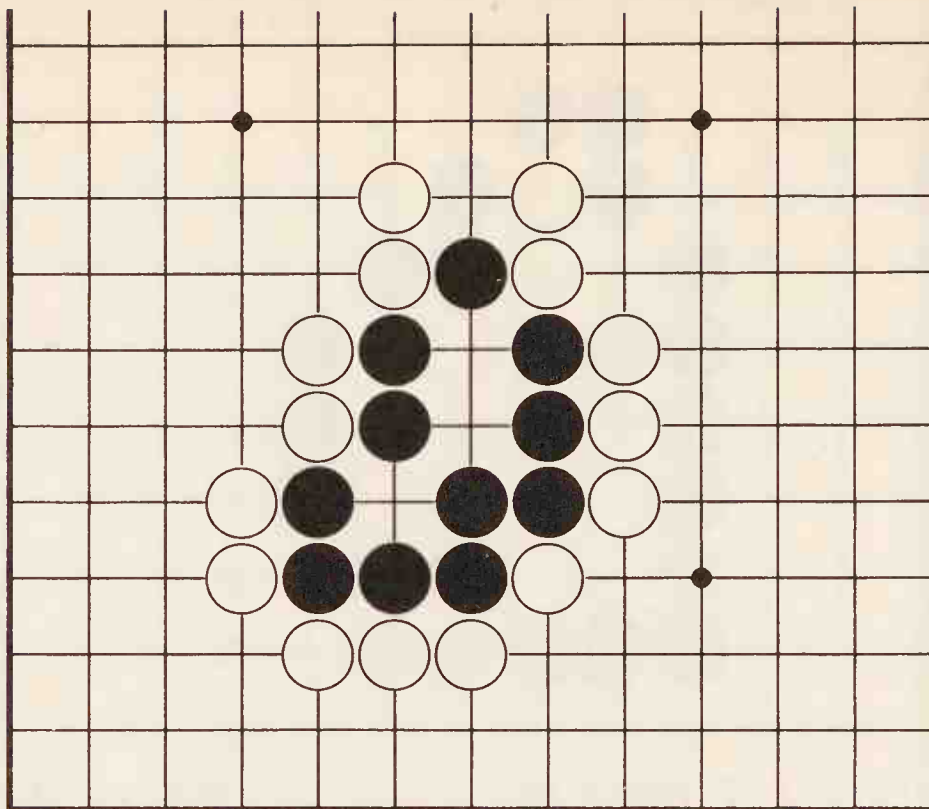
PROBLEM 149. *Black to play and kill White. (1 move)*
What move does Black make to kill White?



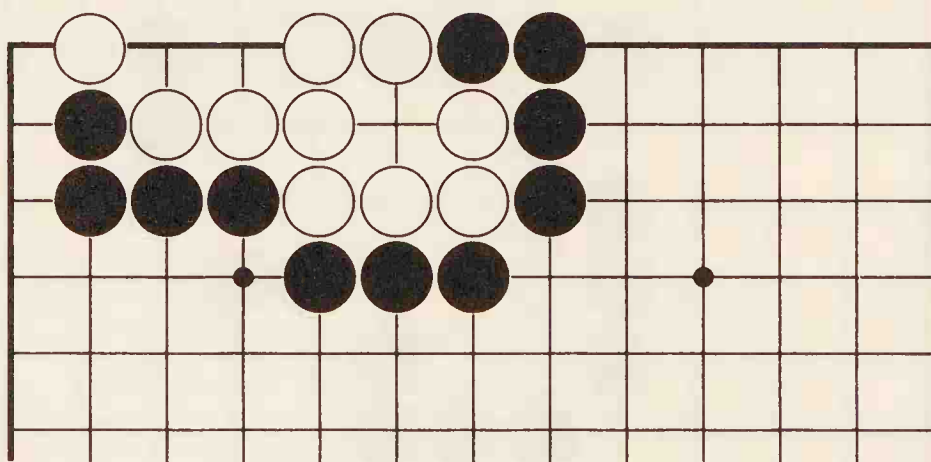
PROBLEM 150. *Black to play and kill White. (1 move)*
What move does White make to kill the white stones?



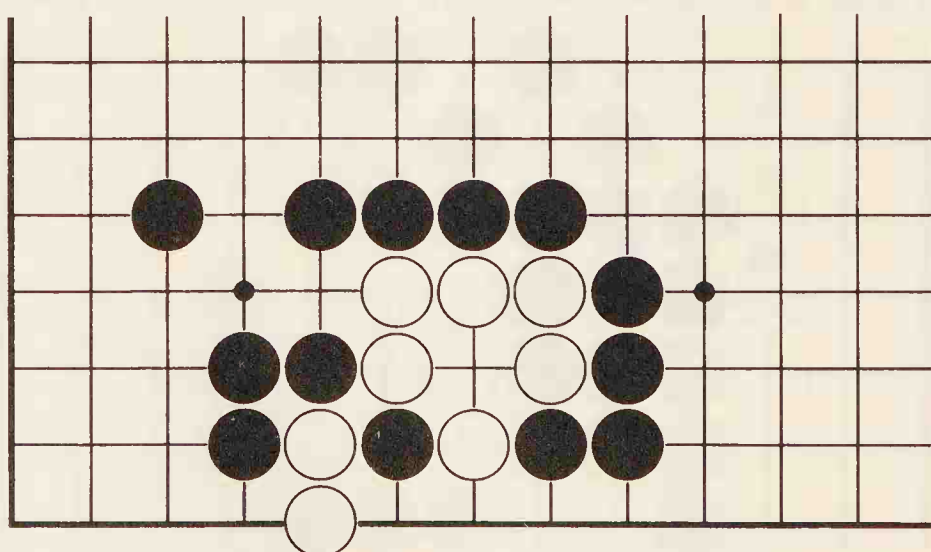
PROBLEM 151. White to play and kill Black. (1 move)
How does White kill all the black stones?



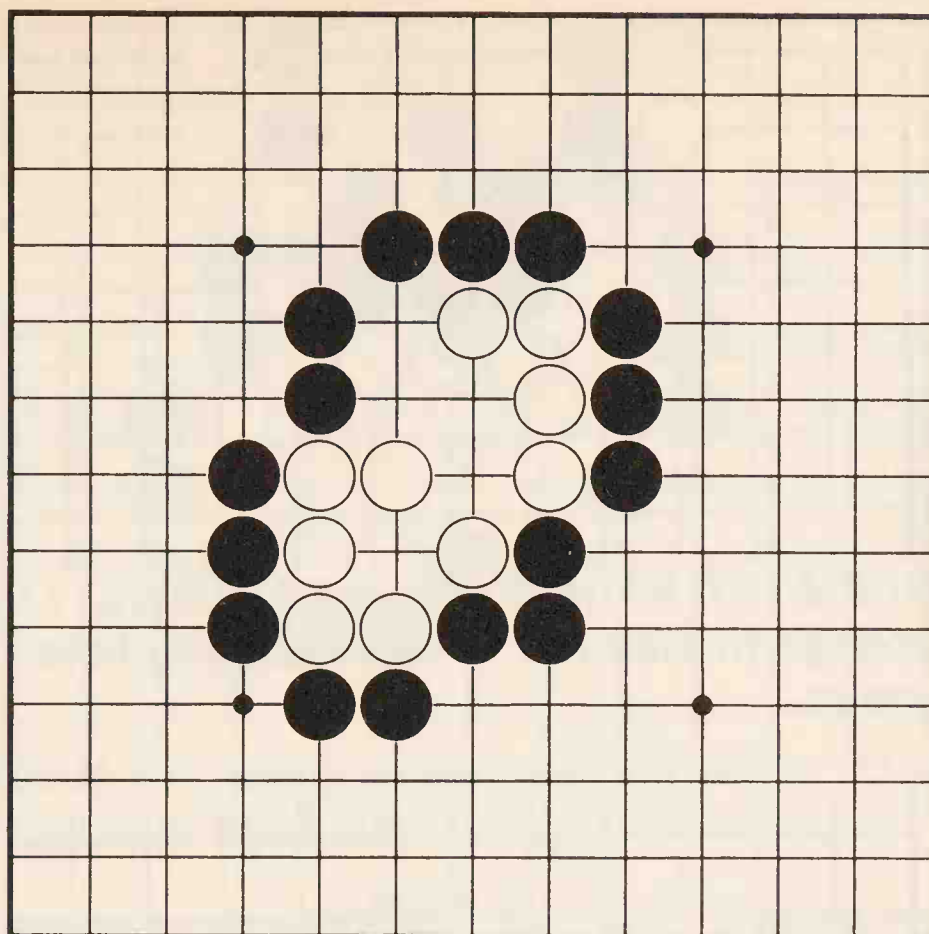
PROBLEM 152. White to play and kill Black. (1 move)
 What move does White make to kill the black stones?



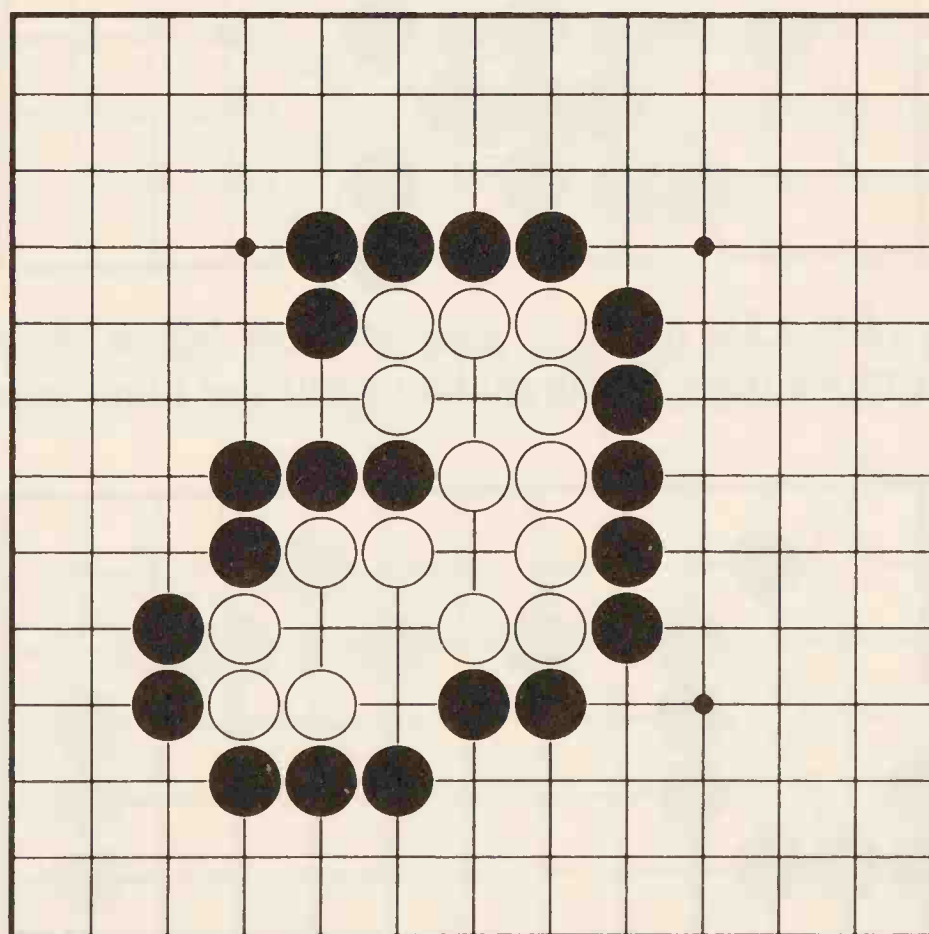
PROBLEM 153. Black to play and kill White. (1 move)
 What move does Black make to kill the white stones?



PROBLEM 154. Black to play and kill White. (1 move)
 How does Black kill all the white stones?

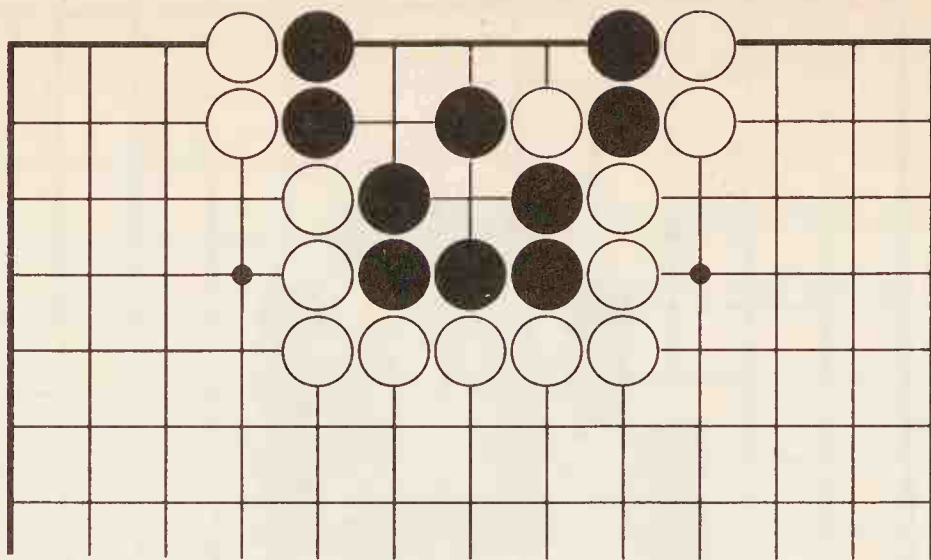


PROBLEM 155. Black to play and kill White. (1 move)
How does Black play to kill the white stones?



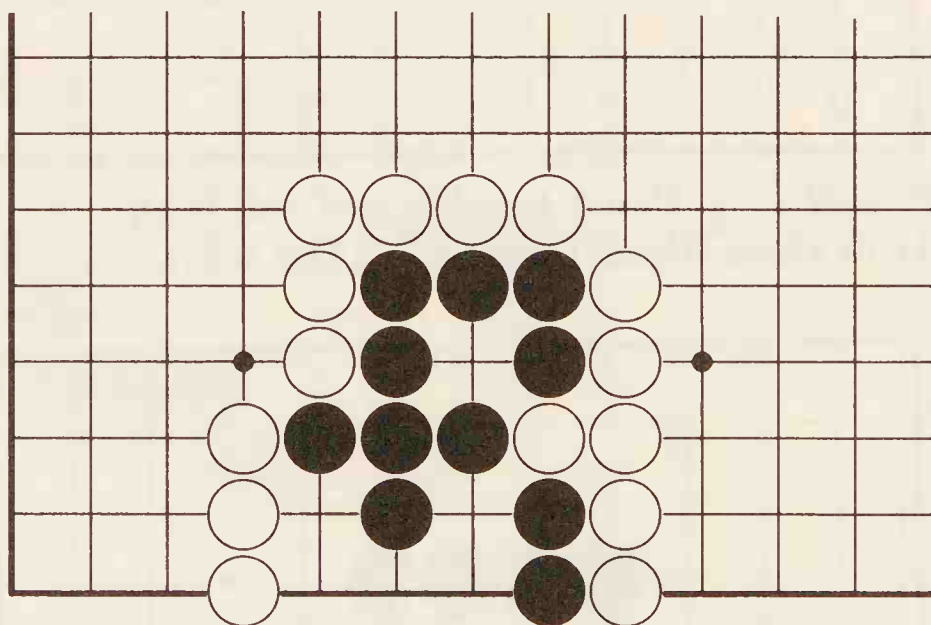
PROBLEM 156. Black to play and kill White. (1 move)

It is not enough just to capture three stones. You have to capture all the white stones for the correct solution.



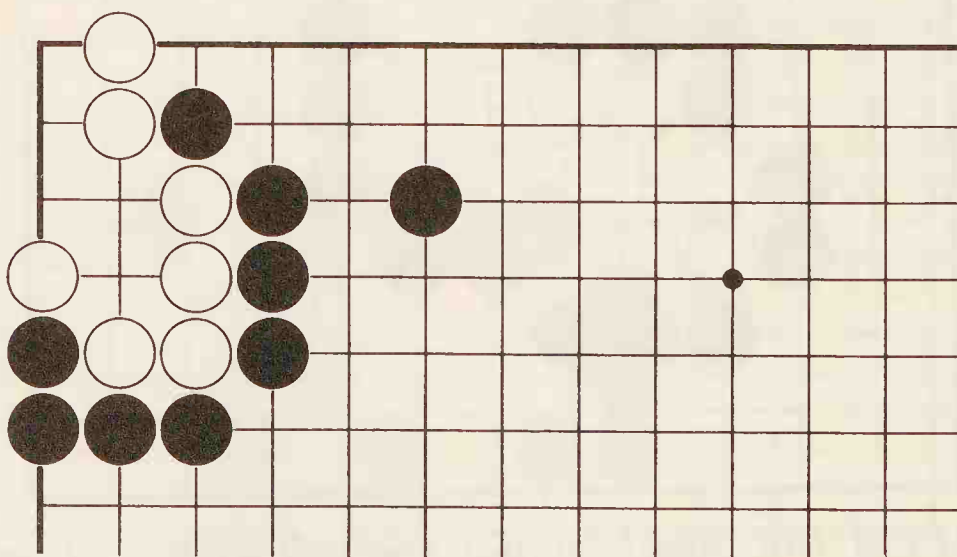
PROBLEM 157. White to play and kill Black. (1 move)

It is not enough to take just two stones. You have to capture the whole black group.



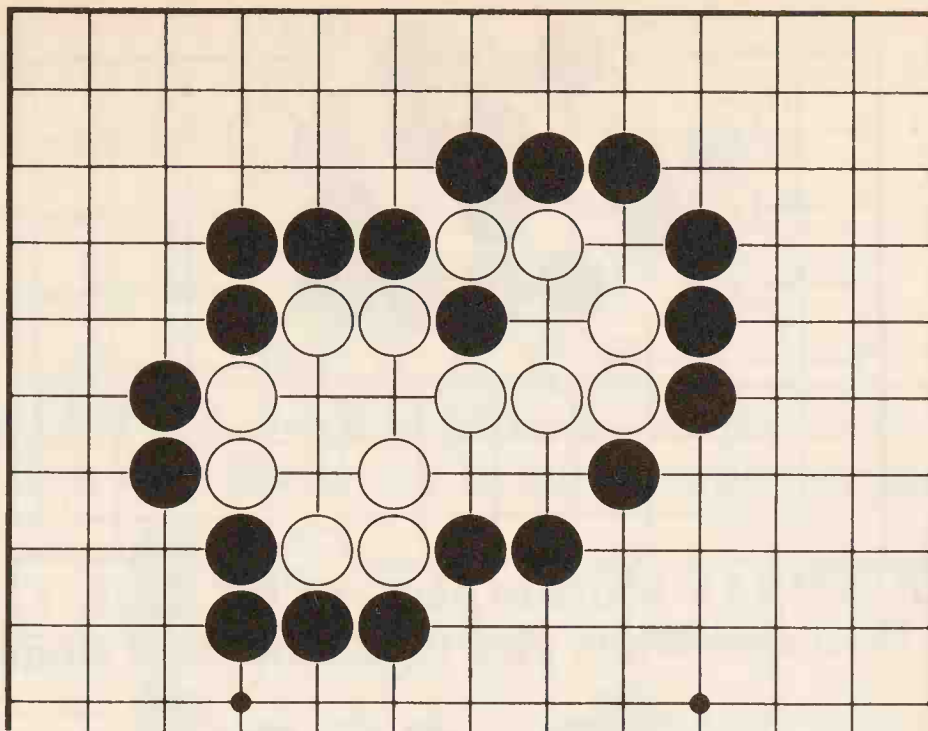
PROBLEM 158. White to play and kill Black. (1 move)

What move does White make to kill the black stones?

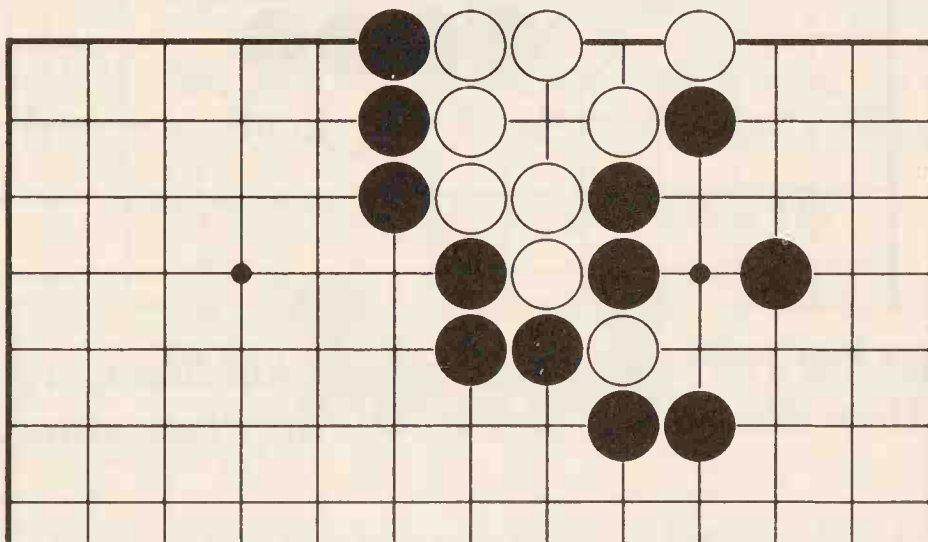


PROBLEM 159. Black to play and kill White. (1 move)

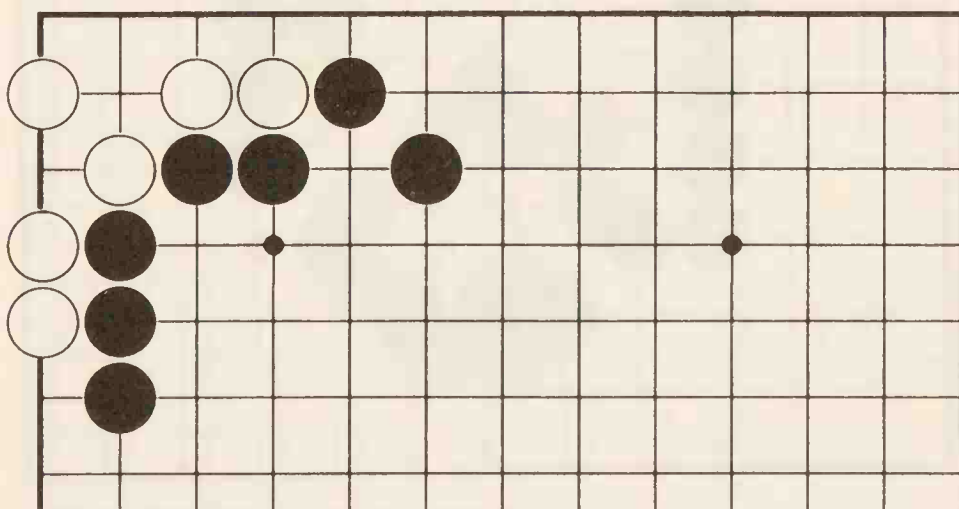
How does Black kill the white stones?



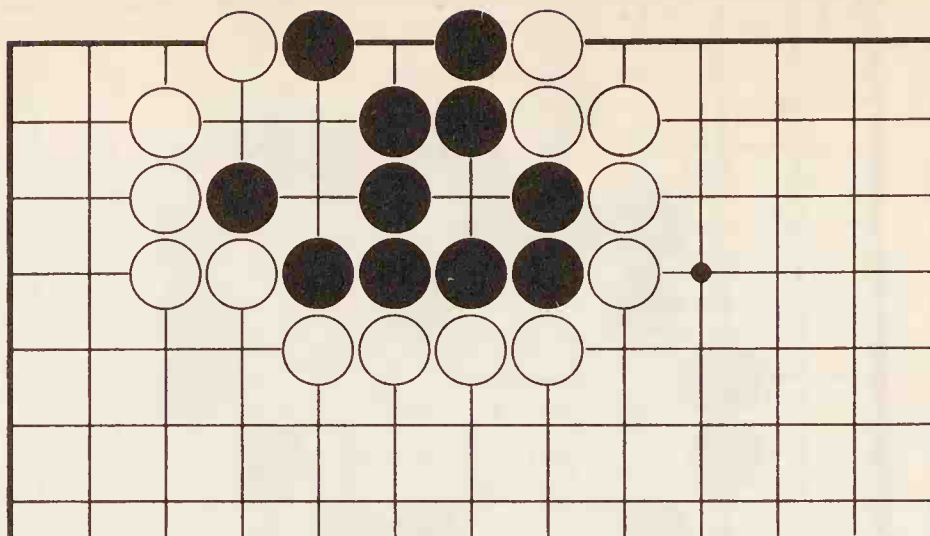
PROBLEM 160. Black to play and kill White. (1 move)
How does Black play to kill the white stones?



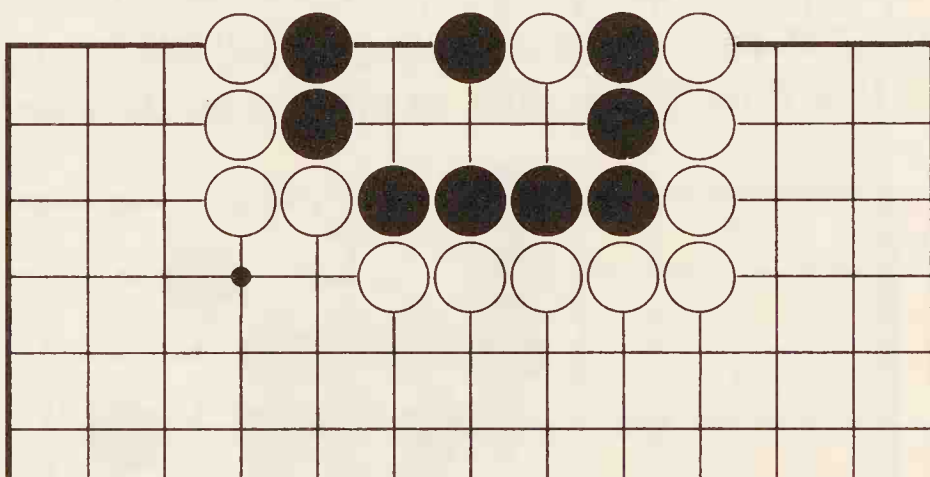
PROBLEM 161. Black to play and kill White. (1 move)
How does Black play to kill the white stones?



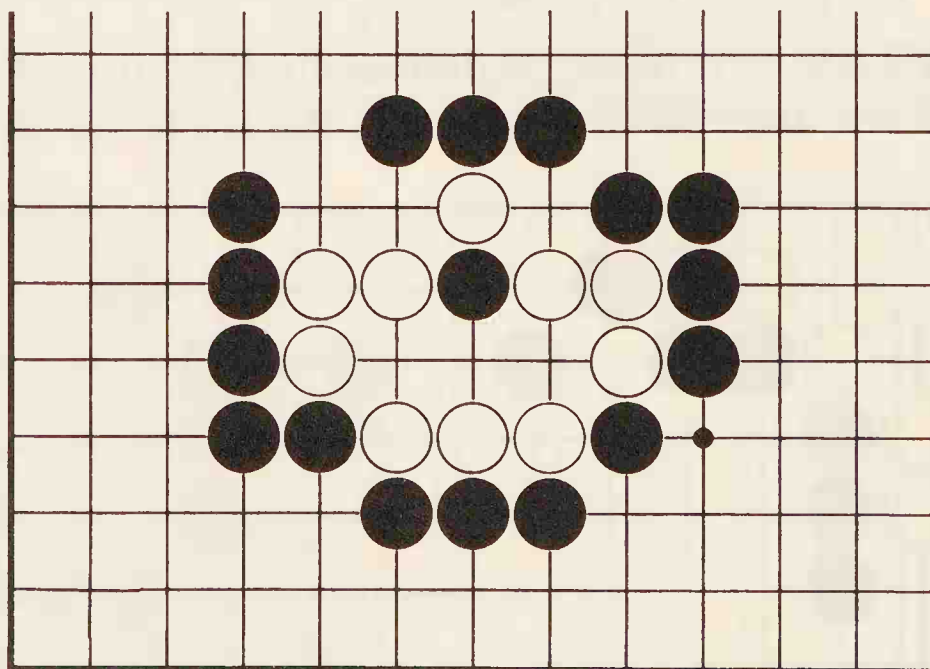
PROBLEM 162. Black to play and kill White. (1 move)
How does Black kill the white stones?



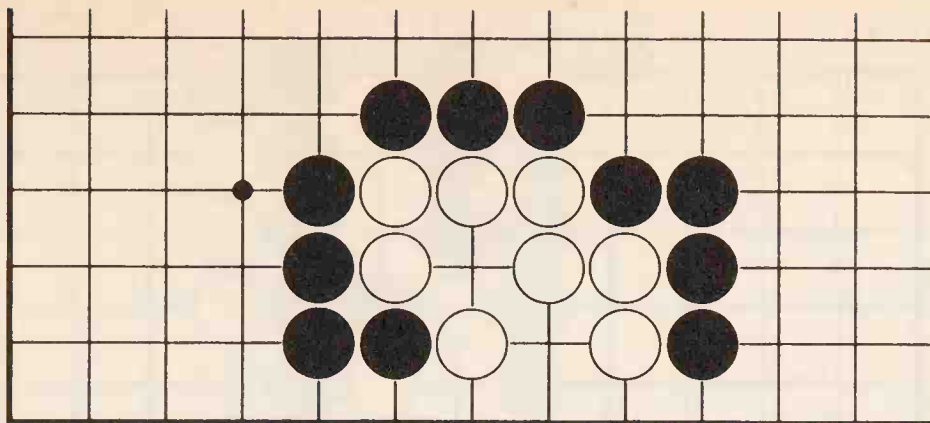
PROBLEM 163. White to play and kill Black. (1 move)
How does White play to kill the black stones?



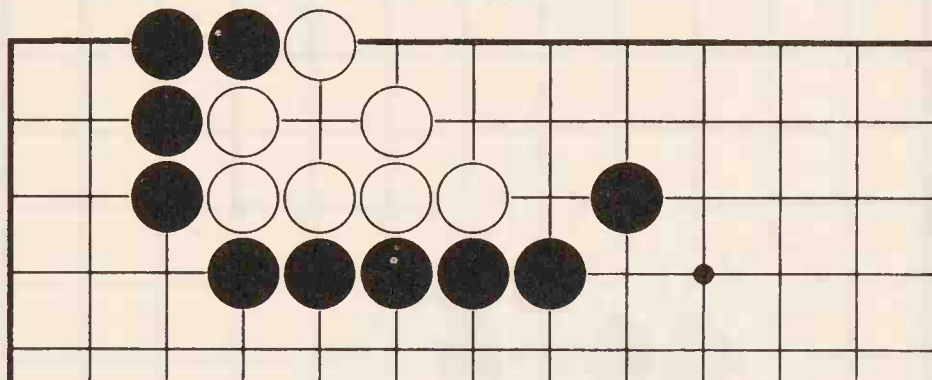
PROBLEM 164. White to play and kill Black. (1 move)
How does White play to kill the black stones?



PROBLEM 165. Black to play and kill White. (1 move)
How does Black kill the white stones?

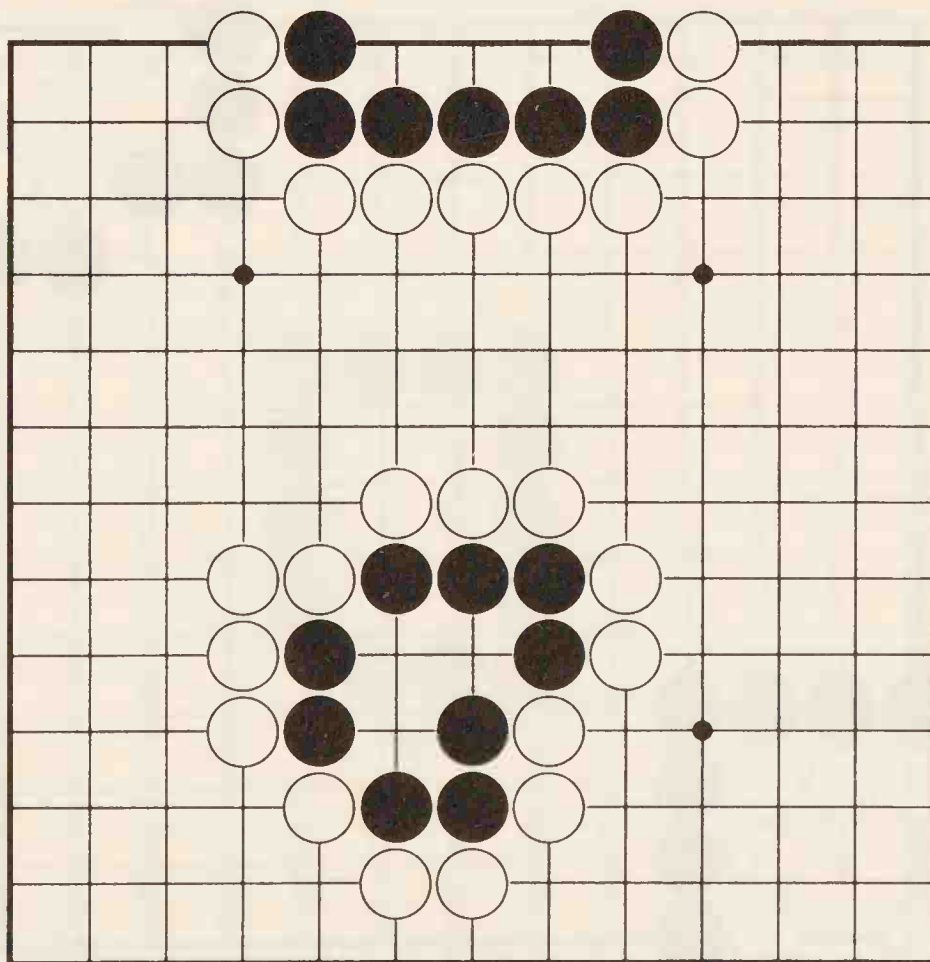


PROBLEM 166. Black to play and kill White. (1 move)
How does Black play to kill the white stones?

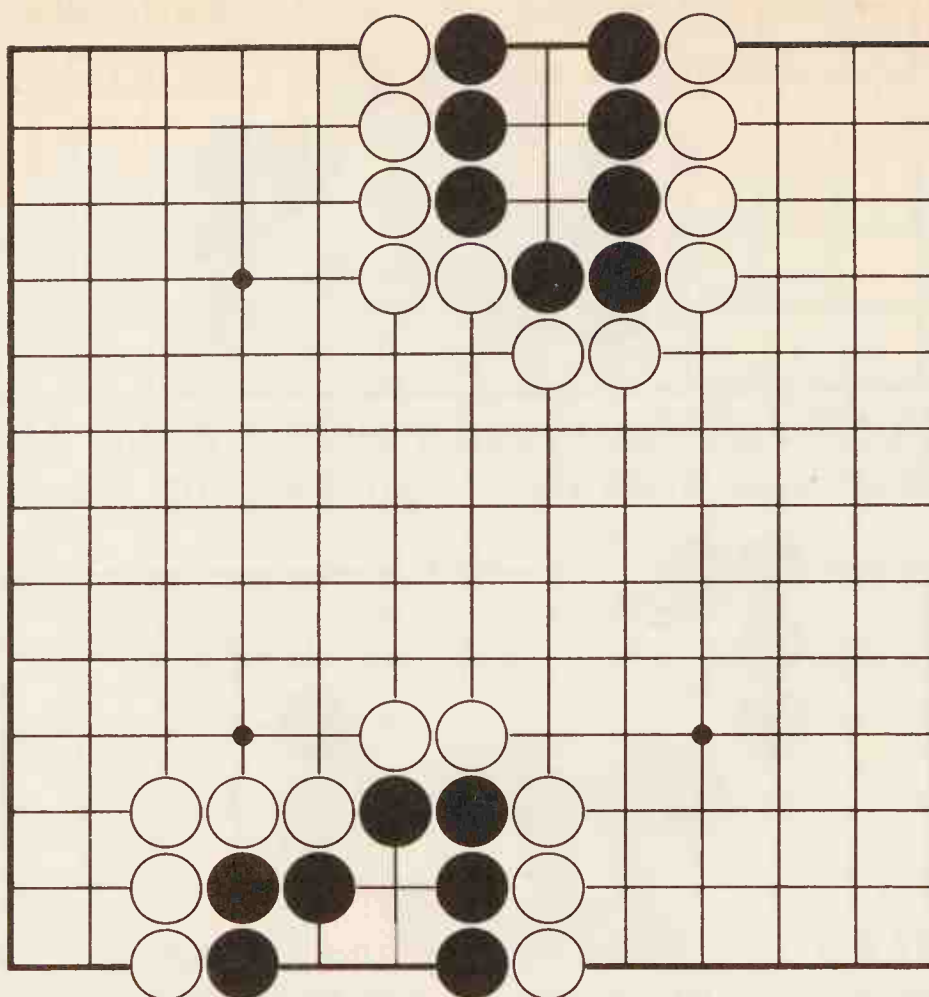


PROBLEM 167. Black to play and kill White. (1 move)
How does Black play to kill the white stones?

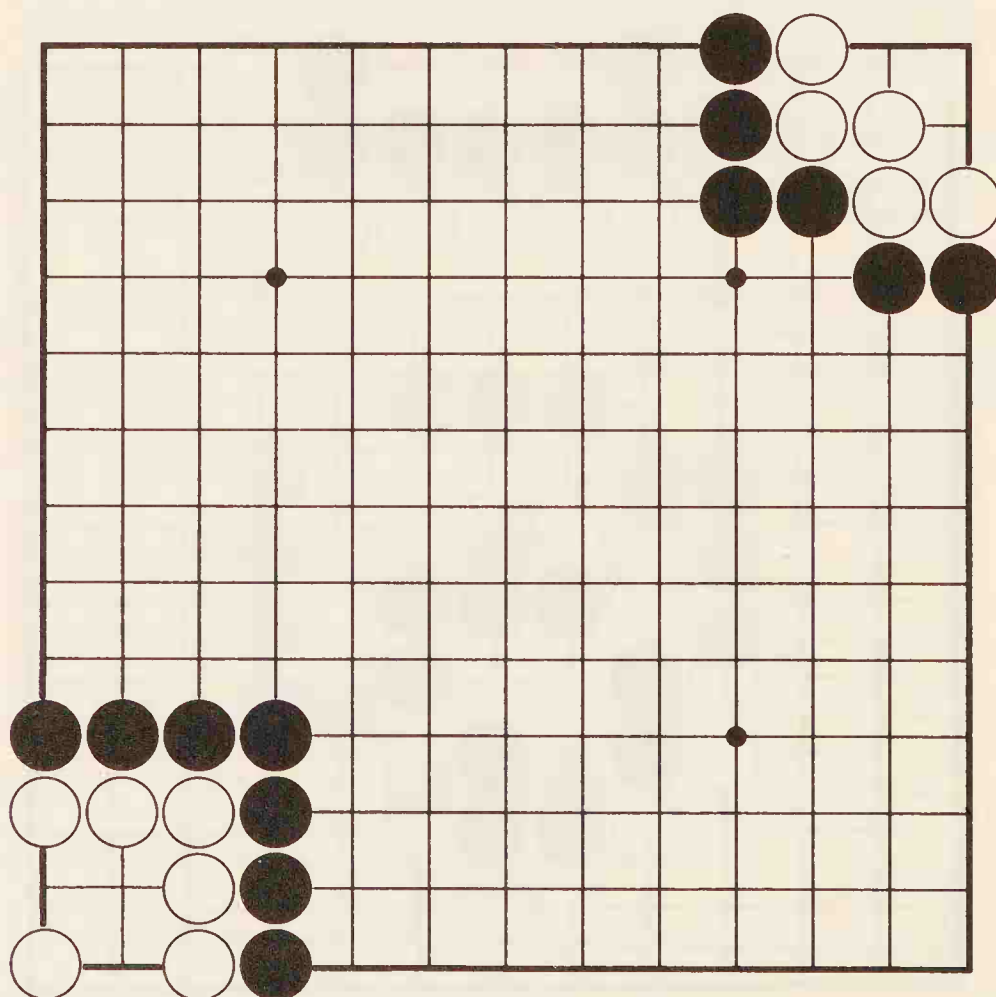
SECTION 3. LIFE AND DEATH



PROBLEM 168. Black to play and White to play. (1 move)
What happens in these positions if Black moves first? White first?

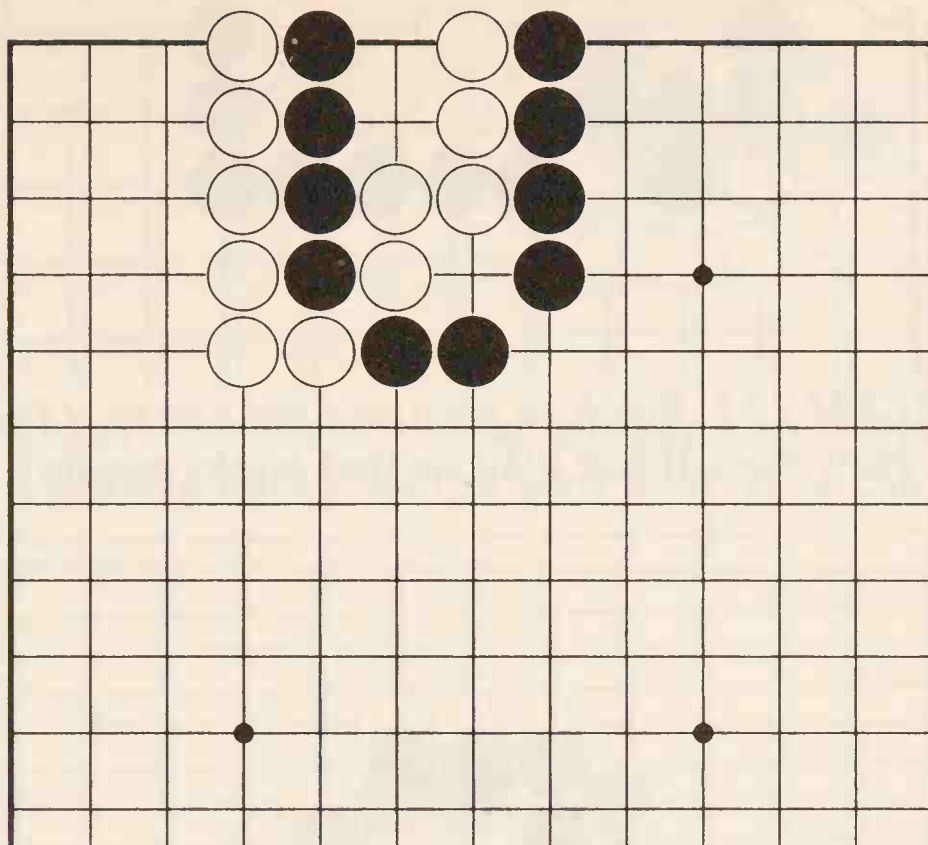


PROBLEM 169. Black to play and White to play. (1 move)
What happens in these positions if Black moves first? White first?



PROBLEM 170. Black to play and White to play. (1 move)
What happens in these positions if Black moves first? White first?

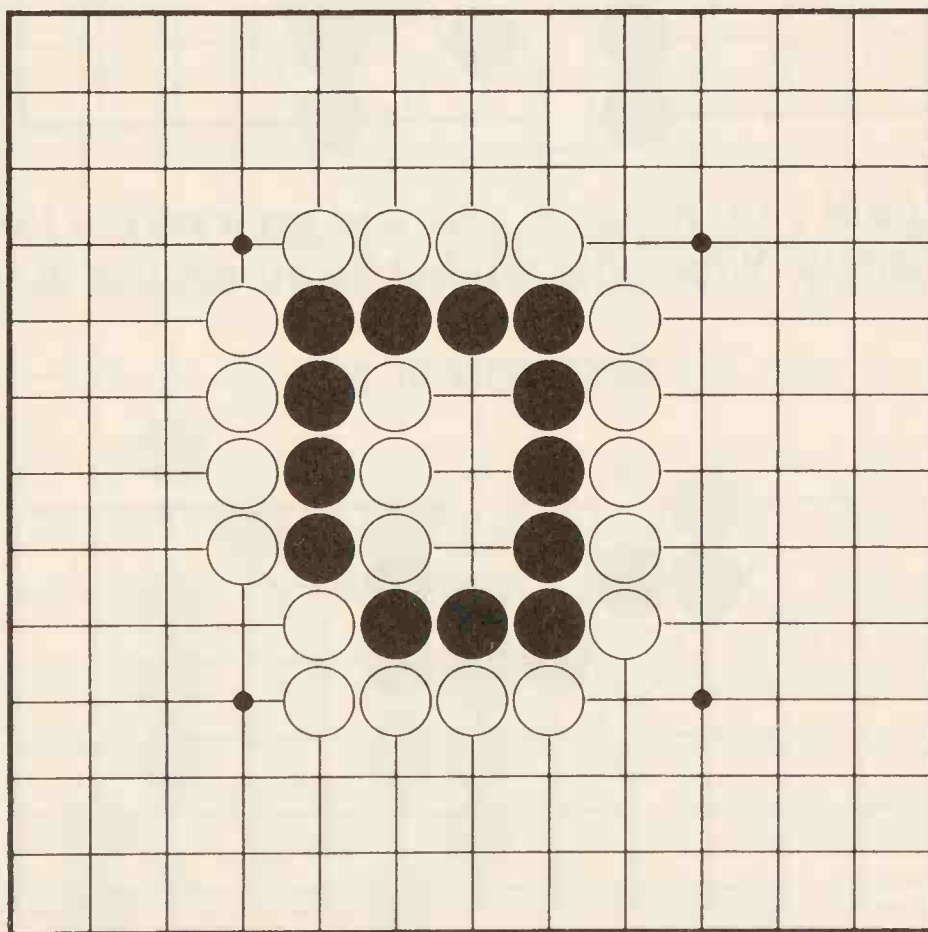
SECTION 4. SEKI



PROBLEM 171. Black to play and get a seki. (1 move)

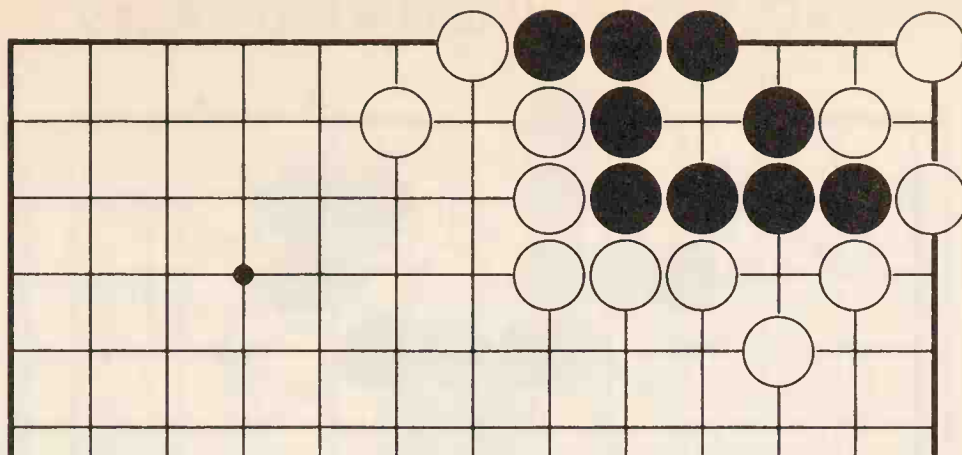
How does Black play so that a *seki* results?

(*seki* — an impasse or stalemate position between groups: if one side tries to attack the other side's group his own group dies)



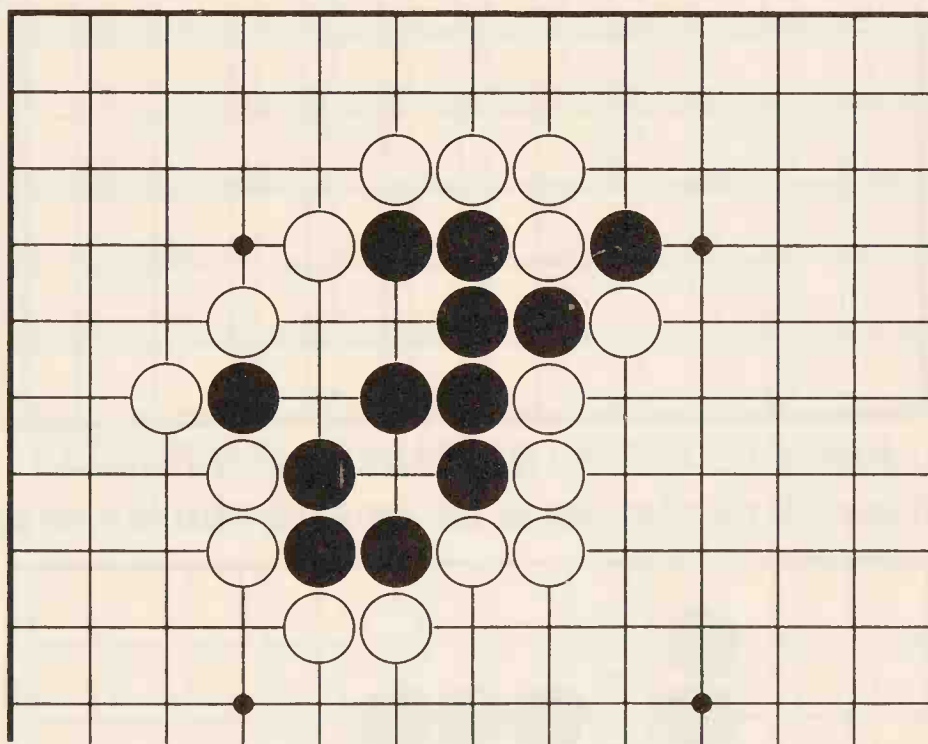
PROBLEM 172. Black to play and get a seki. (1 move)

How does Black play so that his stones live in *seki*?



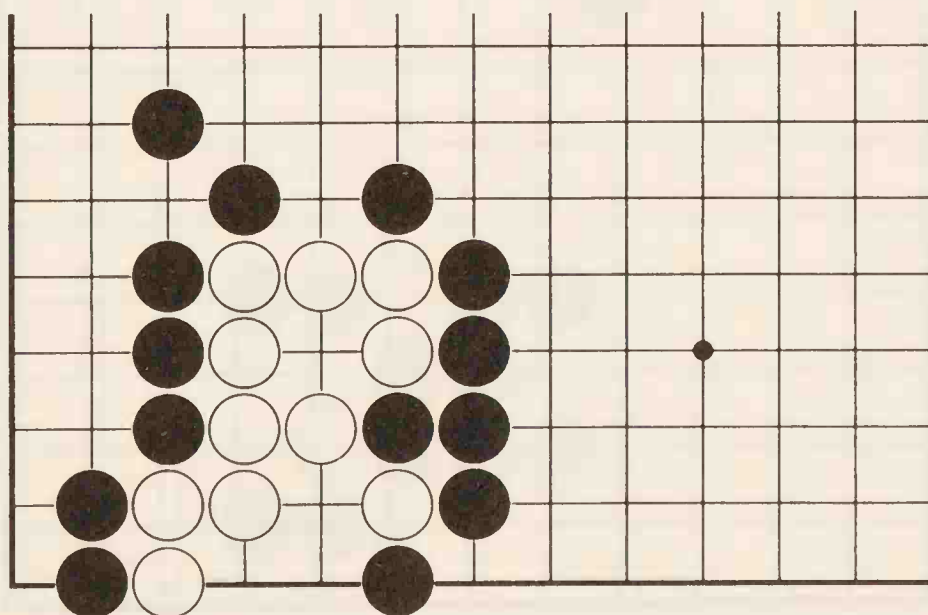
PROBLEM 176. Black to play and get a ko. (2 moves)

Black's stones will live only if he can start a ko. How can Black do this?



PROBLEM 177. Black to play and get a ko. (2 moves)

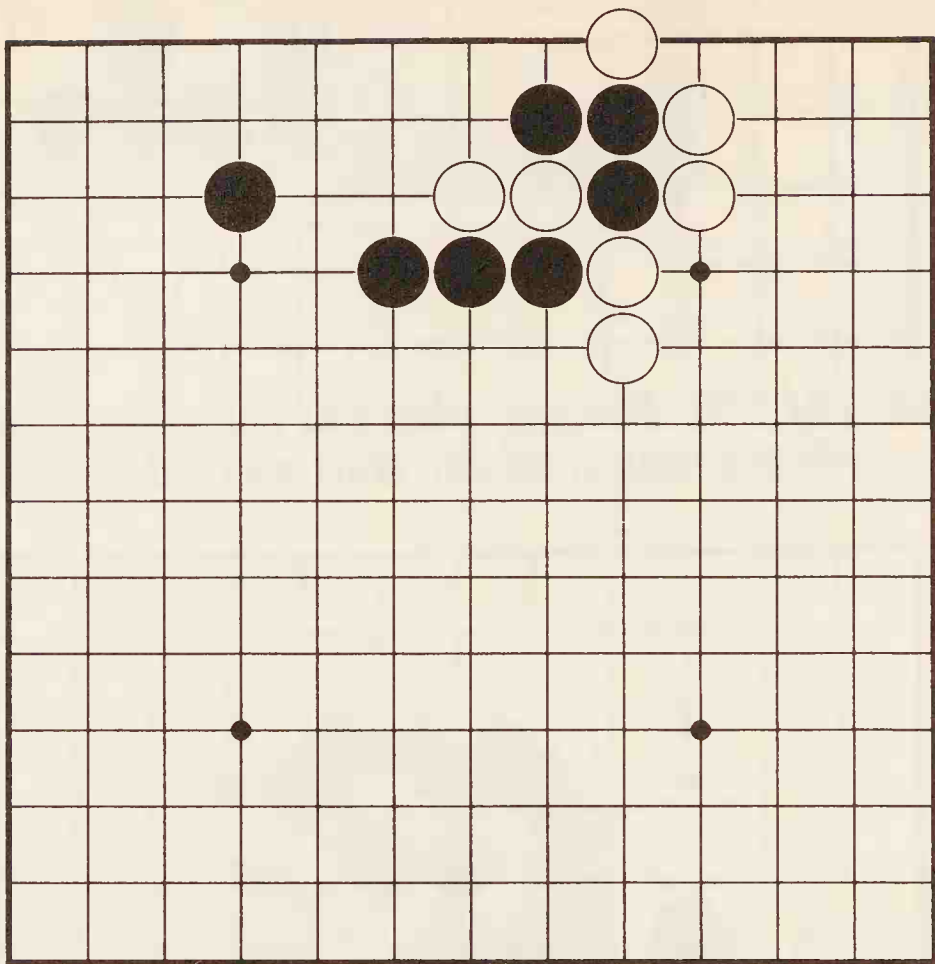
Black needs to start a ko if he is to live. How does he do this?



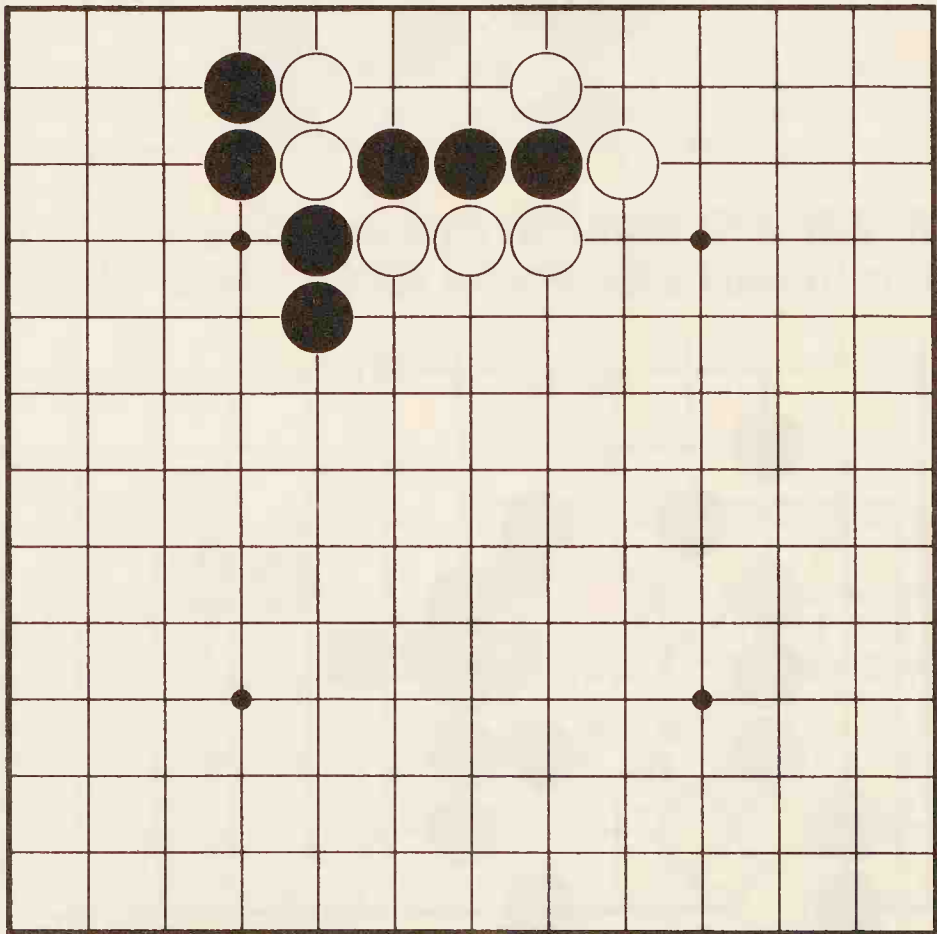
PROBLEM 178. White to play and get a ko. (2 moves)

How does White get a ko in this position?

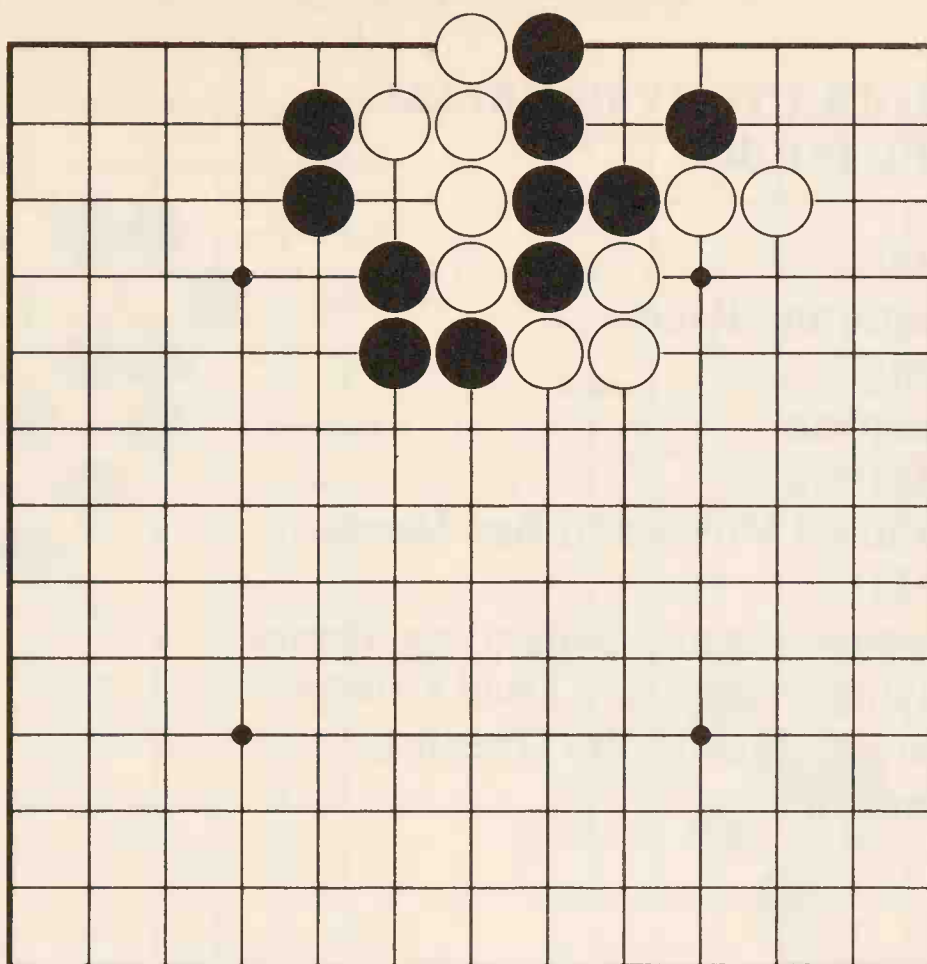
SECTION 6. CAPTURING RACES



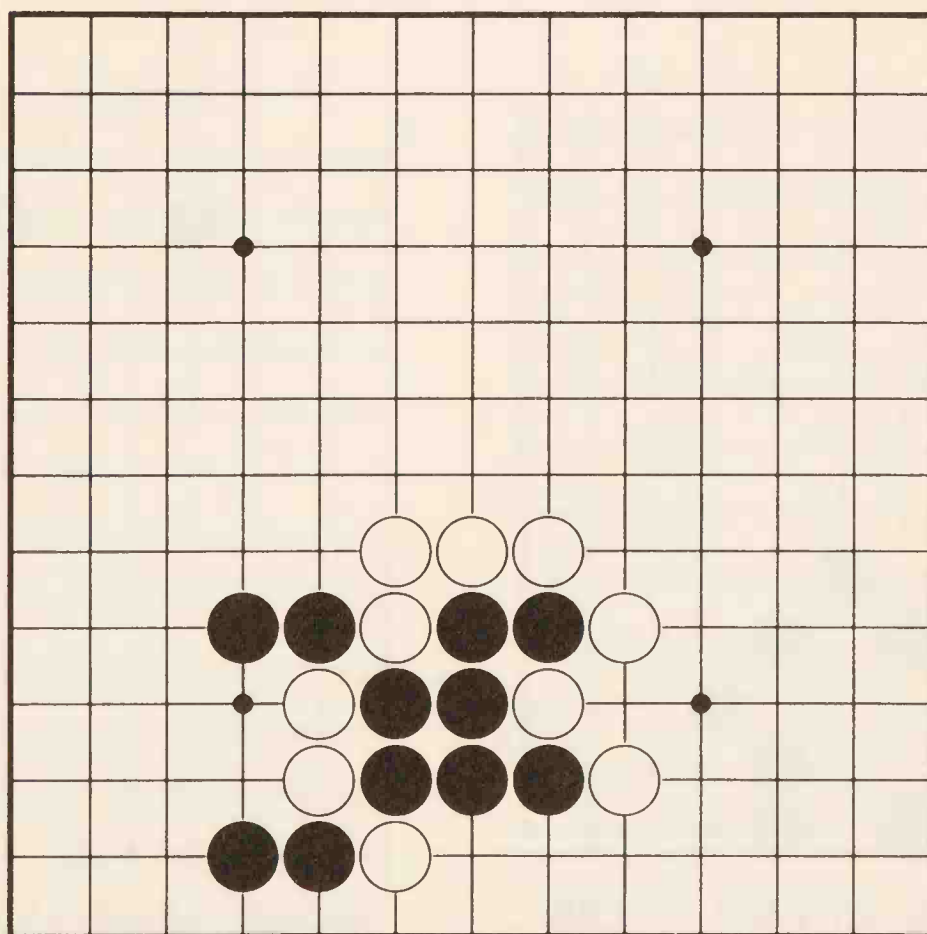
PROBLEM 179. Black to play. (1 move)
How does Black play so as to capture two white stones?



PROBLEM 180. Black to play. (1 move)
How does Black play so as to capture two white stones?



PROBLEM 181. White to play. (3 moves)
How does White play so as to capture five black stones?



PROBLEM 182. White to play. (3 moves)
How does White play so as to capture seven black stones?

IV INTRODUCTORY PROBLEMS
LEVEL FOUR

Section 1. Atari 75

Section 2. Capturing Races 77

Section 3. Nets 78

Section 4. Snapback 79

Section 5. Oiotoshi 80

Section 6. Brilliant Moves and Bad Moves 81

Section 7. Seki 82

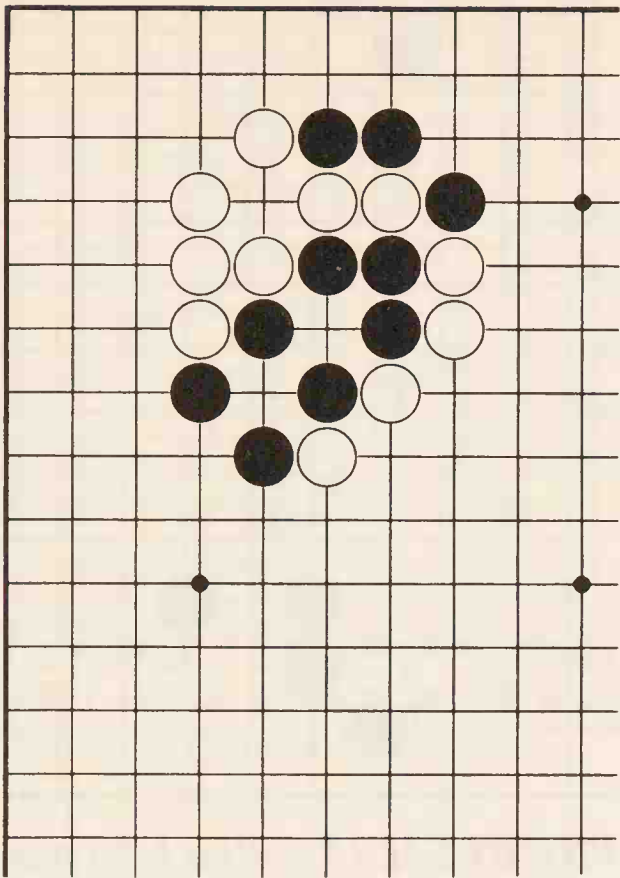
Section 8. Connecting and Separating Stones 83

Section 9. Living Groups and Dead Groups 85

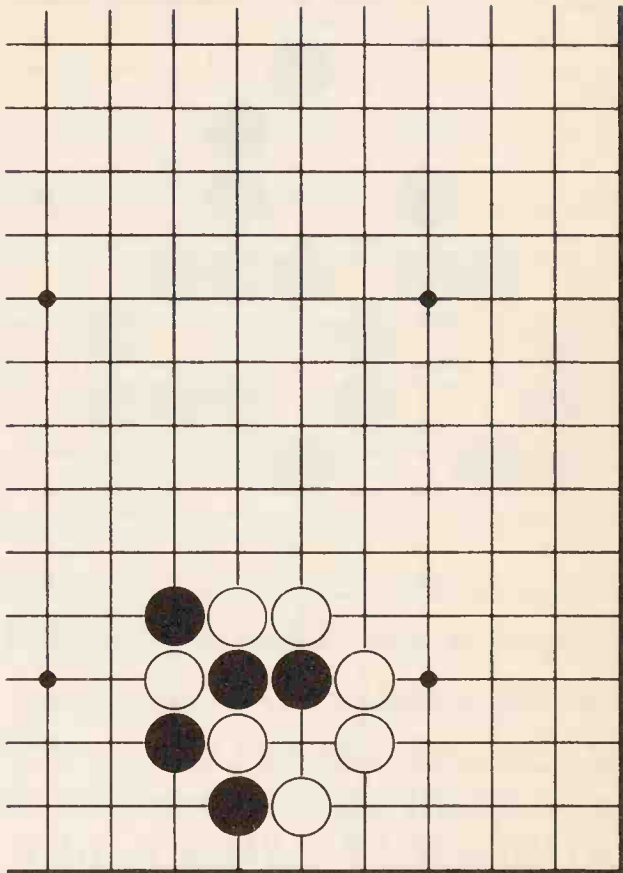
Section 10. How to Play in the Opening 88

Section 11. Endgame 90

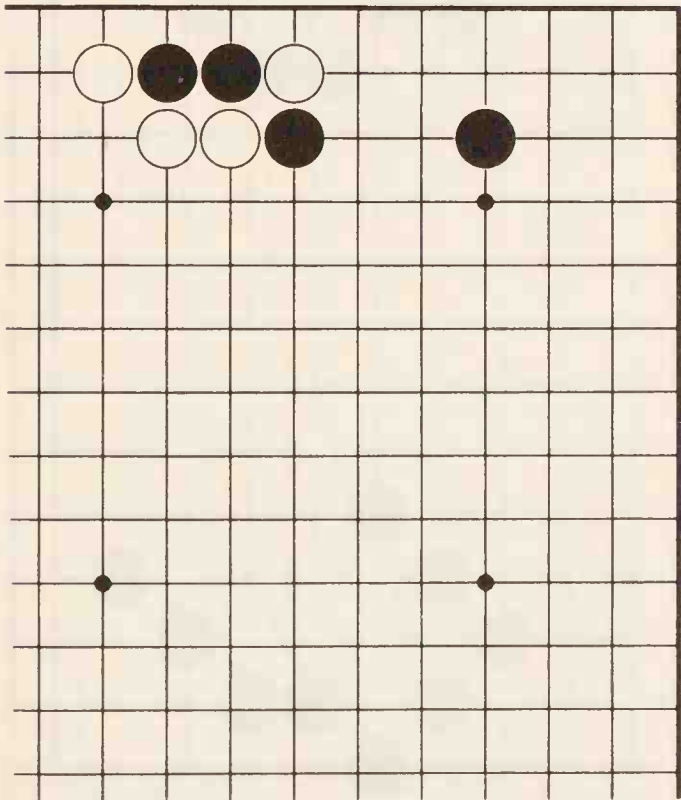
SECTION 1. ATARI



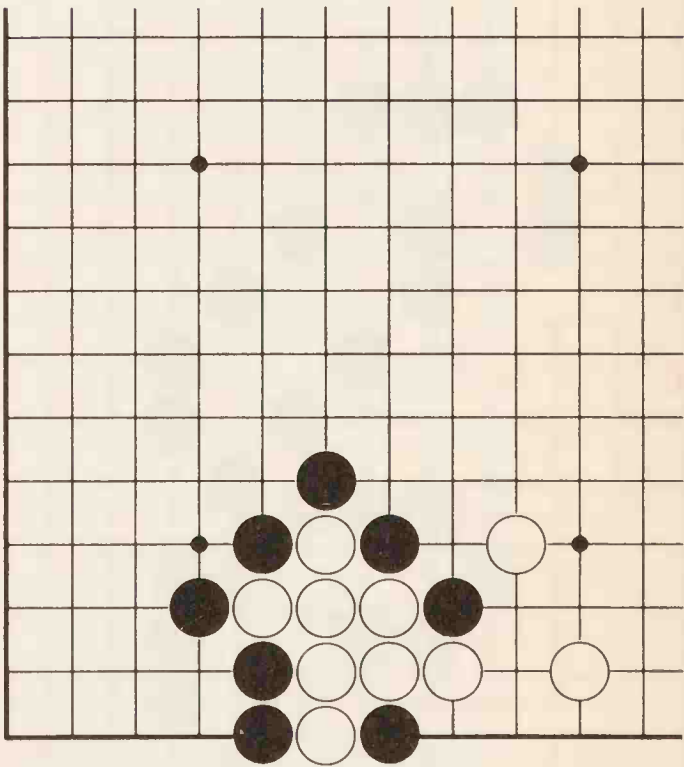
PROBLEM 183. Black to play.
How should Black play?



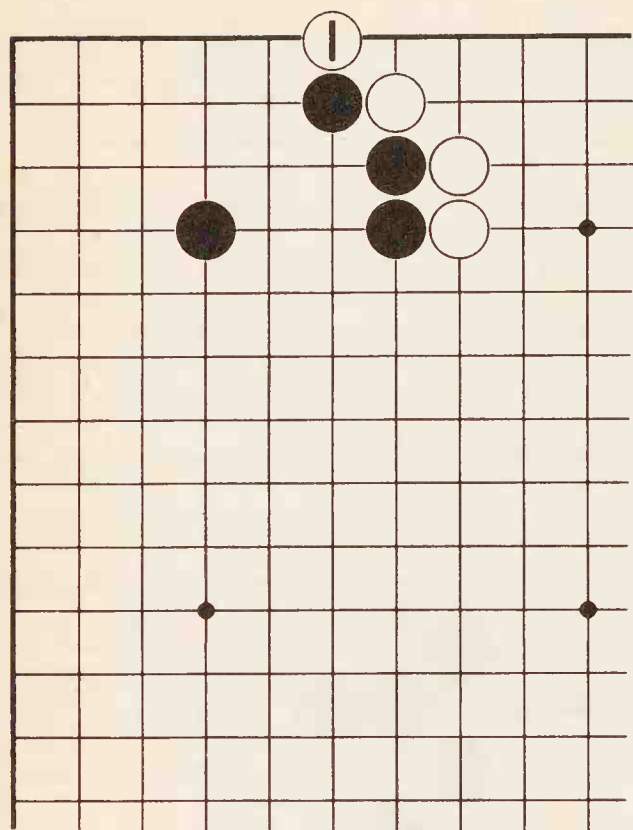
PROBLEM 184. Black to play.
How should Black capture?



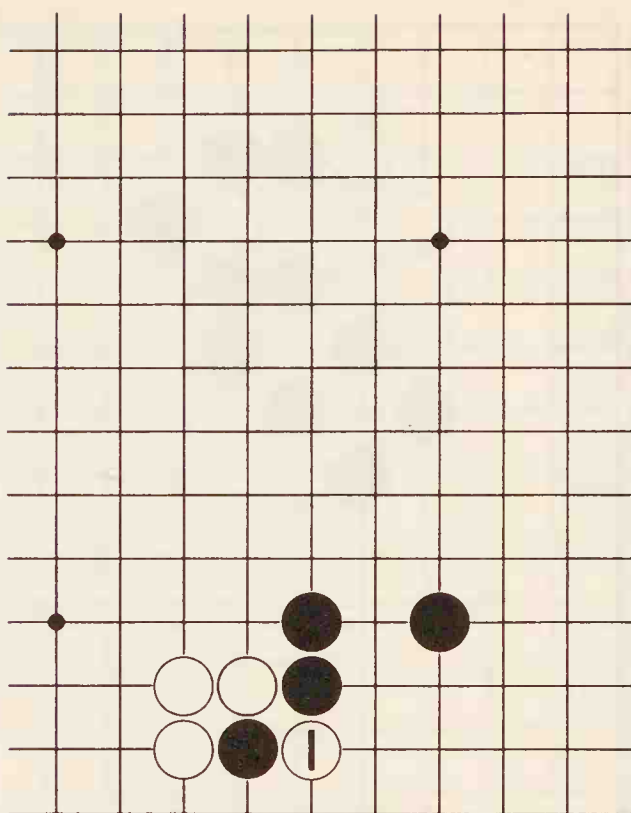
PROBLEM 185. Black to play.
From which direction should
Black play atari?



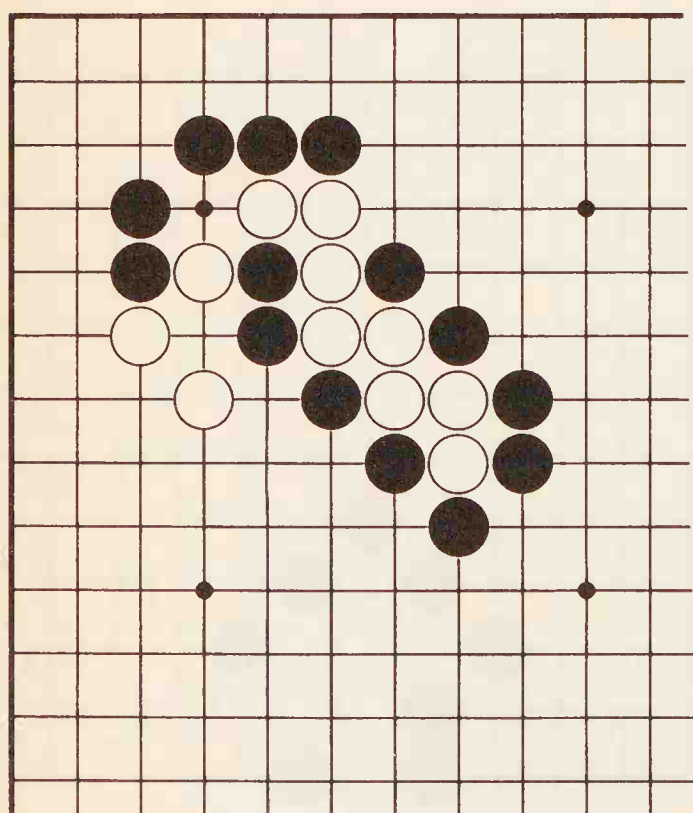
PROBLEM 186. Black to play.
How should Black play atari?



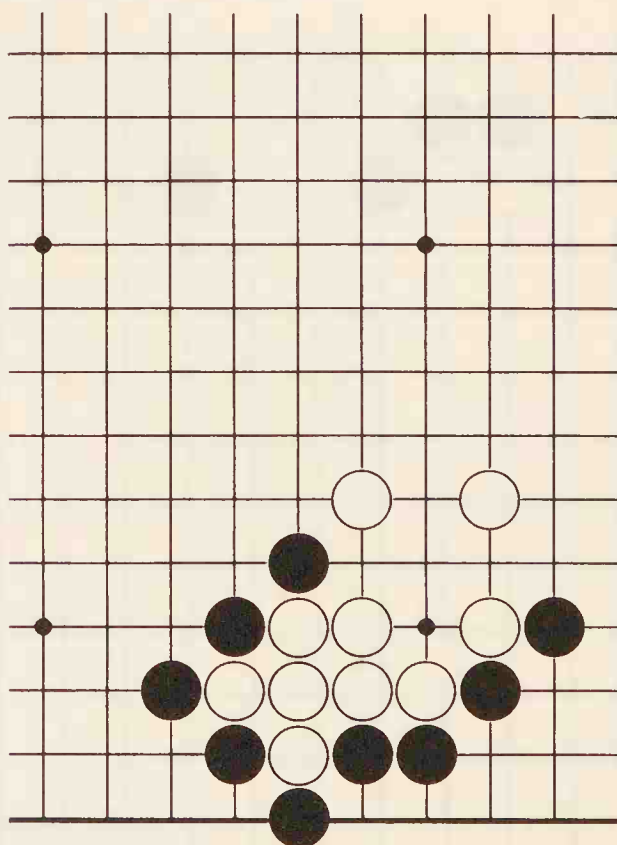
PROBLEM 187. Black to play.
 White 1 is a bad move. How should Black reply?



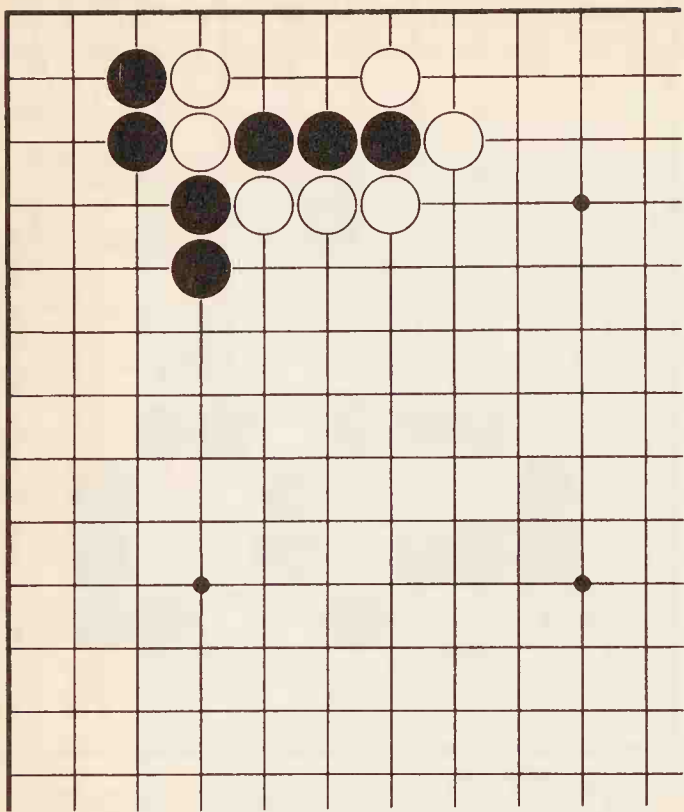
PROBLEM 188. Black to play.
 How should Black respond to White 1?



PROBLEM 189. Black to play.
 How should Black play atari against the eight white stones?

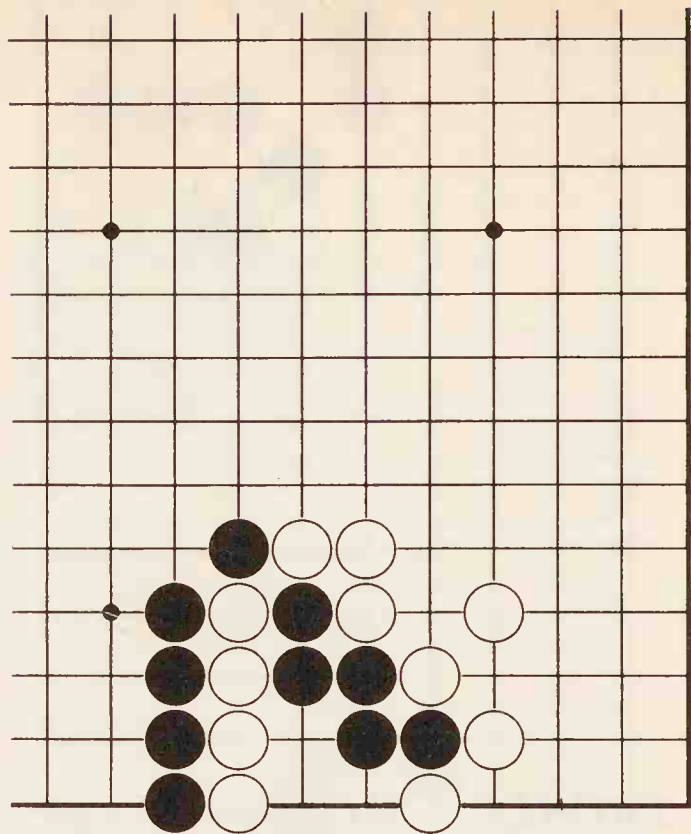


PROBLEM 190. Black to play.
 How should Black play?



PROBLEM 195. Black to play.

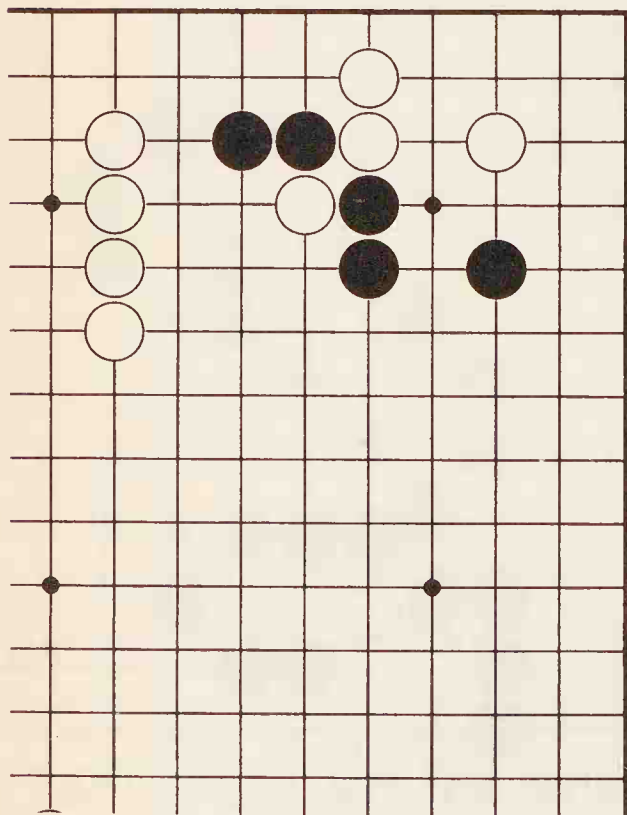
How does Black play so as to capture two white stones?



PROBLEM 196. Black to play.

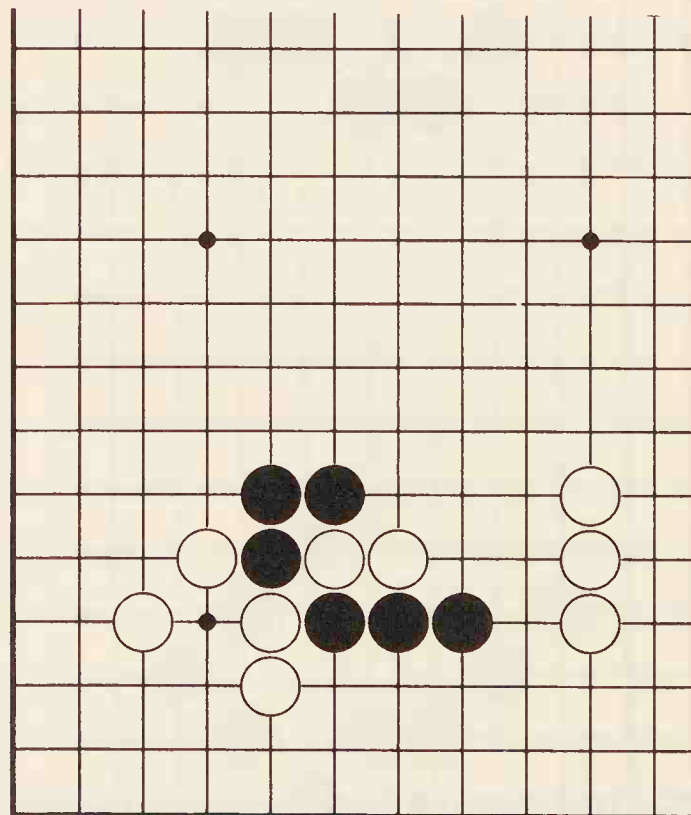
How should Black play so as to capture four white stones?
(There are two correct answers.)

SECTION 3. NETS



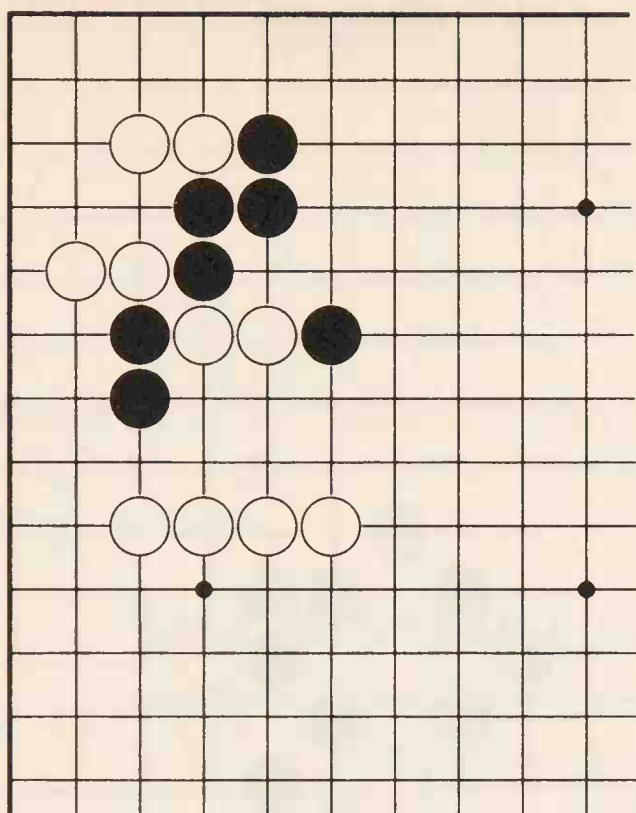
PROBLEM 197. *Black to play.*

How does Black play so as to catch one white stone?

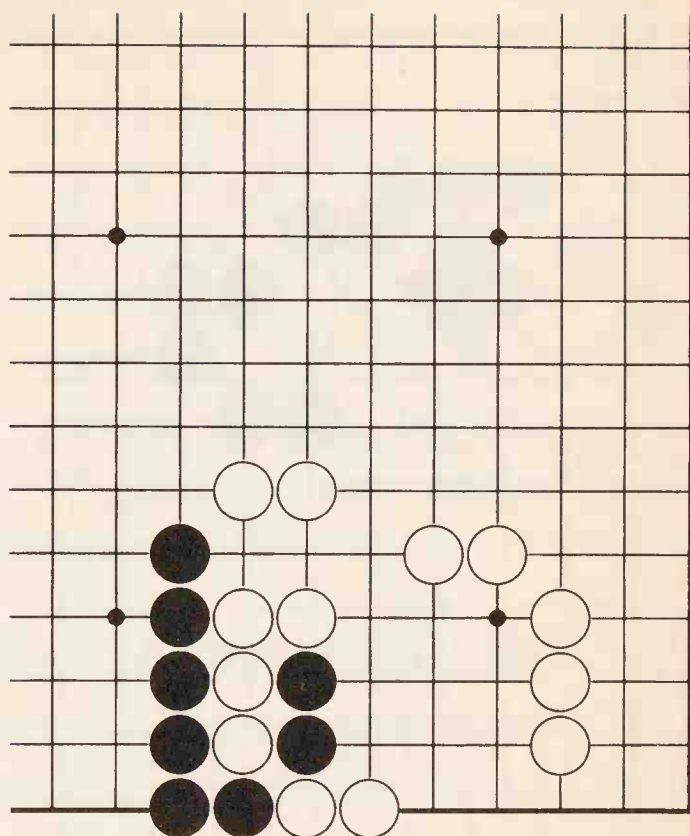


PROBLEM 198. Black to play.

How should Black play so as to catch two white stones?

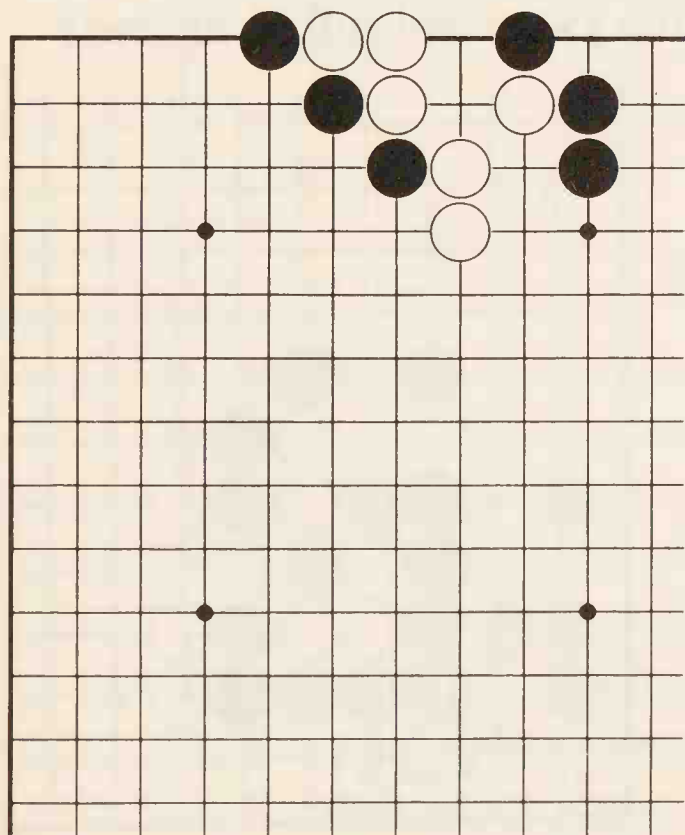


PROBLEM 199. Black to play.
How does Black catch two white stones?

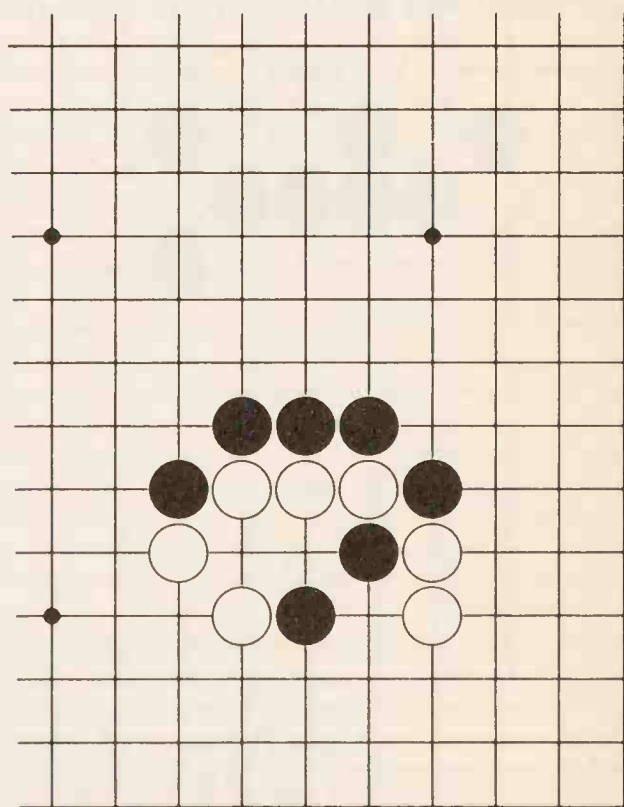


PROBLEM 200. Black to play.
How does Black catch two white stones?

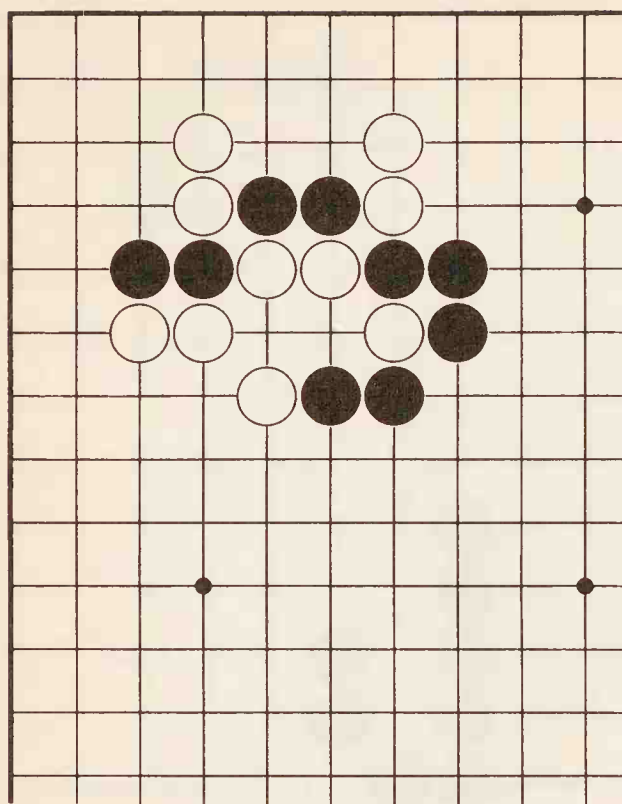
SECTION 4. SNAPBACK



PROBLEM 201. Black to play.
Capture three white stones using the snapback tactic.

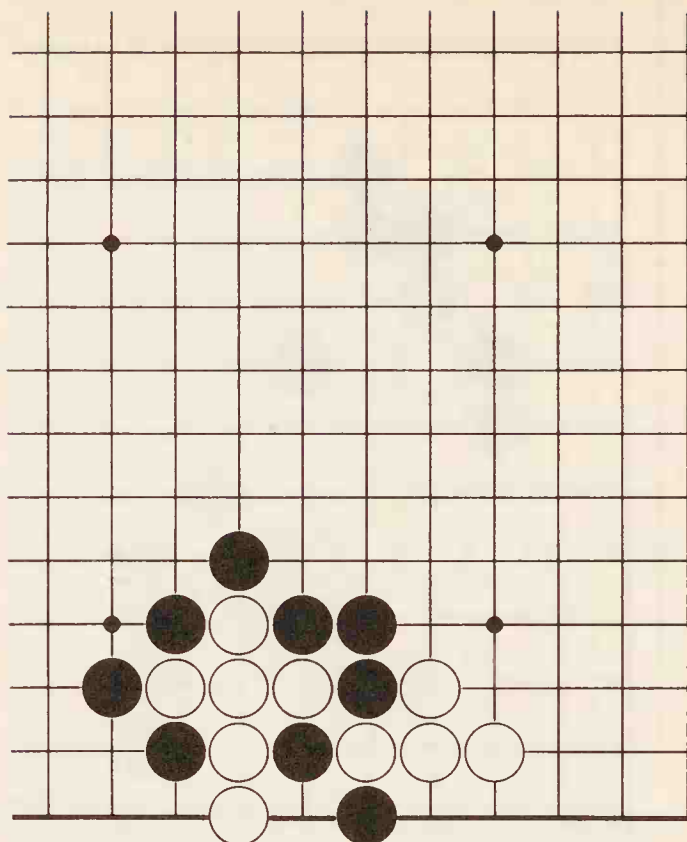


PROBLEM 202. Black to play.
Capture three white stones using the snapback tactic.



PROBLEM 203. Black to play.

Three white stones can be captured with a snapback.

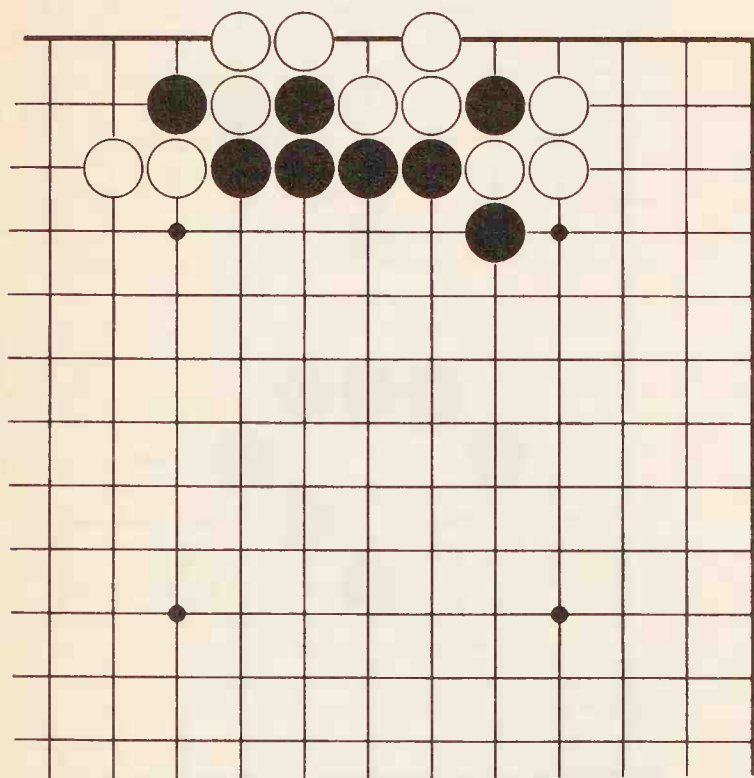


PROBLEM 204. Black to play.

How does Black capture six white stones with a snapback?

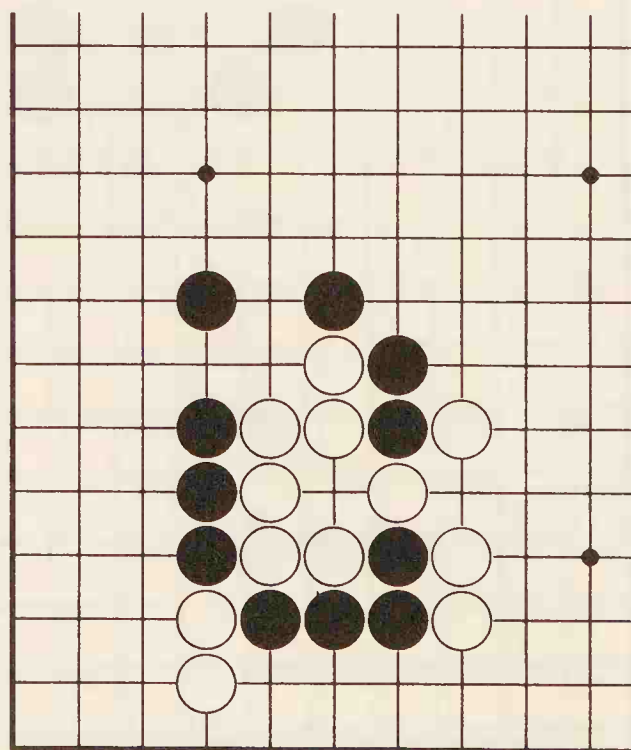
SECTION 5. OIOTOSHI

(*oiotoshi* — a move which gives atari to a group of stones in such a way that no matter how one defends, the group will still be in atari)



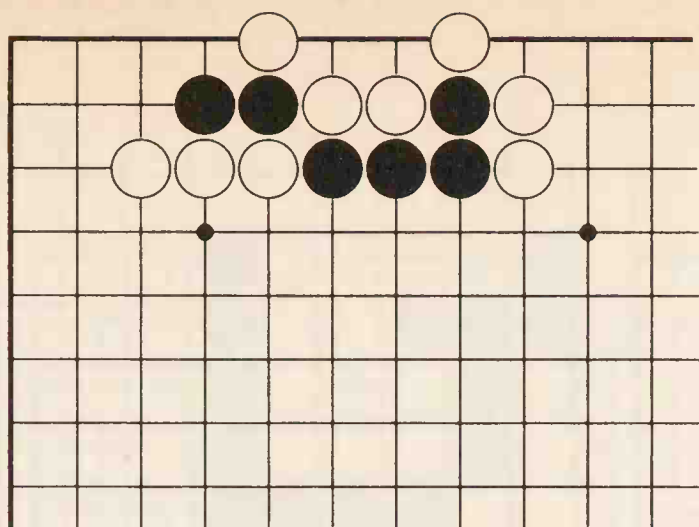
PROBLEM 205. Black to play.

Capture three white stones using oiotoshi.

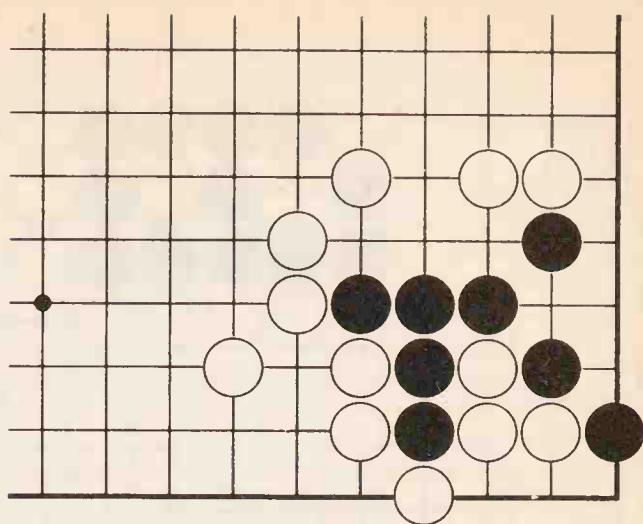


PROBLEM 206. Black to play.

Capture six white stones using oiotoshi.

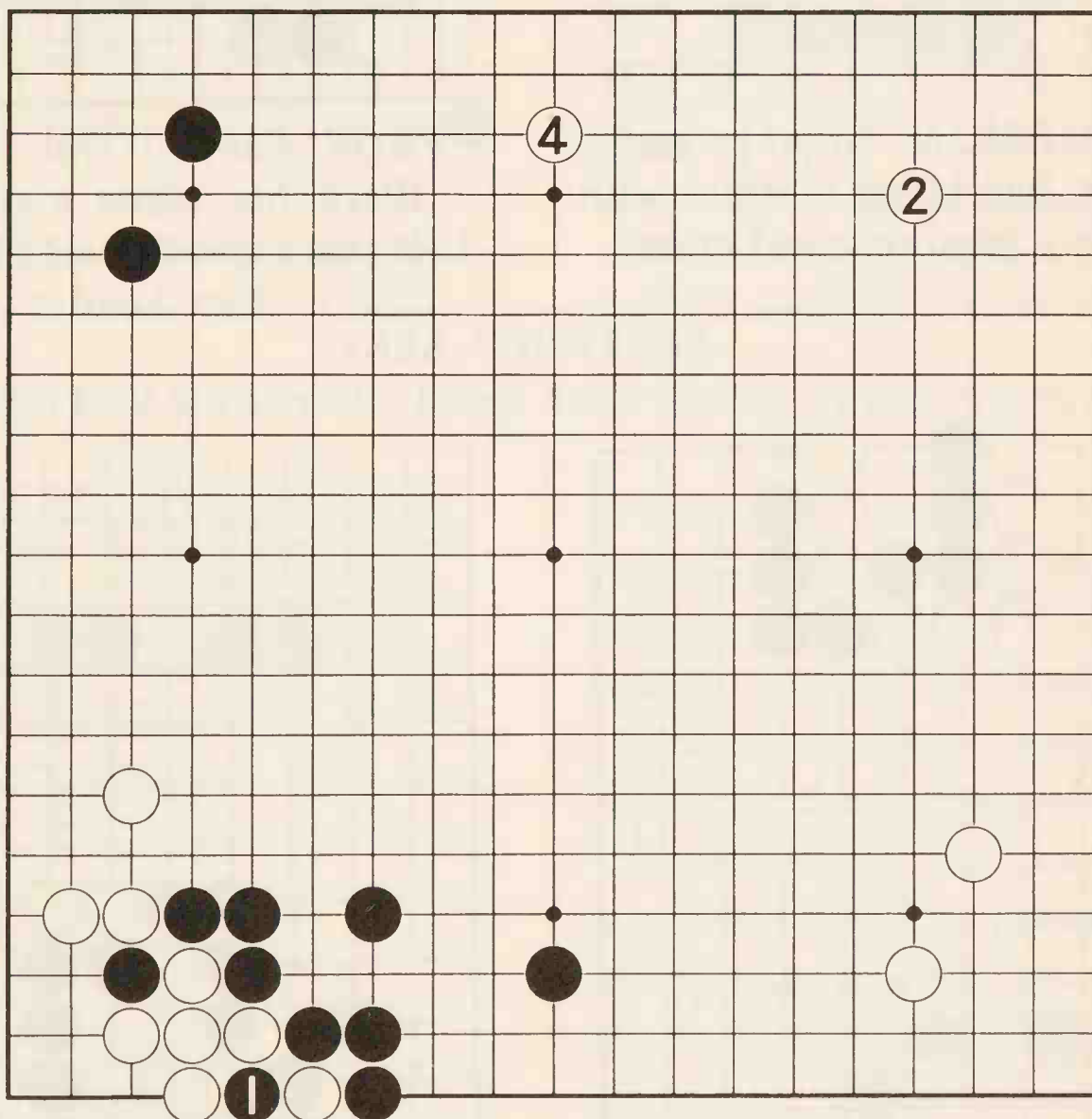


PROBLEM 207. Black to play.
Capture three white stones
using oiotoshi.



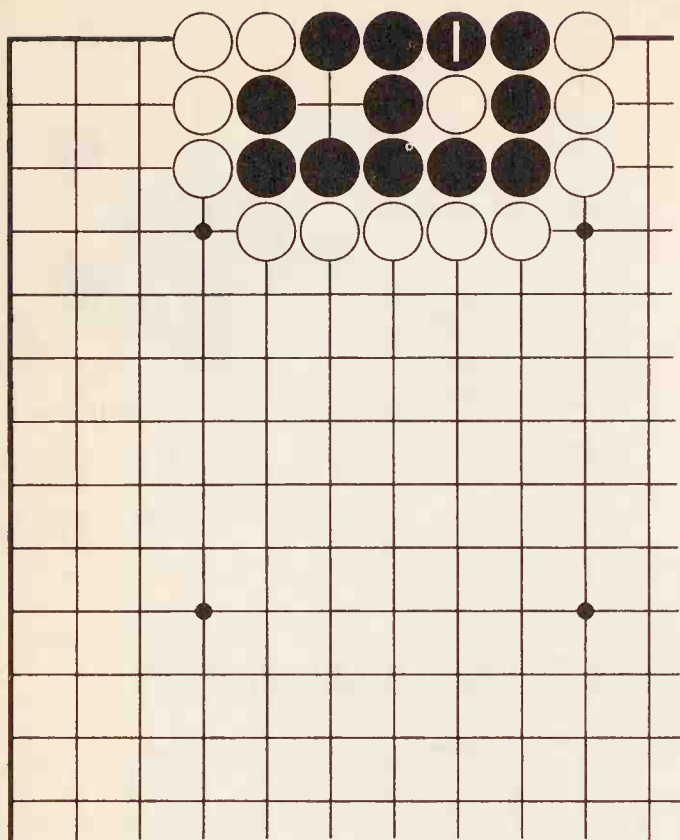
PROBLEM 208. Black to play.
Capture three white stones
using oiotoshi.

SECTION 6. BRILLIANT MOVES AND BAD MOVES



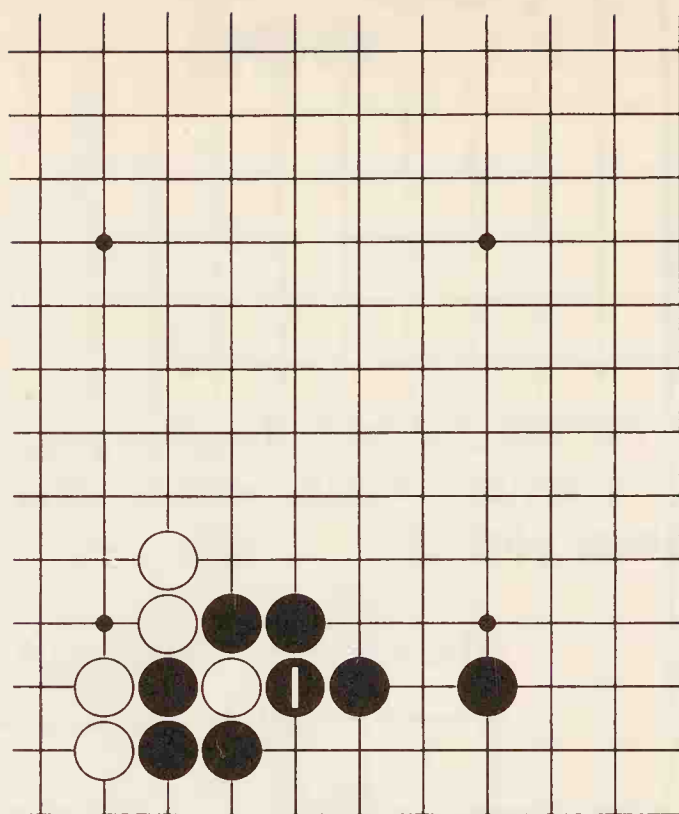
PROBLEM 209. Which side has profited?
(Black 3 is played to the right of Black 1.)

Black has taken and filled a ko with 1 and 3, while White has occupied an empty corner and extended along the upper side with 2 and 4. Which side has gained the most in this sequence?



PROBLEM 210. Good or bad?

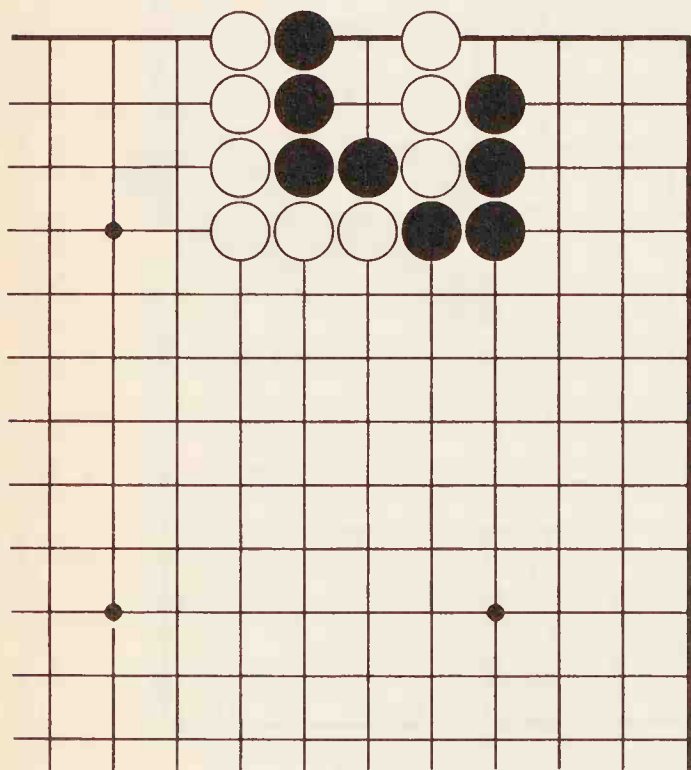
Black has taken a stone with 1. Is this a good or a bad move?



PROBLEM 211. Good or bad?

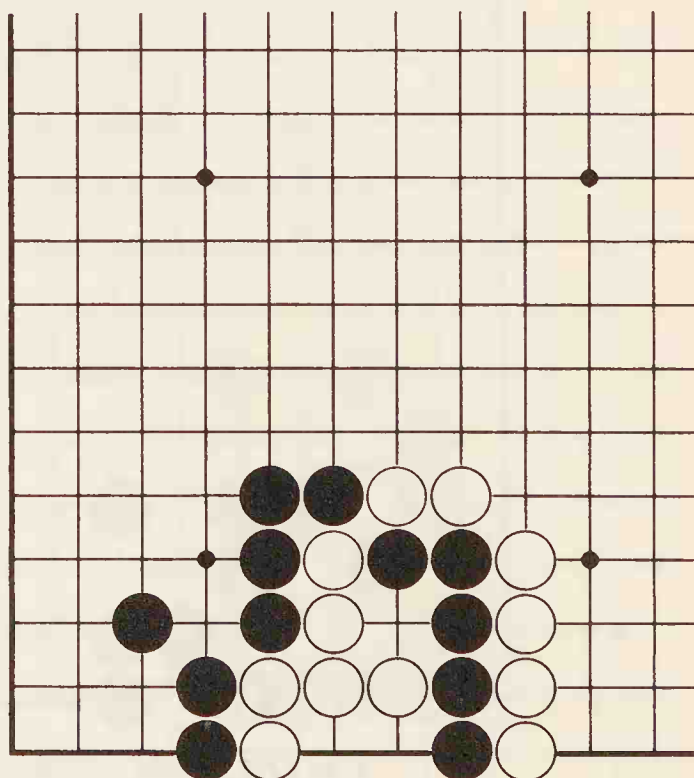
Black has taken a stone with 1. Is this a good or a bad move?

SECTION 7. SEKI



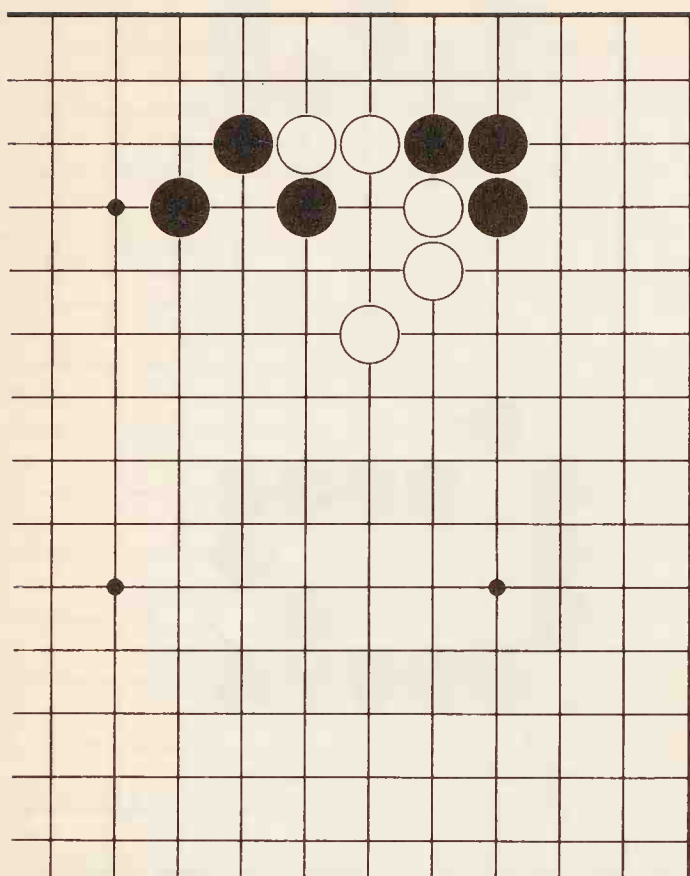
PROBLEM 212. Black to play.

Make a seki between the four black stones on the left and the three white stones on the right.



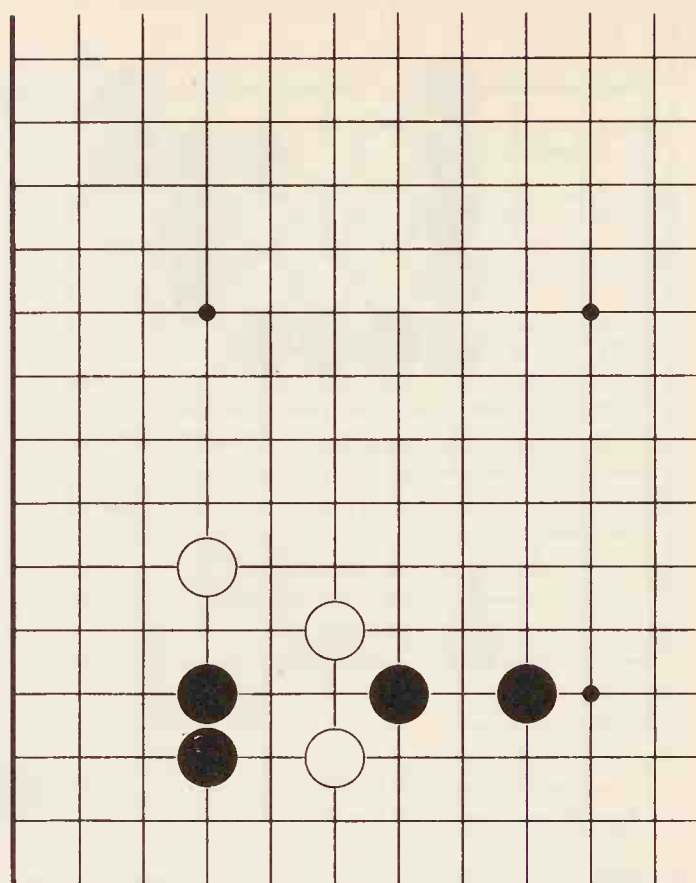
PROBLEM 213. Black to play.

How can Black make a seki?



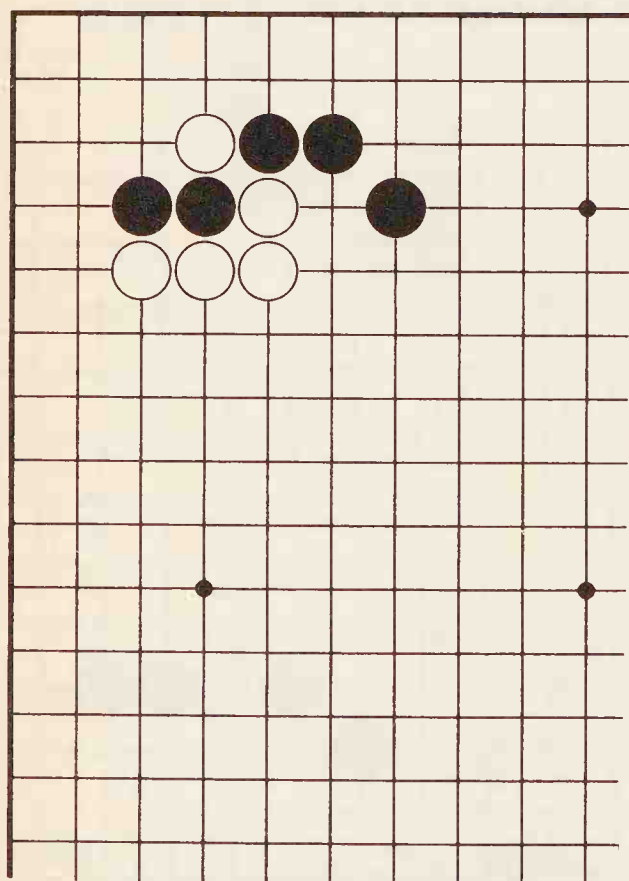
PROBLEM 218. Black to play.

How does Black play so as to separate White into two groups?



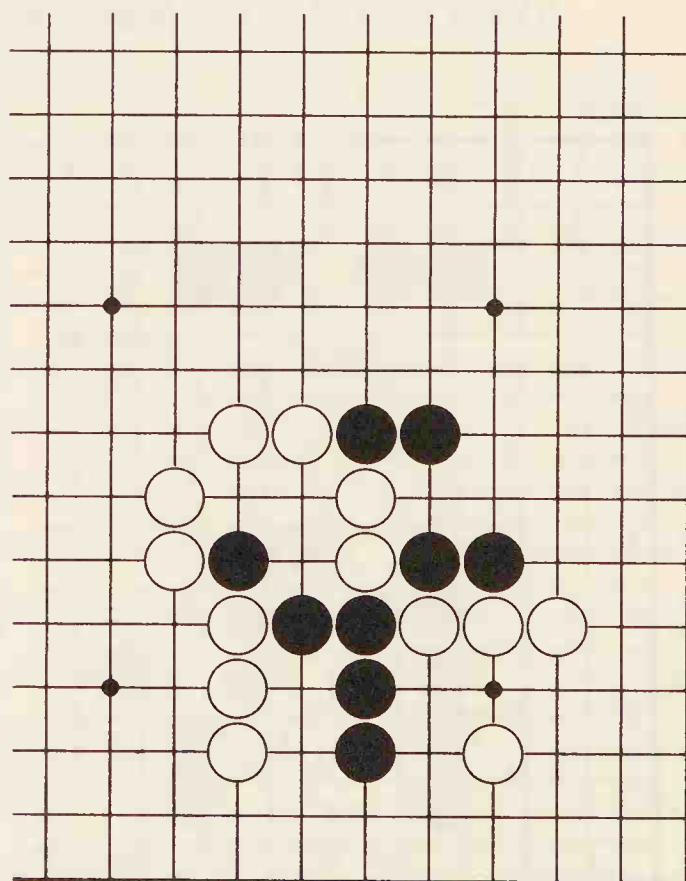
PROBLEM 219. Black to play.

How should Black play?



PROBLEM 220. Black to play.

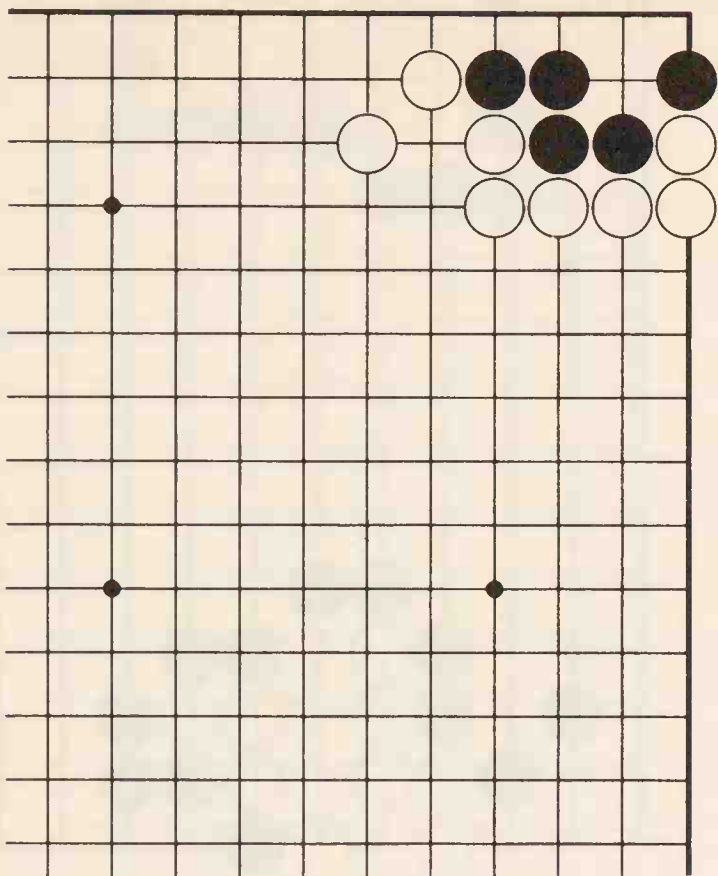
How does Black give atari to the white stone?



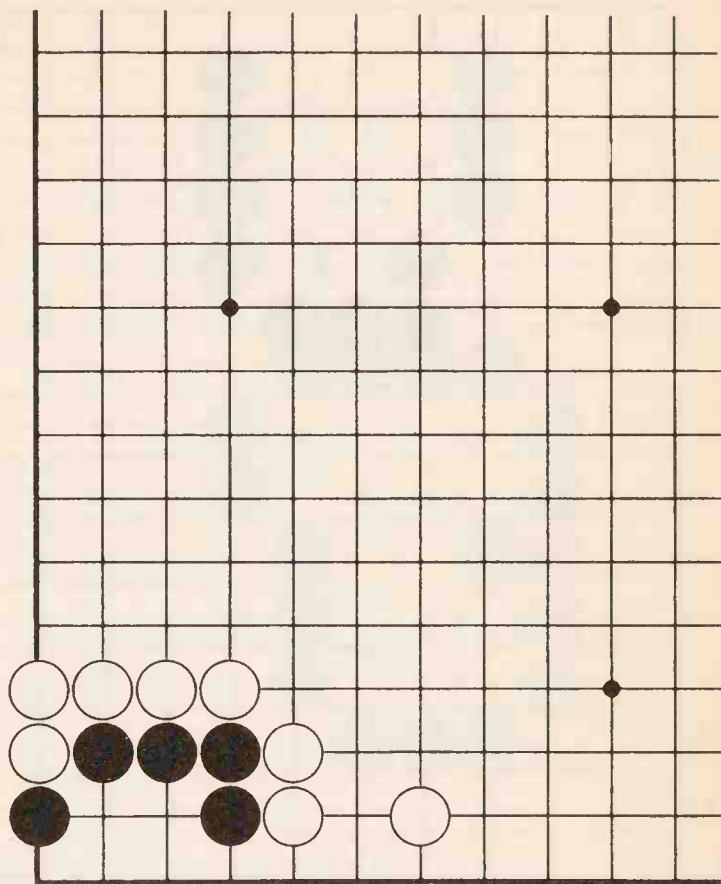
PROBLEM 221. Black to play.

How should Black cut off and capture two white stones?

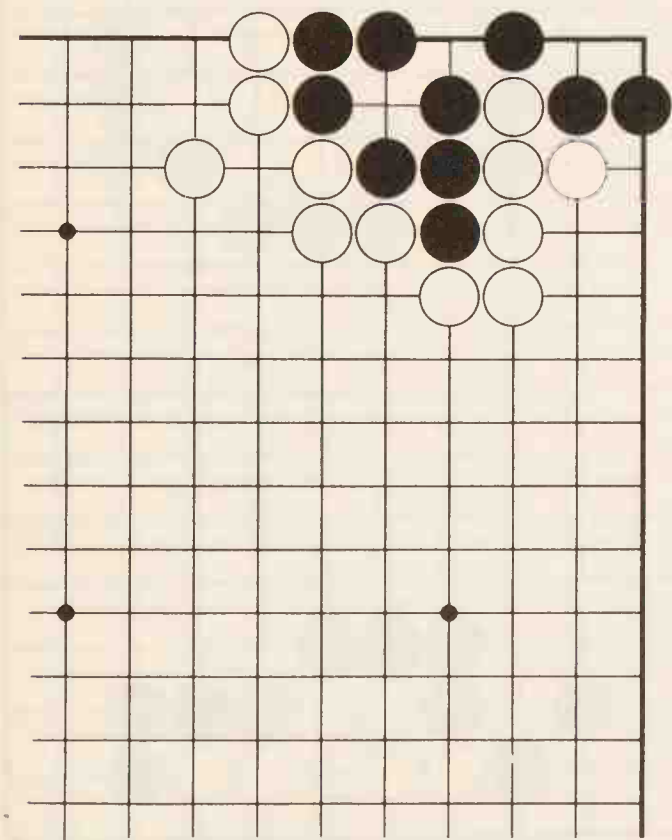
SECTION 9. LIVING GROUPS AND DEAD GROUPS



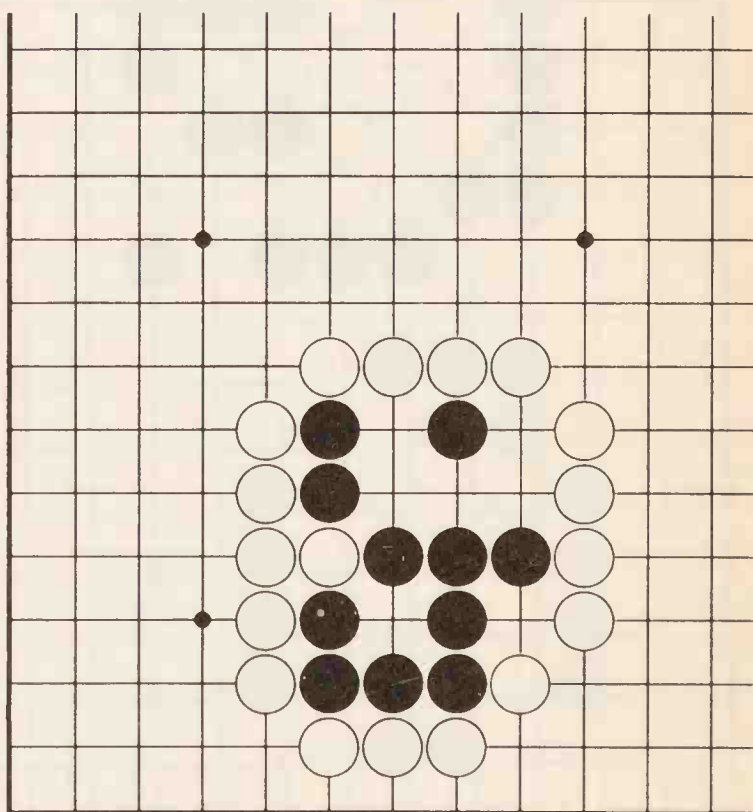
PROBLEM 222. Black to play.
How does Black secure life for his stones?



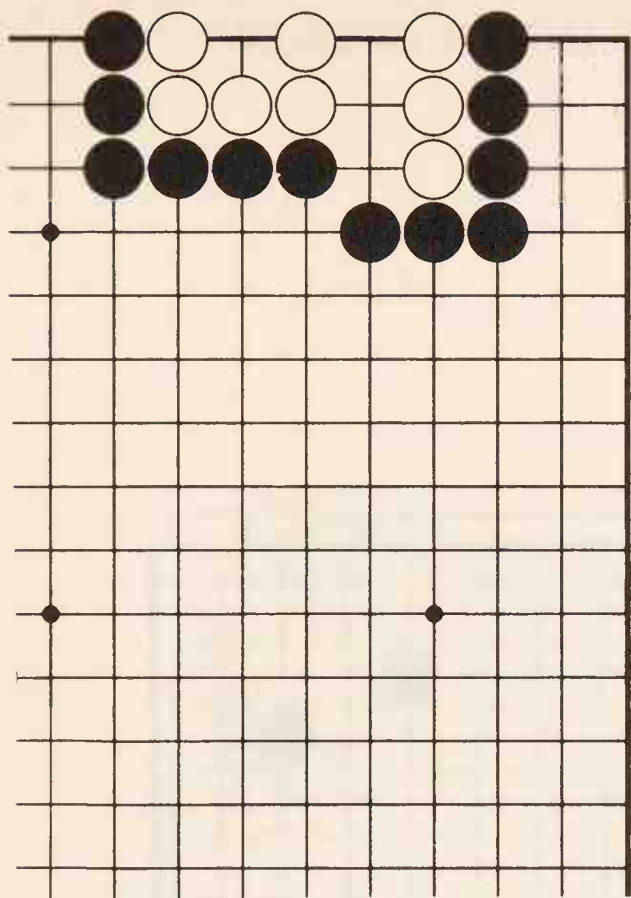
PROBLEM 223. Black to play.
How does Black secure life for his stones?



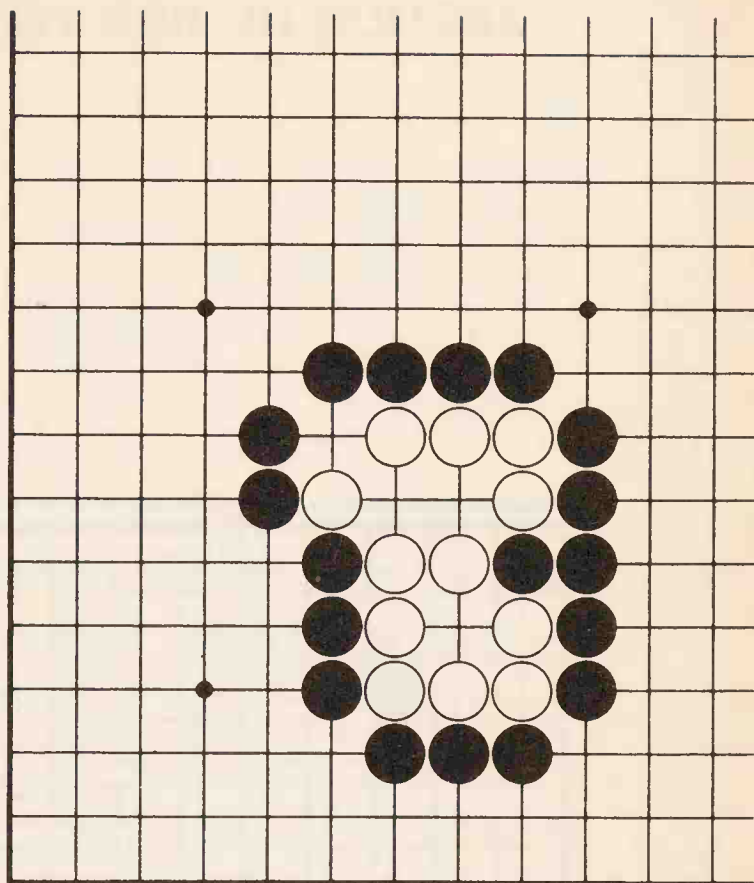
PROBLEM 224. Black to play.
How does Black secure life for his stones?



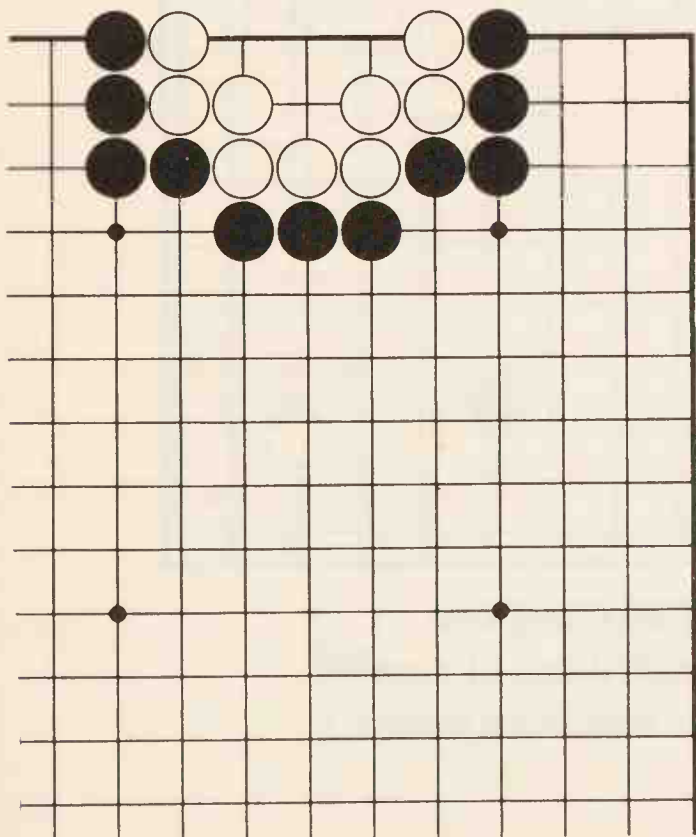
PROBLEM 225. Black to play.
How does Black secure life for his stones?



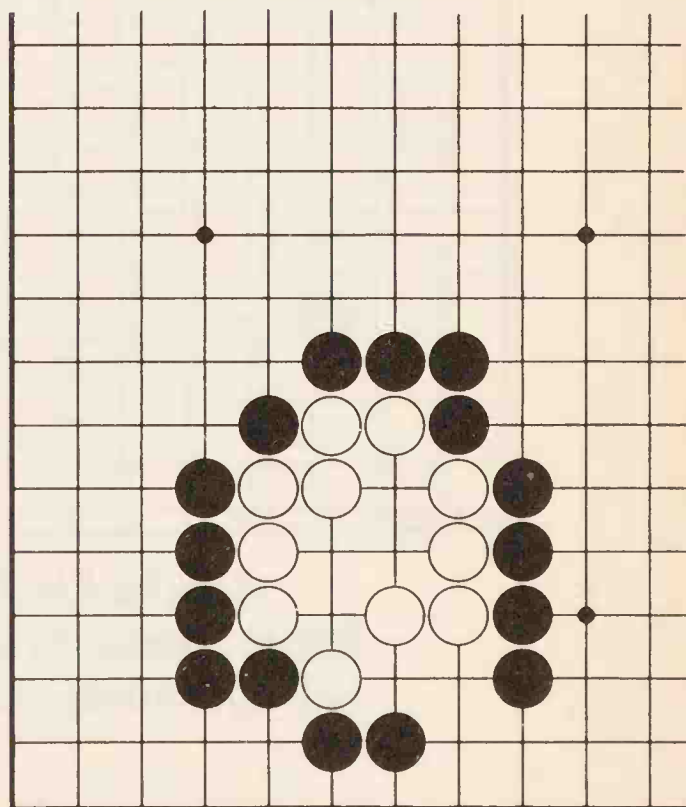
PROBLEM 230. Black to play.
How does Black kill the white stones?



PROBLEM 231. Black to play.
How does Black kill the white stones?

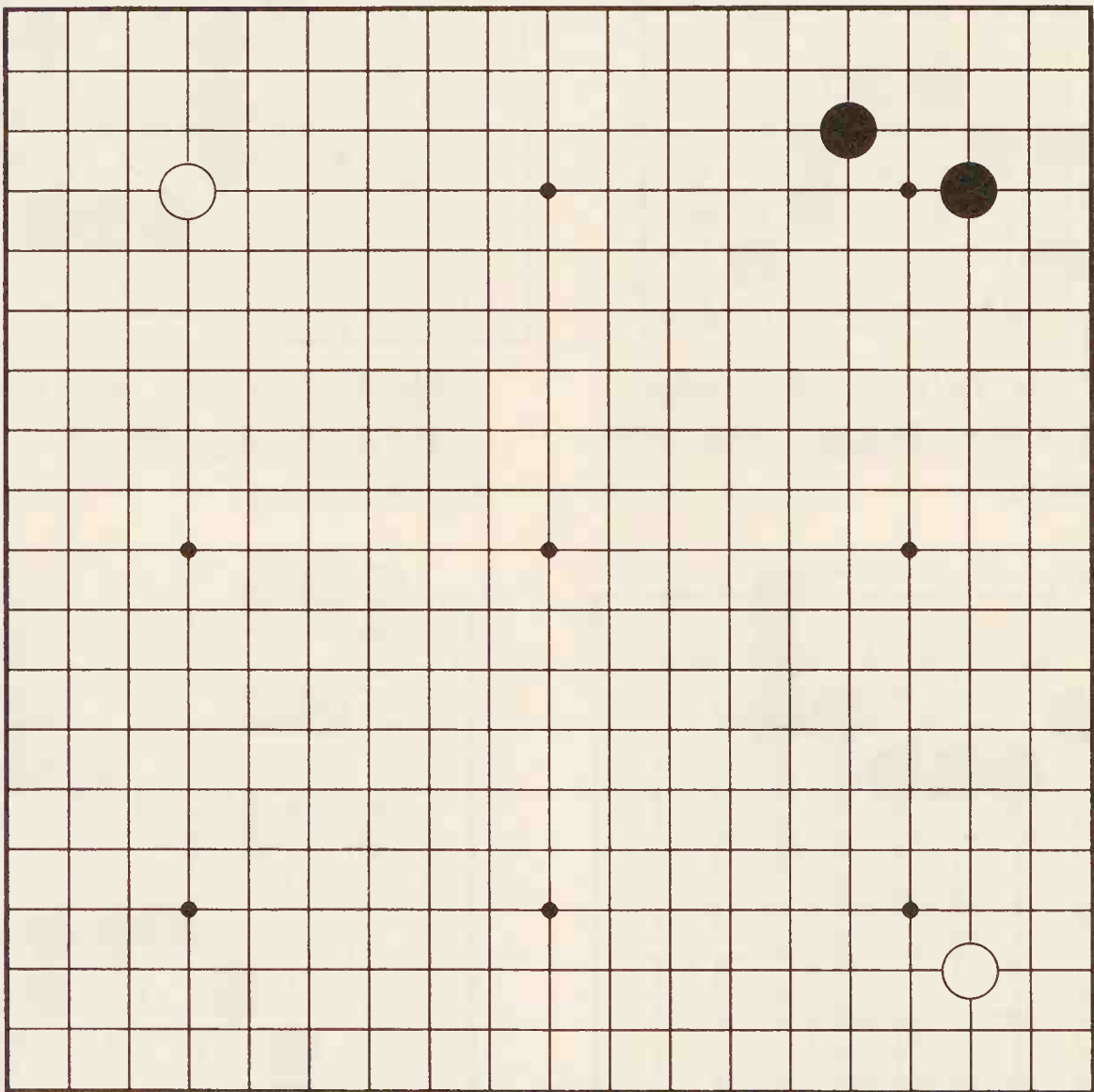


PROBLEM 232. White to play.
How does White secure life for his stones?

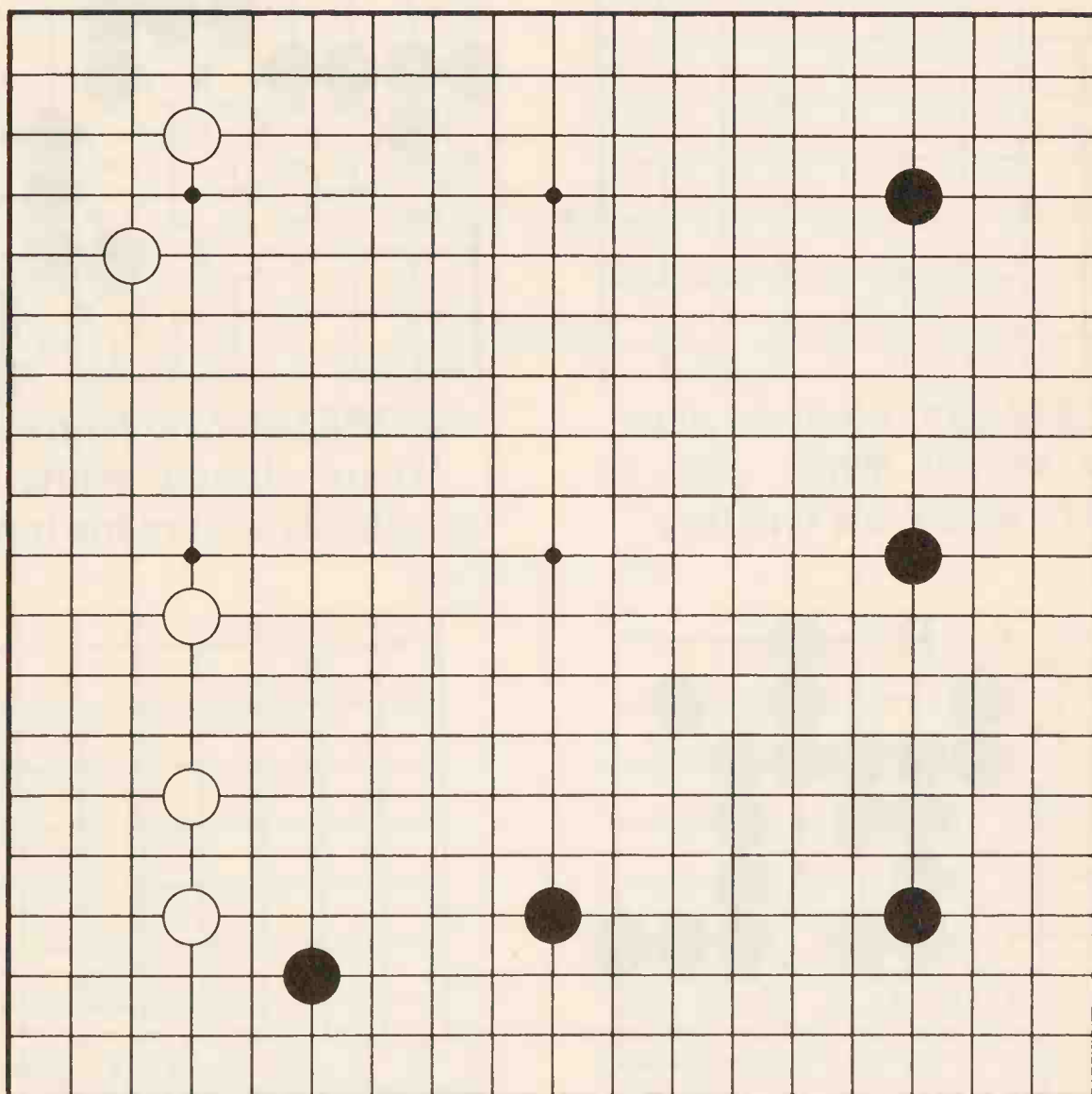


PROBLEM 233. White to play.
How does White secure life for his stones?

SECTION 10. HOW TO PLAY IN THE OPENING

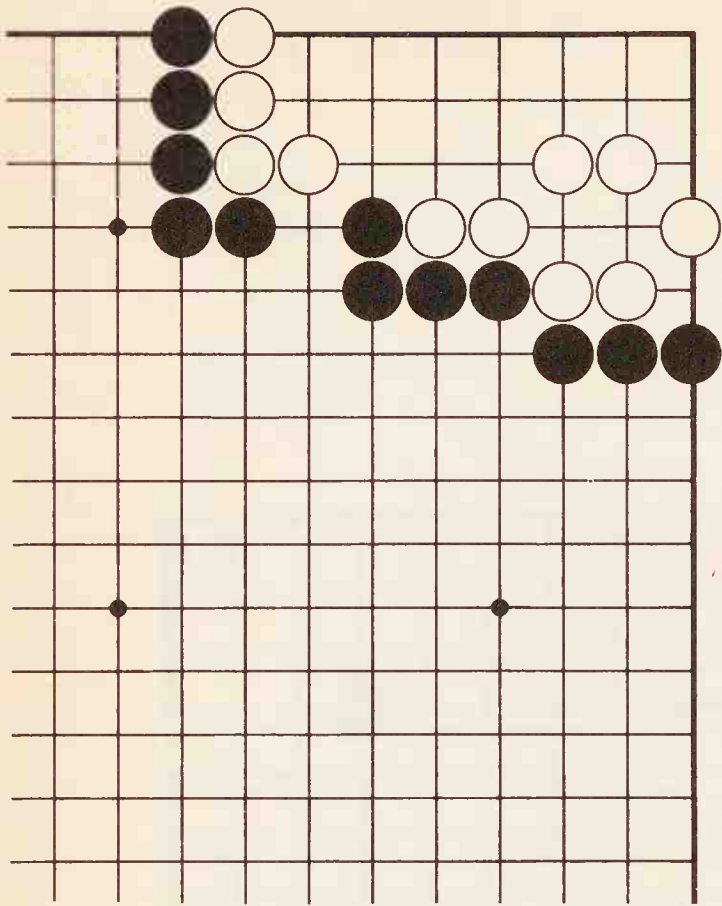


PROBLEM 234. Black to play.
Where should Black make his next move?
(There is more than one correct answer.)



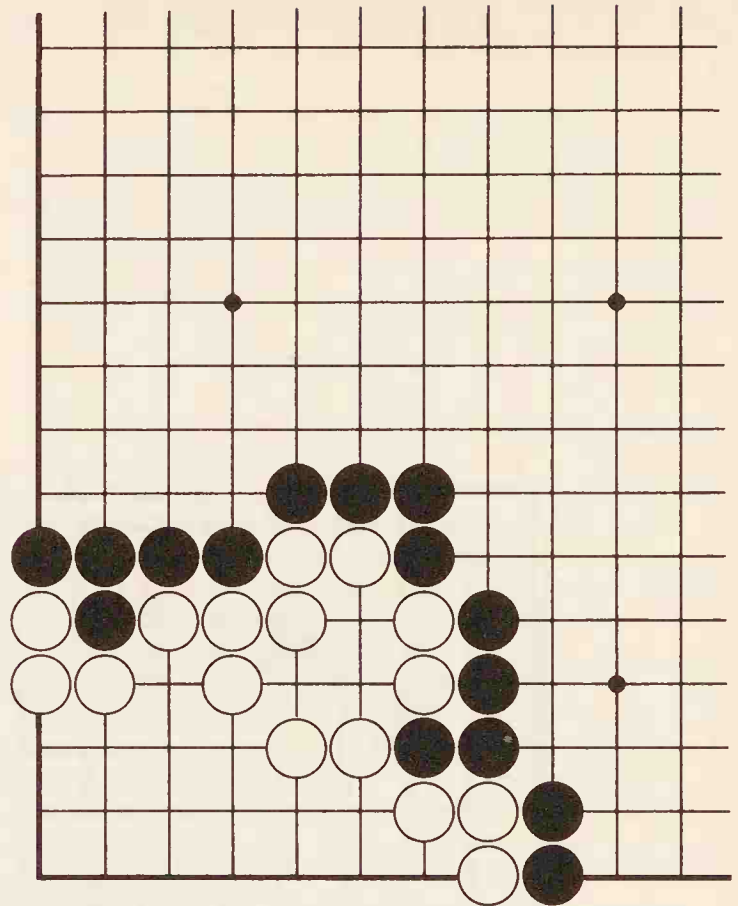
PROBLEM 235. Black to play.
 Where should Black make his next move?
 (There is more than one correct answer.)

SECTION 11. ENDGAME



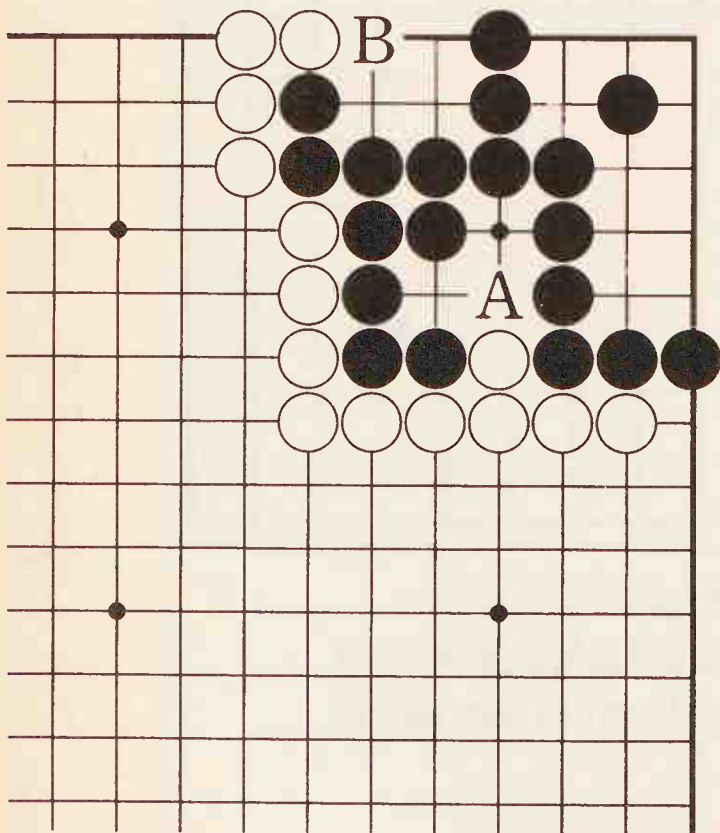
PROBLEM 236. White to play.

Where should White play to completely secure his territory?



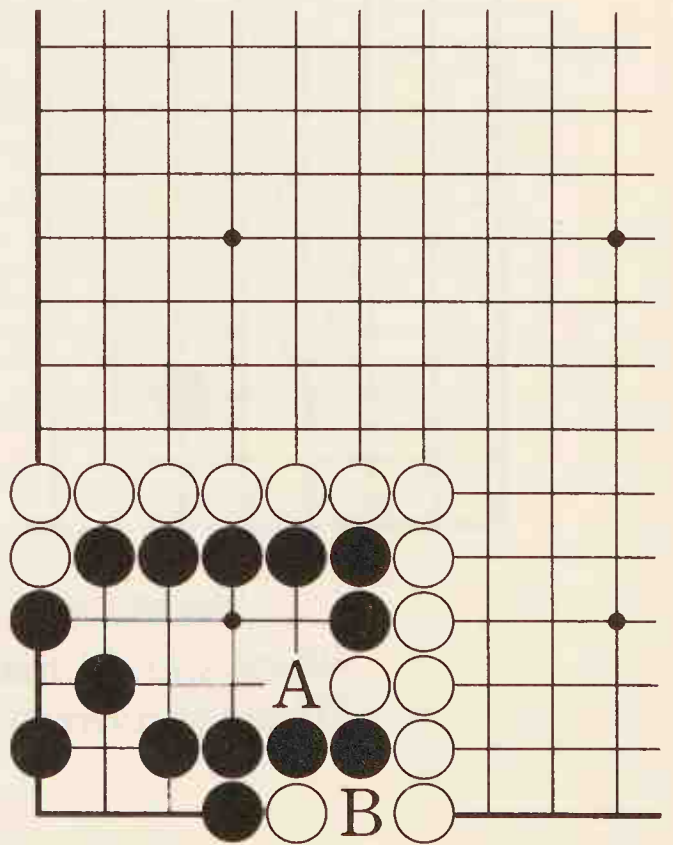
PROBLEM 237. White to play.

Where should White play to completely secure his territory?



PROBLEM 238. Which is bigger?

Which is the bigger point, A or B?



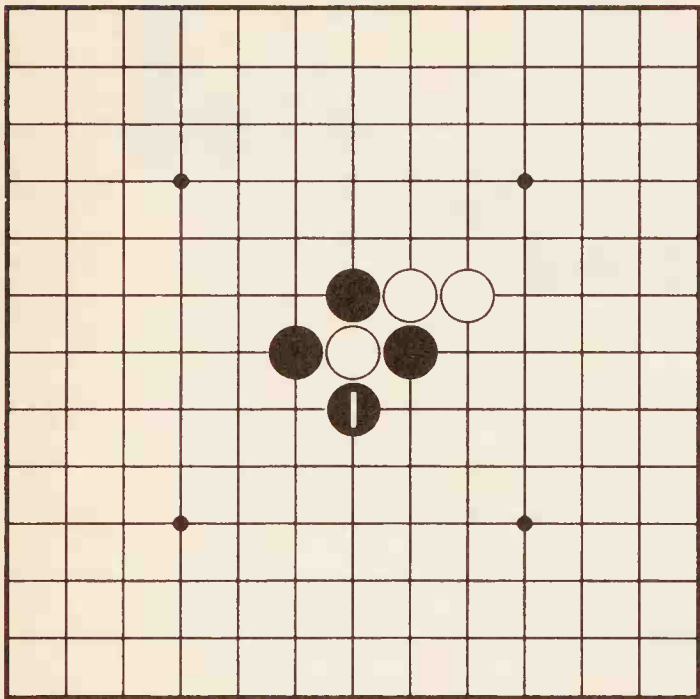
PROBLEM 239. Which is bigger?

Which is the bigger point, A or B?

PART TWO

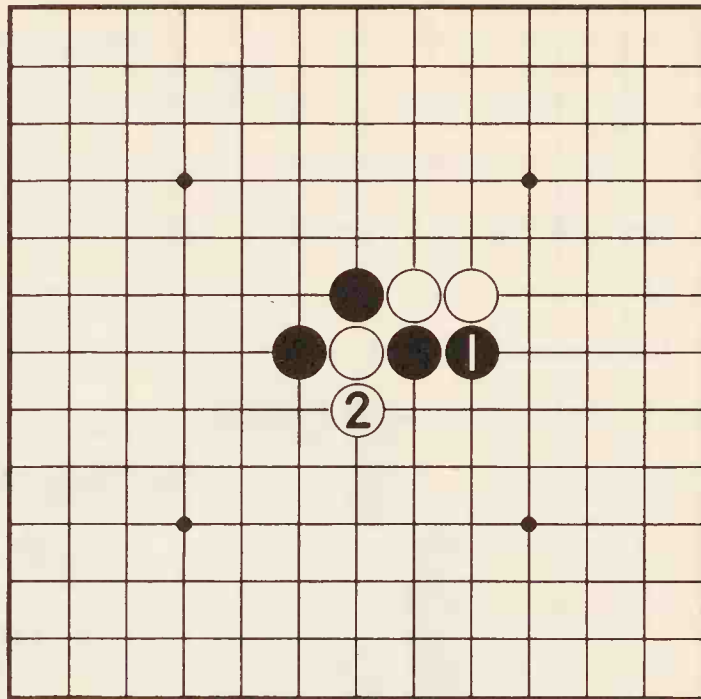
ANSWERS

PROBLEM 1



Correct Answer

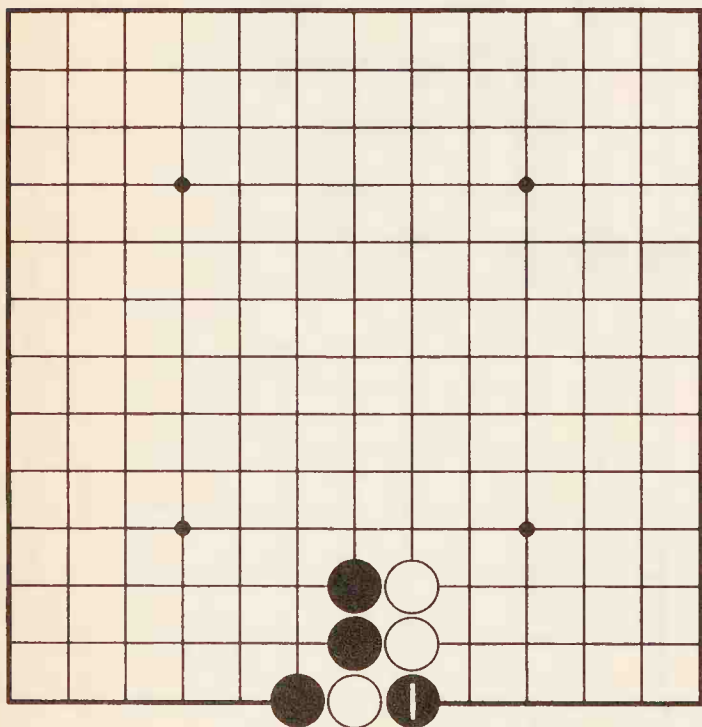
By playing at 1, Black can capture one white stone.



Wrong Answer

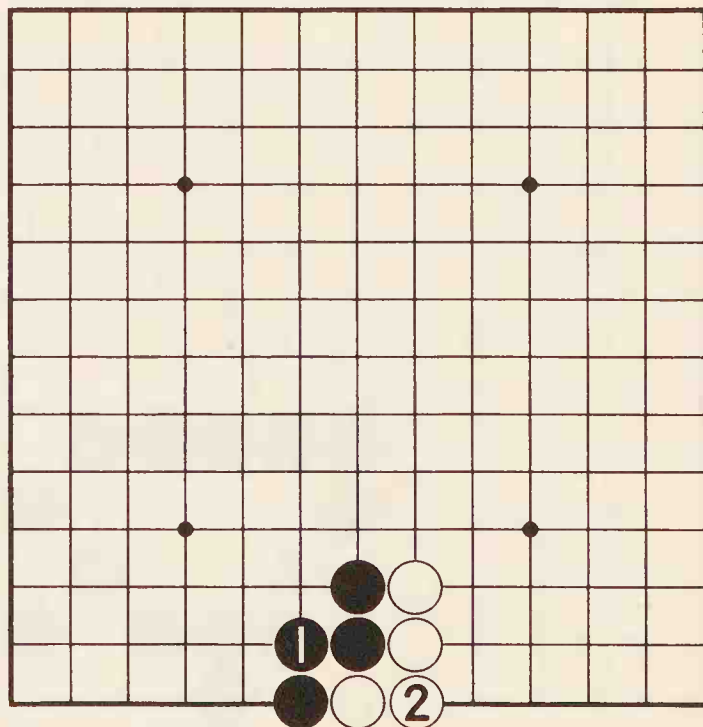
If Black plays at 1 here, White can escape by playing at 2.

PROBLEM 2



Correct Answer

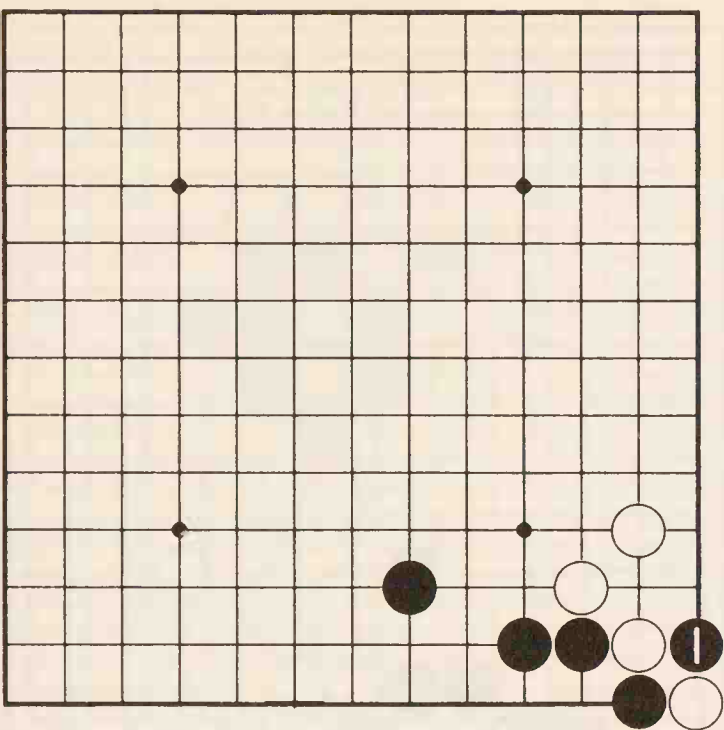
With 1, Black can capture one stone.



Wrong Answer

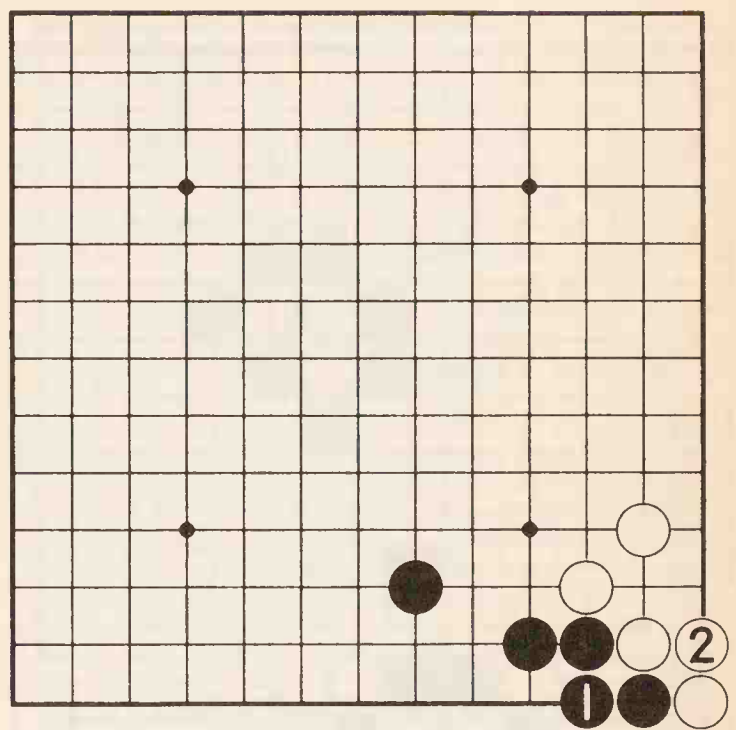
If Black plays at 1 here, White saves his stone by playing at 2.

PROBLEM 3



Correct Answer

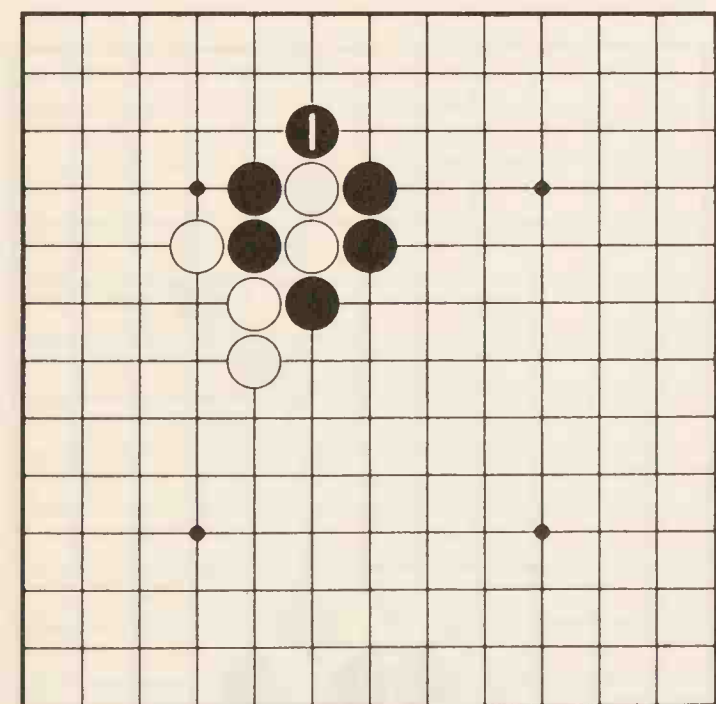
White captures the corner stone with 1.



Wrong Answer

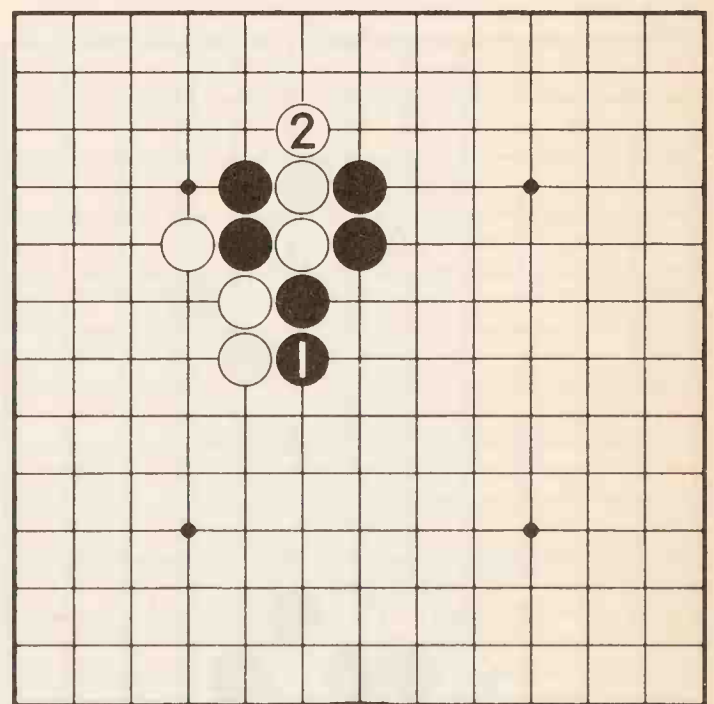
If Black plays at 1, White can save his stone by playing at 2.

PROBLEM 4



Correct Answer

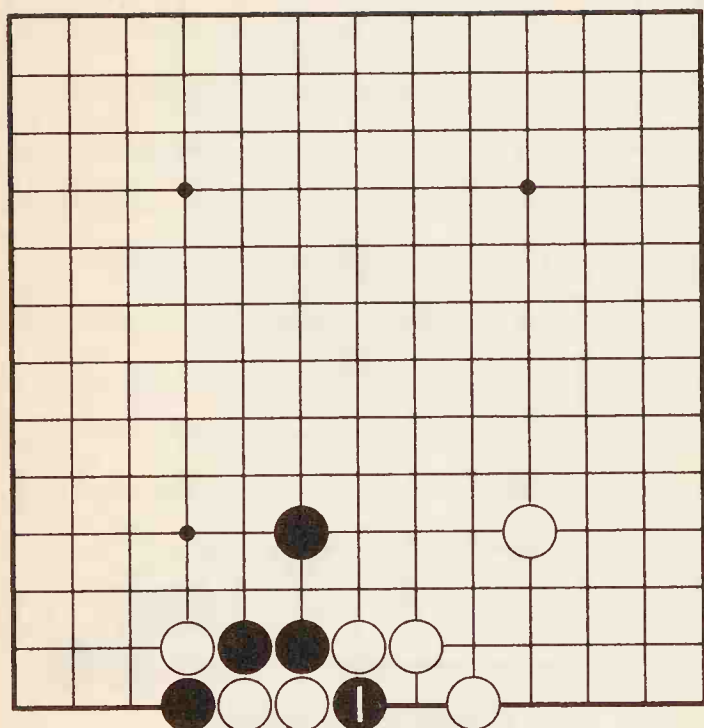
By playing at 1, Black can capture two white stones.



Wrong Answer

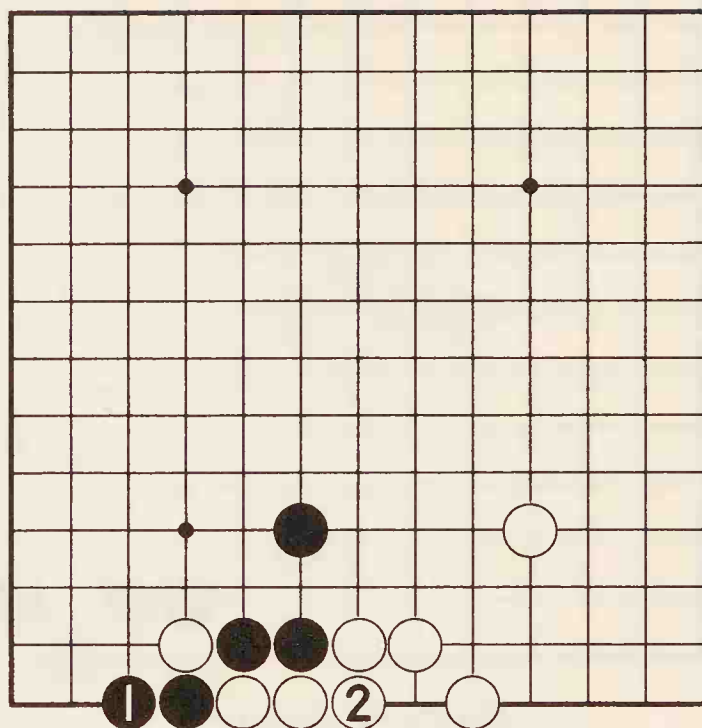
If Black plays a move like 1, White can save his stones by extending to 2.

PROBLEM 5



Correct Answer

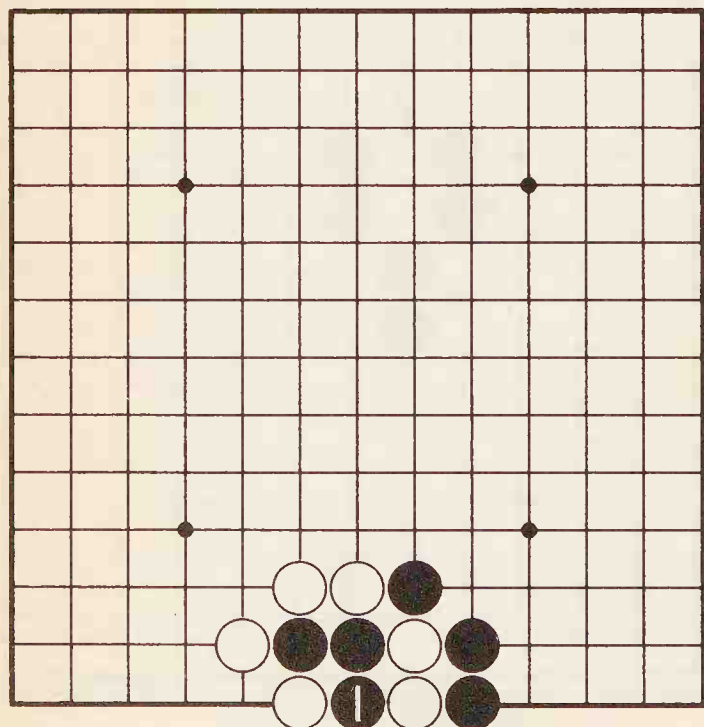
By playing at 1, Black can capture two white stones.



Wrong Answer

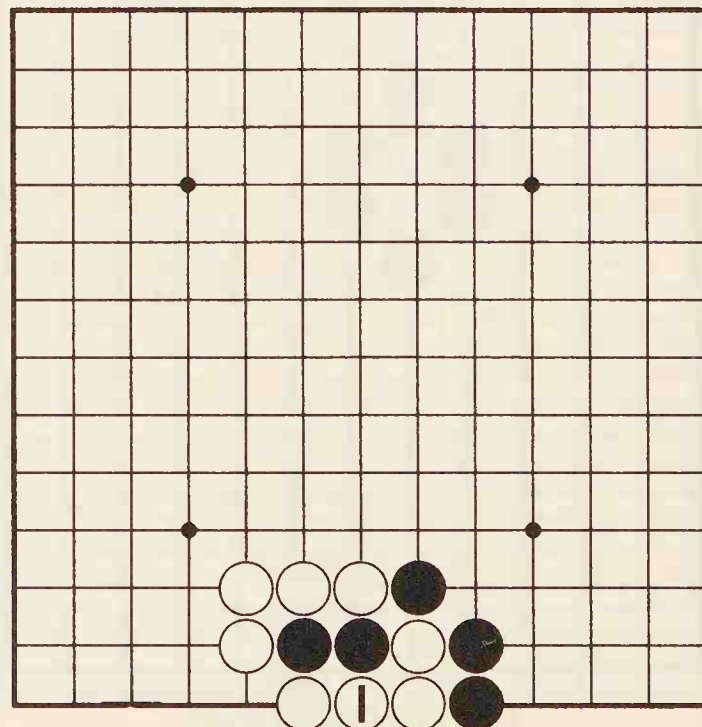
If Black plays at 1, White saves his two stones by playing at 2.

PROBLEM 6



Correct Answer

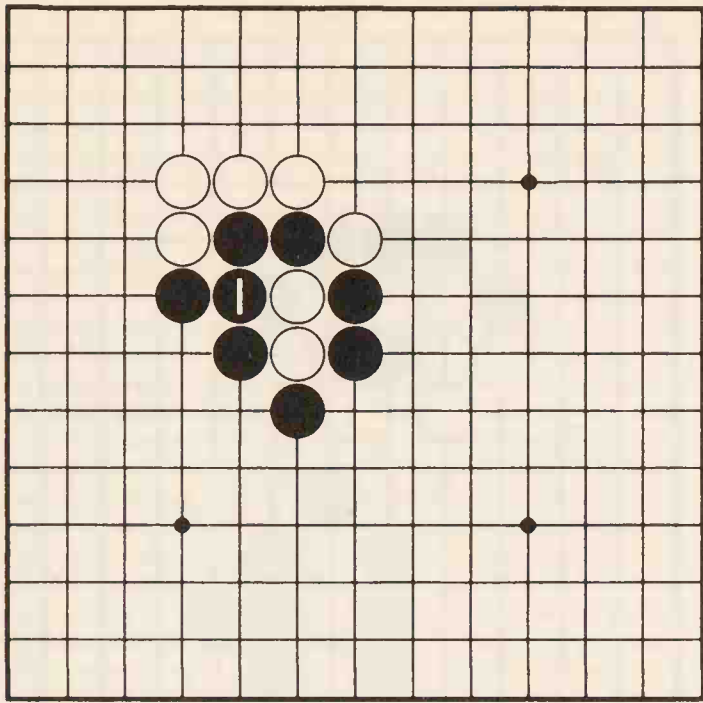
By playing at 1, Black can capture two white stones.



If White Plays First

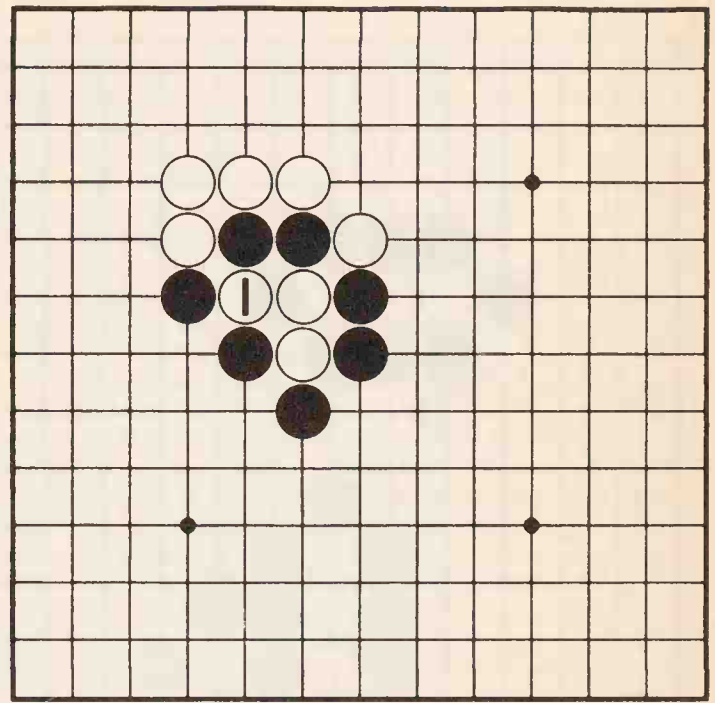
If it's White's turn to play, he will capture two stones with 1.

PROBLEM 7



Correct Answer

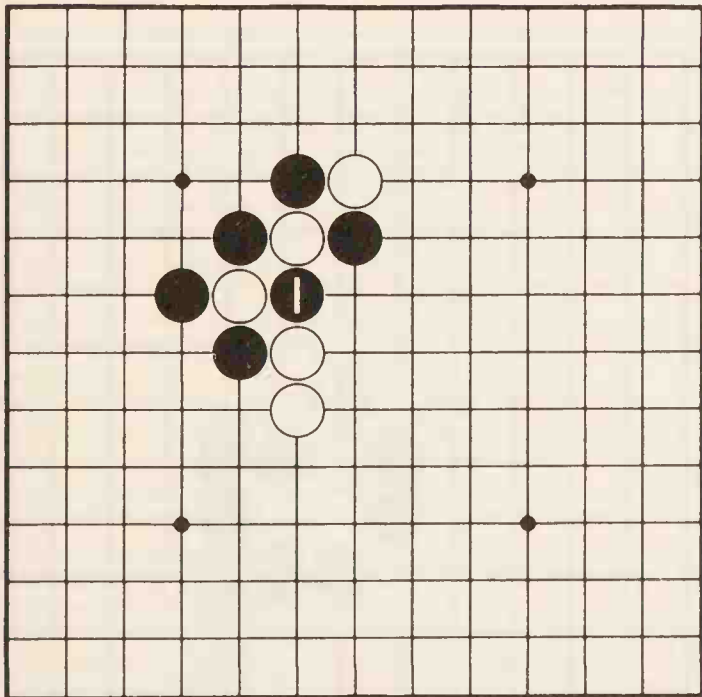
By playing at 1, Black can capture two white stones.



If White Plays First

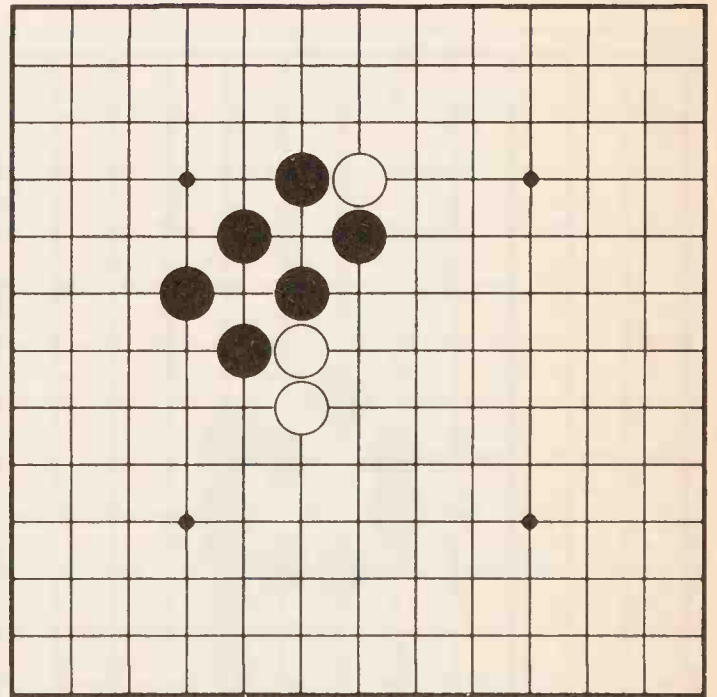
If it's White's turn, it is White who will capture two stones.

PROBLEM 8



Correct Answer

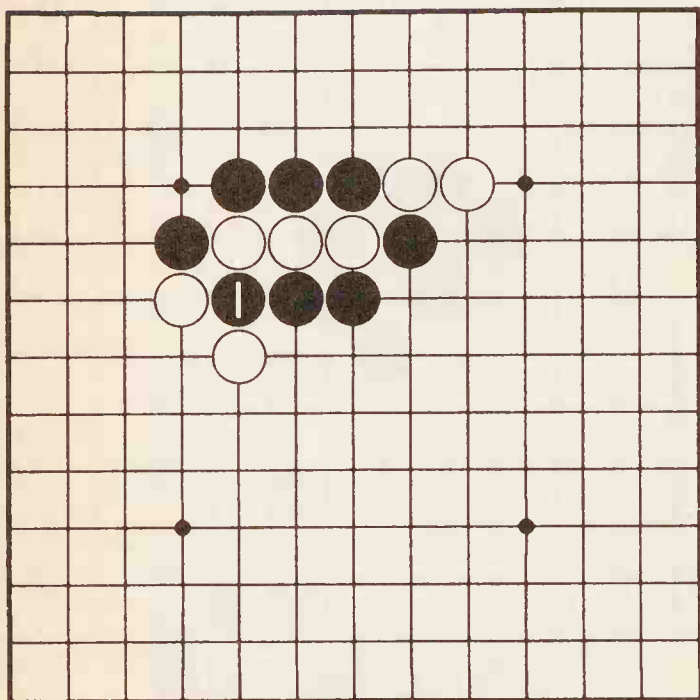
By playing at 1, Black captures two white stones at the same time.



The Resulting Shape

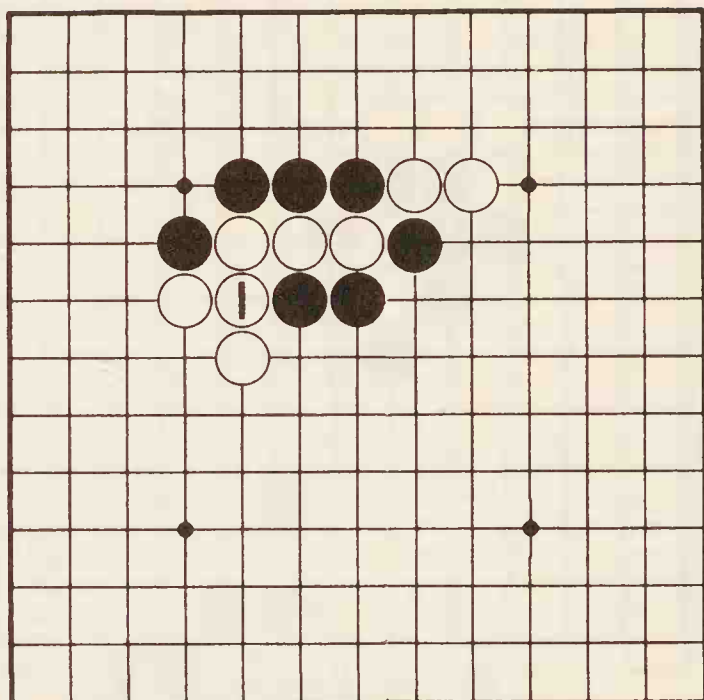
This is what the position will look like after the capture.

PROBLEM 9



Correct Answer

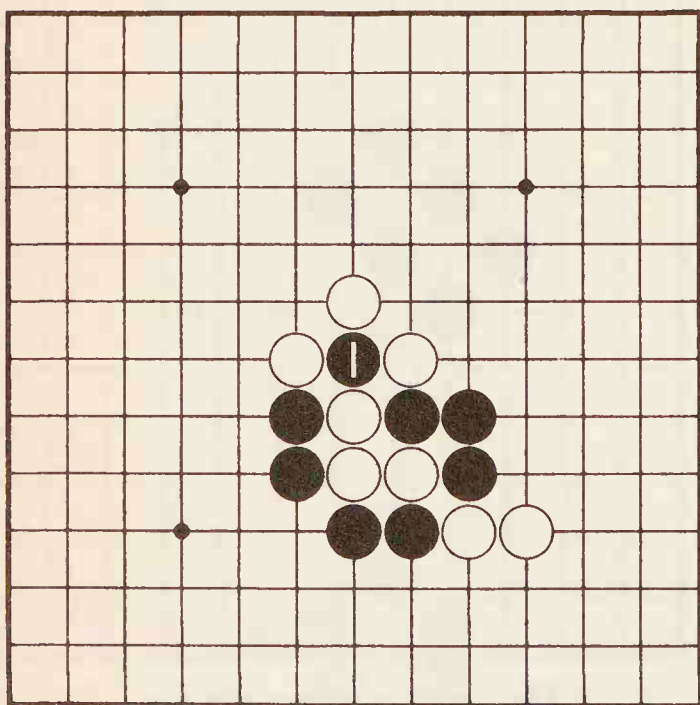
Black can capture three stones by playing at 1.



If White Plays First

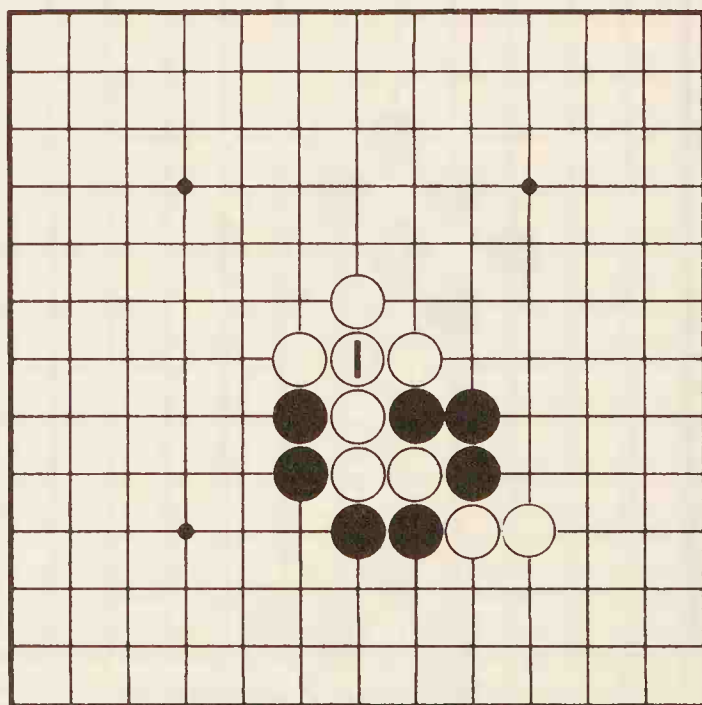
If it's White's turn, he can save his three stones by playing at 1.

PROBLEM 10



Correct Answer

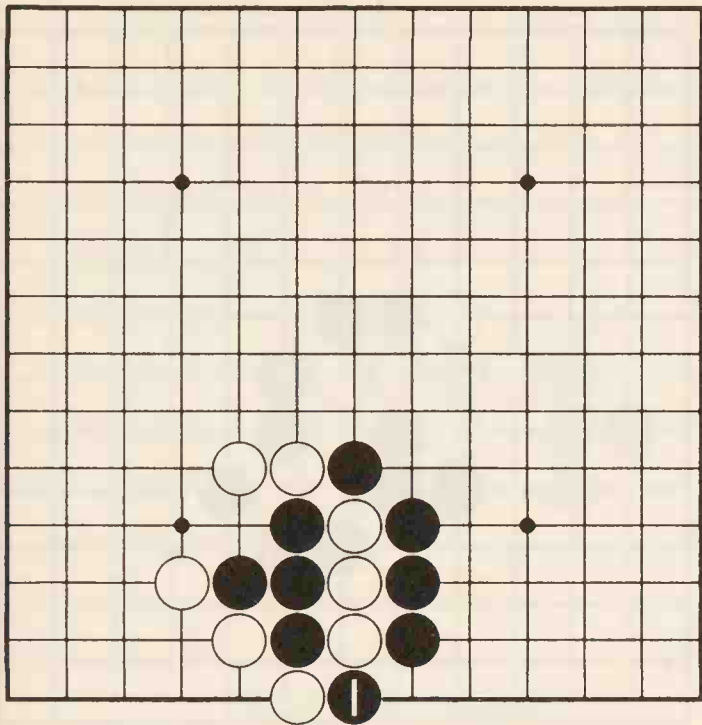
Black can capture three stones by playing at 1.



If White Plays First

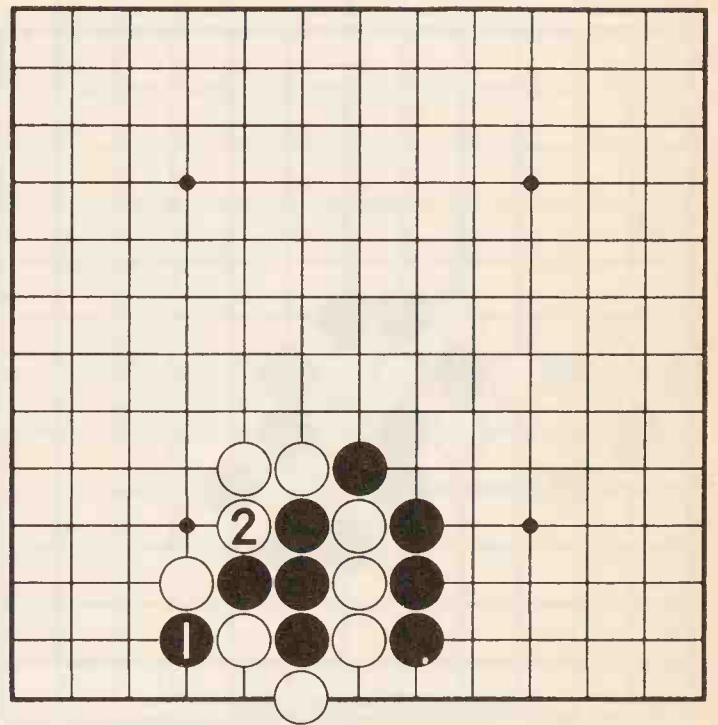
If it's White's turn, he can save his three stones by playing at 1.

PROBLEM 11



Correct Answer

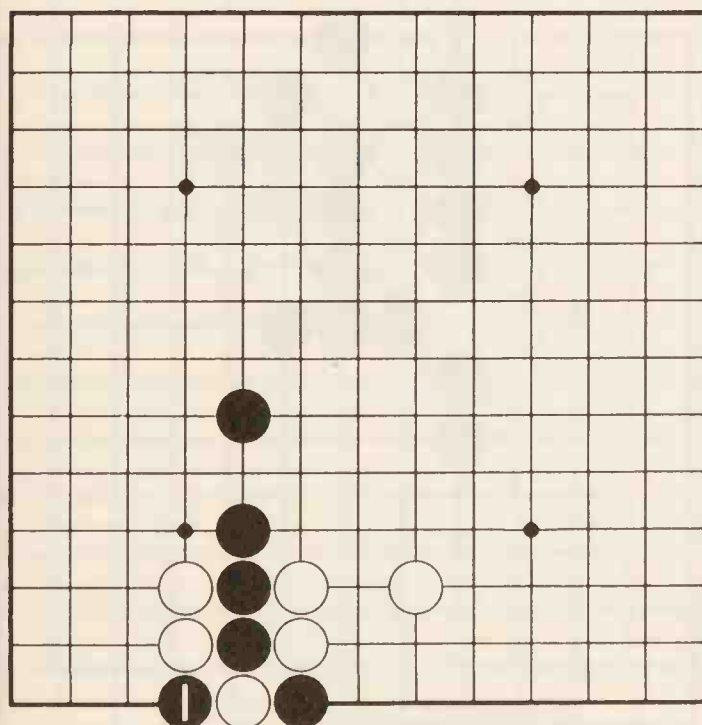
Black can capture three stones by playing at 1.



Wrong Answer

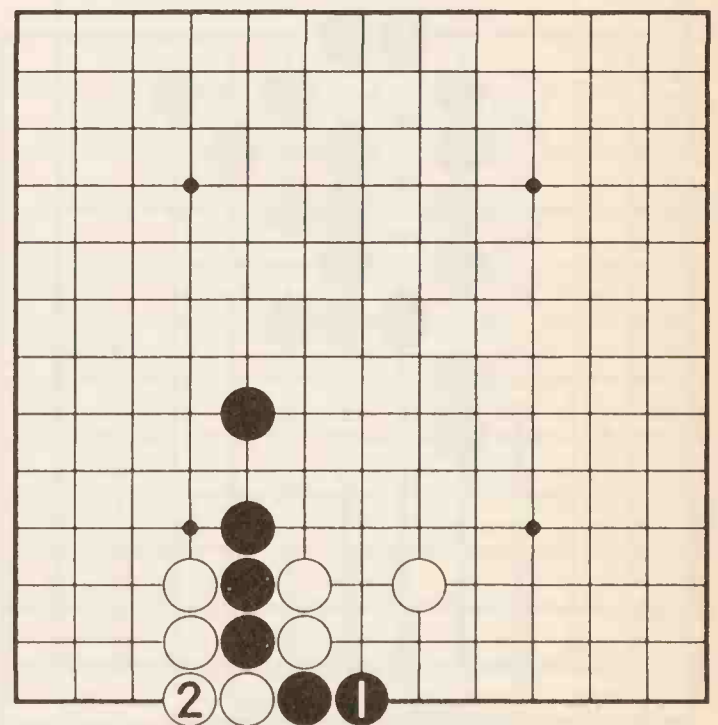
If Black plays 1, it is White who captures black stones with 2.

PROBLEM 12



Correct Answer

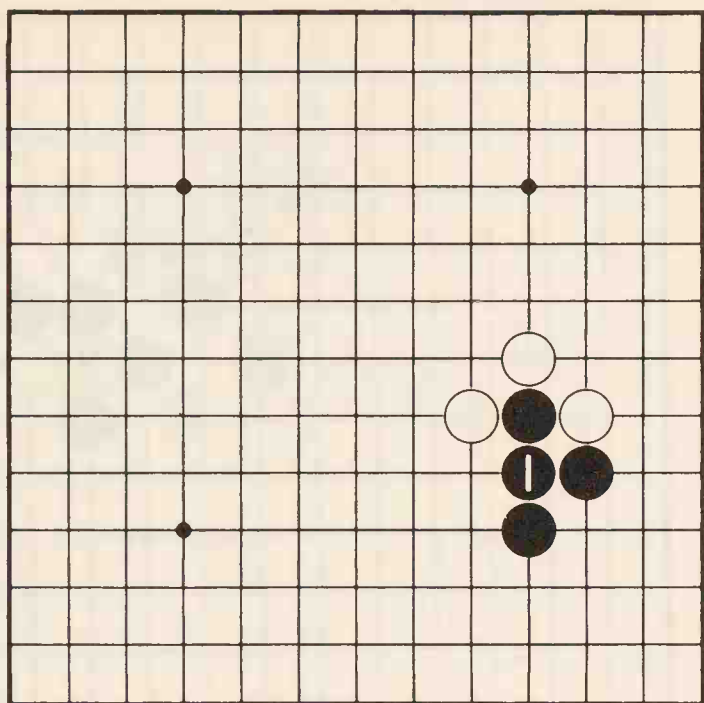
Black can capture one stone by playing at 1.



Wrong Answer

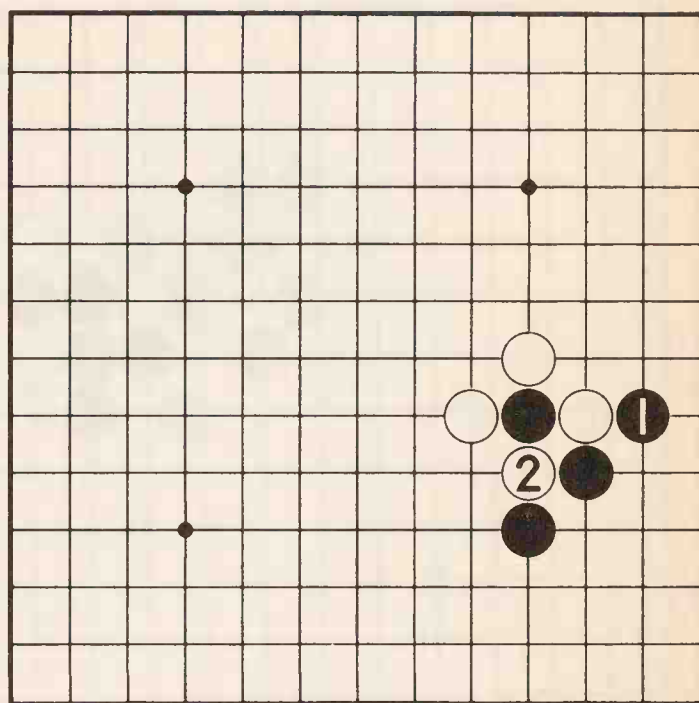
If Black plays 1, White plays 2 and White cannot be captured.

PROBLEM 15



Correct Answer

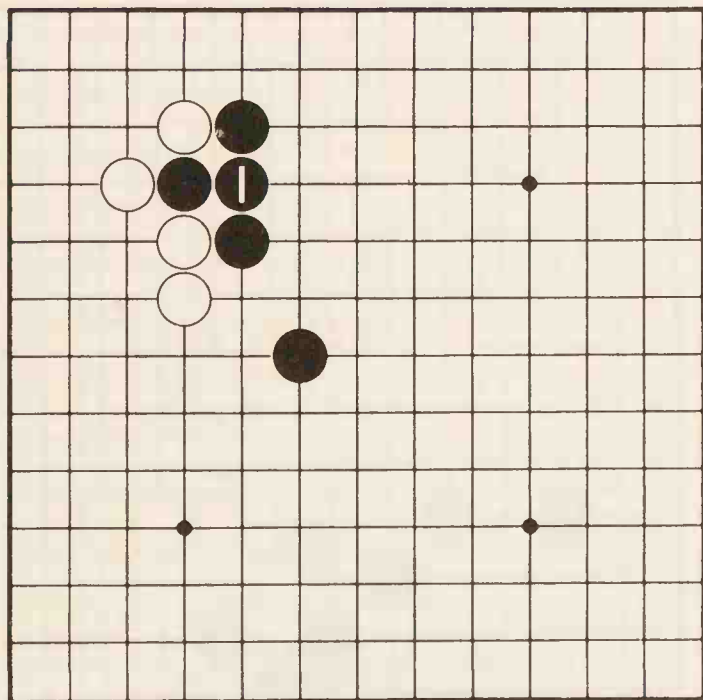
Black can save his stone by connecting at 1.



Wrong Answer

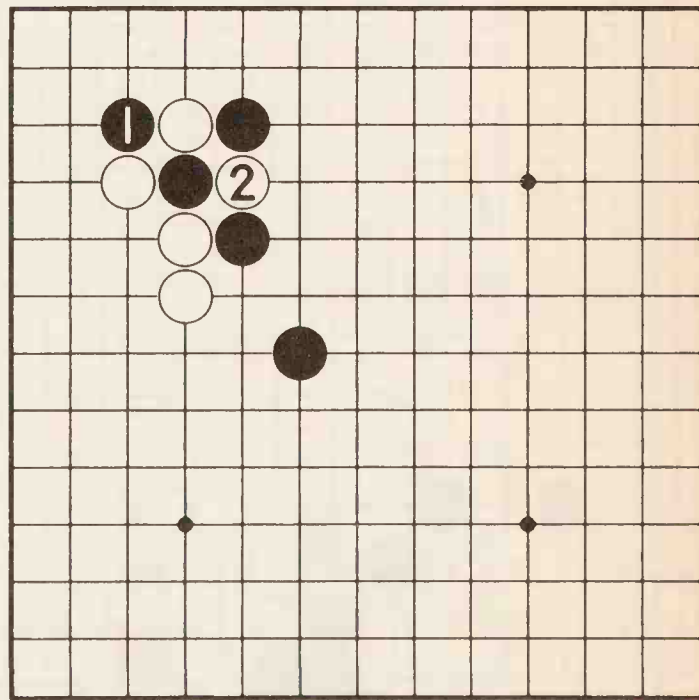
If Black threatens to capture a white stone by playing at 1, White captures a black stone with 2.

PROBLEM 16



Correct Answer

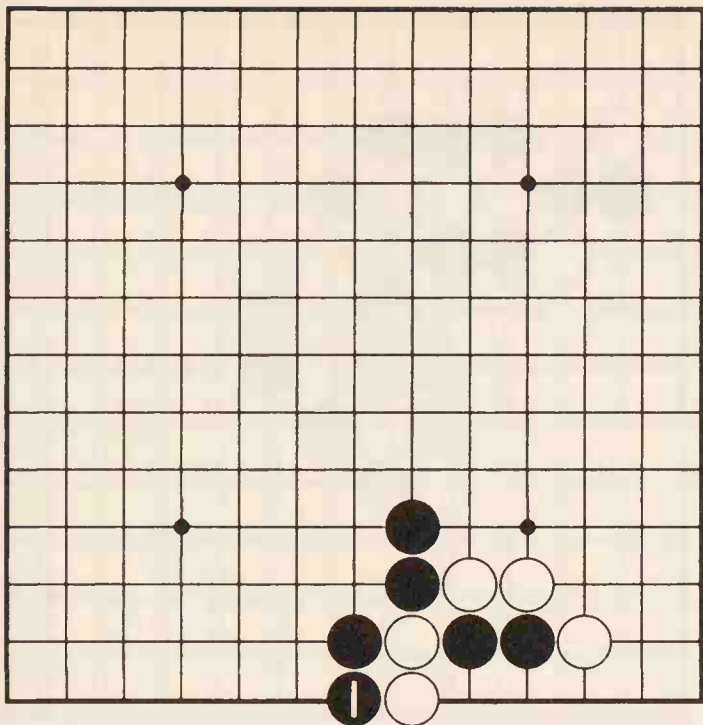
Black can save his stone by playing at 1.



Wrong Answer

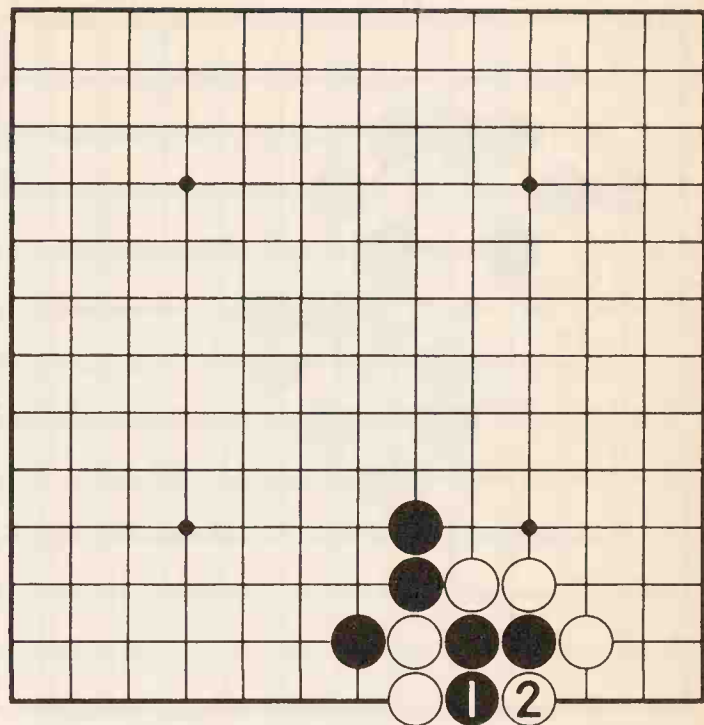
If Black threatens to capture a white stone by playing at 1, White captures a black stone with 2.

PROBLEM 23



Correct Answer

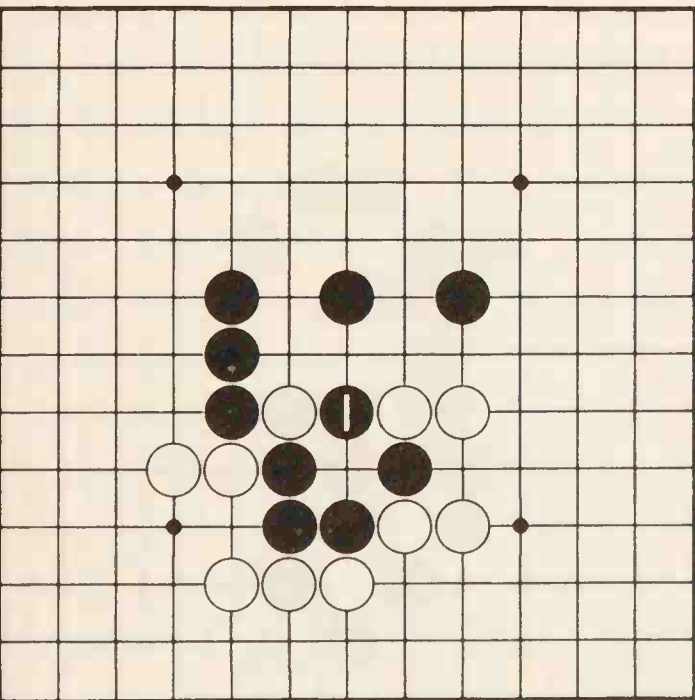
If Black gives atari with 1, there is no way for White to escape.



Wrong Answer

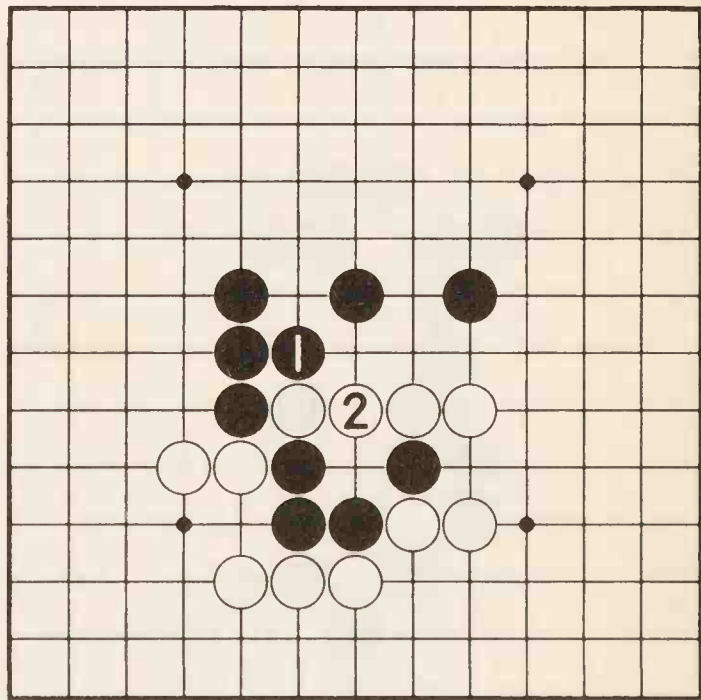
If Black gives atari from the wrong side with 1 here, White will capture three stones with 2.

PROBLEM 24



Correct Answer

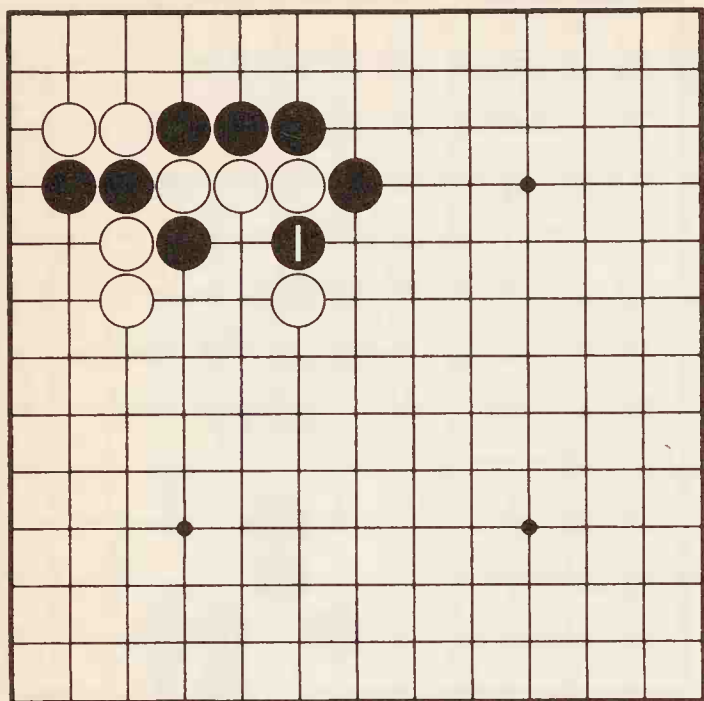
If Black gives atari with 1, the lone white stone cannot escape.



Wrong Answer

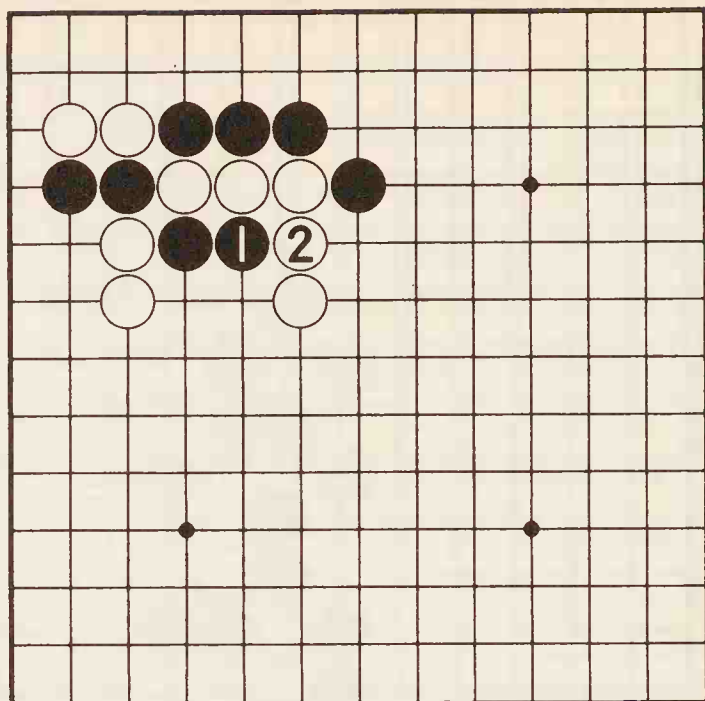
If Black gives atari in the wrong direction, White connects at 2 and cannot be captured.

PROBLEM 25



Correct Answer

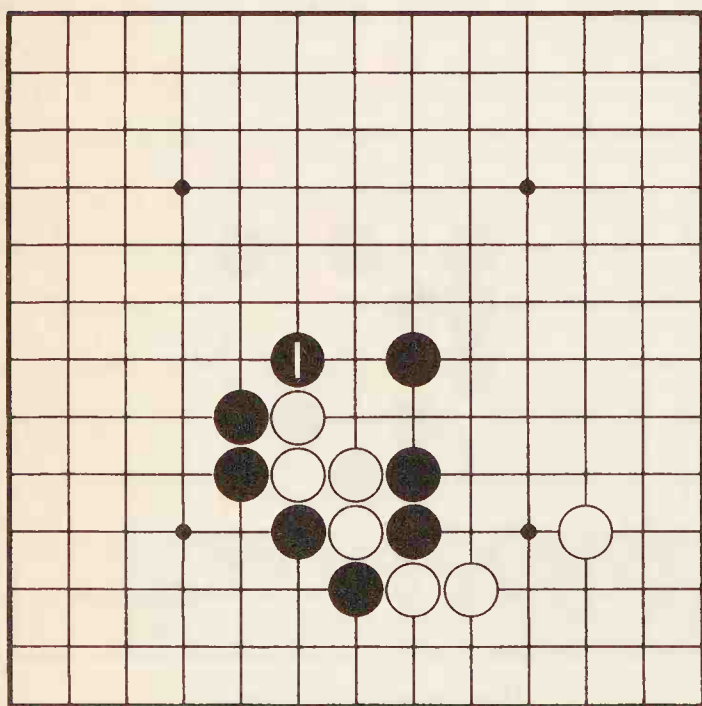
Black captures three stones by giving atari with 1.



Wrong Answer

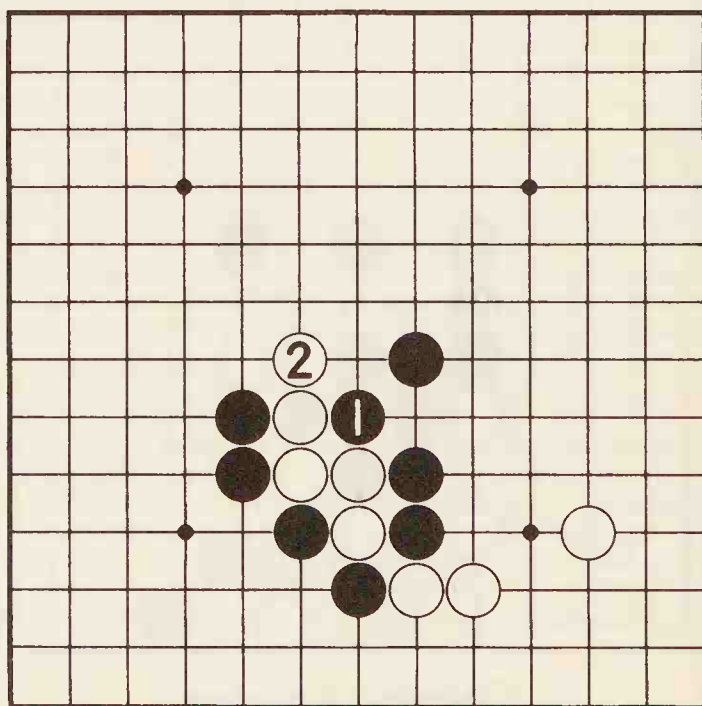
If Black gives atari with 1 here, White plays 2 and cannot be captured.

PROBLEM 26



Correct Answer

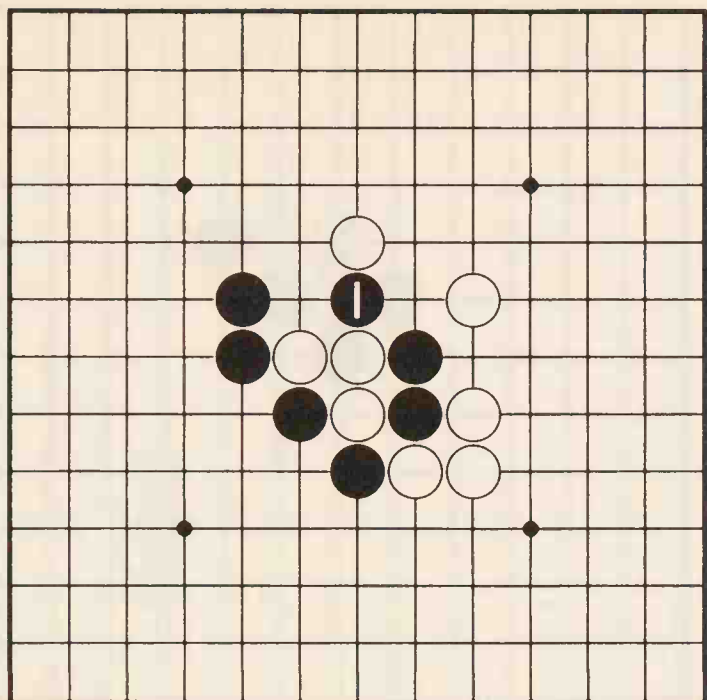
Black can capture four white stones by giving atari with 1.



Wrong Answer

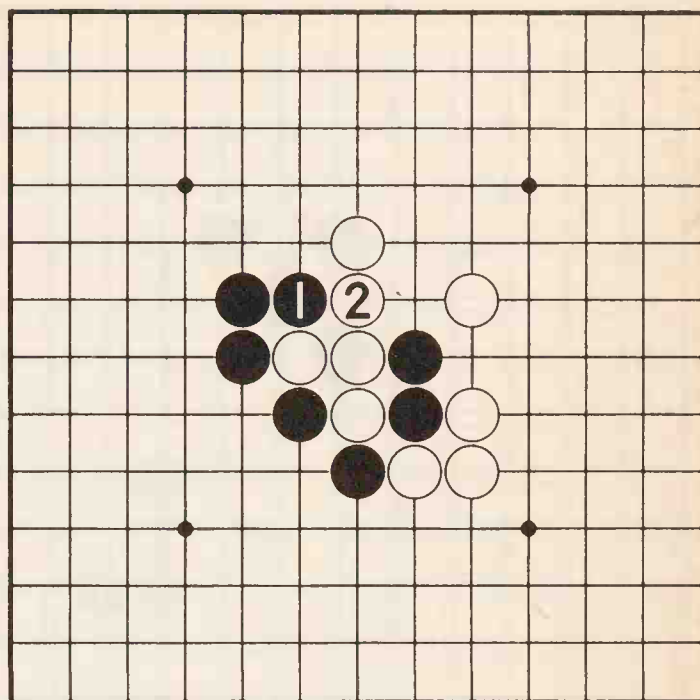
Black 1 is the wrong direction. White escapes by extending to 2.

PROBLEM 27



Correct Answer

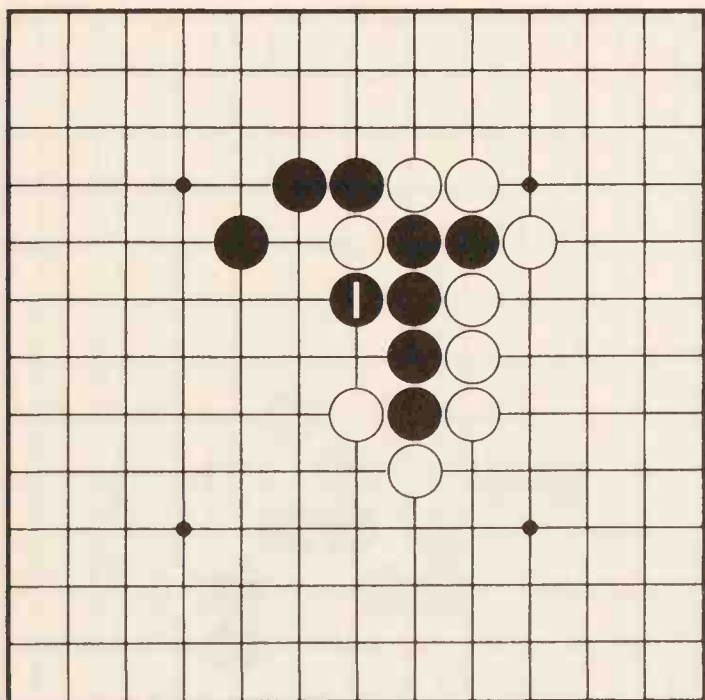
Black captures three stones by giving atari with 1.



Wrong Answer

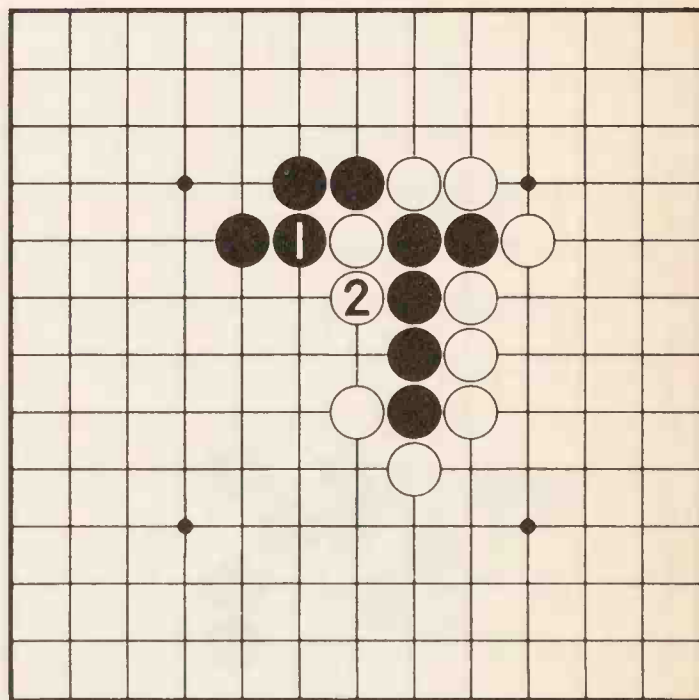
If Black gives atari with 1 here, White plays 2 and cannot be captured.

PROBLEM 28



Correct Answer

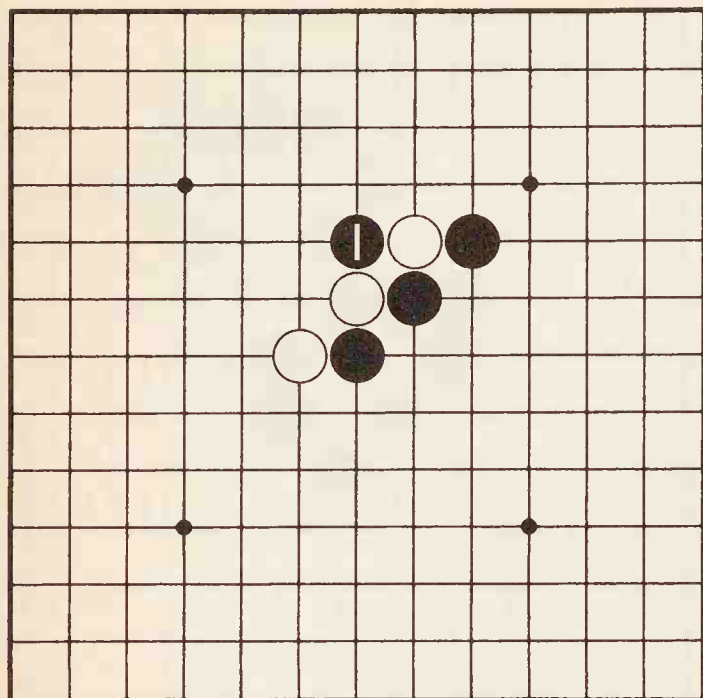
If Black gives atari with 1, the lone white stone cannot escape.



Wrong Answer

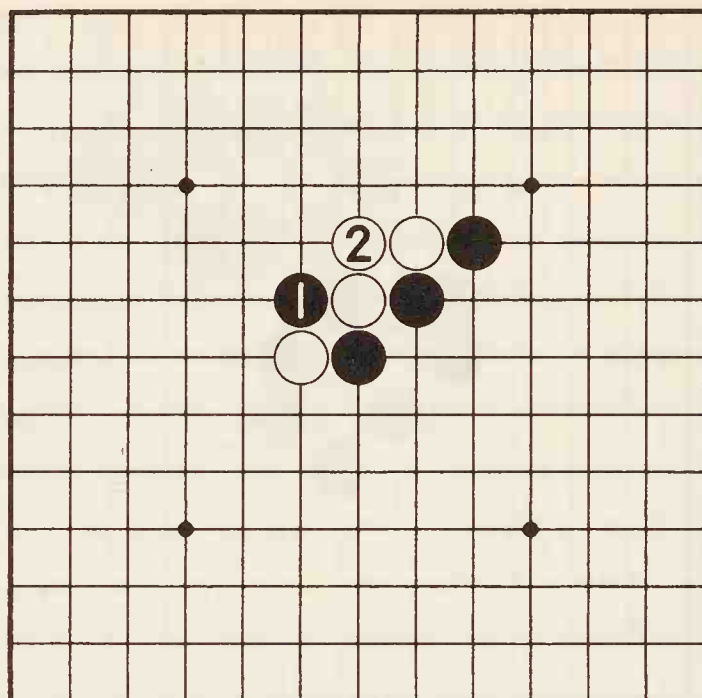
Black 1 is the wrong direction. White will capture five black stones with 2.

PROBLEM 29



Correct Answer

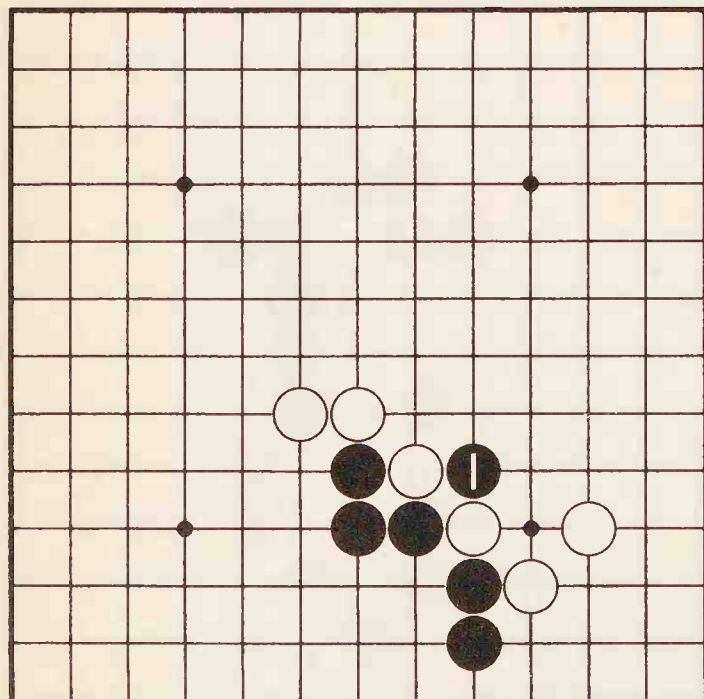
Black 1 is double atari. One of the two threatened white stones will be captured.



Wrong Answer

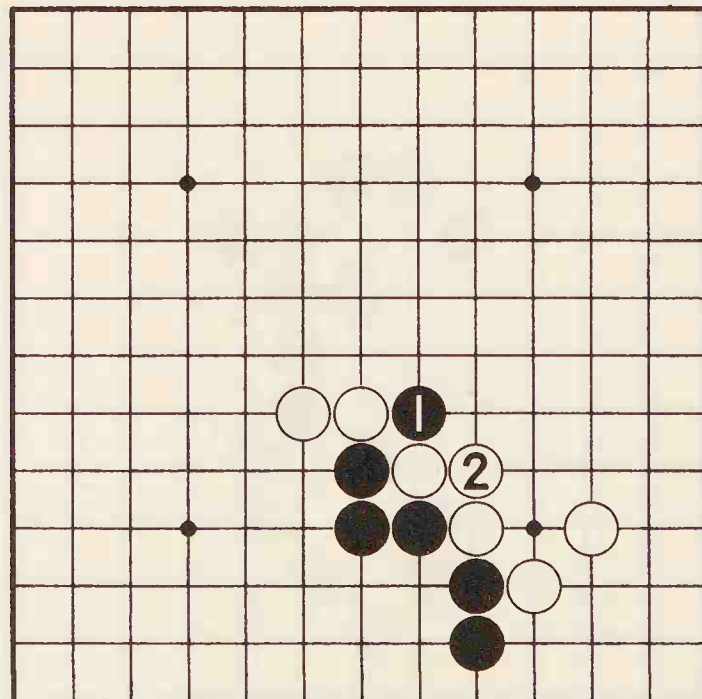
If Black plays atari with 1 here, White connects at 2 and cannot be captured.

PROBLEM 30



Correct Answer

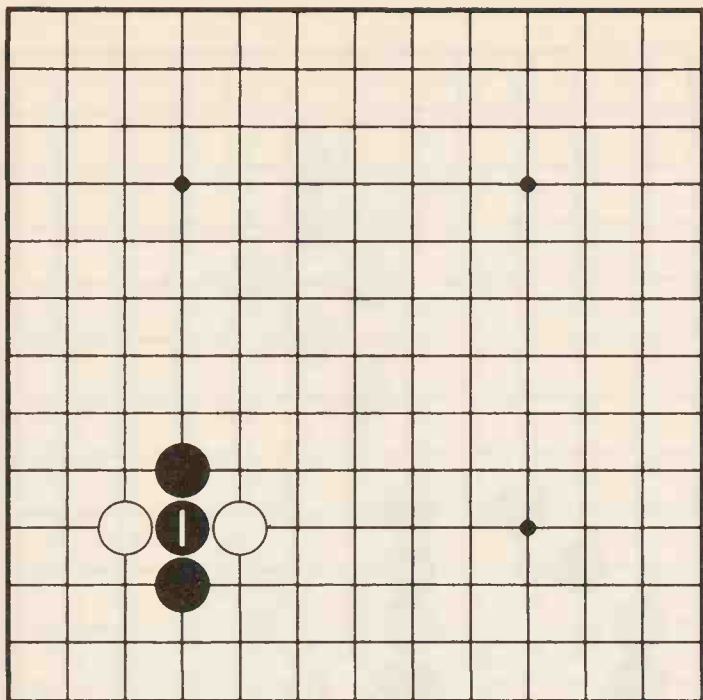
Black 1 here is also double atari. One of the two threatened white stones will be captured.



Wrong Answer

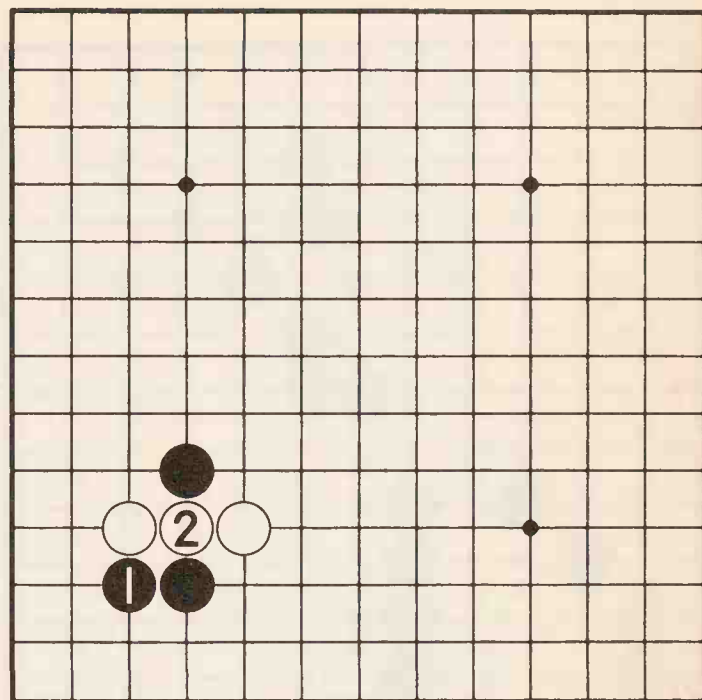
If Black plays atari with 1, White connects at 2 and cannot be captured.

PROBLEM 31



Correct Answer

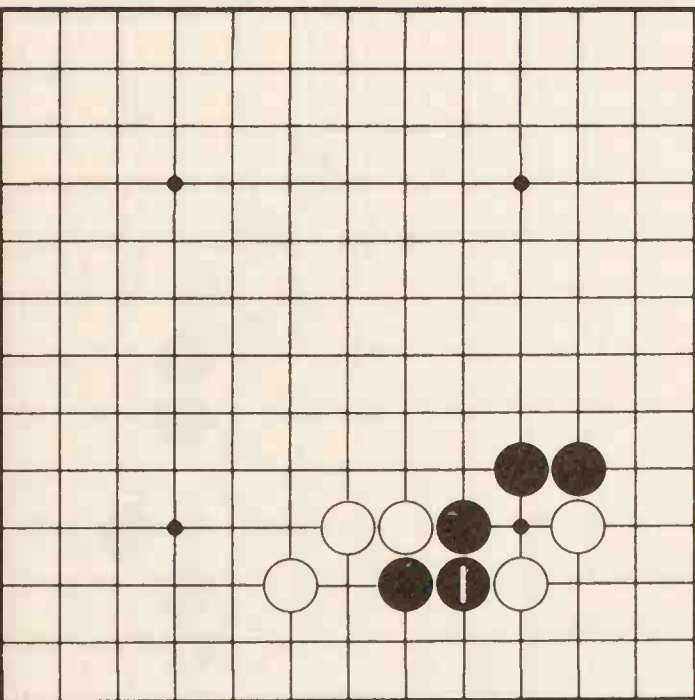
Black connects his stones with 1. White is also separated into two, an important point to consider when fighting.



Wrong Answer

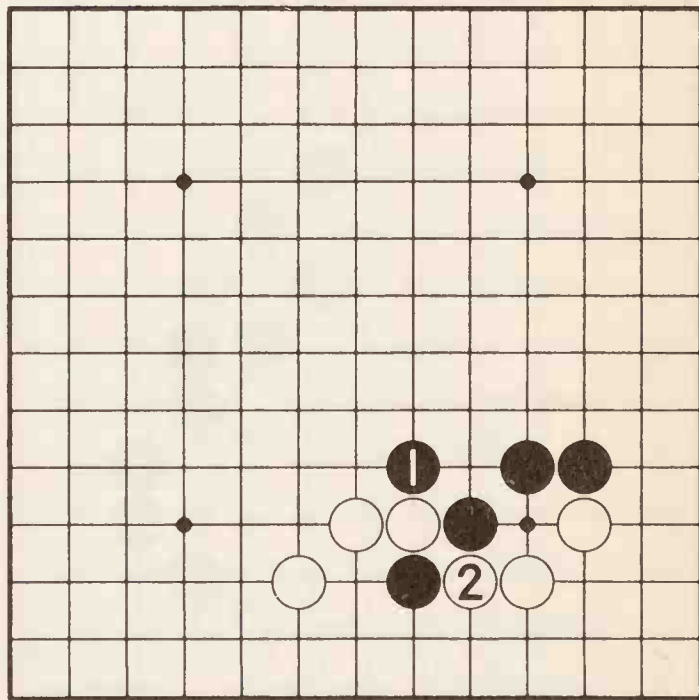
If Black plays 1, it is White who separates Black into two and connects up his own stones by playing 2. Black is at a disadvantage.

PROBLEM 32



Correct Answer

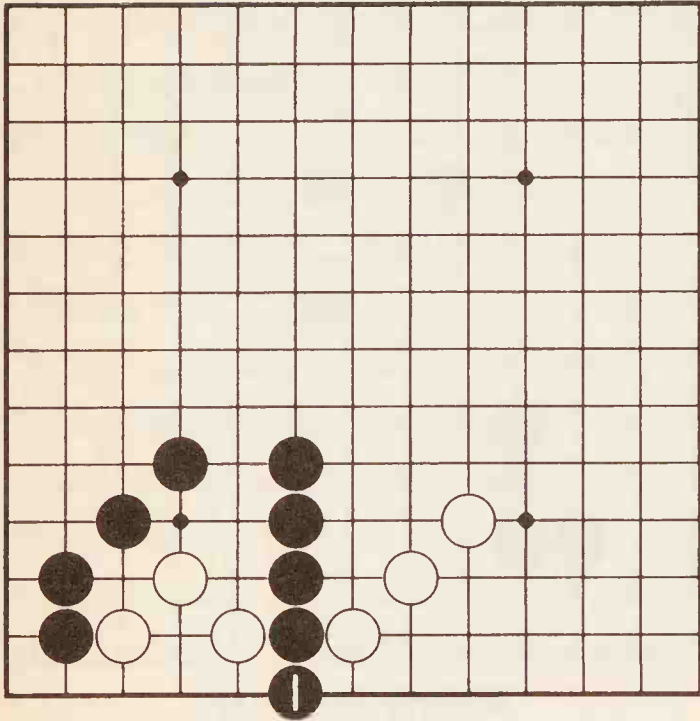
By playing at 1, Black links up his stones into one strong group.



Wrong Answer

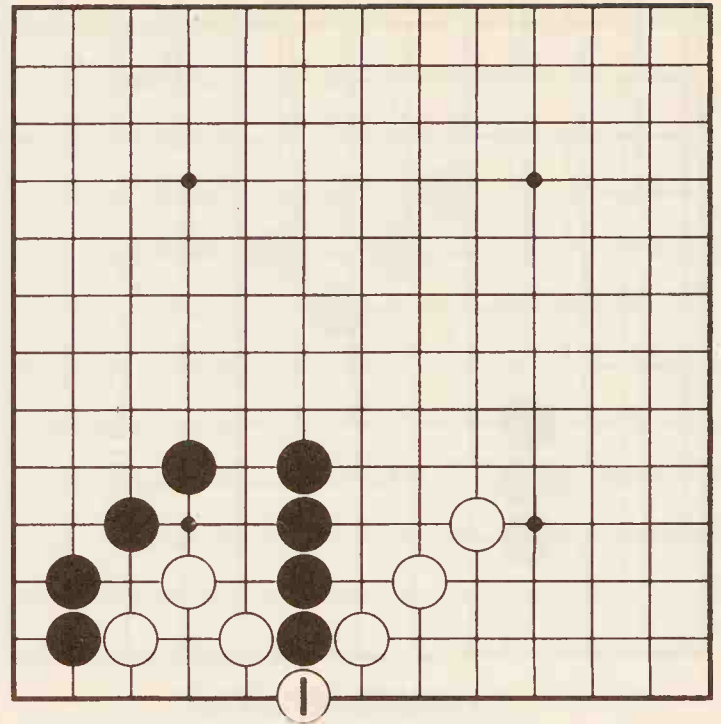
If White is allowed to cut at 2, Black's stone can be captured and White's stones are all connected.

PROBLEM 33



Correct Answer

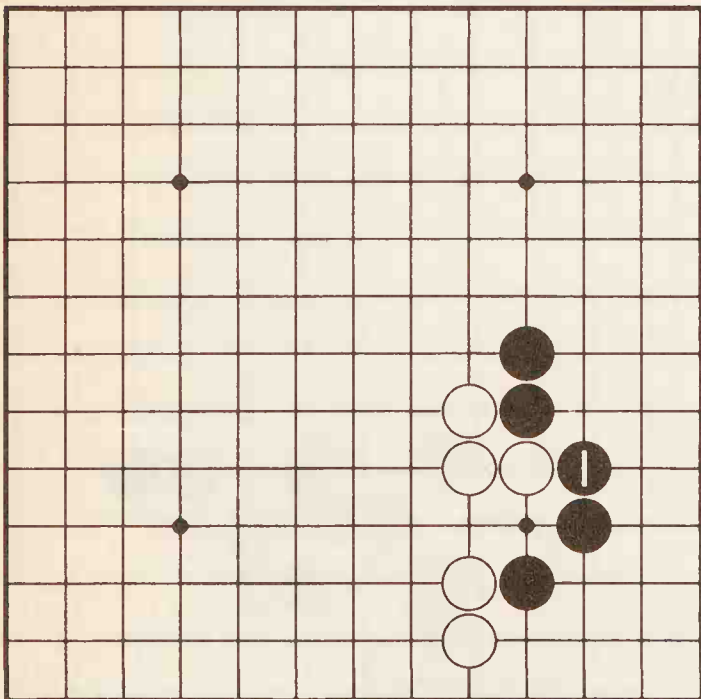
When Black plays 1 White is unable to link up his stones. Playing to the left or right of 1 also accomplishes the same purpose.



If White Plays First

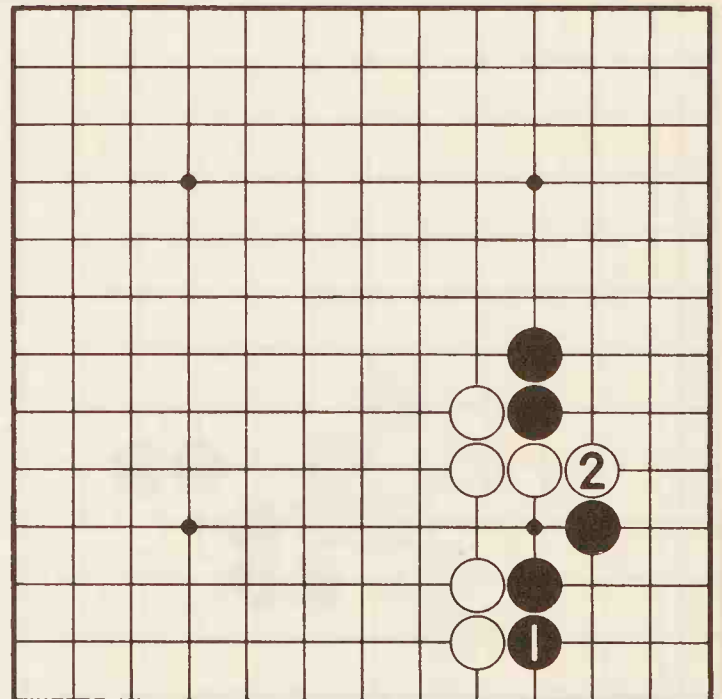
If it is White's turn to play, he can link up his stones by playing underneath at 1.

PROBLEM 34



Correct Answer

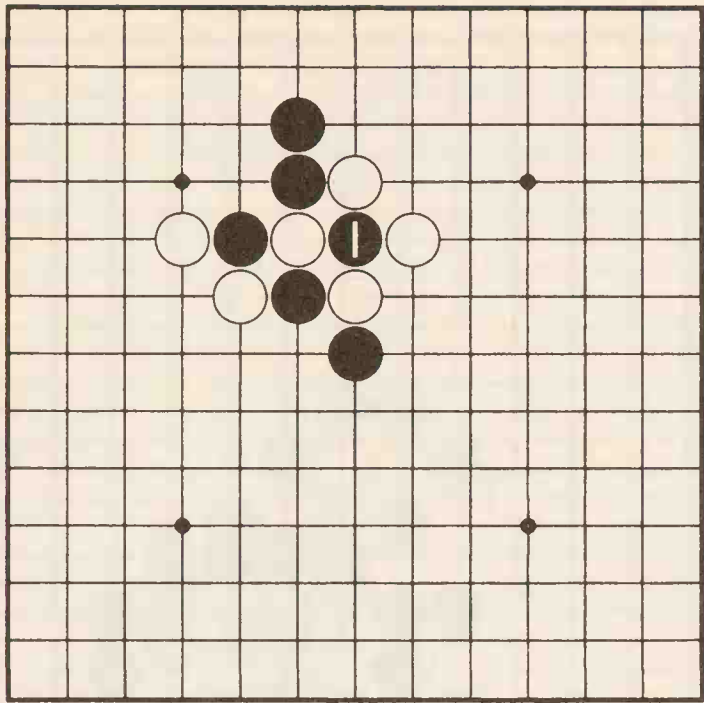
By playing at 1, Black links up his upper and lower stones to make one group.



Wrong Answer

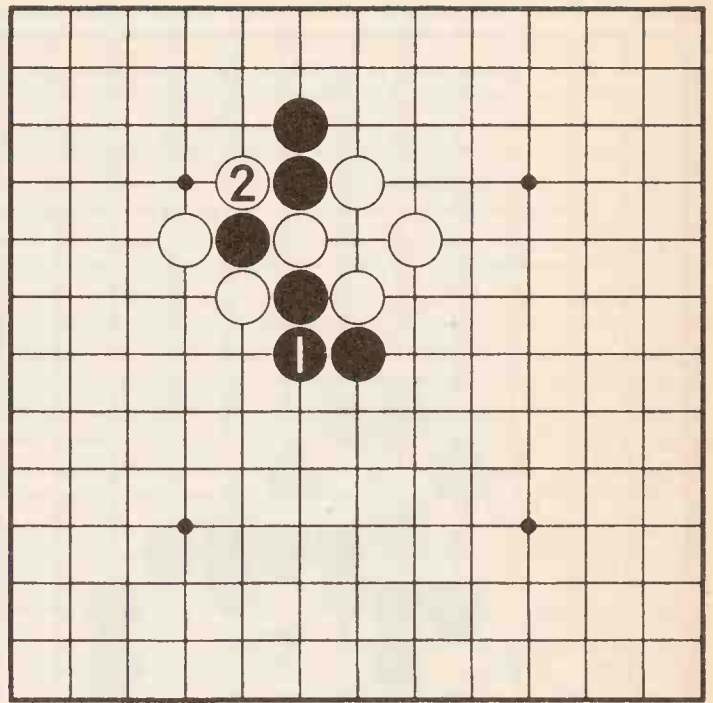
If Black lets White play at 2, he will not be able to link up and will end up with two weak groups.

PROBLEM 35



Correct Answer

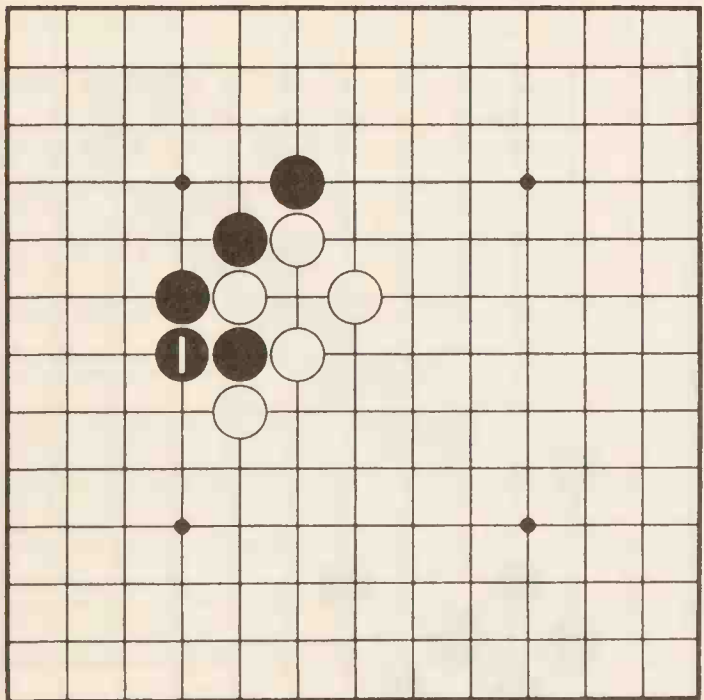
Taking the ko with 1 is the only move.



Wrong Answer

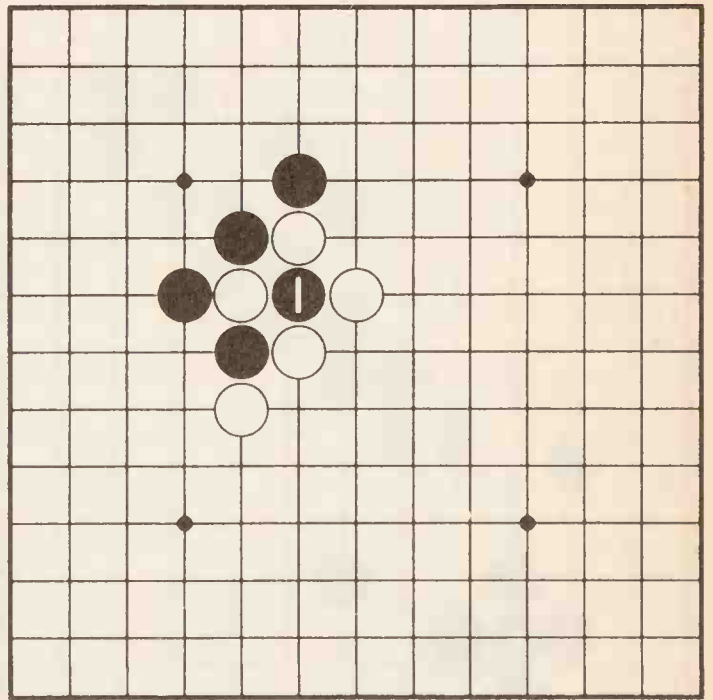
If Black connects at 1, White takes a stone at 2 and Black's stones are separated.

PROBLEM 36



Correct Answer

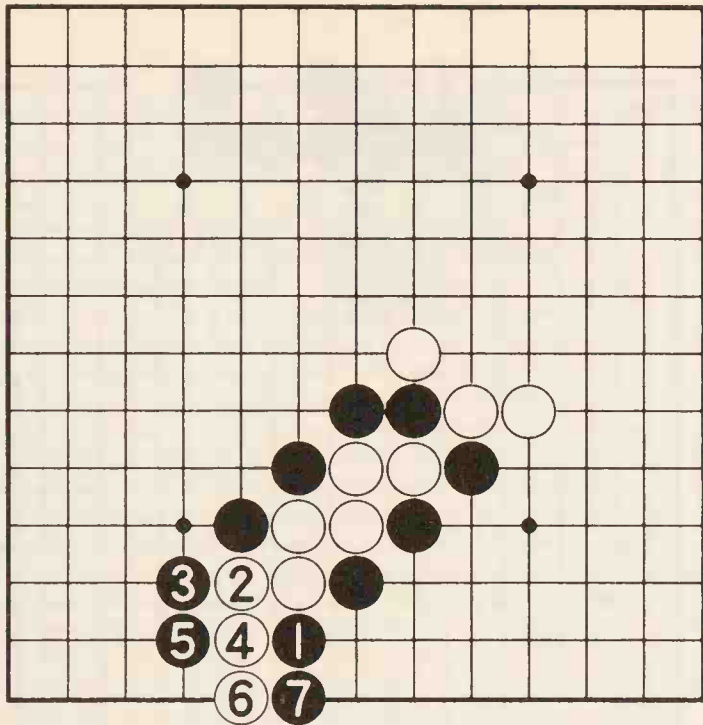
In this case, Black should connect at 1 without capturing a stone.



An Illegal Move

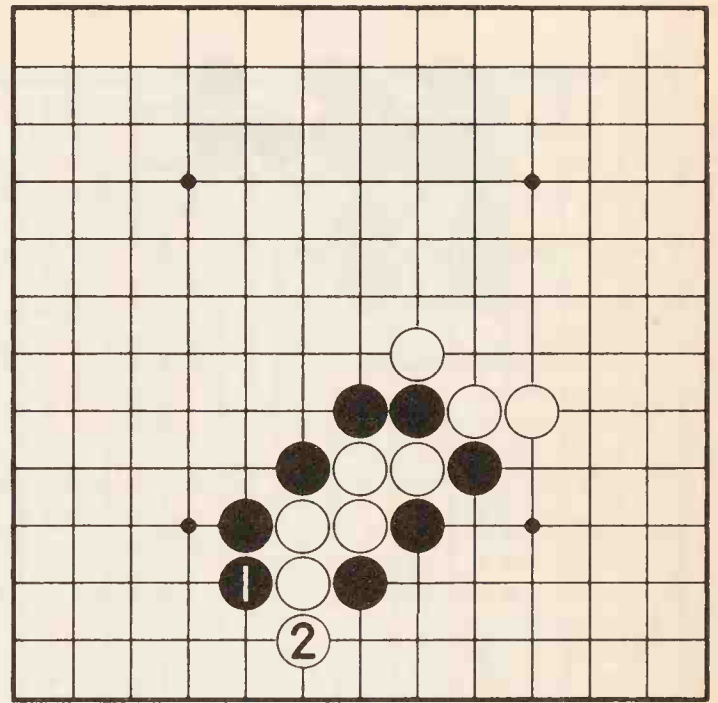
Black cannot retake with 1. This is against the rules.

PROBLEM 39



Correct Answer

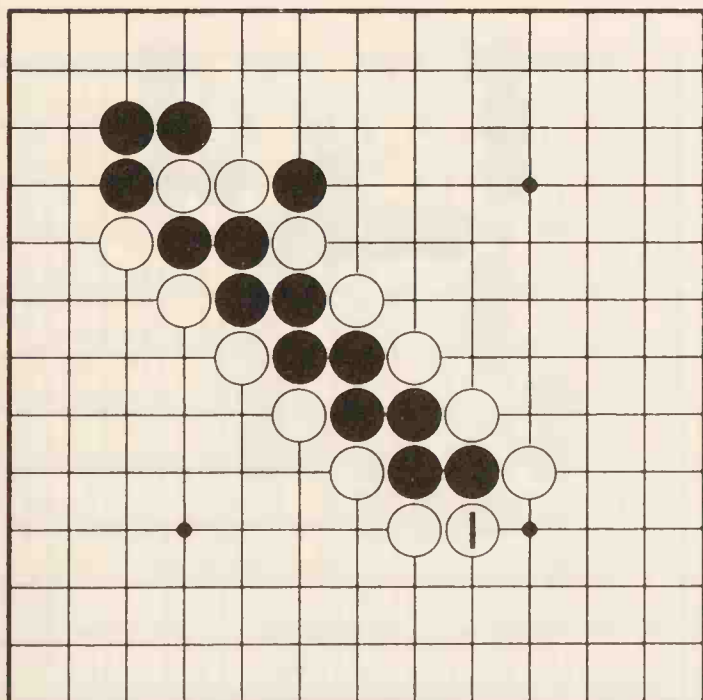
If Black gives atari with 1 to 5, White cannot escape. This kind of situation is called a ladder.



Wrong Answer

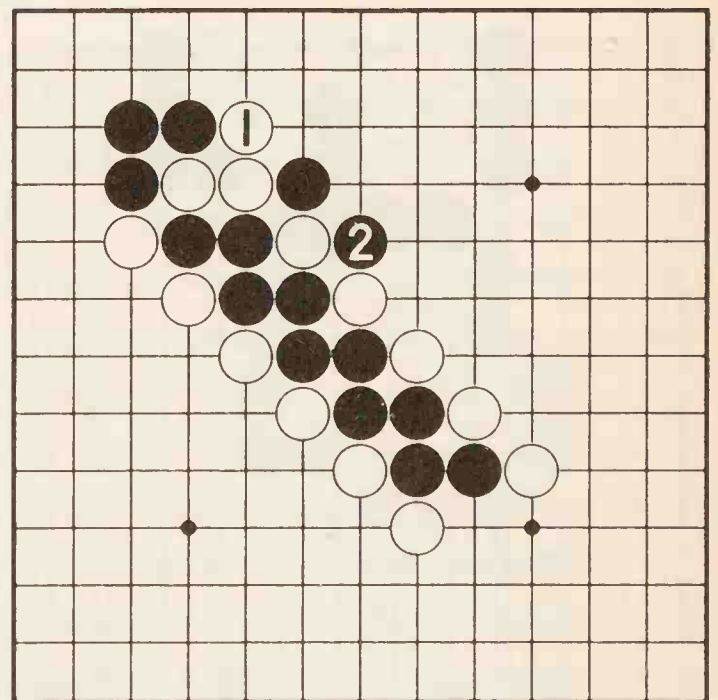
If Black gives atari with 1 here, White is able to escape by extending to 2.

PROBLEM 40



Correct Answer

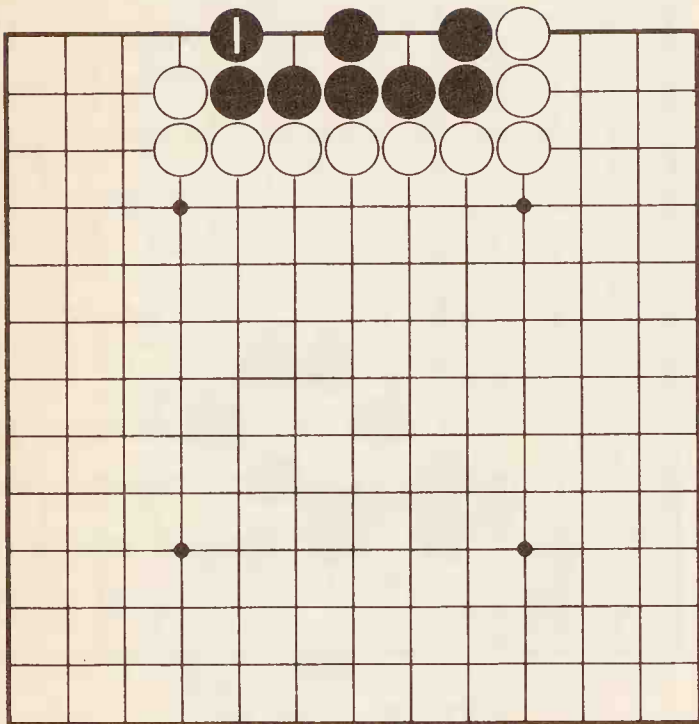
If White takes ten stones with 1, there is no longer a double atari on the white stones.



Wrong Answer

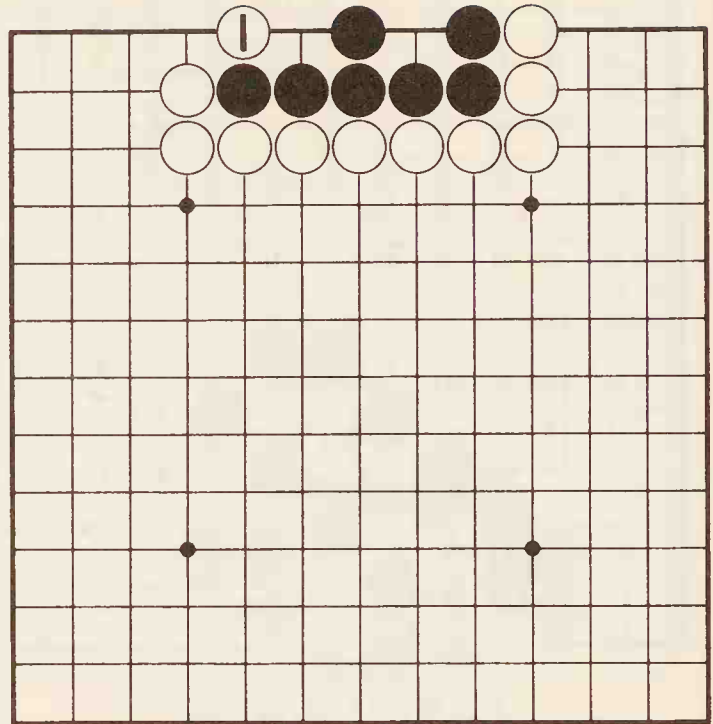
If White runs away with 1 to save his two stones, Black captures with 2 and the ten black stones are no longer in atari.

PROBLEM 41



Correct Answer

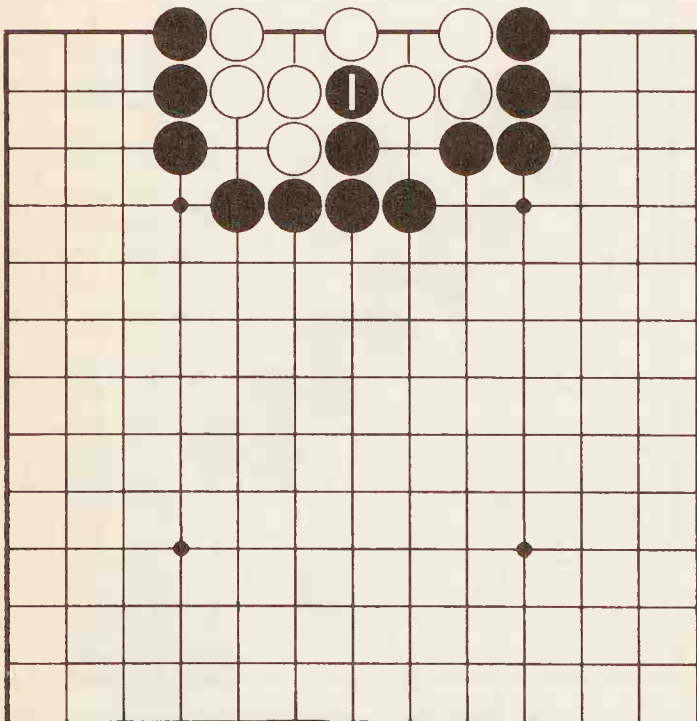
Black can make life for his group by playing at 1.



If White Plays First

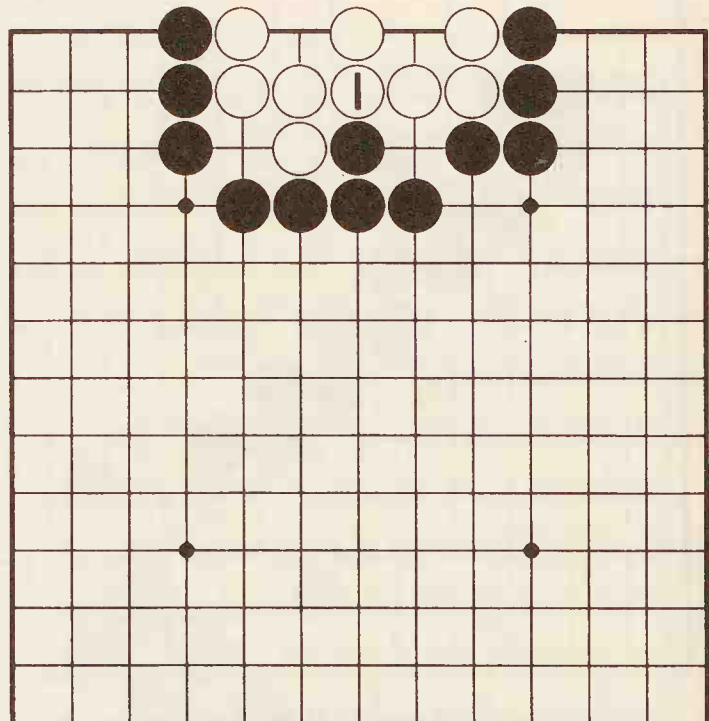
If it is White's turn, White 1 will kill the black group.

PROBLEM 42



Correct Answer

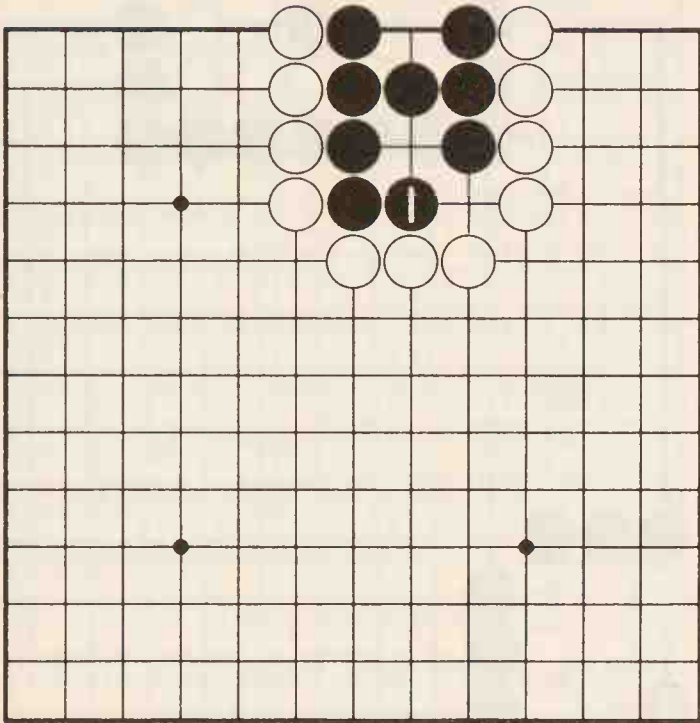
Black 1 kills the white stones. Eventually, Black will be able to take these stones off the board.



If White Plays First

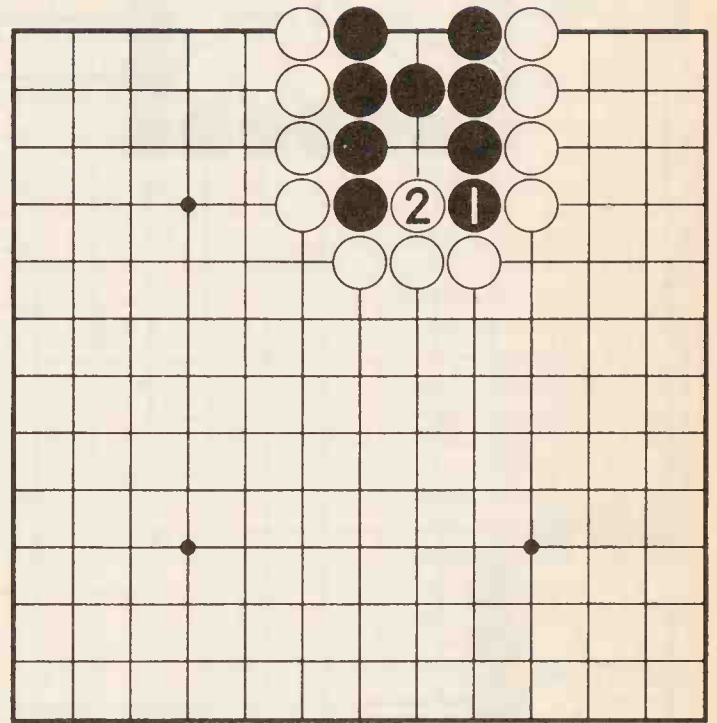
White can give his stones life with 1 if it is his turn to play.

PROBLEM 43



Correct Answer

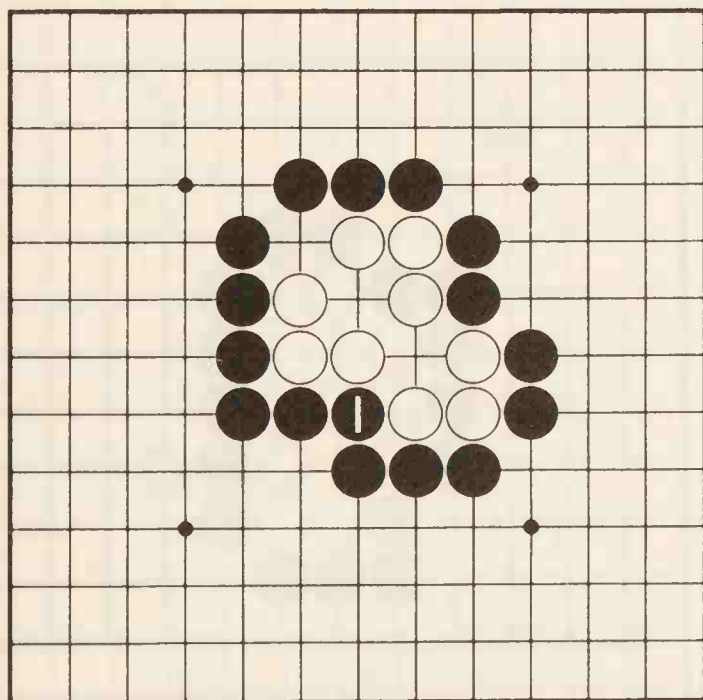
Black can make life for his group by playing at 1.



Wrong Answer

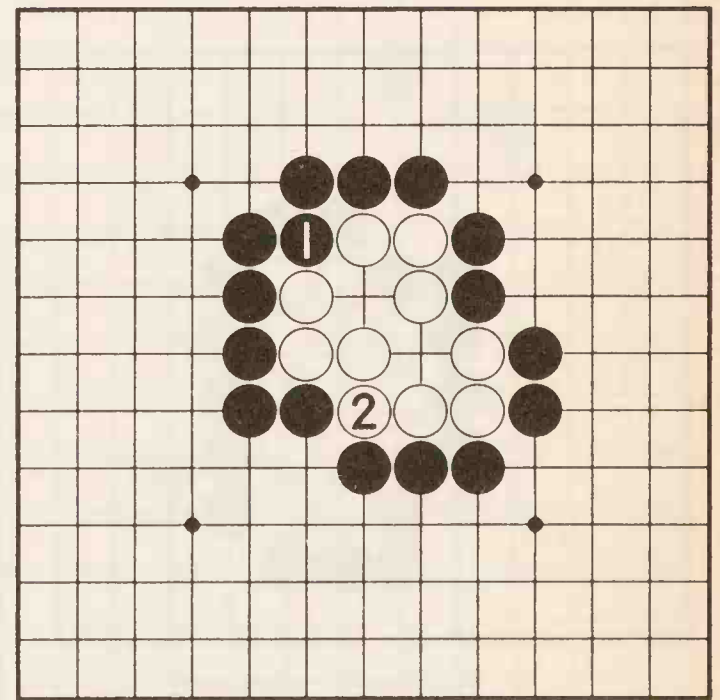
If White gets to play at 2, the black stones will die.

PROBLEM 44



Correct Answer

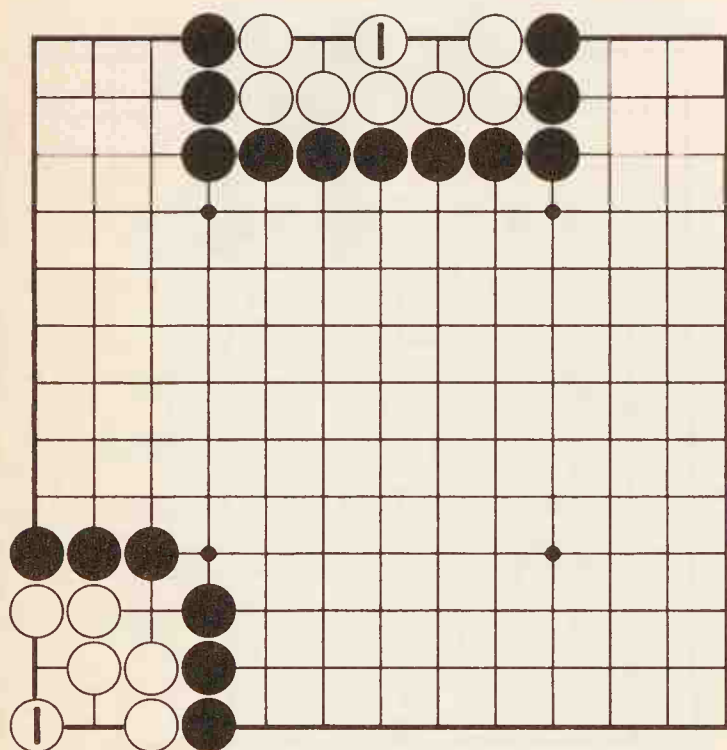
Black 1 kills the white stones.



Wrong Answer

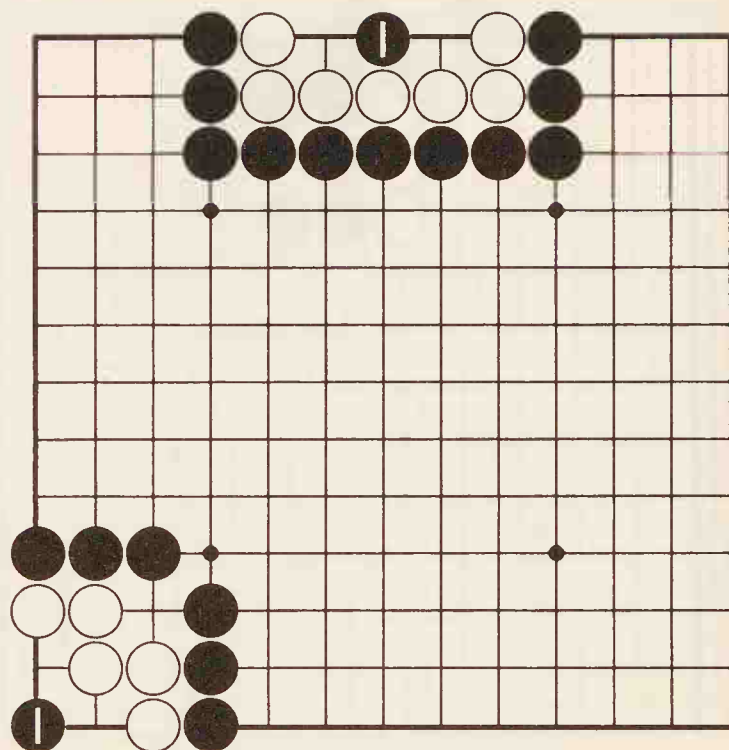
White can give his stones life with 2 if Black plays any other move.

PROBLEM 45



Correct Answer

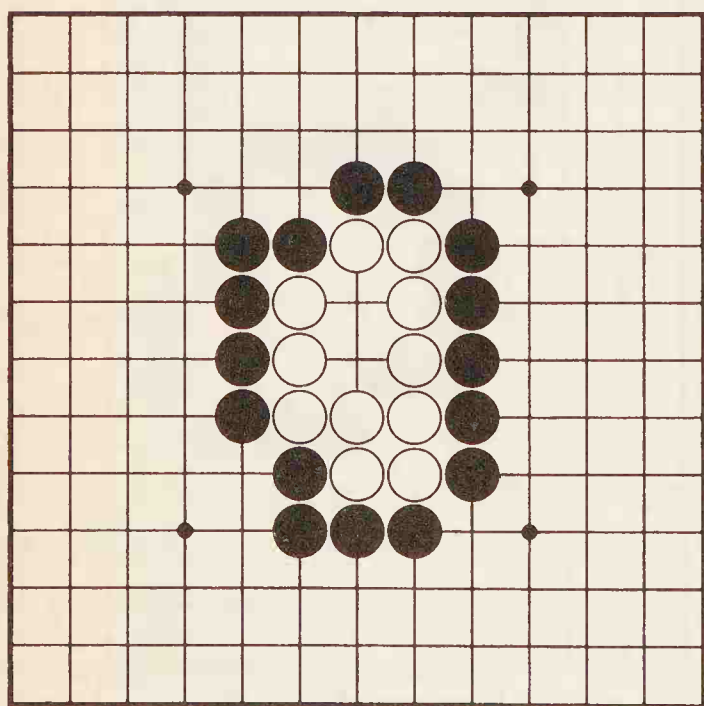
White can make life in both positions by playing at 1.



If Black Plays First

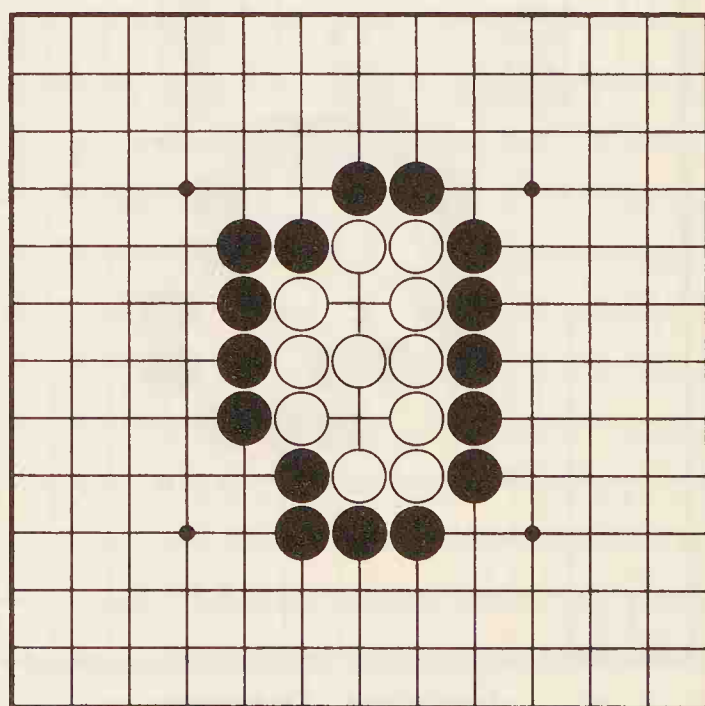
Black 1 will kill both white groups.

PROBLEM 46



Correct Answer

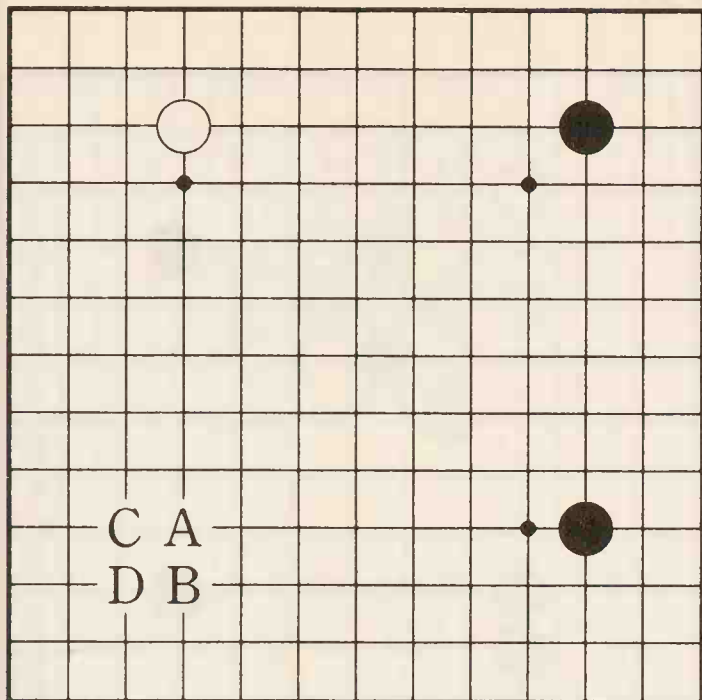
White is dead.



For Reference

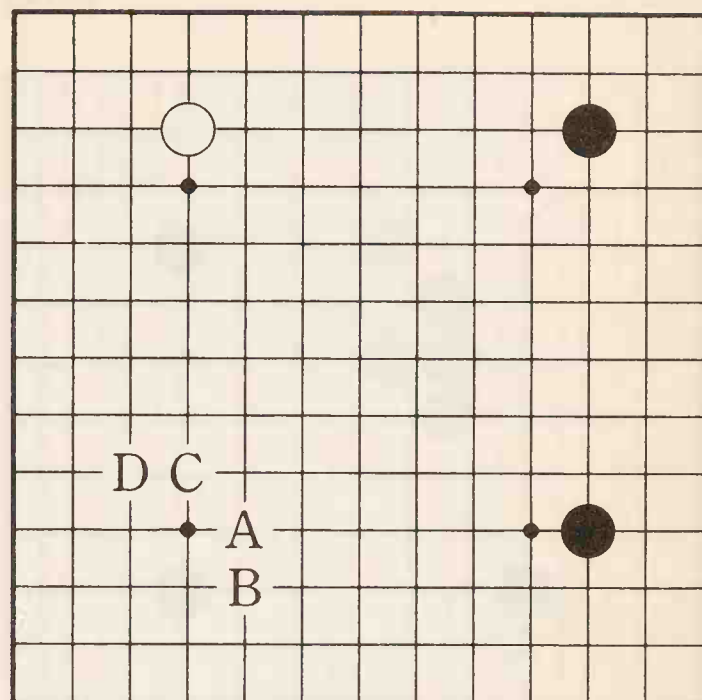
If it were this position, White would be alive.

PROBLEM 47



Correct Answer

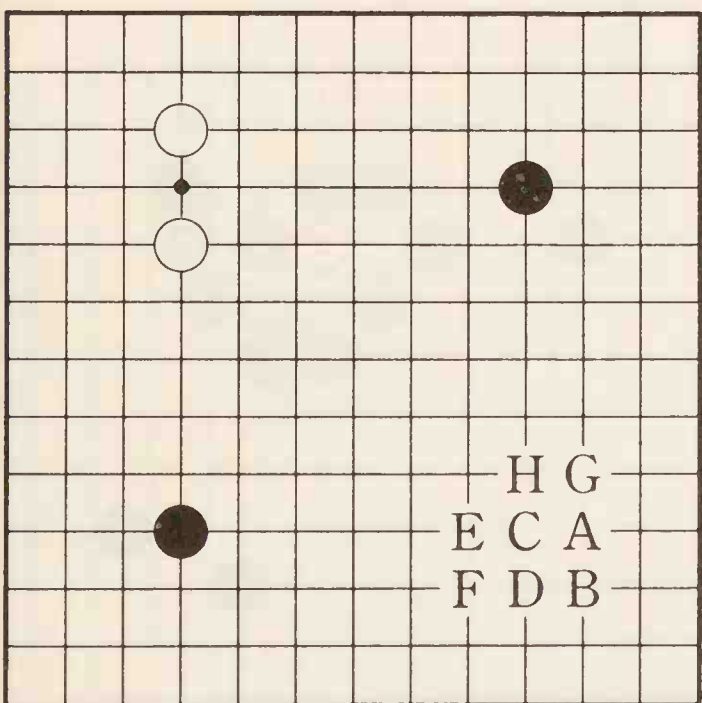
You can gain the most advantage by playing in an empty corner. Any of the moves from A to D is the correct answer.



Correct Answer

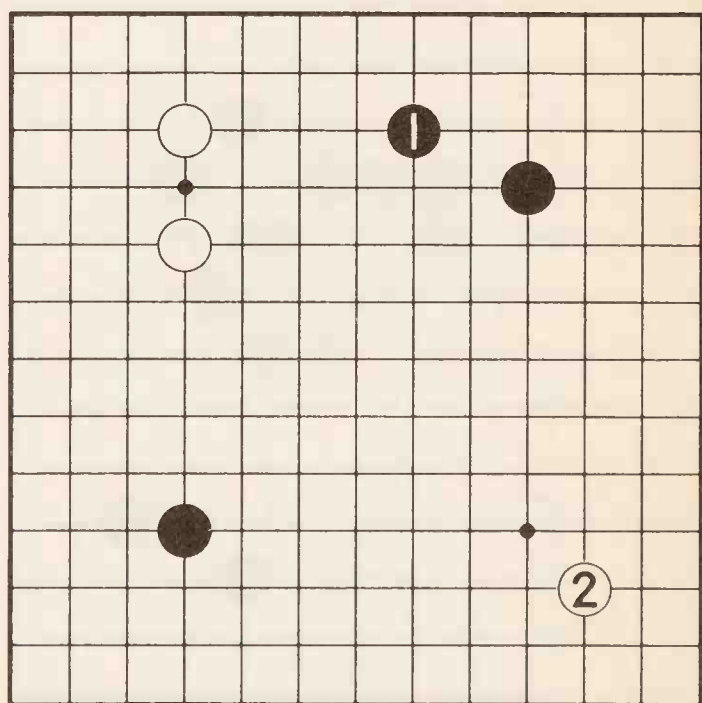
Any of the four moves shown in this diagram is also good.

PROBLEM 48



Correct Answer

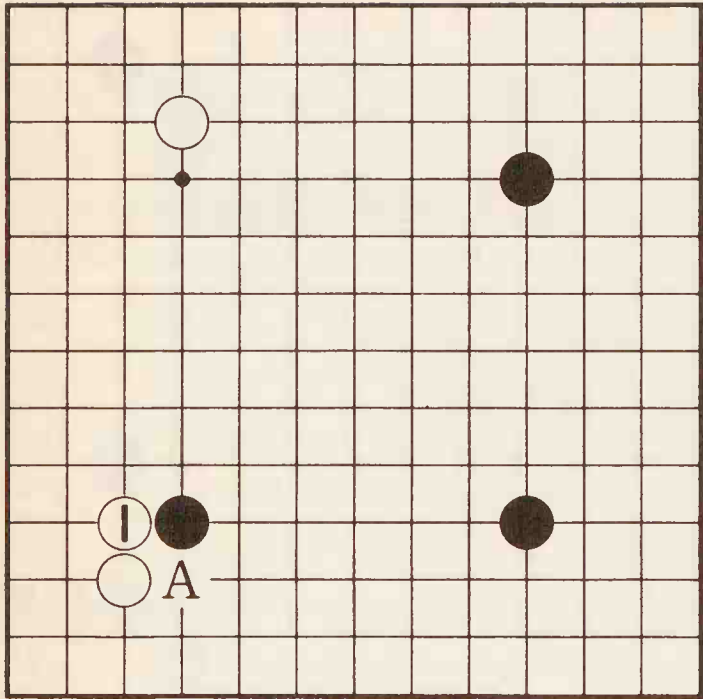
Black should play in the empty corner at one of the eight points from A to H. Any one of these would be the correct answer.



Wrong Answer

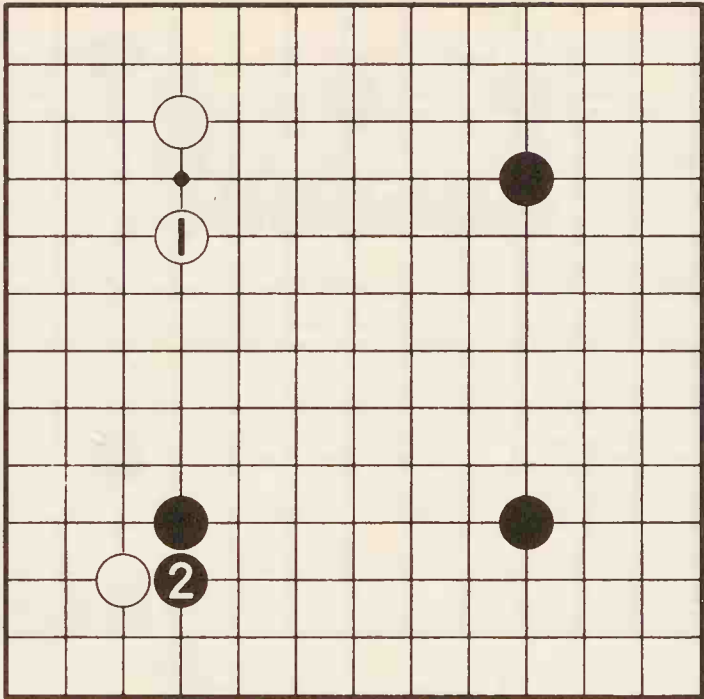
If Black plays at 1, White will take the empty corner with 2 and Black will be at a slight disadvantage.

PROBLEM 49



Correct Answer

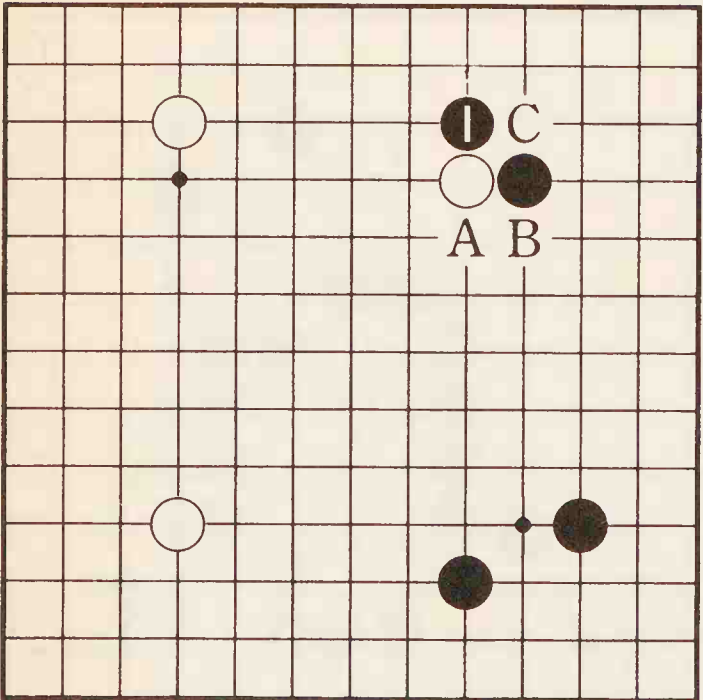
Either White 1 or White A is the best move.



Wrong Answer

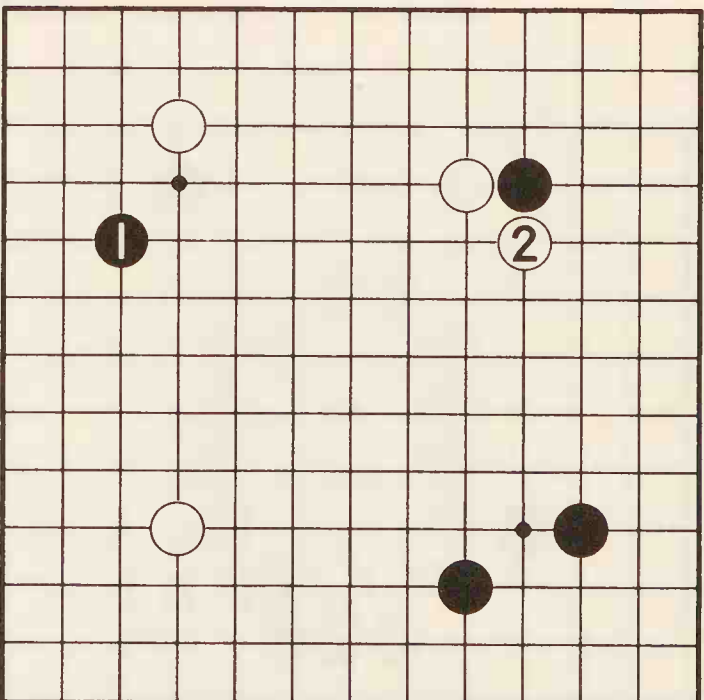
If White plays at 1 or in another corner, Black 2 puts White at a disadvantage.

PROBLEM 50



Correct Answer

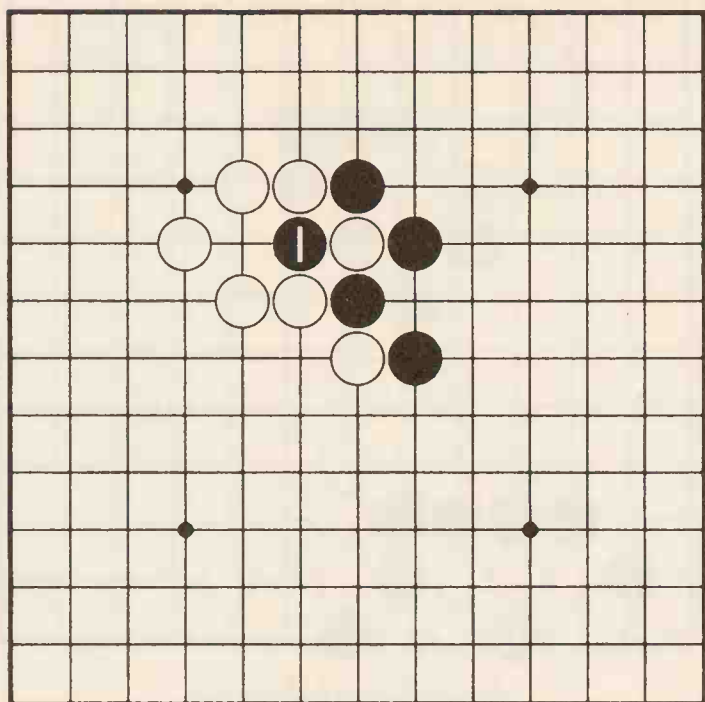
Black 1 or any of the moves from A to C would be the correct answer.



Wrong Answer

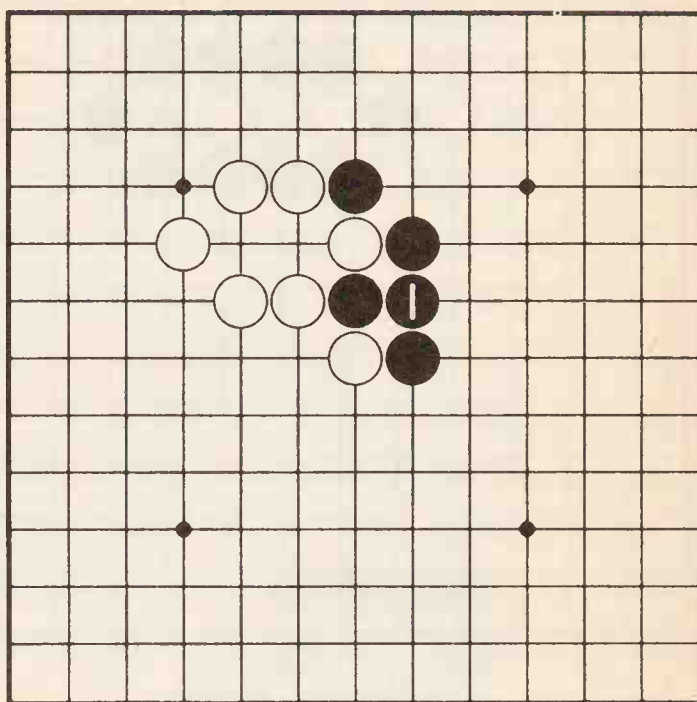
If Black plays 1 or in any place other than the upper right corner, White 2 would put Black at a disadvantage.

PROBLEM 51



Correct Answer

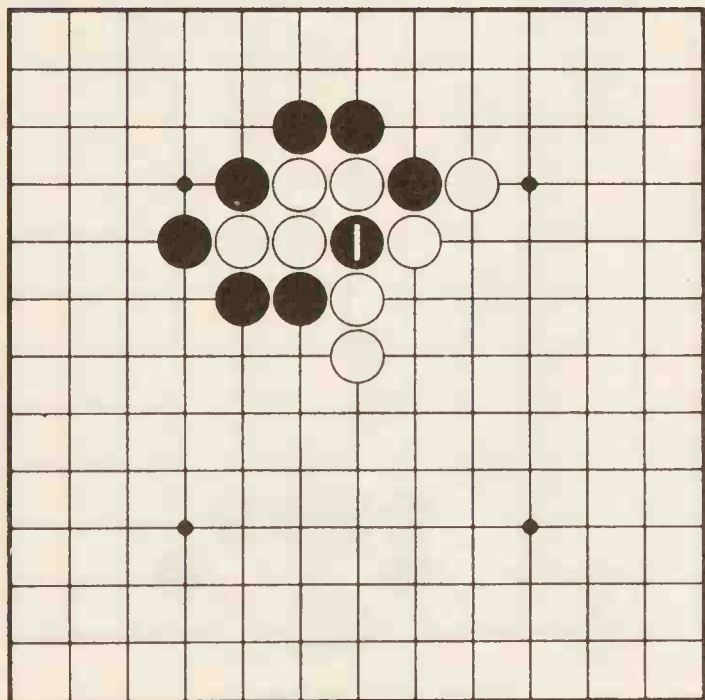
Black should immediately re-take one white stone with 1.



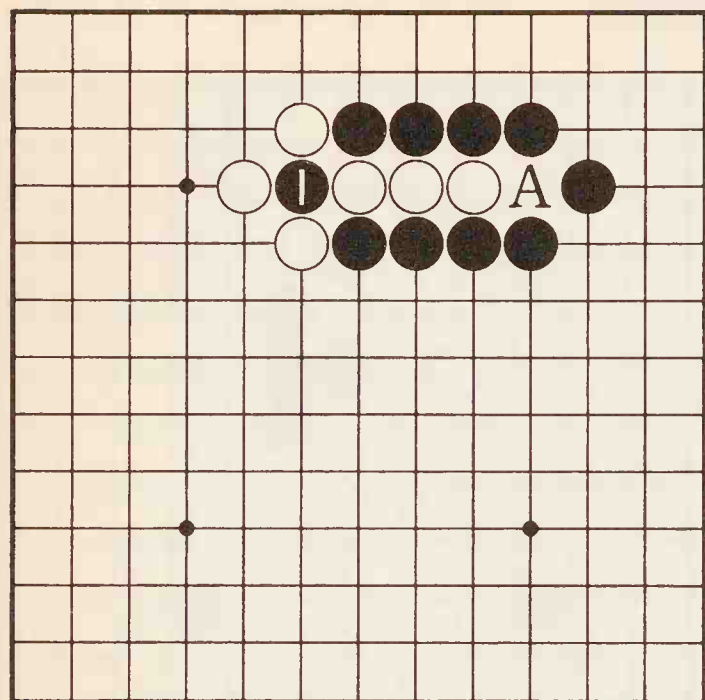
Wrong Answer

Neglecting to take the white stone and connecting here with 1 will put Black at a disadvantage.

PROBLEM 52

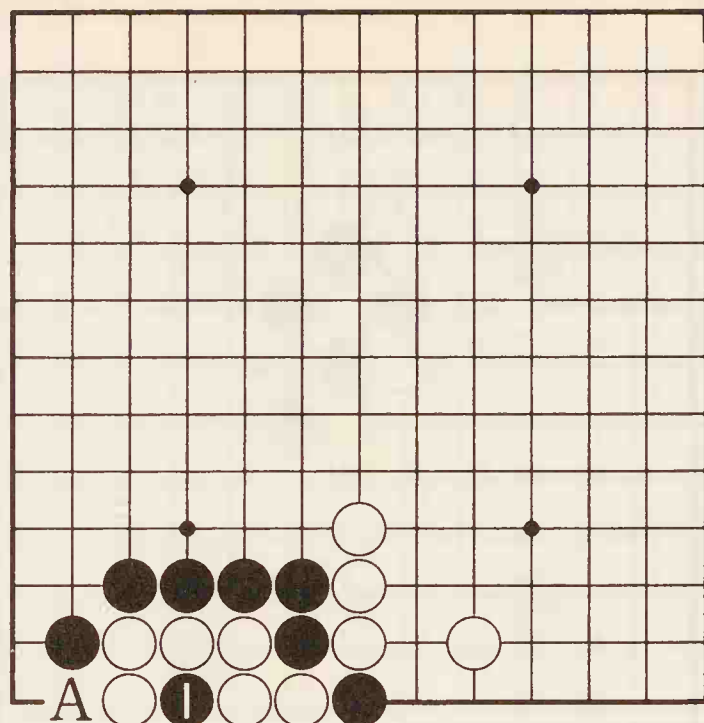


PROBLEM 53



An Illegal Move

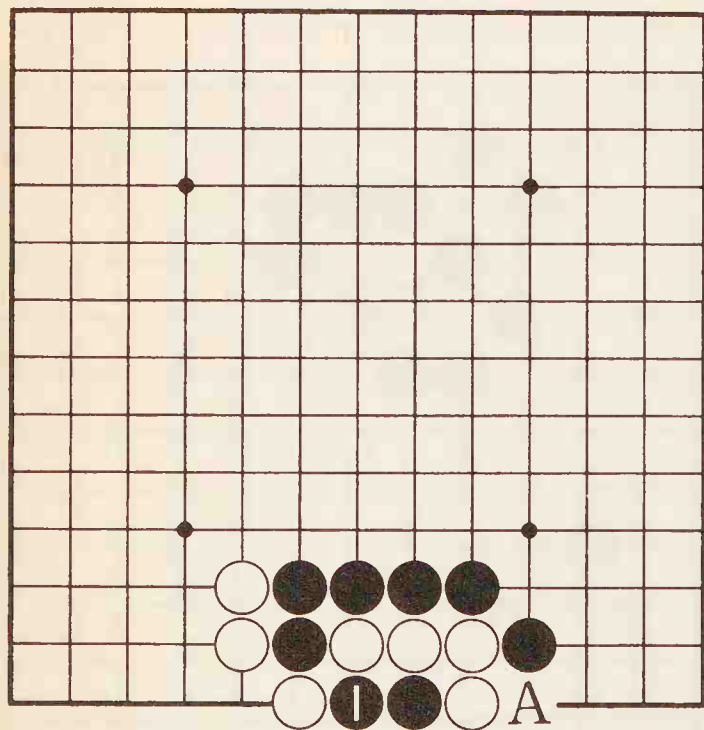
Black 1 is an illegal move. If the point A were occupied by either Black or White, then Black 1 would be possible.



An Illegal Move

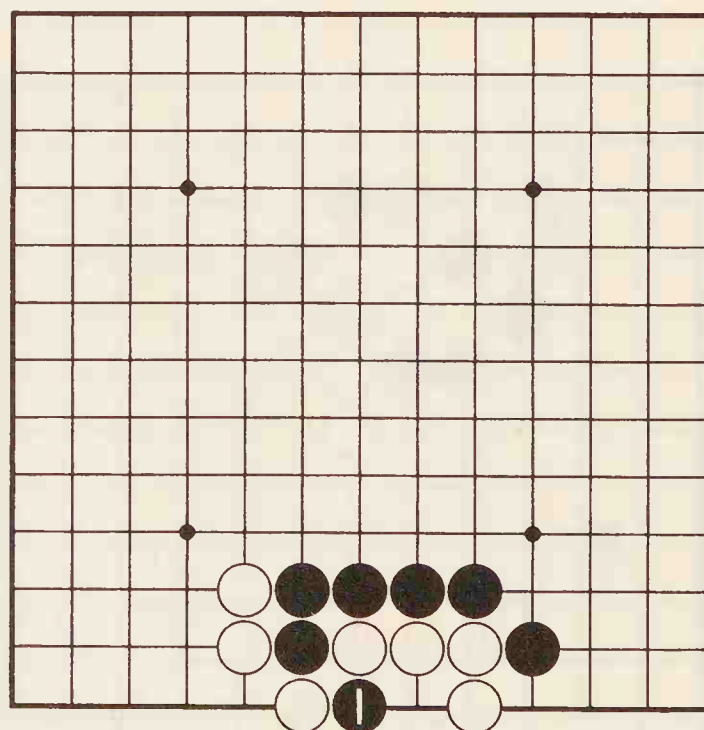
Black 1 here is also an illegal move. However, if Black occupied the point A, then Black could play at 1 and capture six stones.

PROBLEM 54



An Illegal Move

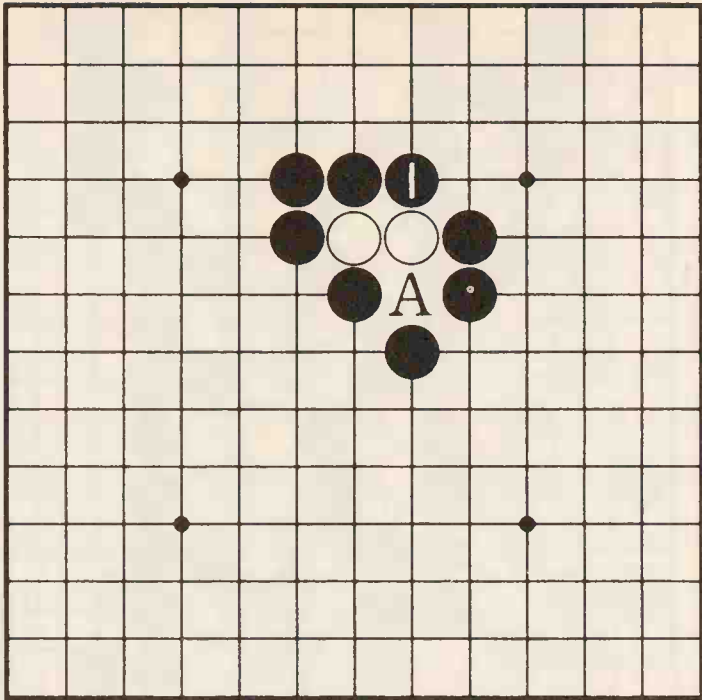
Black 1 cannot be played. If Black occupied the point A, Black 1 would capture four stones.



For Reference

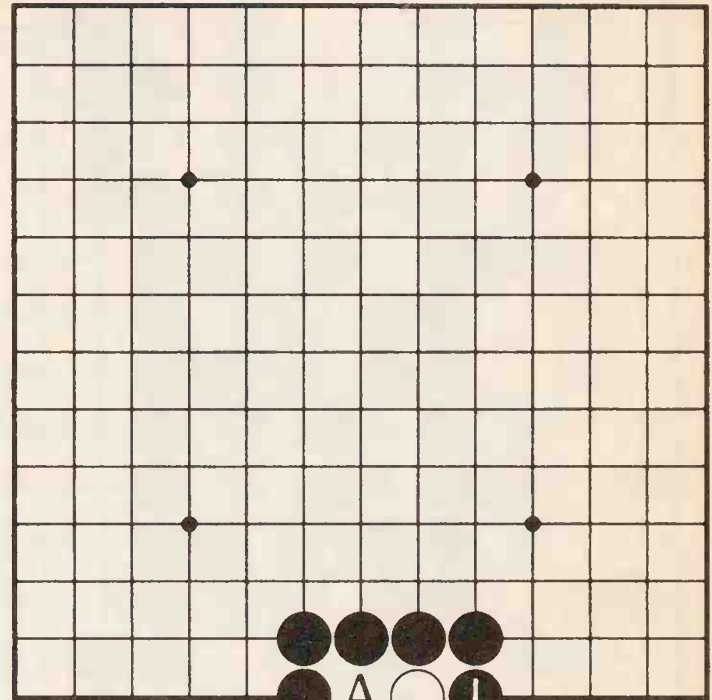
In this position, Black 1 is a legal move.

PROBLEM 55



Correct Answer

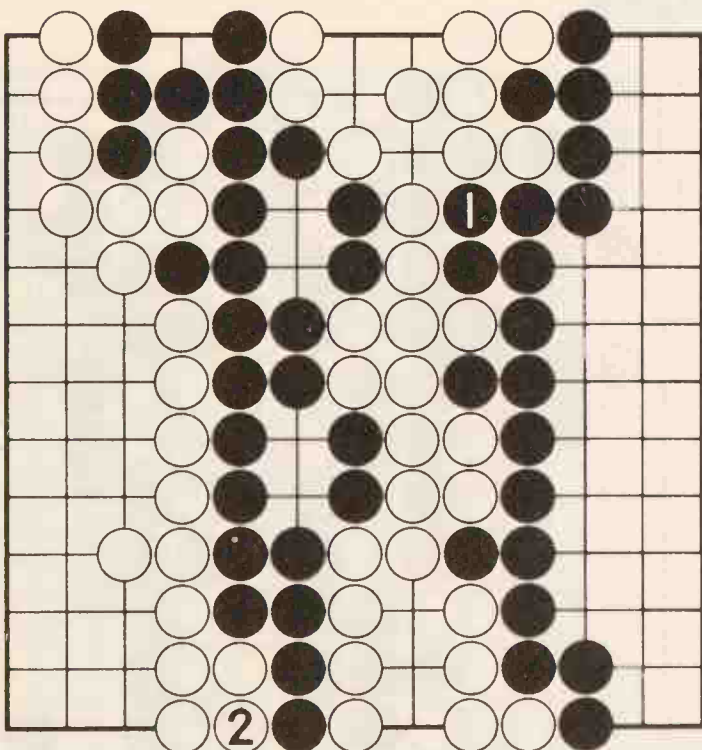
The white stones cannot be taken. If A were occupied by either Black or White, then Black 1 would capture White's stones.



Correct Answer

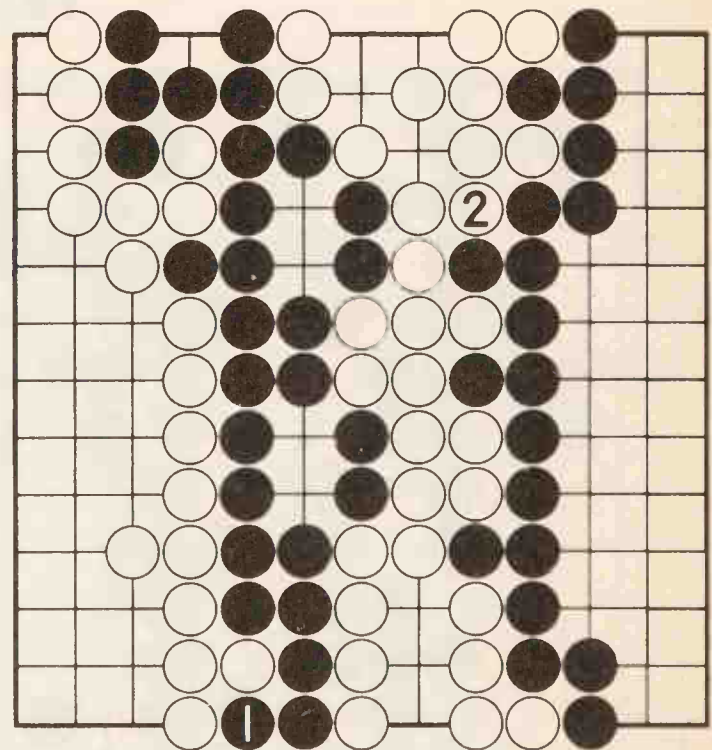
The white stone cannot be taken. As before, if A were occupied, Black 1 would capture the white stone.

PROBLEM 56



Correct Answer

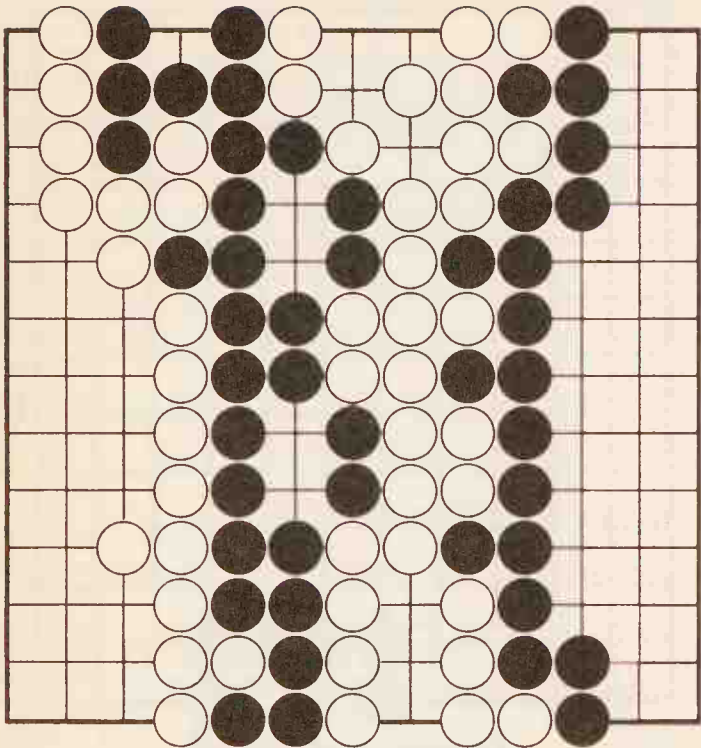
There are two dame points: Black 1 and White 2.



Correct Answer

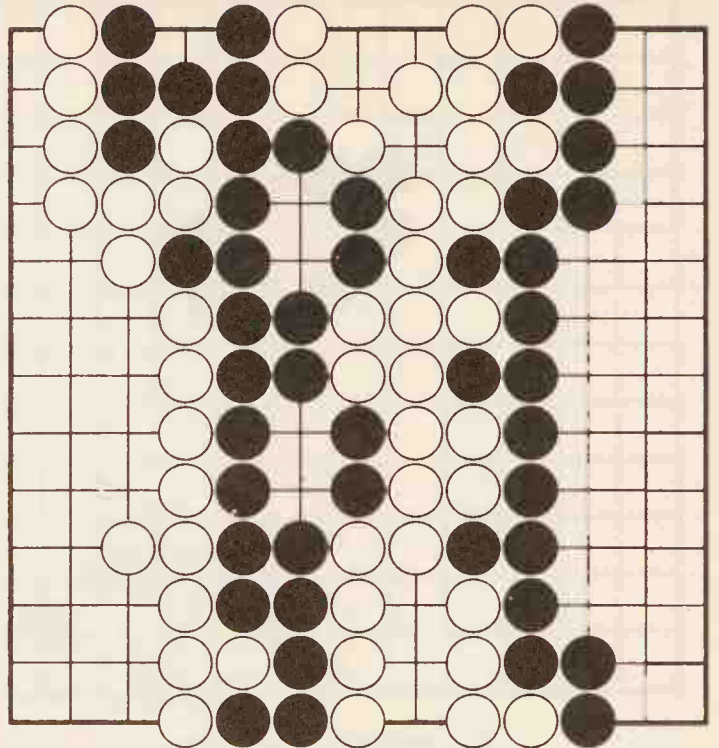
It would be the same if Black played 1 at the bottom and White played 2 at the top. It would have no effect on the score.

PROBLEM 57



Correct Answer

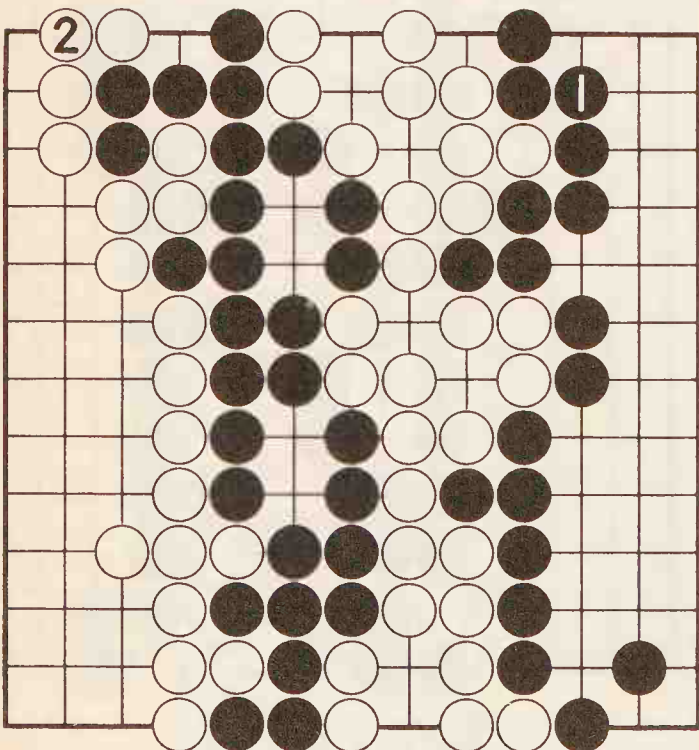
Black's territory amounts to 38 points: 33 points on the right and 5 points in the middle.



Correct Answer

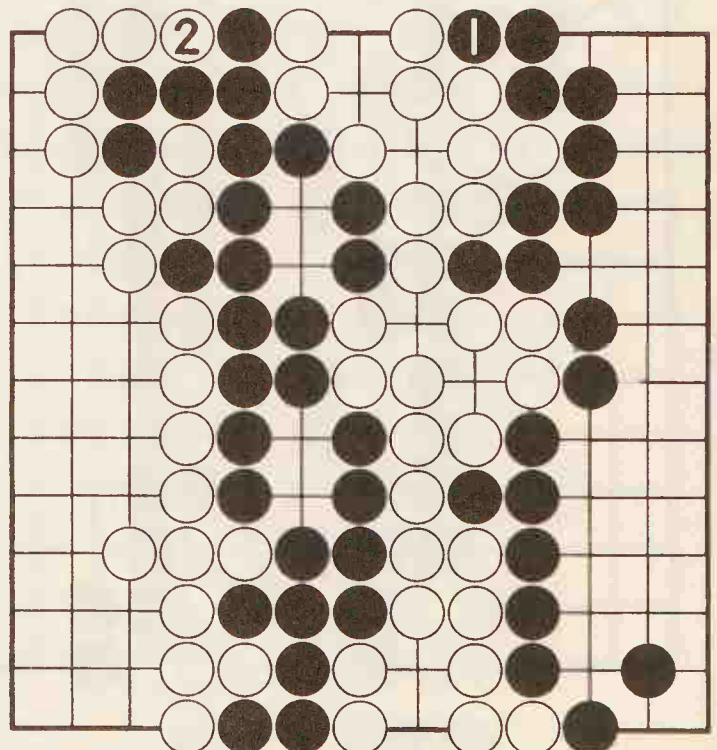
White's territory comes to 36 points: 29 points on the left and 7 points in the middle. Therefore, Black wins by 2 points.

PROBLEM 58



Correct Answer

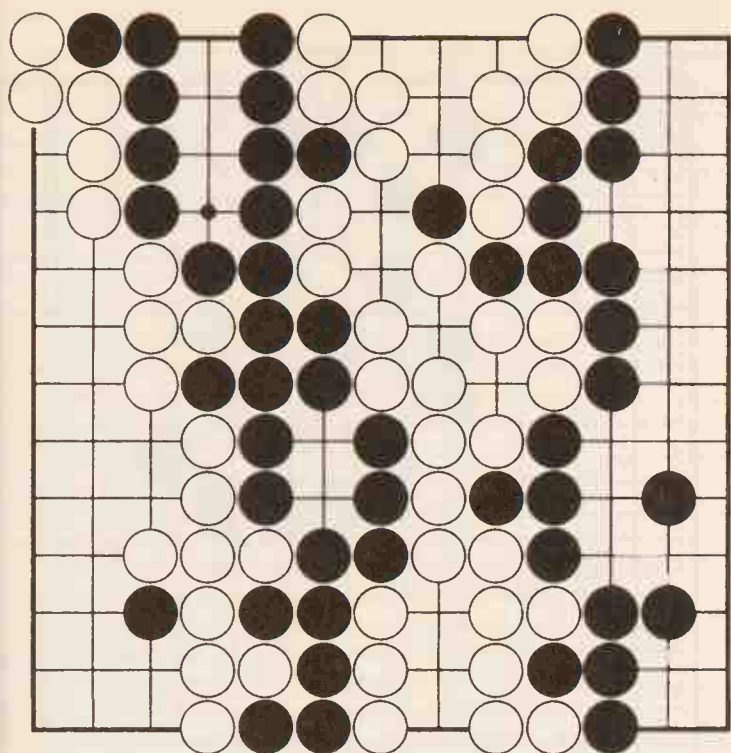
Black 1 and White 2 are the last defensive moves.



Correct Answer

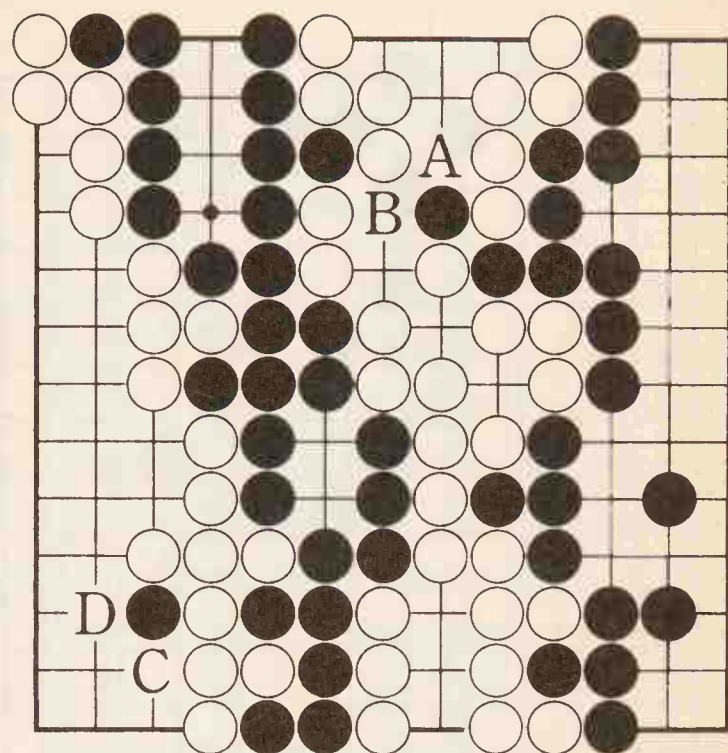
Now, the last two dame points, Black 1 and White 2, can be played.

PROBLEM 59



Correct Answer

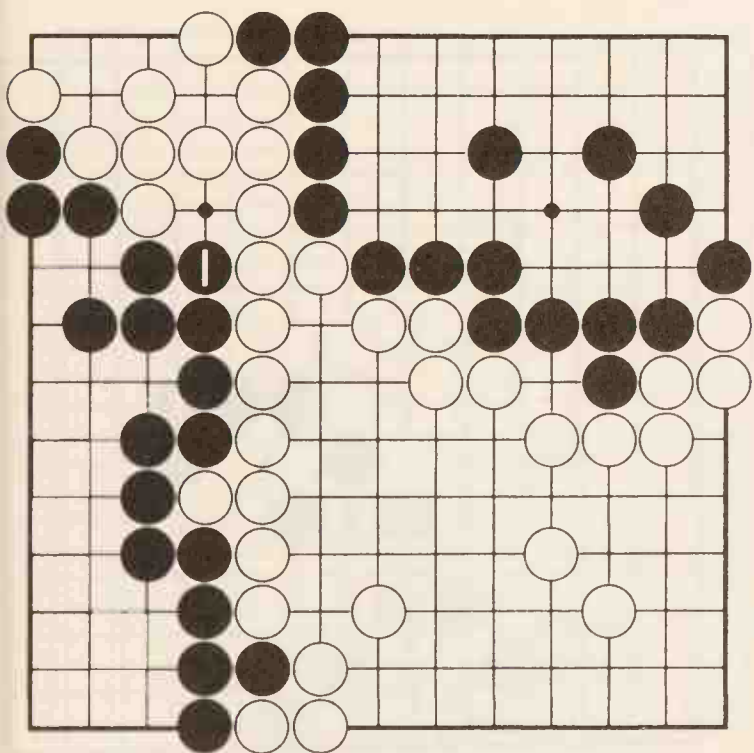
Five dead stones that were in the problem diagram have been removed. Compare these two diagrams.



Correct Answer

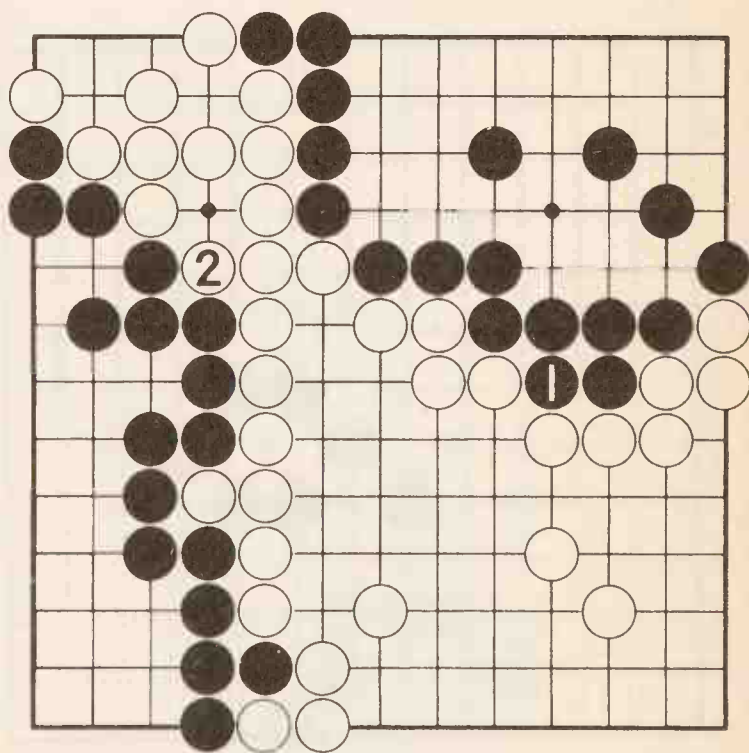
There are two black stones that are dead. They may also be taken off the board without playing the points from A to D.

PROBLEM 60



Correct Answer

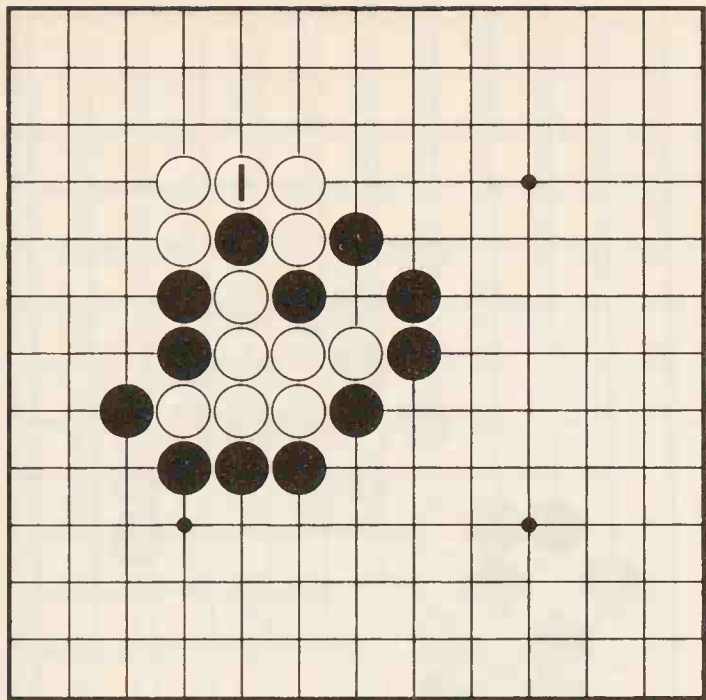
Black 1 is the last point of profit left.



Wrong Answer

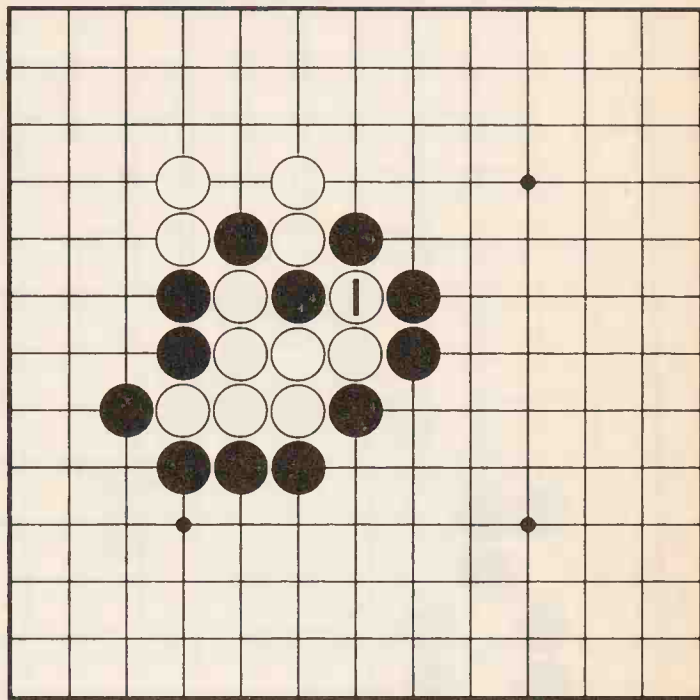
Black 1 is on a dame point. White 2 takes the last point of profit. Black has lost a point.

PROBLEM 63



Correct Answer

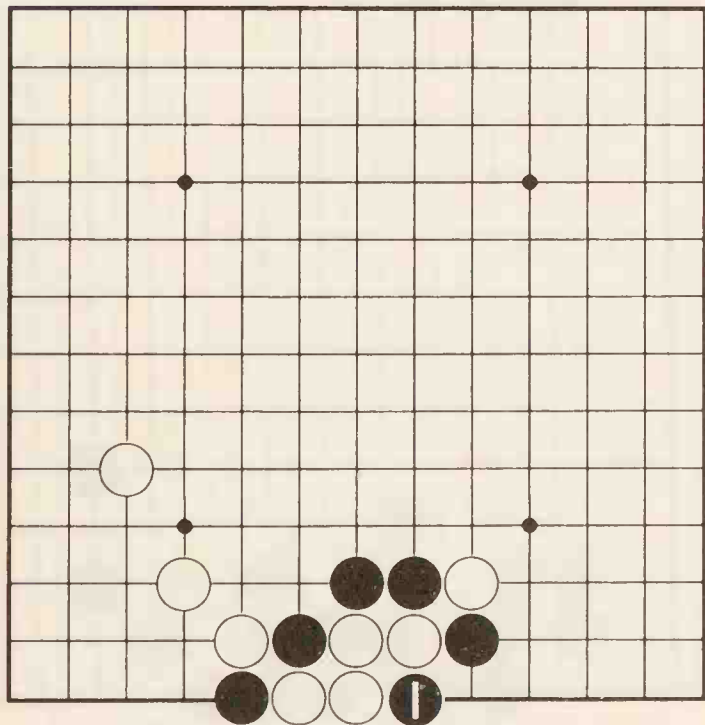
Taking one black stone with 1 is the correct answer.



Wrong Answer

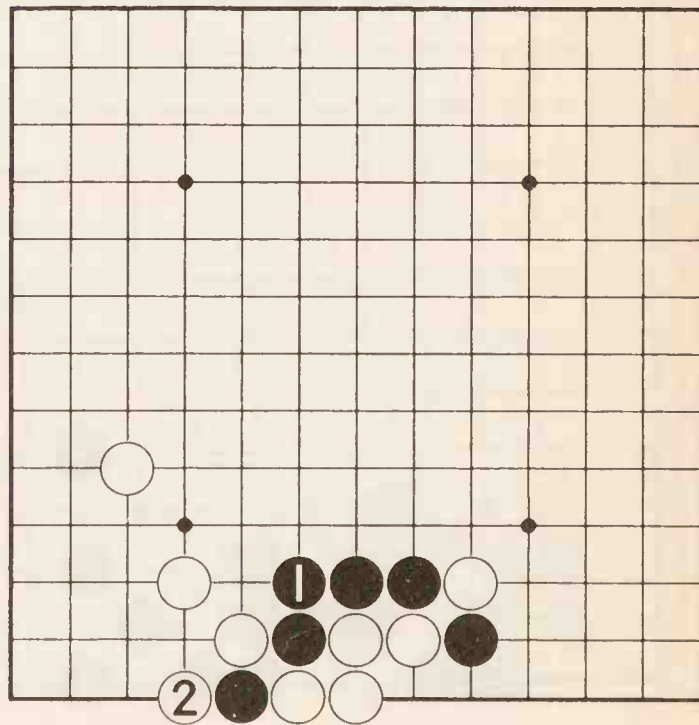
Taking with 1 here is wrong. Black can capture eight white stones by playing immediately to the left of 1.

PROBLEM 64



Correct Answer

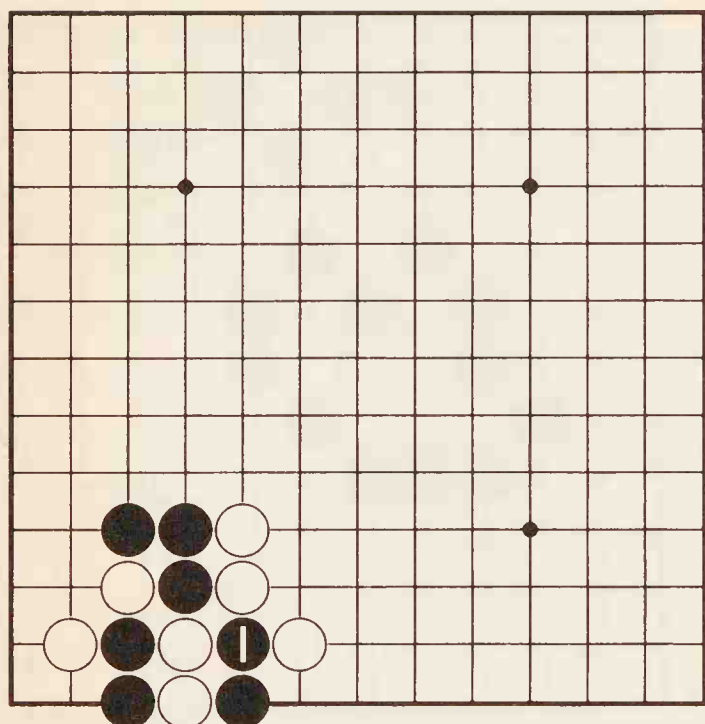
By playing at 1, Black can take four white stones.



Wrong Answer

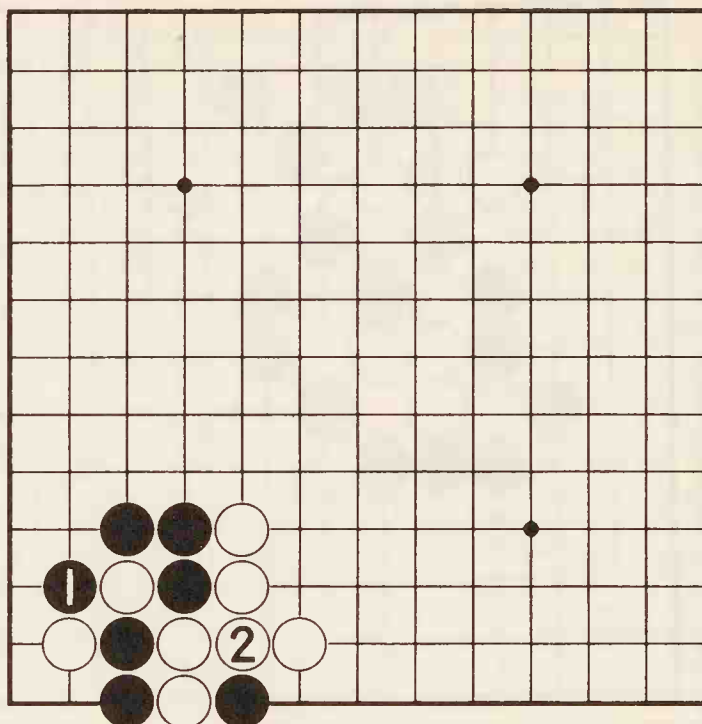
If Black plays at 1, White plays 1 and the four stones can no longer be captured.

PROBLEM 65



Correct Answer

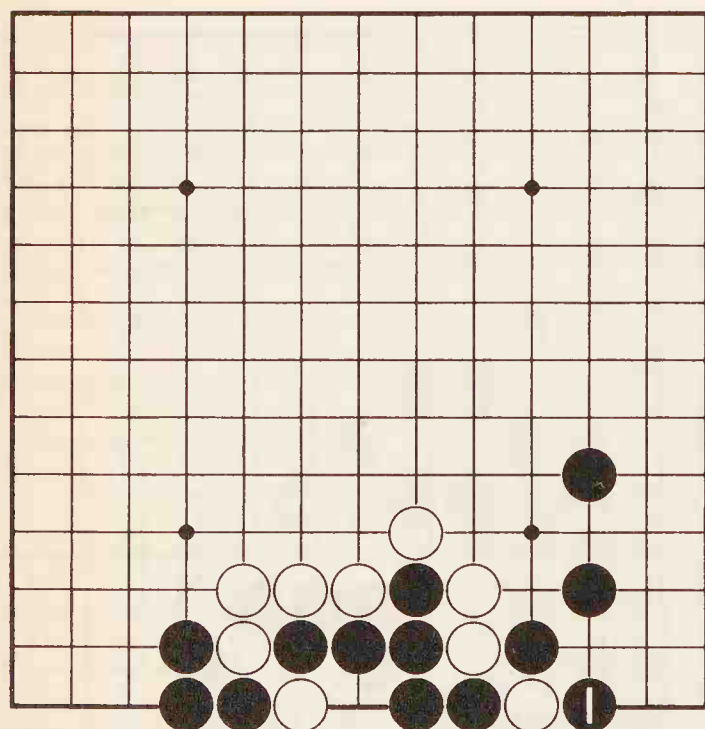
If Black takes two white stones with 1, the two white stones in the corner cannot escape.



Wrong Answer

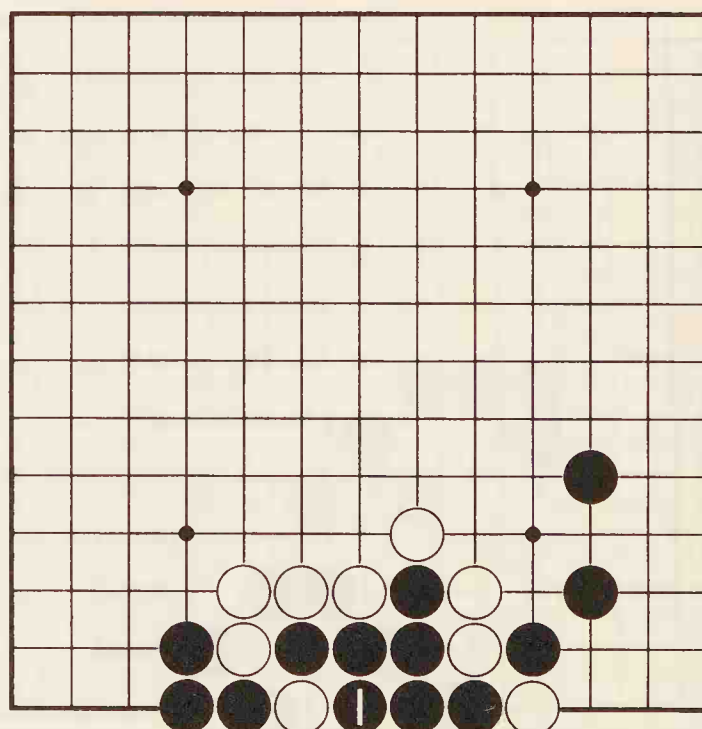
If Black takes one stone with 1, White plays 2 and saves two of his stones.

PROBLEM 66



Correct Answer

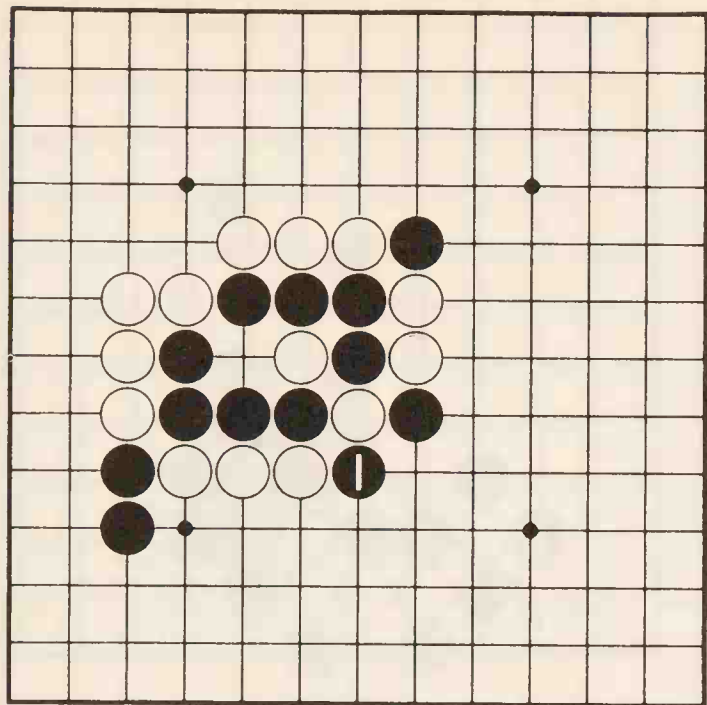
Taking one stone on the right with Black 1 is the correct answer.



Wrong Answer

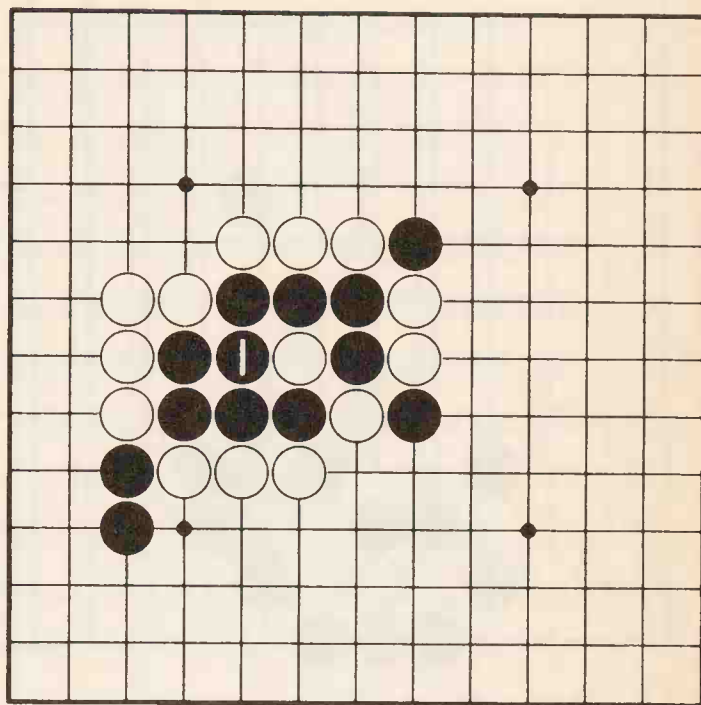
If Black takes the stone on the left, he will lose seven stones when White retakes to the left of 1.

PROBLEM 67



Correct Answer

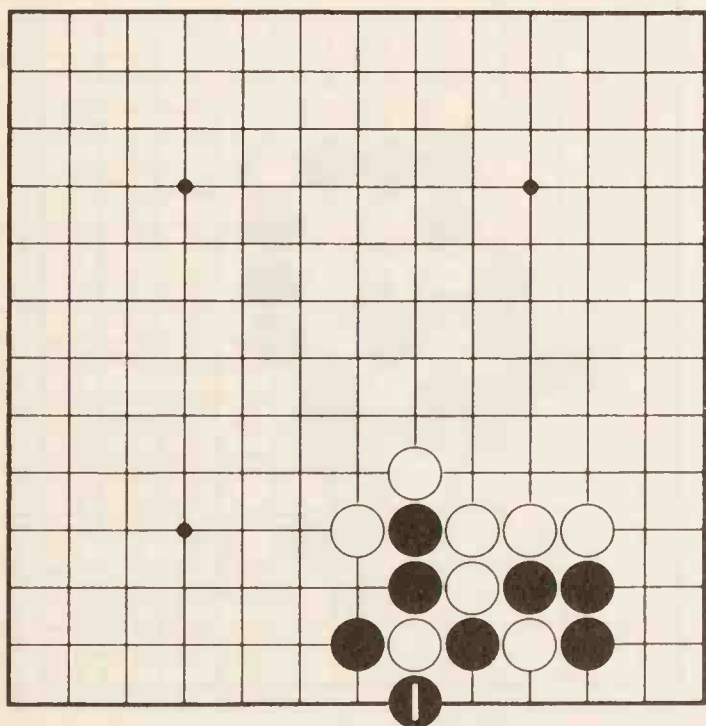
Taking one stone with 1 is the correct answer.



Wrong Answer

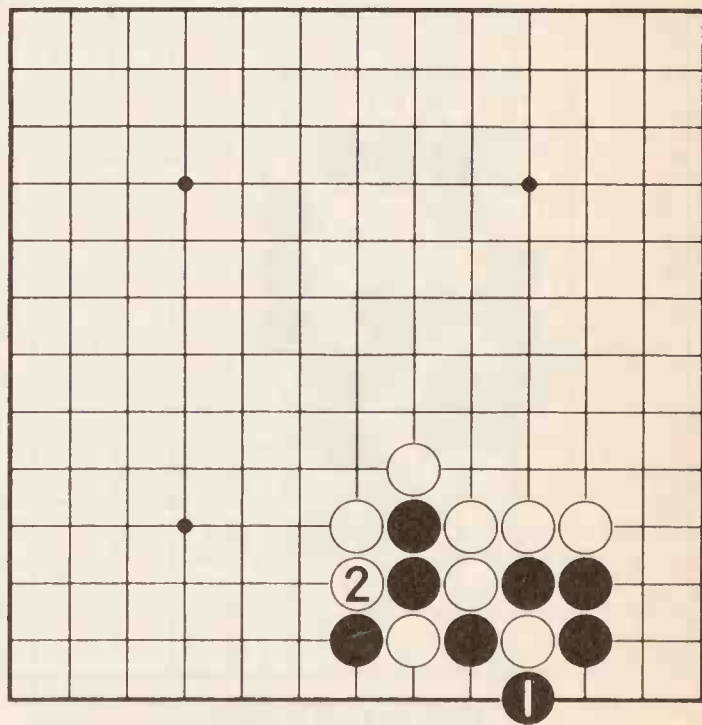
If Black takes a stone with 1 here, he will lose nine stones when White retakes to the right of 1.

PROBLEM 68



Correct Answer

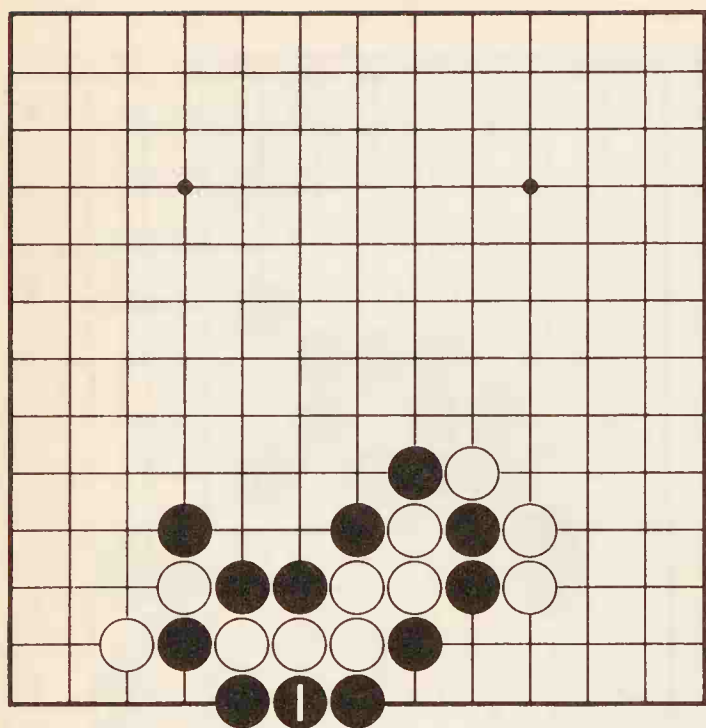
Taking one stone on the left with Black 1 is the correct answer.



Wrong Answer

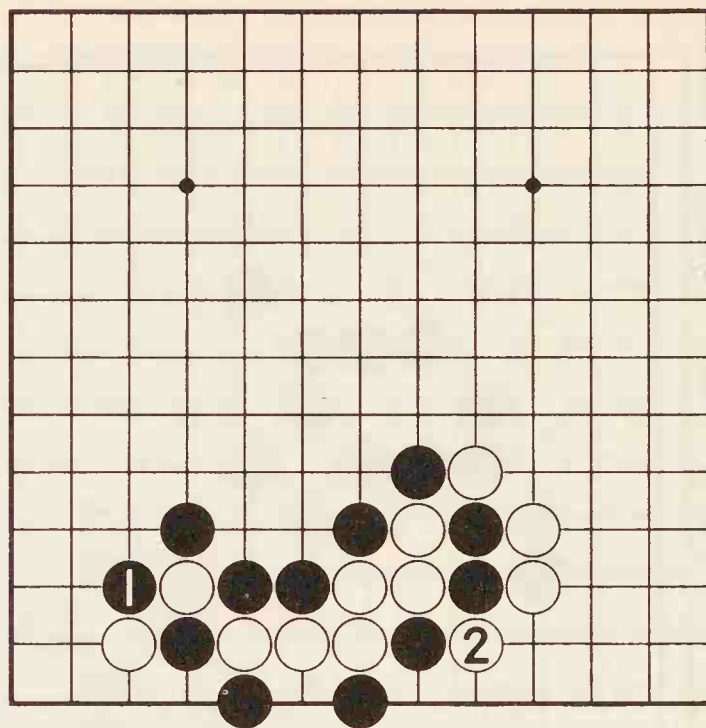
If Black takes the stone on the right, he will lose two stones when White plays 2.

PROBLEM 69



Correct Answer

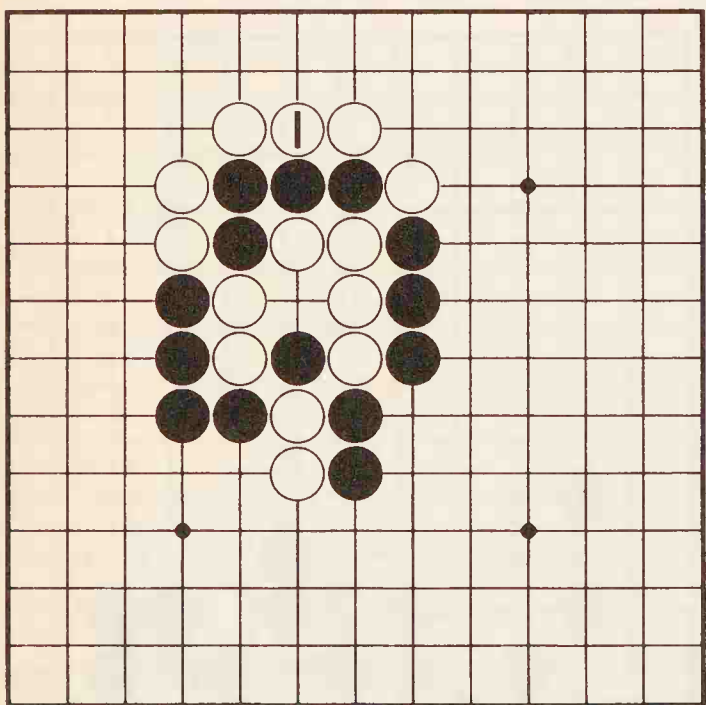
The correct answer is Black 1, taking six white stones.



Wrong Answer

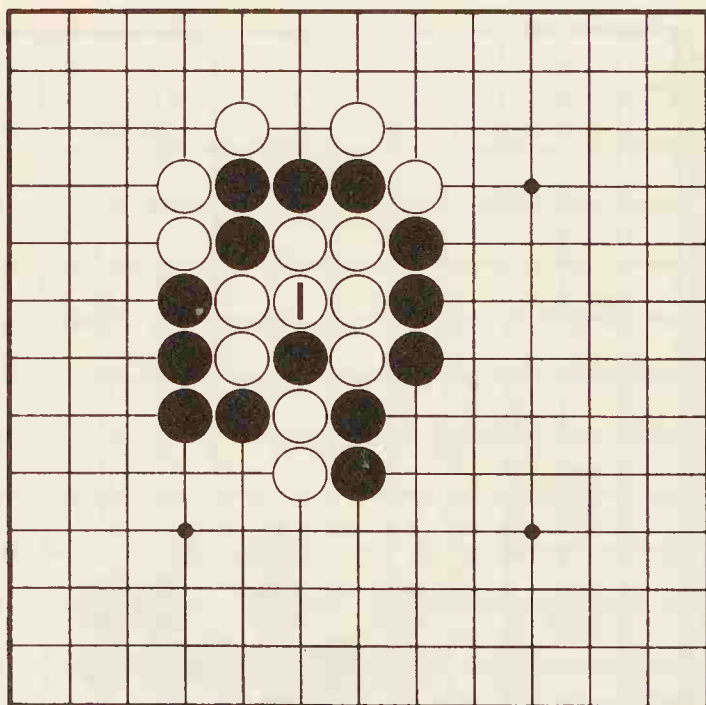
If Black takes one stone with 1, White captures two black stones with 2 and the six white stones can no longer be captured.

PROBLEM 70



Correct Answer

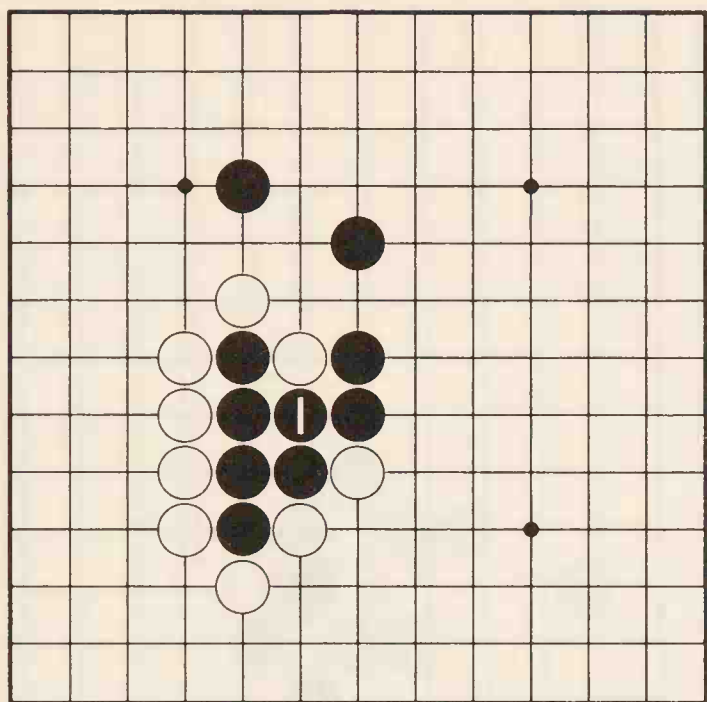
Taking four black stones with 1 is the correct answer.



Wrong Answer

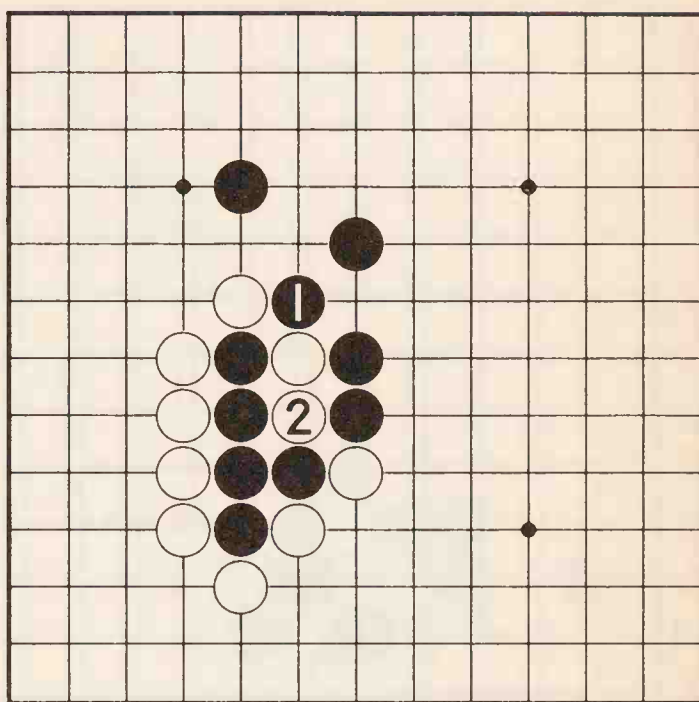
If White takes one stone with 1 as here, Black will capture seven white stones by playing below 1 on the next move.

PROBLEM 71



Correct Answer

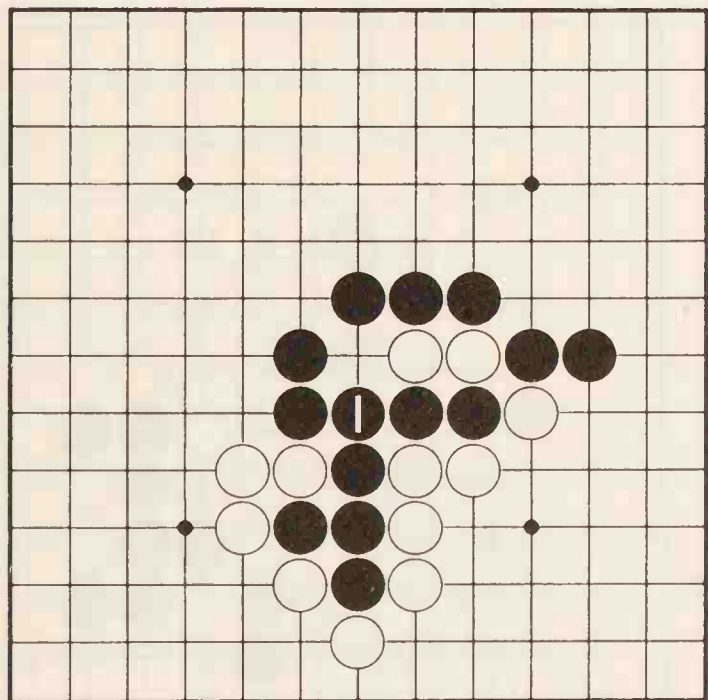
Black should play at 1, saving his five stones that are in atari.



Wrong Answer

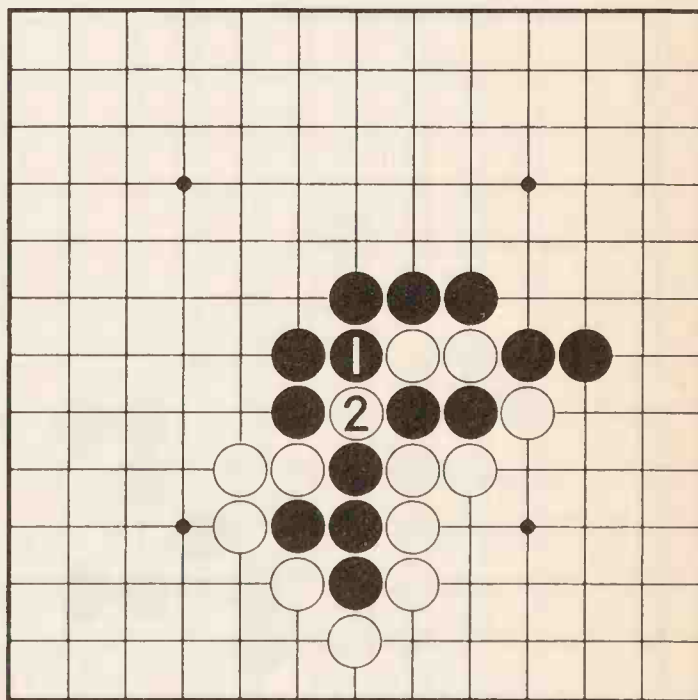
If Black plays any other move, White will capture five black stones with 2.

PROBLEM 72



Correct Answer

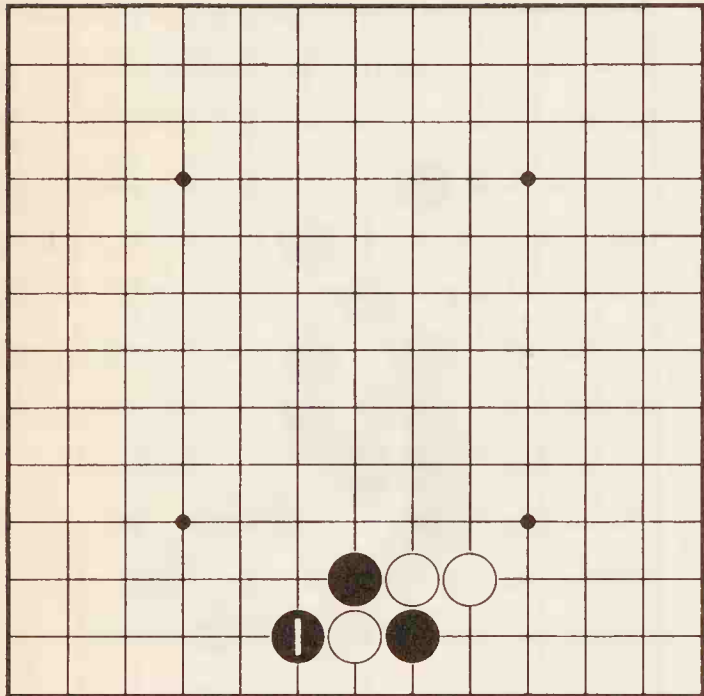
Black should play at 1, connecting his four stones in atari to the ones above.



Wrong Answer

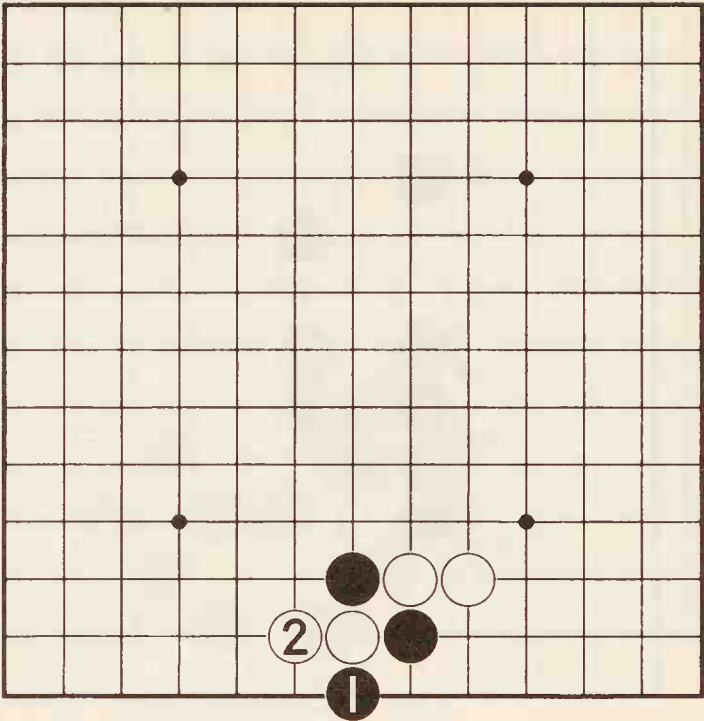
If Black captures two stones with 1, White captures four stones with 2.

PROBLEM 73



Correct Answer

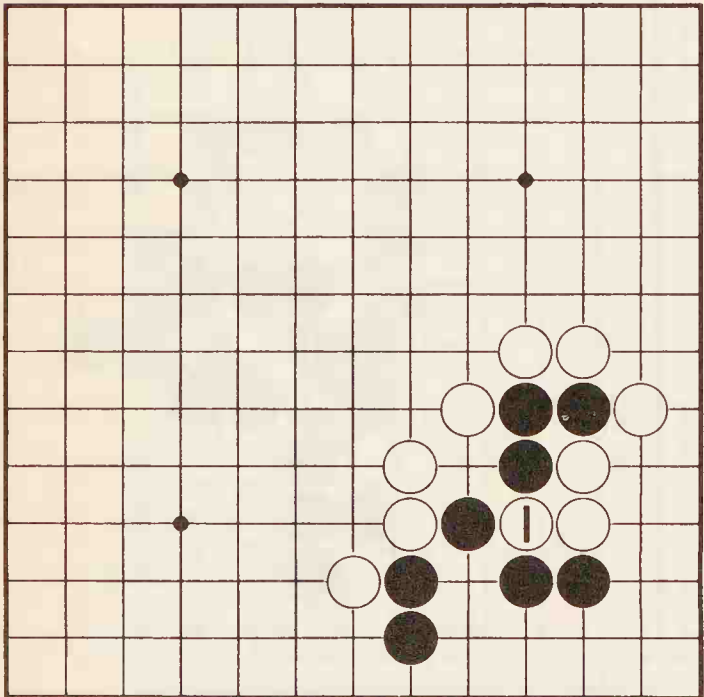
If Black gives atari with 1, the white stone will eventually be captured.



Wrong Answer

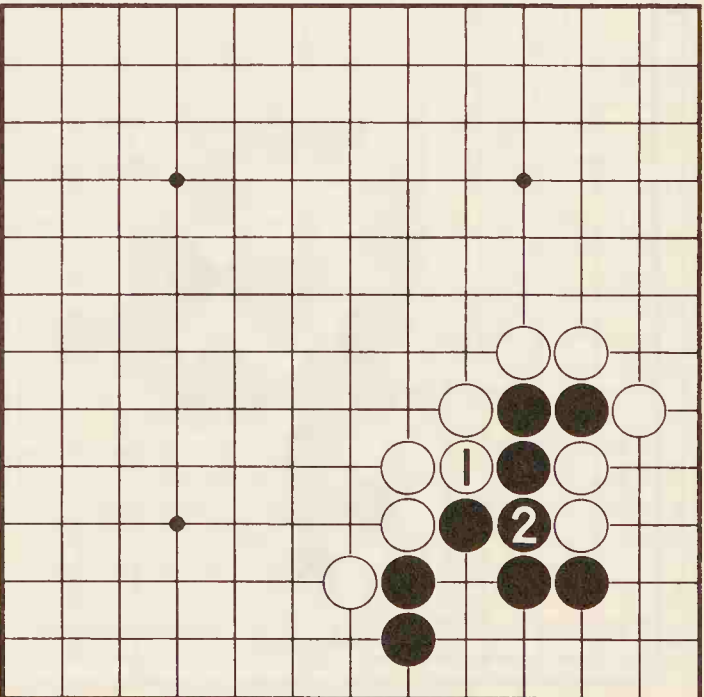
Giving atari with 1 from below is a bad move. White extends to 2 and now the black stones are the ones that will be captured.

PROBLEM 74



Correct Answer

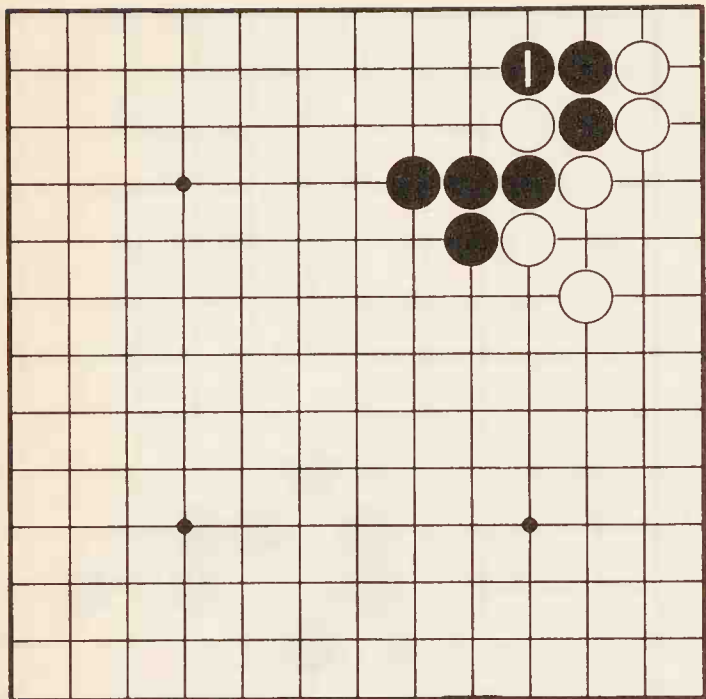
If White gives atari with 1, there is no way for Black to save his three stones.



Wrong Answer

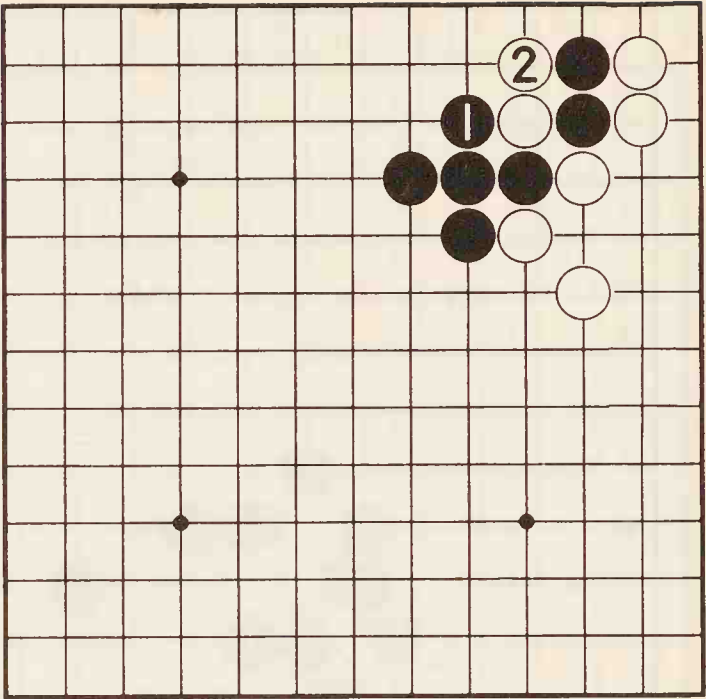
If White gives atari with 1 as here, Black cannot be captured after he connects with 2.

PROBLEM 77



Correct Answer

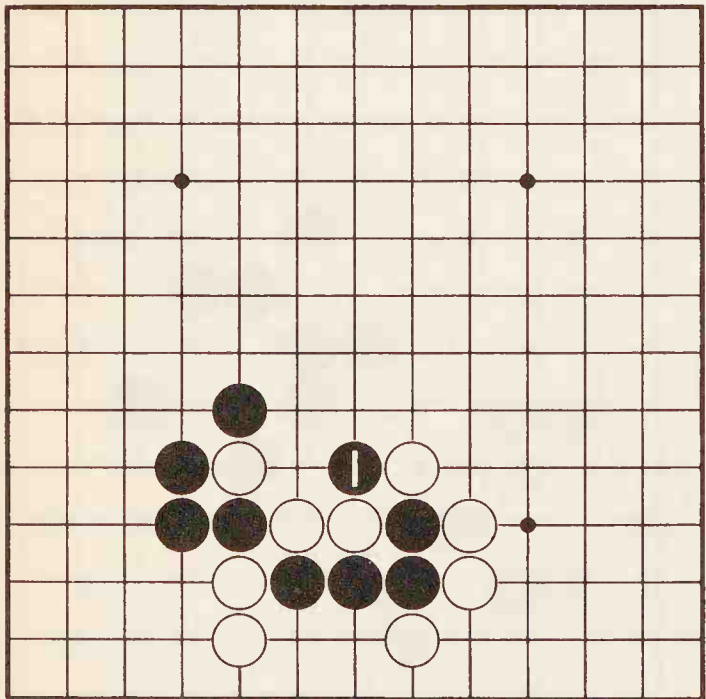
Black should play at 1. The lone white stone cannot escape.



Wrong Answer

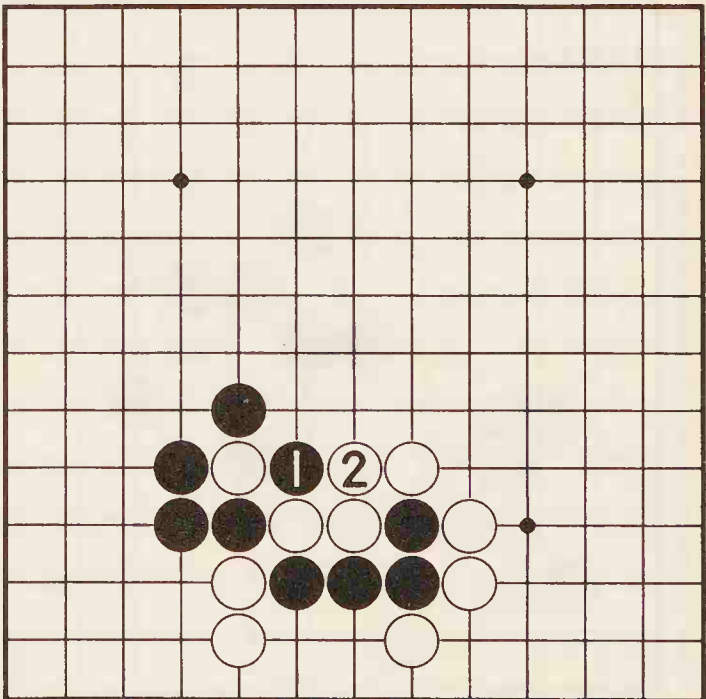
Giving atari with 1 as here is bad. White plays 2 and the two black stones at the top right are dead.

PROBLEM 78



Correct Answer

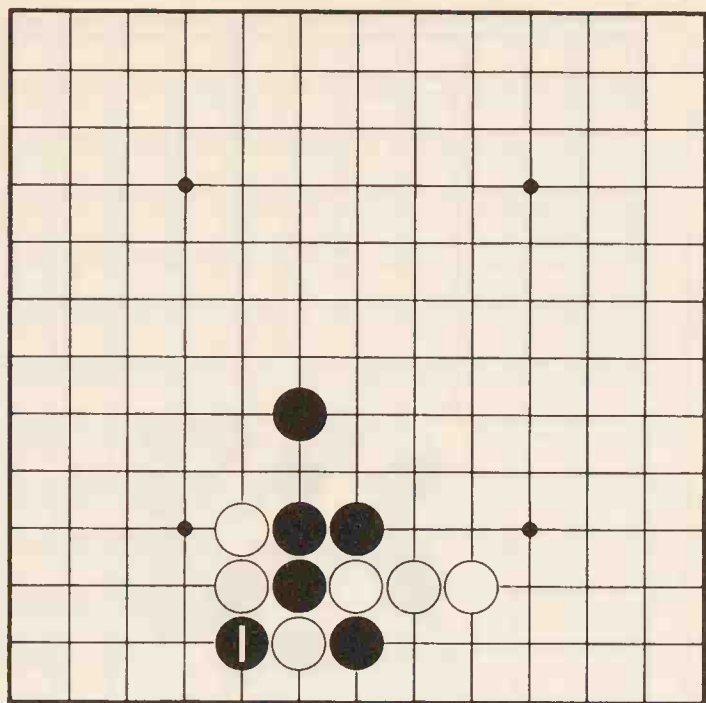
Black 1 is the correct move. Black will be able to capture three white stones.



Wrong Answer

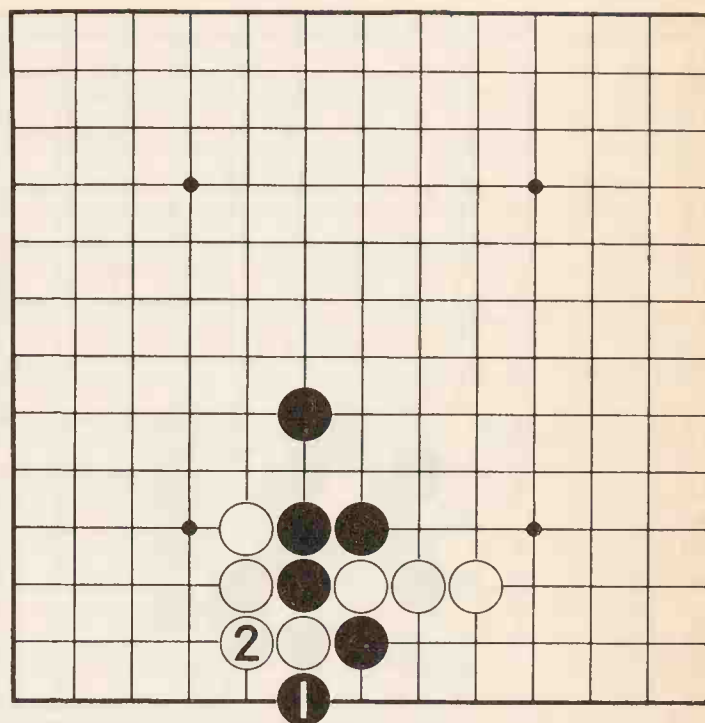
Giving atari with Black 1 allows White to save two of his stones by connecting at 2.

PROBLEM 79



Correct Answer

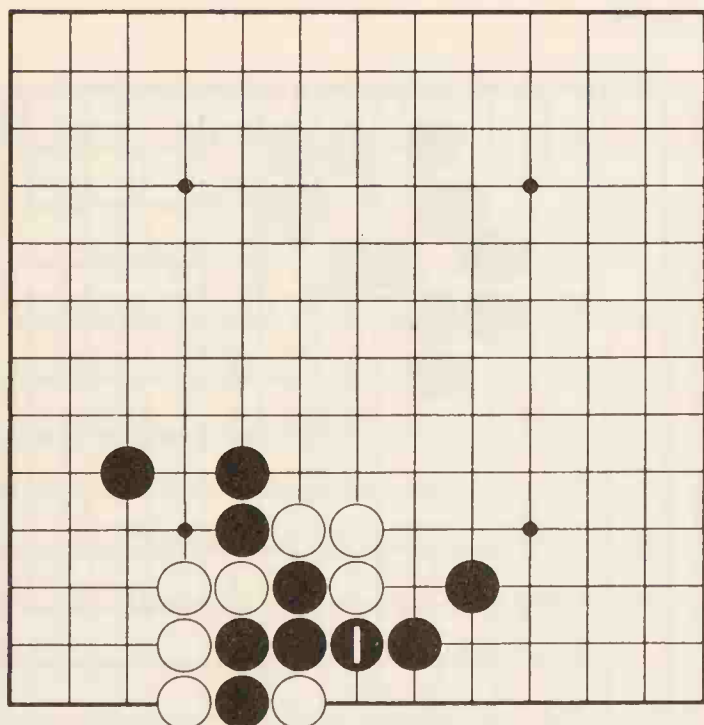
After Black gives atari with 1, the lone white stone at the bottom is dead.



Wrong Answer

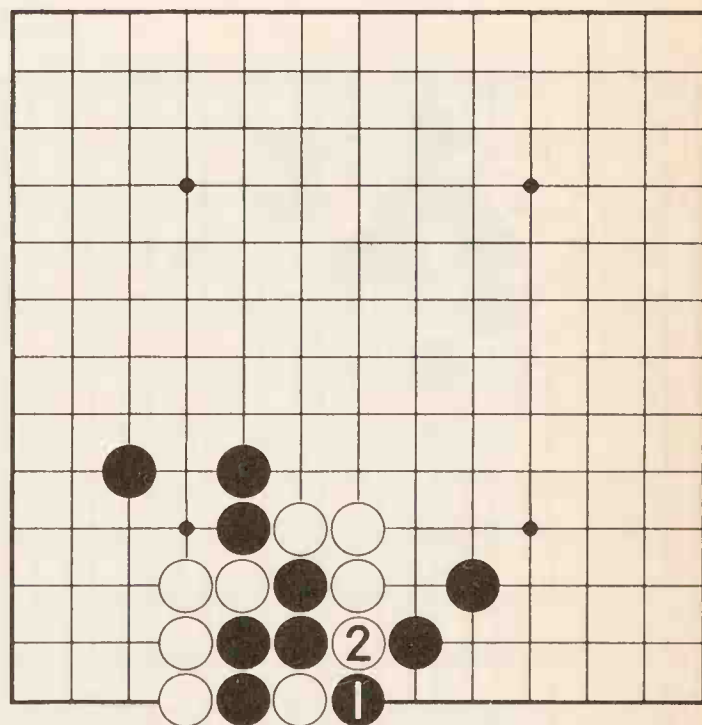
Black 1 allows White to save his stone by connecting at 2.

PROBLEM 80



Correct Answer

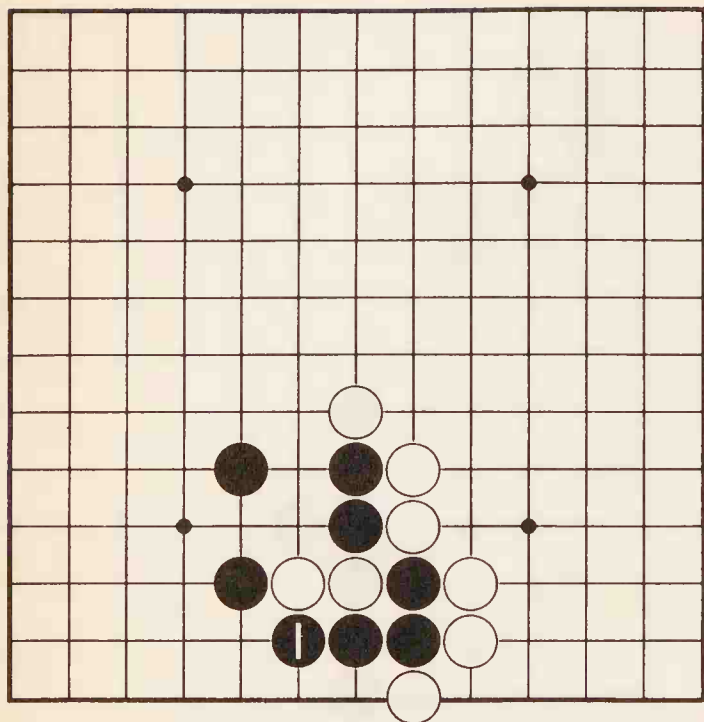
Black should link up to his other stones by playing at 1. This way the lone white stone is dead.



Wrong Answer

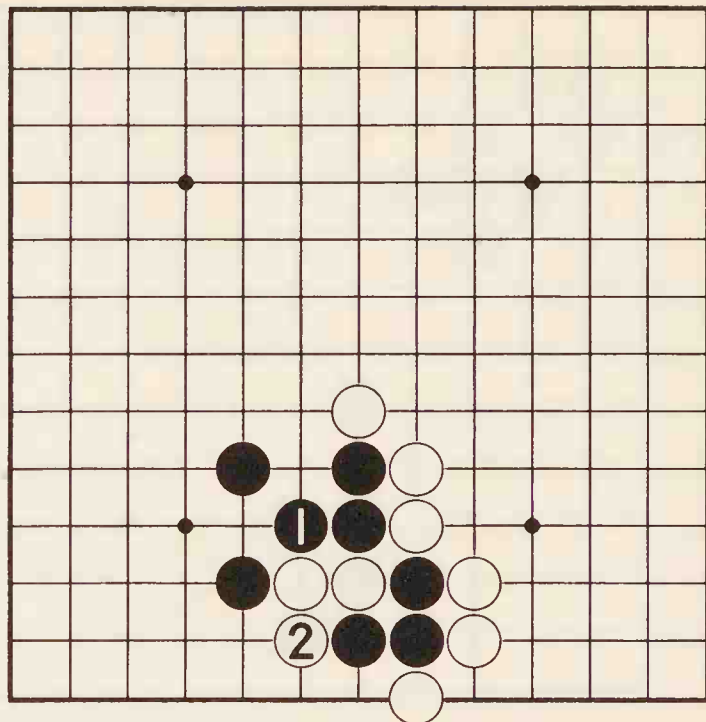
If Black captures with 1, White plays at 2 and the four black stones at the bottom will be captured.

PROBLEM 81



Correct Answer

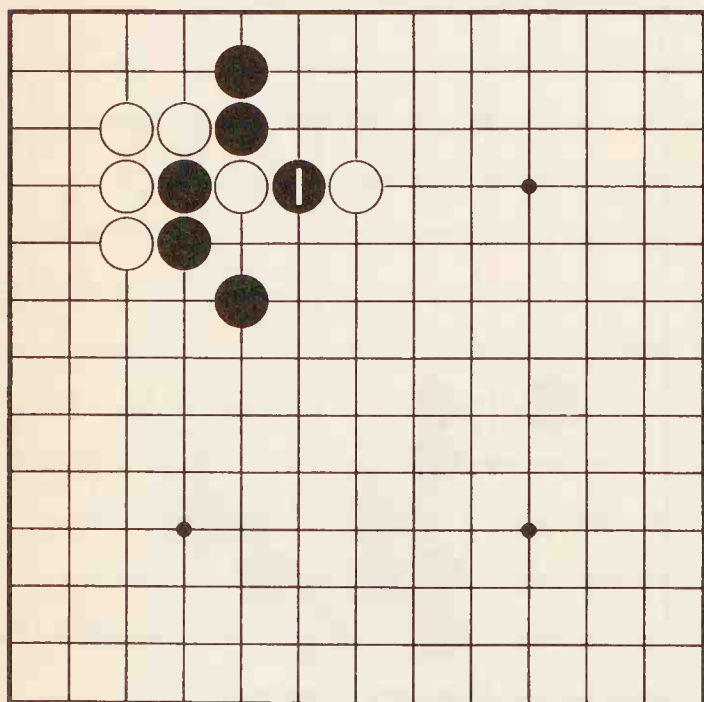
If Black plays at 1, the two white stones cannot escape.



Wrong Answer

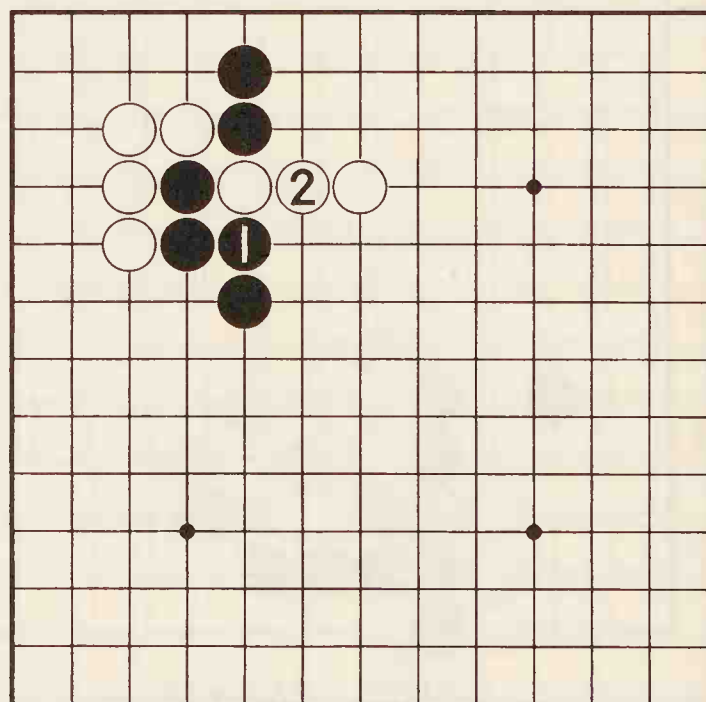
Giving atari with 1 from above allows White to escape with 2 and catch three black stones.

PROBLEM 82



Correct Answer

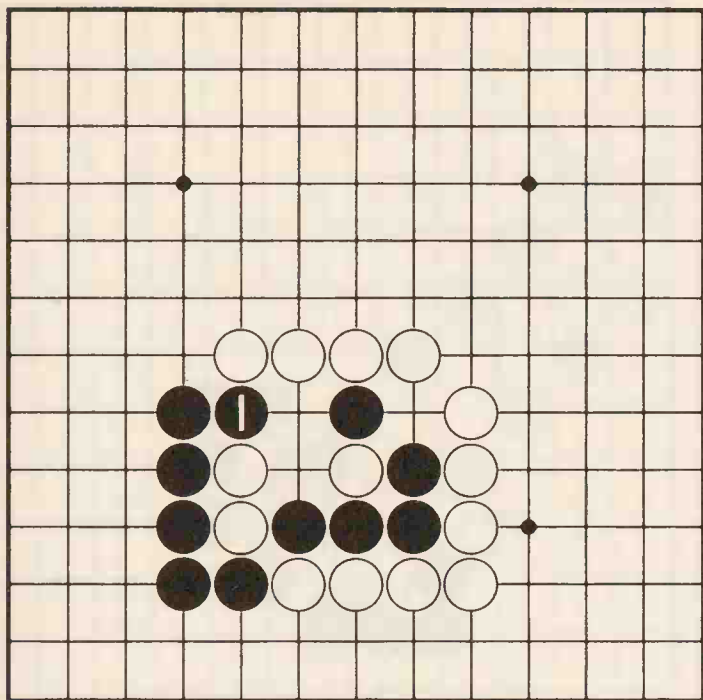
Black 1 catches a white stone and links up his upper and lower stones.



Wrong Answer

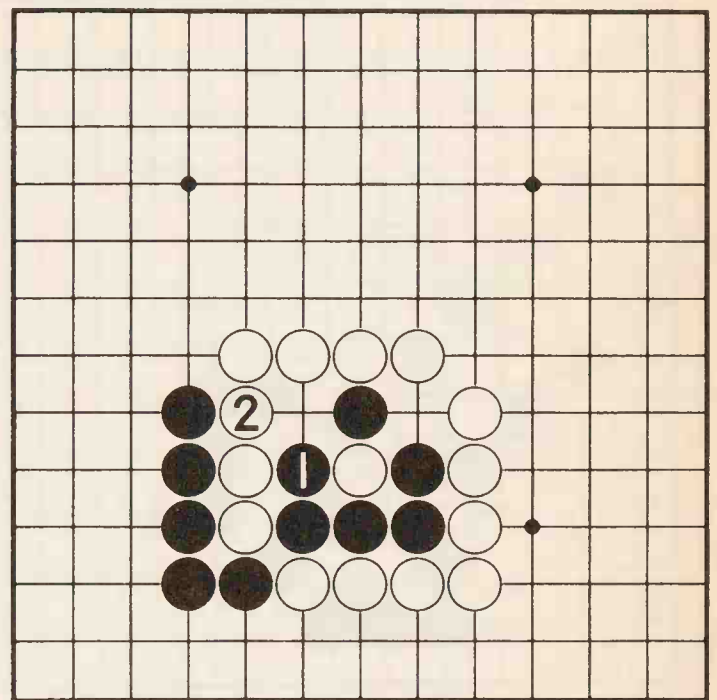
If Black gives atari at 1, White plays 2 and his stone cannot be captured.

PROBLEM 83



Correct Answer

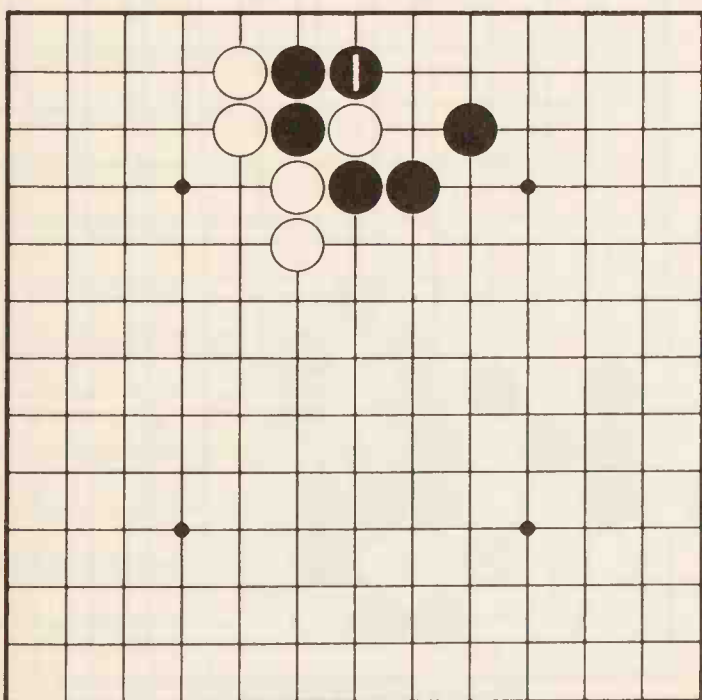
Black should give atari at 1. This move guarantees the capture of three white stones.



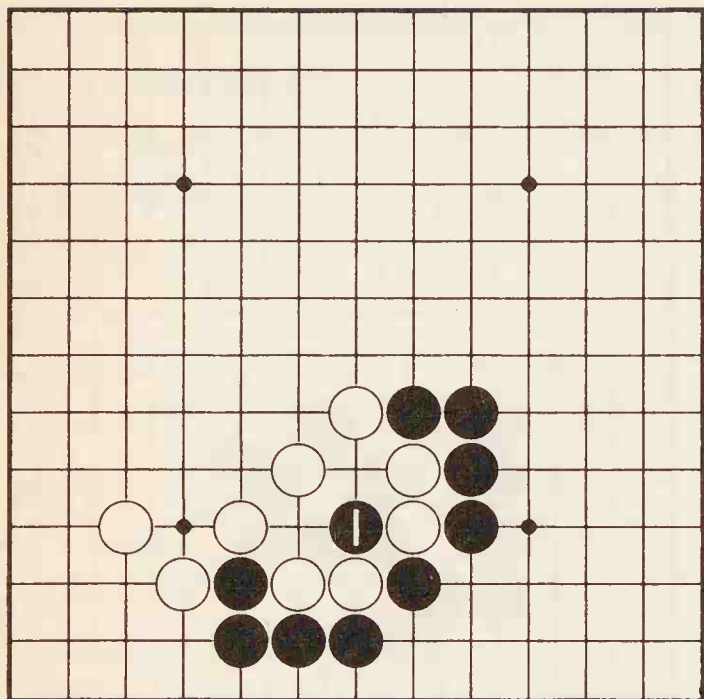
Wrong Answer

If Black gives atari with 1, White connects at 2. There is now no way that the six black stones in the center can live.

PROBLEM 84

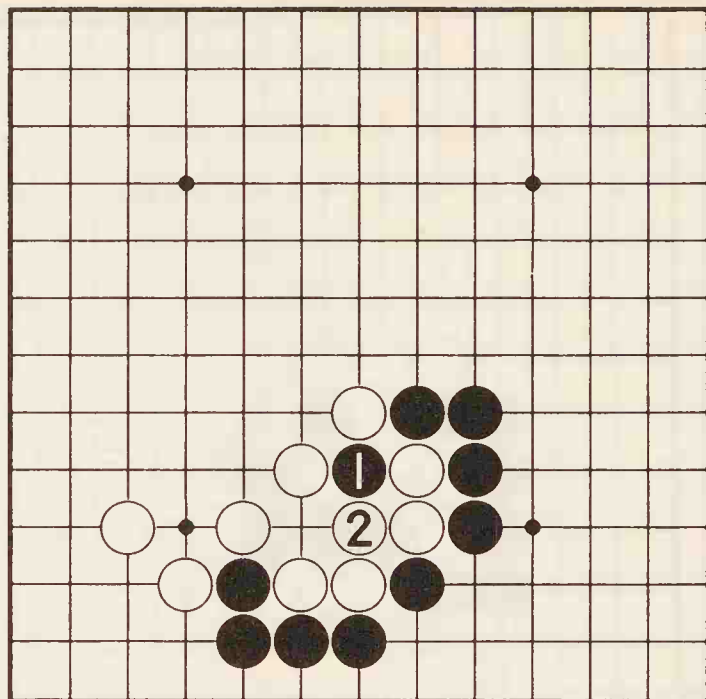


PROBLEM 85



Correct Answer

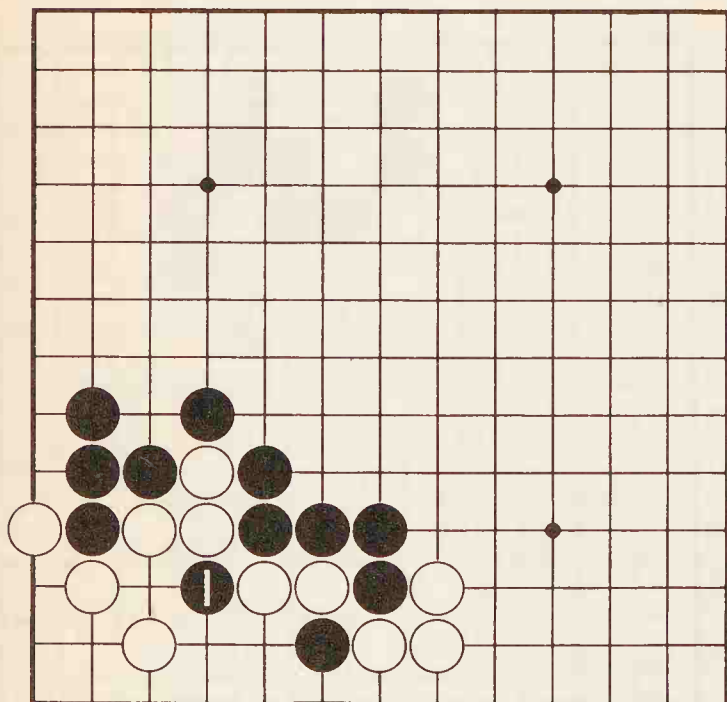
Black 1 is double atari. No matter how White responds, two of his stones will be captured.



Wrong Answer

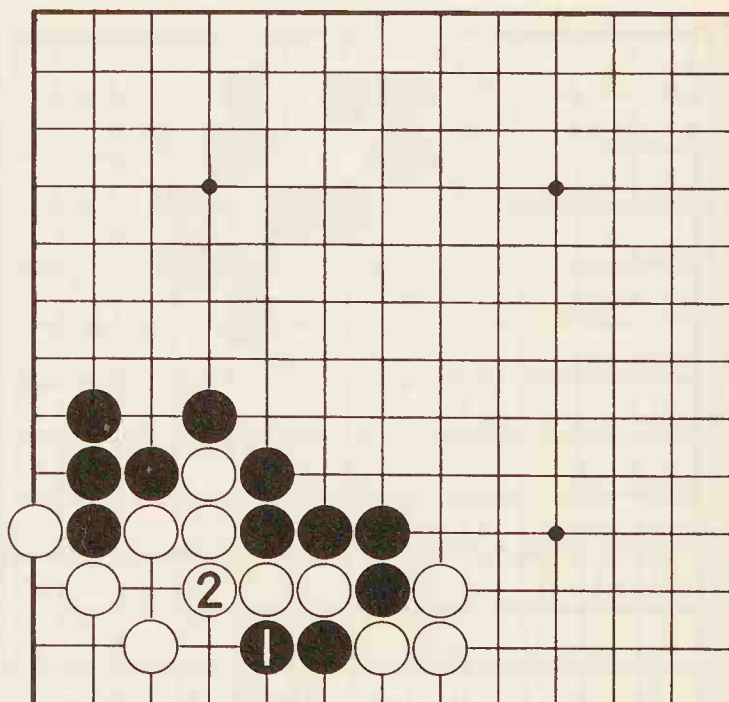
Black 1 is bad. White 2 captures this stone and Black can no longer play double atari.

PROBLEM 86



Correct Answer

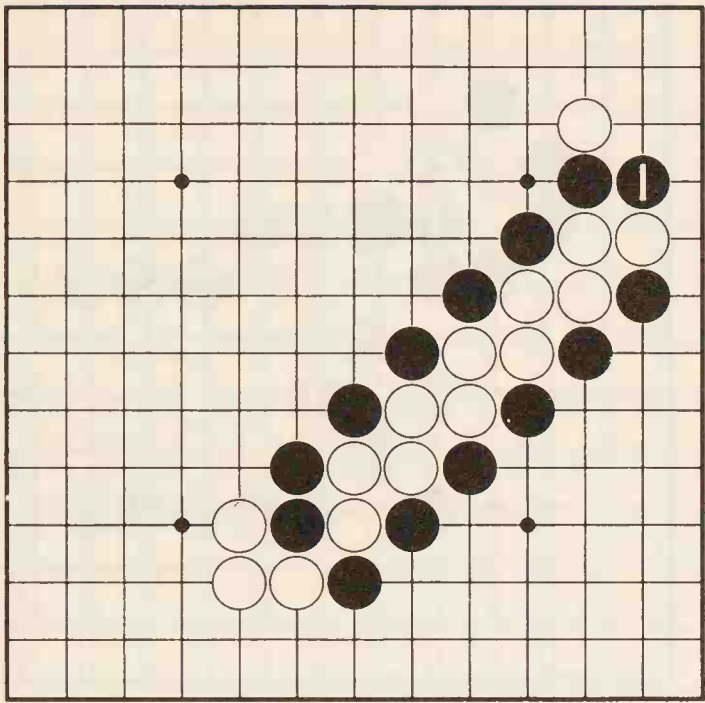
Black 1 is double atari. Black will capture either the two-stone or the three-stone group.



Wrong Answer

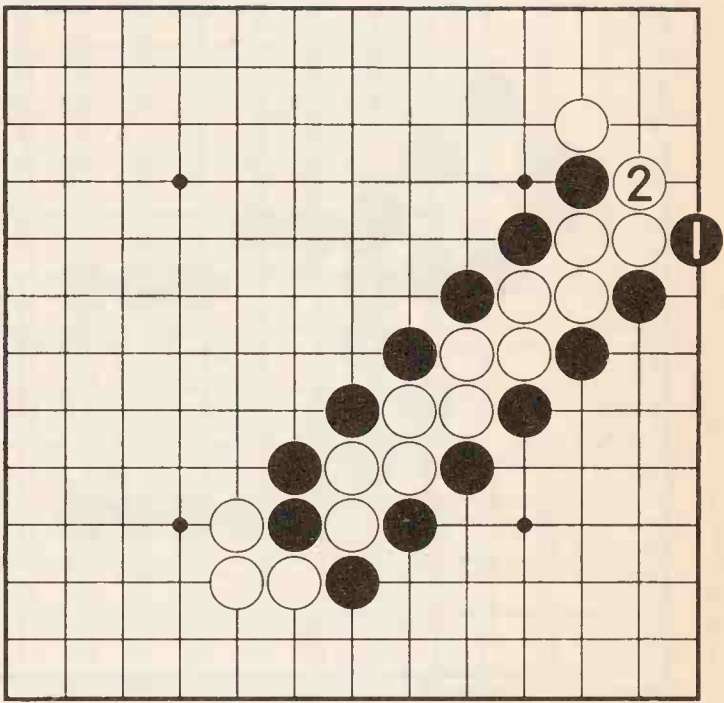
Black 1 is atari, but it leads nowhere. White secures all his stones by connecting at 2.

PROBLEM 87



Correct Answer

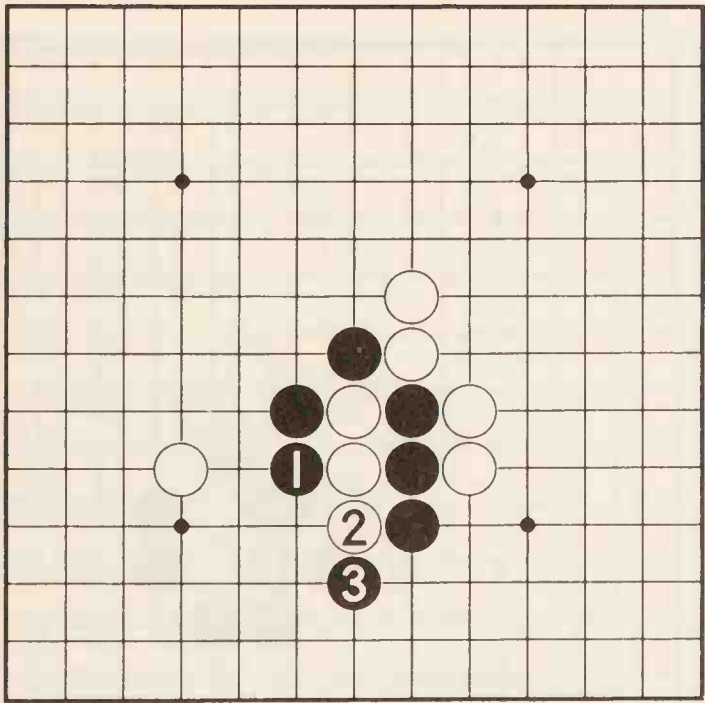
Black 1 is the move that catches the eleven white stones.



Wrong Answer

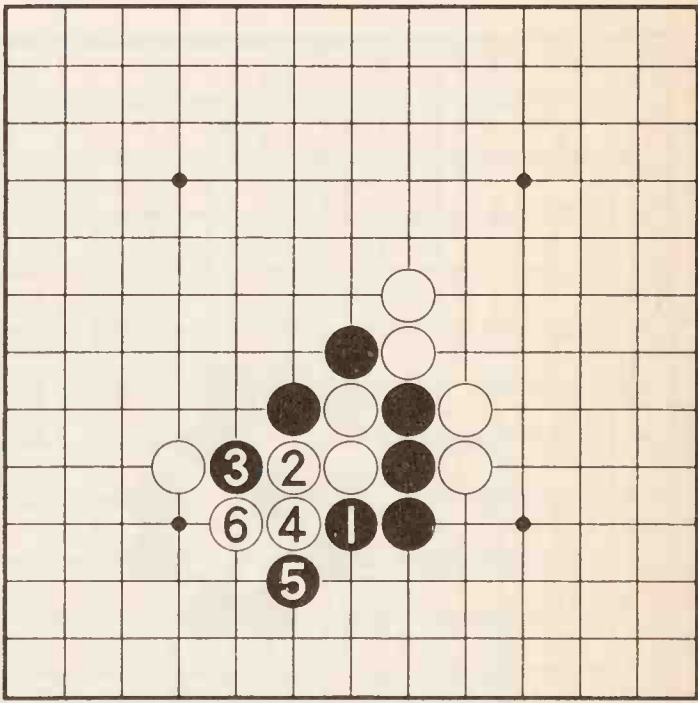
Black 1 here allows White to escape with 2.

PROBLEM 88



Correct Answer

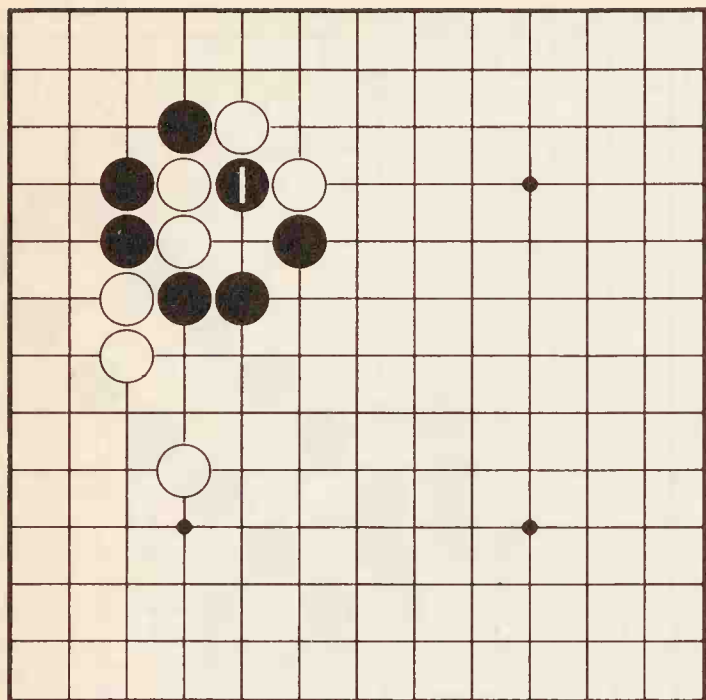
Black 1 and 3 set up a ladder. The three white stones cannot escape.



Wrong Answer

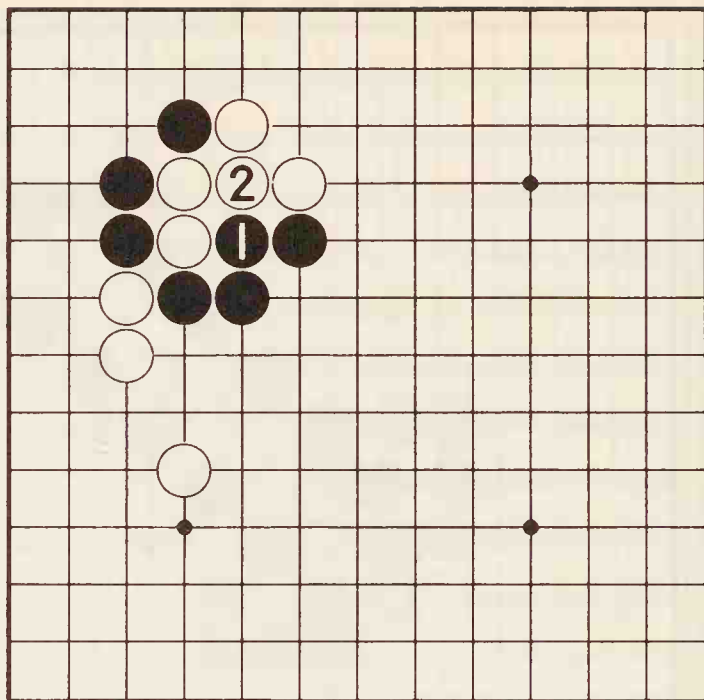
If Black immediately tries to capture with 1, the white stone on the left will break the ladder when White gives atari with 6.

PROBLEM 89



Correct Answer

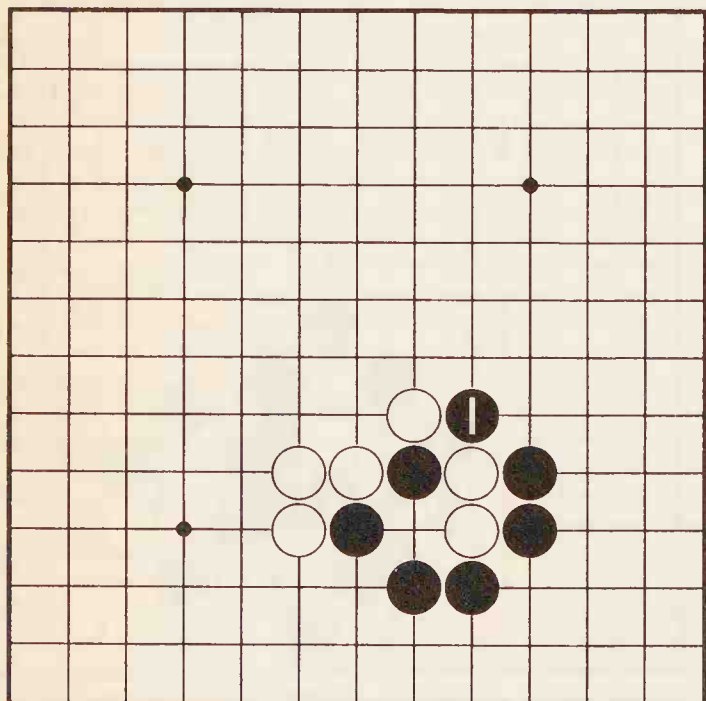
After Black 1 there is no way that White can save his two stones.



Wrong Answer

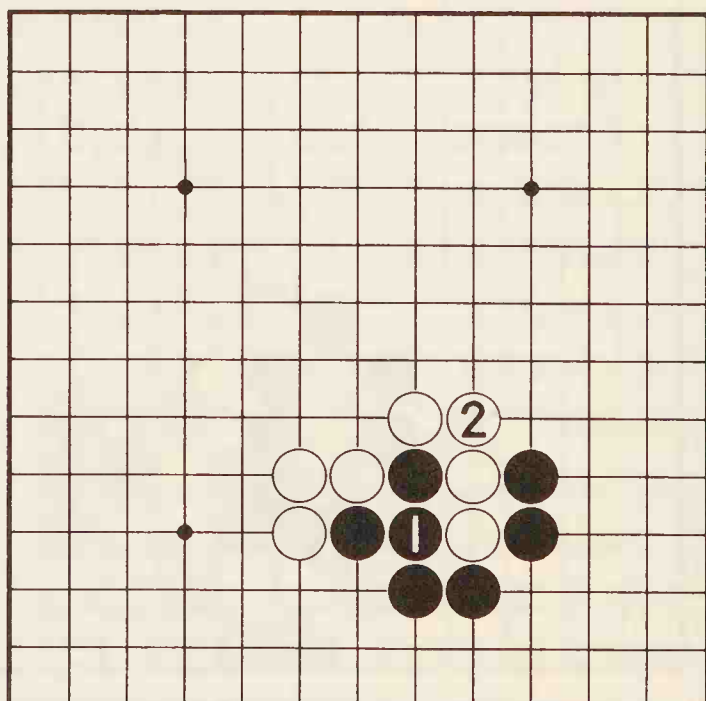
If Black plays 1, White saves his two stones by connecting at 2.

PROBLEM 90



Correct Answer

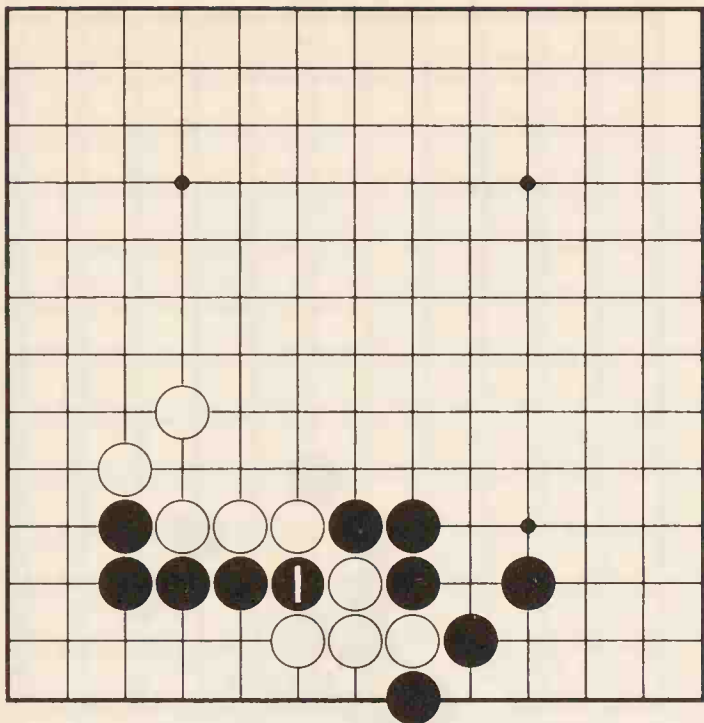
Giving atari at 1 guarantees the capture of two white stones.



Wrong Answer

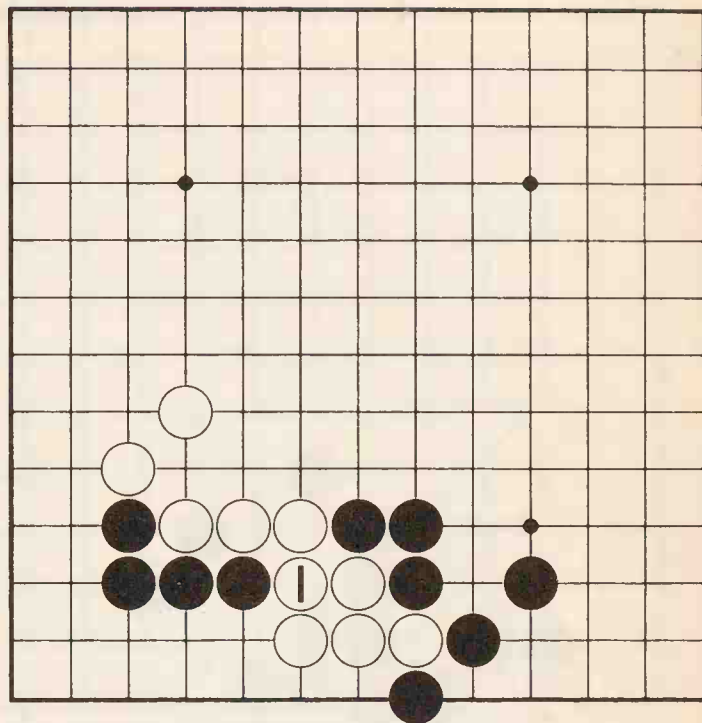
Giving atari with 1 here lets White save his two stones by connecting at 2.

PROBLEM 95



Correct Answer

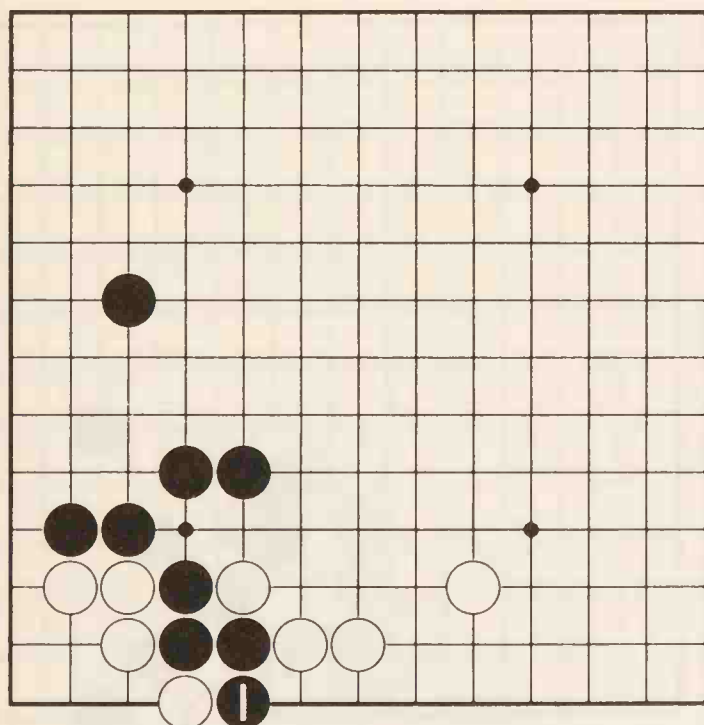
Black 1 cuts off the four white stones from the ones above and they will now die.



If White Plays First

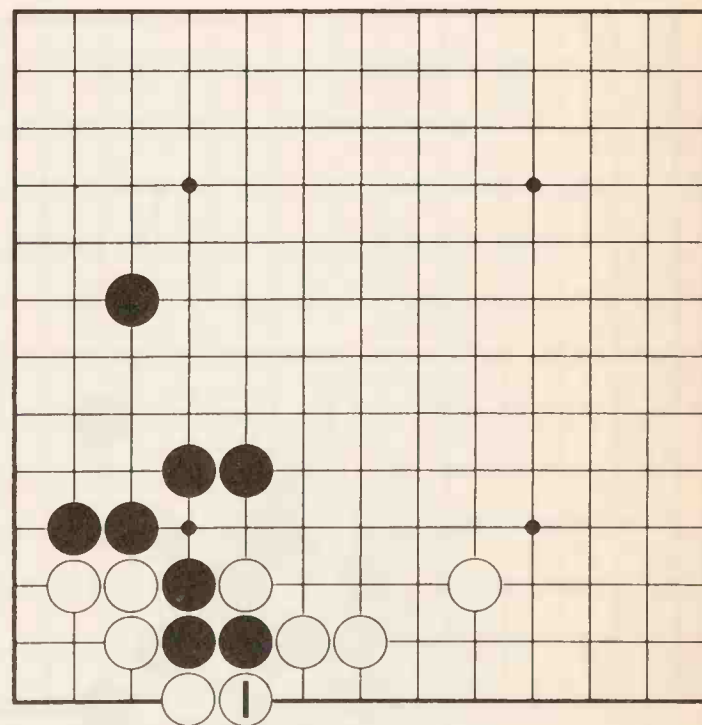
If it is White's turn, he will connect all his stones together with 1.

PROBLEM 96



Correct Answer

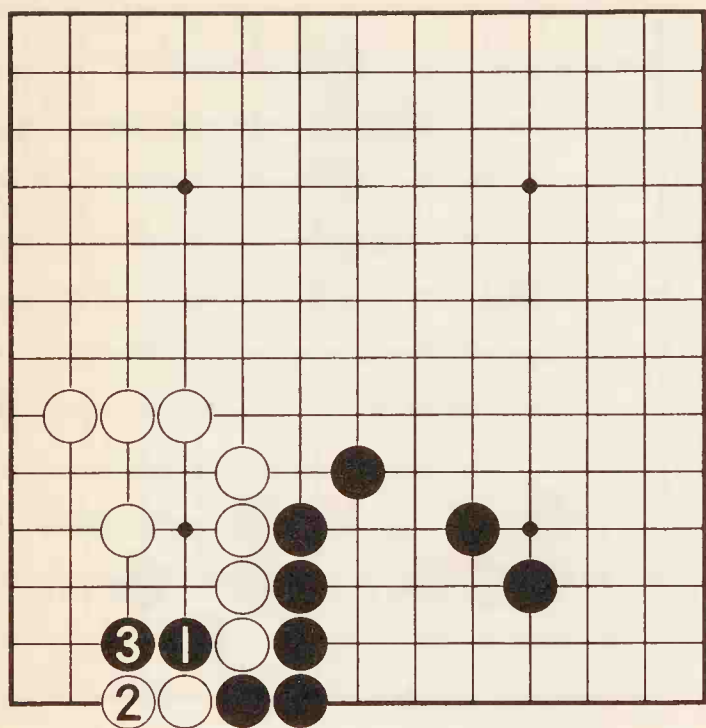
Black 1 separates White into two groups: a four-stone group on the left and a four-stone group on the right.



If White Plays First

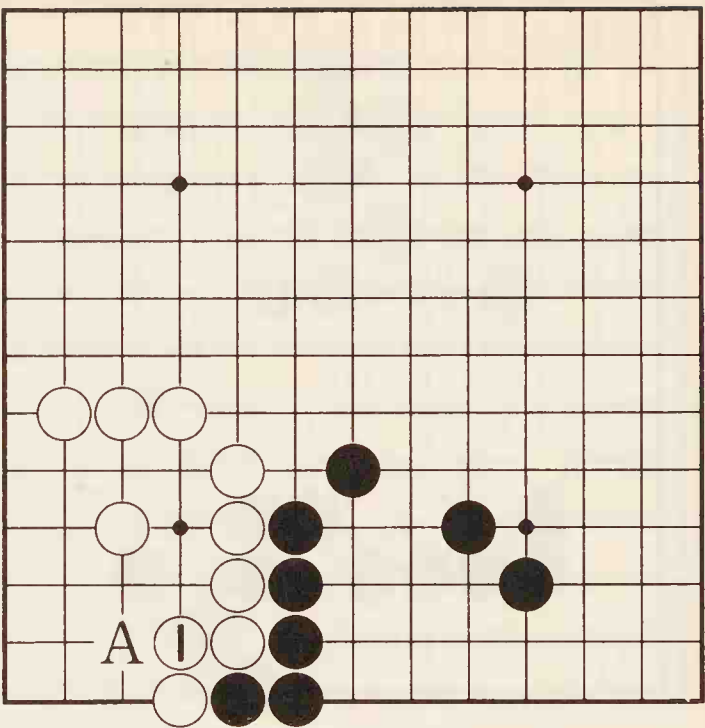
If it is White's turn, he can link up all of his stones by playing at 1.

PROBLEM 97



Correct Answer

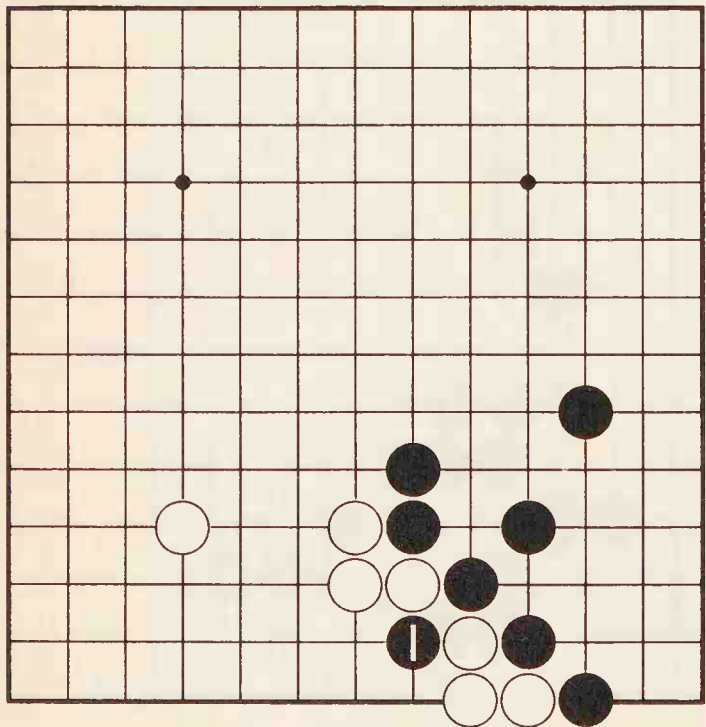
If Black gives atari with 1, White can't escape. White 2 does not help; Black 3 drives him to the corner and eventual capture.



If White Plays First

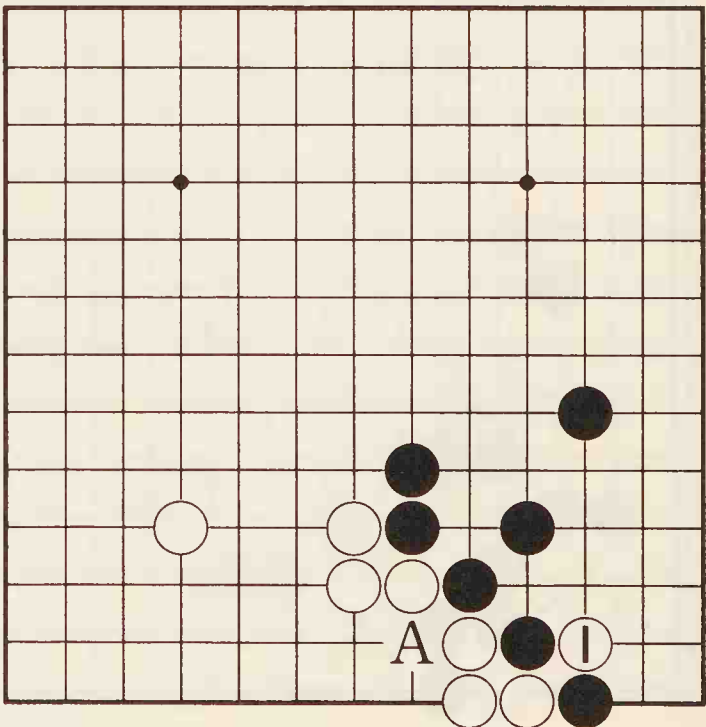
If it were White's turn, he would play at either 1 or A.

PROBLEM 98



Correct Answer

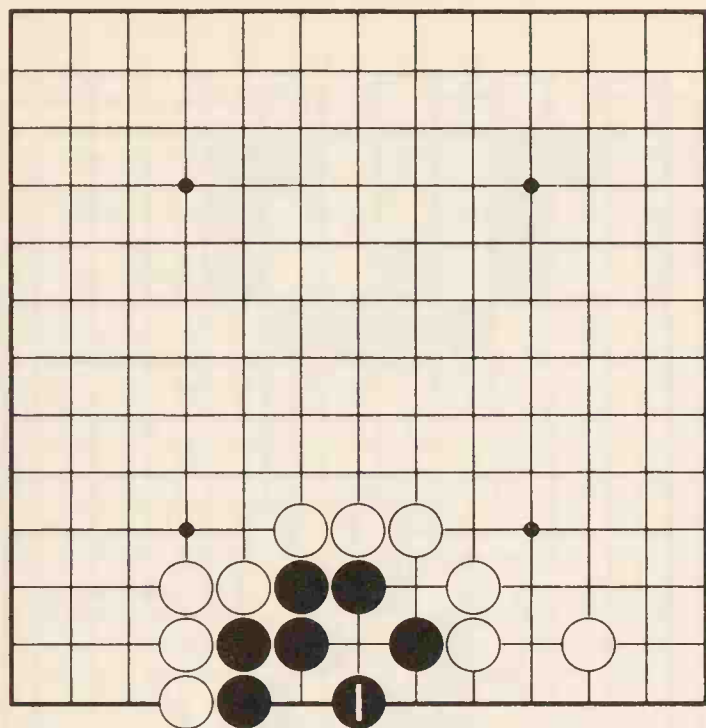
Black should go after the three white stones by giving atari with 1.



If White Plays First

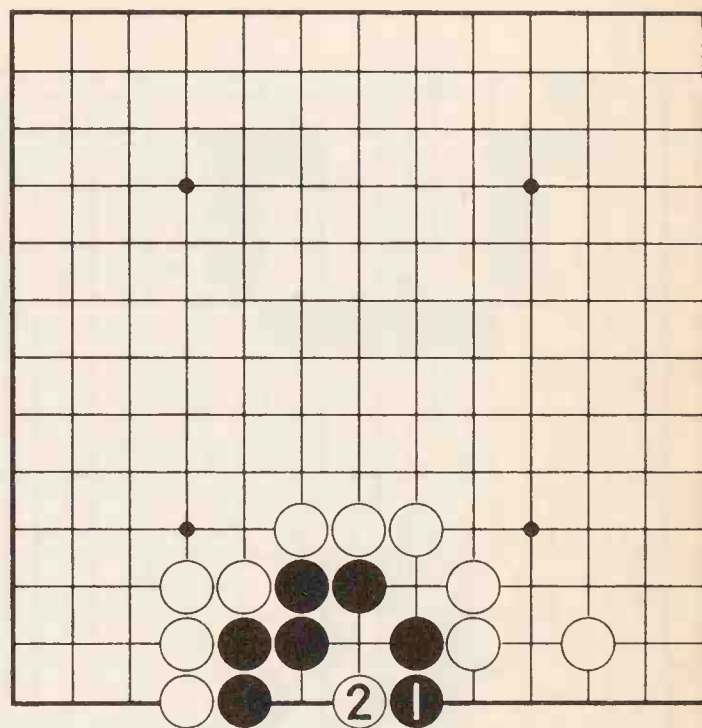
If it were White's turn, he would give double atari with 1 and the point A is no longer a problem

PROBLEM 99



Correct Answer

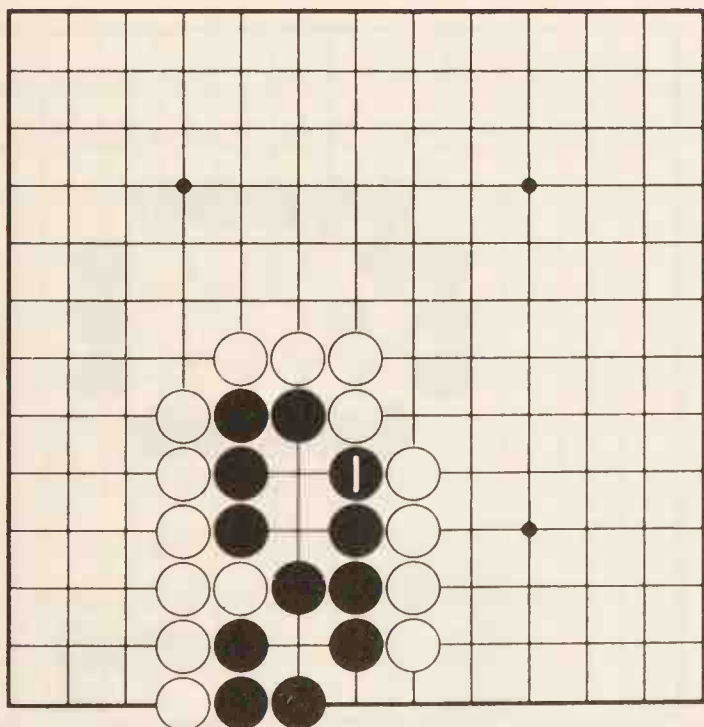
If Black plays at 1, his stones are alive.



Wrong Answer

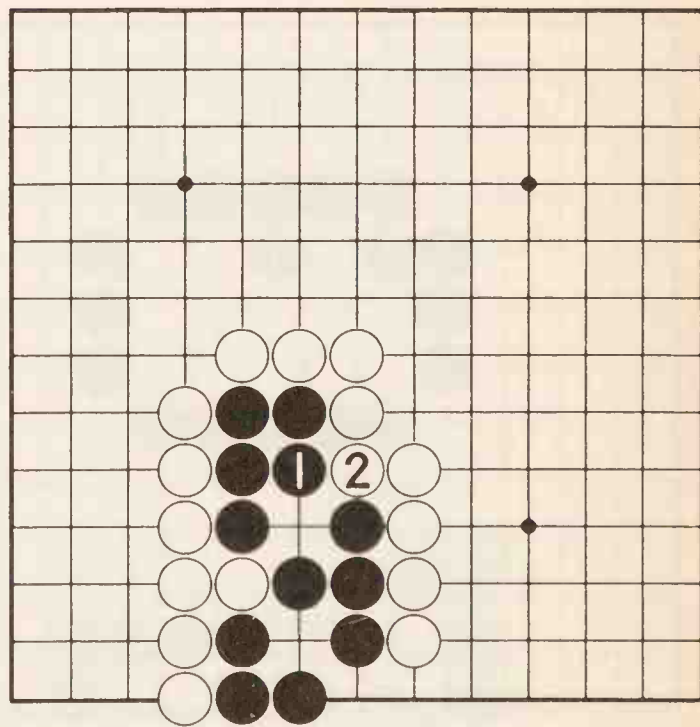
If Black plays any other place, White will play at 2 and the black stones will die.

PROBLEM 100



Correct Answer

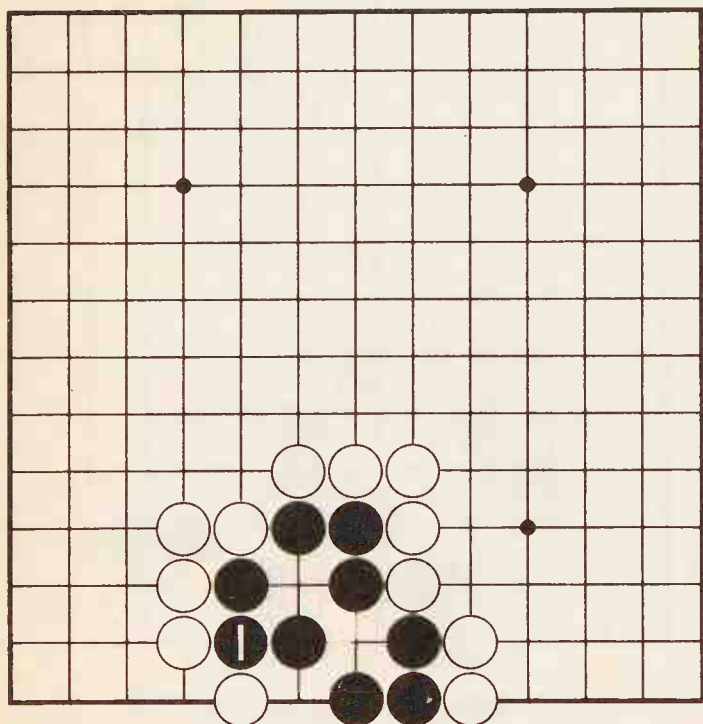
If Black plays at 1, his stones are alive.



Wrong Answer

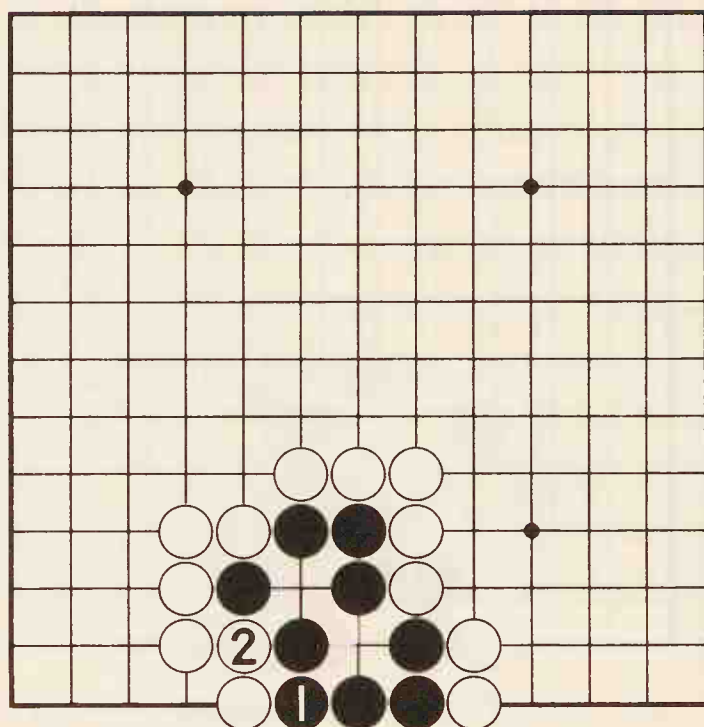
If Black plays 1 here, White 2 puts five stones in atari and all the black stones die.

PROBLEM 101



Correct Answer

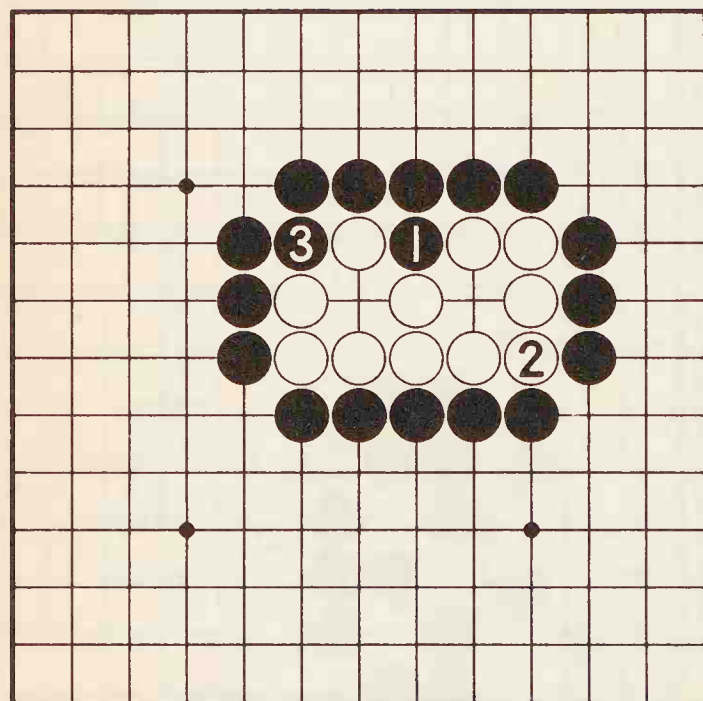
If Black plays at 1, his stones are alive.



Wrong Answer

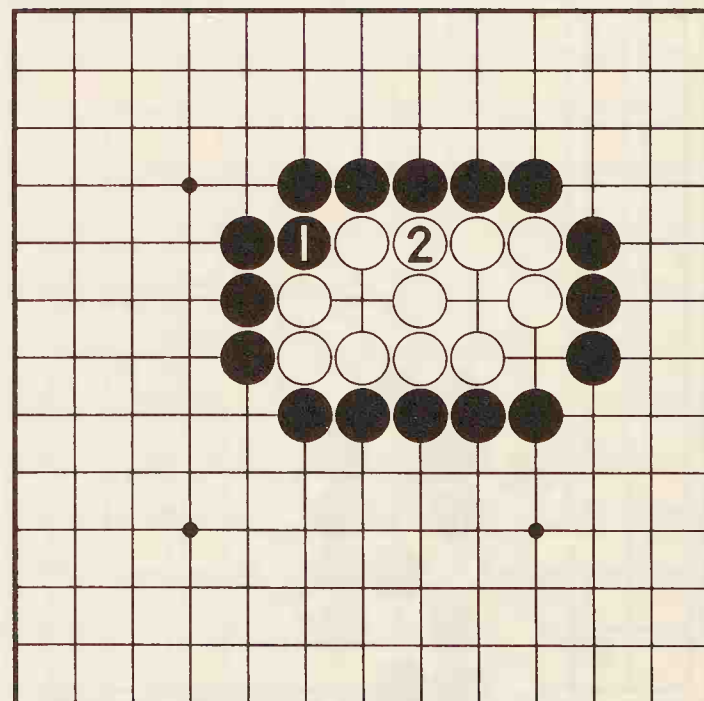
If Black plays 1 here, White 2 kills all the black stones.

PROBLEM 102



Correct Answer

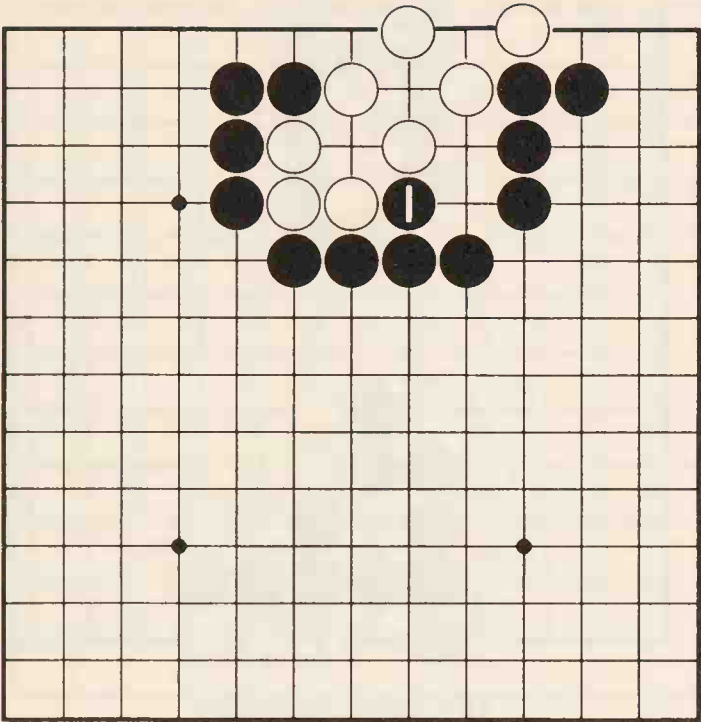
Black 1 is the correct answer.
If White plays 2, Black 3 kills all
the white stones.



Wrong Answer

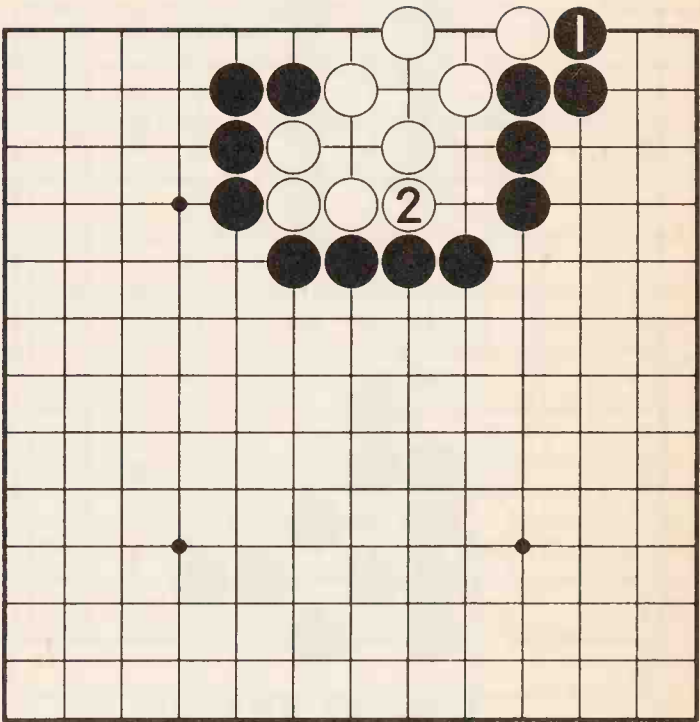
If Black plays at 1 first, White's stones are absolutely alive after White 2.

PROBLEM 103



Correct Answer

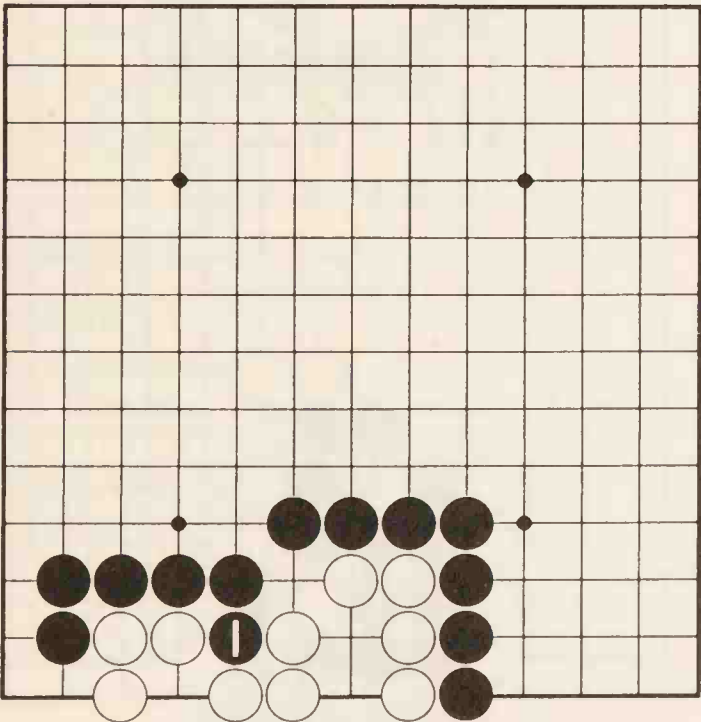
Black 1 kills all of the white stones.



Wrong Answer

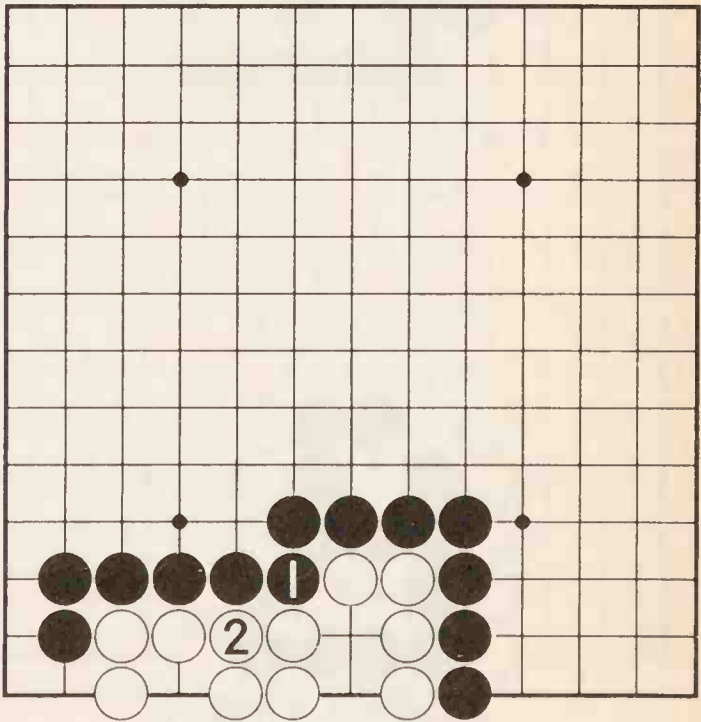
If Black plays 1 here, this will allow White to play 2 and his stones are alive.

PROBLEM 104



Correct Answer

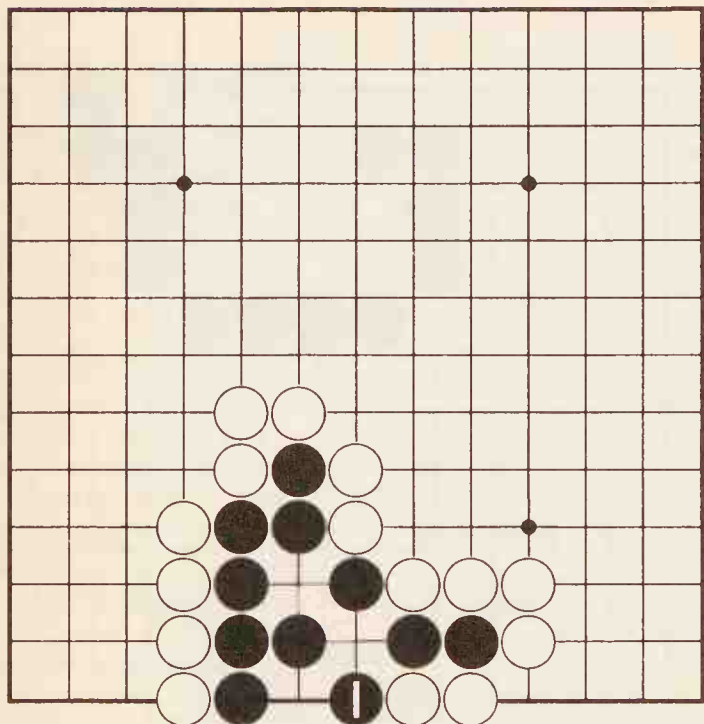
Black 1 kills all of the white stones.



Wrong Answer

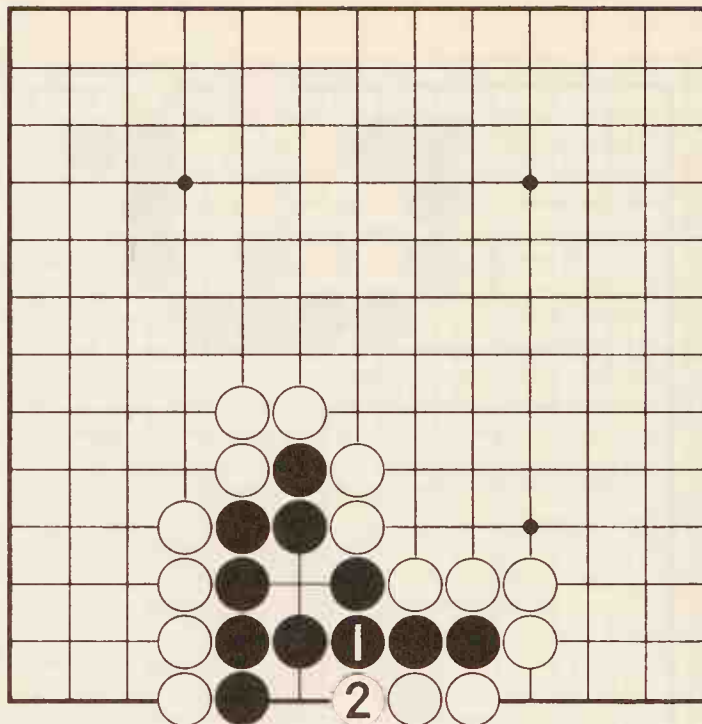
Black 1 lets White play 2 and his stones are now alive.

PROBLEM 105



Correct Answer

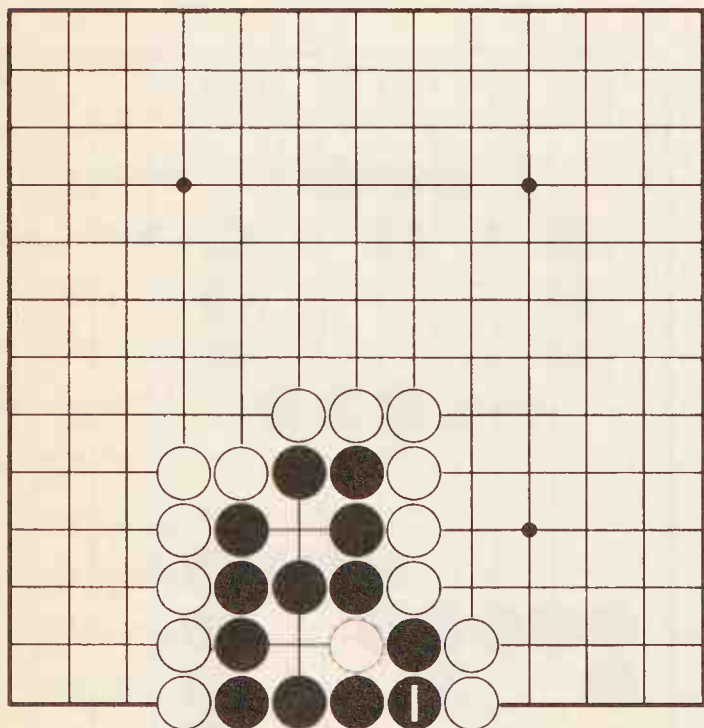
Black 1 is the correct answer. If White takes two stones, Black will take back one stone and he is alive.



Wrong Answer

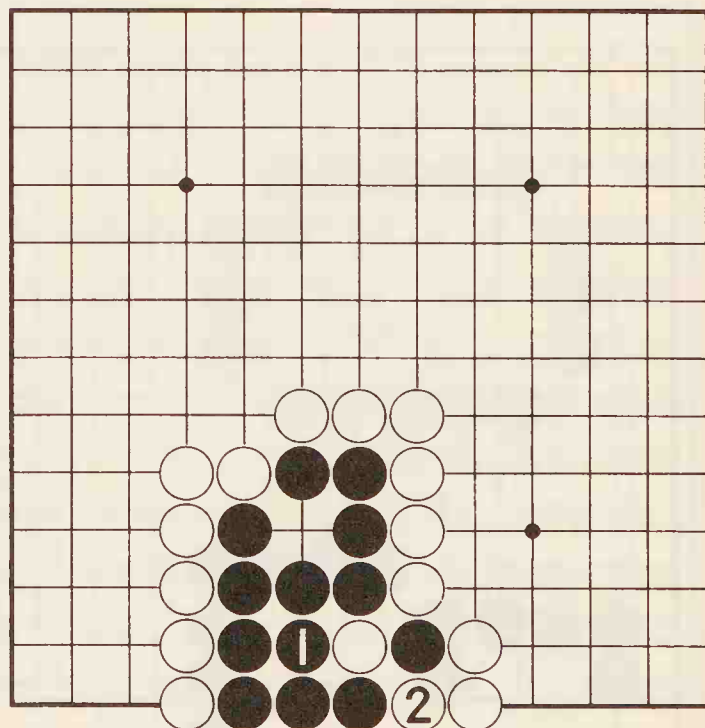
If Black plays 1, defending his two endangered stones, White will play 2 and all the black stones are dead.

PROBLEM 106



Correct Answer

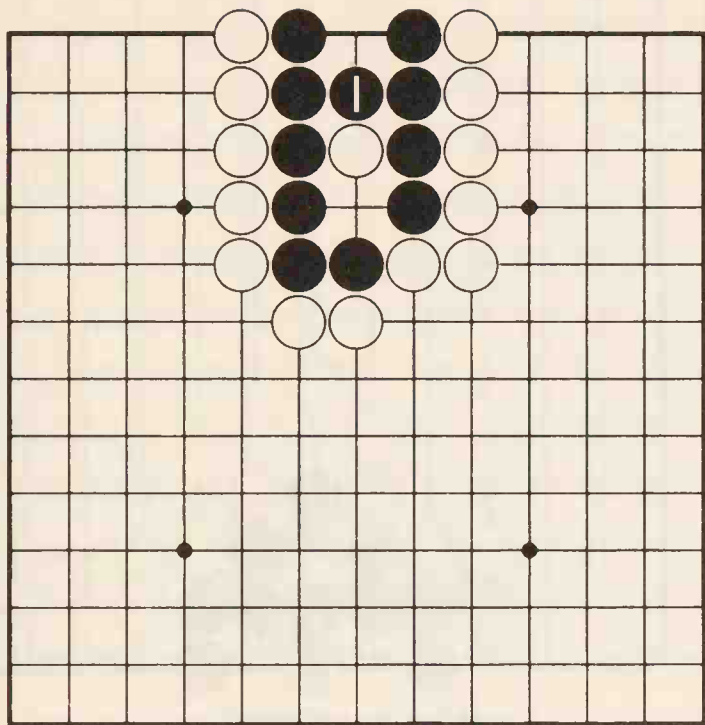
If Black plays 1, all of his stones are alive.



Wrong Answer

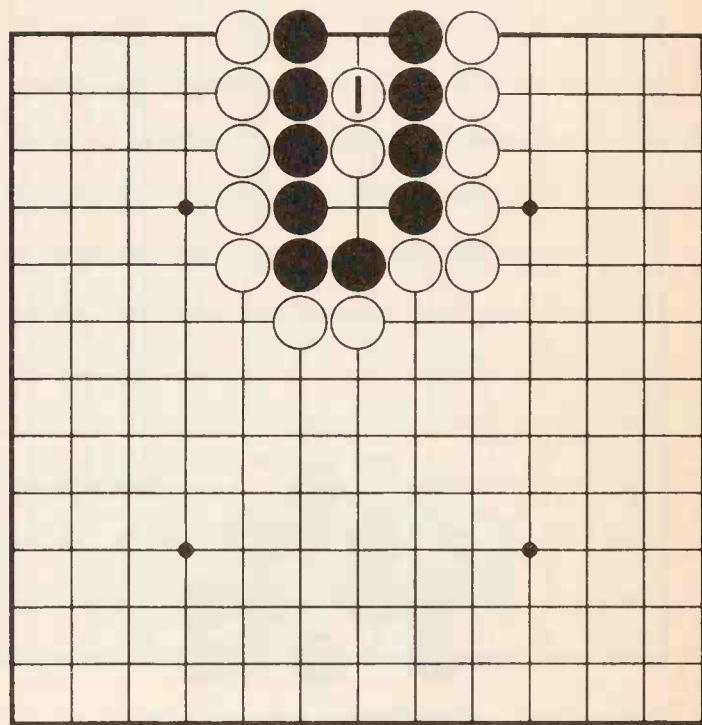
If Black takes a stone with 1, White plays at 2 and all the black stones are dead.

PROBLEM 107



Correct Answer

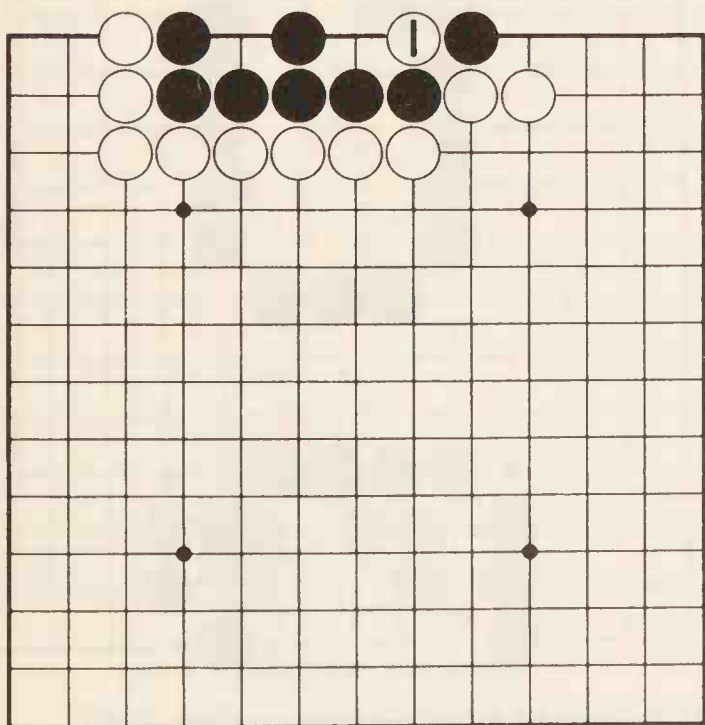
If Black plays 1, his stones are alive.



If White Plays First

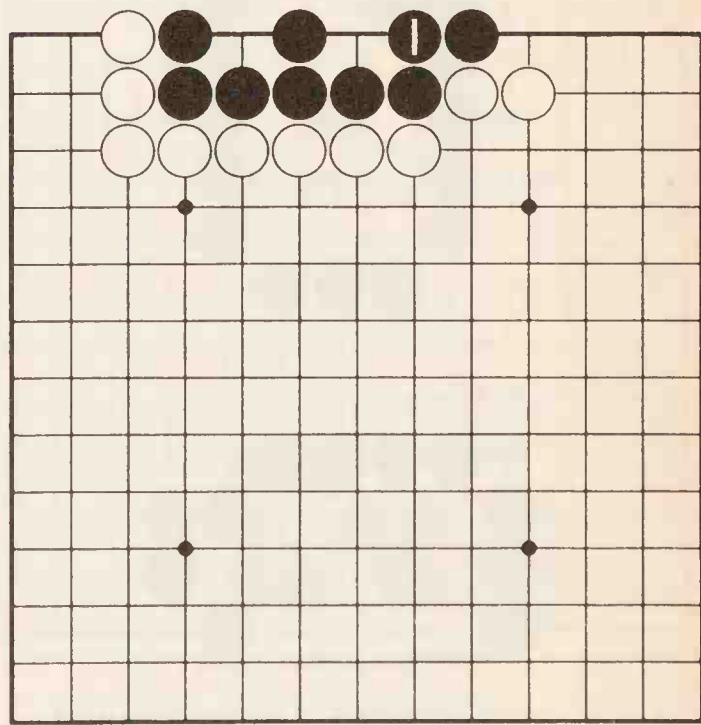
If it were White's turn to play, White 1 would kill all the black stones.

PROBLEM 108



Correct Answer

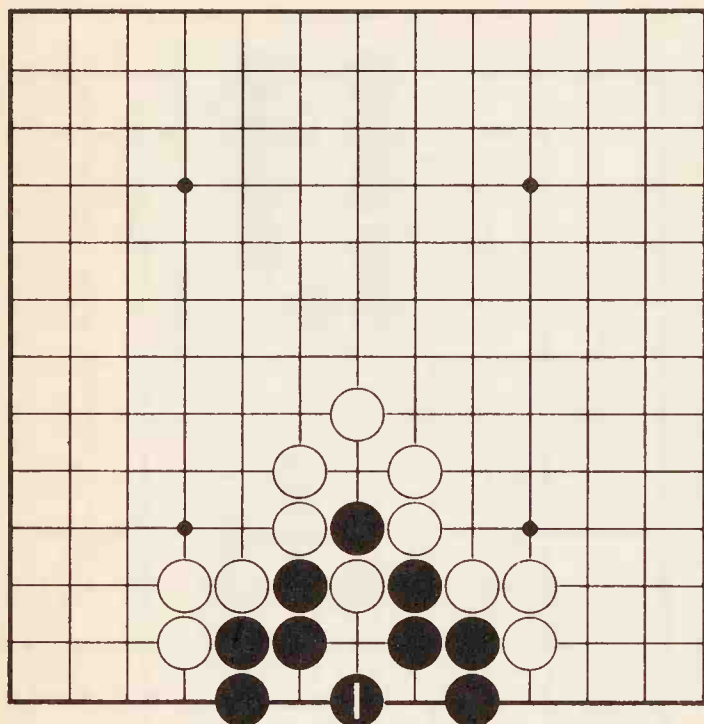
White 1 kills all the black stones.



If Black Plays First

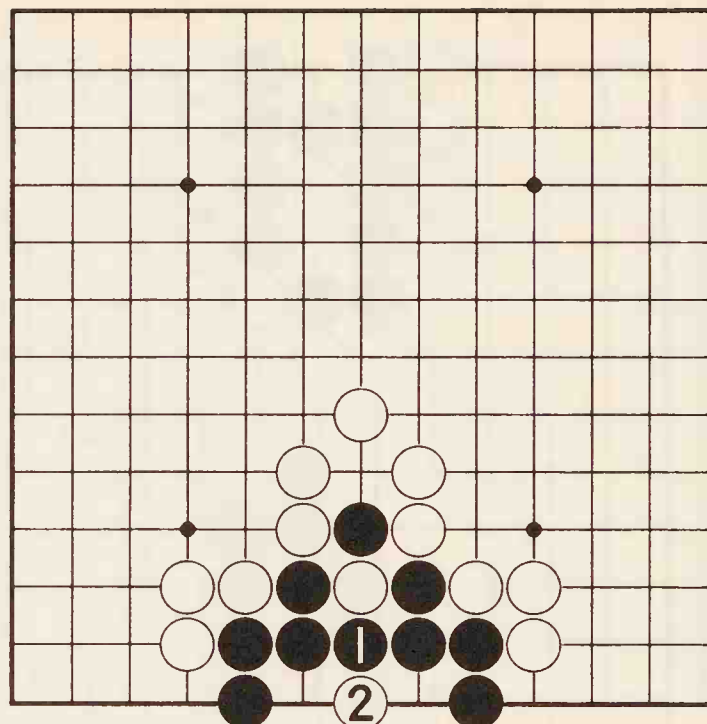
If it were Black's turn to play, I would give the black stones life.

PROBLEM 109



Correct Answer

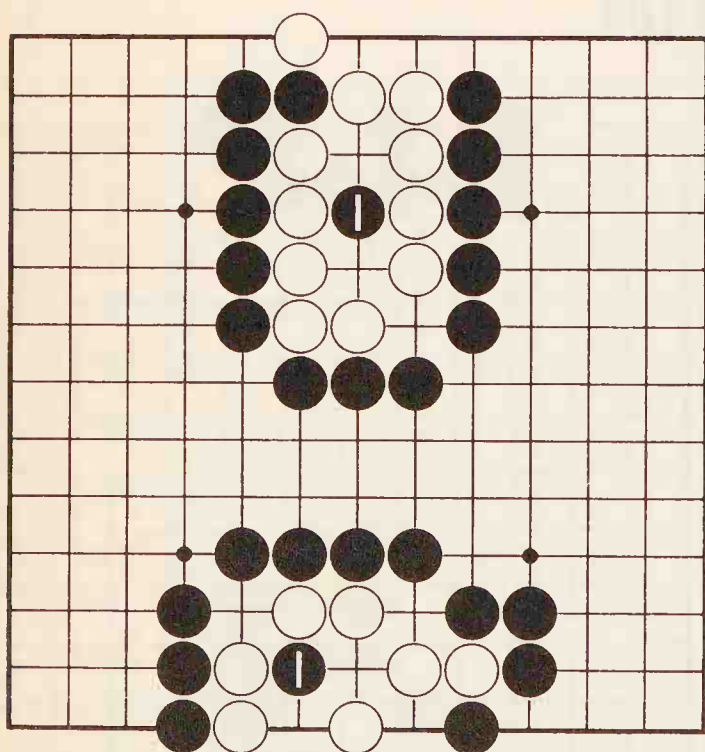
Black 1 is the move that gives the black group life.



Wrong Answer

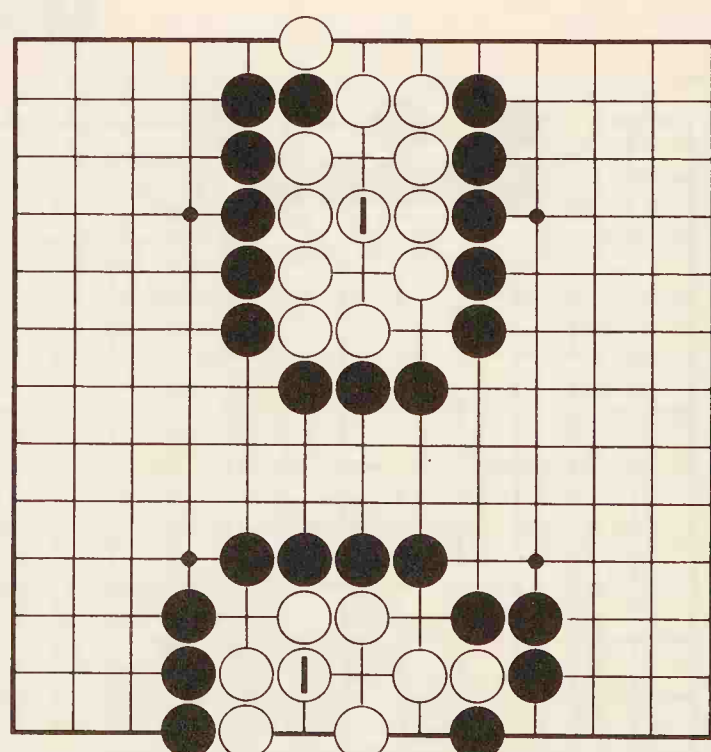
If Black were to capture a stone with 1, White 2 would kill the black group.

PROBLEM 110



Correct Answer

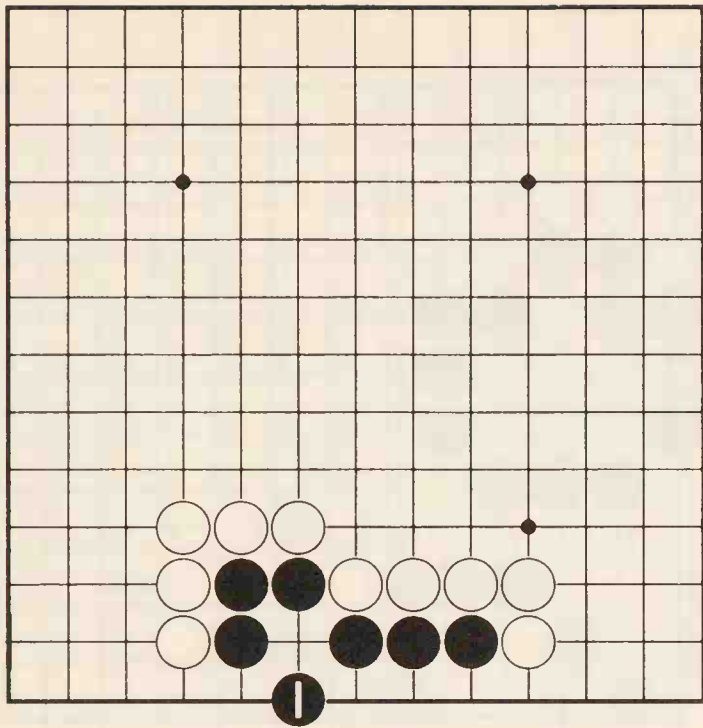
Black 1 above and below kill the respective white groups.



If White Plays First

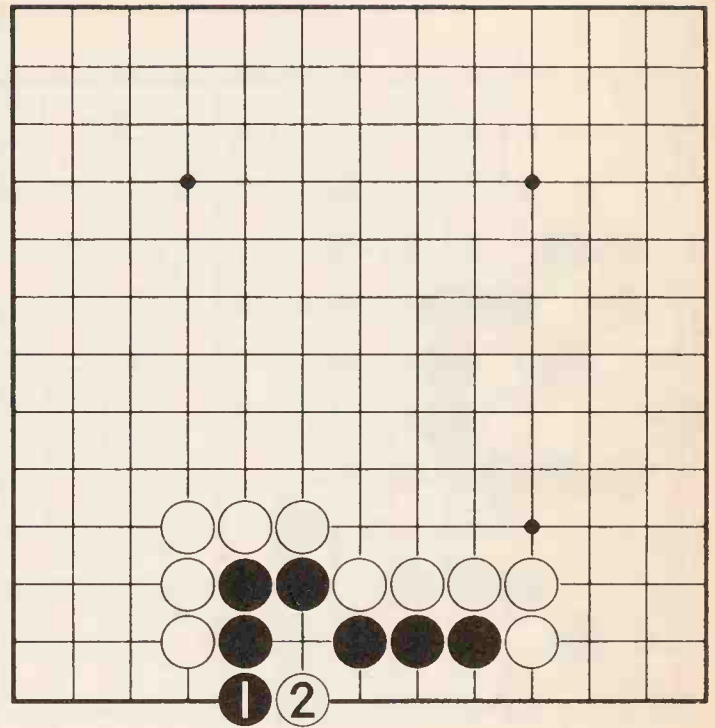
If it were White's turn to play, 1 would make both white groups unconditionally alive.

PROBLEM 111



Correct Answer

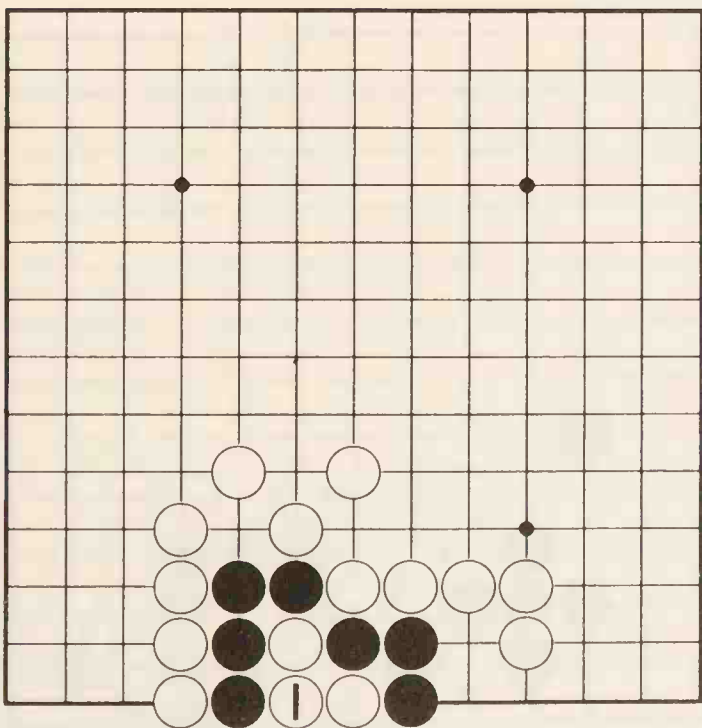
Black 1 is the move that gives the black group life.



Wrong Answer

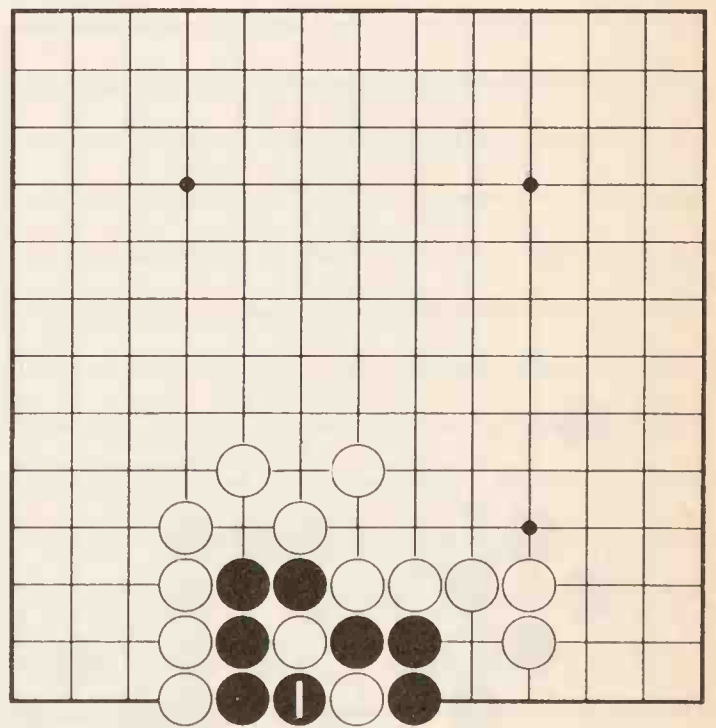
If Black lets White play 2, all the black stones die.

PROBLEM 112



Correct Answer

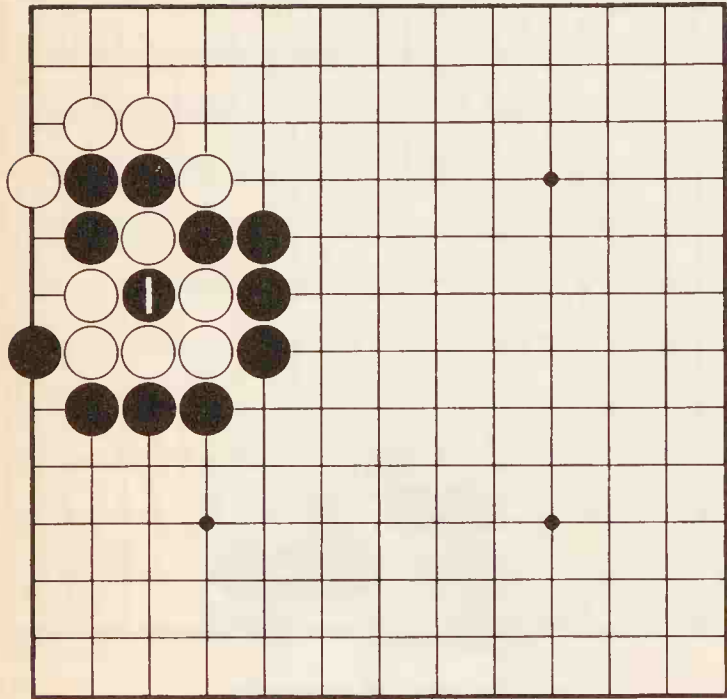
The only move that could kill the black group is White 1, but this is an illegal move, so Black is alive.



Wrong Answer

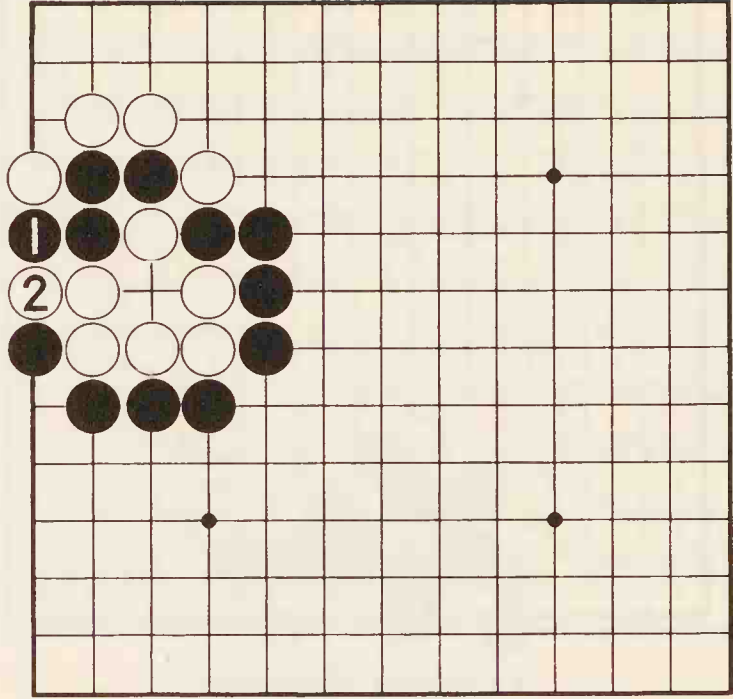
Black can take two white stones with 2 at his leisure, so his group is absolutely alive.

PROBLEM 113



Correct Answer

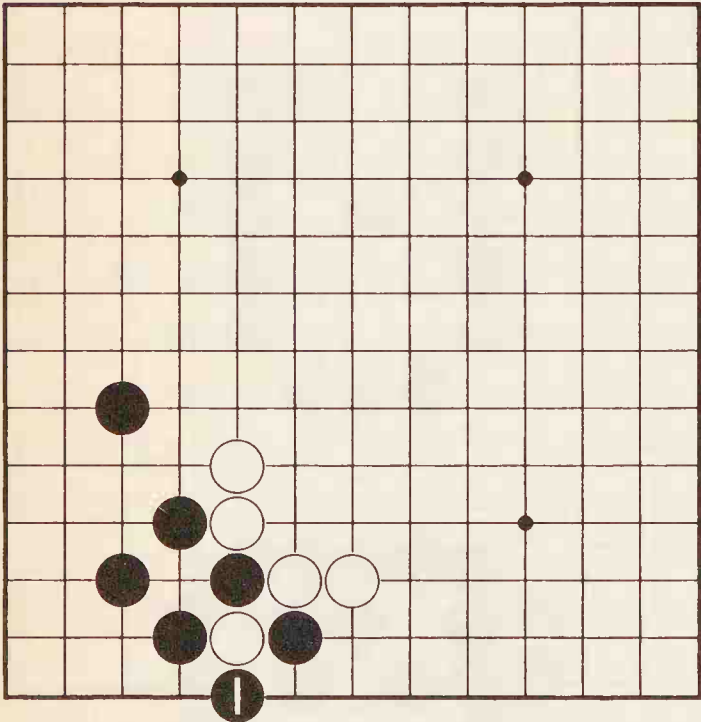
Black must start a ko fight with 1.



Wrong Answer

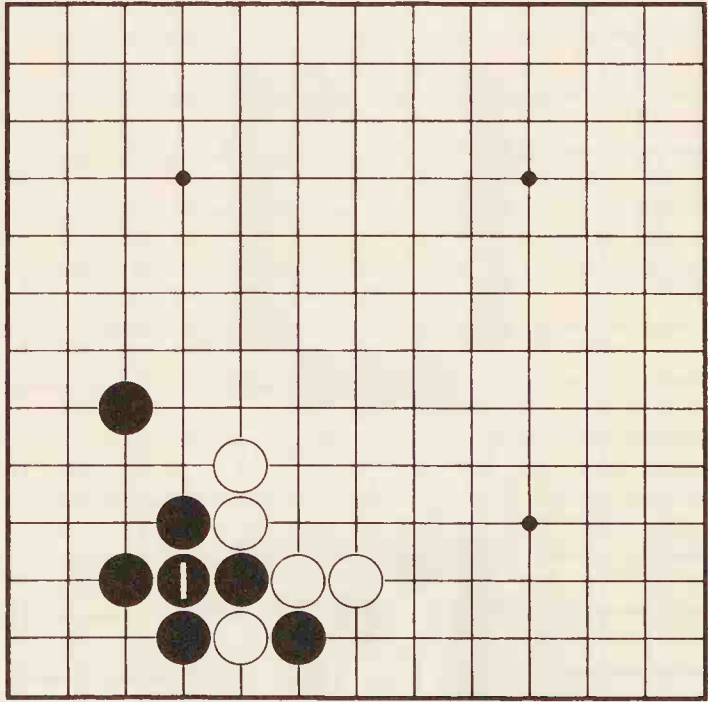
If Black plays at 1, White will capture four black stones with 2.

PROBLEM 114



Correct Answer

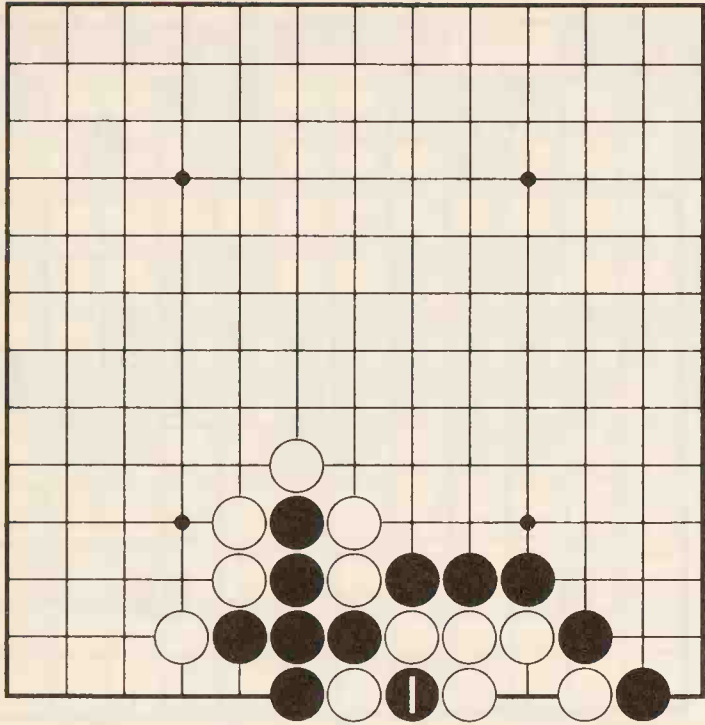
Taking a stone with Black 1 settles the ko. This is the correct answer.



For Reference

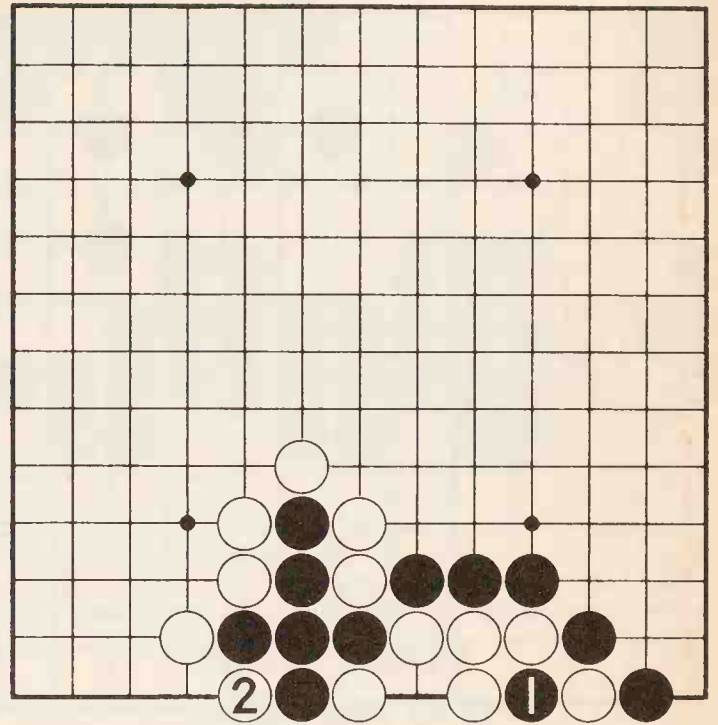
Black 1 here also settles the ko, but even though Black will eventually take the white stone, the result is less than satisfactory.

PROBLEM 115



Correct Answer

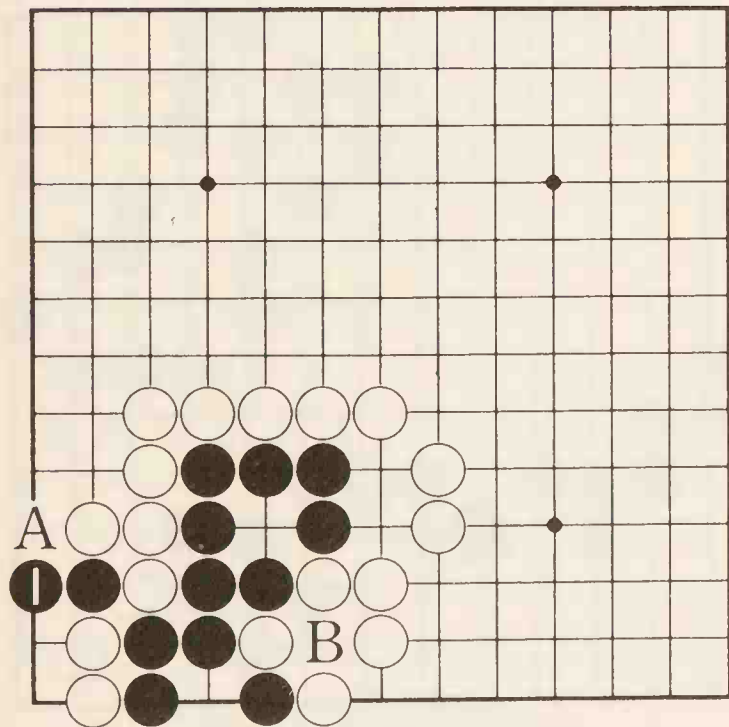
Taking a stone in ko with 1 is the correct answer.



Wrong Answer

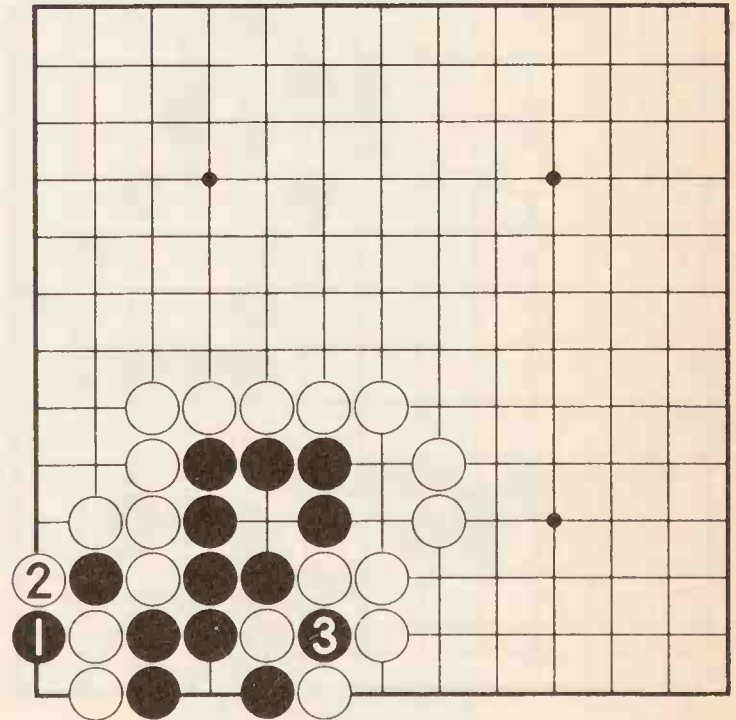
Taking a stone in ko with 1 here is bad because White 2 would capture six black stones.

PROBLEM 116



Correct Answer 1

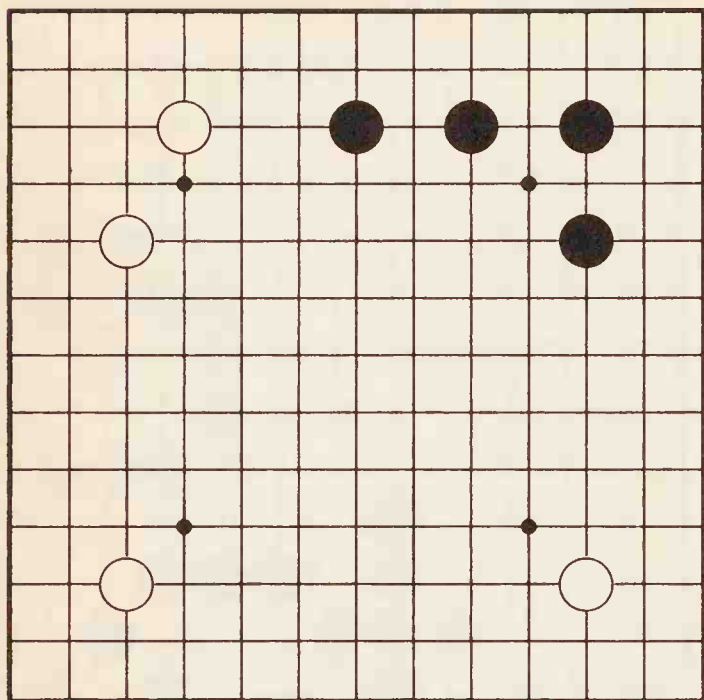
Black 1, which is a ko threat, is the correct answer. If next White A, Black plays B.



Correct Answer 2

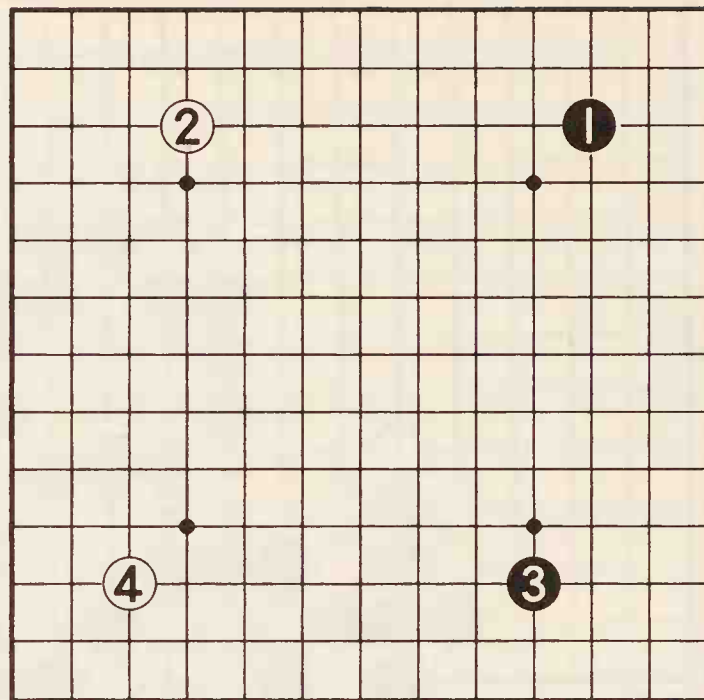
Black 1 is also good. If White 2, Black 3. In any case, Black cannot take at 3 immediately.

PROBLEM 117



Correct Answer

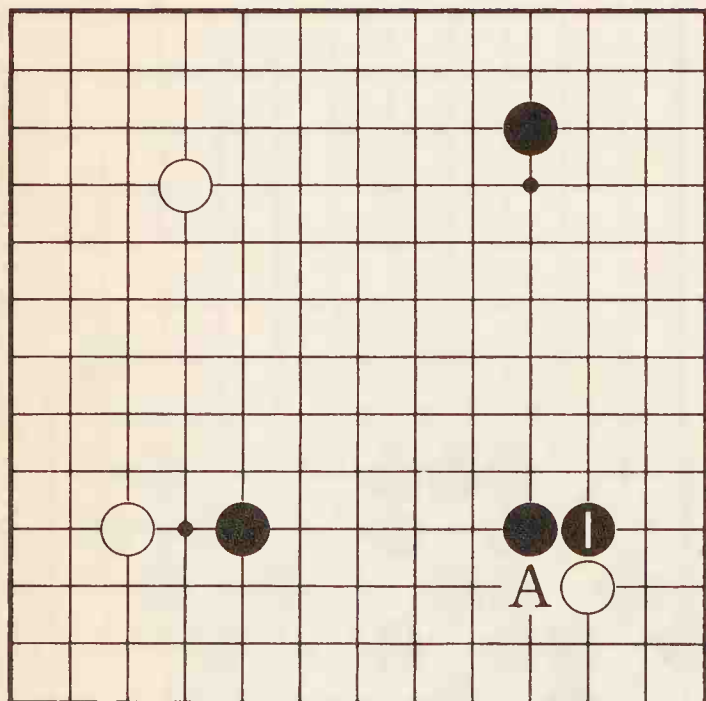
Since White has occupied three of the four corners, his game is superior to Black's.



For Reference

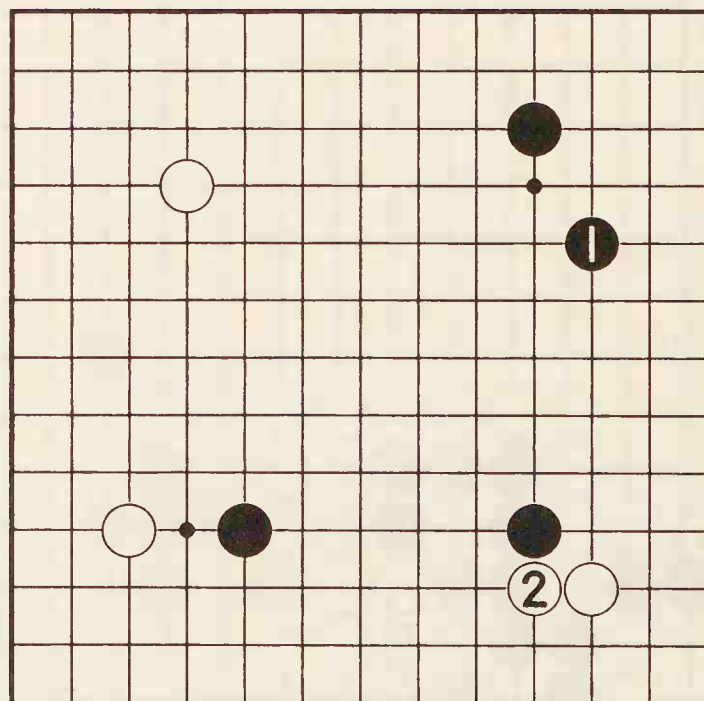
This is a normal way to play the opening. Each side has occupied two corners.

PROBLEM 118



Correct Answer

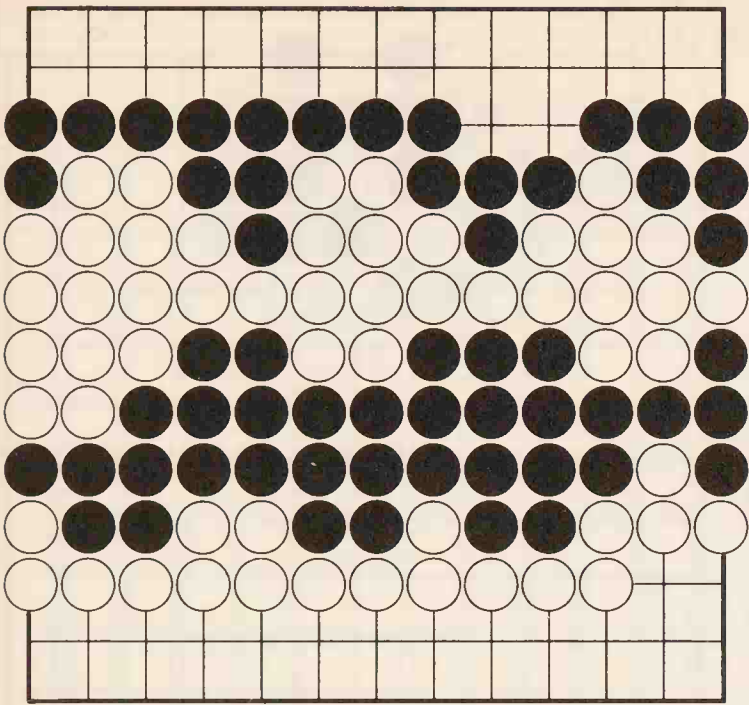
Either Black 1 or Black A is the correct answer.



Wrong Answer

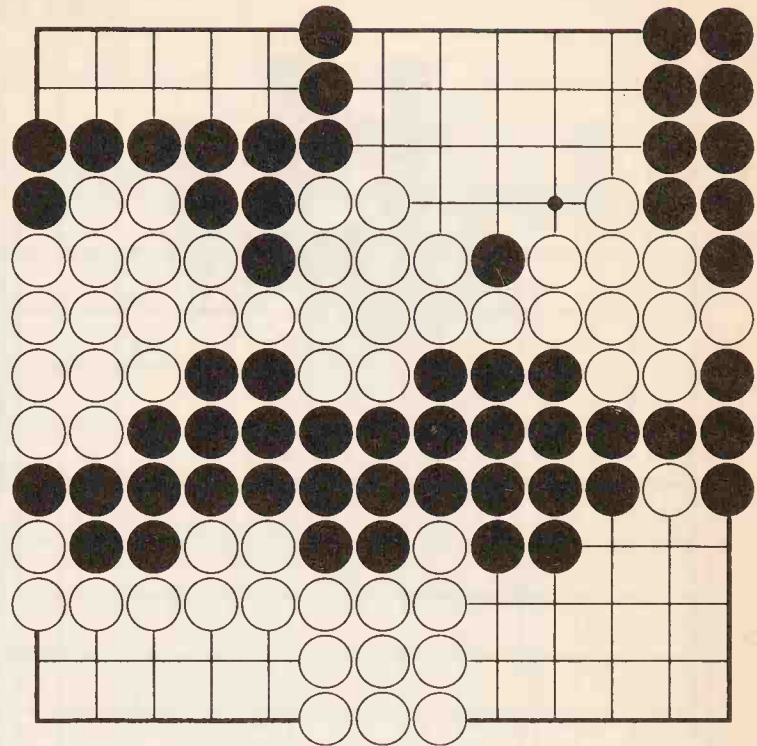
If Black plays 1 elsewhere, White will play 2 and Black is at a disadvantage.

PROBLEM 119



Correct Answer

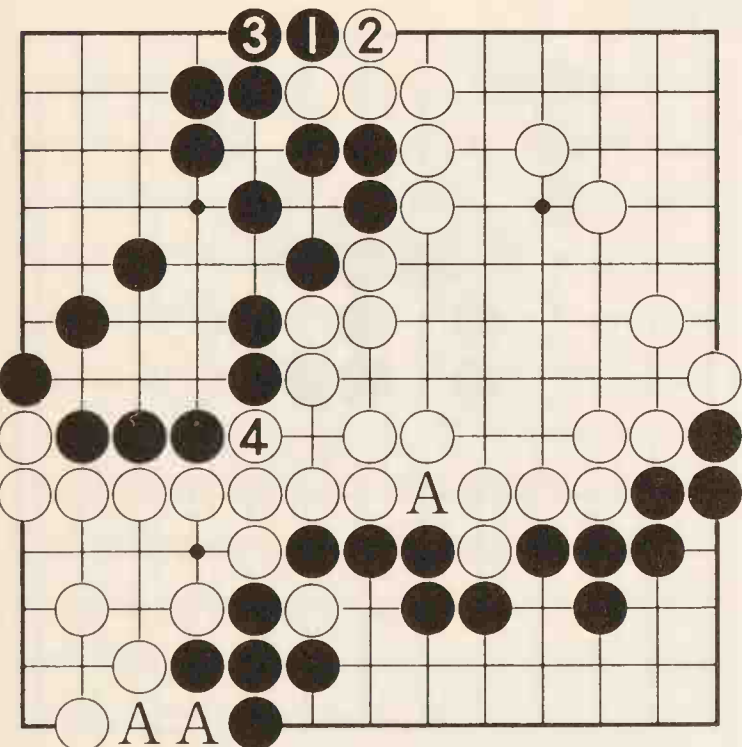
You should arrange the territories so that the stones are disturbed as little as possible. Both Black and White have 28 points, so the result is a draw.



For Reference

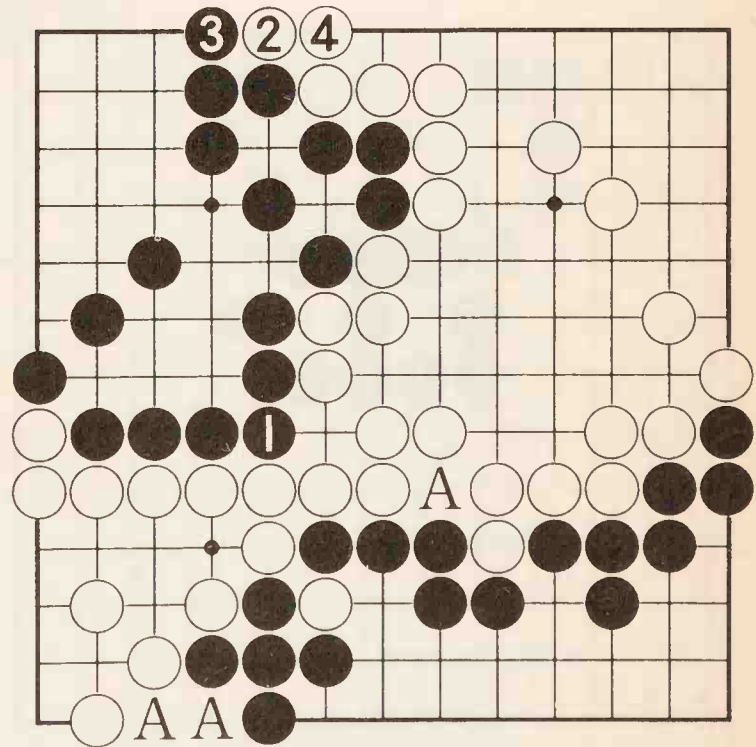
This arrangement of territories is also correct and gives the same result.

PROBLEM 120



Correct Answer 1

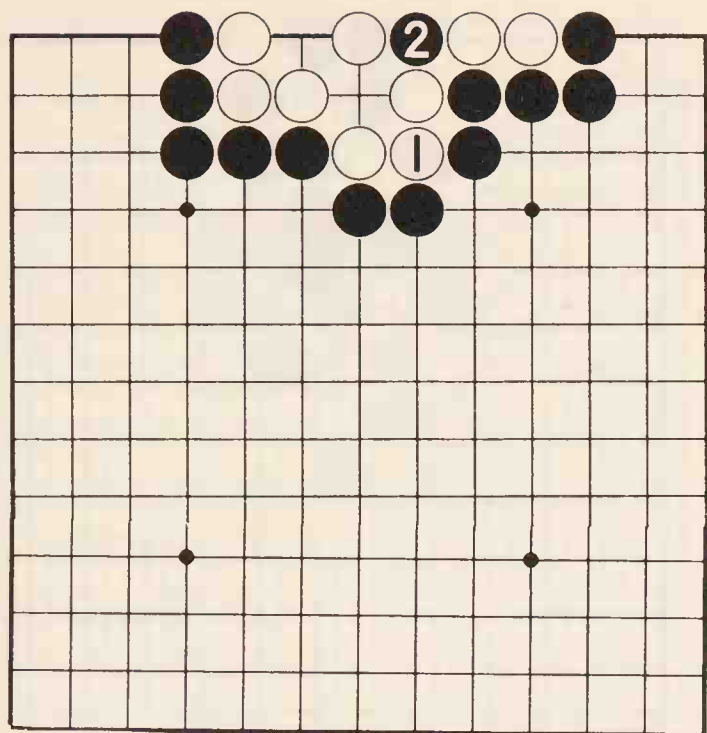
Black 1 to 3 and White 4 are the last points of profit left. The points A, called *dame*, have no value.



Correct Answer 2

As the problem was stated, this is also correct, but White is better by one point than before.

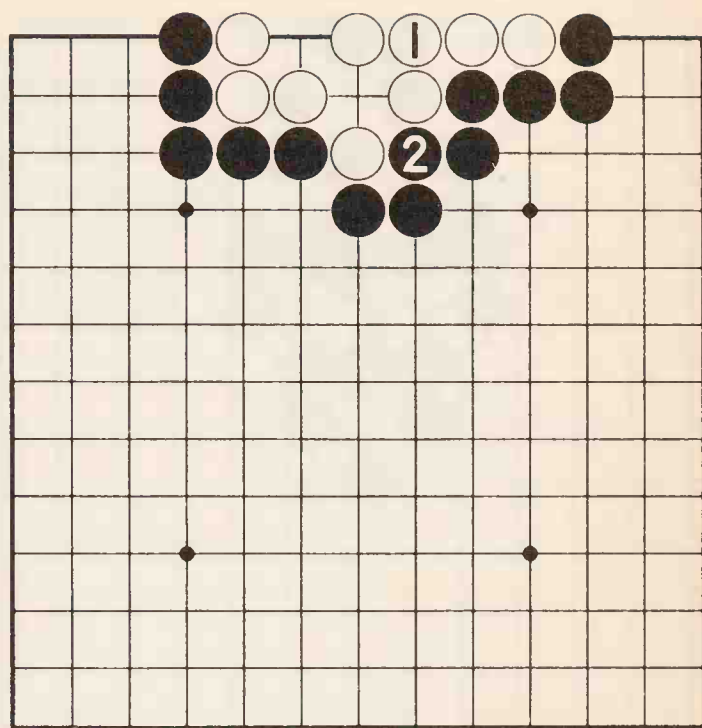
PROBLEM 123



Correct Answer

3 retakes to the right of 2

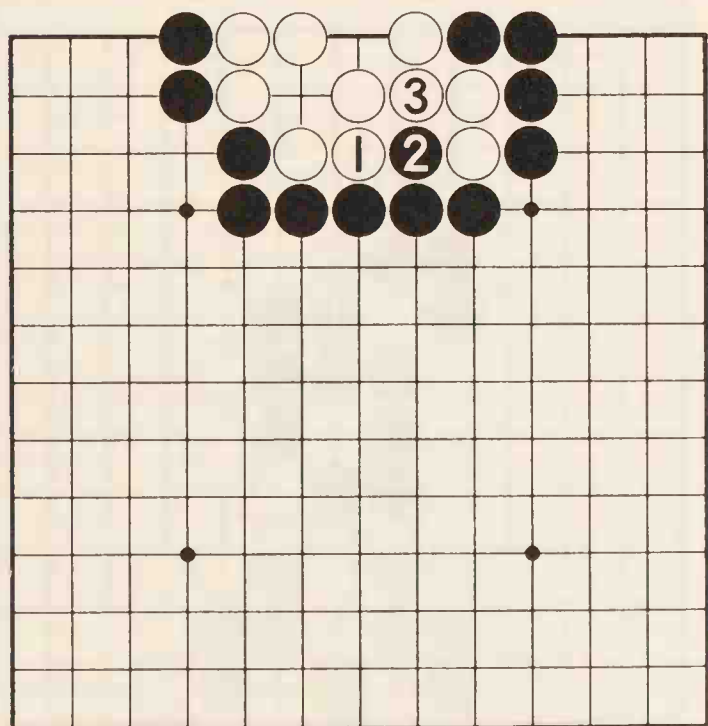
White 1 is the correct answer. If Black takes two stones with 2, White retakes with 3.



Wrong Answer

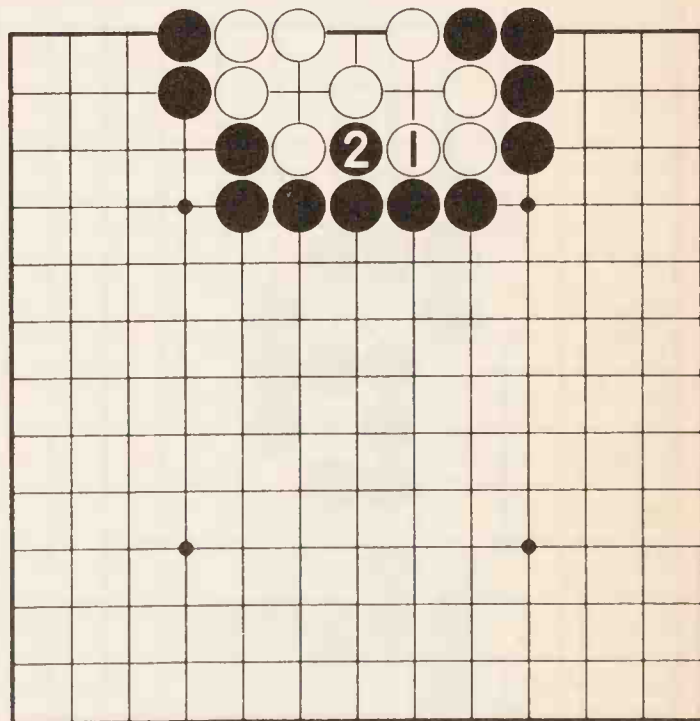
If White plays at 1, Black 2 turns White's lower eye into a false eye and White is dead.

PROBLEM 124



Correct Answer

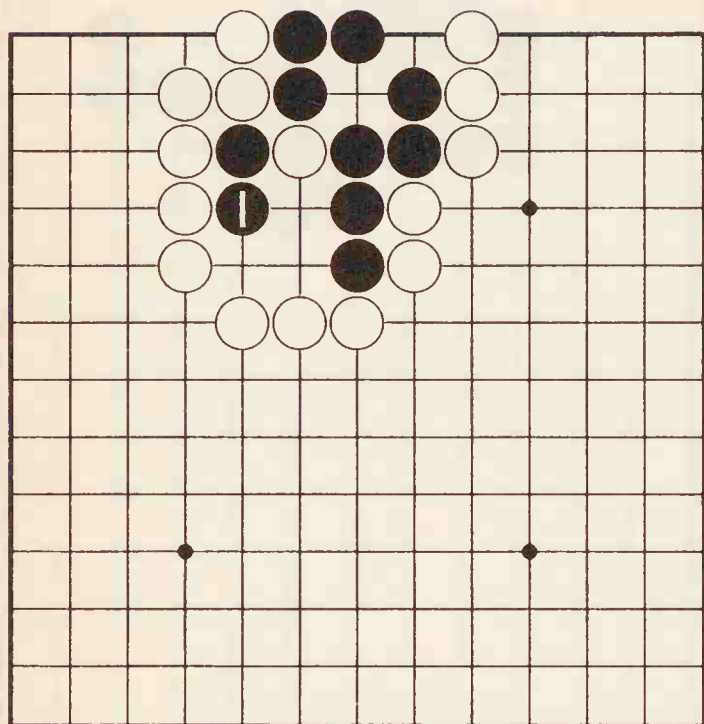
White 1 is the correct answer. If Black 2, White 3 defends his second eye.



Wrong Answer

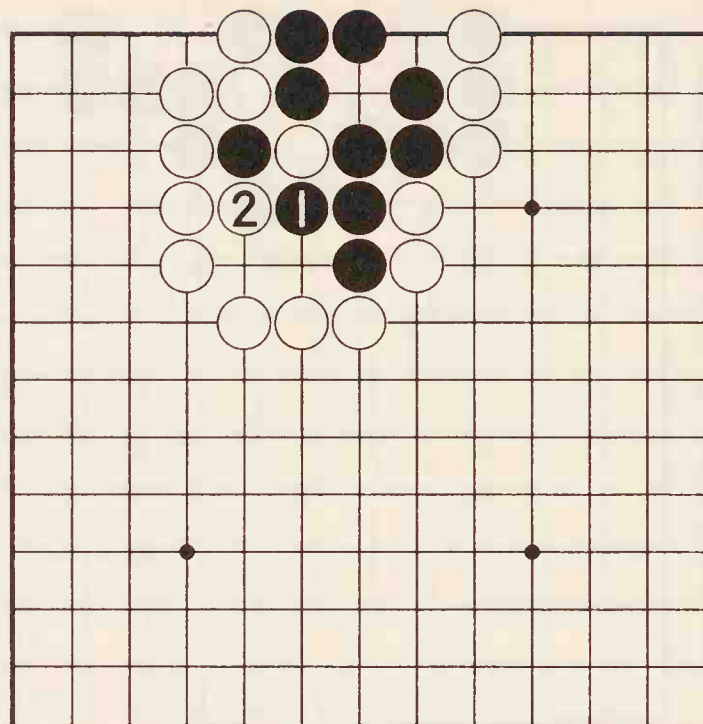
If White plays 1, Black 2 turns White's eyes on the left and the right into false eyes.

PROBLEM 125



Correct Answer

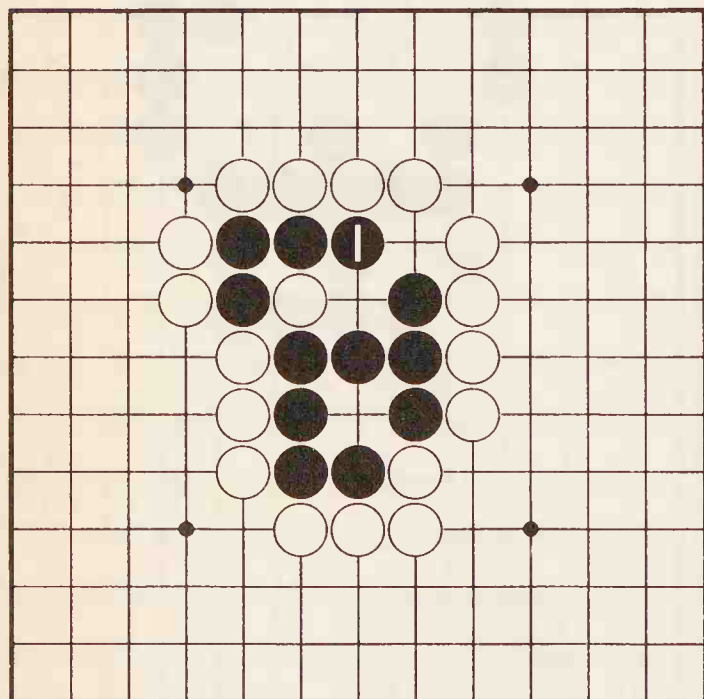
Black 1 is the correct answer. This move gives Black two eyes.



Wrong Answer

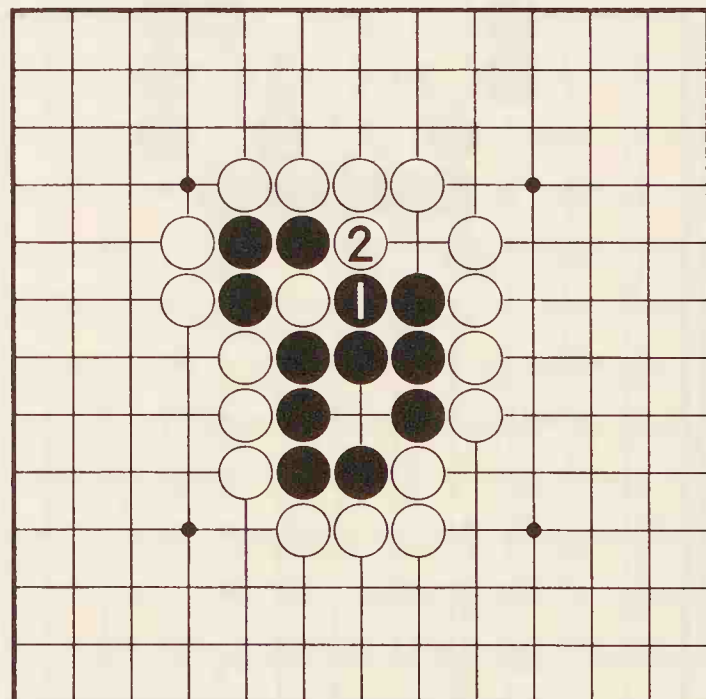
Taking a stone with 1 lets White play 2. Now Black has only one eye and his group dies.

PROBLEM 126



Correct Answer

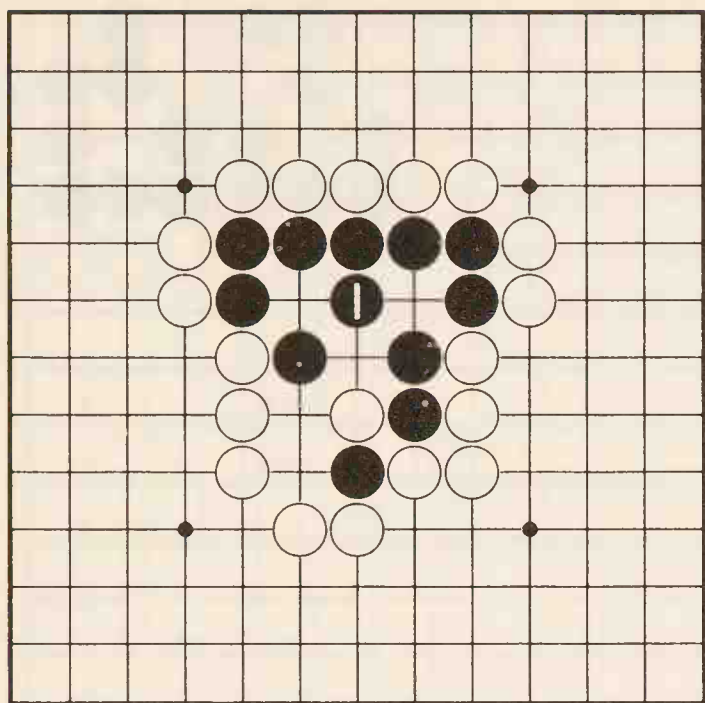
Black 1 is the correct answer. This move gives Black two eyes.



Wrong Answer

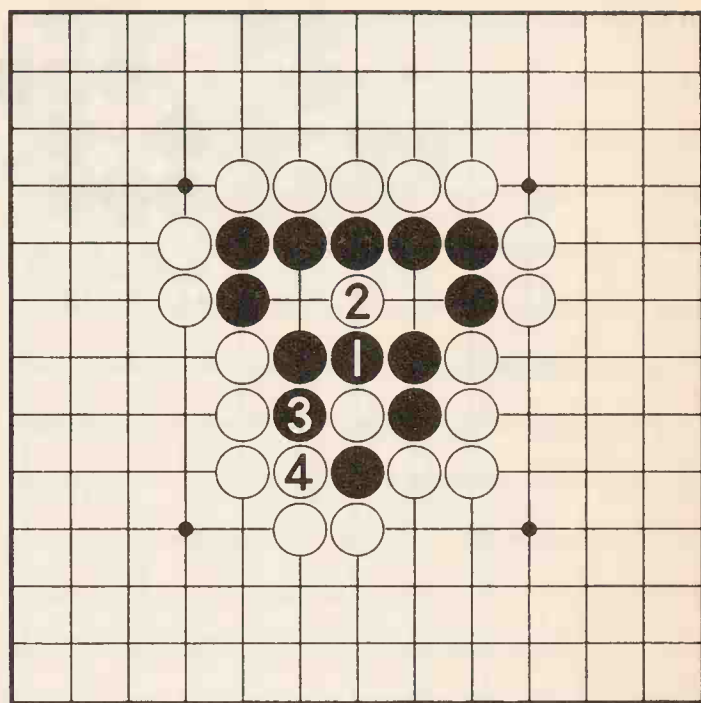
If Black plays 1, White 2 puts three black stones into atari and all the black stones die.

PROBLEM 127



Correct Answer

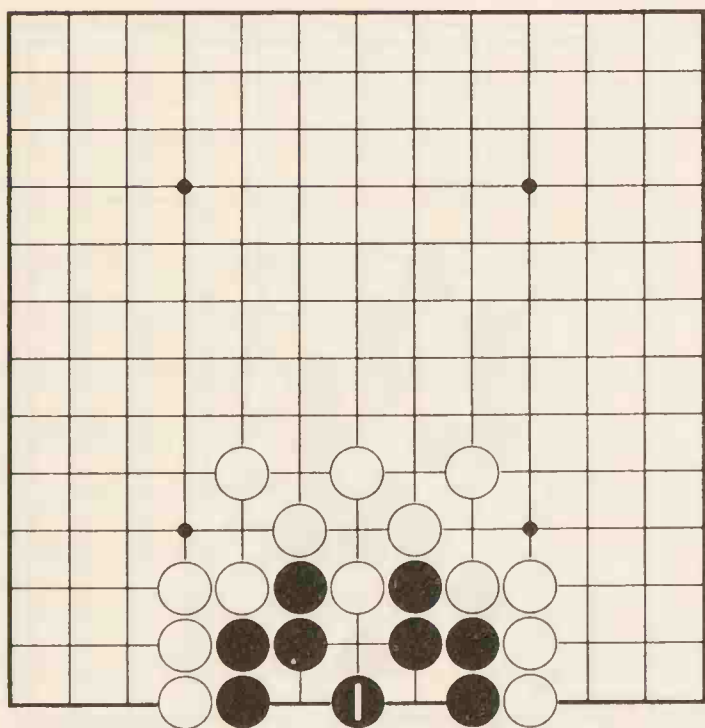
Black 1 is the correct answer since it gives him two eyes, one on the left and one on the right.



Wrong Answer

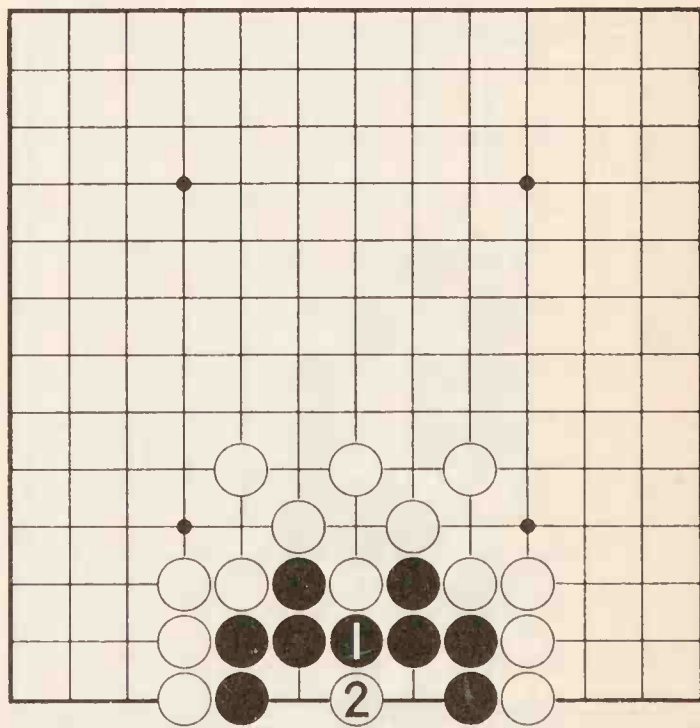
Black 1 lets White play 2. After Black 3 and White 4, Black can't make two eyes and is dead.

PROBLEM 128



Correct Answer

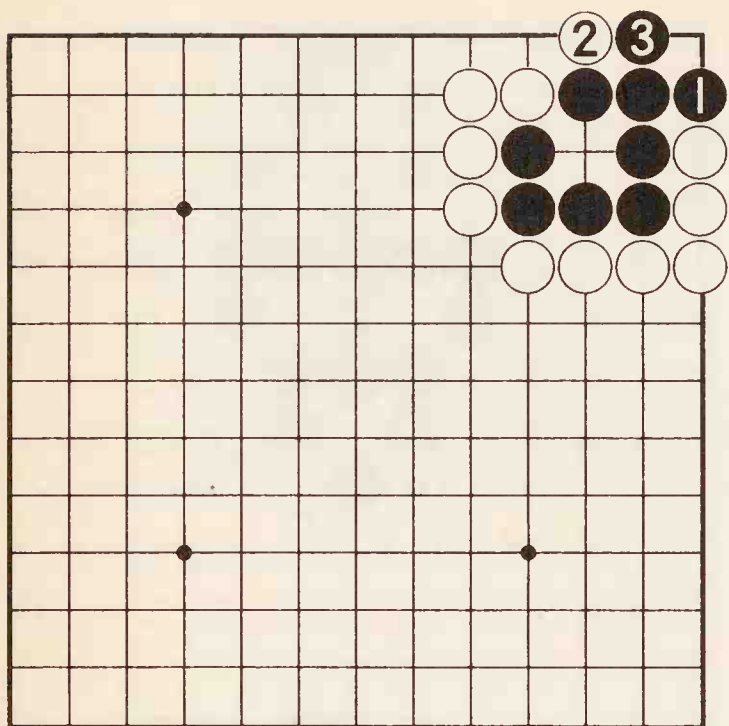
Black 1 is the correct answer since it gives him two eyes, one on the left and one on the right.



Wrong Answer

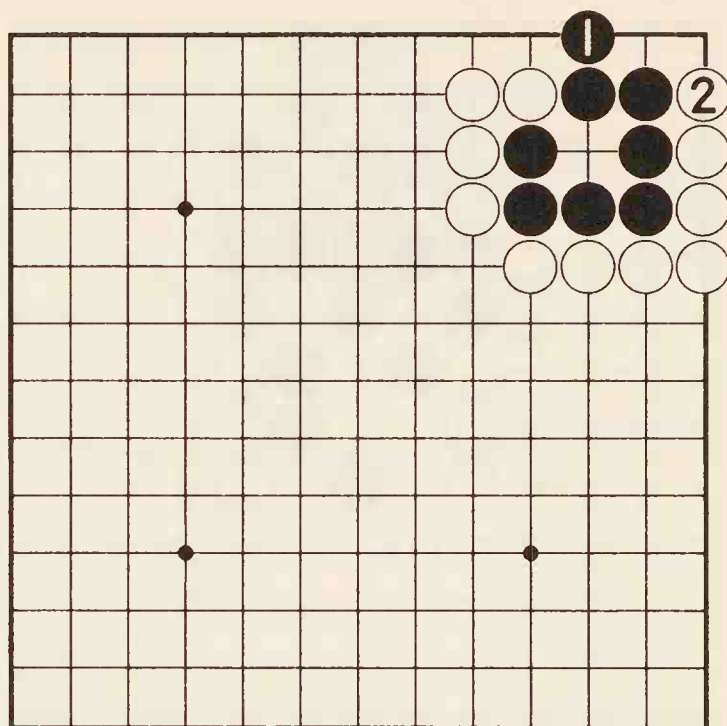
Black 1 lets White play 2. This leaves Black with one eye and a dead group.

PROBLEM 129



Correct Answer

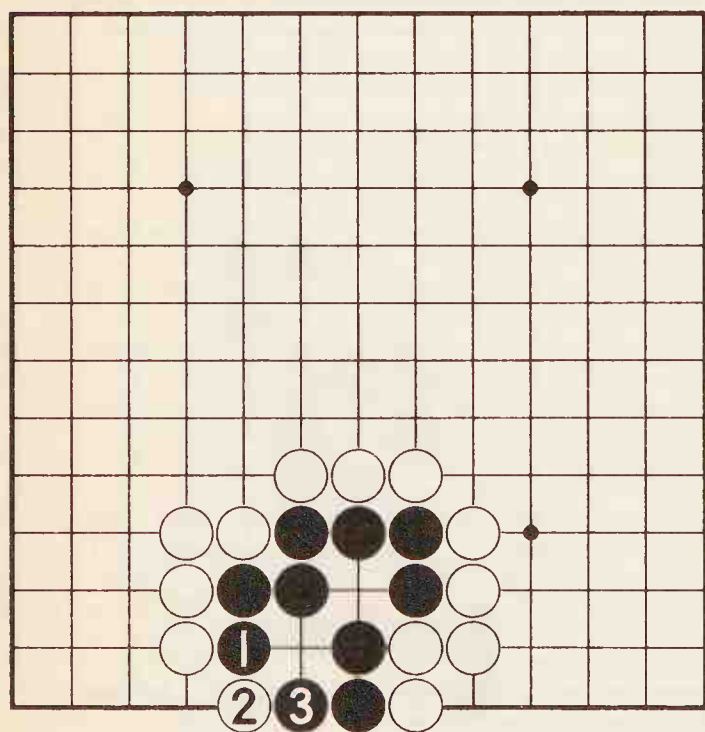
Black 1 is the correct answer. If White 2, Black gets two eyes with 3 and is absolutely alive.



Wrong Answer

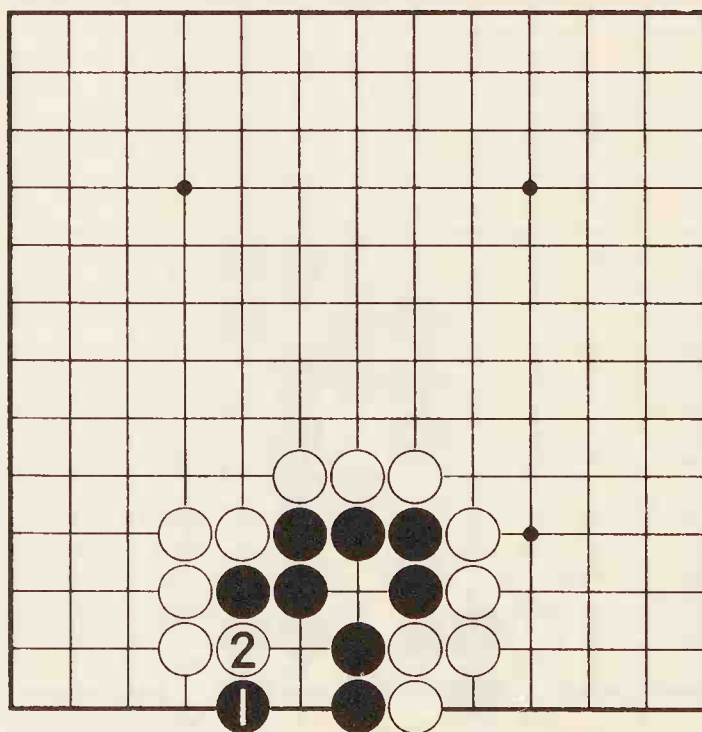
Black 1 lets White move into the corner with 2. Black cannot make two eyes and is dead.

PROBLEM 130



Correct Answer

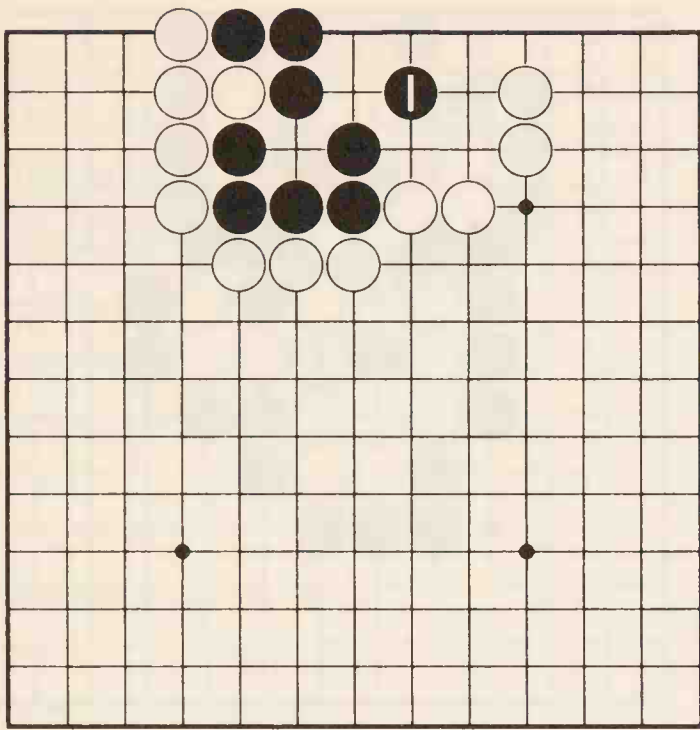
Black 1 is the correct answer. If White 2, Black gets two eyes with 3 and is absolutely alive.



Wrong Answer

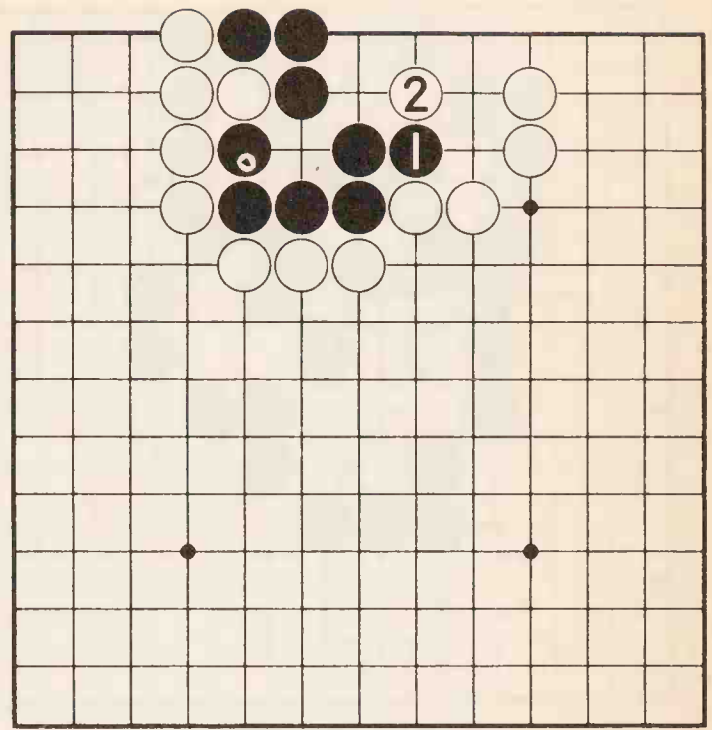
Black 1 lets White play 2. This leaves Black with one eye and a dead group.

PROBLEM 131



Correct Answer

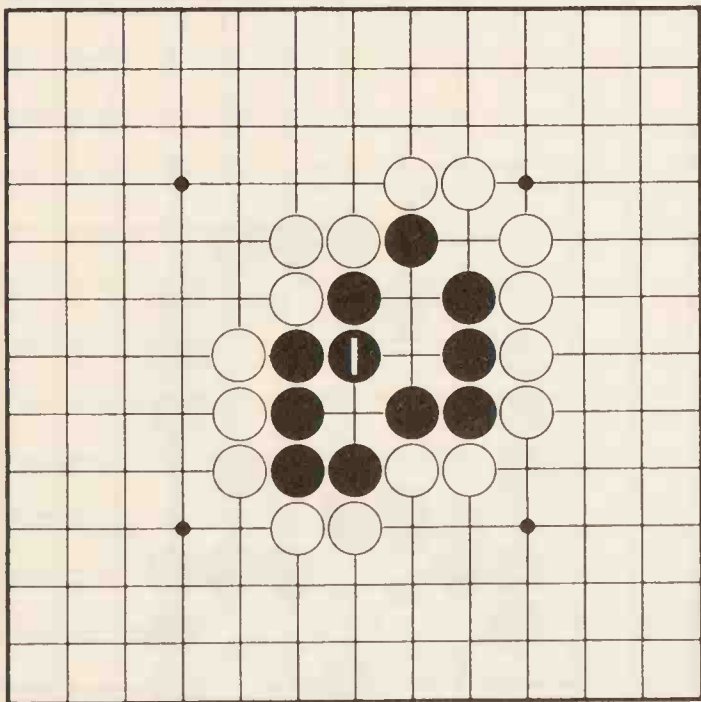
Black 1 is the correct answer. This move gives him two eyes and a live group.



Wrong Answer

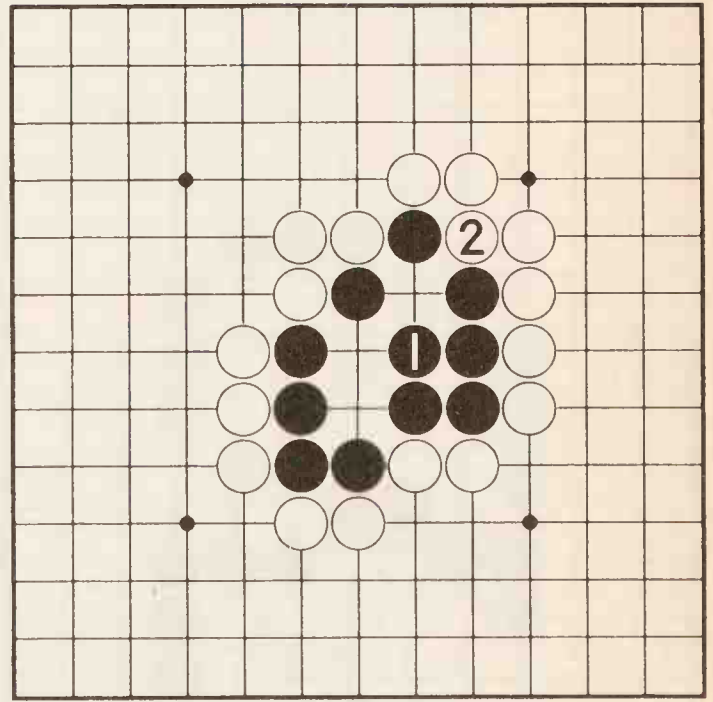
Black 1 lets White play 2. Now, Black cannot make two eyes and is dead.

PROBLEM 132



Correct Answer

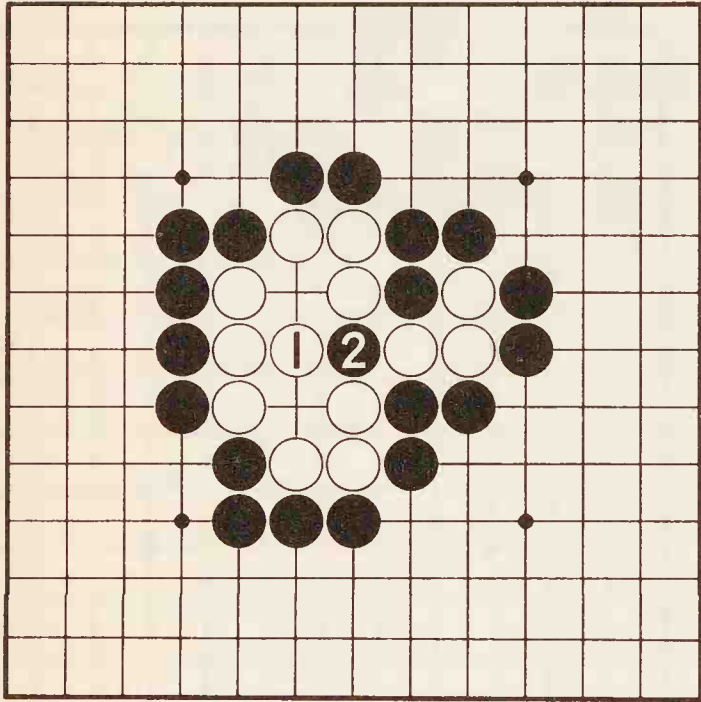
Black 1 is the correct answer. White cannot destroy Black's eyes, so he is alive.



Wrong Answer

If Black plays at 1, White 2 destroys Black's second eye and he is dead.

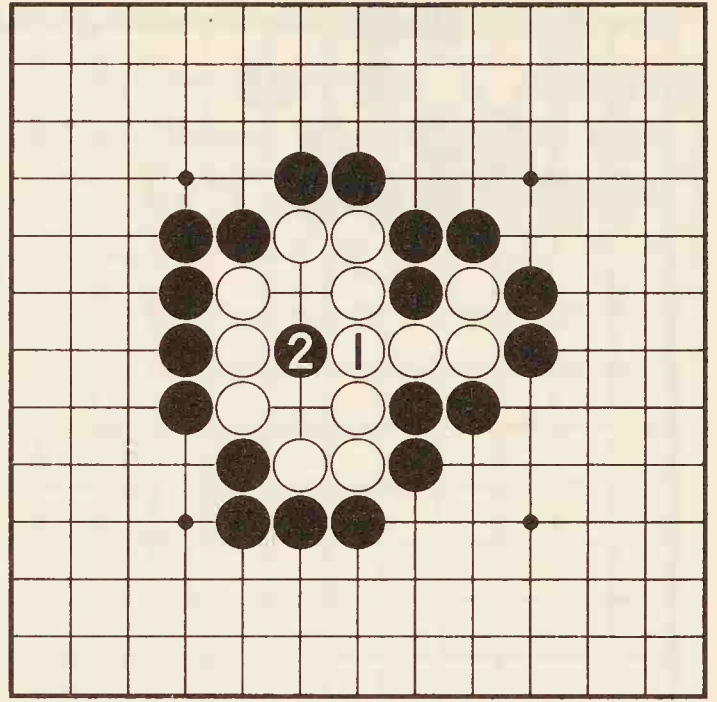
PROBLEM 133



Correct Answer

3 retakes to the right of 2

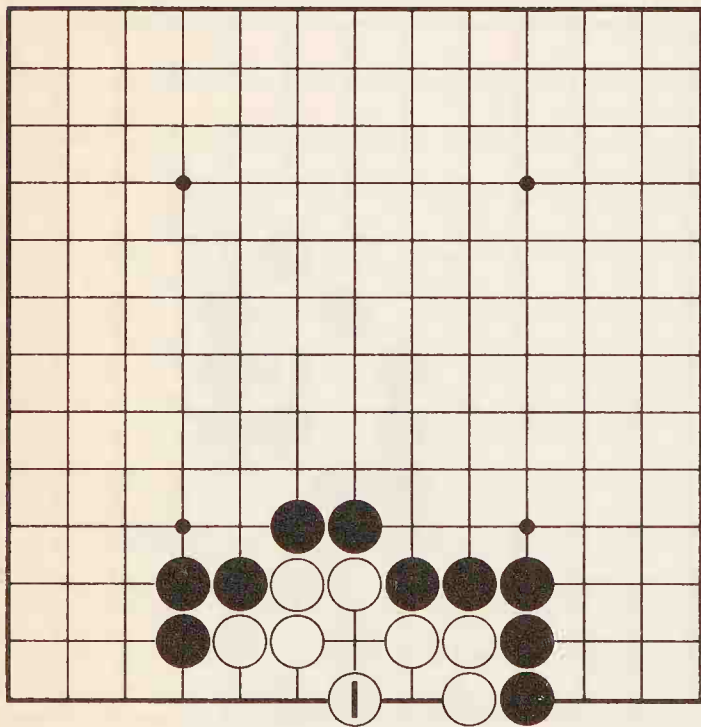
White 1 is the correct answer. If Black takes three stones with 2, White retakes and is alive.



Wrong Answer

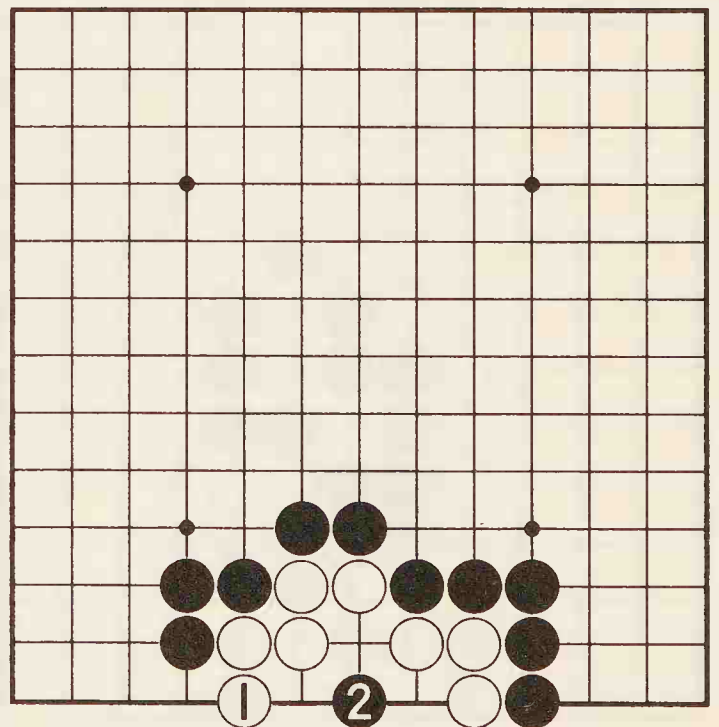
White 1 lets Black play 2. Now White cannot make two eyes and is dead.

PROBLEM 134



Correct Answer

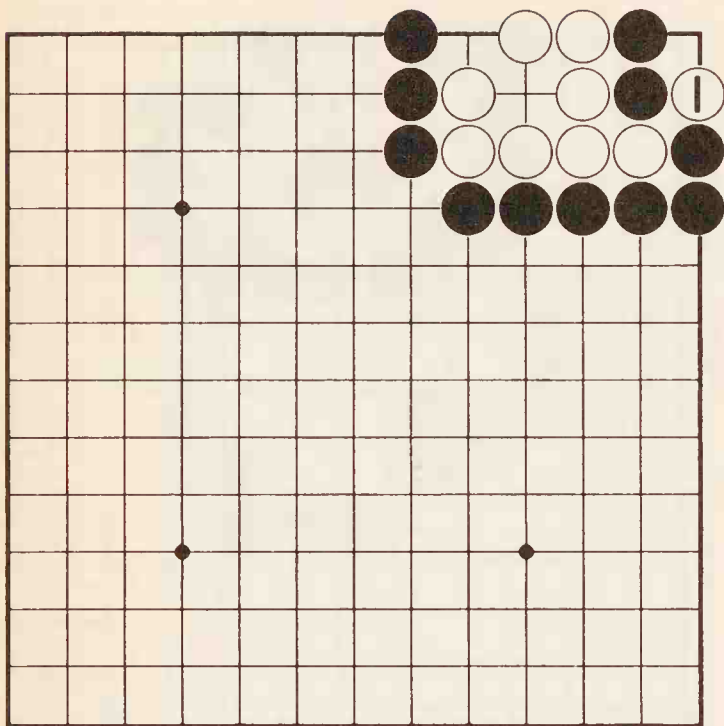
White 1 is the correct answer. White has two definite eyes and cannot be killed.



Wrong Answer

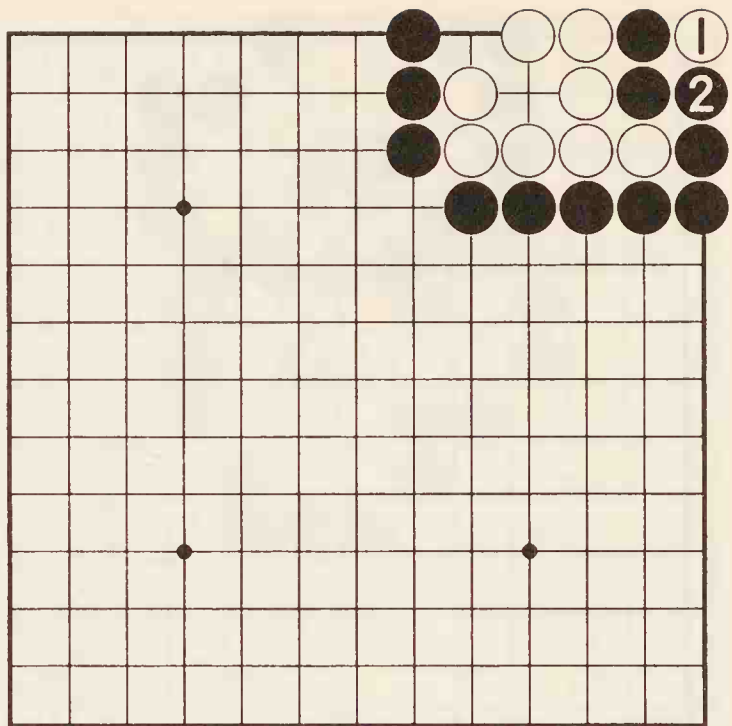
If White plays at 1, Black 2 destroys White's eyes and he is dead.

PROBLEM 137



Correct Answer

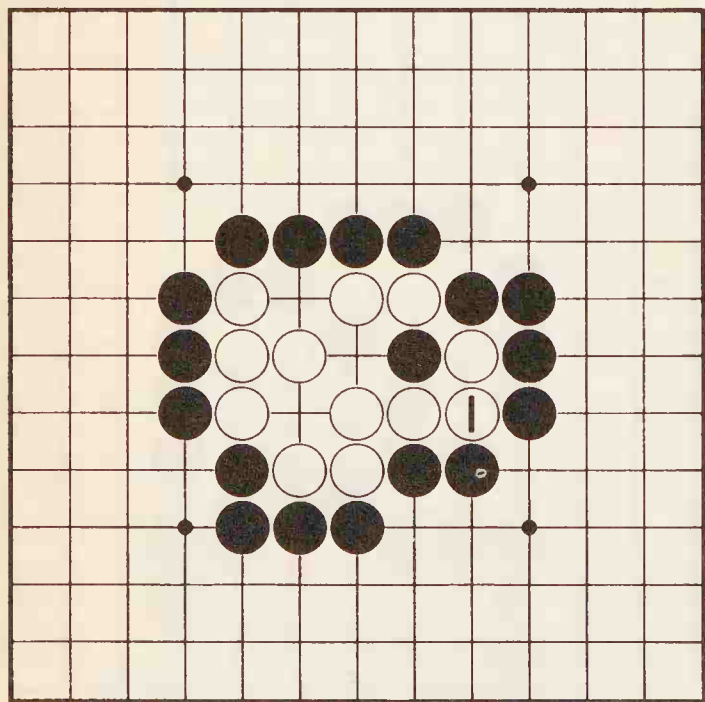
White 1 sets up a snapback. If Black captures, White takes three stones and is alive with two definite eyes.



Wrong Answer

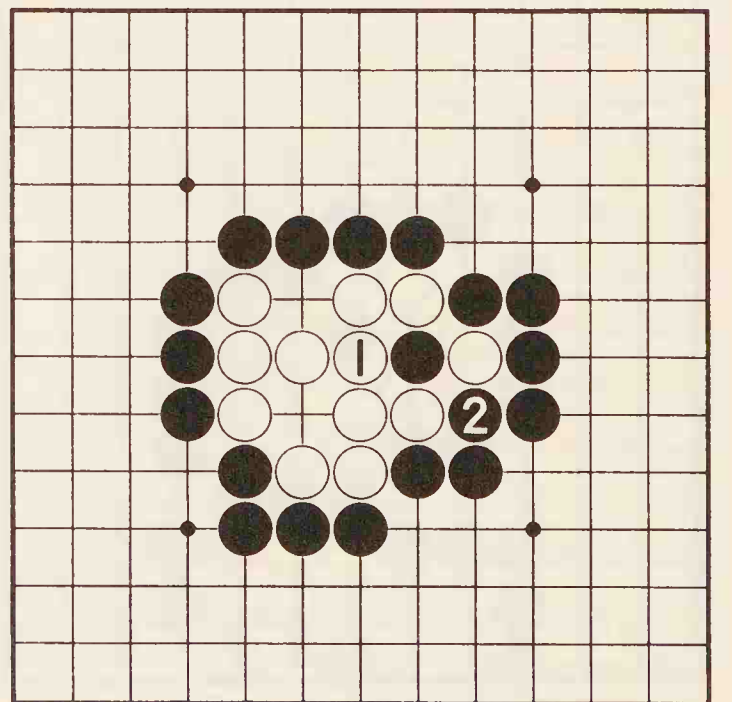
If White plays at 1, Black captures with 2 and White is dead since he has only one eye.

PROBLEM 138



Correct Answer

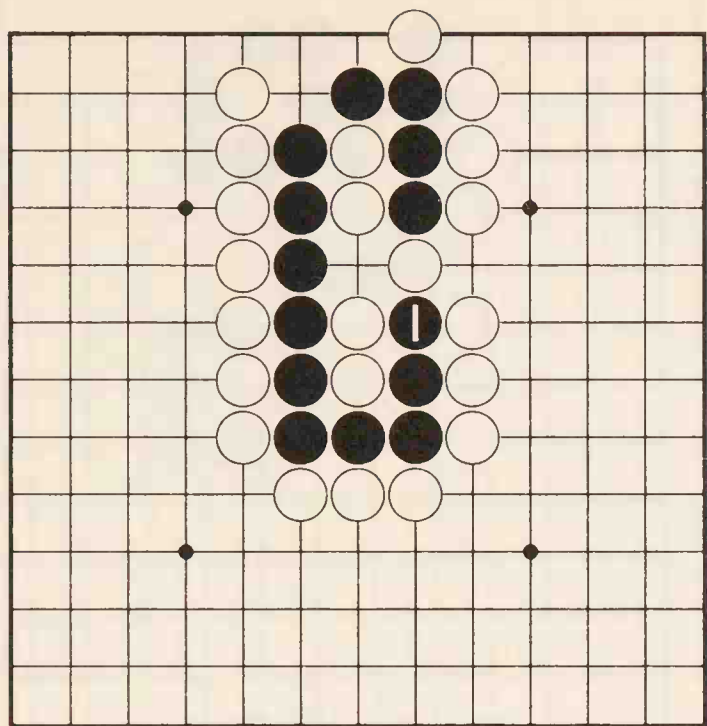
White 1 is the correct answer. White has two definite eyes and cannot be killed.



Wrong Answer

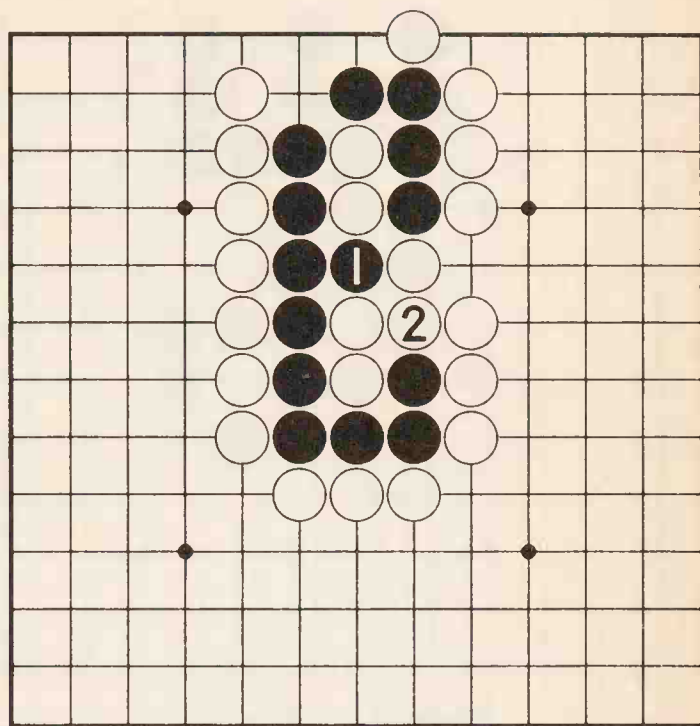
If White takes a stone at 1, Black 2 leaves White with only one real eye and he is dead.

PROBLEM 139



Correct Answer

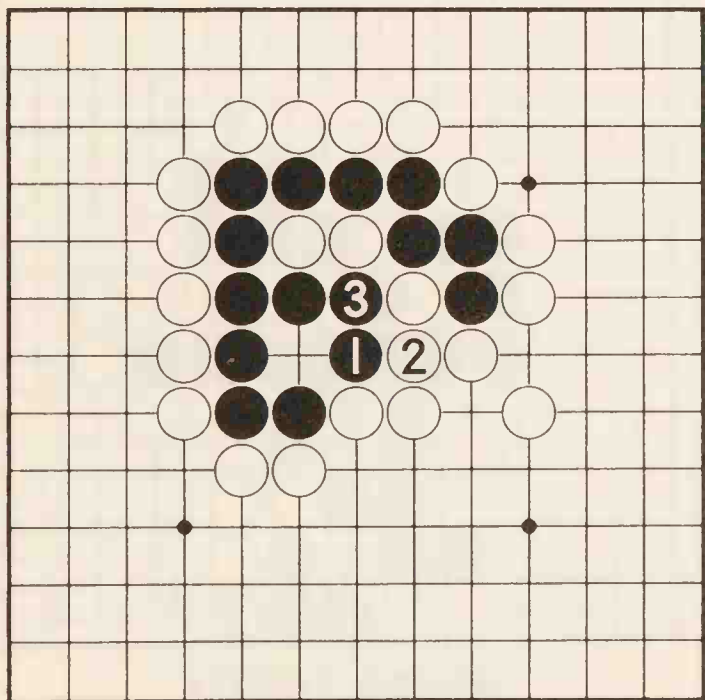
Black 1 leaves two groups of two white stones in atari and all four of these stones can be captured, so Black is alive.



Wrong Answer

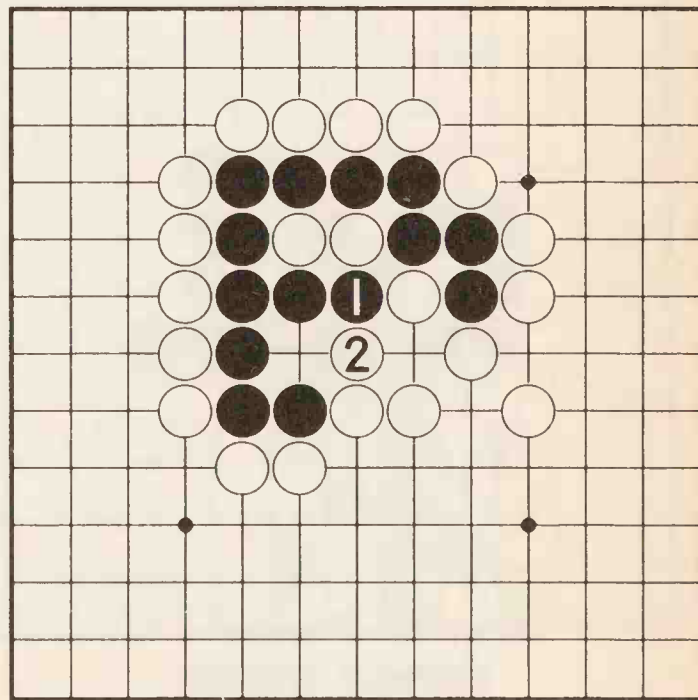
Black 1 lets White save two of his stones by connecting at 2. Black is now left with only one eye and is dead.

PROBLEM 140



Correct Answer

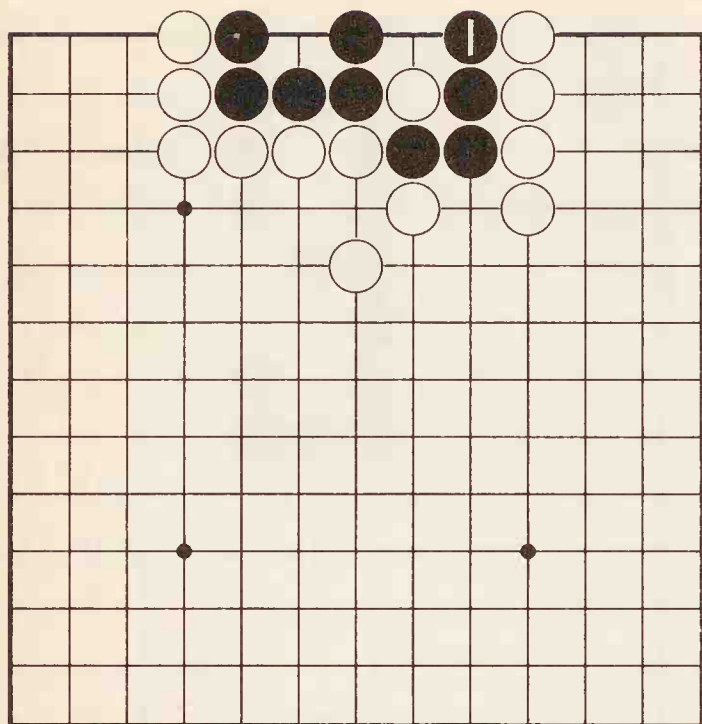
Black 1 is the correct answer. After White connects at 2, Black 3 makes two eyes and he is alive.



Wrong Answer

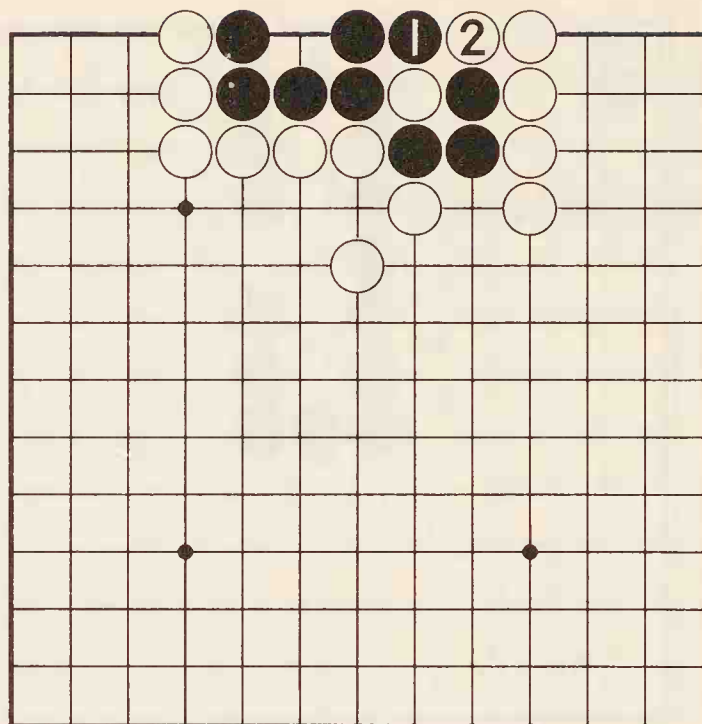
Taking two stones with 1 lets White play 2. Black now has only one eye and is dead.

PROBLEM 141



Correct Answer

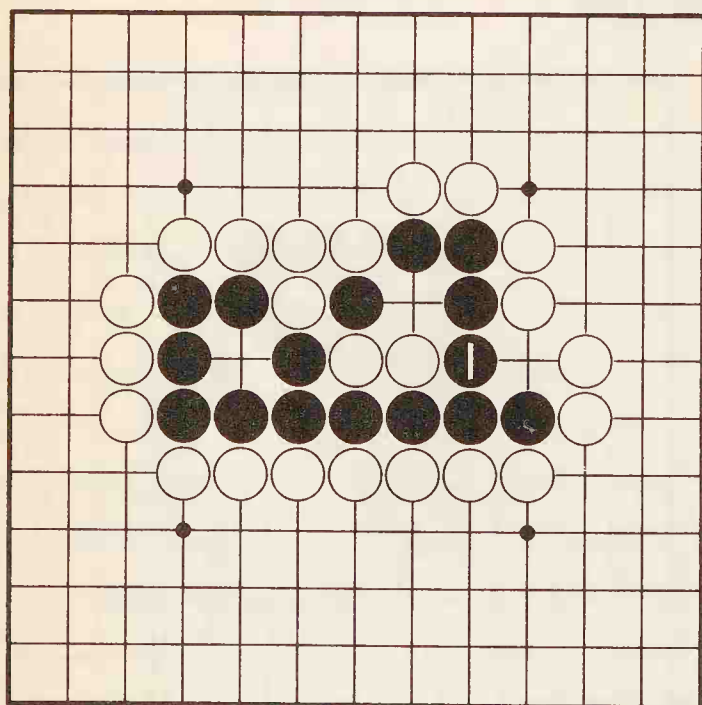
Black 1 is the correct answer. Black now has two definite eyes and cannot be killed.



Wrong Answer

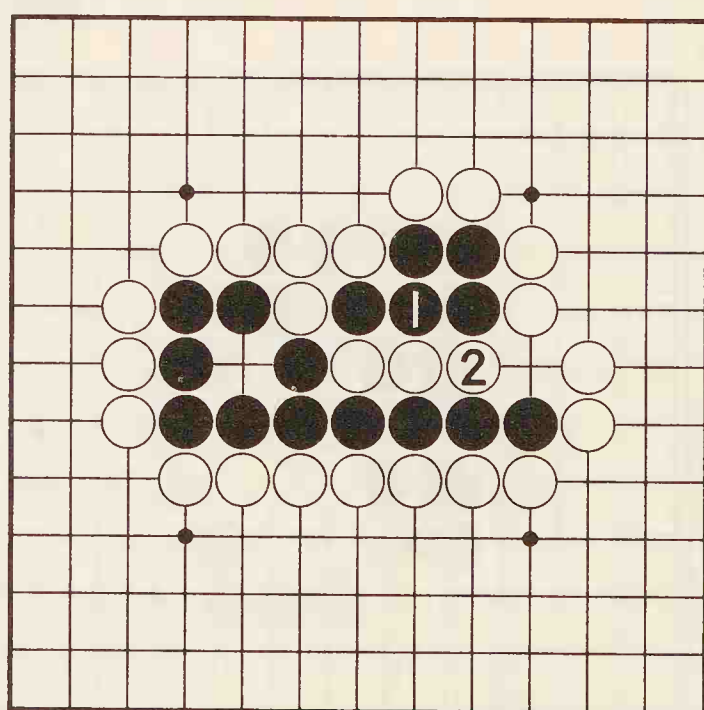
If Black plays 1, White 2 leaves Black with only one real eye and he is dead.

PROBLEM 142



Correct Answer

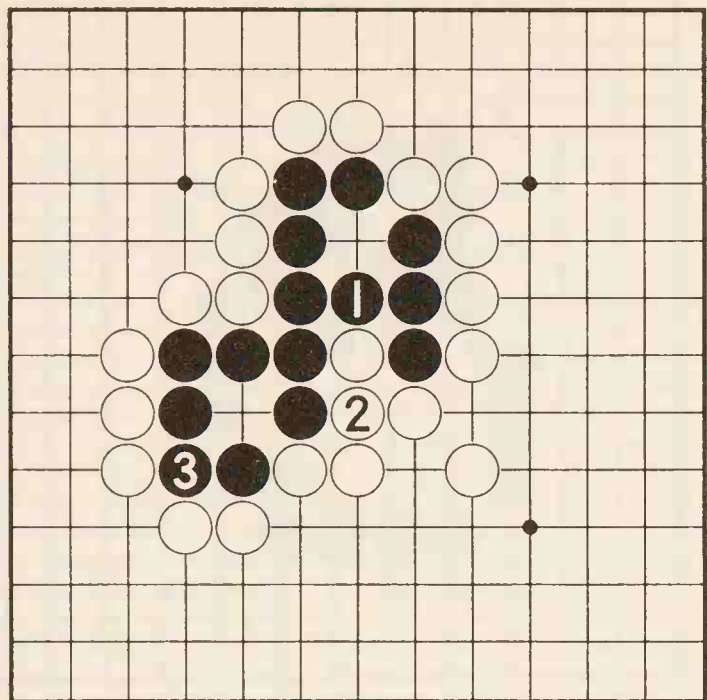
Black 1 sets up a snapback: if White captures one stone, Black will capture three. So Black has two eyes and is alive.



Wrong Answer

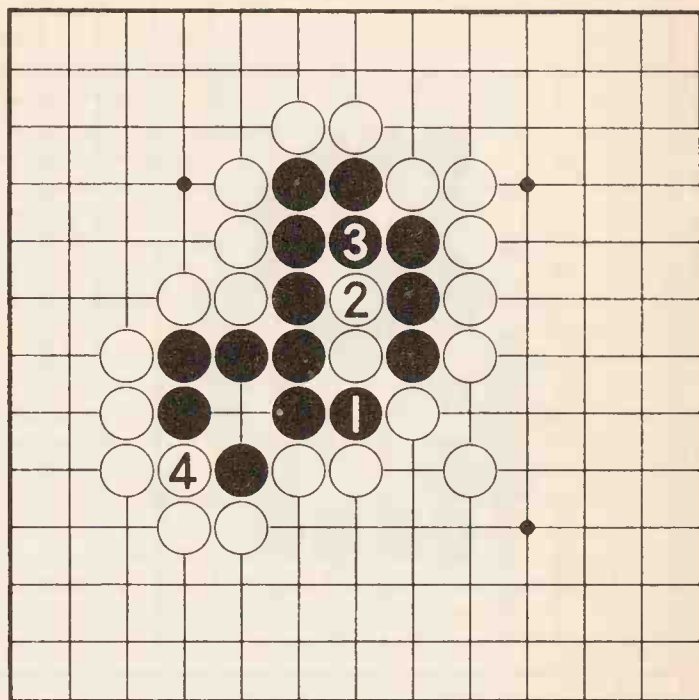
Black puts himself into atari with 1. White captures five stones with 2 and Black's group is dead.

PROBLEM 143



Correct Answer

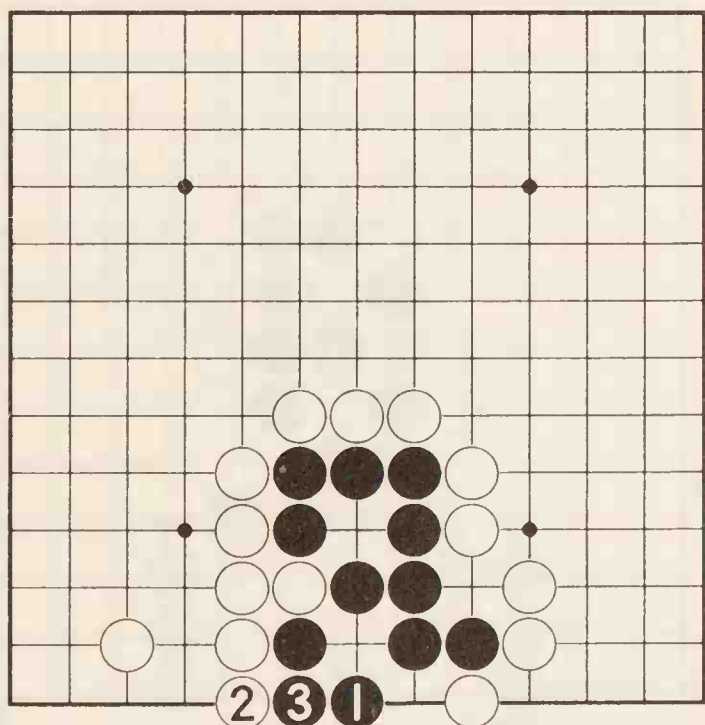
Black 1 is the correct answer. If White 2, Black plays 3 and he is alive with two definite eyes.



Wrong Answer

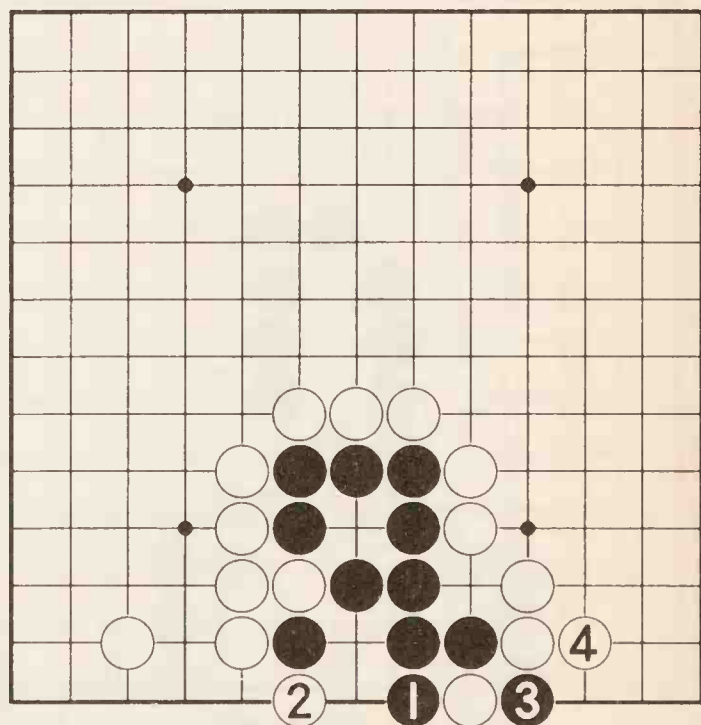
If Black plays 1, White gives atari with 2 and destroys White's second eye with 4. Black is dead.

PROBLEM 144



Correct Answer

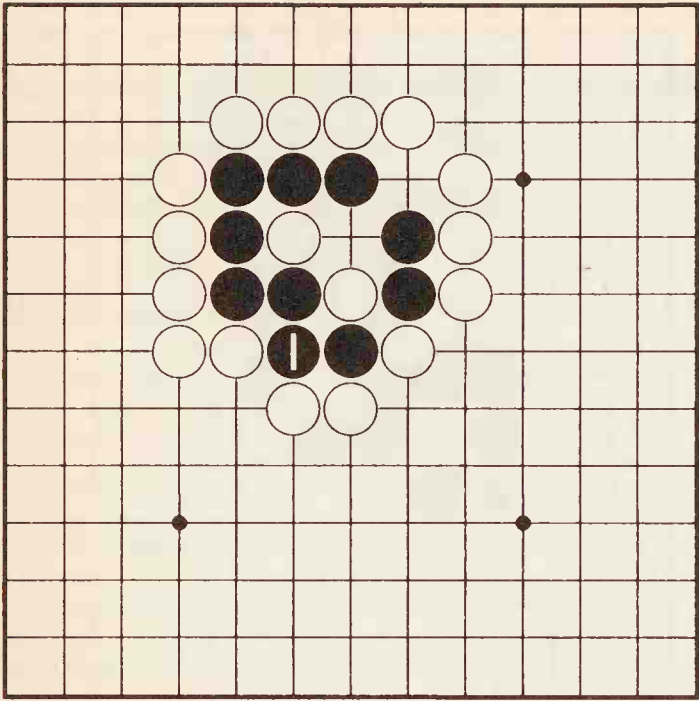
Black 1 is the correct answer. There is no way that White can destroy this second eye, so Black is alive.



Wrong Answer

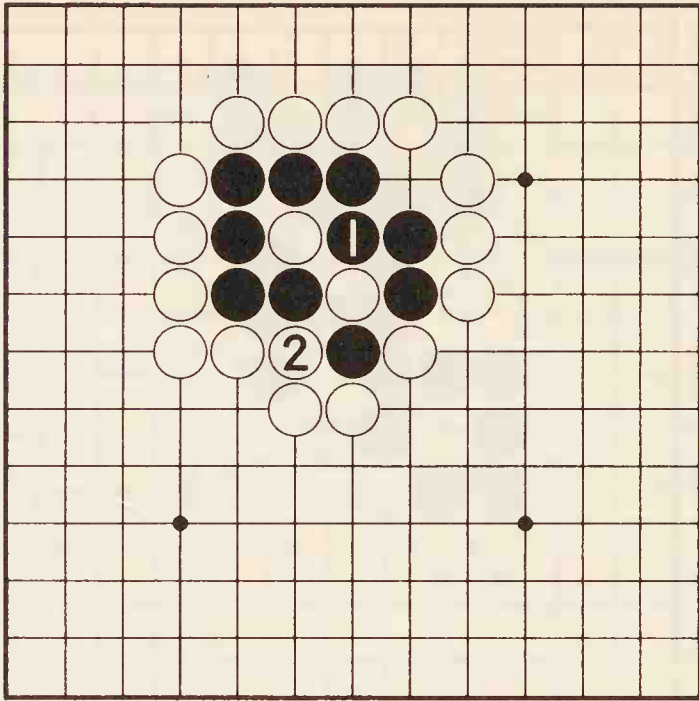
If Black plays 1, White plays 2. Even though Black can take a stone with 3, this is a false eye and his group is dead.

PROBLEM 145



Correct Answer

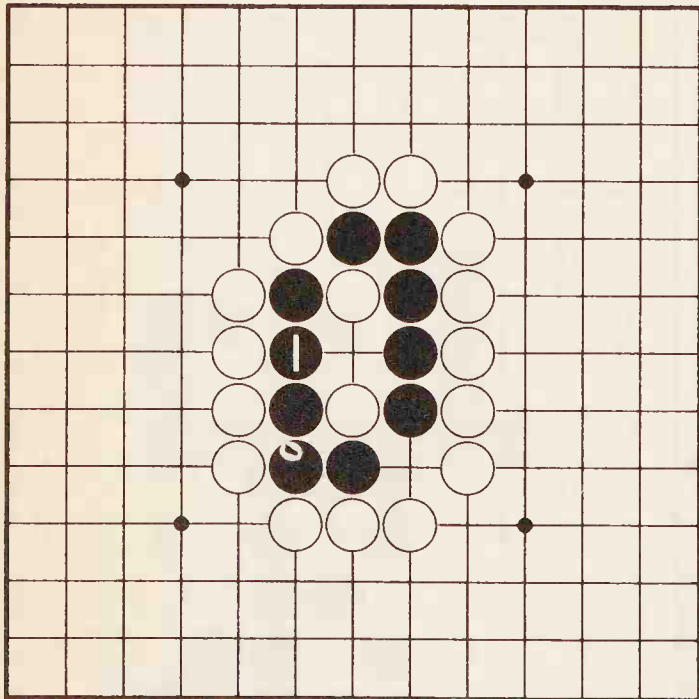
Black 1 is the correct answer. The two white stones inside Black's area cannot move, so Black will capture them and live with two eyes.



Wrong Answer

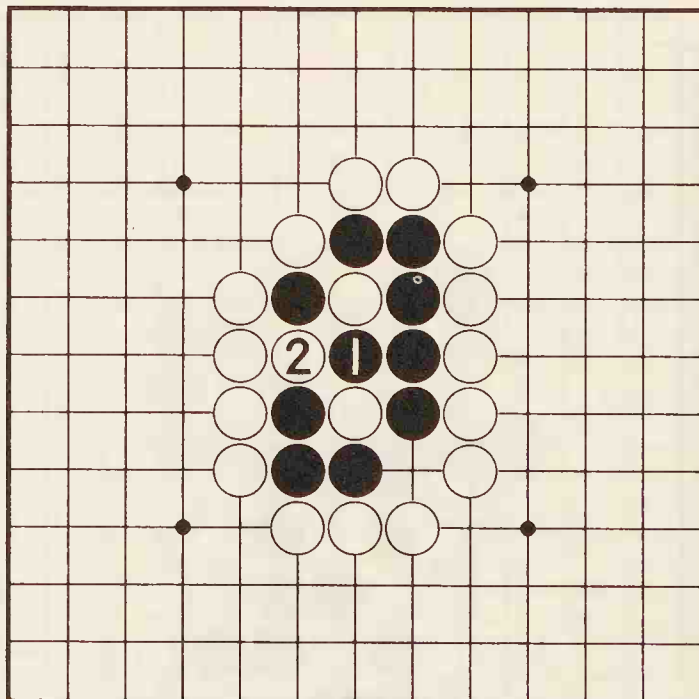
Capturing two stones with Black 1 lets White destroy one of Black's eyes with 2, so the black group is dead.

PROBLEM 146



Correct Answer

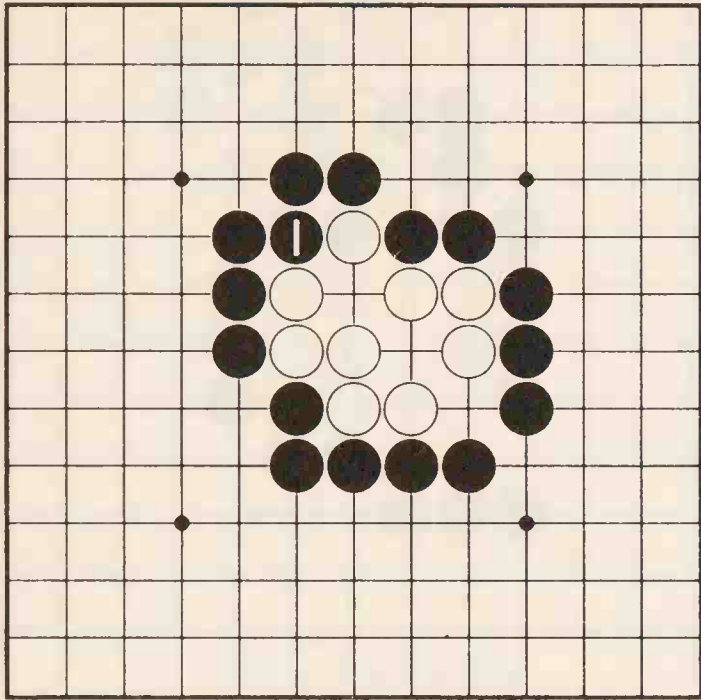
Black 1 is the correct answer. The two white stones inside Black's area cannot move, so Black will capture them and live with two eyes.



Wrong Answer

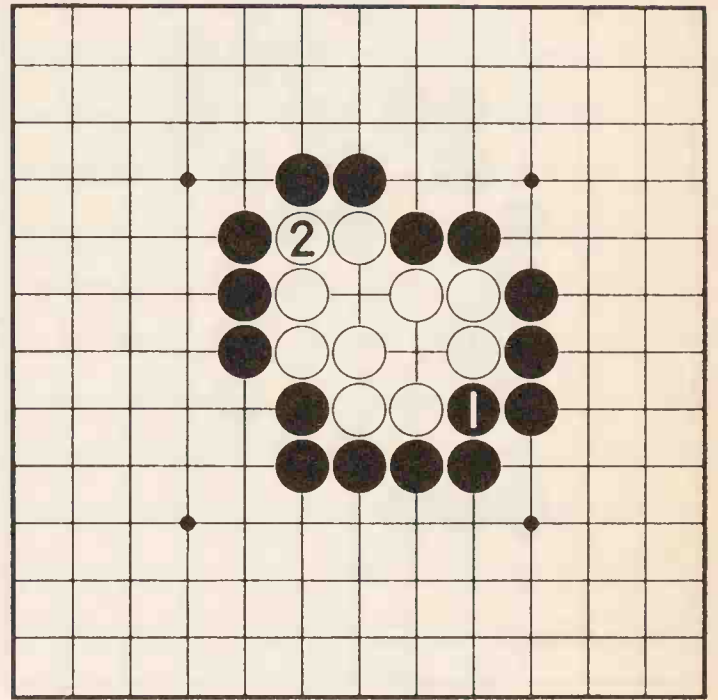
Capturing two stones with Black 1 lets White destroy one of Black's eyes, so the black group is dead.

PROBLEM 147



Correct Answer

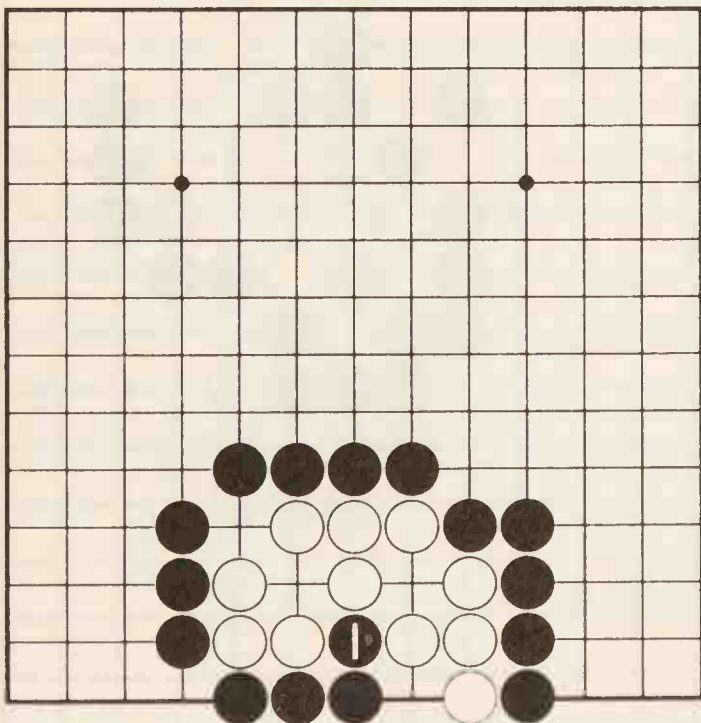
Black 1 gives White a false eye. White now has only one real eye and is dead.



Wrong Answer

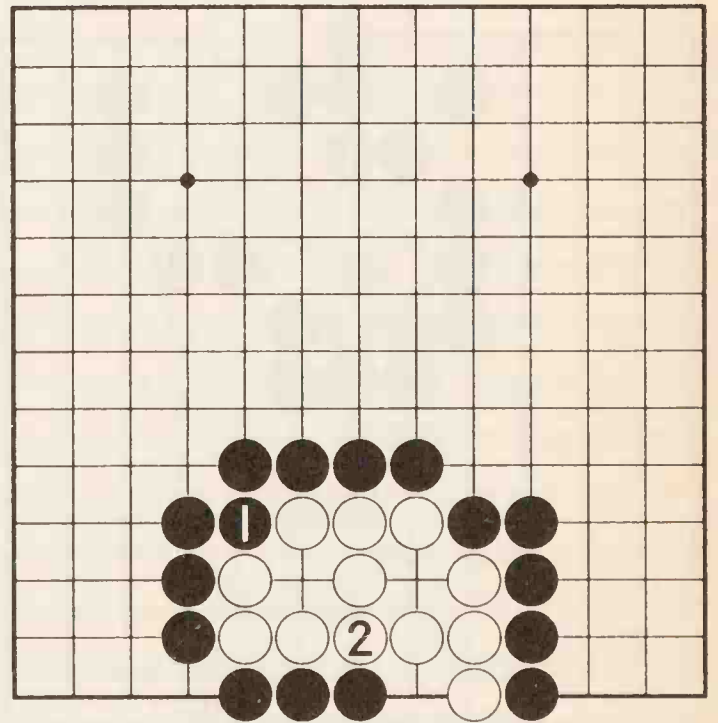
If Black plays at 1, White 2 gives his group two eyes and White can never be killed.

PROBLEM 148



Correct Answer

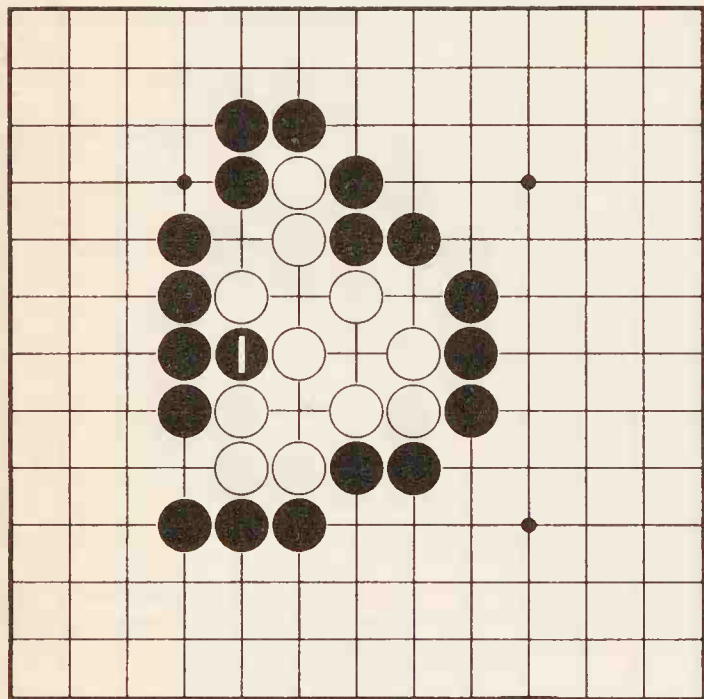
If Black plays at 1, the eye on the right becomes a false eye, so White is dead.



Wrong Answer

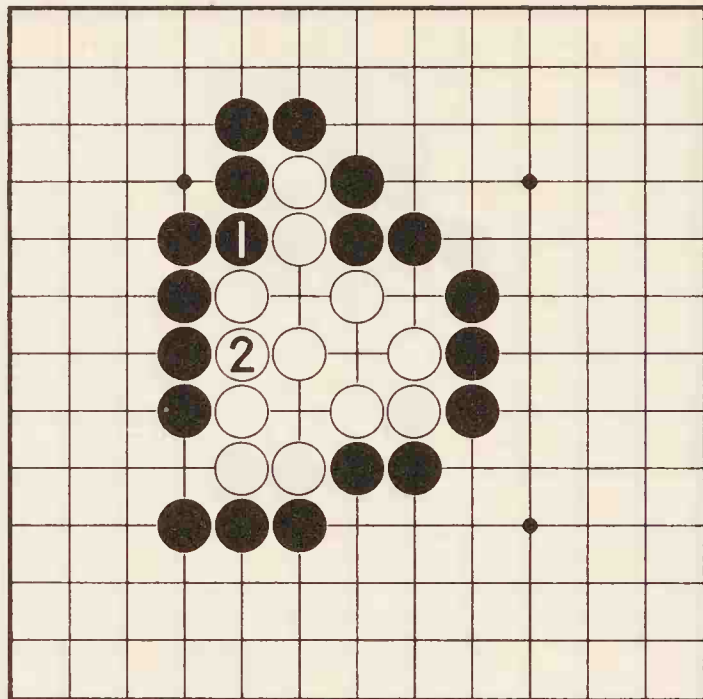
Black 1 lets White form two perfect eyes with 2, so he can never be killed.

PROBLEM 149



Correct Answer

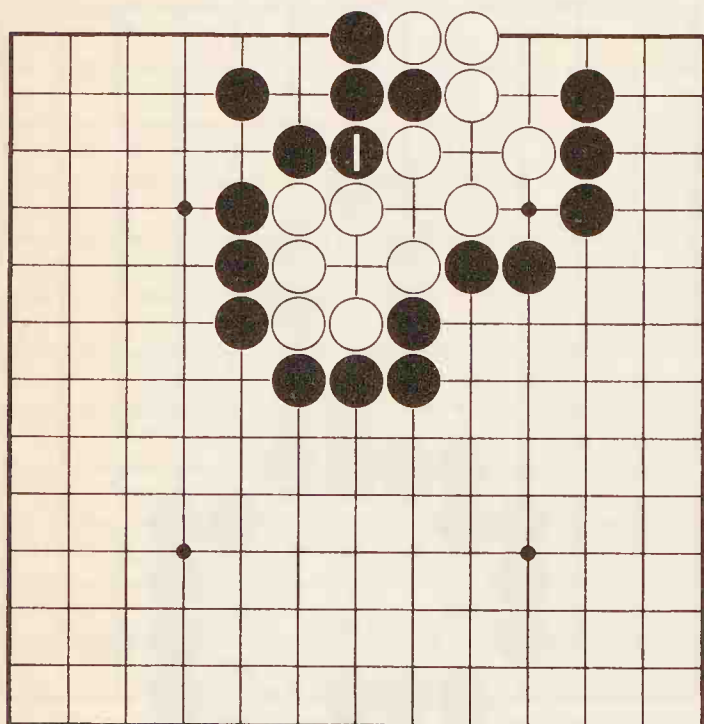
Black 1 is the correct answer. The only real eye White has is the one on the right. White is dead.



Wrong Answer

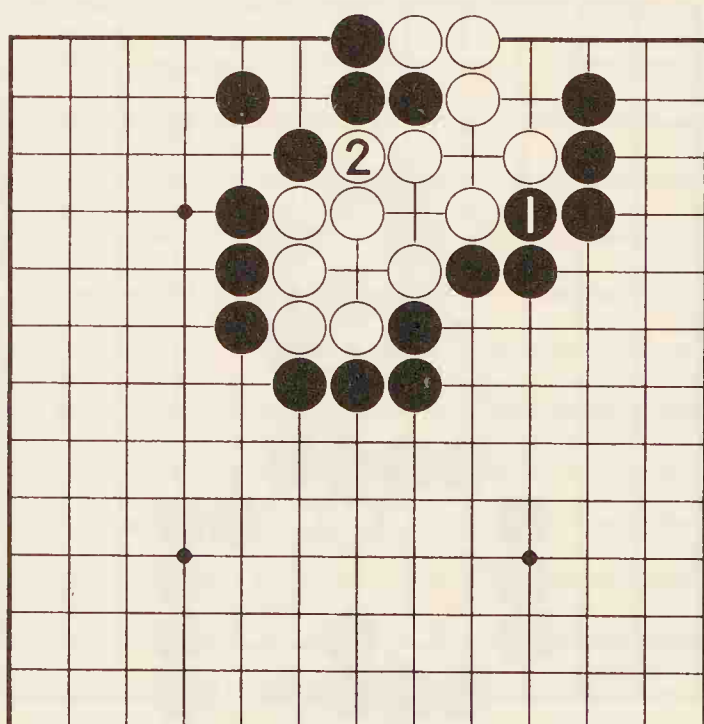
Black 1 lets White form two perfect eyes and he can never be killed.

PROBLEM 150



Correct Answer

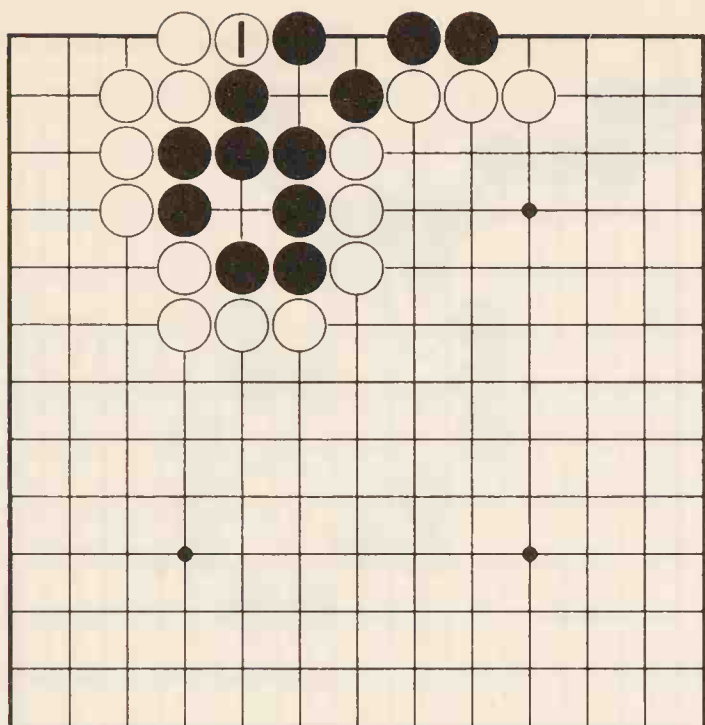
Black 1 is the correct answer. The only real eye White has is the lower one. White is dead.



Wrong Answer

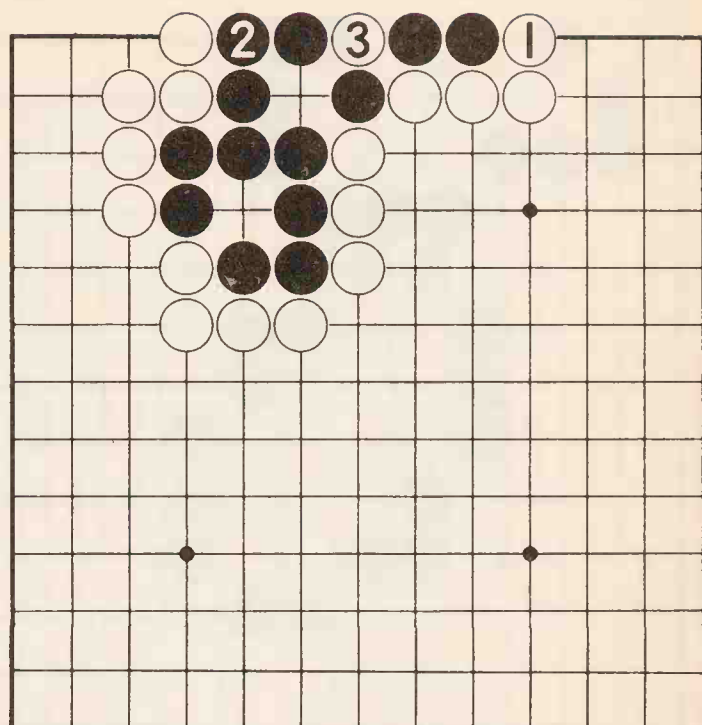
Black 1 lets White form two perfect eyes with 2, so he can never be killed.

PROBLEM 151



Correct Answer

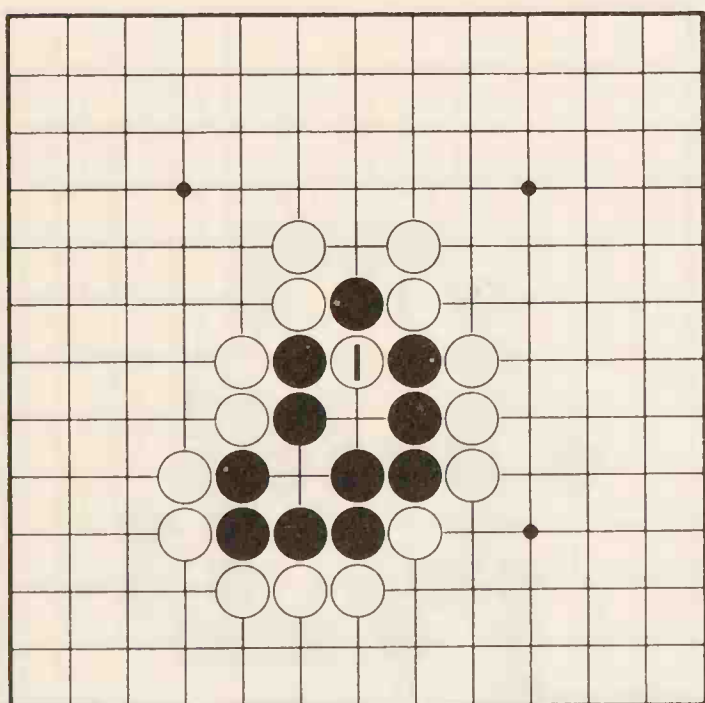
White 1 is the correct answer. This makes the eye at the top a false eye. Since Black has only one real eye he is dead.



Wrong Answer

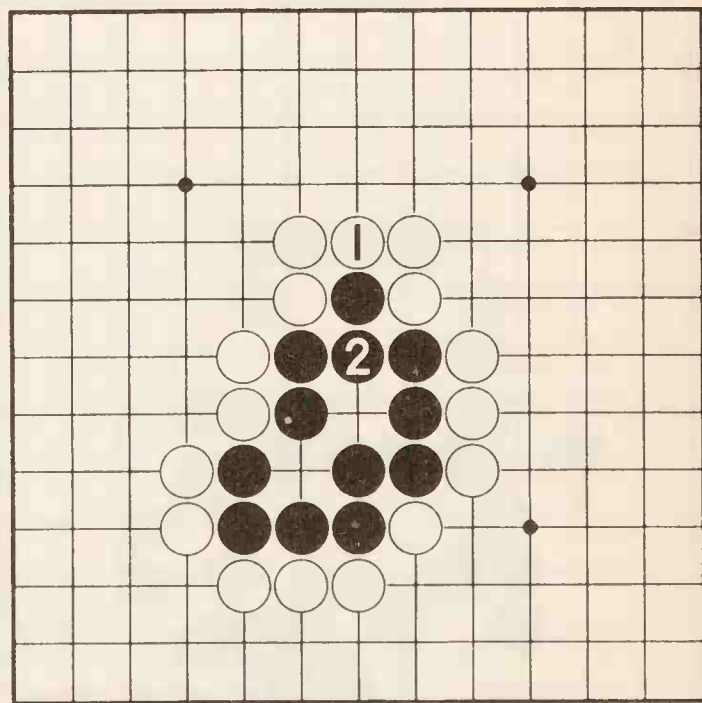
4 retakes to the right of 3. Going after two stones with 1 lets Black play 2. After 3, Black retakes with 4 and he is alive.

PROBLEM 152



Correct Answer

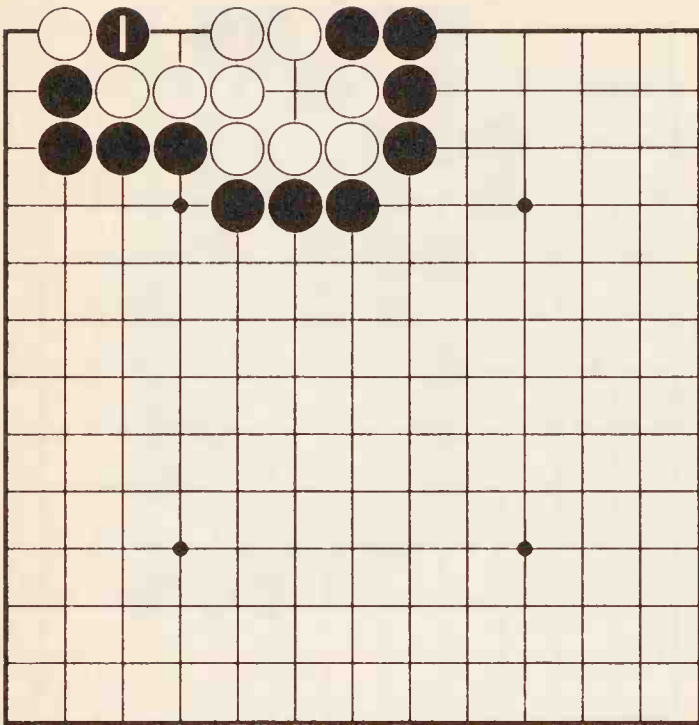
Throwing a stone in at White 1 is the correct answer. This point is now a false eye, so Black is dead.



Wrong Answer

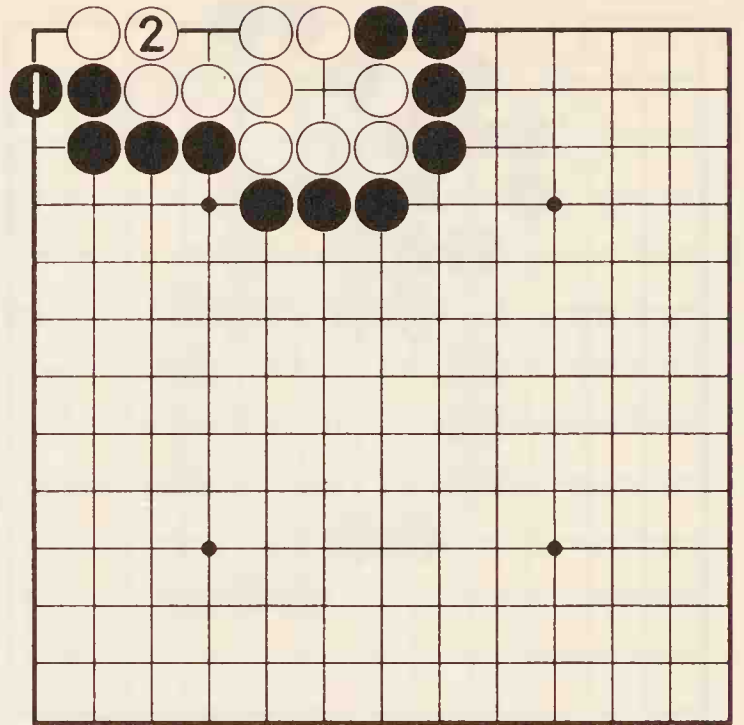
Playing atari from the outside with White 1 lets Black play 2. He now has two real eyes and is alive.

PROBLEM 153



Correct Answer

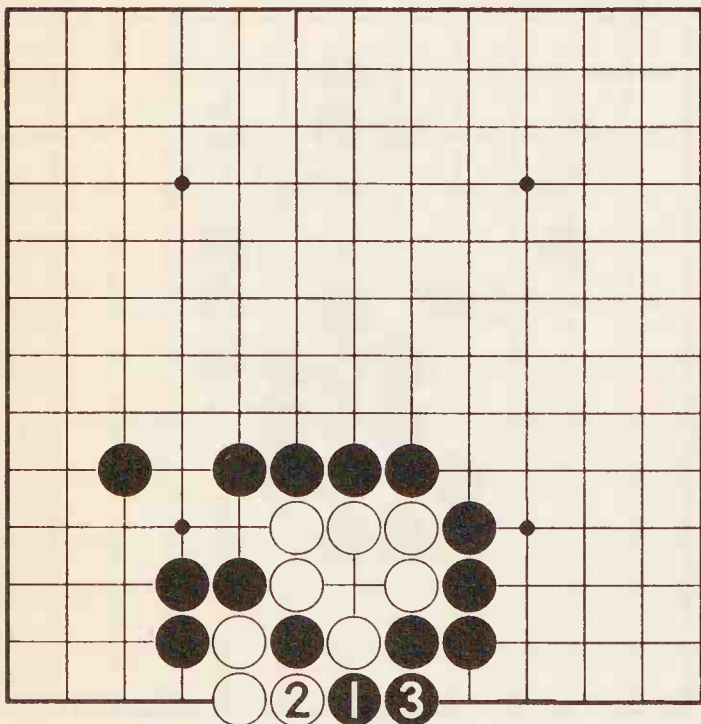
Sacrificing one stone at Black 1 kills White by giving him a false eye.



Wrong Answer

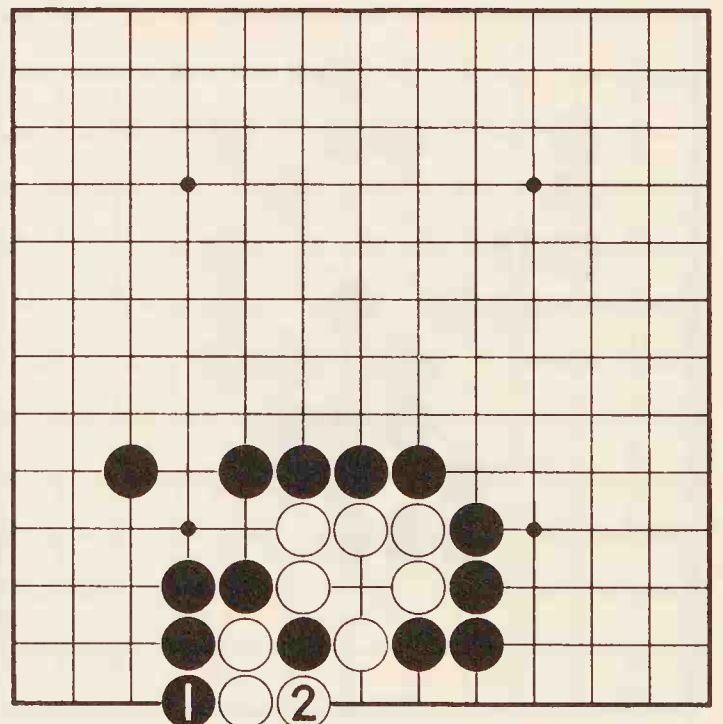
Playing any other move like Black 1 lets White live with 2. This move gives him two real eyes.

PROBLEM 154



Correct Answer

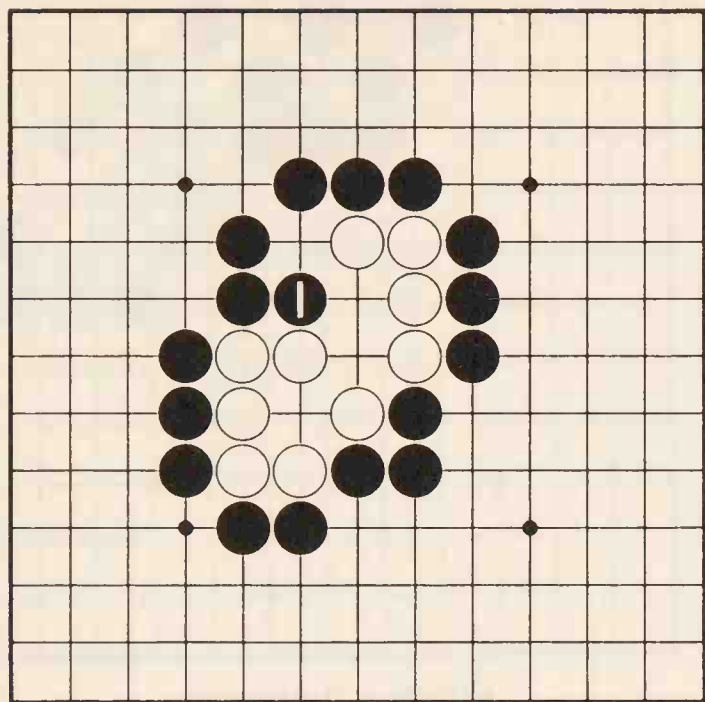
Black 1 is the correct answer. After the exchange of 2 for 3, White is left with a false eye above 2 and is dead.



Wrong Answer

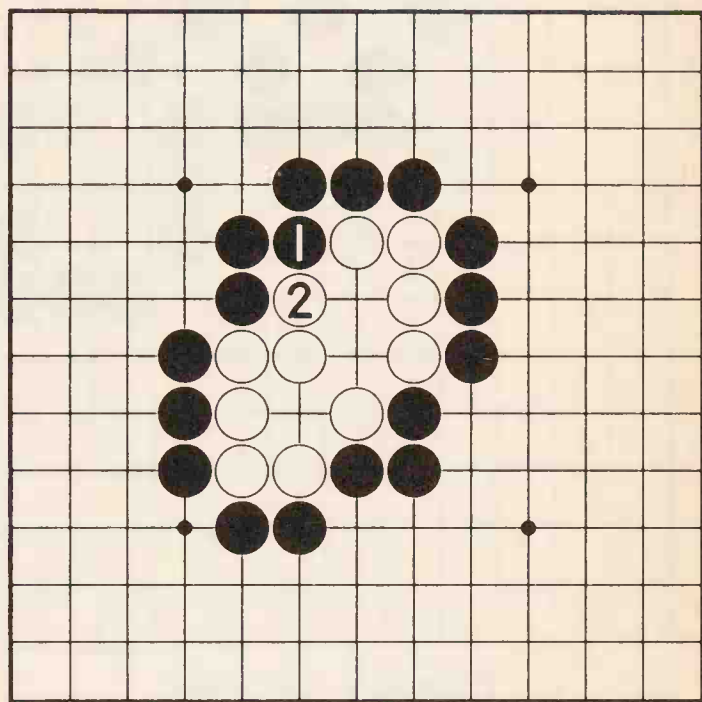
If Black plays at 1, White lives by capturing a stone with 2, making another real eye.

PROBLEM 155



Correct Answer

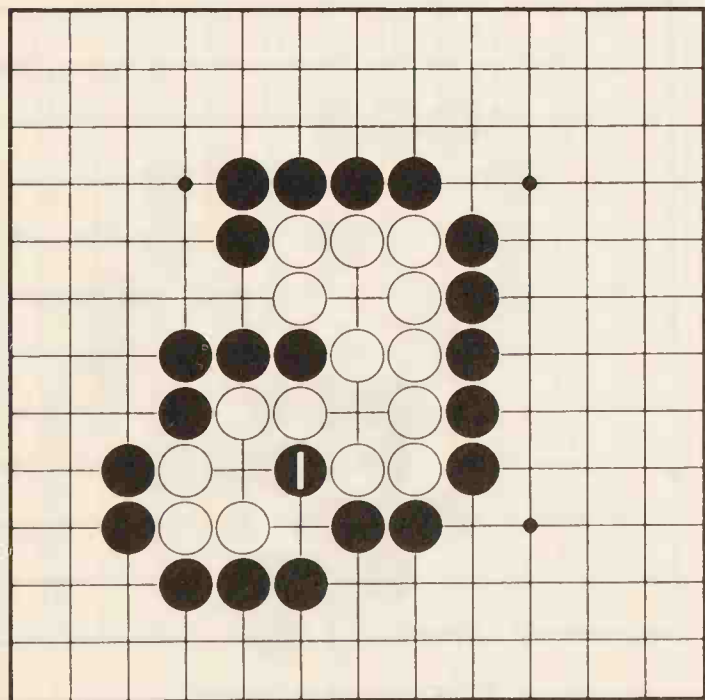
Black 1 is the correct answer. White now has only one real eye and is dead.



Wrong Answer

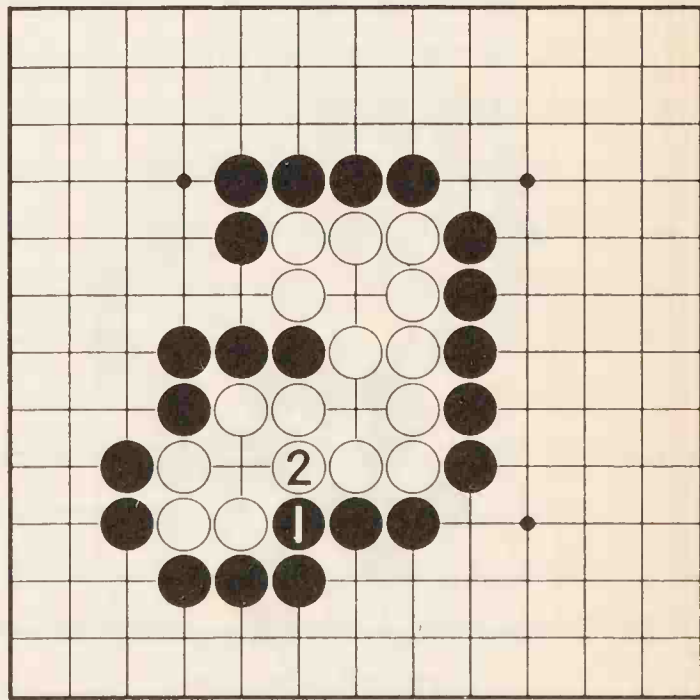
If Black plays at 1, White 2 makes two eyes and secures life for the white group.

PROBLEM 156



Correct Answer

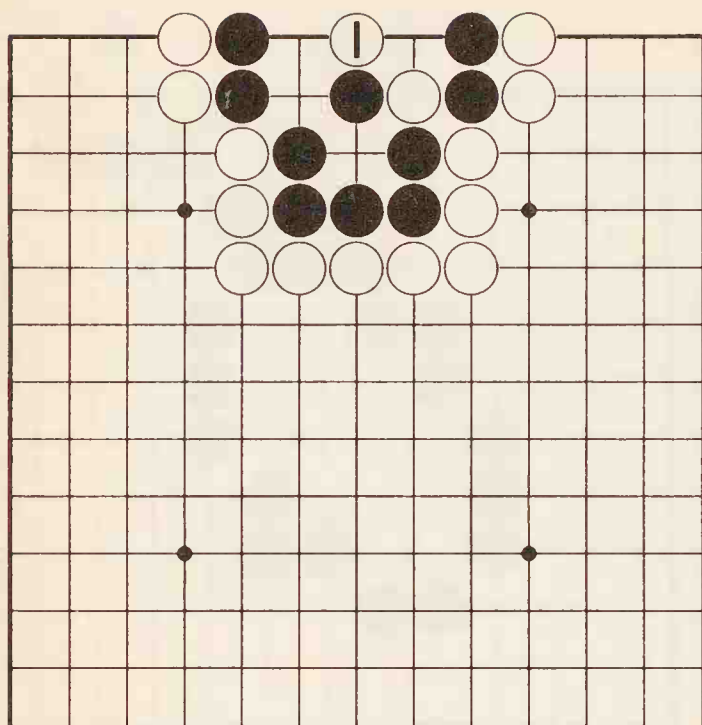
Black 1 makes the lower white eye a false one, so White is dead.



Wrong Answer

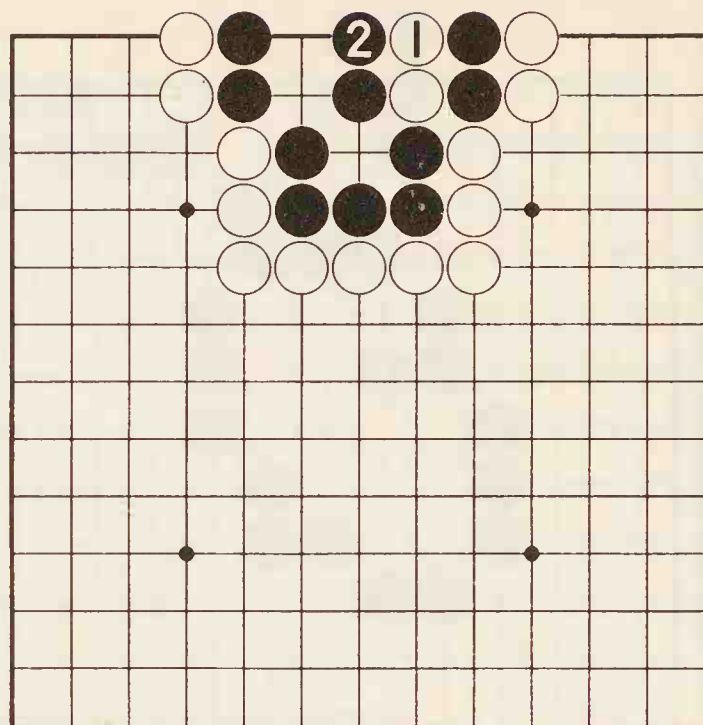
Giving atari with 1 lets White play 2. Even though Black can capture three stones, he has failed.

PROBLEM 157



Correct Answer

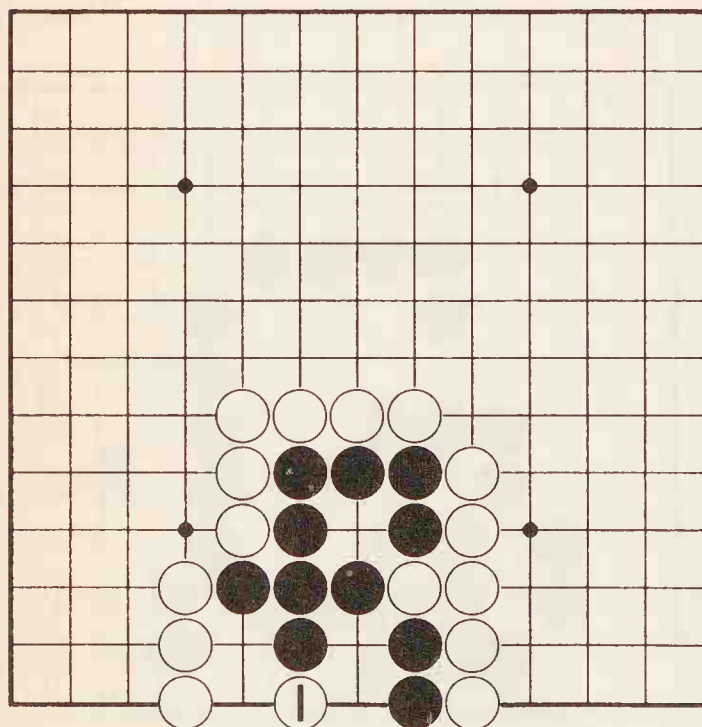
White 1 is the correct answer. All of Black's stones are dead.



Wrong Answer

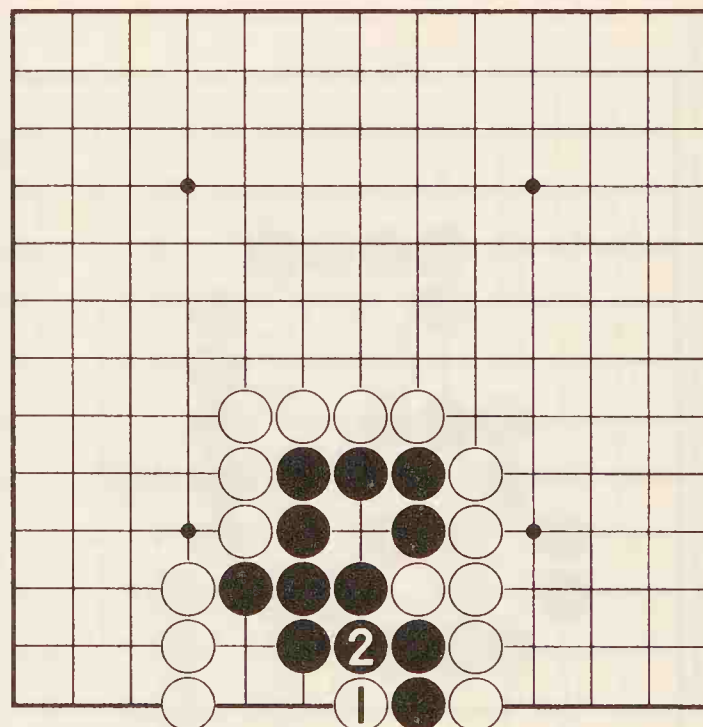
If White plays at 1, capturing two stones, Black 2 gives the stones on the left two eyes. White has failed.

PROBLEM 158



Correct Answer

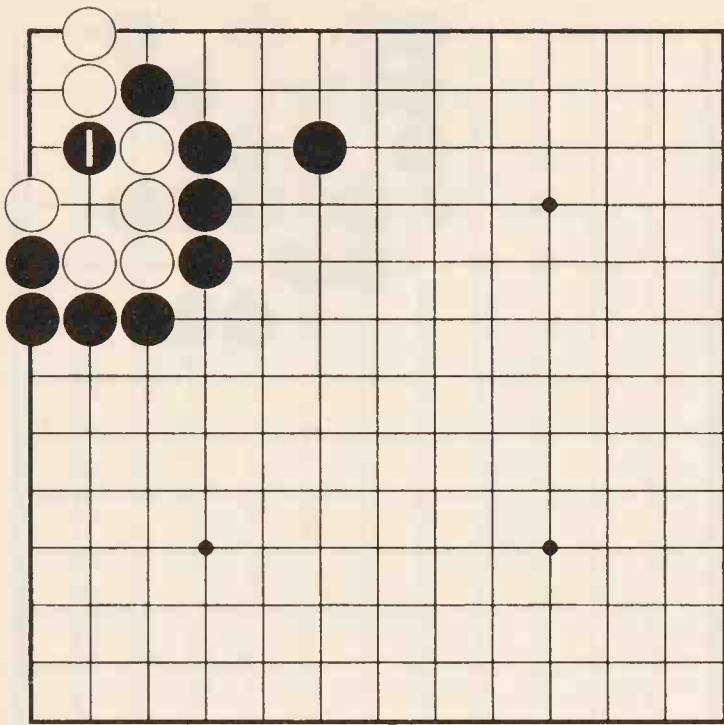
White 1 is the correct answer. No matter how Black plays, he cannot make another eye and so all his stones will die.



Wrong Answer

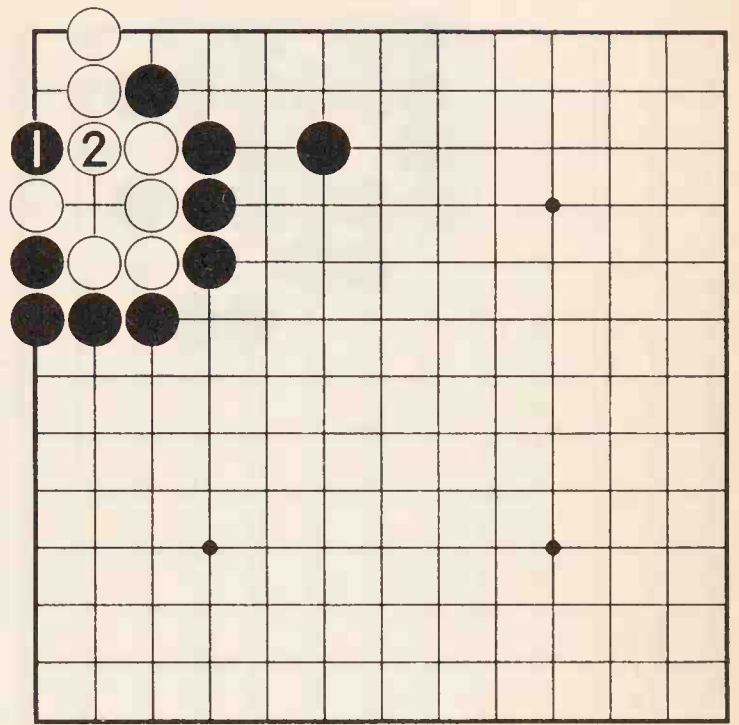
If White plays atari at 1, Black 2 gives him another eye and his stones are alive.

PROBLEM 159



Correct Answer

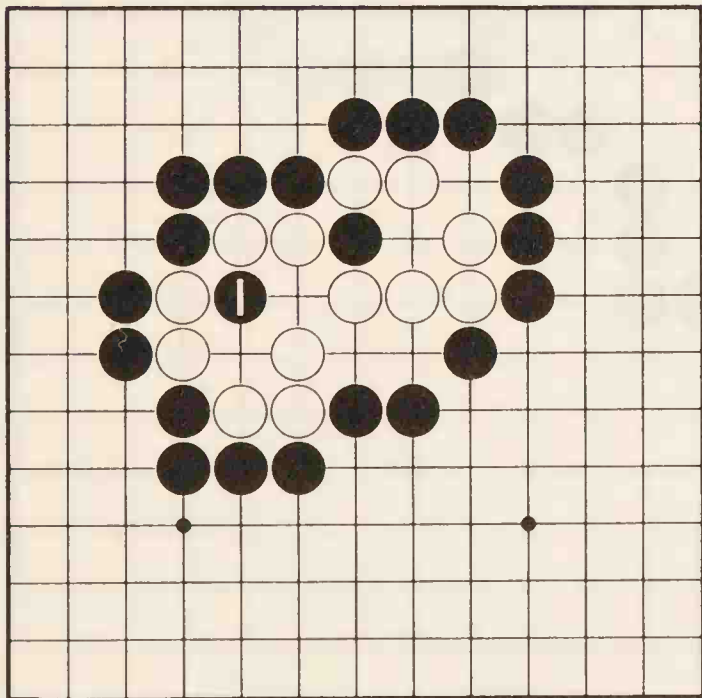
Black 1 is the correct answer. Not only the four stones in atari but all the white stones will be captured.



Wrong Answer

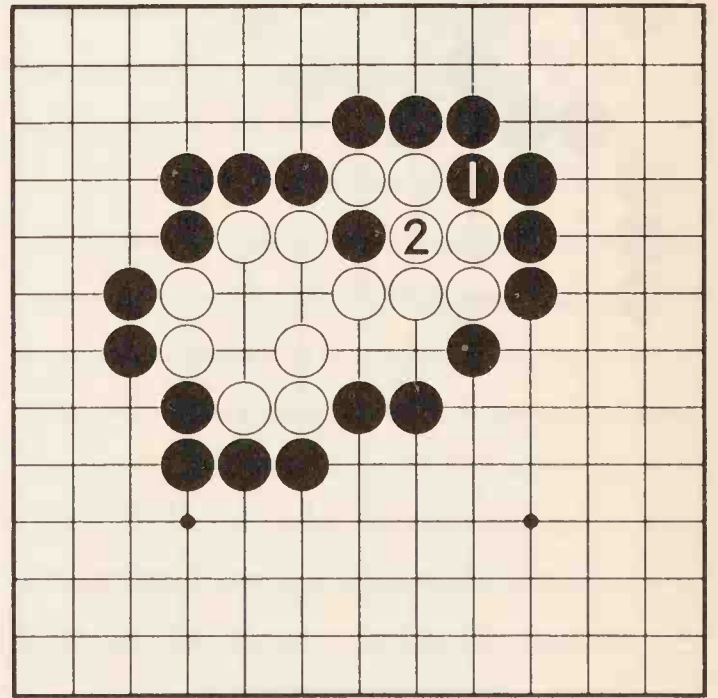
If Black plays at 1, White 2 starts a ko fight. Since White is not unconditionally dead, Black has failed.

PROBLEM 160



Correct Answer

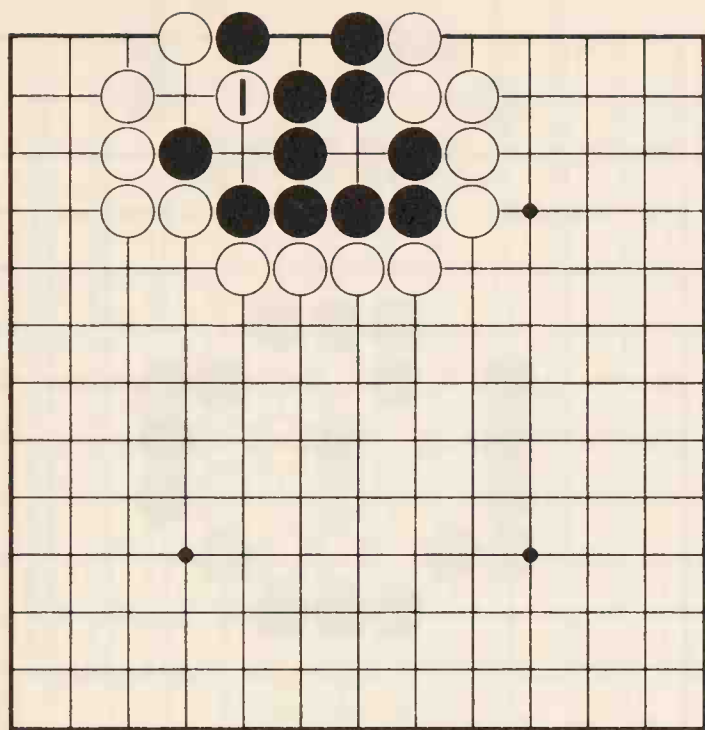
Giving double atari with 1 is the correct answer. All the white stones will die.



Wrong Answer

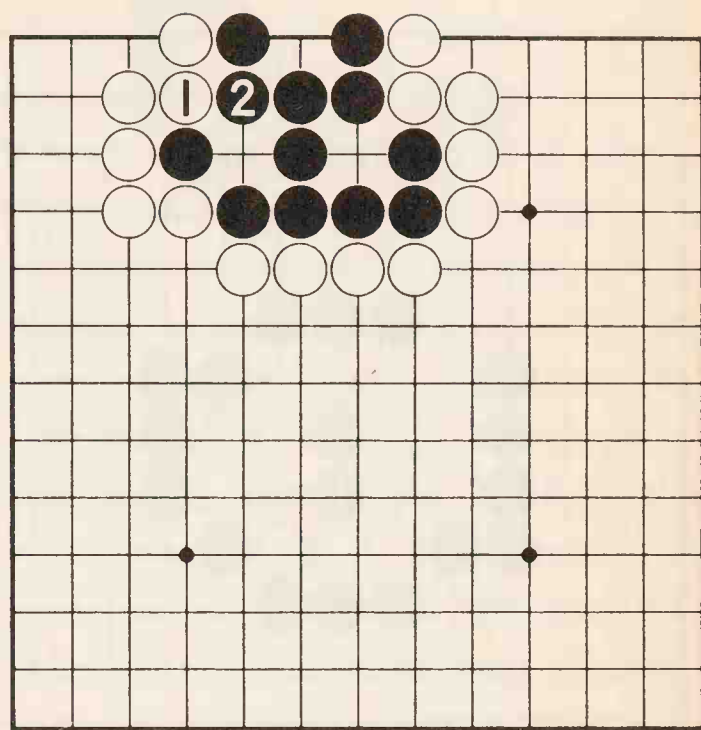
If Black plays 1, then White can live by playing 2.

PROBLEM 163



Correct Answer

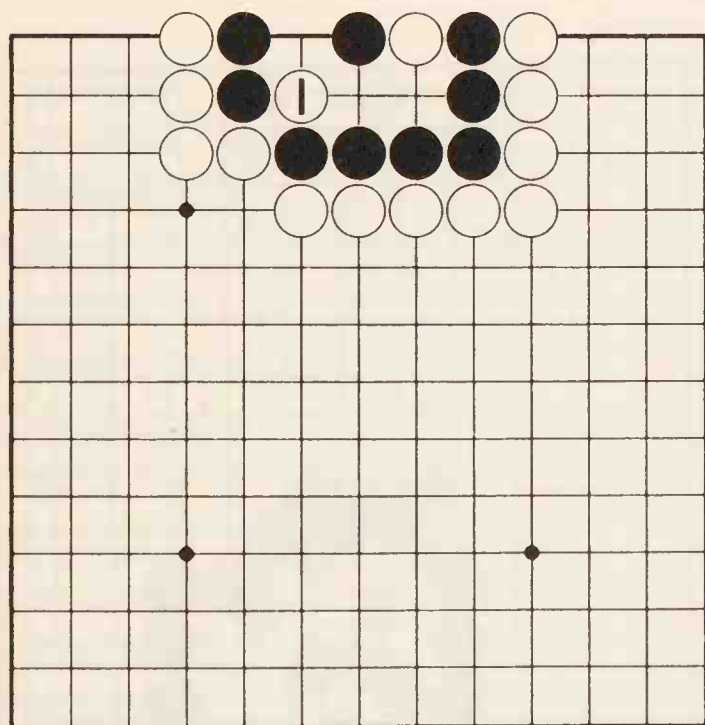
White 1 makes Black's eye at the top a false one, so Black is dead.



Wrong Answer

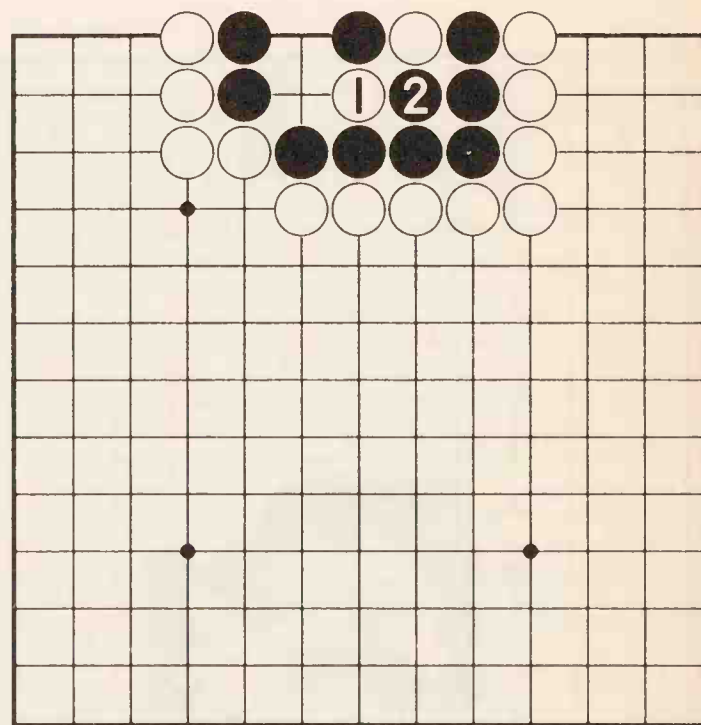
If White plays at 1, 2 gives Black two real eyes and a live group.

PROBLEM 164



Correct Answer

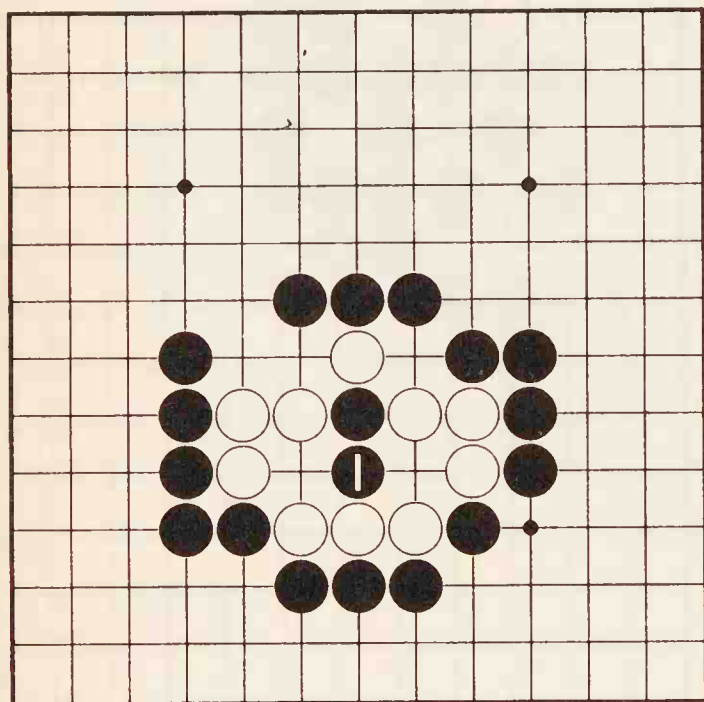
White 1 is the correct answer. This move catches more than two stones: it catches the whole black group.



Wrong Answer

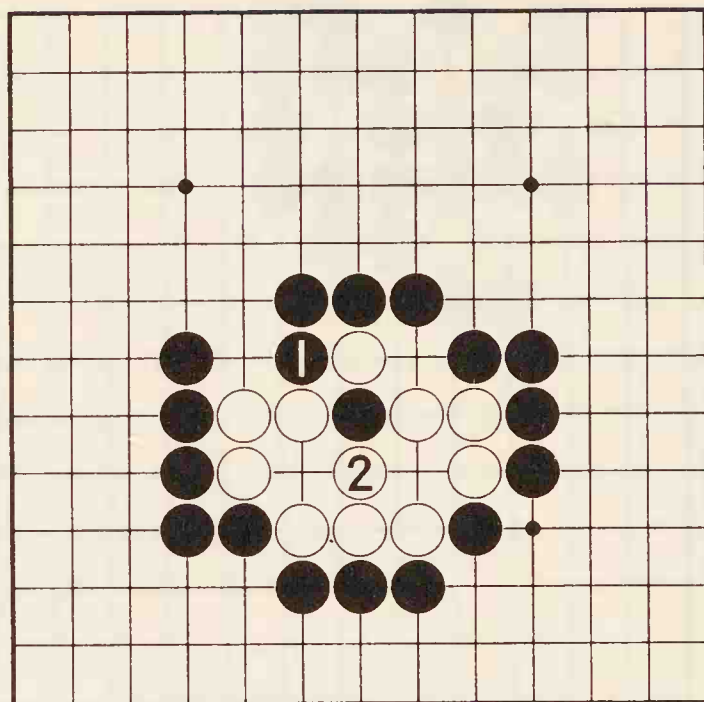
If White plays 1, Black will play 2 and all of his stones will be alive.

PROBLEM 165



Correct Answer

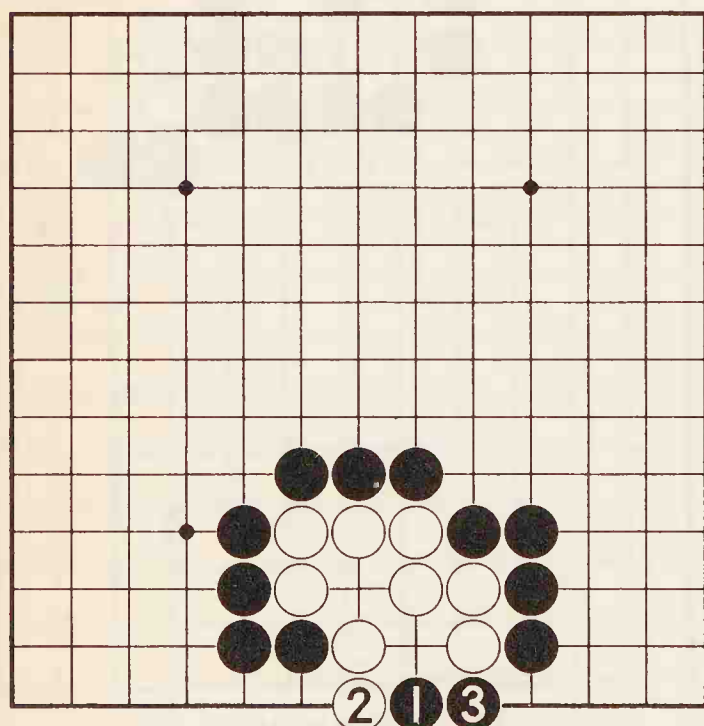
By sacrificing two stones with Black 1, Black reduces White's group to one eye and kills it.



Wrong Answer

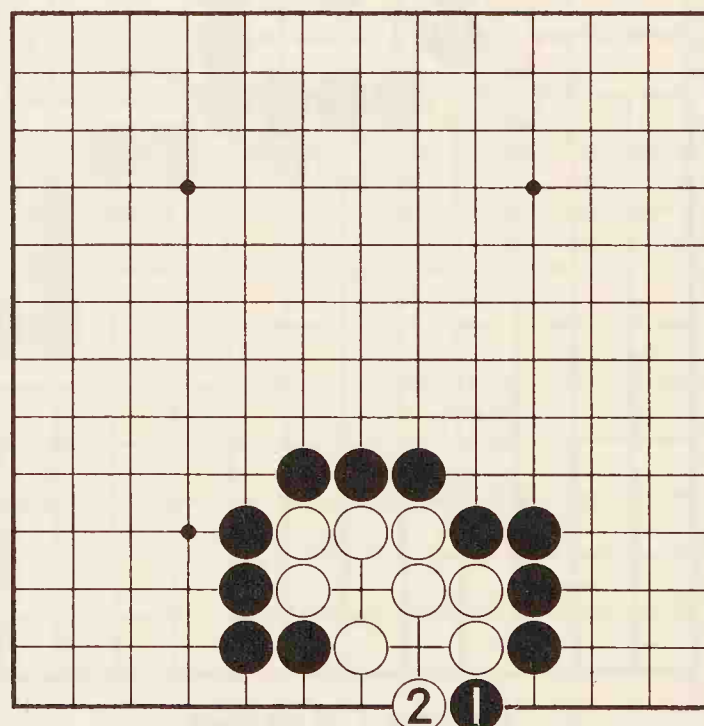
If Black plays at 1, White captures a stone with 2. He has made two real eyes and is alive.

PROBLEM 166



Correct Answer

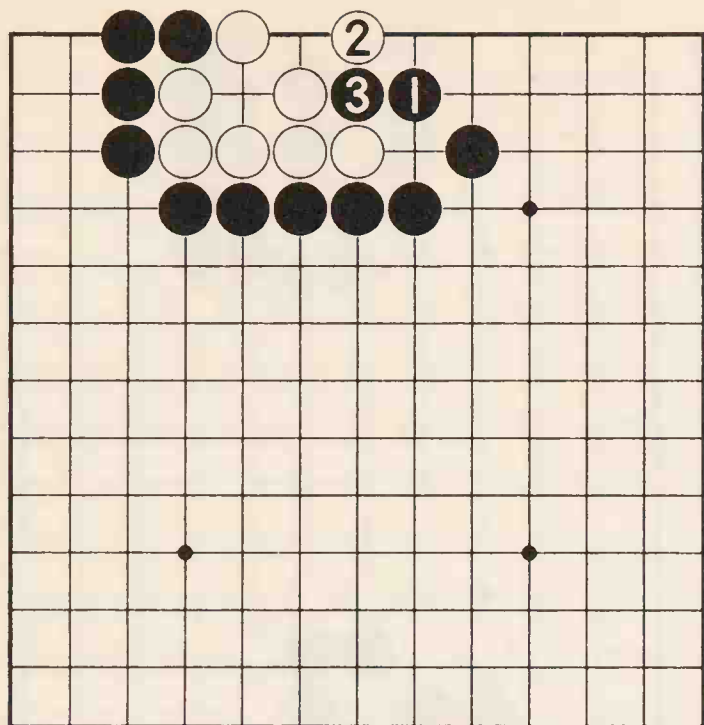
Black 1 is the correct answer. When Black plays 3, White has only one eye and is dead.



Wrong Answer

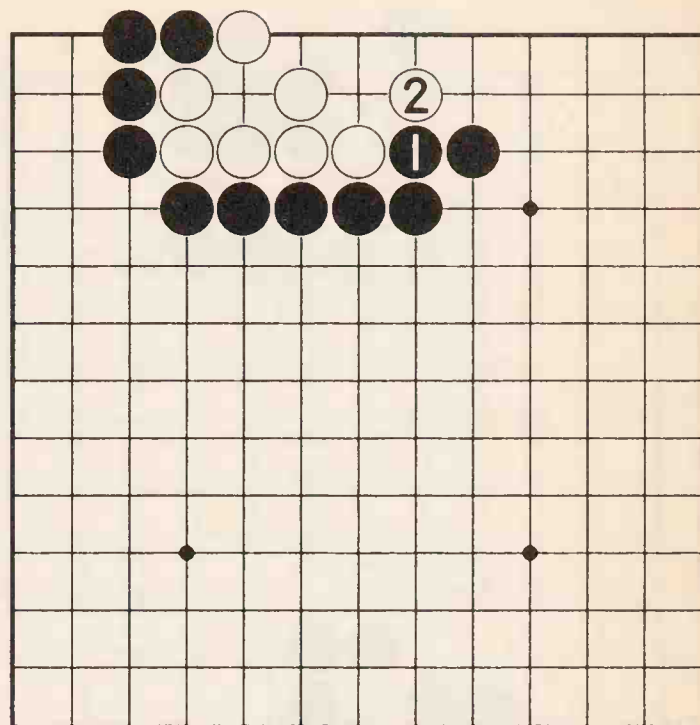
If Black plays at 1, White makes two eyes with 2, so his group is alive.

PROBLEM 167



Correct Answer

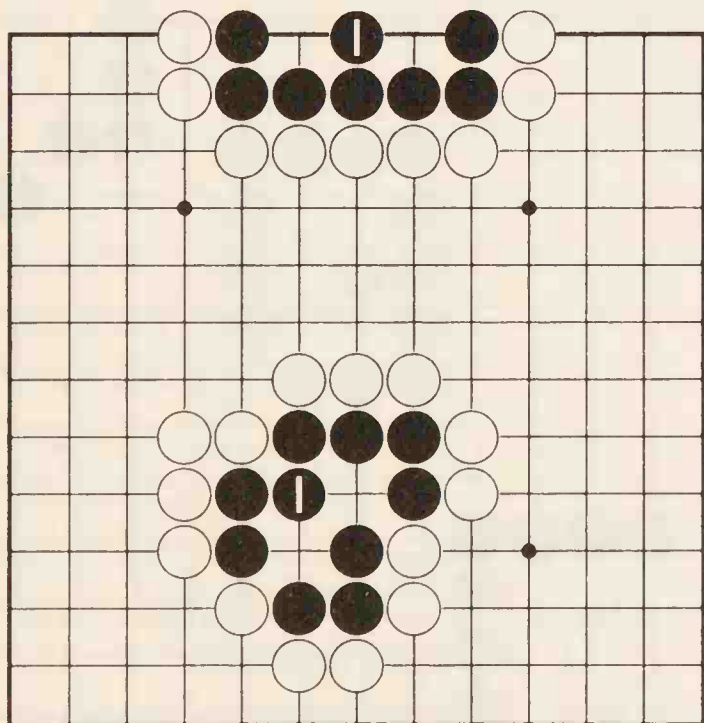
Black 1 is the correct answer. No matter where White plays 2, he cannot make two eyes and is dead.



Wrong Answer

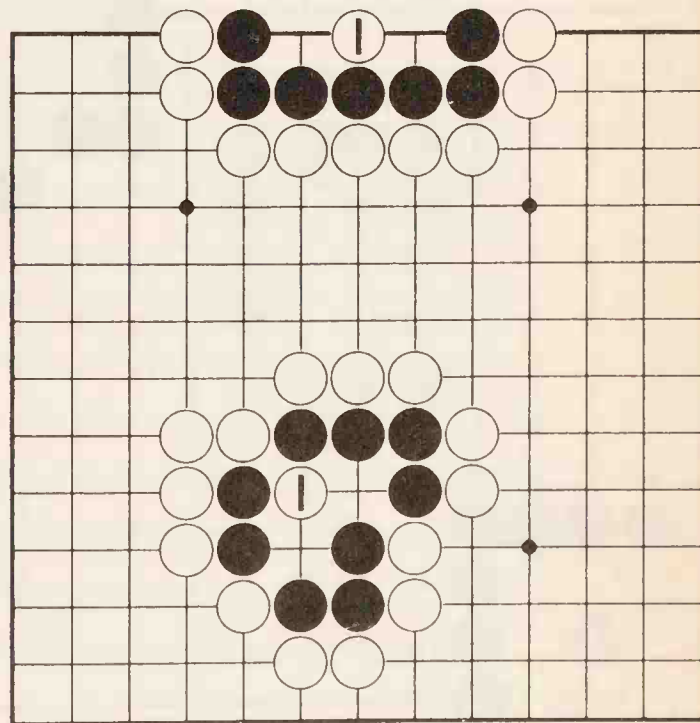
If Black plays 1, White lives with 2. Black 1 in the Correct Answer Diagram is the only move that will kill White.

PROBLEM 168



If Black Plays First

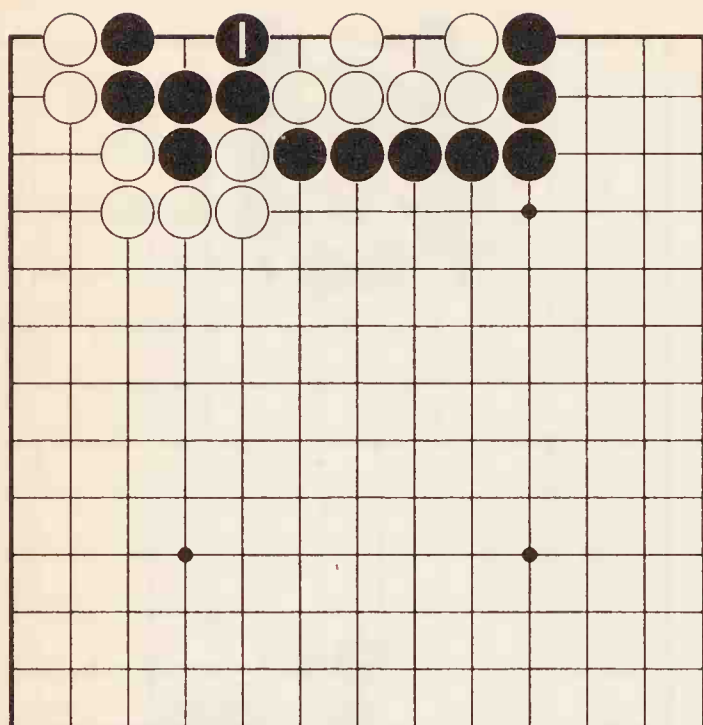
Black gets two eyes and life in the upper and lower positions if he plays at 1.



If White Plays First

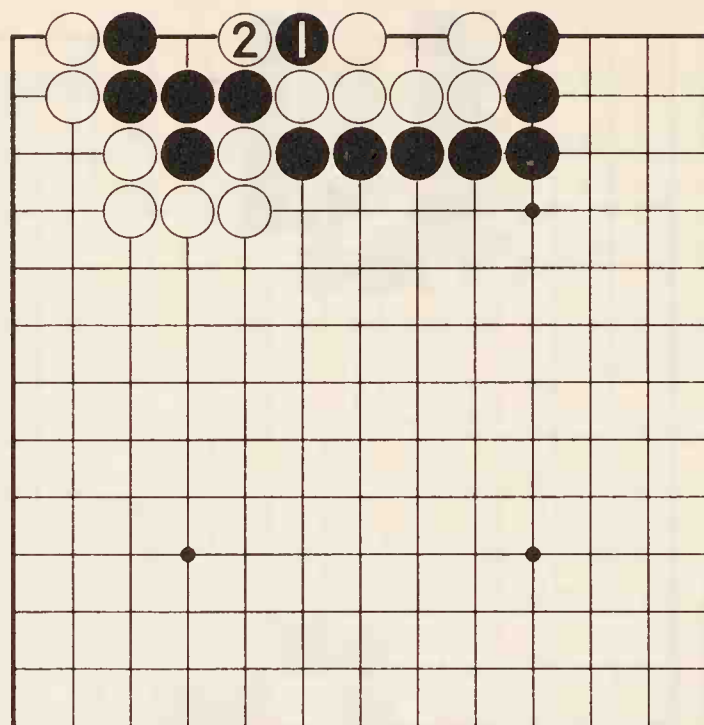
If White plays at 1 in the upper and lower positions, he kills the black stones.

PROBLEM 173



Correct Answer

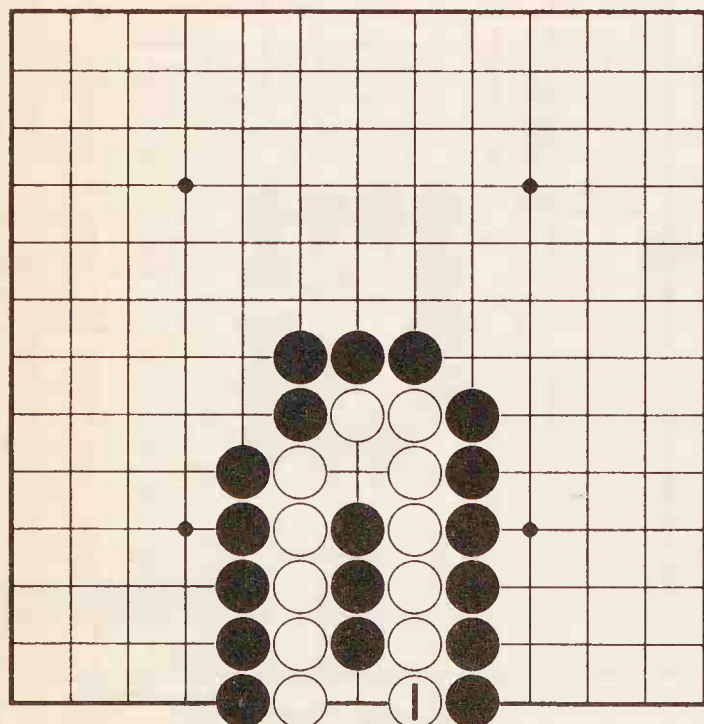
Black 1 is the correct answer. Both sides have one eye each and so it is *seki*.



Wrong Answer

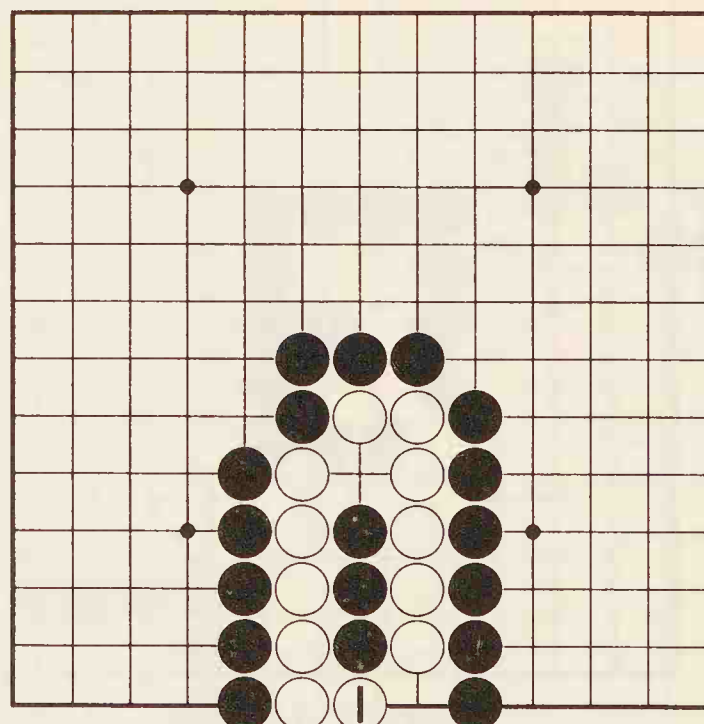
If Black plays 1, White takes a stone and puts five black stones into atari.

PROBLEM 174



Correct Answer

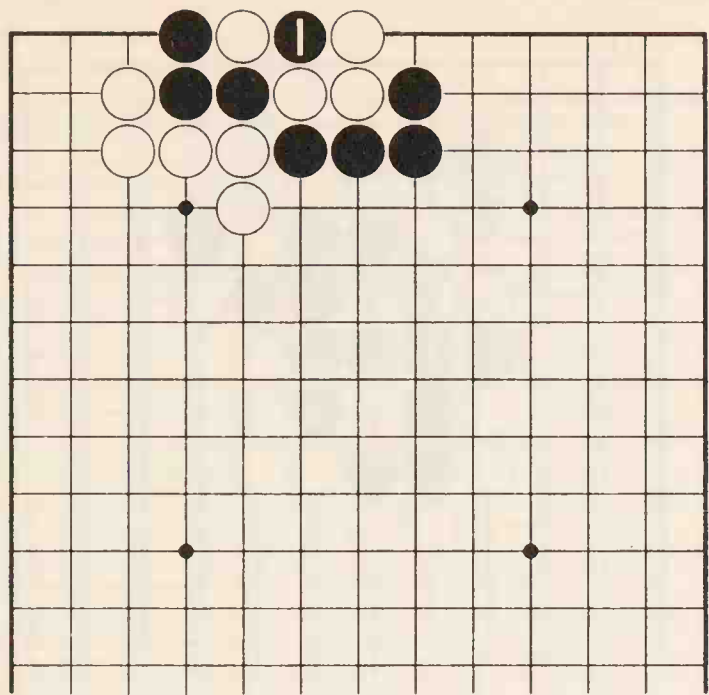
White 1 is the correct answer. White has no way to kill the three black stones so he must settle for a *seki*.



Wrong Answer

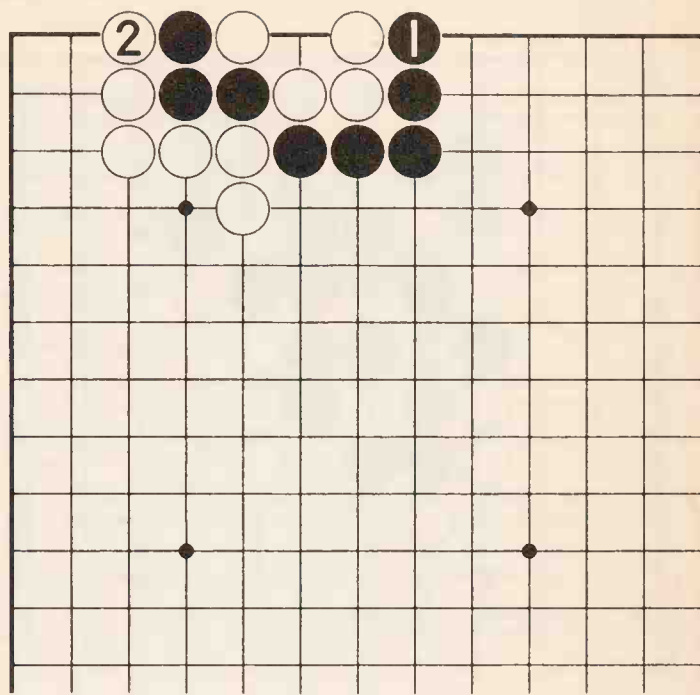
If White tries to kill the three black stones, he will not be able to make two eyes and will die.

PROBLEM 175



Correct Answer

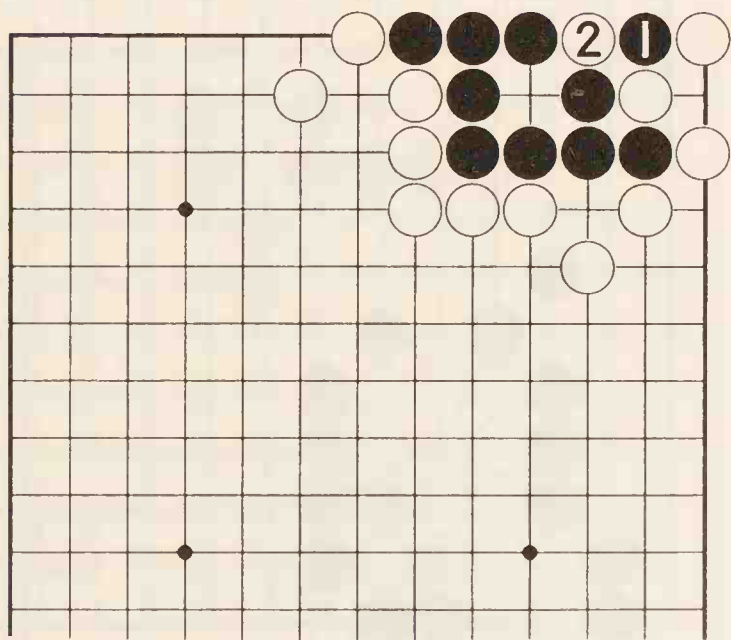
Black 1 is the correct answer. Whether the black or white stones on the upper edge can be taken or not will depend on the outcome of a ko fight.



Wrong Answer

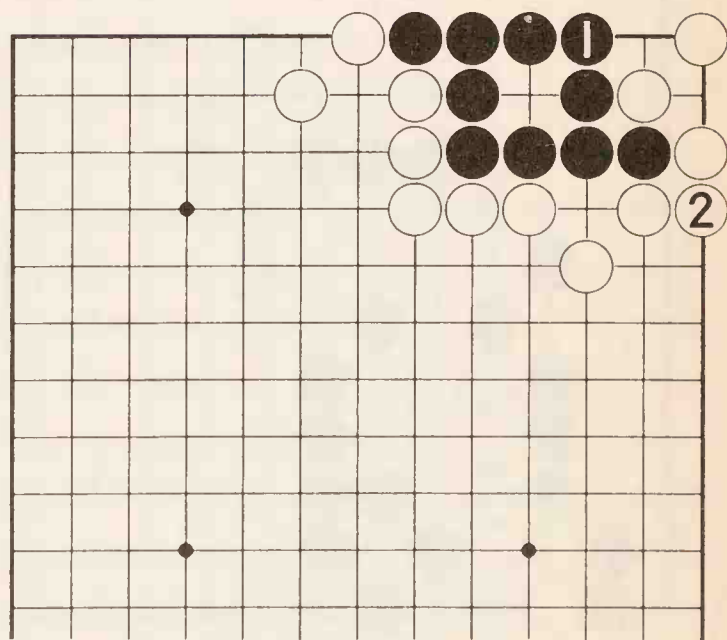
If Black plays at 1, White will capture three stones with 2.

PROBLEM 176



Correct Answer

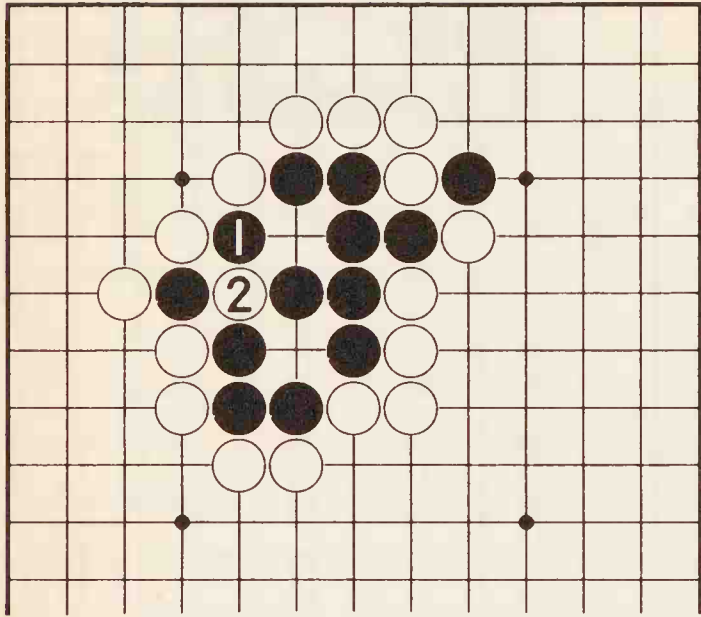
Black should start a ko fight by sacrificing a stone with 1. The life or death of the black group will now depend on the outcome of this ko.



Wrong Answer

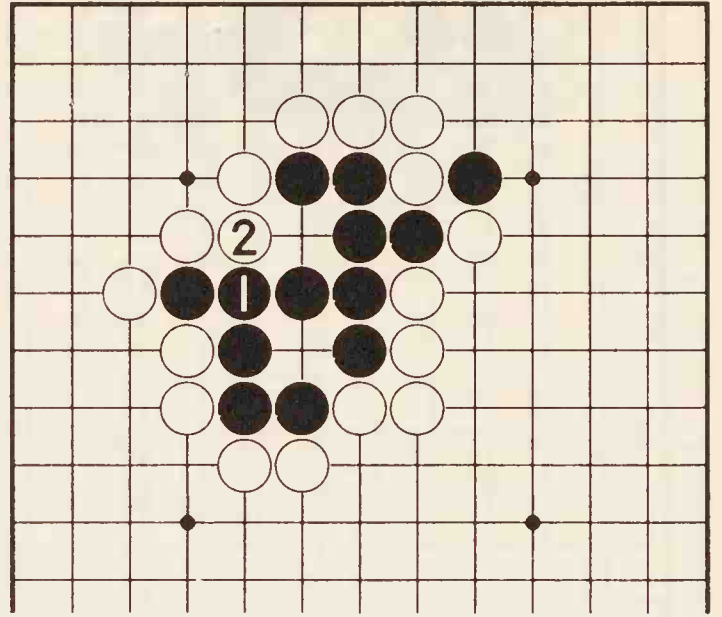
If Black plays 1, White will connect at 2. The black group now has only one eye and is unconditionally dead.

PROBLEM 177



Correct Answer

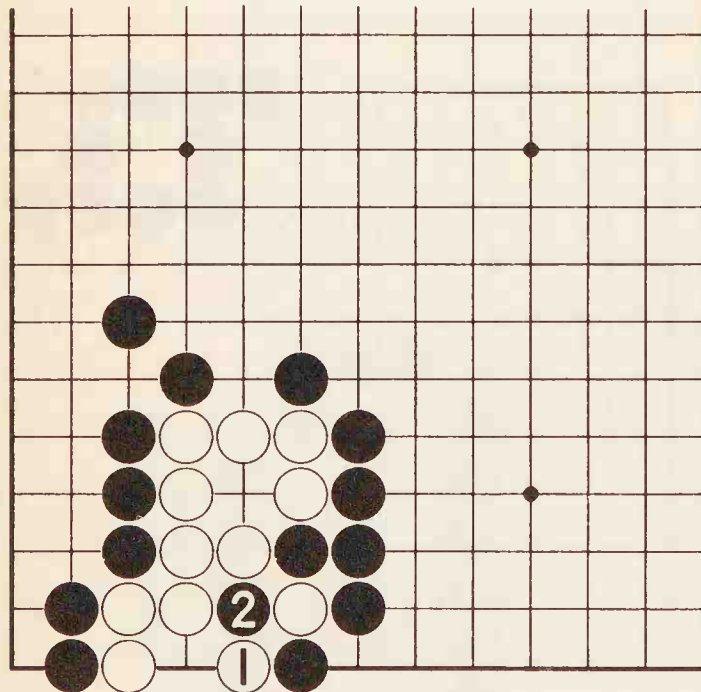
Black 1 is the correct answer. White 2 starts a ko fight and the life or death of the Black group will depend on the outcome of this ko.



Wrong Answer

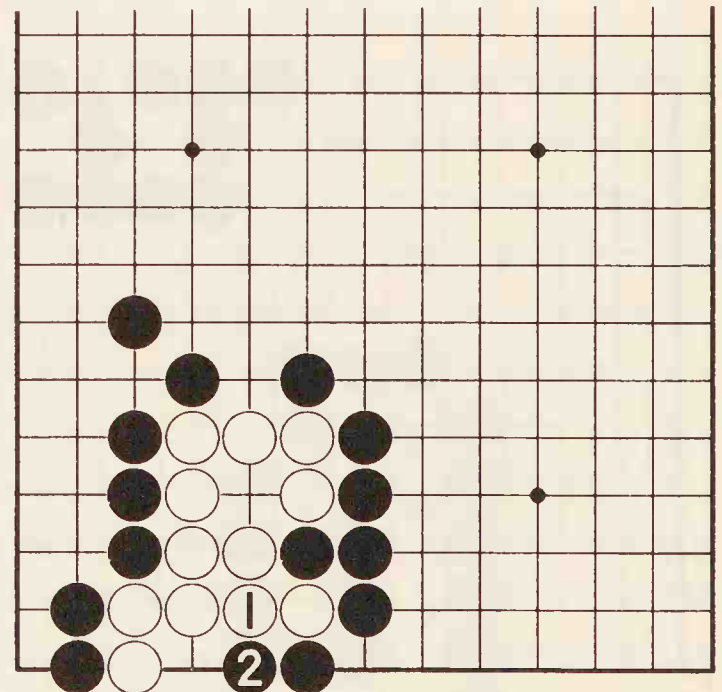
If Black connects at 1, White will play 2, leaving Black with only one eye. Black is now unconditionally dead.

PROBLEM 178



Correct Answer

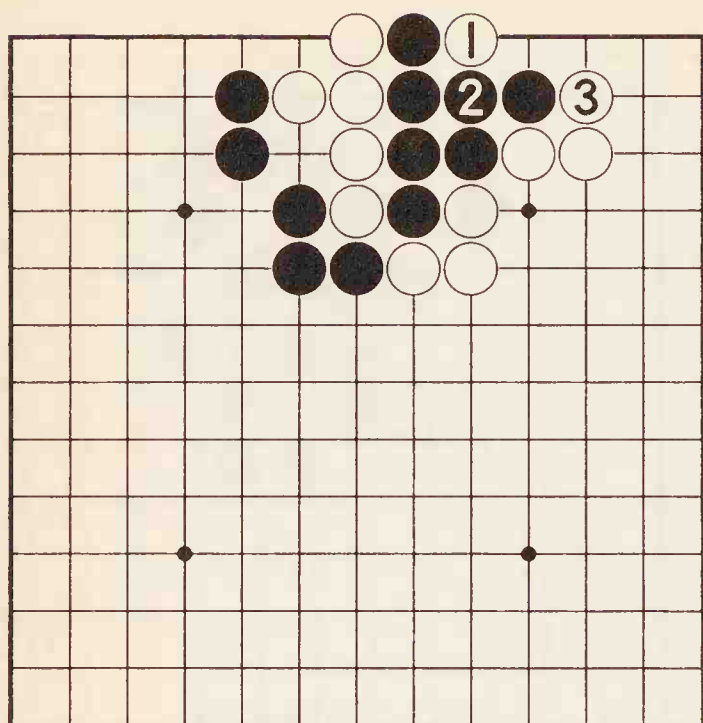
White 1 is the correct answer. Black 2 starts a ko fight and the life of the white group will depend on the outcome of this ko.



Wrong Answer

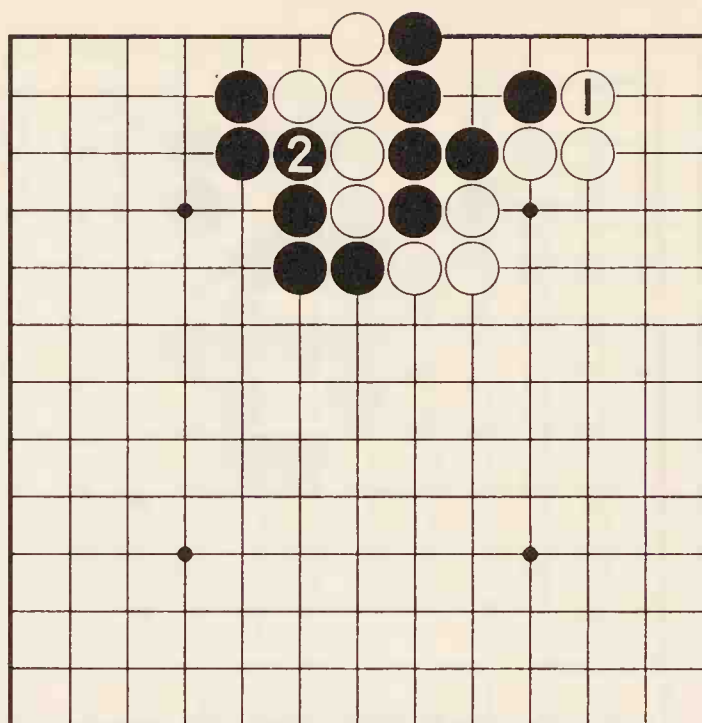
If White connects at 1, Black will play 2, leaving White with only one eye. White is now unconditionally dead.

PROBLEM 181



Correct Answer

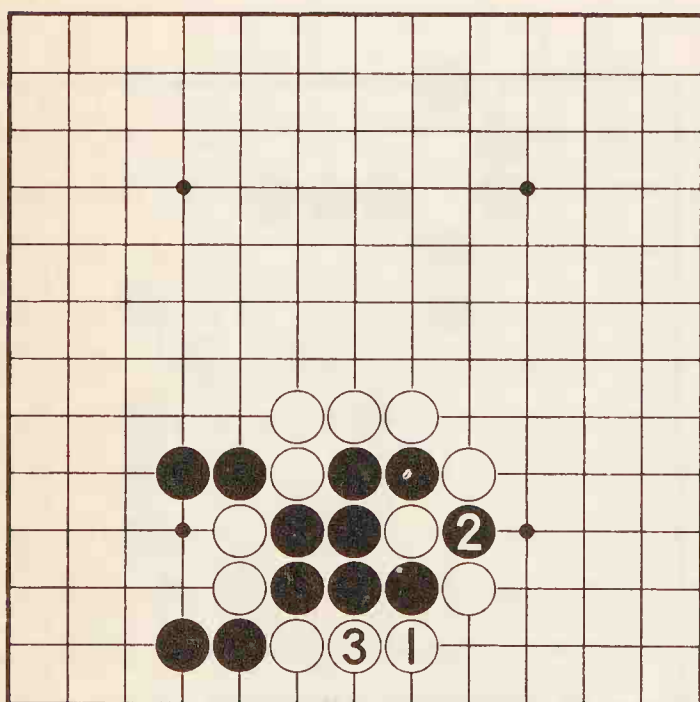
The sequence White 1 followed by White 3 is the correct answer. White will capture seven stones on the next move.



Wrong Answer

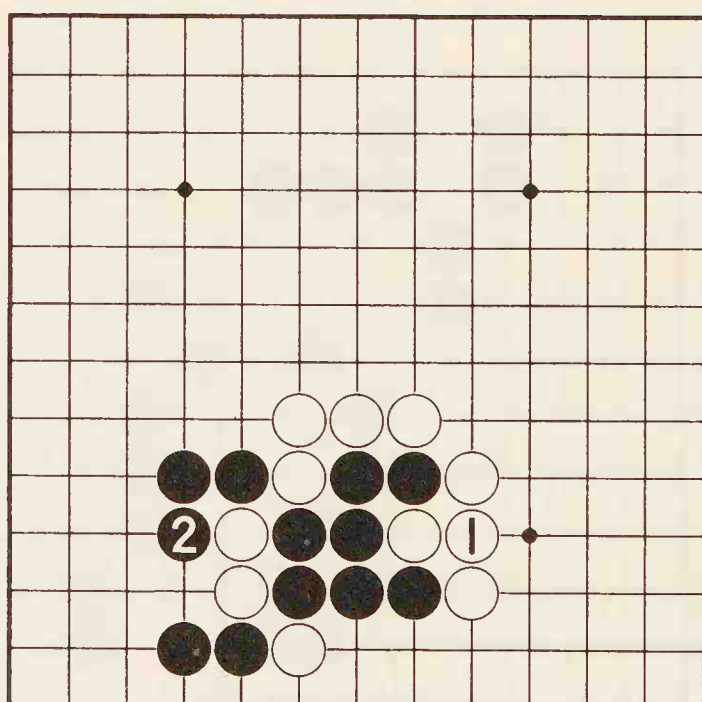
If White plays 1, Black will play 2 and capture five white stones on the next move.

PROBLEM 182



Correct Answer

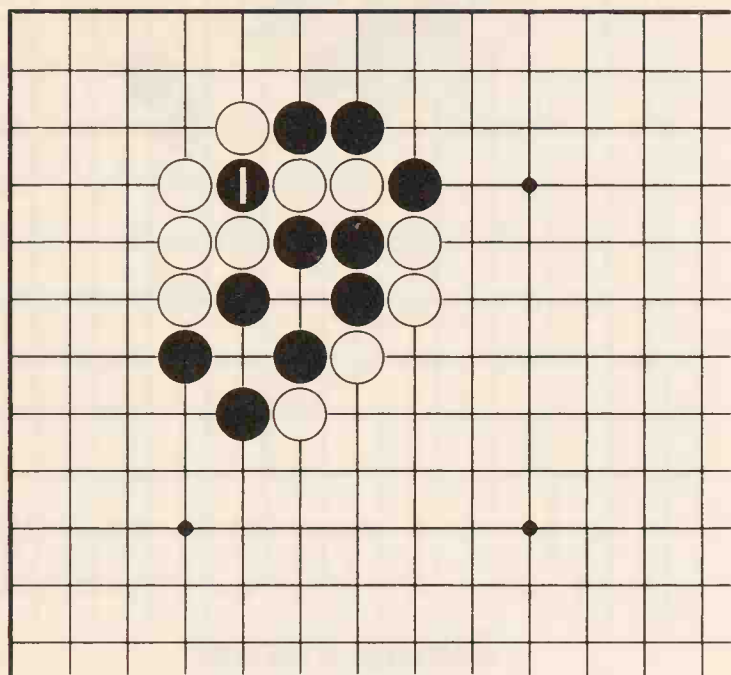
The sequence White 1 followed by White 3 is the correct answer. White will capture seven stones on the next move.



Wrong Answer

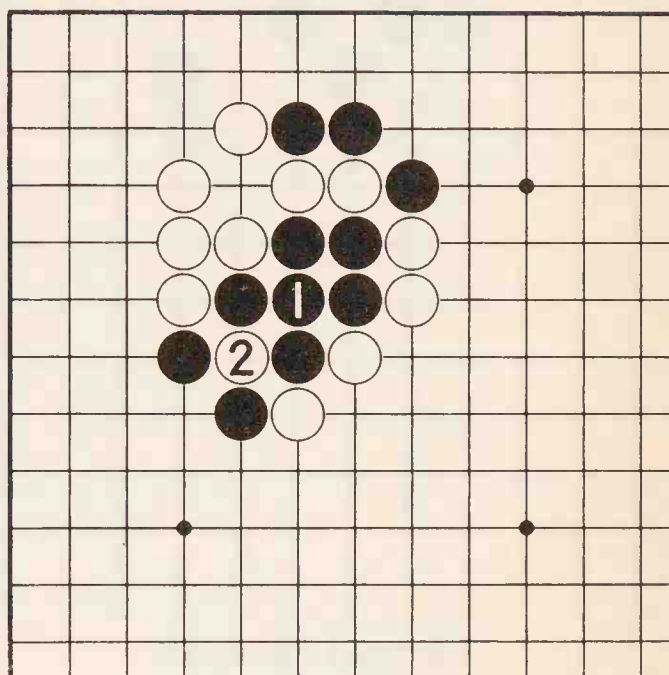
If White connects at 1, Black will play 2 and capture two white stones on the next move.

PROBLEM 183



Correct Answer

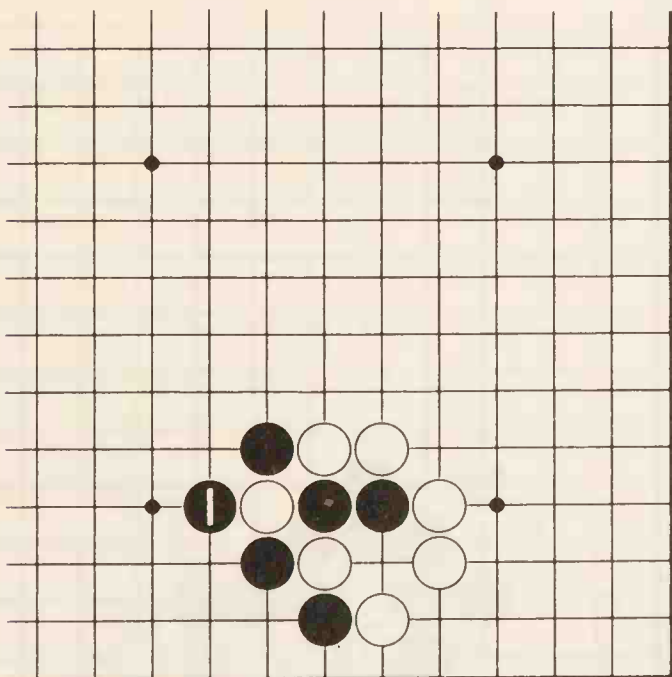
Black should capture two stones with 1. Even if White retakes, Black is no longer in atari.



Wrong Answer

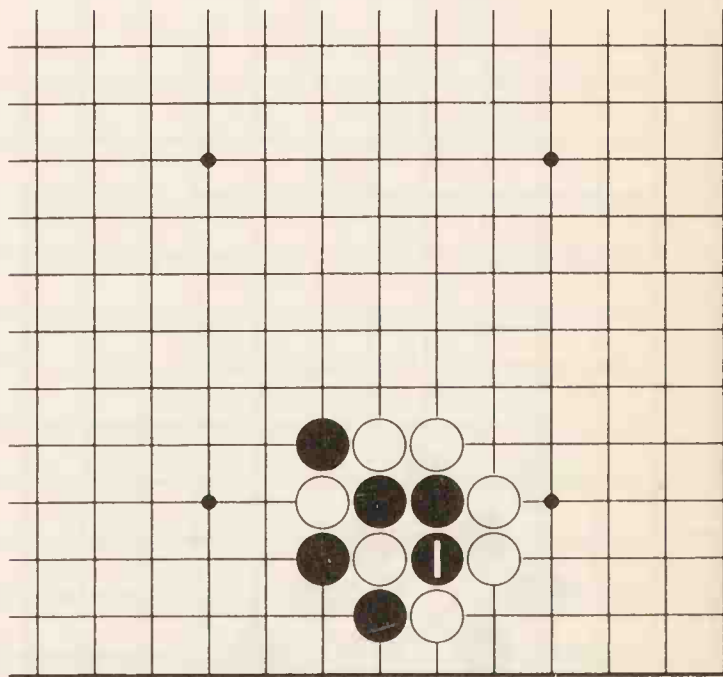
If Black connects at 1, he is still in atari and White 2 will capture six black stones. This is a disaster for Black.

PROBLEM 184



Correct Answer

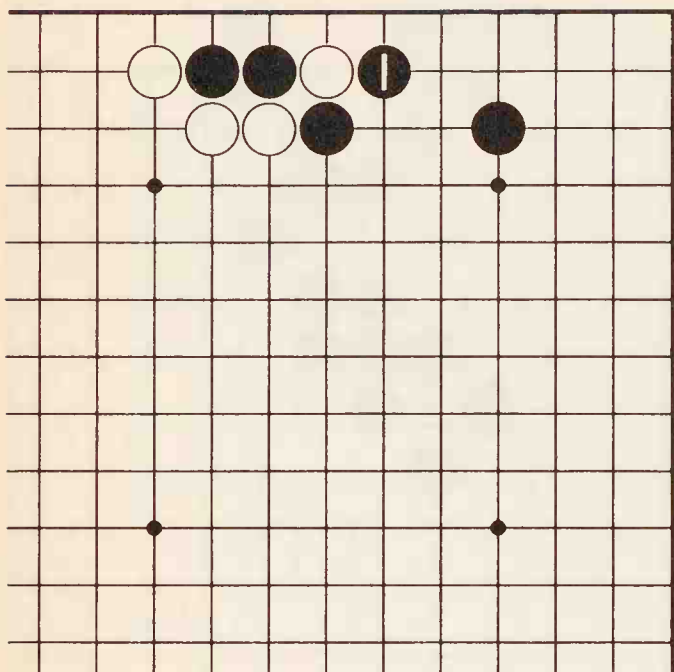
The correct answer is to capture the stone on the outside with Black 1.



Wrong Answer

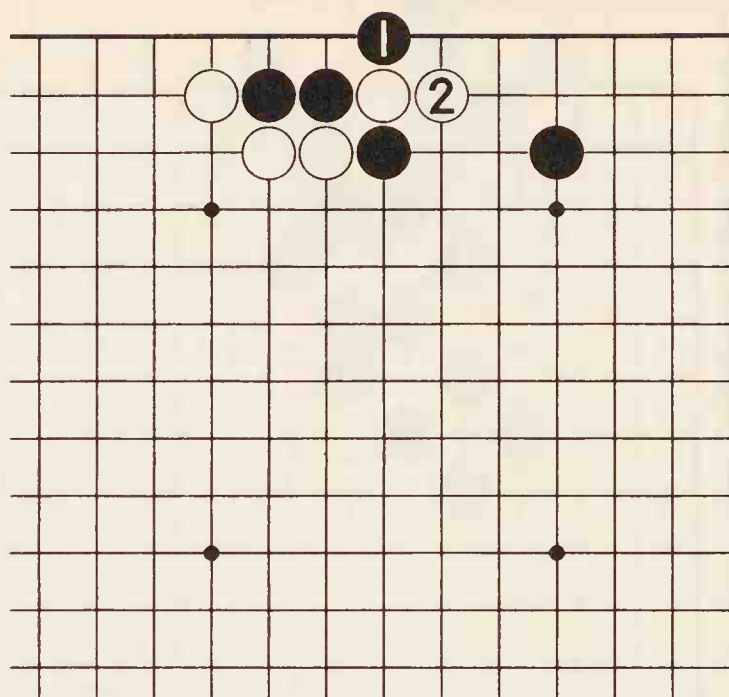
If Black captures a stone with 1 here, a snapback shape arises and White will play to the left of 1, capturing three black stones.

PROBLEM 185



Correct Answer

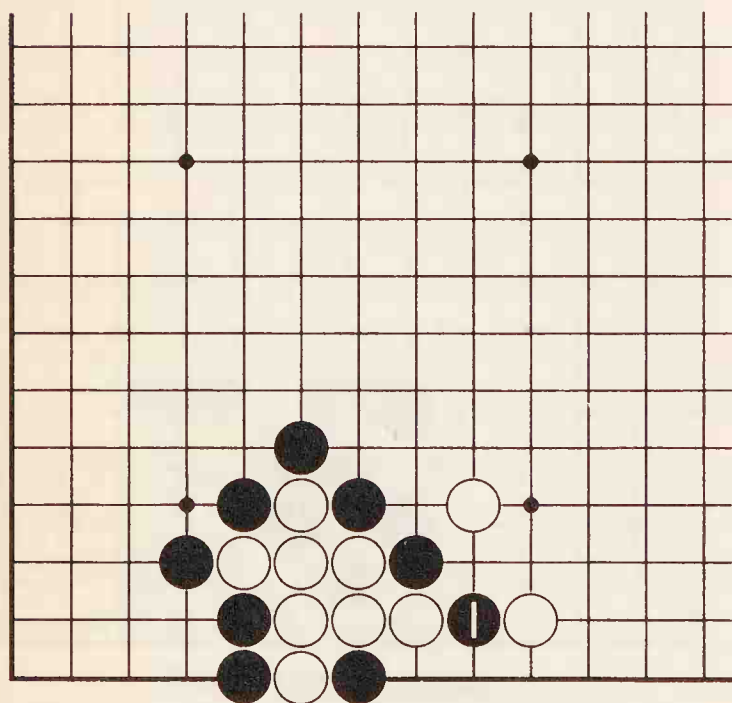
If Black gives atari with 1, the lone white stone on the edge cannot escape.



Wrong Answer

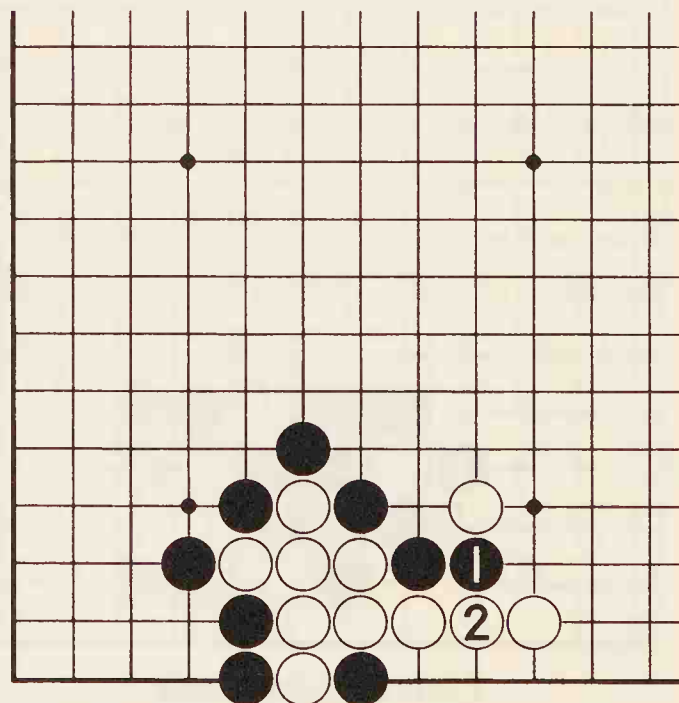
If Black gives atari from below with 1, White can no longer be captured after he plays 2. Now the three black stones at the top will be taken.

PROBLEM 186



Correct Answer

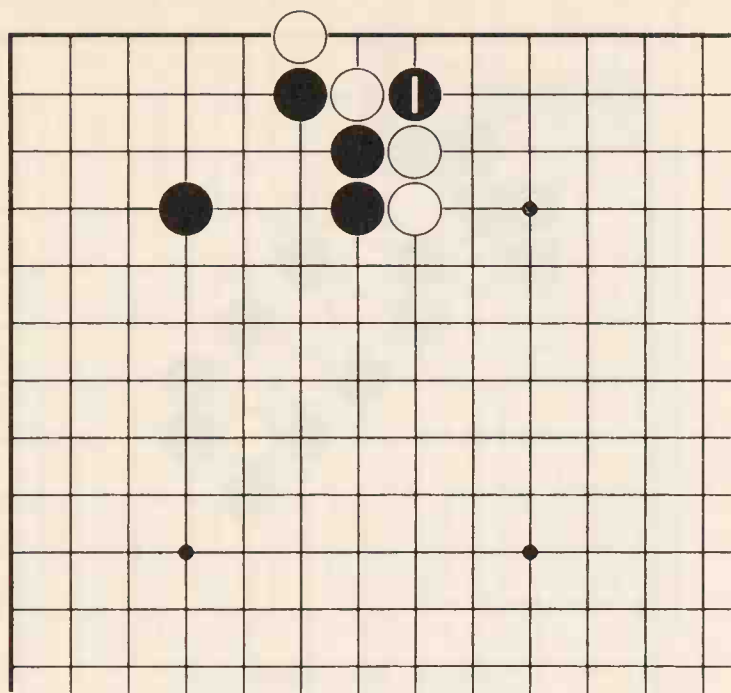
After Black gives atari with 1, the eight white stones cannot escape.



Wrong Answer

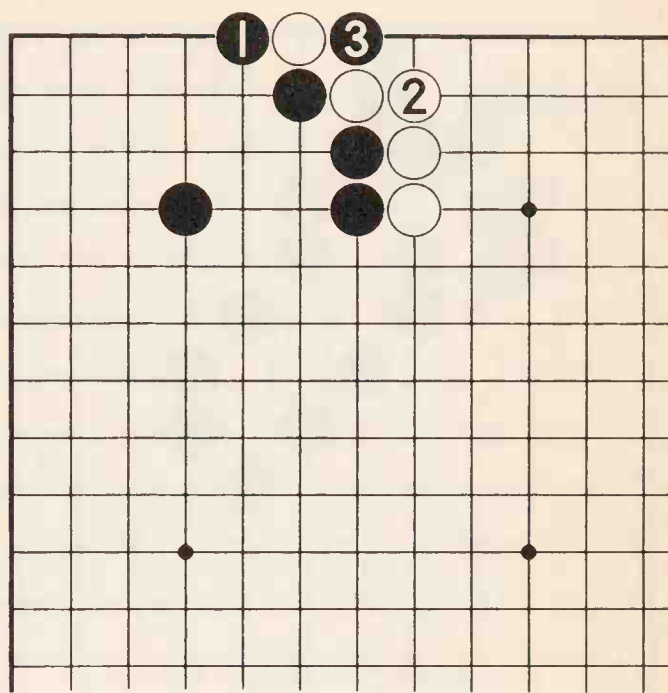
Black 1 here fails. When White connects at 2, he can no longer be captured.

PROBLEM 187



Correct Answer

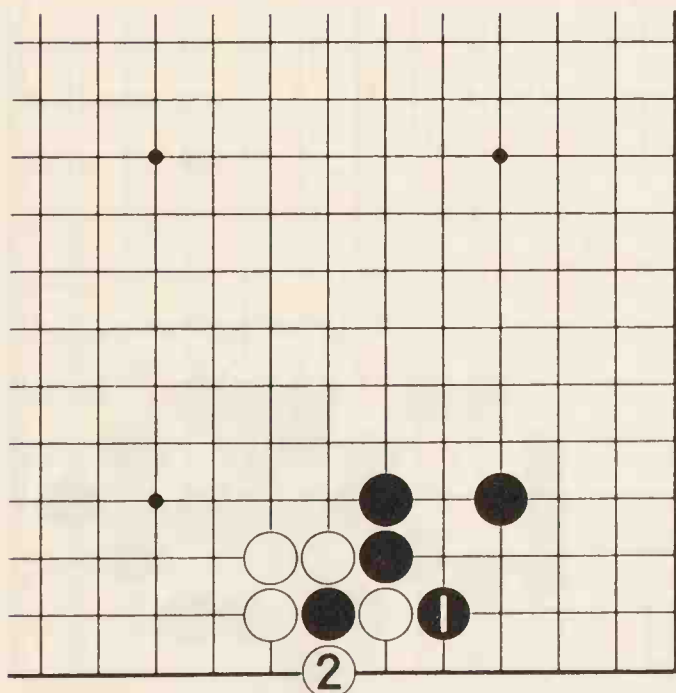
Black should play 1. The white stone in atari cannot escape.



Wrong Answer

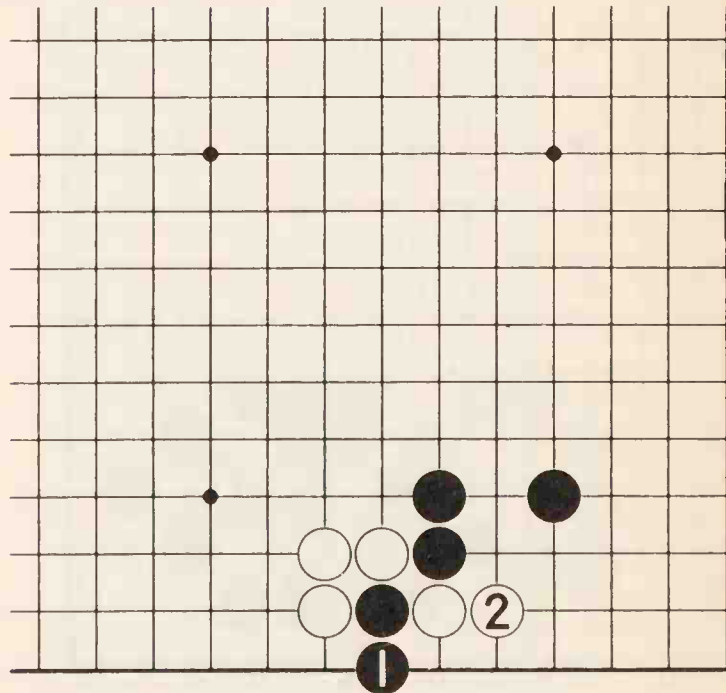
If Black gives atari at 1, White can connect at 2. Even though Black has captured a white stone, his result is inferior to the correct answer.

PROBLEM 188



Correct Answer

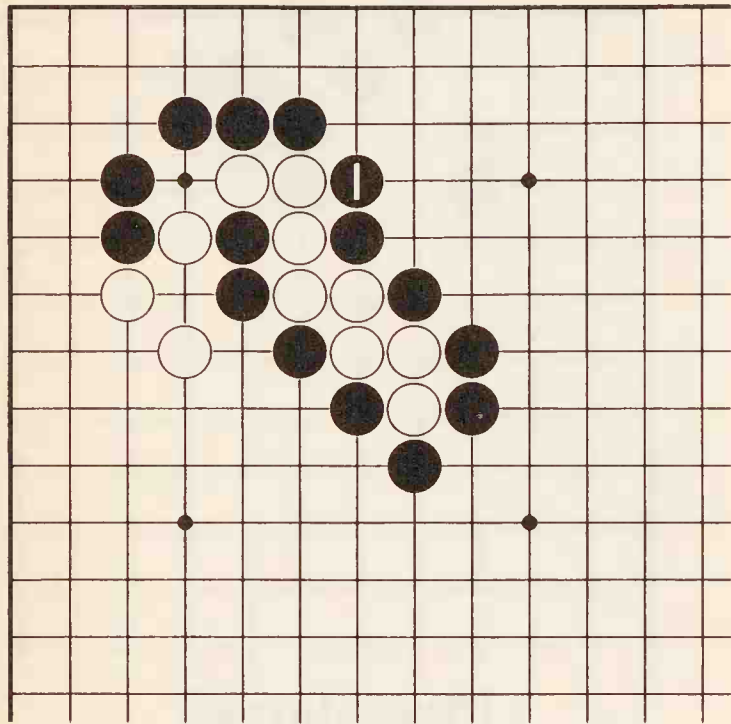
Even though he loses a stone, Black 1 is the correct answer.



Wrong Answer

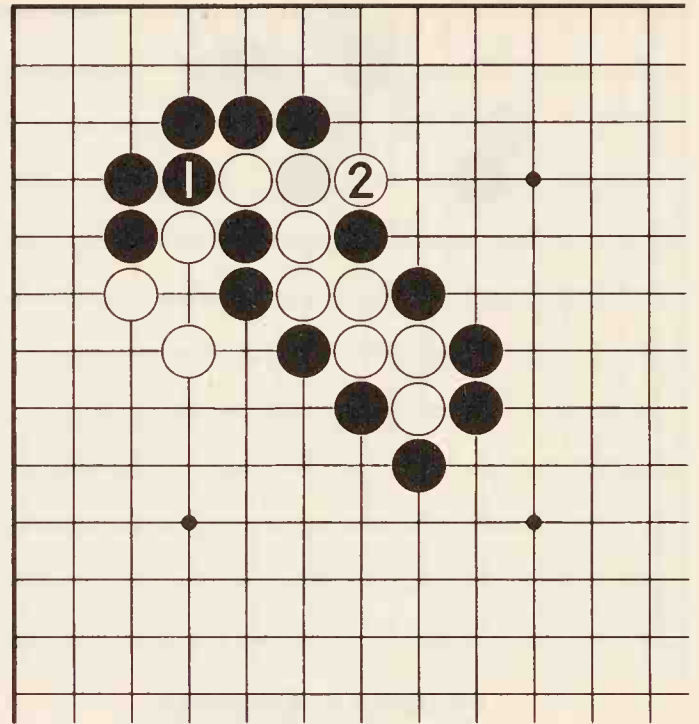
If Black tries to escape with 1, White extends to 2 and Black's two stones on the edge cannot escape. This is a big loss for Black.

PROBLEM 189



Correct Answer

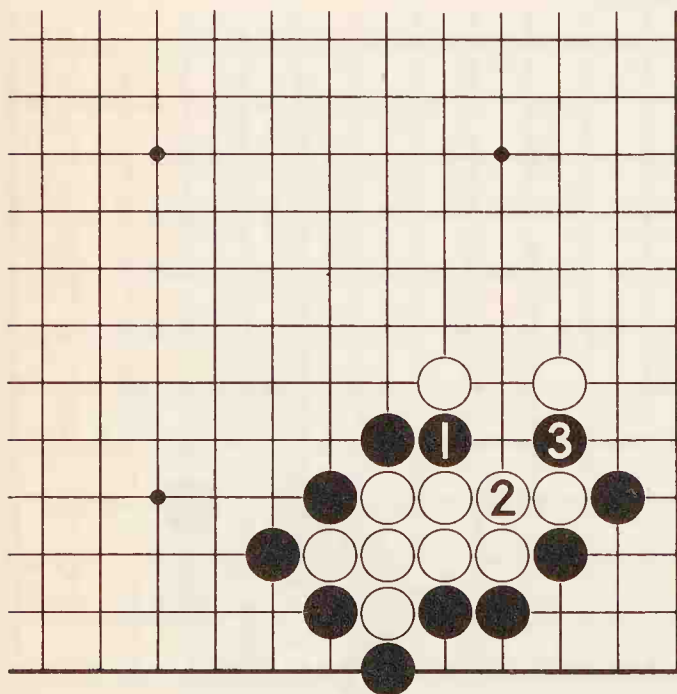
If Black plays at 1, no matter how White replies, his eight stones cannot avoid being captured.



Wrong Answer

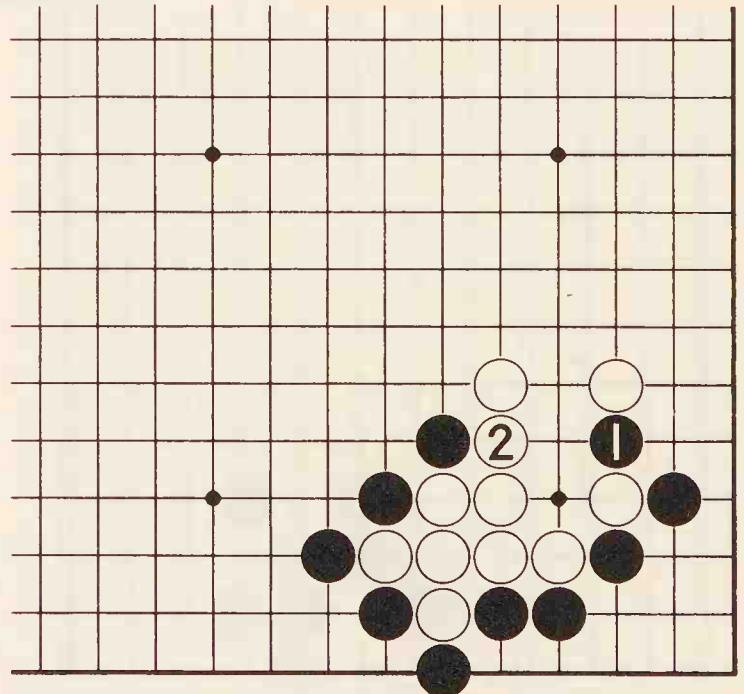
If Black plays 1, White's eight stones can escape with White 2.

PROBLEM 190



Correct Answer

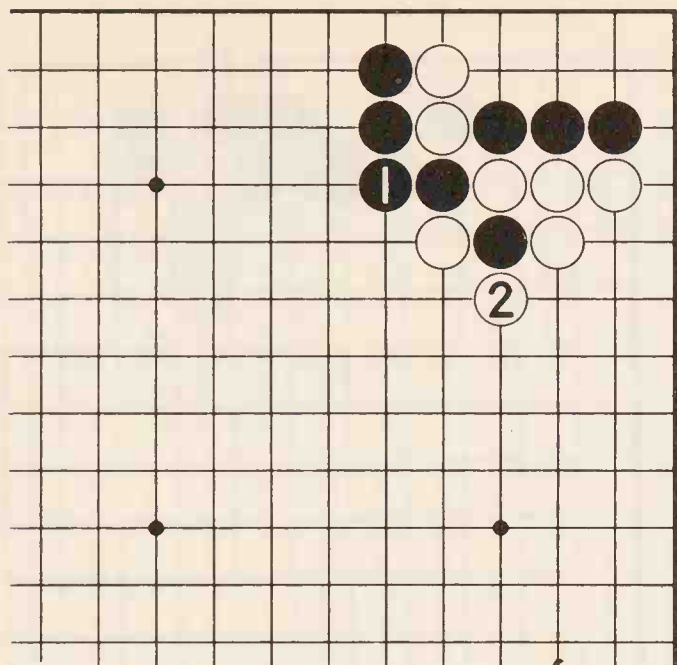
Black 1 is the correct answer. Connecting at 2 is of no help. Black catches nine stones when he plays 3.



Wrong Answer

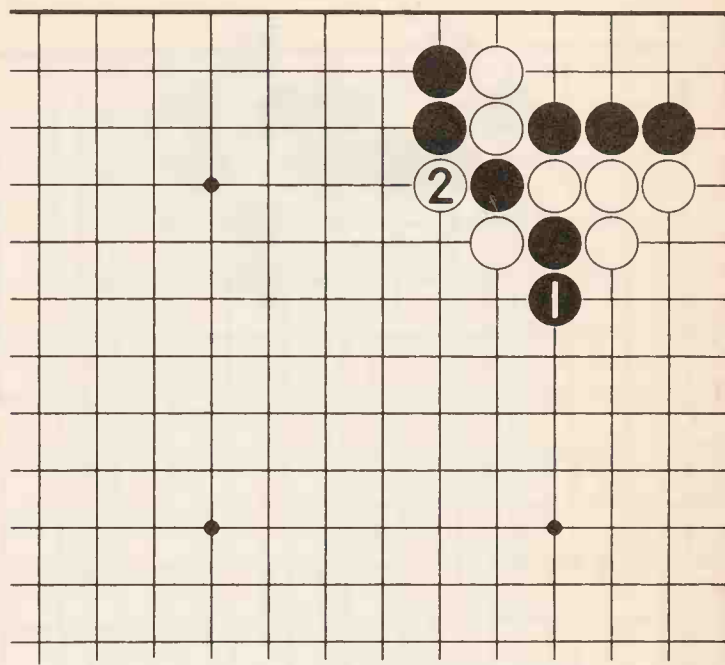
If Black plays 1, White can connect to his outside stones with 2 and escape.

PROBLEM 191



Correct Answer

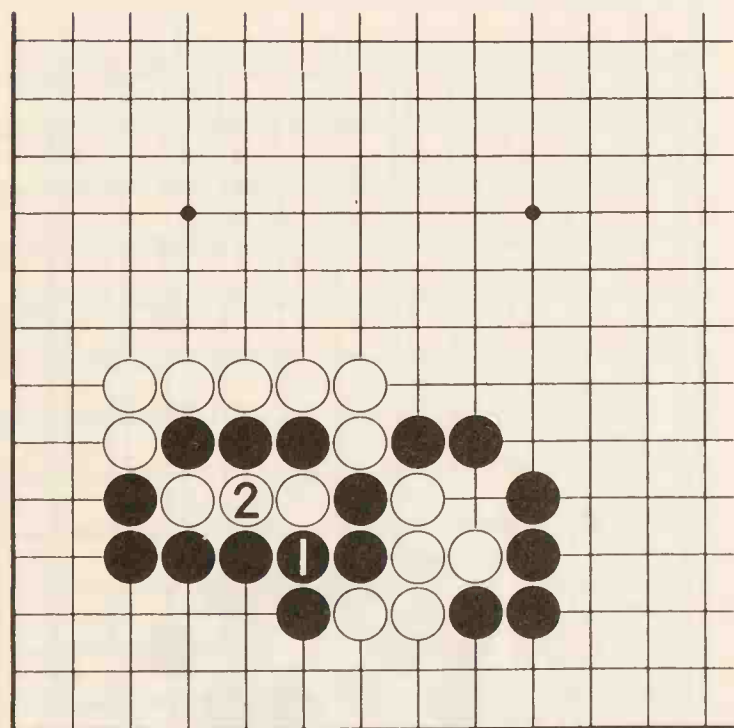
Black has no choice but to connect with 1. After White captures with 2, Black's area at the top is intact.



Wrong Answer

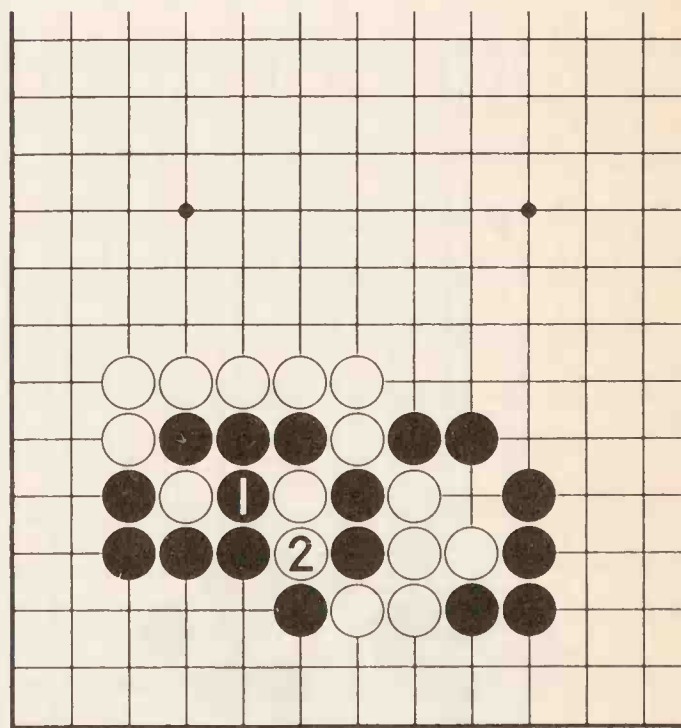
If Black saves this stone by playing 1 here, White captures with 2, and Black's stones are scattered without any base. This is a disaster for Black.

PROBLEM 192



Correct Answer

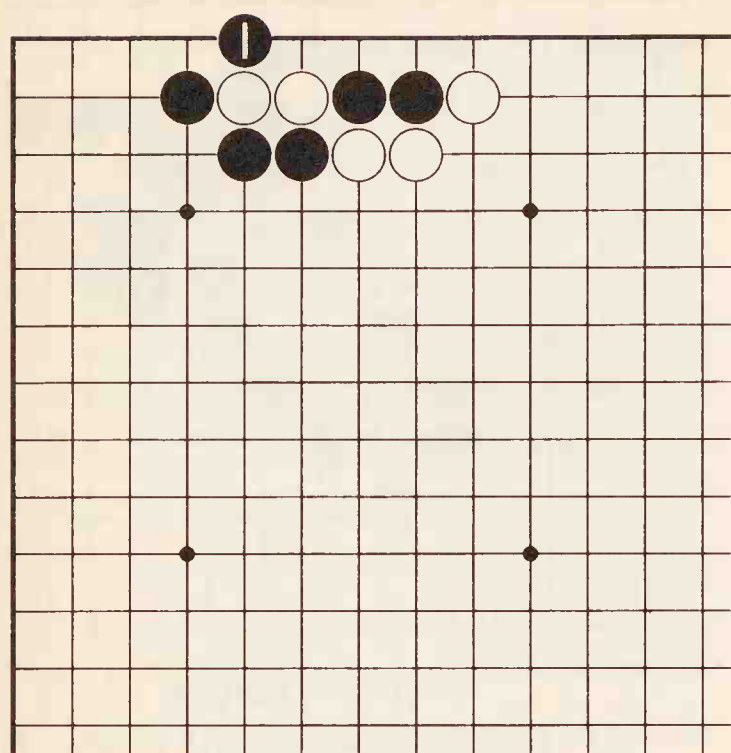
Black should play at 1, saving two stones and sacrificing three. In this way, he kills the five white stones on the right.



Wrong Answer

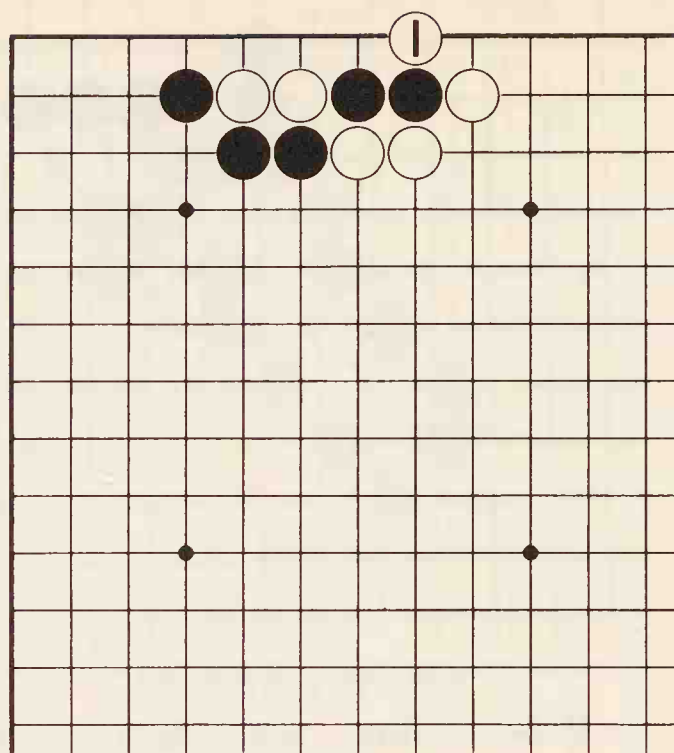
If Black plays 1 here, White captures two stones with 2 and now his five stones on the right are connected to the ones above.

PROBLEM 193



Correct Answer

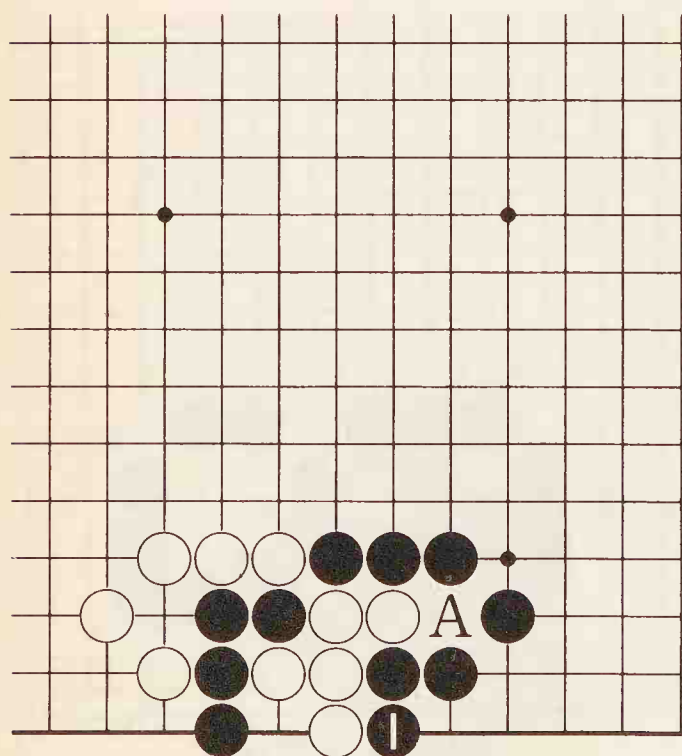
If Black gives atari with 1, he will catch two white stones.



If White Plays First

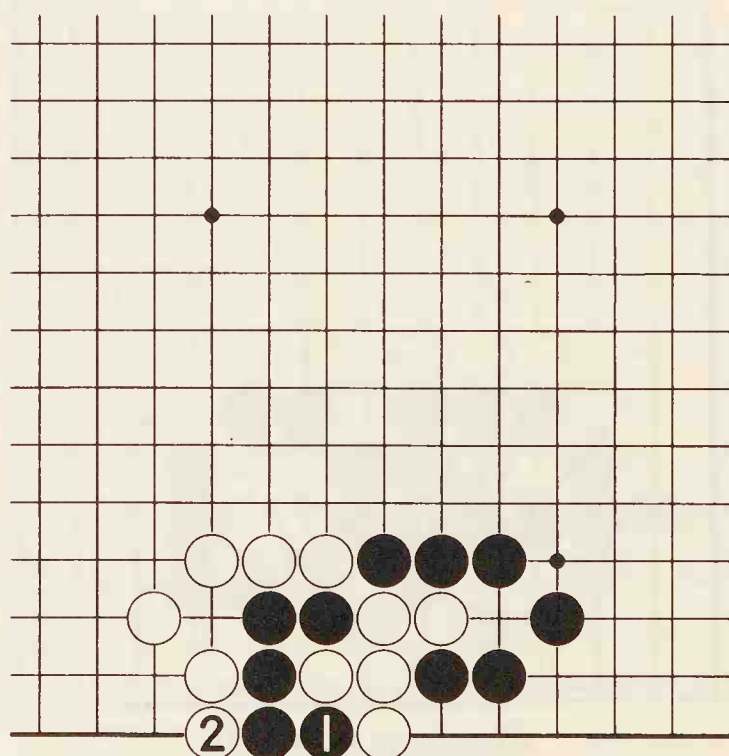
If it were White's turn to play, he would give atari with 1 and catch two black stones.

PROBLEM 194



Correct Answer

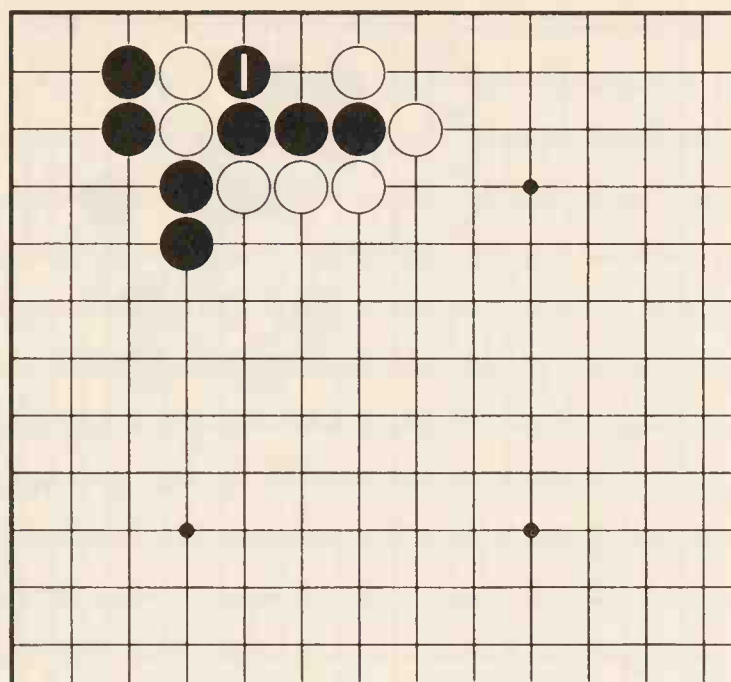
Either Black 1 or Black A will kill the five white stones.



Wrong Answer

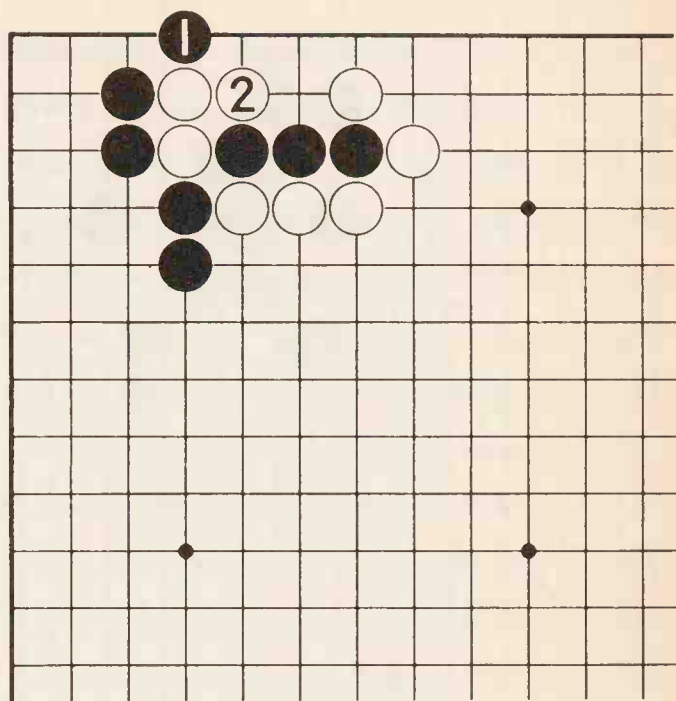
Black 1 fails. White plays 2 in reply, putting five black stones into atari.

PROBLEM 195



Correct Answer

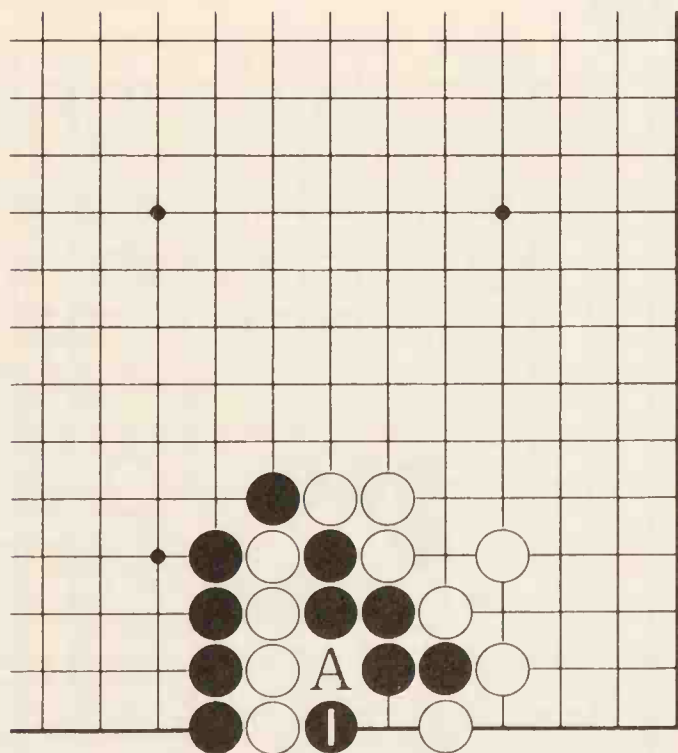
By playing at 1, Black can capture two white stones.



Wrong Answer

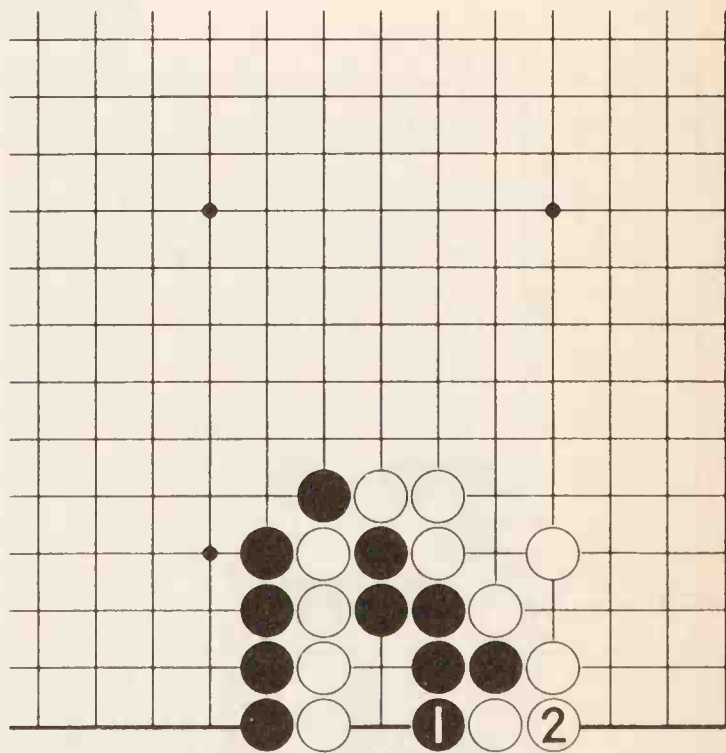
If Black give atari from below with 1, White 2 catches three black stones.

PROBLEM 196



Correct Answer

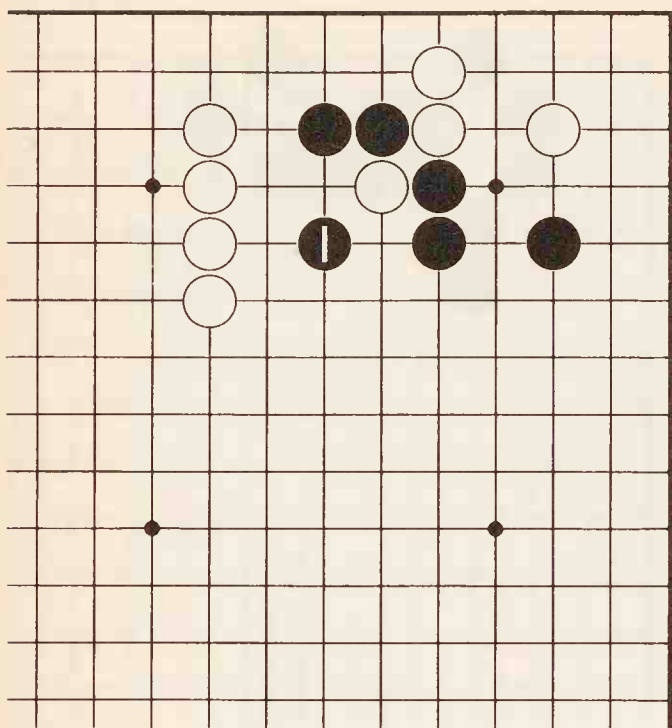
Putting the four white stones into atari with Black 1 or A is the correct answer. These stones will be captured on the next move.



Wrong Answer

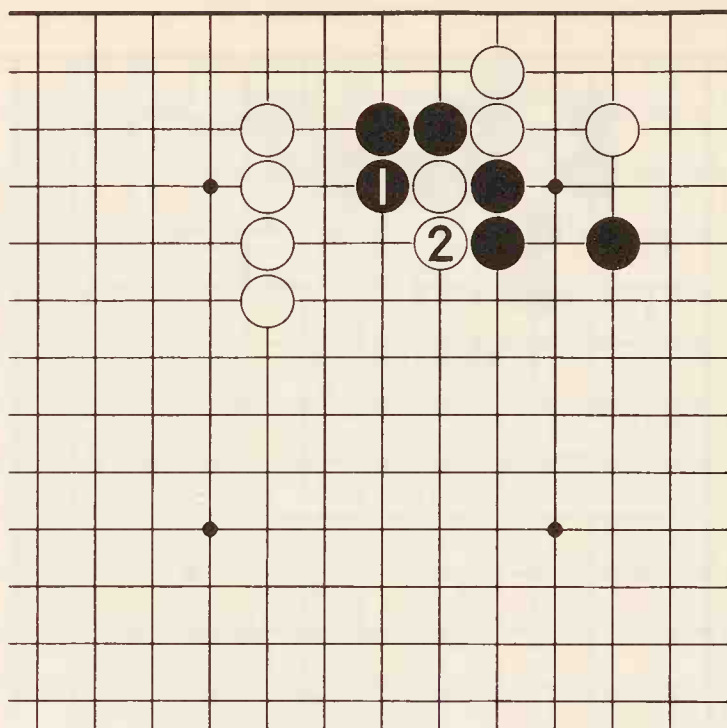
If Black gives atari with 1 he fails. White connects at 2 and a seki results.

PROBLEM 197



Correct Answer

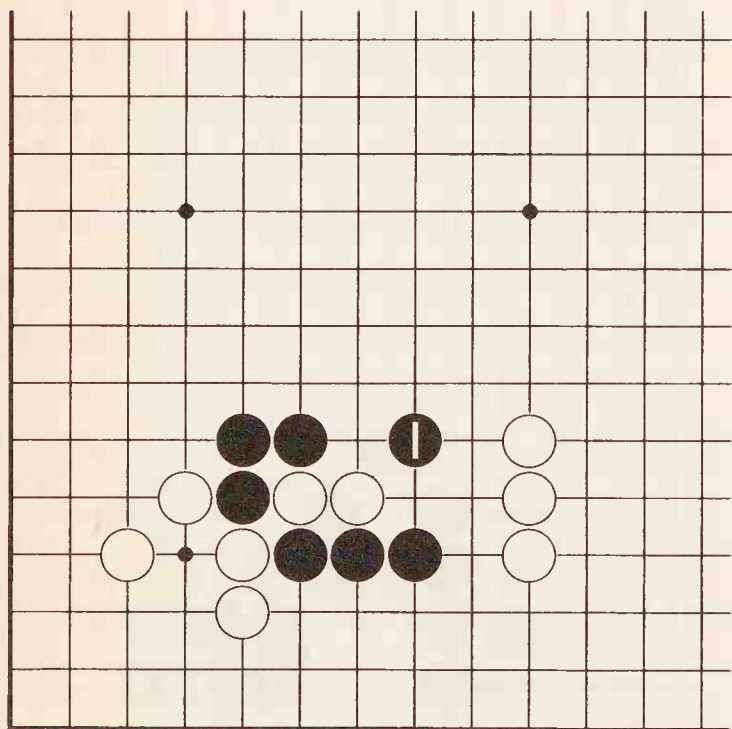
Black catches one stone in a net when he plays at 1. This stone cannot escape and will be captured.



Wrong Answer

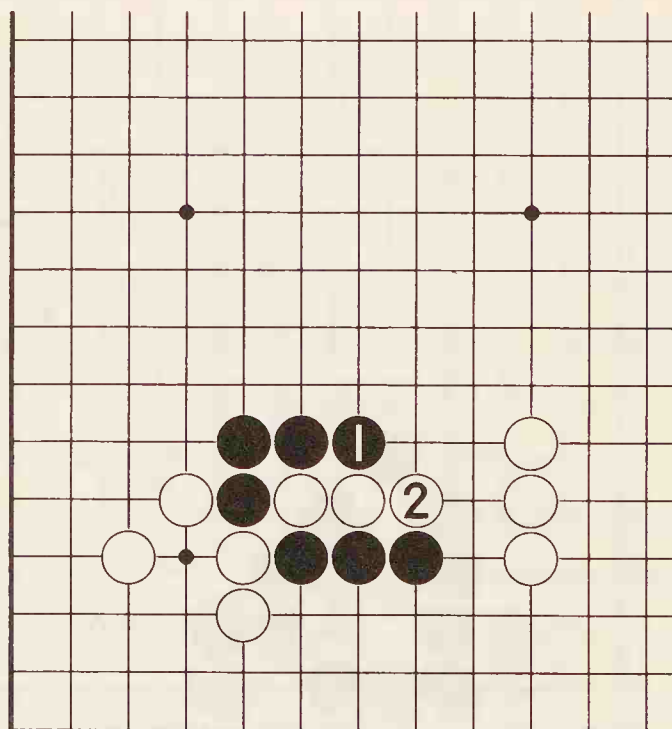
Black 1 fails. White plays 2 and he cannot be captured.

PROBLEM 198



Correct Answer

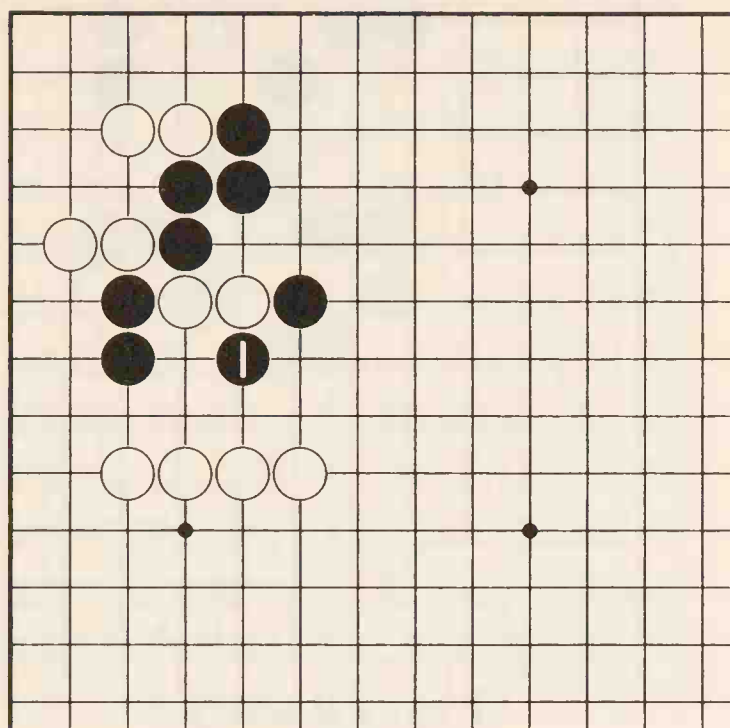
Black catches two stones in a net when he plays 1. These stones cannot escape and will be captured.



Wrong Answer

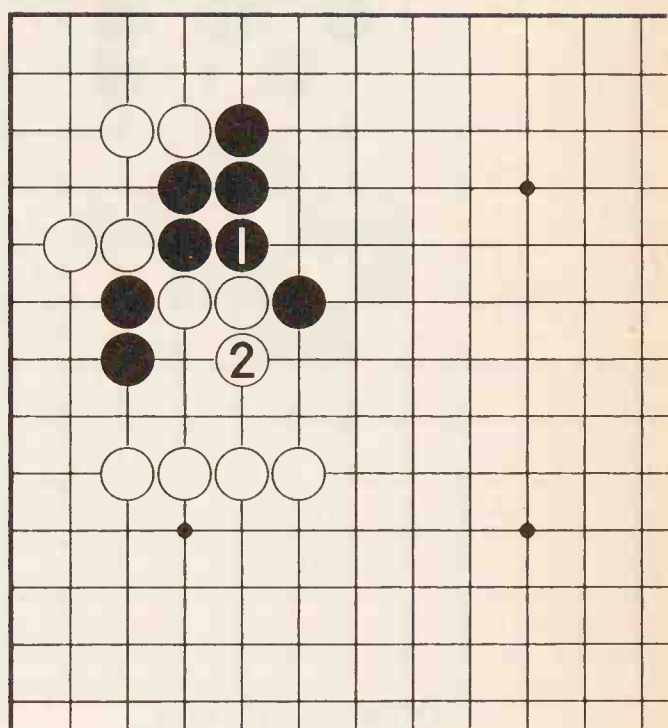
Black 1 fails. White plays 2 and he cannot be captured.

PROBLEM 199



Correct Answer

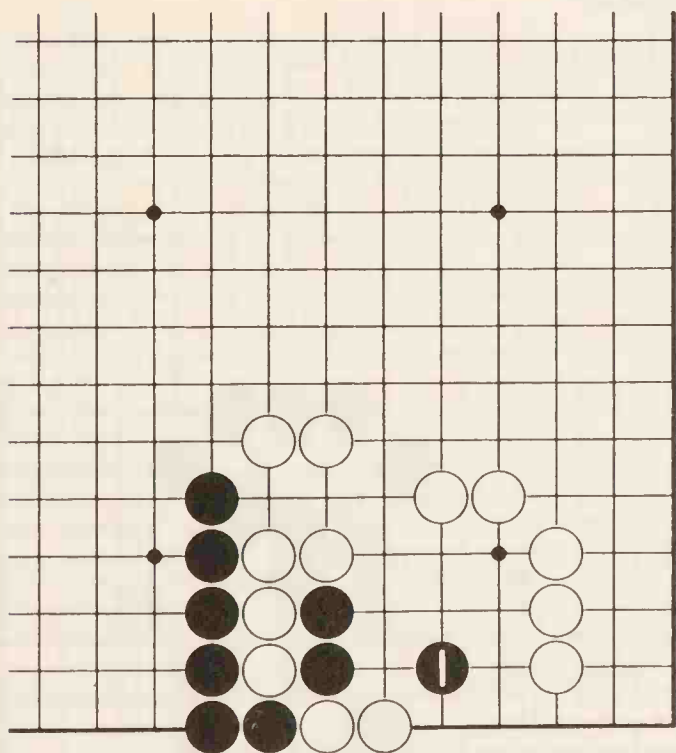
Black 1 here also catches White in a net. The two white stones cannot escape.



Wrong Answer

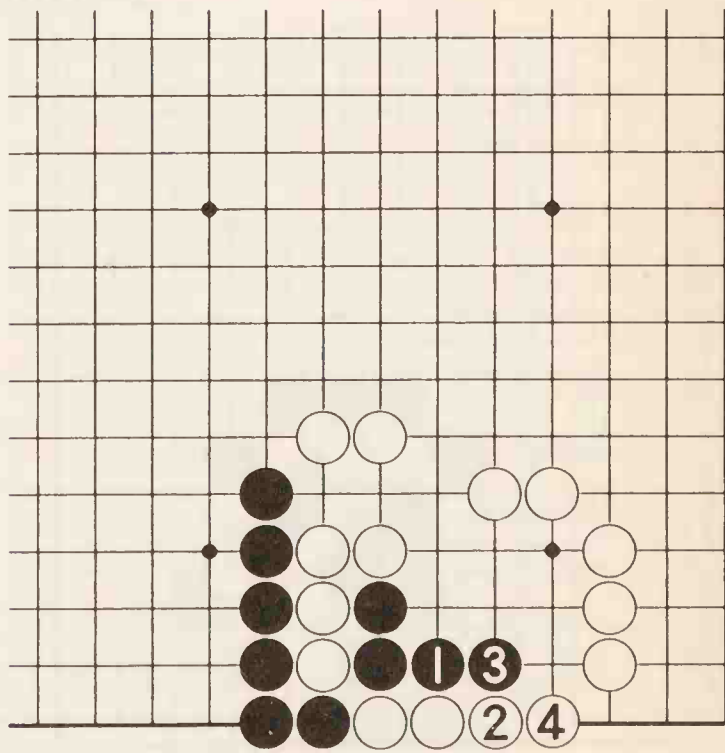
Black 1 fails. White escapes by playing at 2.

PROBLEM 200



Correct Answer

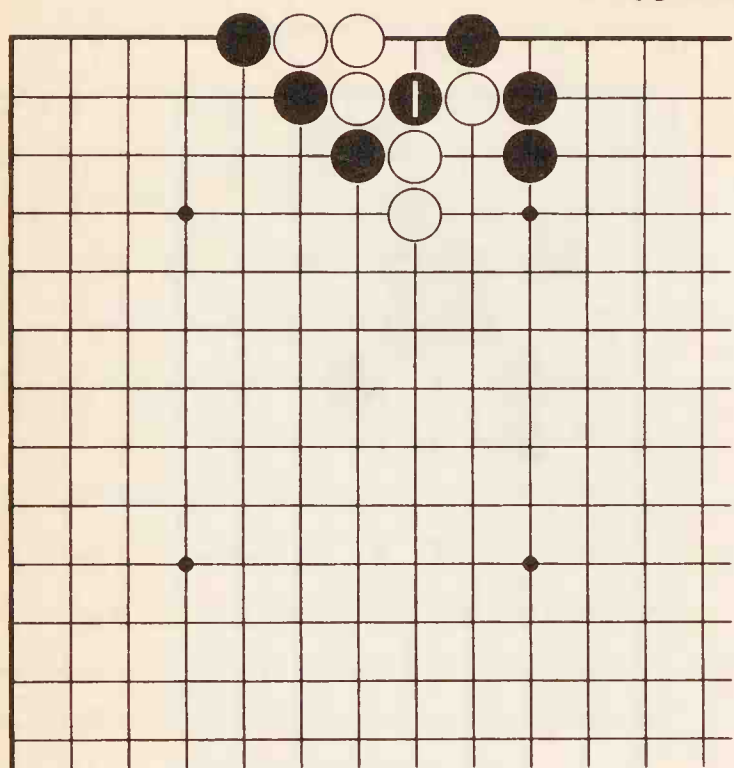
Black 1 is an example of a net on the edge of the board. The two white stones cannot escape.



Wrong Answer

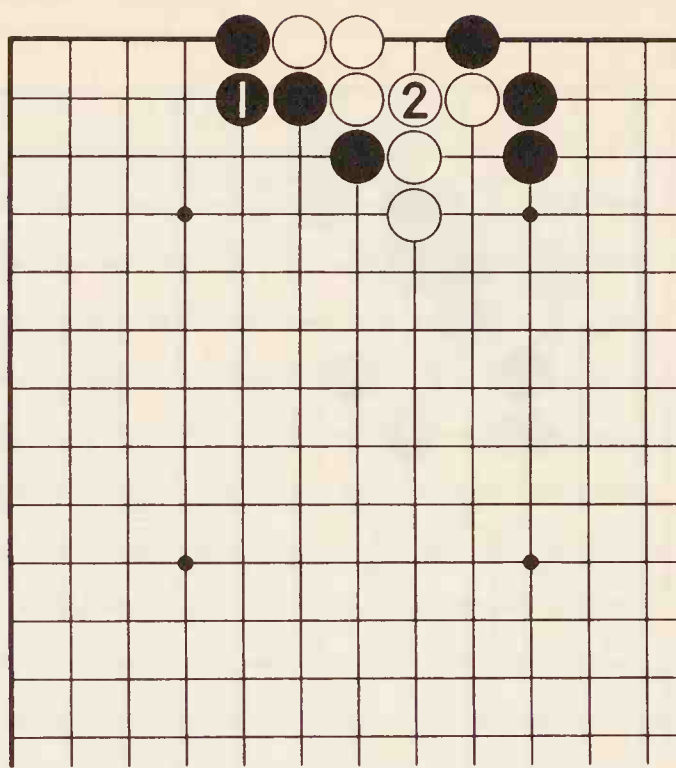
Black 1 fails. White runs away and links up with his other stones with the sequence to 4.

PROBLEM 201



Correct Answer

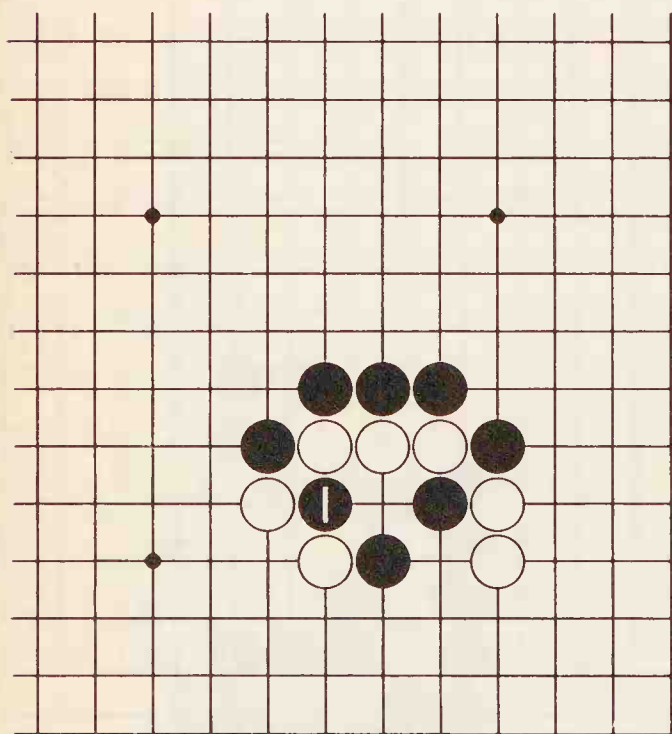
If Black plays 1, the three white stones are as good as captured. If White captures Black 1, Black retakes four stones with a snapback.



Wrong Answer

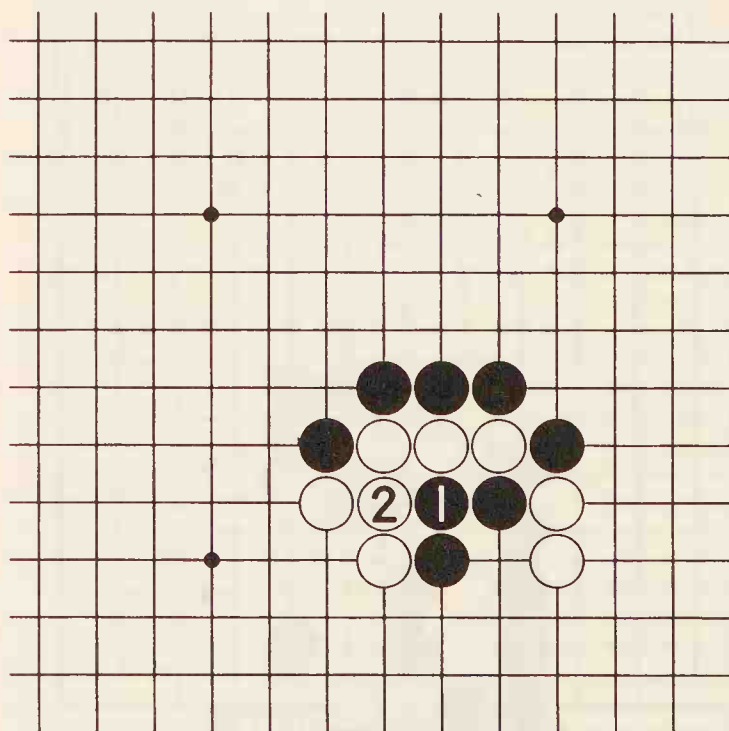
If Black plays 1, he fails. White connects at 2 and his stones cannot be captured.

PROBLEM 202



Correct Answer

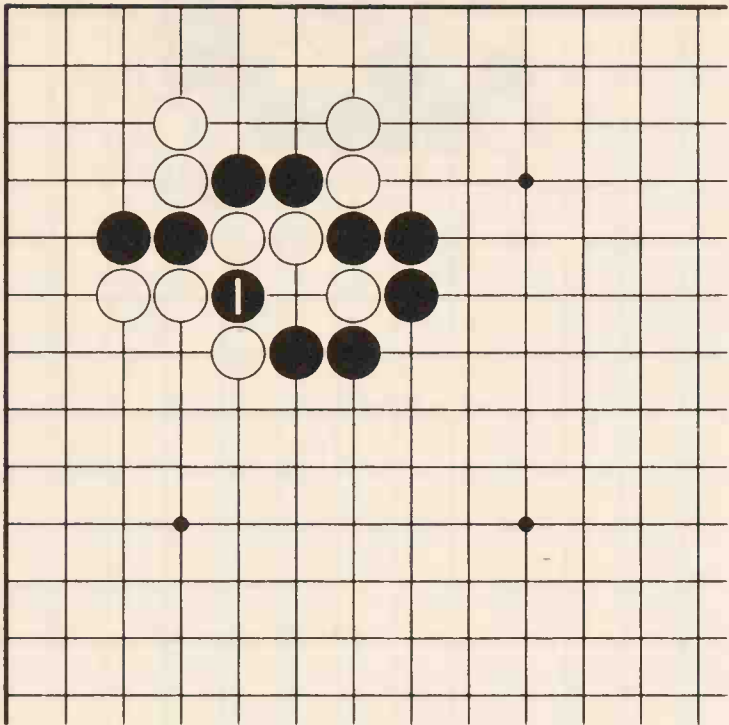
Black 1 catches three white stones. White cannot capture because of a snapback.



Wrong Answer

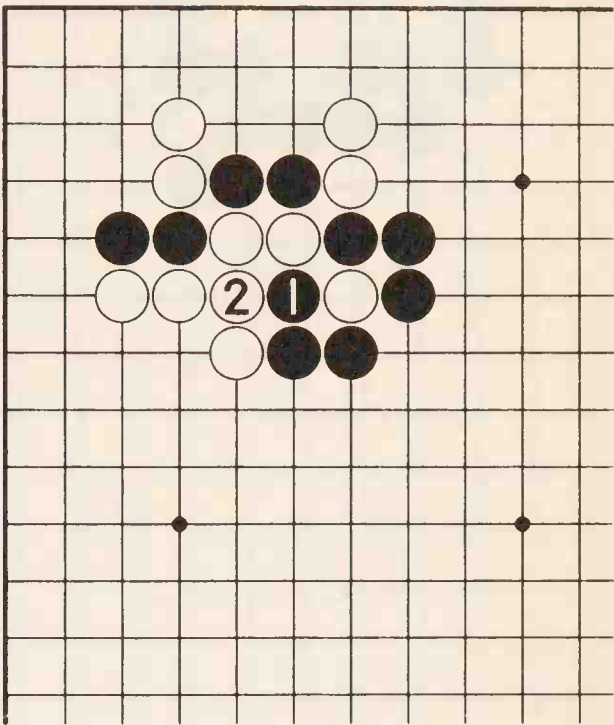
Black 1 fails. White connects at 2 and his stones are safe.

PROBLEM 203



Correct Answer

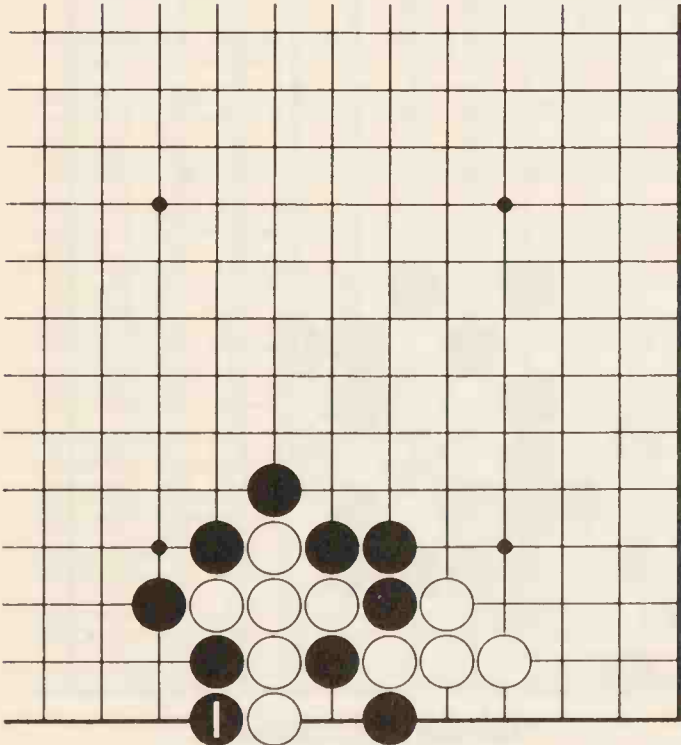
Black 1 sets up a snapback and catches three white stones.



Wrong Answer

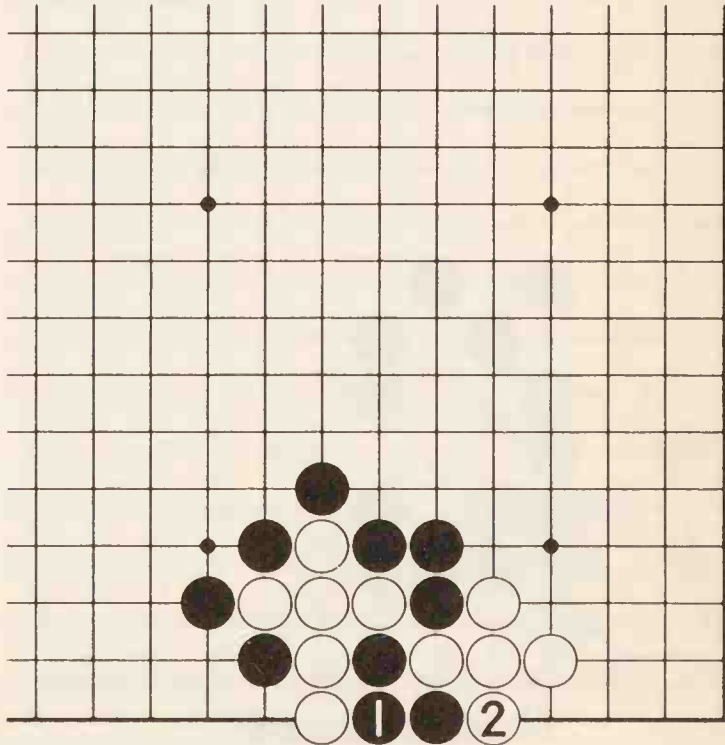
Black 1 captures one stone, but lets White save his other two by connecting at 2. Black has failed.

PROBLEM 204



Correct Answer

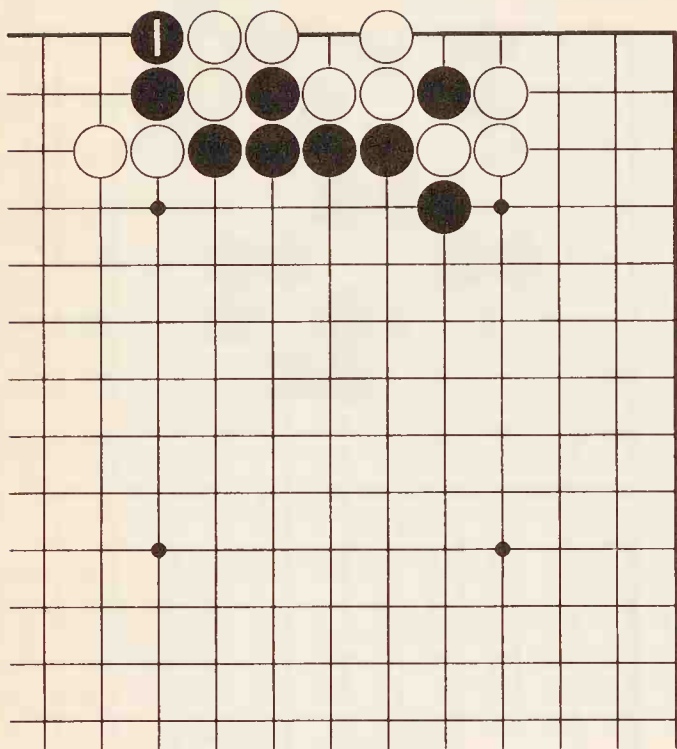
Black 1 sets up a snapback and six white stones can now be captured.



Wrong Answer

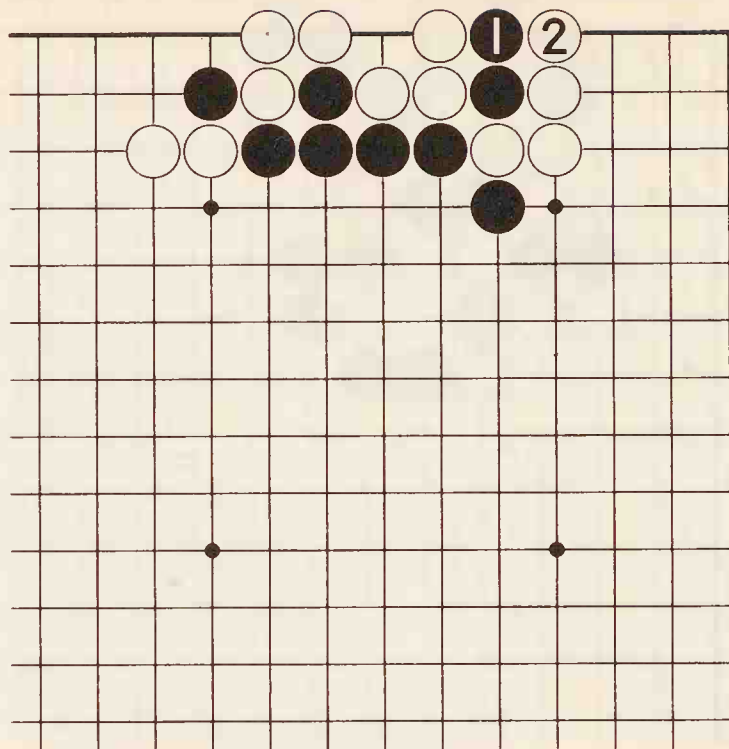
Black 1 fails. White 2 captures three black stones and all of White's stones are safe.

PROBLEM 205



Correct Answer

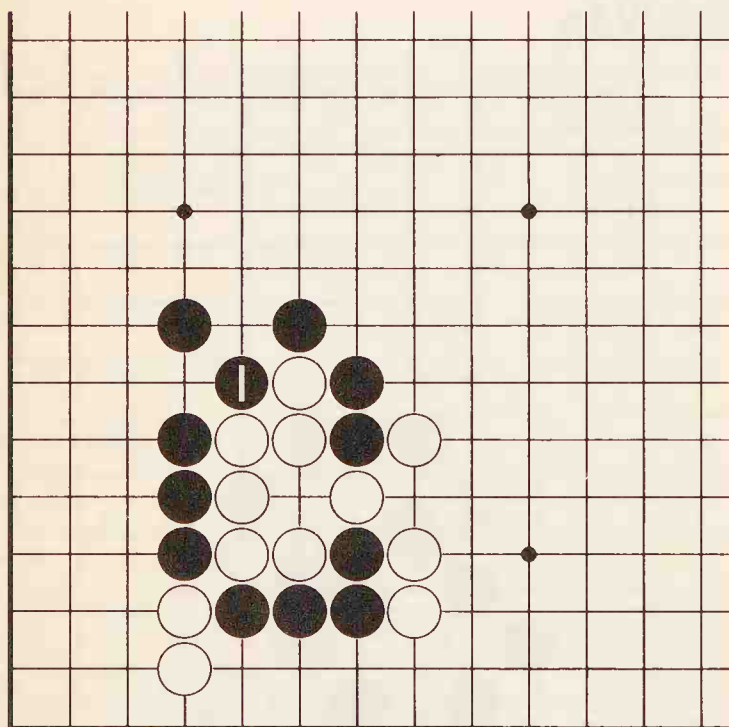
If Black plays 1, the three white stones in atari cannot escape.



Wrong Answer

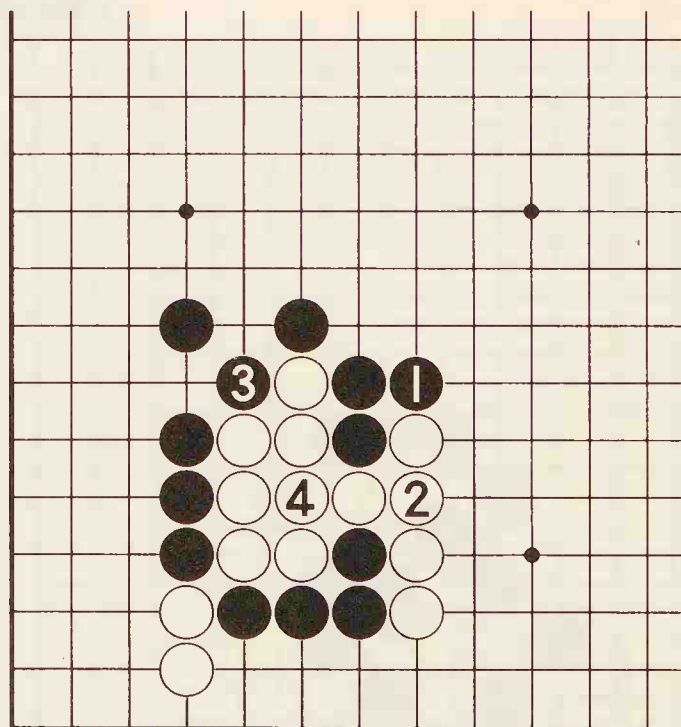
If Black plays 1 here, White captures two stones with 2 and all of White's stones are safe.

PROBLEM 206



Correct Answer

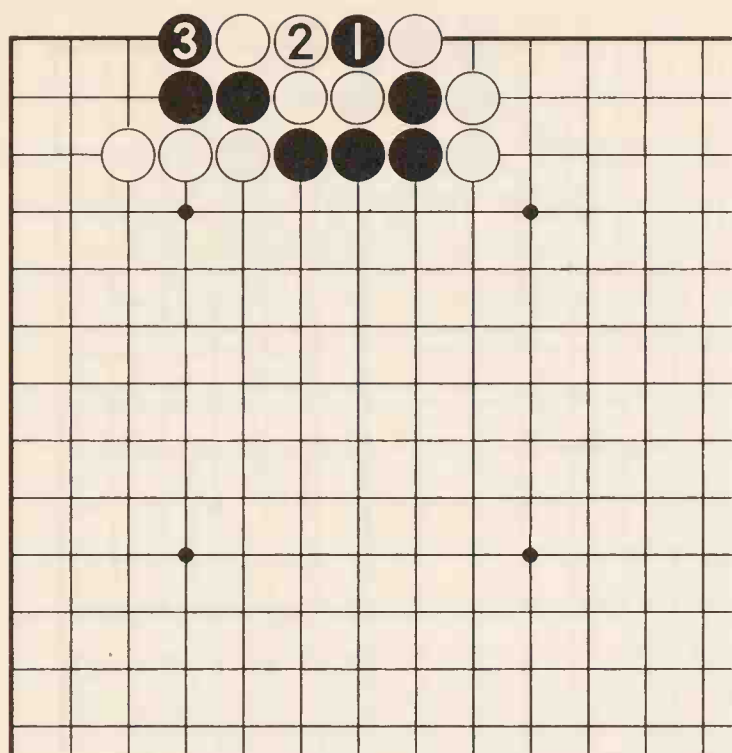
Black 1 puts six white stones into atari and no matter what White does his stones cannot escape.



Wrong Answer

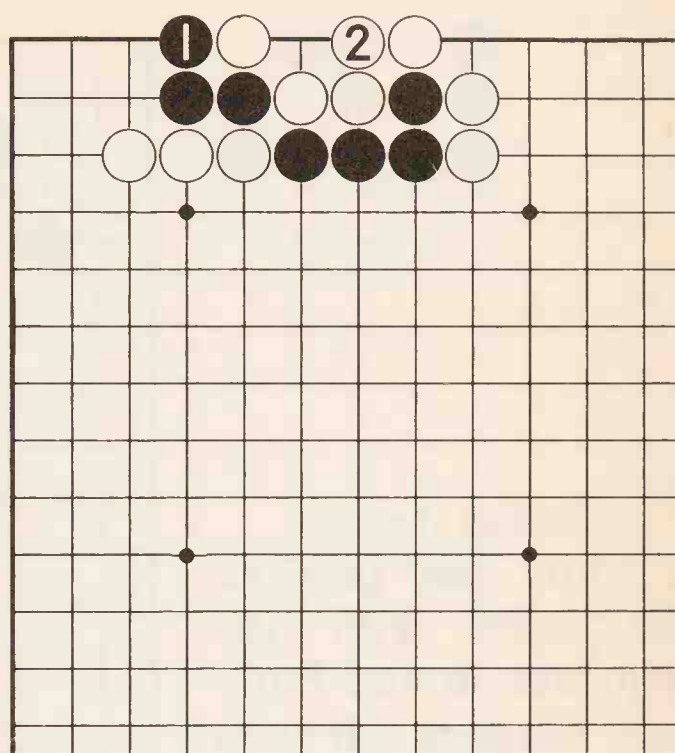
Black 1 lets White off the hook. He connects at 2 and now when Black plays 3, White connects at 4 and all his stones are safe.

PROBLEM 207



Correct Answer

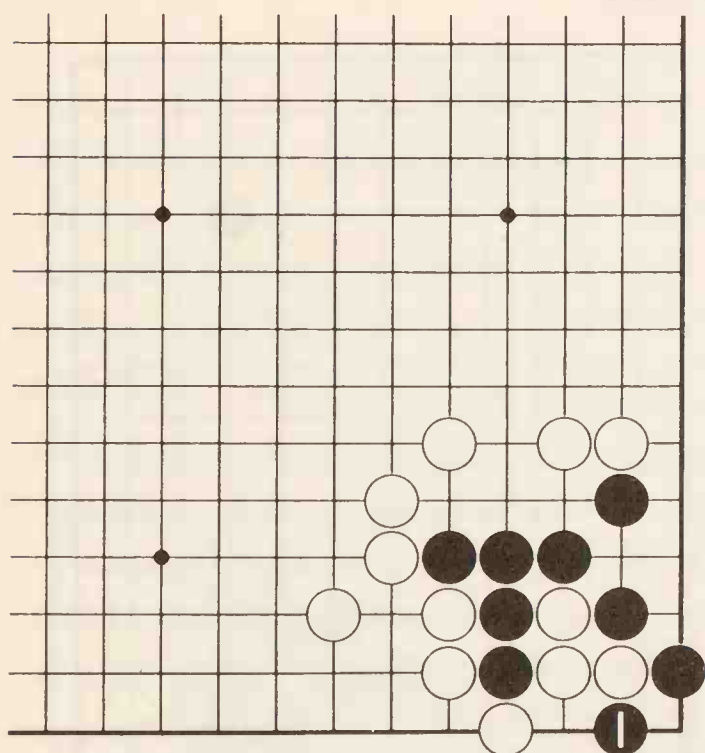
Black sacrifices a stone with 1 and then plays 3. White has lost four stones.



Wrong Answer

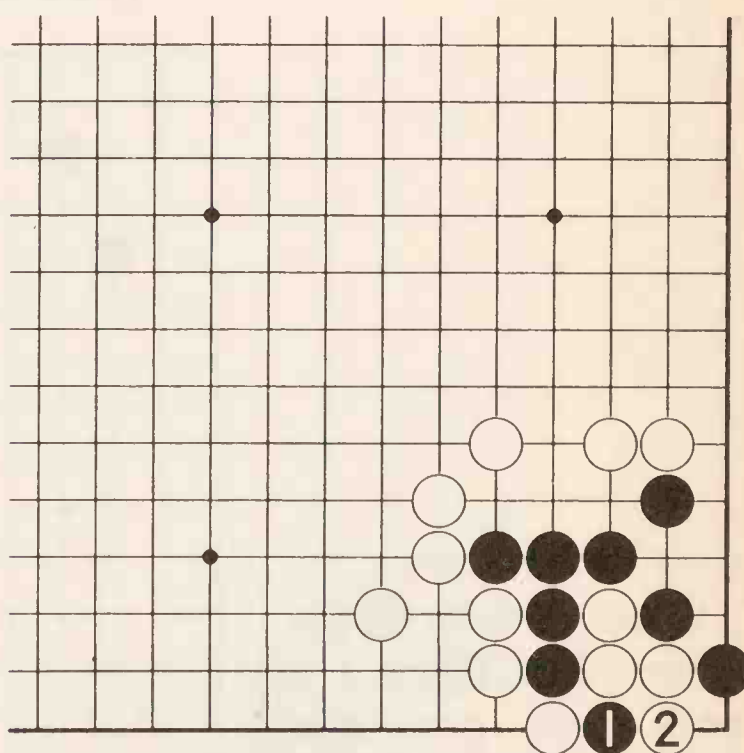
If Black plays at 1 first, he fails. White connects at 2 and his stones are safe.

PROBLEM 208



Correct Answer

Black 1 catches three white stones in the corner.



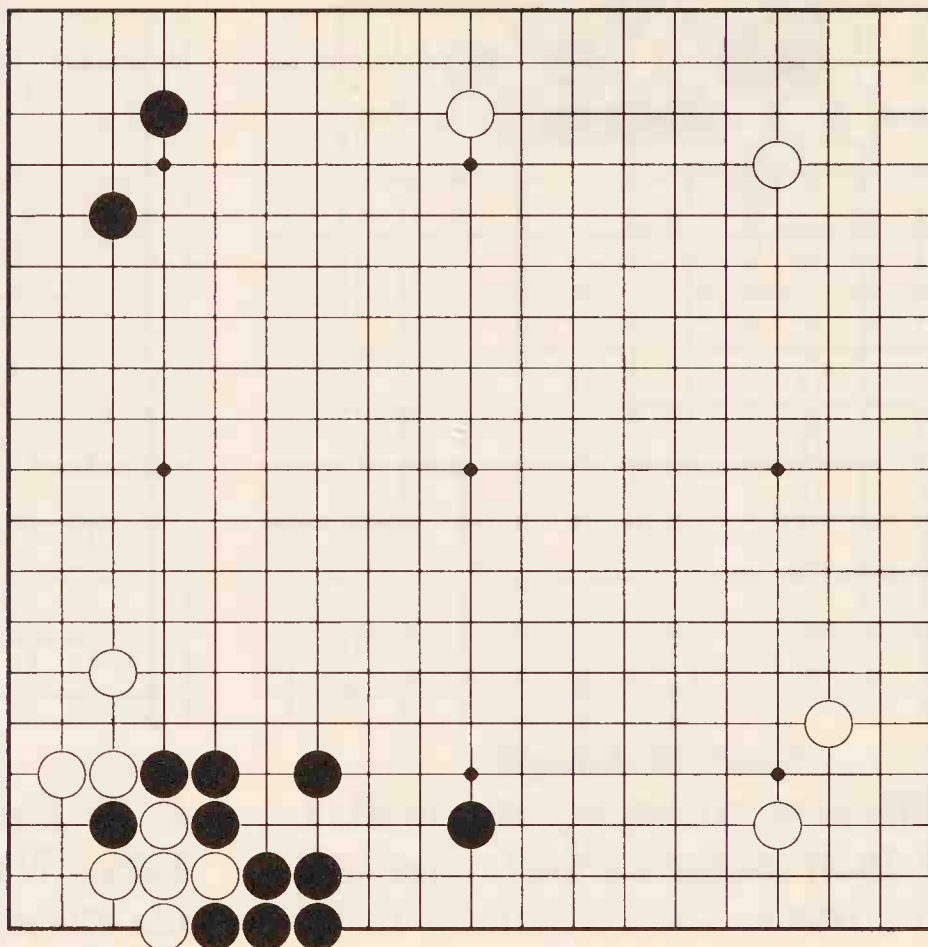
Wrong Answer

In this case, sacrificing a stone with 1 leads to failure. After White 2, Black has no follow-up move to capture White.

PROBLEM 209

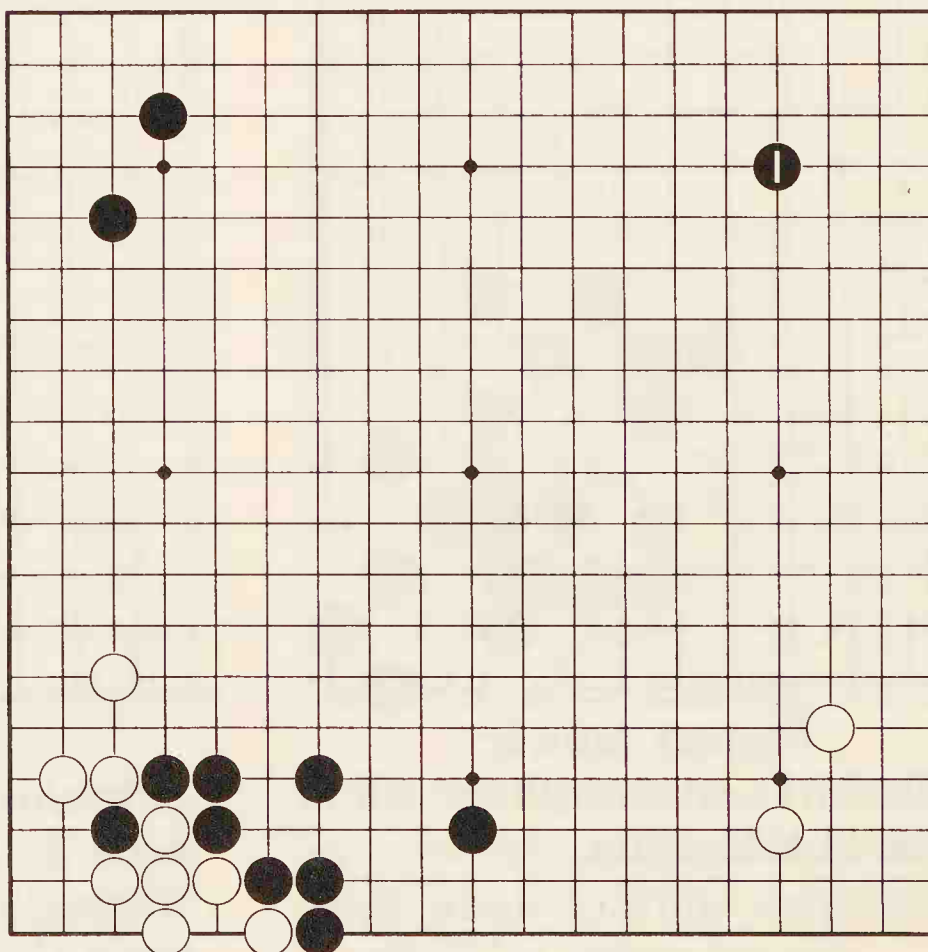
Correct Answer

White has profited the most with the sequence in the Problem Diagram. If you compare the diagram on the right with the one below, the difference will be clear.

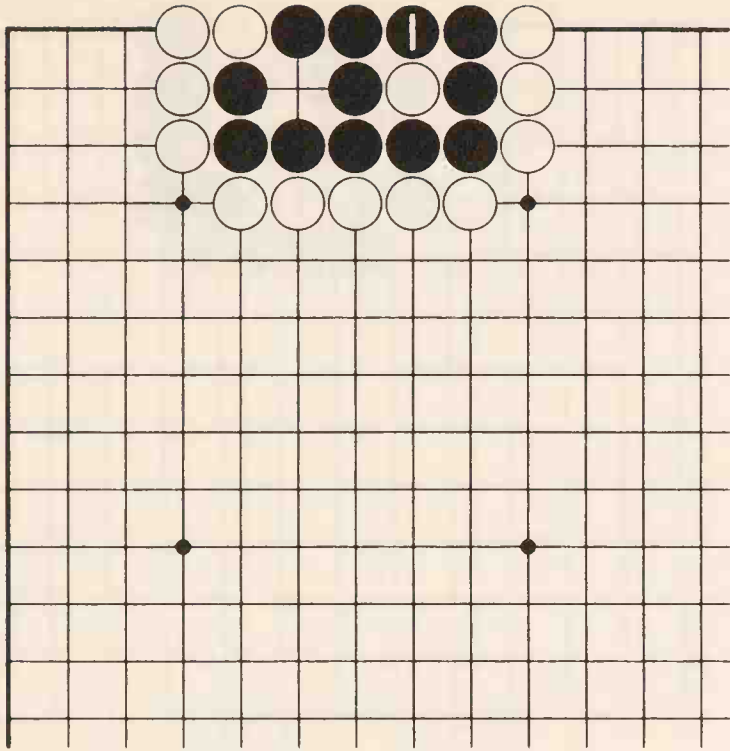


For Reference

Occupying an empty corner with Black 1 is the most profitable move for Black. Black is better by about 30 points than the diagram above.

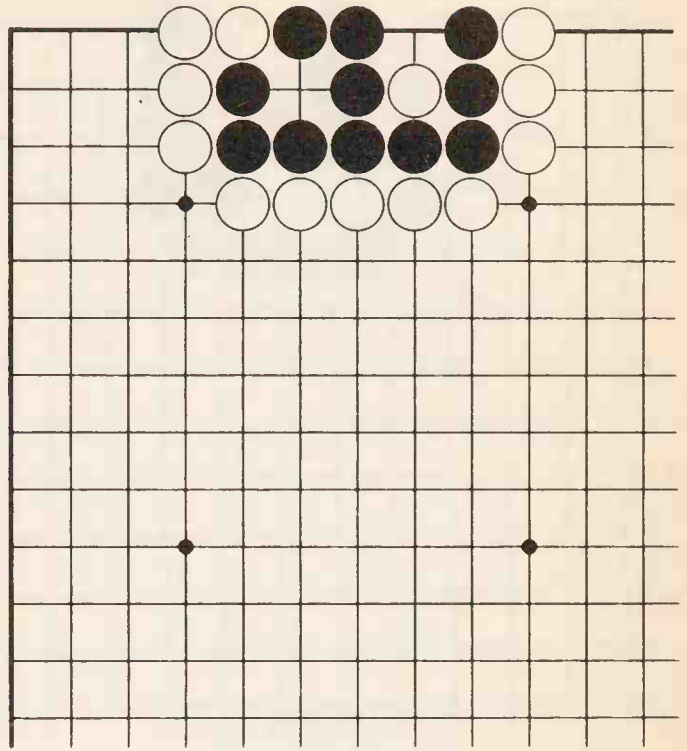


PROBLEM 210



Black 1 is Bad

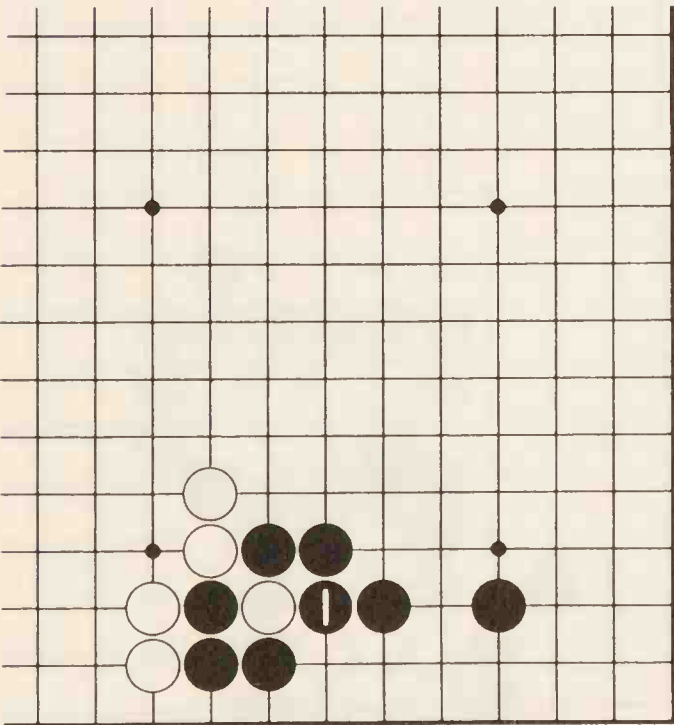
Black 1 is a bad move. It is completely unnecessary.



For Reference

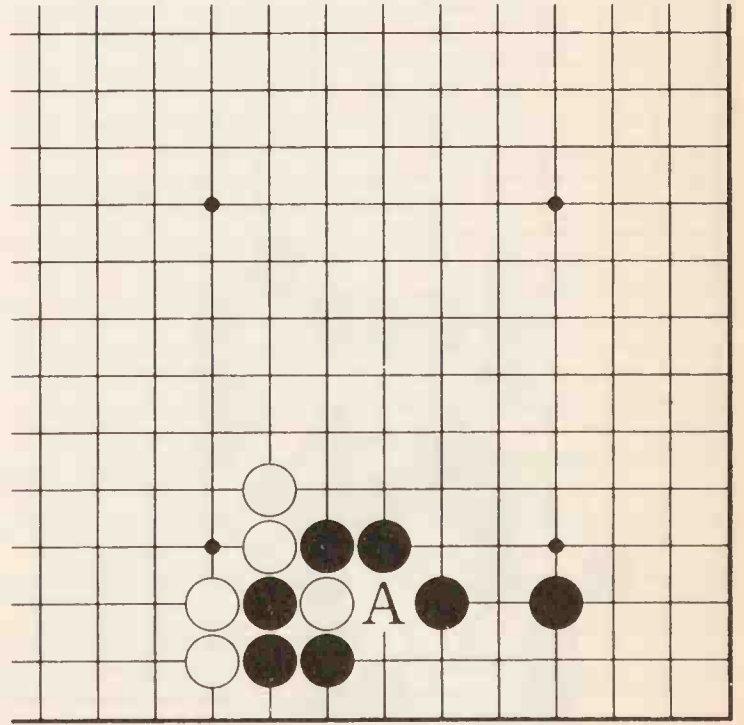
Black should leave the situation as it is. By playing at 1 he loses one point of territory.

PROBLEM 211



Black 1 is Bad

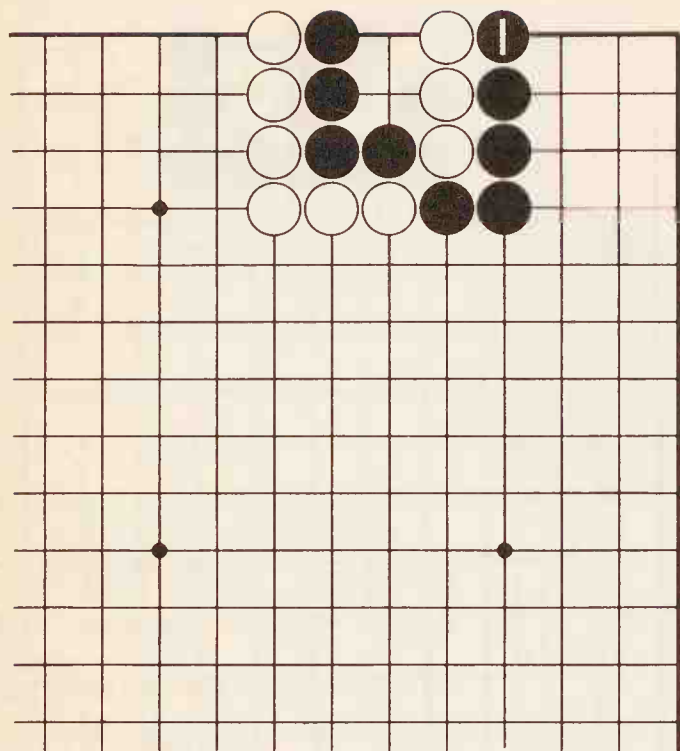
Black 1 is a bad move. It's not necessary for Black to play this move yet.



For Reference

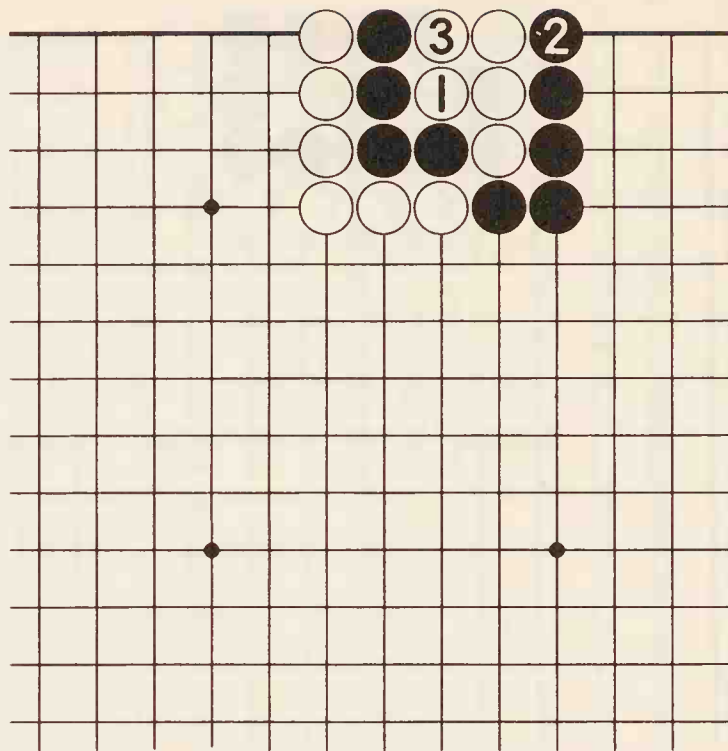
Even if White plays at A he cannot escape, so there is no need to play a move here.

PROBLEM 212



Correct Answer

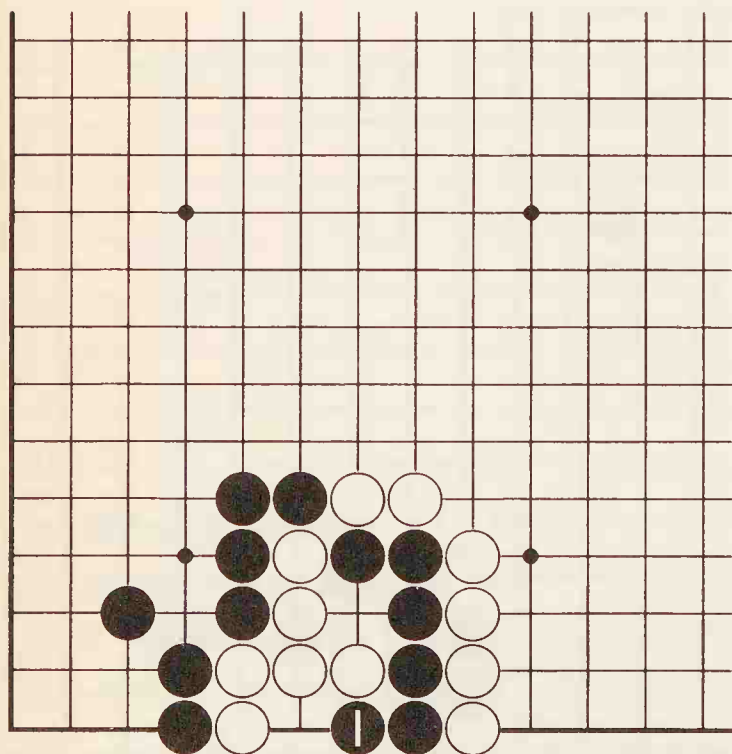
If Black plays 1, a seki results between the four black and the three white stones.



If White Plays First

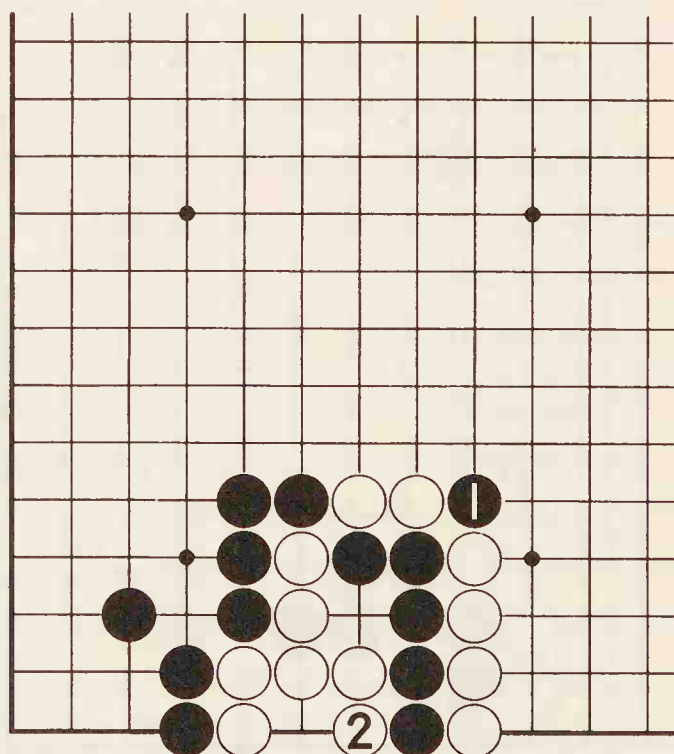
If it were White's turn to play, he could capture the four black stones with 1 and 3.

PROBLEM 213



Correct Answer

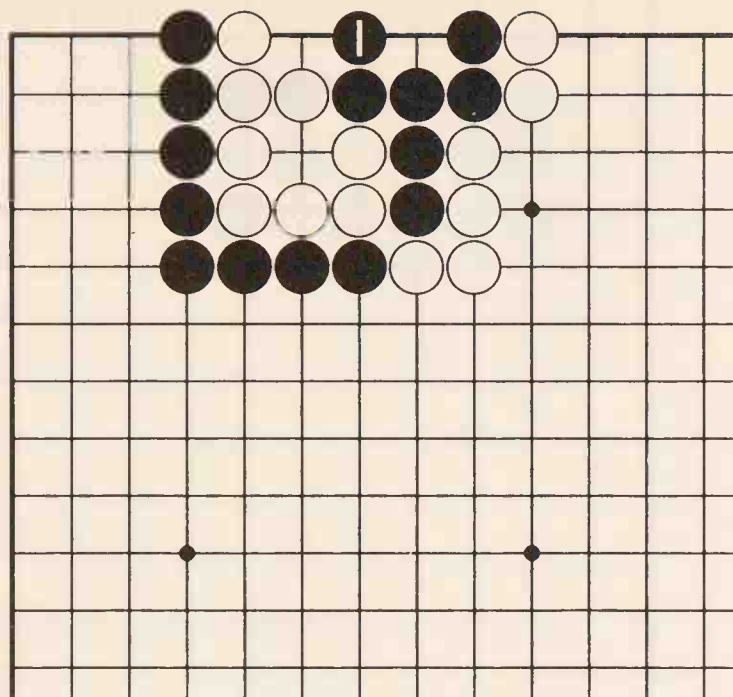
If Black plays 1, a seki results between the six white stones and the six black stones.



Wrong Answer

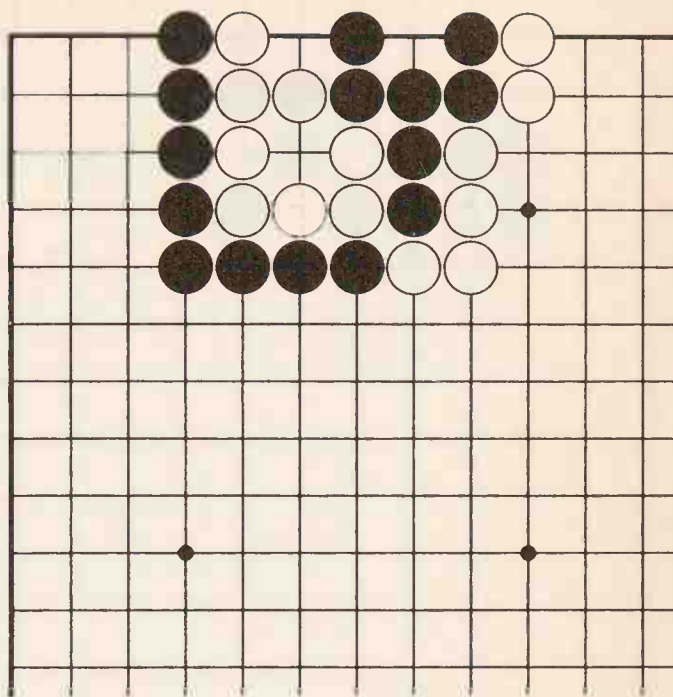
If Black makes any other move, such as 1, White plays 2 and catches five black stones.

PROBLEM 214



Correct Answer

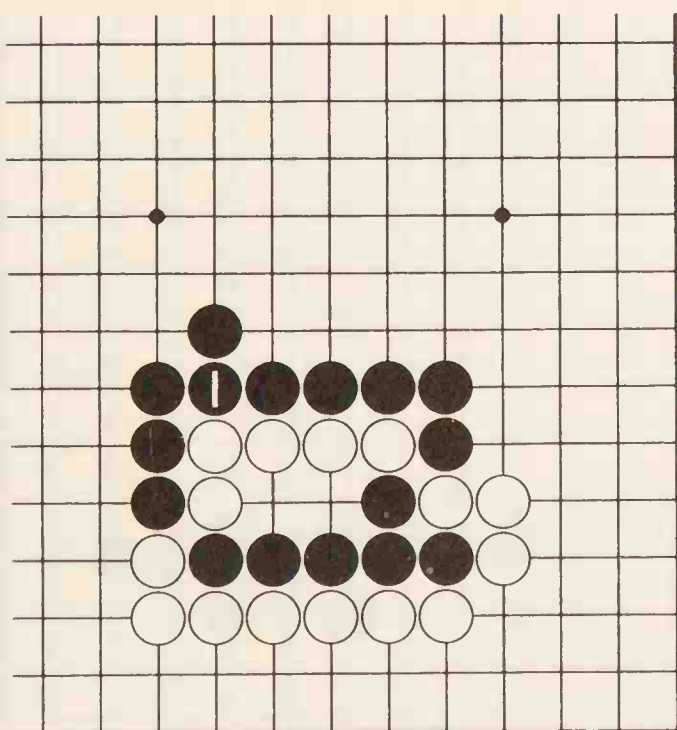
Black 1 creates a seki between the eight white stones and seven black stones.



For Reference

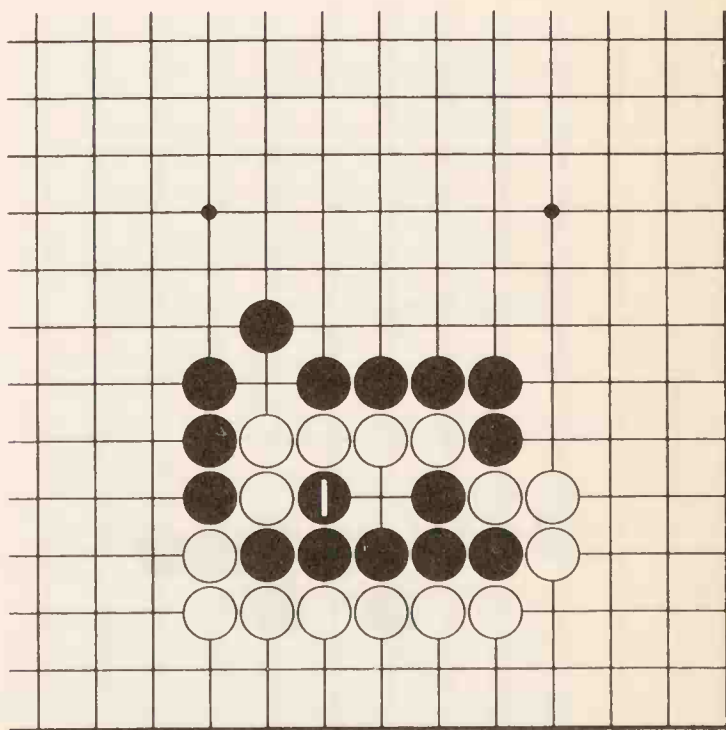
In this seki, both sides have an eye, but these eyes are not counted as territory.

PROBLEM 215



Correct Answer

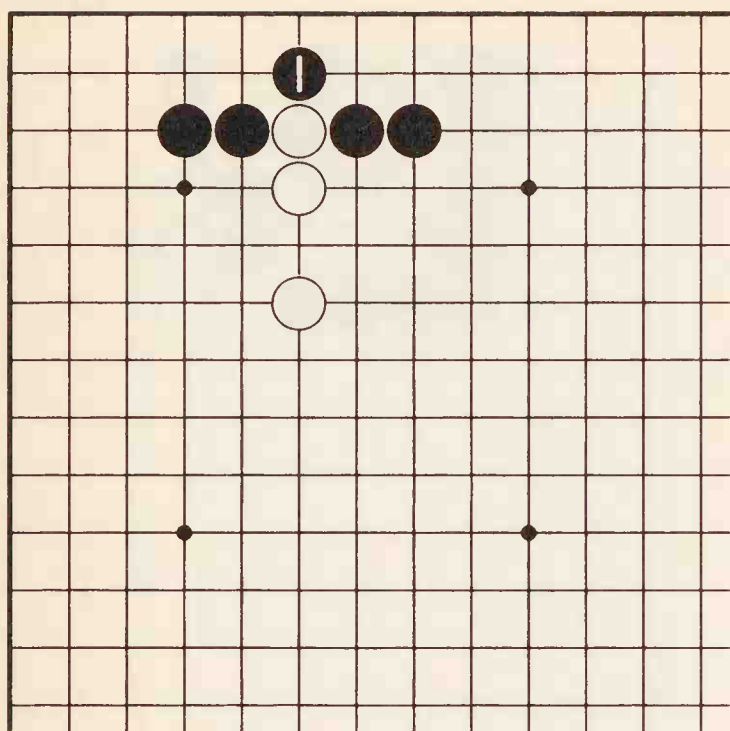
Black 1 results in a seki between the five white stones and the six black stones.



Wrong Answer

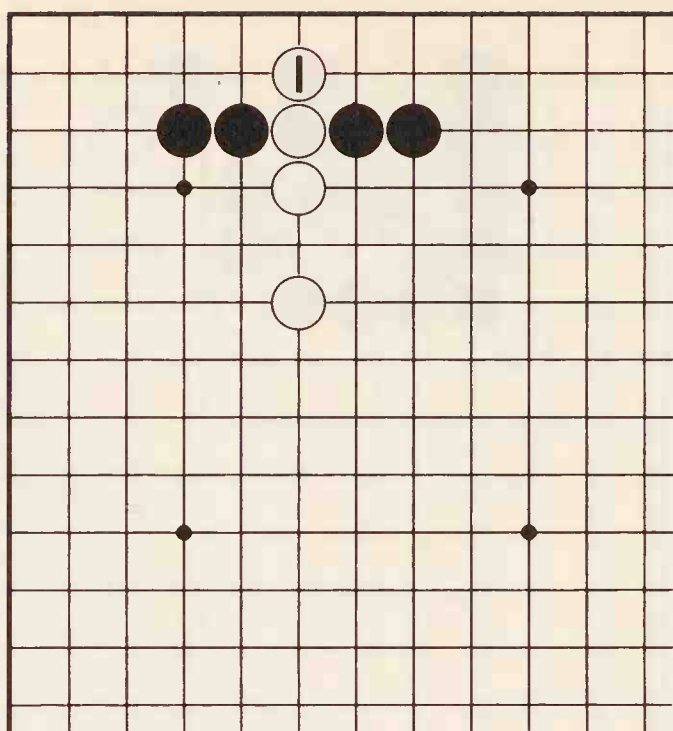
Black 1 ends in failure. The black stones are dead as they stand and White can capture them any time he wants.

PROBLEM 216



Correct Answer

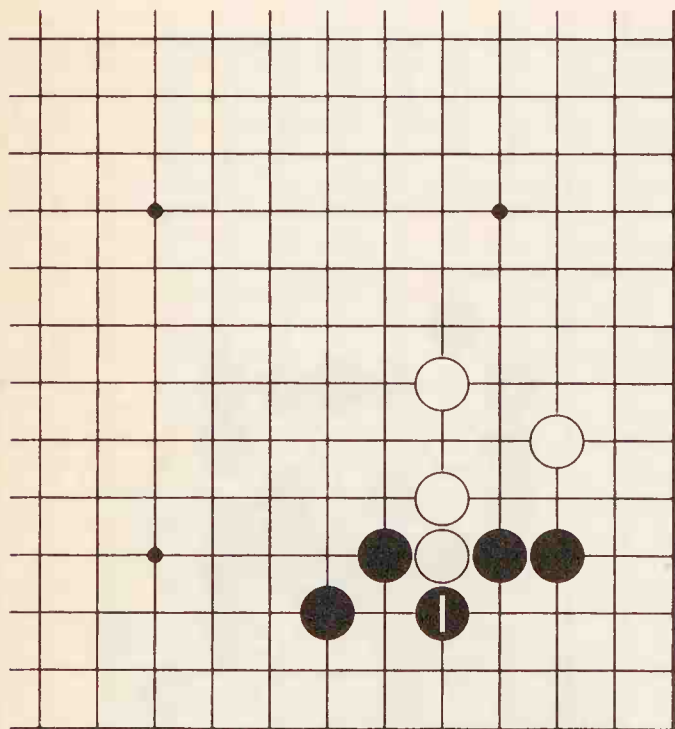
If Black plays 1, the black stones on the left and right are connected and White cannot separate them.



If White Plays First

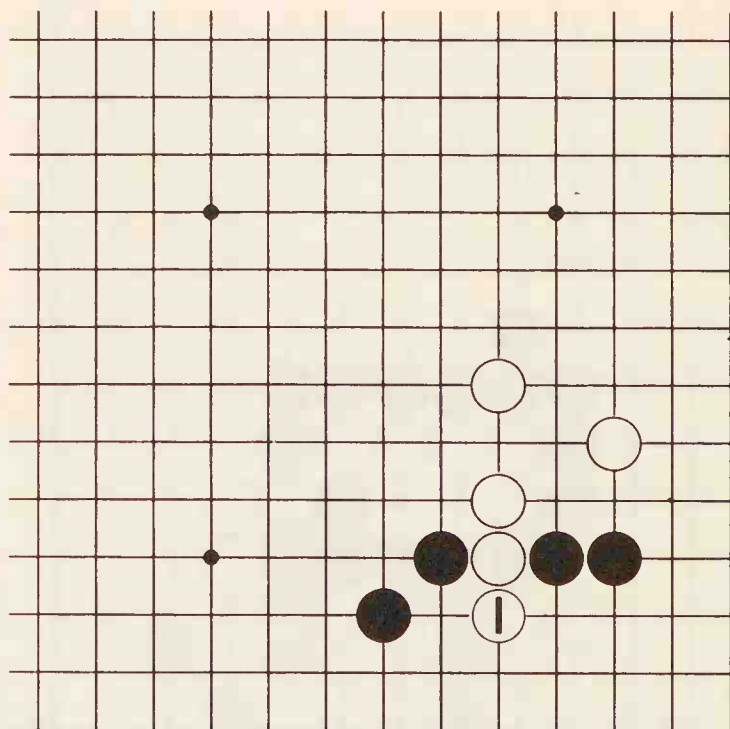
If it were White's turn to play, he would play 1 and the black stones would be separated into two groups.

PROBLEM 217



Correct Answer

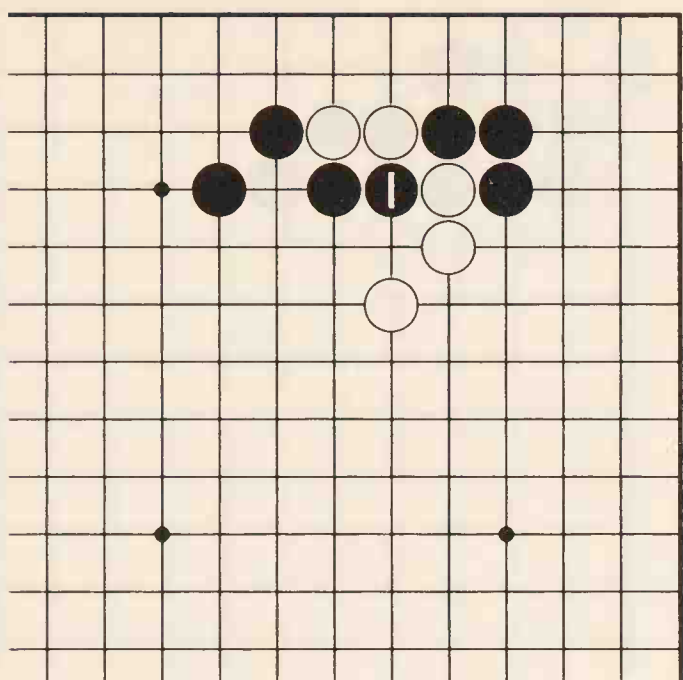
By playing at 1, Black links up his stones on the left and right.



If White Plays First

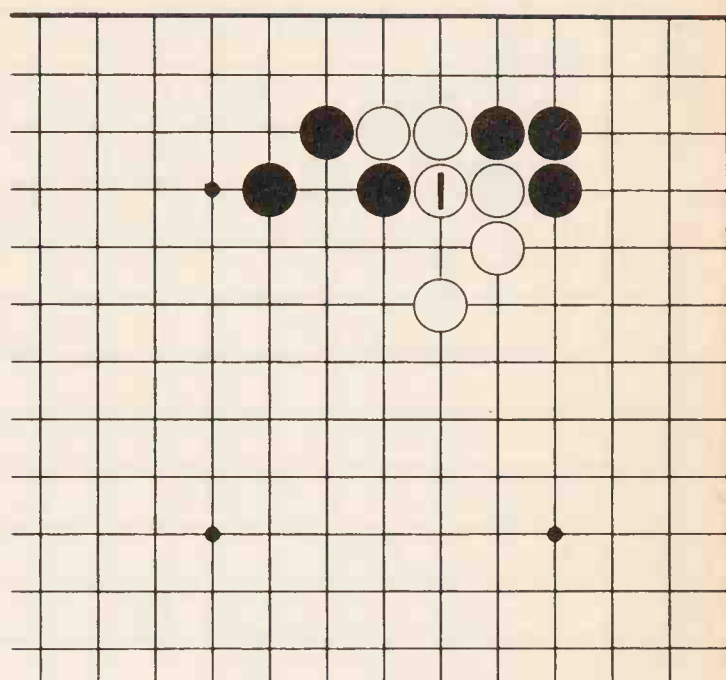
If it were White's turn to play, he would play 1 and the black stones would be separated into two groups.

PROBLEM 218



Correct Answer

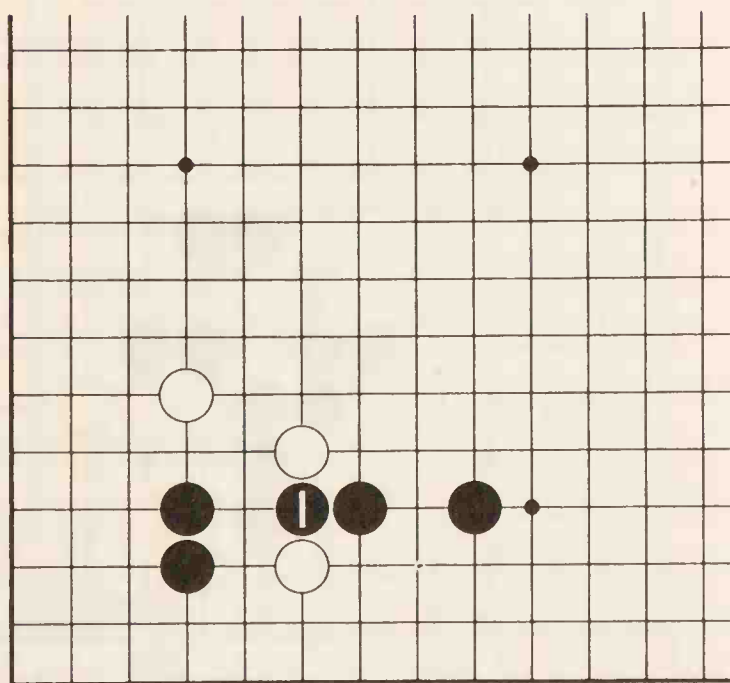
If Black plays 1, the two white stones above are separated from the ones below and these stones will be captured by Black.



If White Plays First

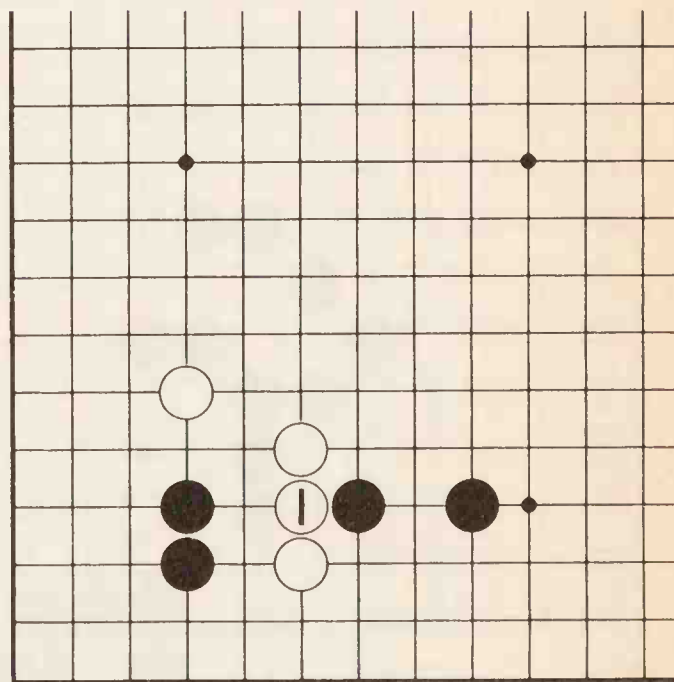
If it were White's turn to play, he would play at 1 and his stones would be connected together in one group.

PROBLEM 219



Correct Answer

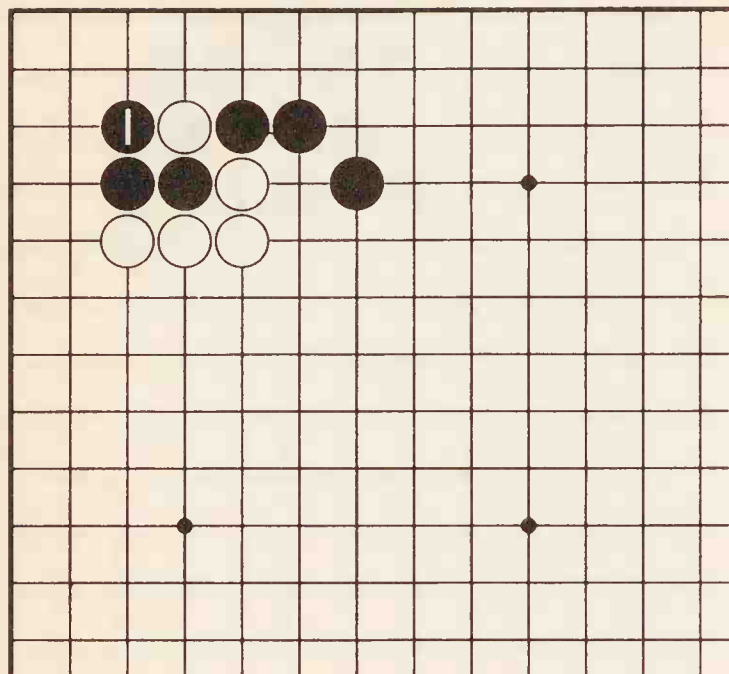
By playing at 1, the white stone below is cut off from the ones above and it will eventually be captured.



If White Plays First

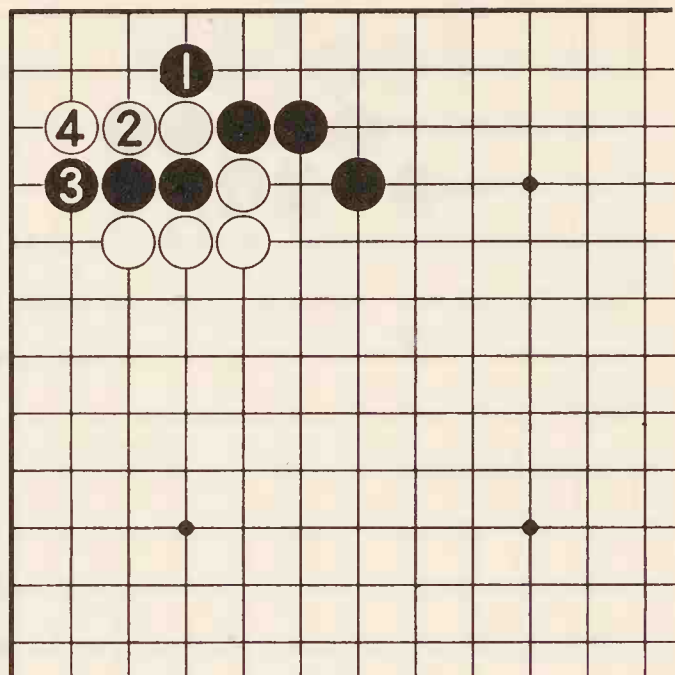
If it were White's turn to play, he would connect at 1 and his stones would become very strong.

PROBLEM 220



Correct Answer

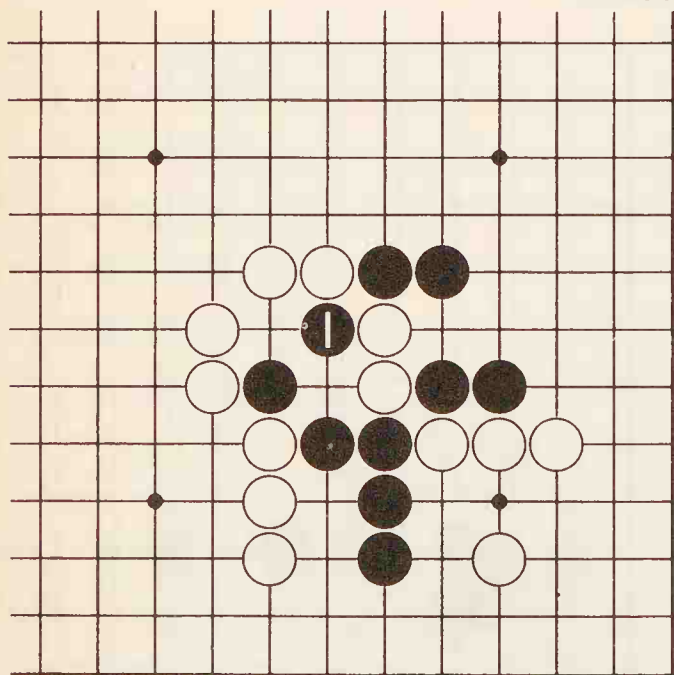
If Black plays atari at 1, the white stone cannot avoid being captured and Black will be connected into one group.



Wrong Answer

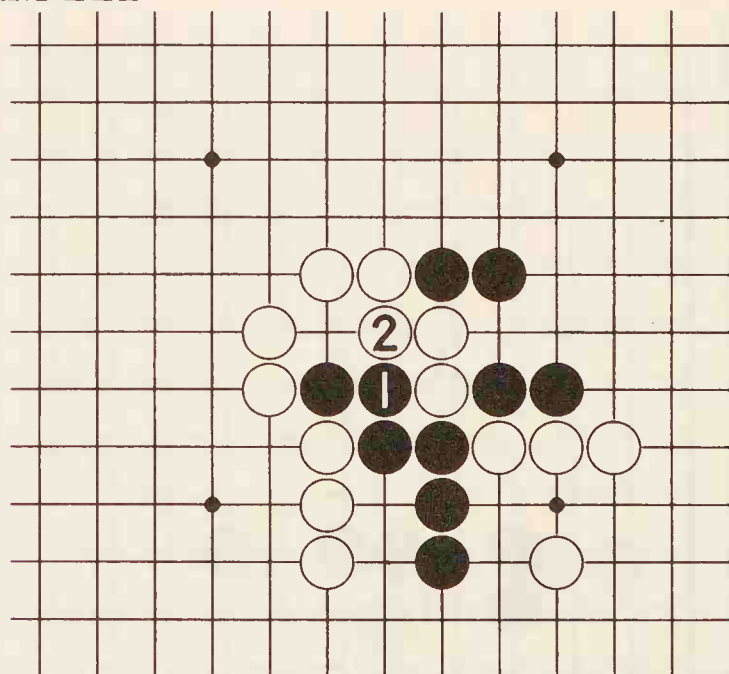
If Black gives atari with 1 here, after the sequence to White 4, the black stones cannot avoid being captured.

PROBLEM 221



Correct Answer

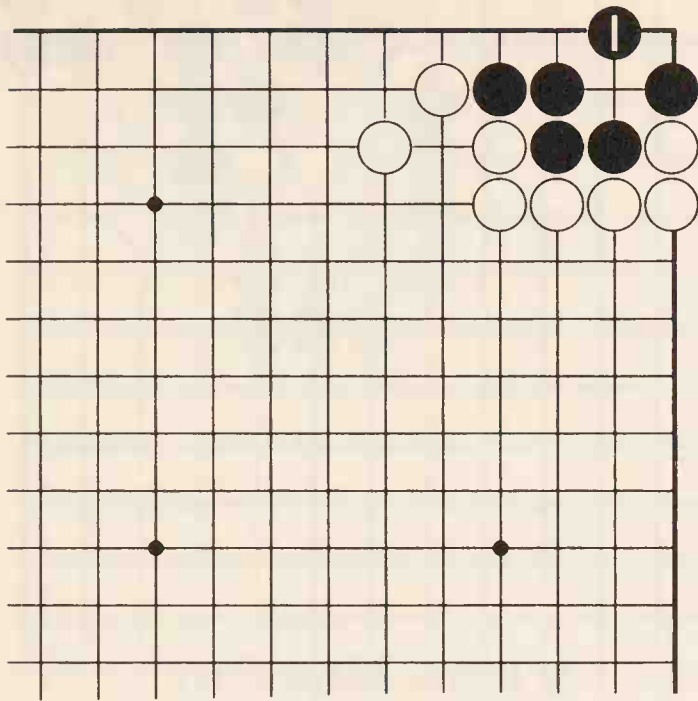
Black 1 catches two white stones and his stones above and below are connected into one group.



Wrong Answer

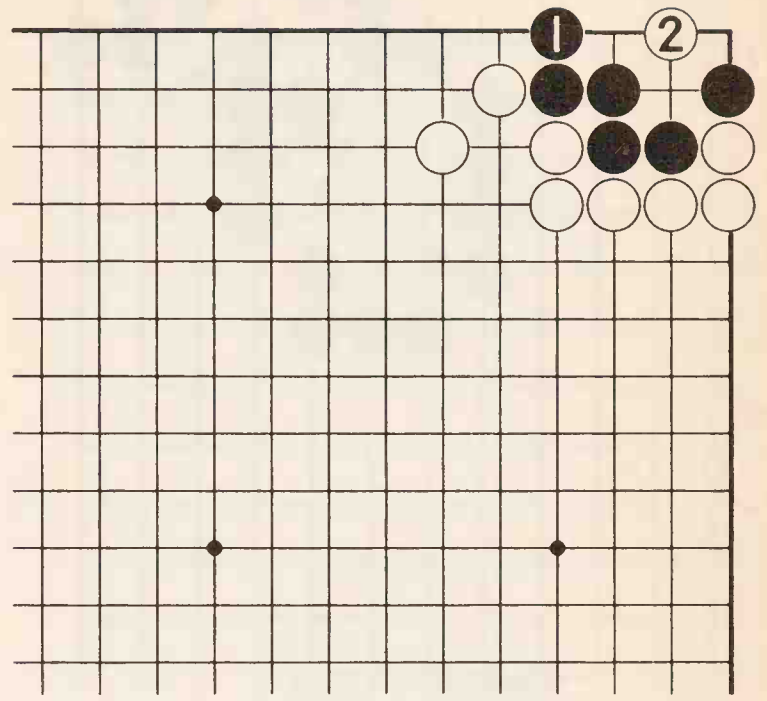
If Black connects at 1, he fails. White would connect at 2 and the six black stones below are cut off from the top and will be captured.

PROBLEM 222



Correct Answer

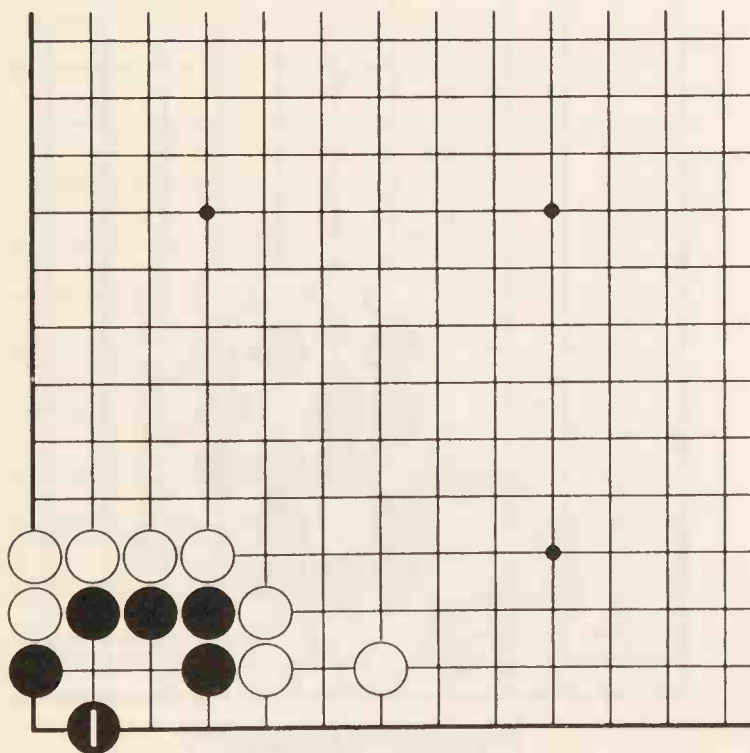
If Black plays at 1, his stones are alive.



Wrong Answer

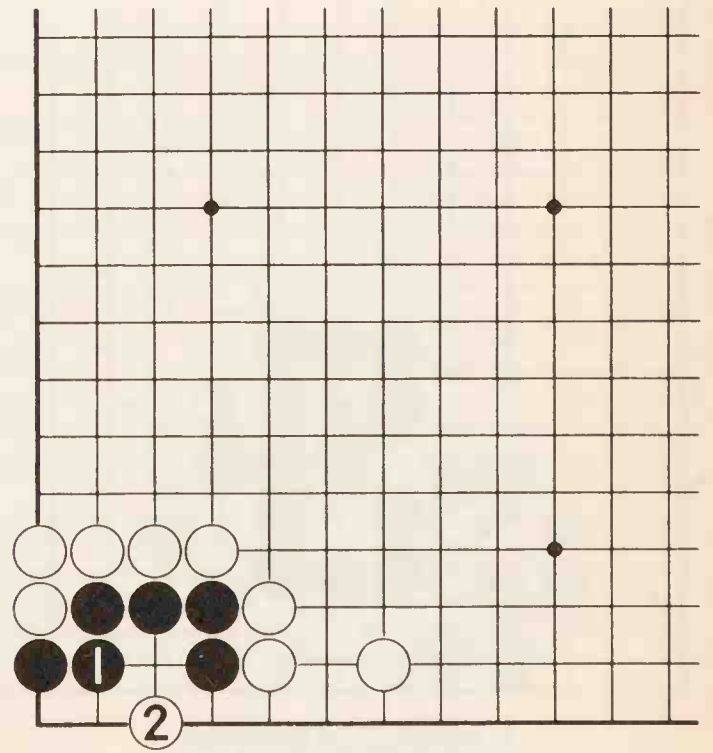
If Black plays at 1, White 2 reduces the black group to one eye and these stones will eventually be captured.

PROBLEM 223



Correct Answer

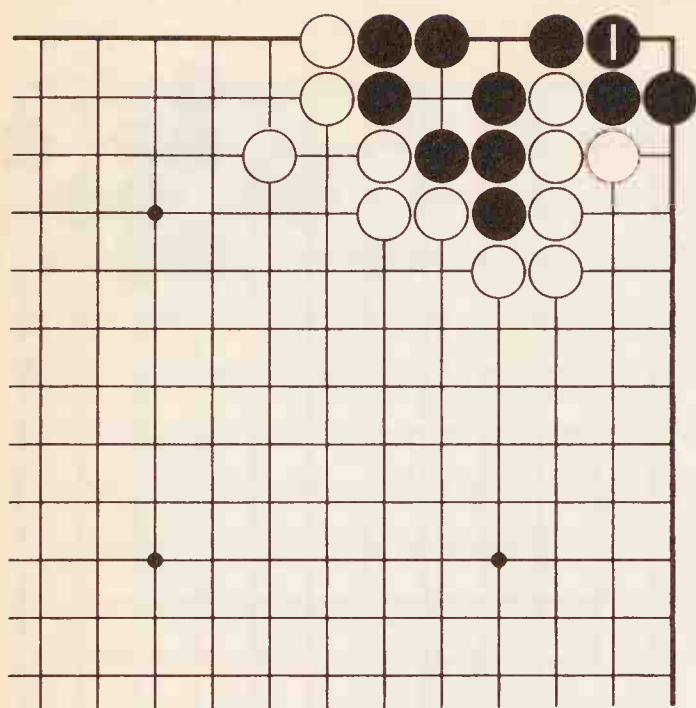
If Black plays at 1, his group gets two eyes and cannot be killed.



Wrong Answer

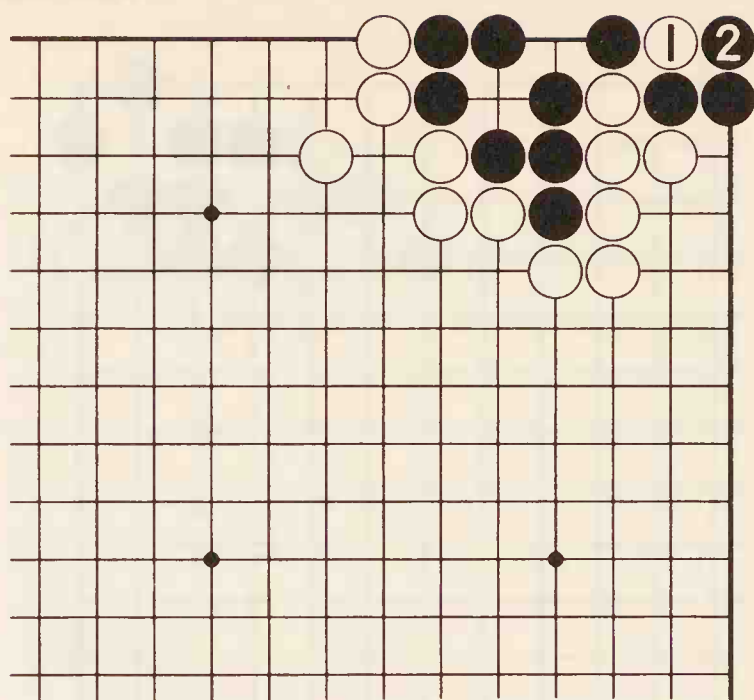
In response to 1, White plays 2. Now Black cannot make two eyes and will die.

PROBLEM 224



Correct Answer

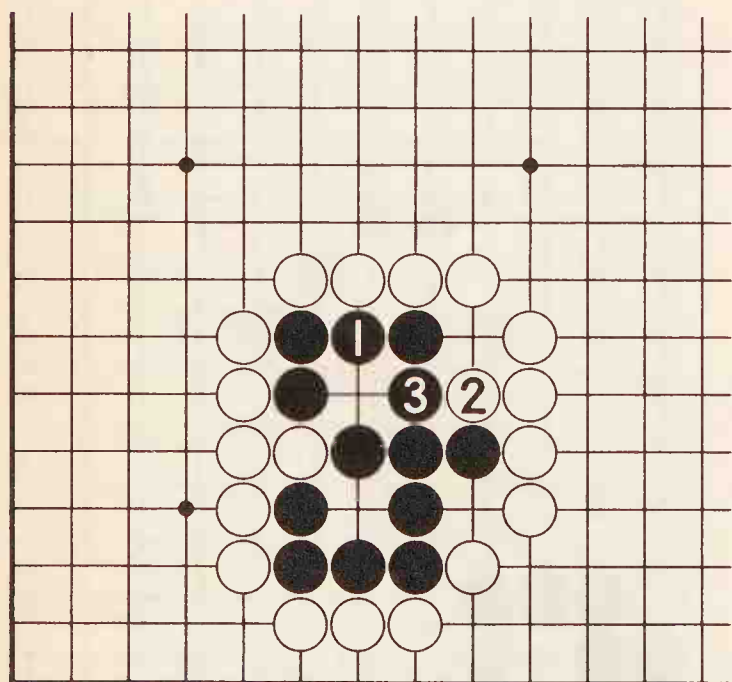
If Black plays at 1, his stones are alive.



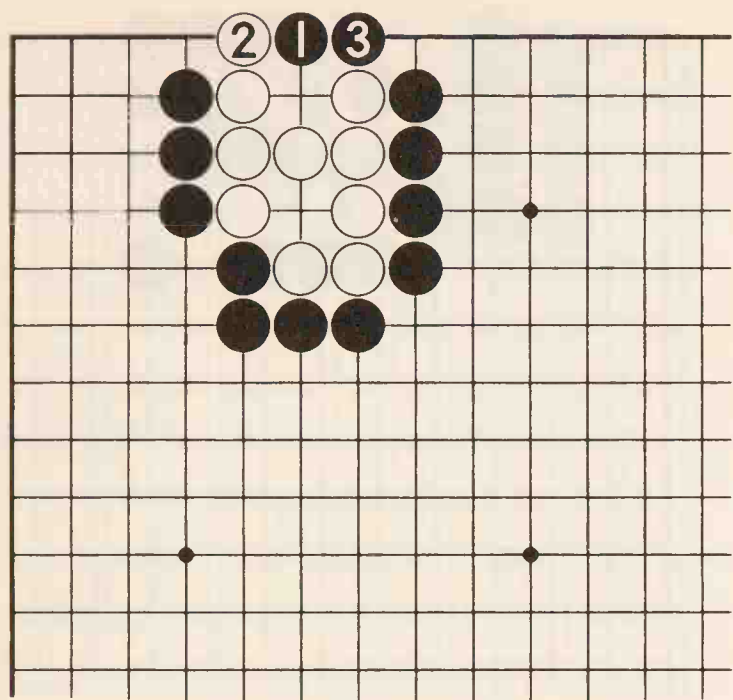
If White Plays First

If it were White's turn to play, he would sacrifice a stone at 1. After Black captures with 2, his two eyes on the edge are false. He has only one real eye, so he dies.

PROBLEM 225

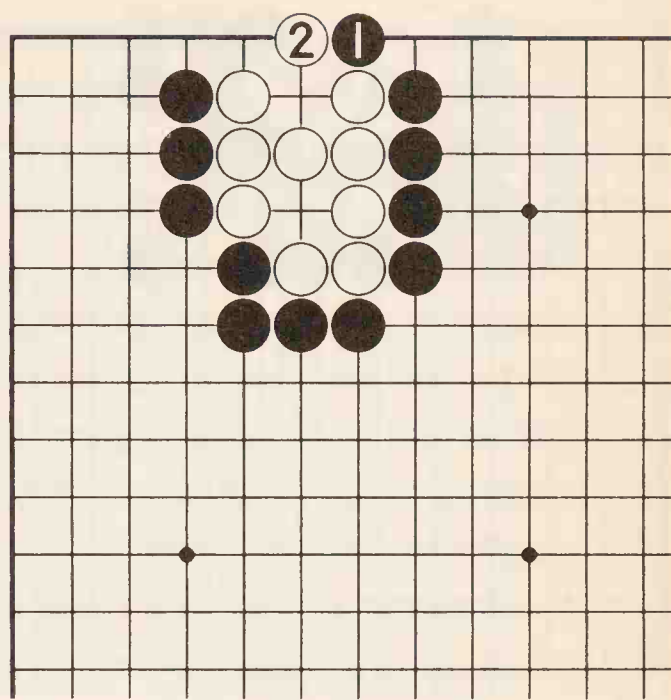


PROBLEM 226



Correct Answer

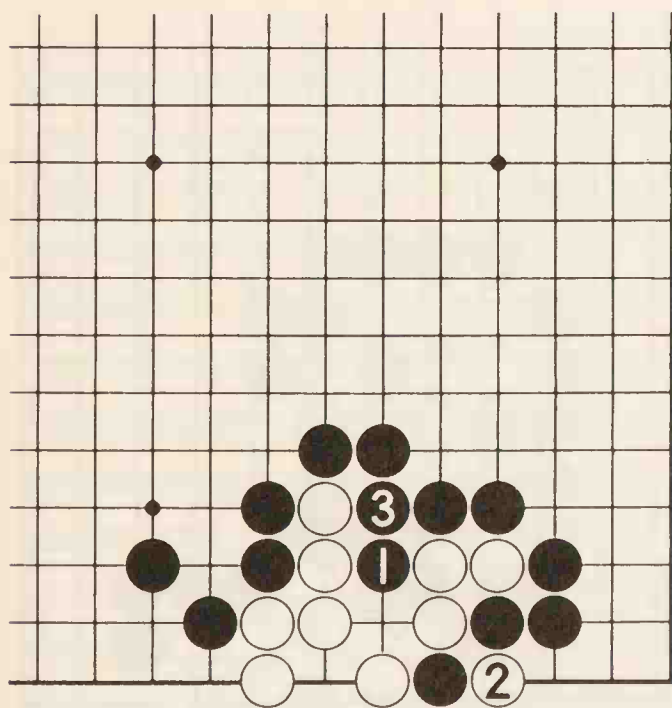
If Black plays at 1, White cannot make two eyes and is dead. If White 2 is played at 3, Black will play at 2 with the same result.



Wrong Answer

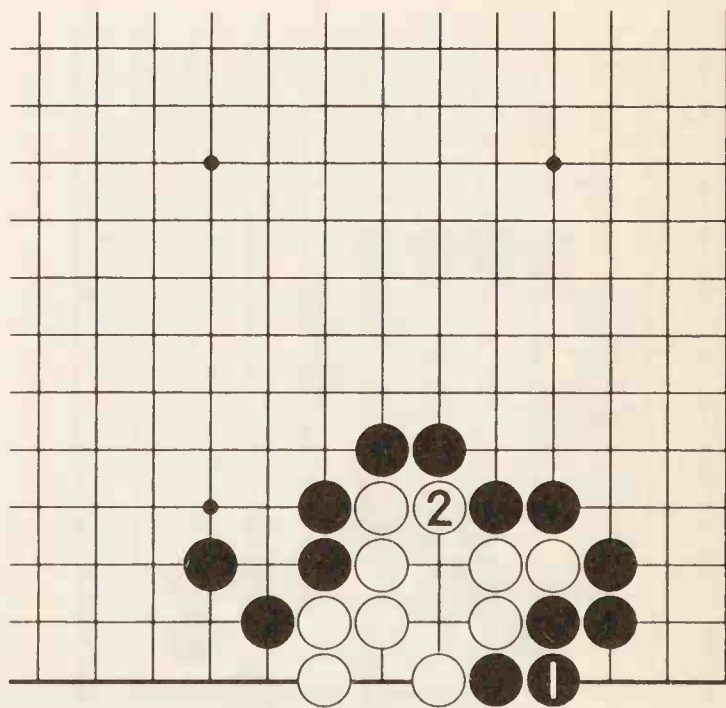
If Black plays at 1, he fails. White gets two perfect eyes when he plays at 2 and is alive.

PROBLEM 227



Correct Answer

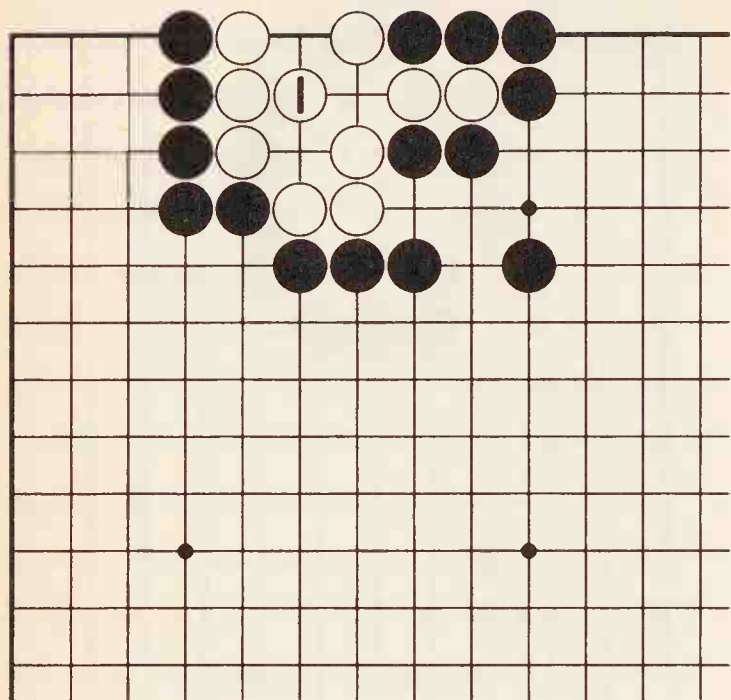
Black 1 and 3 kill White. Even though White has captured a black stone, this point is a false eye.



Wrong Answer

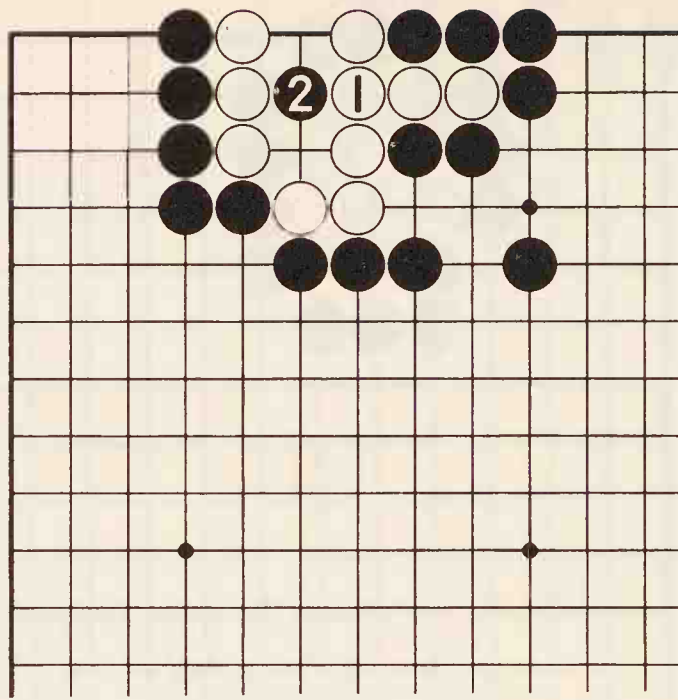
If Black connects at 1, White gets two eyes when he plays at 2 and is absolutely alive.

PROBLEM 228



Correct Answer

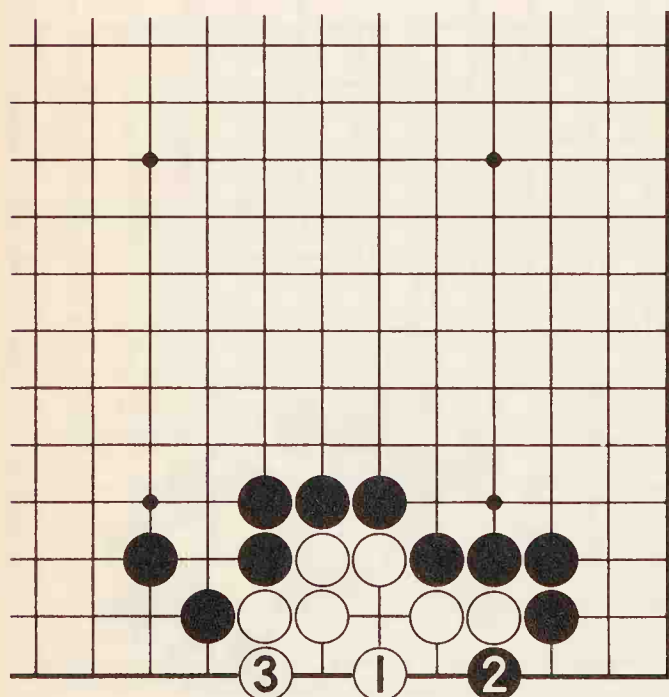
White 1 is the correct answer. Even if Black takes two stones on the next move, White will re-take and is alive.



Wrong Answer

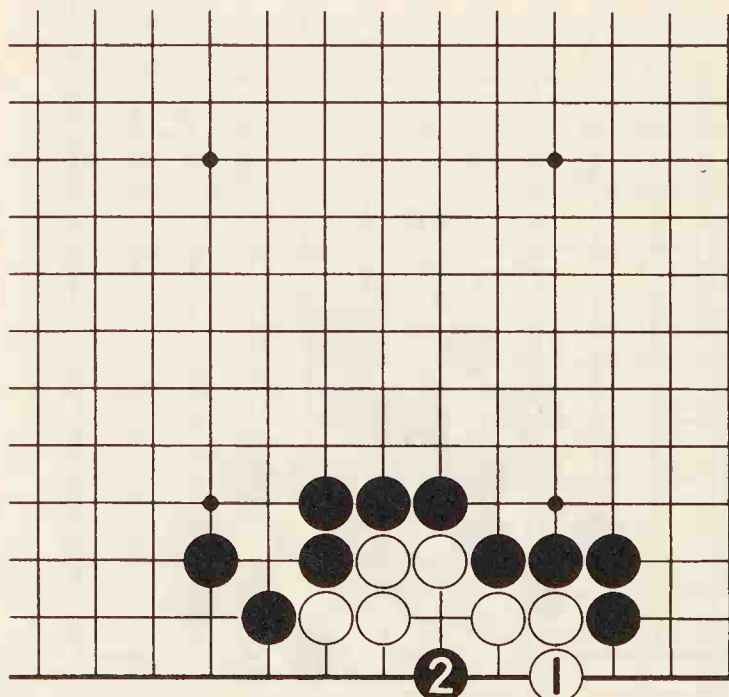
If White connects at 1, he dies. Black will play at 2 and White cannot make two eyes.

PROBLEM 229



Correct Answer

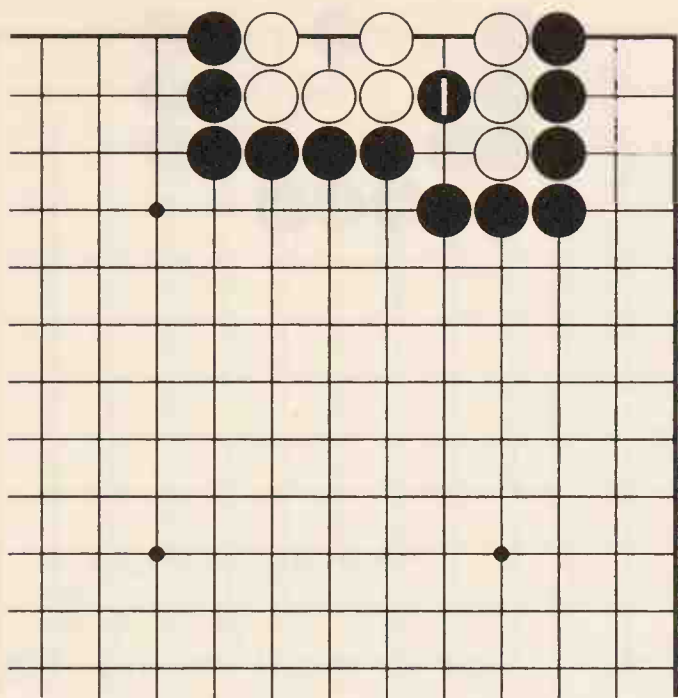
If White plays at 1, he is alive. If Black plays 2, White 3; if Black 2 at 3, White will play 3 at 2. In either case, he gets two eyes.



Wrong Answer

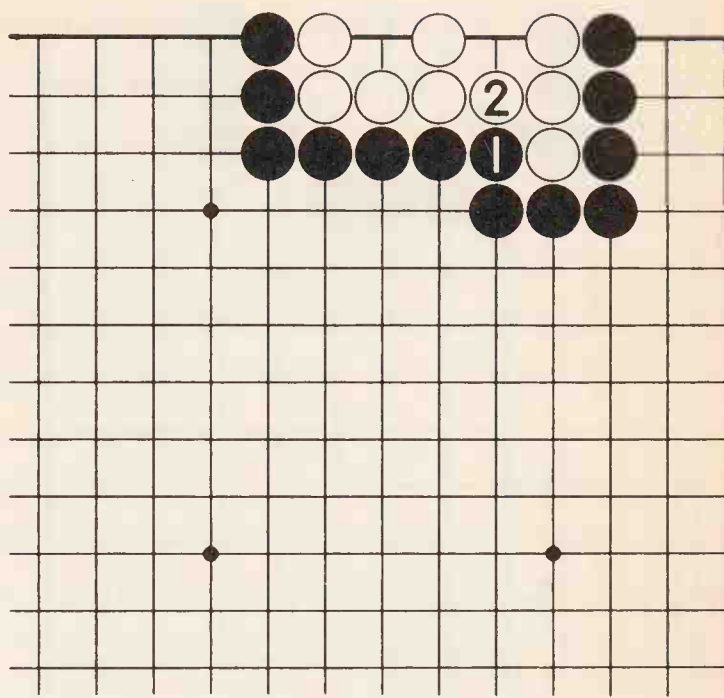
If White plays any other move, Black will play 2 and White is dead.

PROBLEM 230



Correct Answer

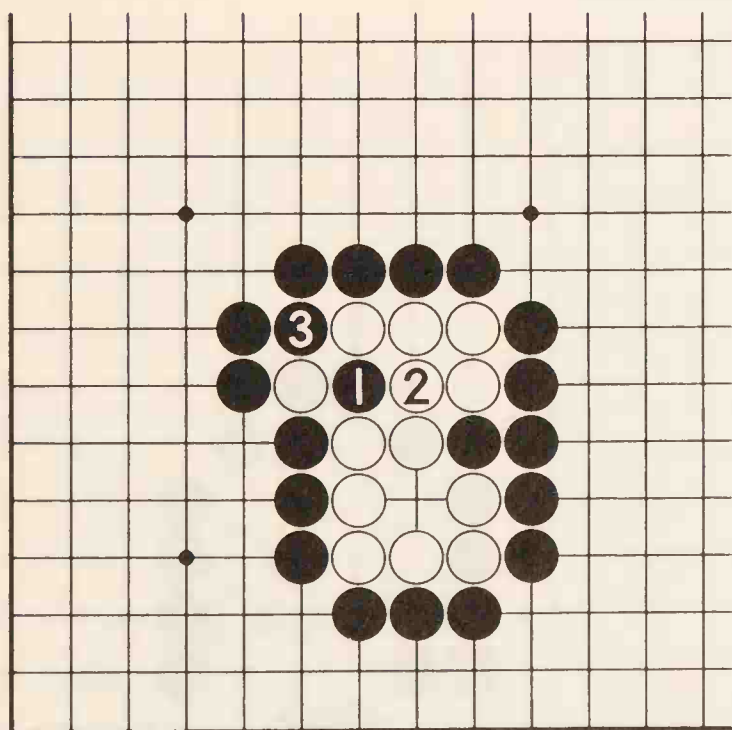
If Black plays at 1, White cannot make two eyes and is dead.



Wrong Answer

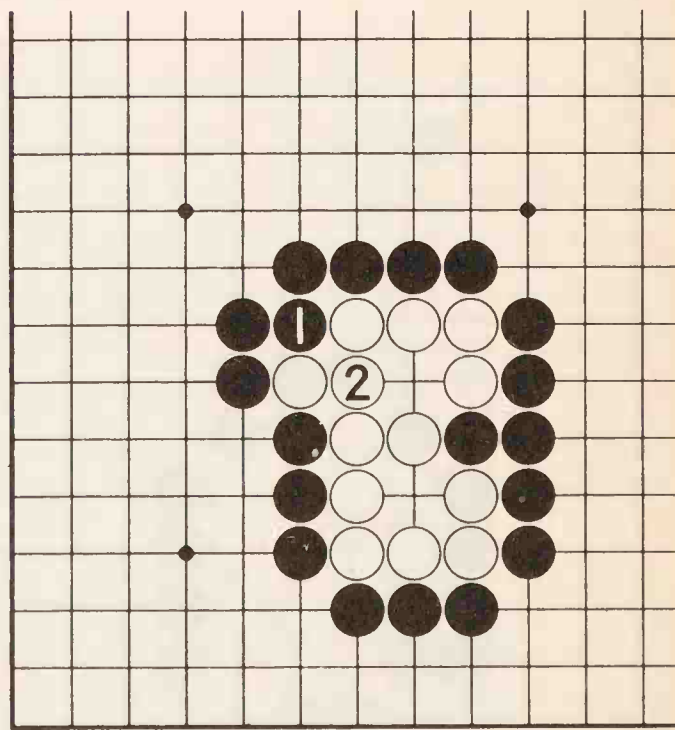
If Black plays at 1 here, White makes two perfect eyes with 2 and is alive.

PROBLEM 231



Correct Answer

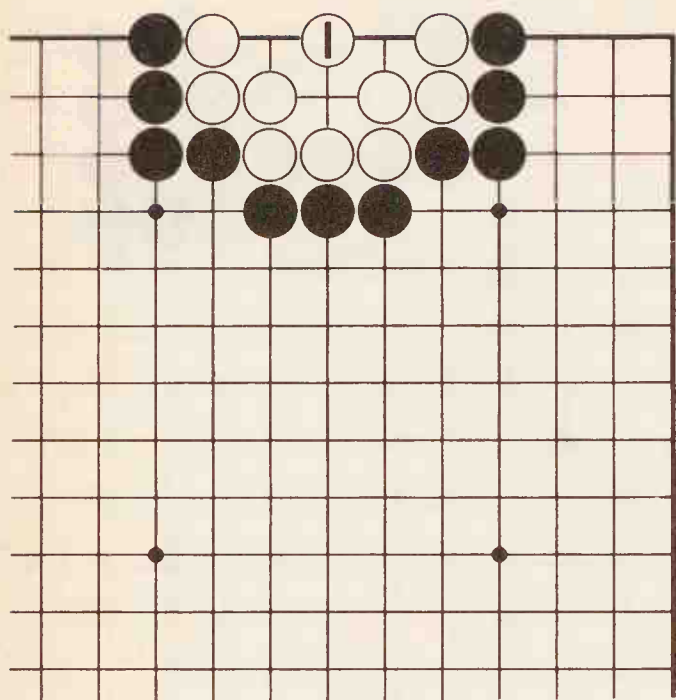
Black 1 is the correct answer. In response to White 2, Black plays at 3. If White 2 at 3, Black 3 at 2. In either case, White is dead.



Wrong Answer

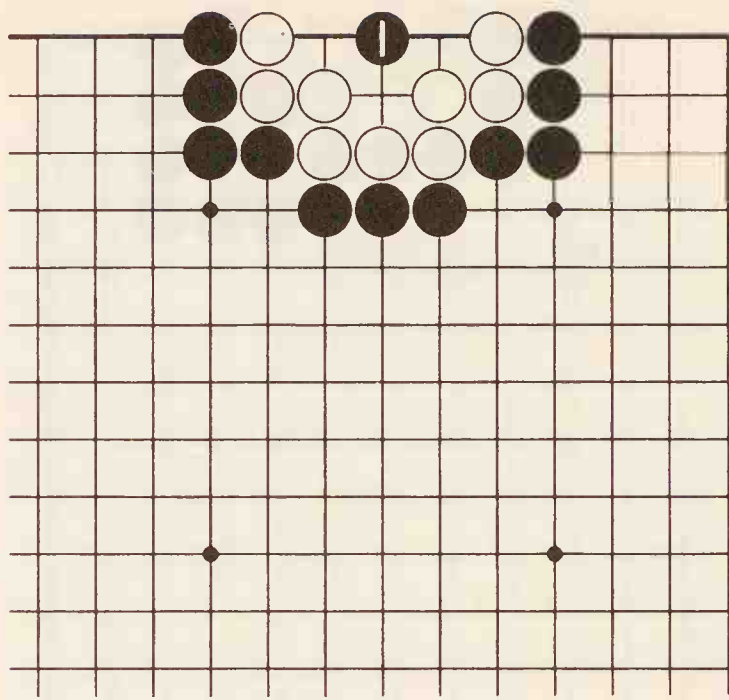
If Black plays at 1, he fails. White makes two perfect eyes by connecting at 2.

PROBLEM 232



Correct Answer

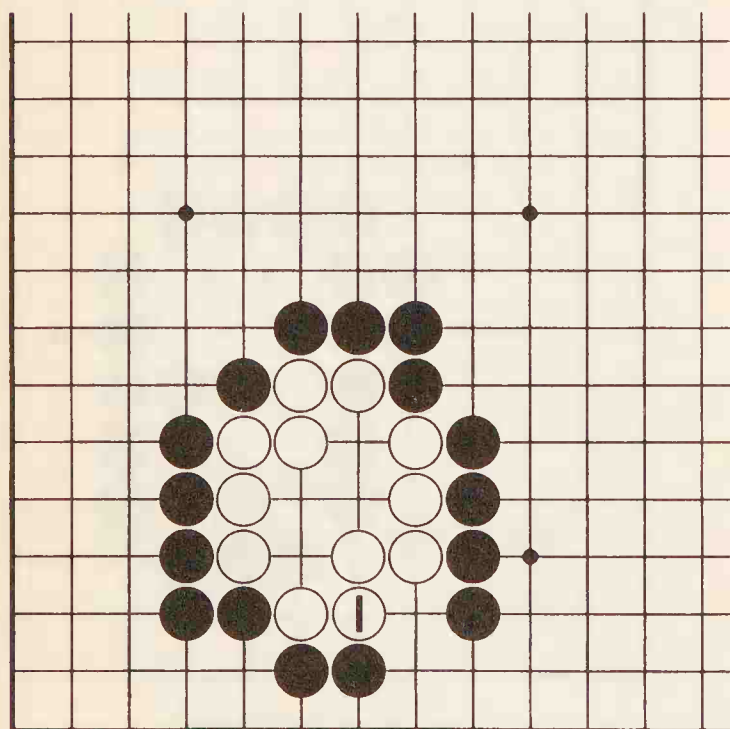
White 1 is the correct answer.
White is absolutely alive.



If Black Plays First

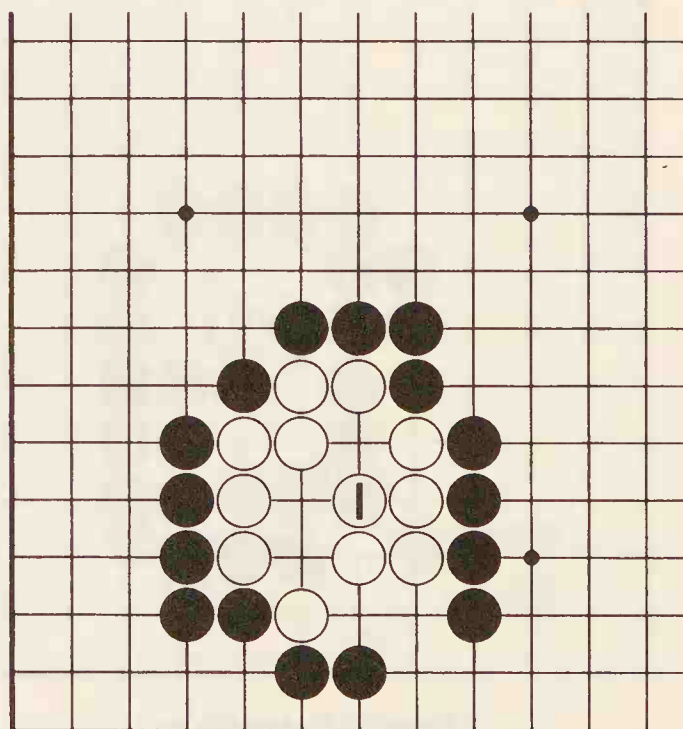
If it were Black's turn to play,
Black 1 would reduce White to
one eye and he would eventually
be captured.

PROBLEM 233



Correct Answer

White 1 is the correct answer.
White is alive.



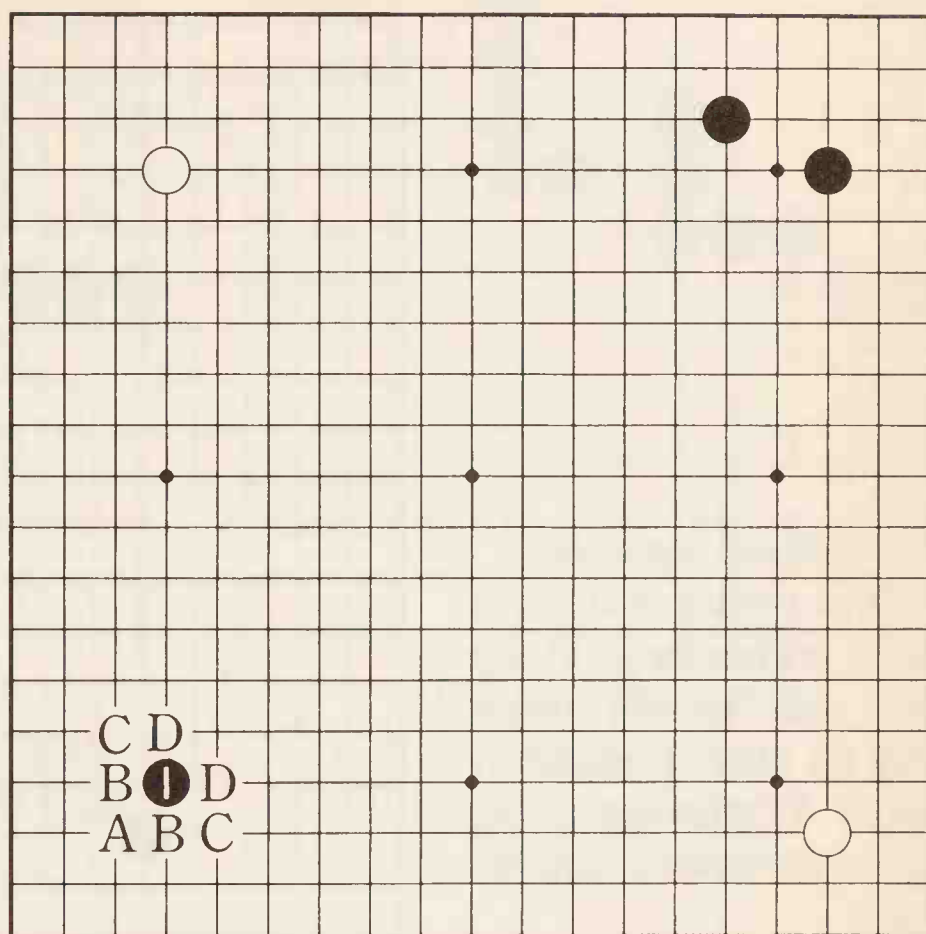
For Reference

White can live by also playing
at 1 here, but this is less profit-
able than the correct answer.

PROBLEM 234

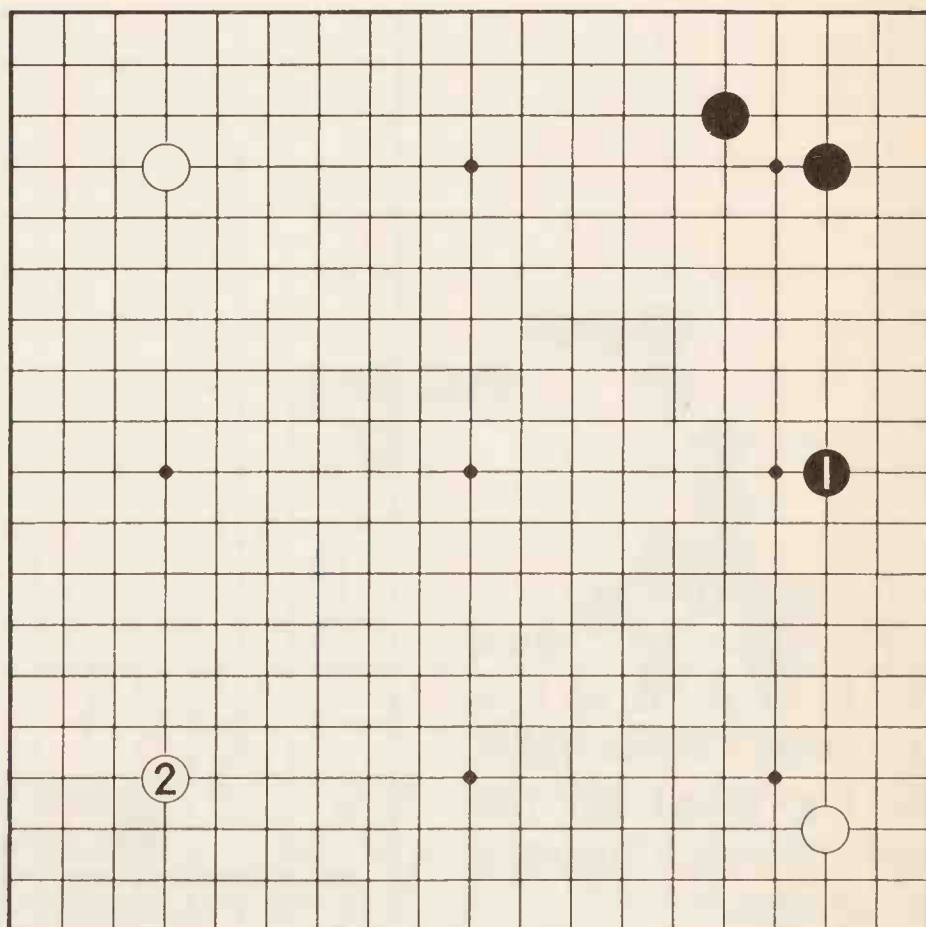
Correct Answer

Black 1, or any of the points from A to D, would be the correct answer. It is usually advantageous to take an empty corner in the opening.

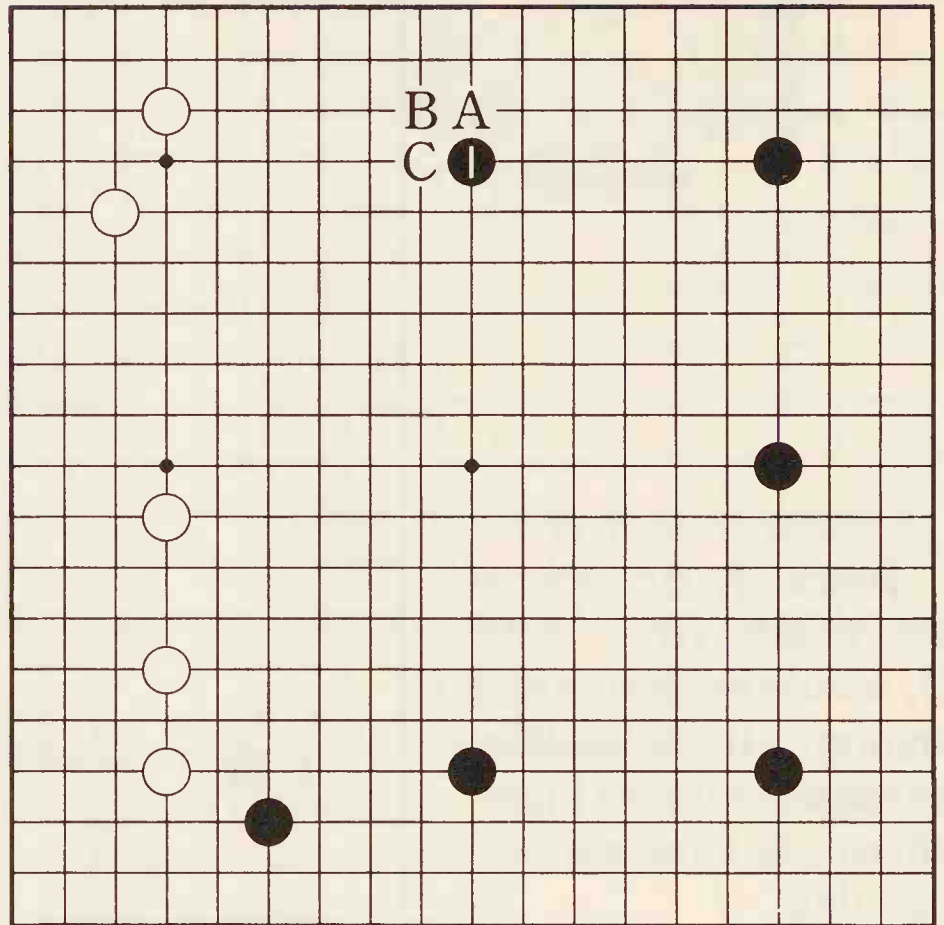


Wrong Answer

Black 1 is, of course, a good point, but the empty corner is still better. After White plays 2, Black's position is inferior.

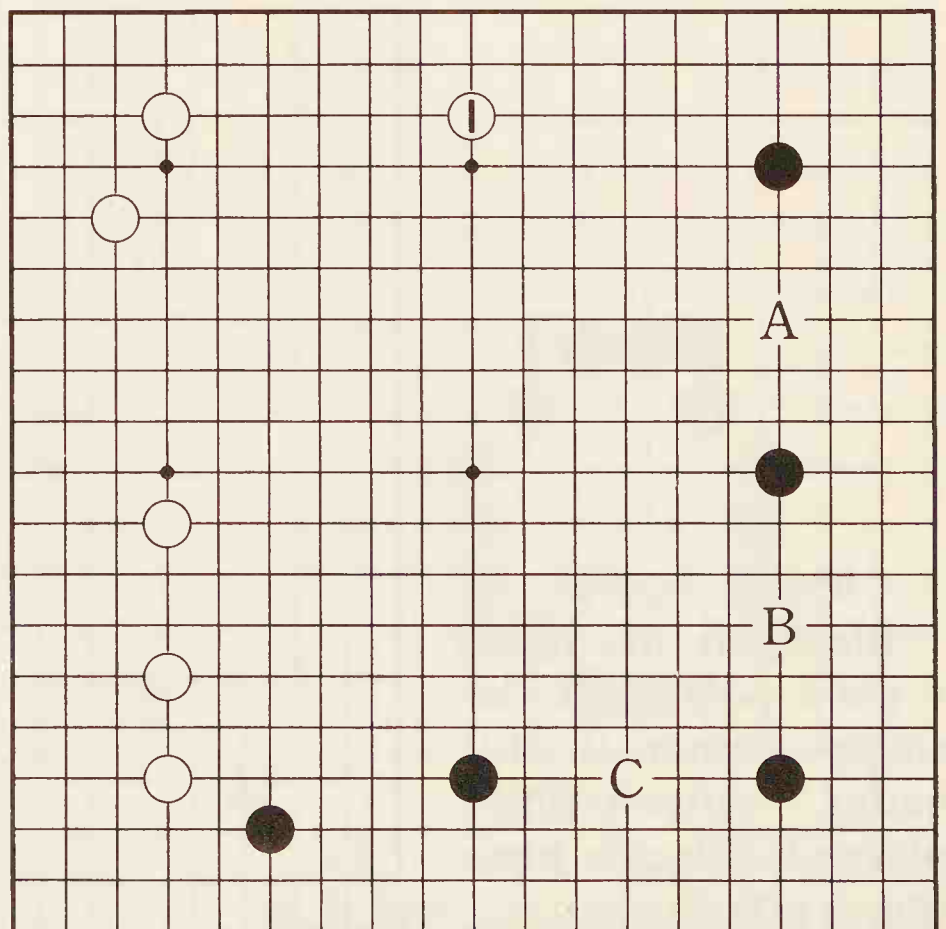


PROBLEM 235



Correct Answer

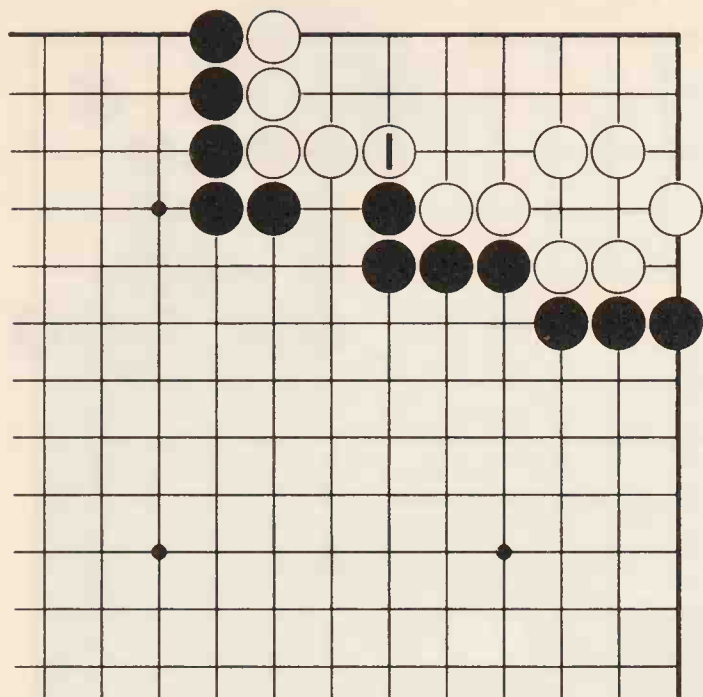
In a position such as this, extending along the side is the usual way to play. Instead of Black 1, playing at A, B, or C would also be good.



For Reference

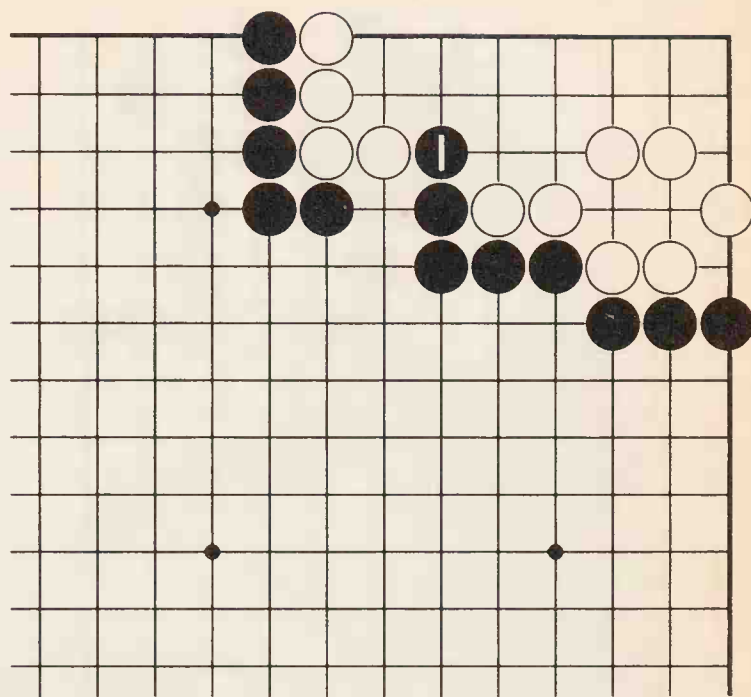
Playing on such points as A, B, or C is not good. White takes the big point on the side first and has the advantage.

PROBLEM 236



Correct Answer

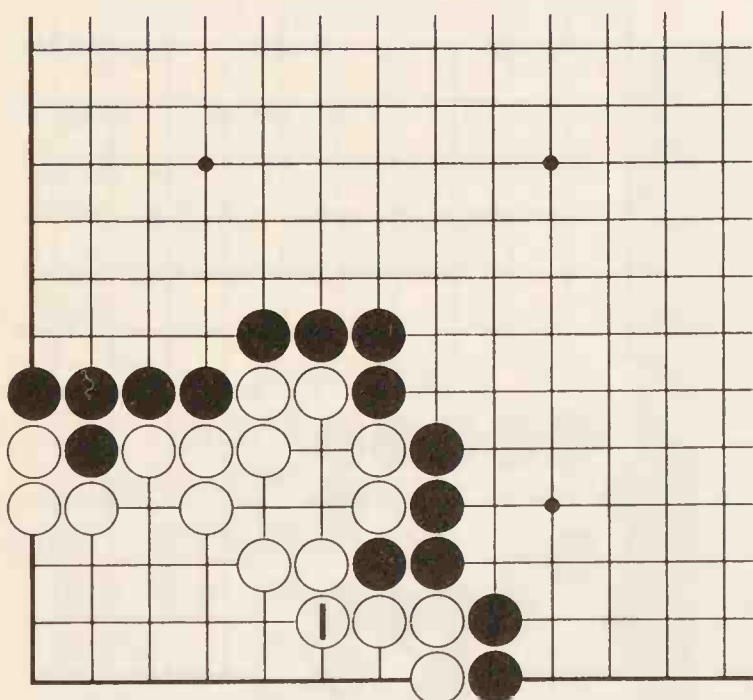
White 1 seals off the area at the top and gives White 19 points of territory.



If Black Plays First

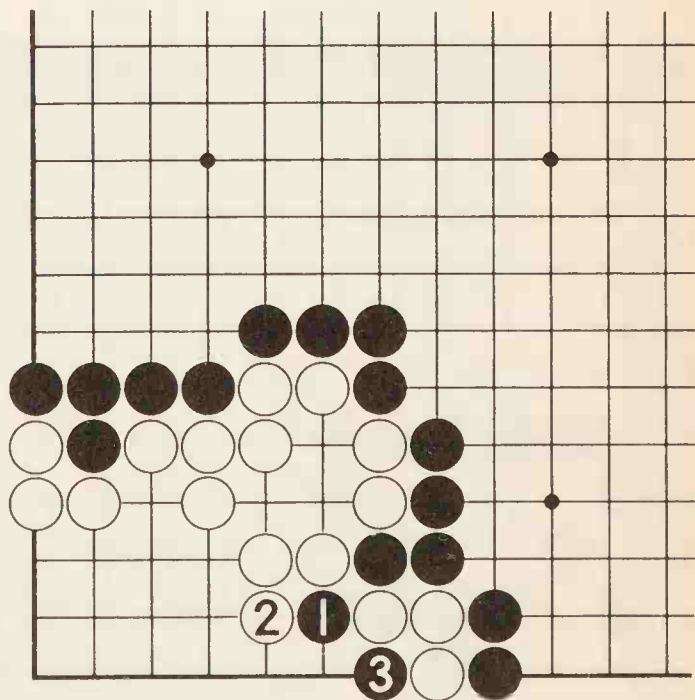
If it were Black's turn to play, Black would invade with 1 and devastate White's territory at the top.

PROBLEM 237



Correct Answer

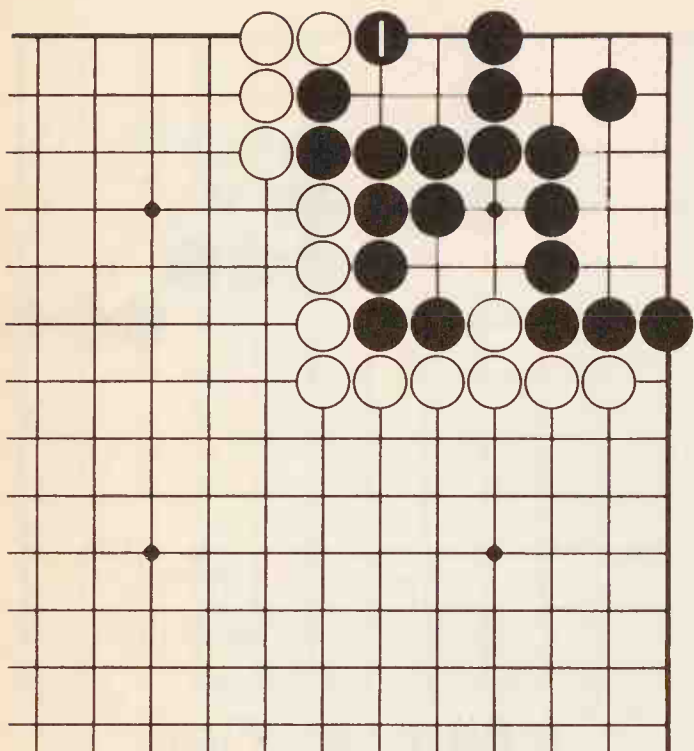
White 1 defends the last defect in White's area at the bottom and gives him 20 points of territory there.



If Black Plays First

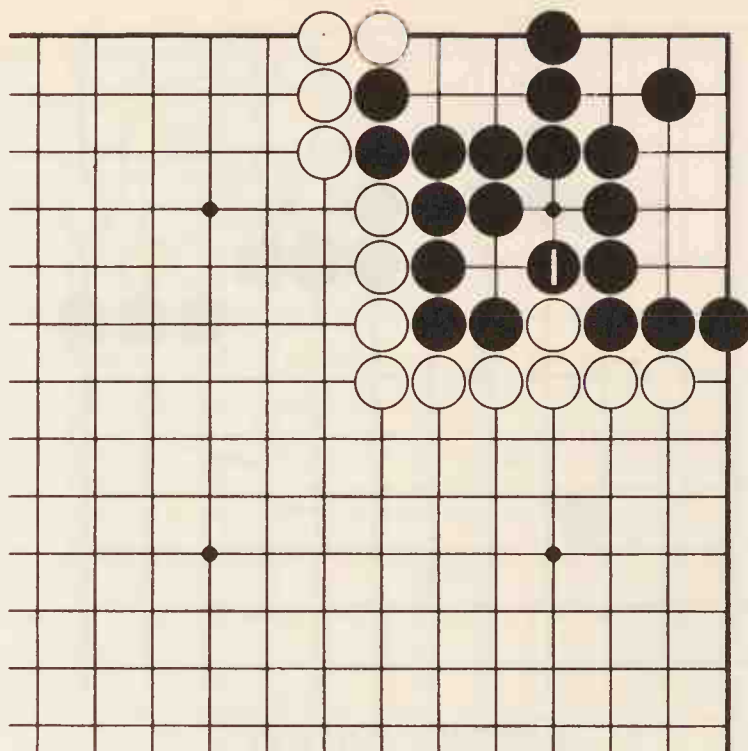
If it were Black's turn to play, he would capture three stones with 1 and 3. This would make a big dent in White's territory.

PROBLEM 238



Correct Answer

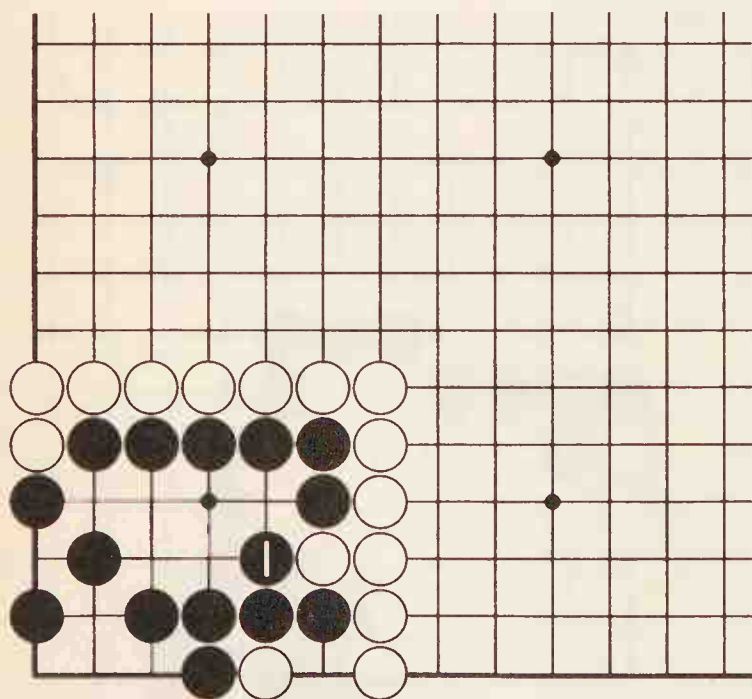
Black 1 is the correct answer. If it were White's turn to play, this is where he would play too.



Wrong Answer

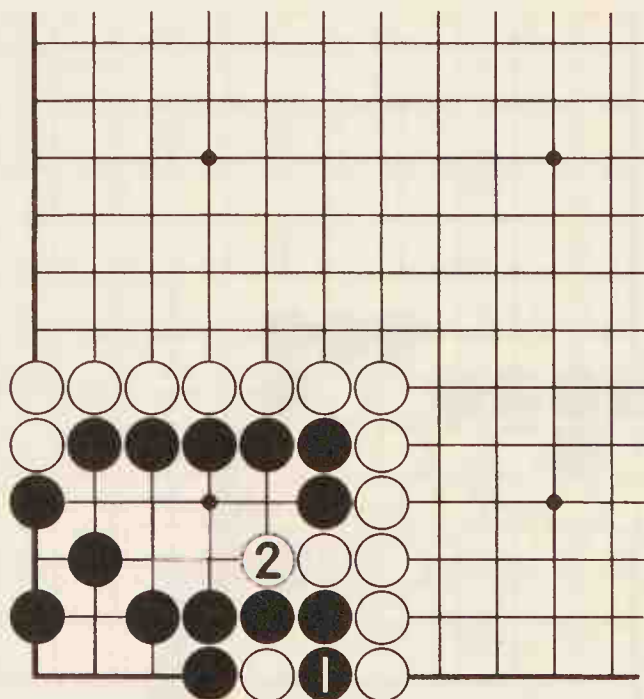
If Black plays at 1, he gains one point less than the move in the correct answer.

PROBLEM 239



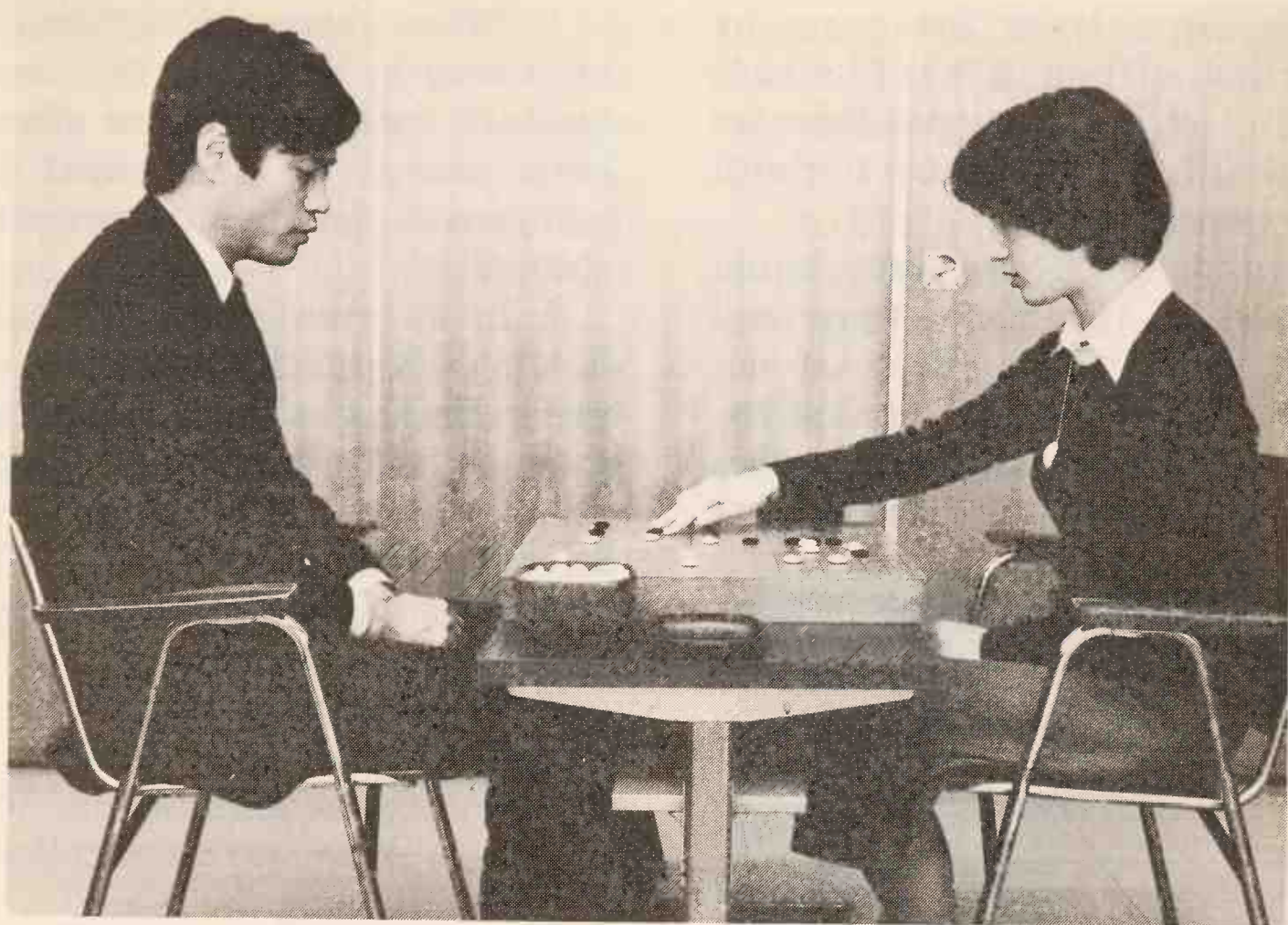
Correct Answer

Black 1 is the correct answer.



Wrong Answer

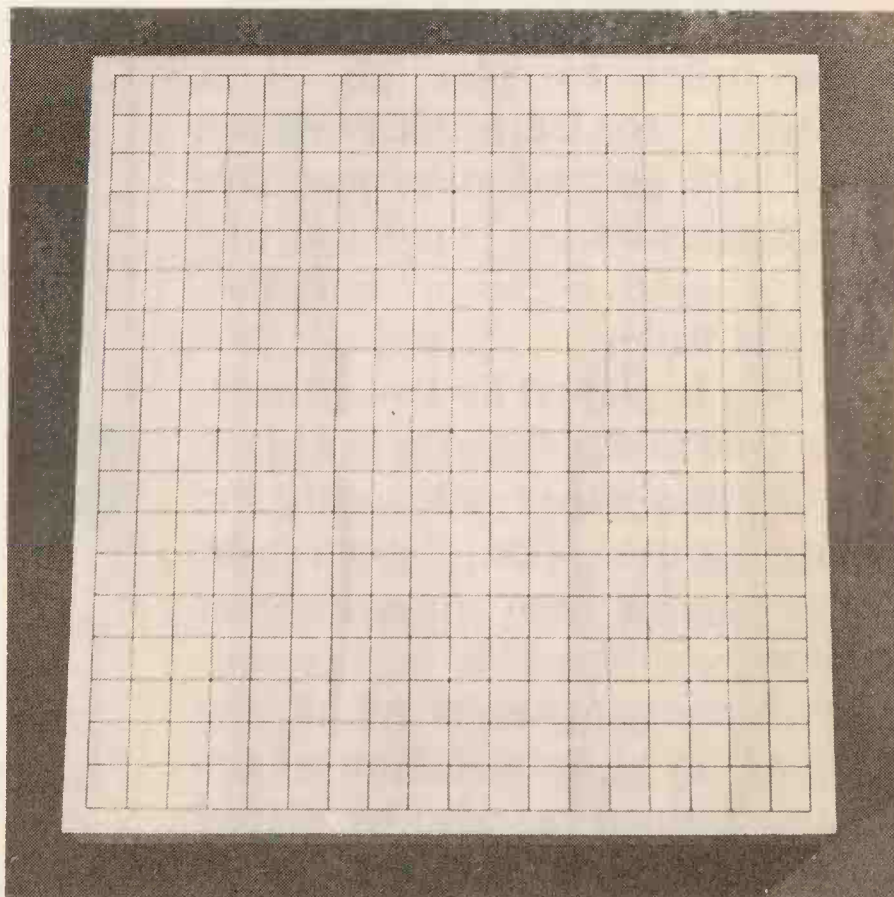
If Black takes a stone with 1, White plays at 2 and Black's result is inferior to the correct answer by one point.



A GUIDE TO THE RULES OF GO

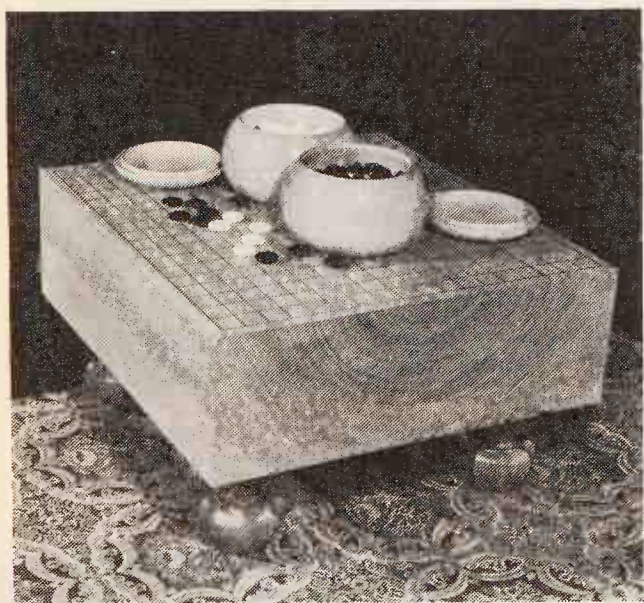
Go is played on a board with a 19x19 grid drawn on it, resulting in 361 intersections on which the pieces, or stones as they are usually called, are placed.

The photograph on the right is of a wooden board, but many kinds of materials are used for the playing surface: paper, thick wooden boards with legs, etc. There are also large magnetic boards which are used for lectures or commentaries on important games.



Although most go games are played on a 19x19 board, beginners often learn the game by starting off on a 13x13 board with 169 intersections. This size is ideal for learning how to finish the game.

As for the stones, a set should consist of 181 black stones and 180 white stones. These stones are placed inside containers, called bowls. Captured stones are put inside the lids of these containers.



In order to play go, it is necessary to learn only eleven rules: six general rules and five technical rules.

General Rules

1. Go is played by two people.
2. One side plays with the black stones, the other side with the white stones. The players take turns playing their moves, one at a time.
3. A move consists of placing a stone on an intersection of the board. Stones can also be placed on the borders of the grid.
4. Once a stone is placed on an

intersection, it cannot be moved to another point.

5. When there is a difference in strength between the contestants, the weaker player places extra stones on the board to compensate for the difference in strength.

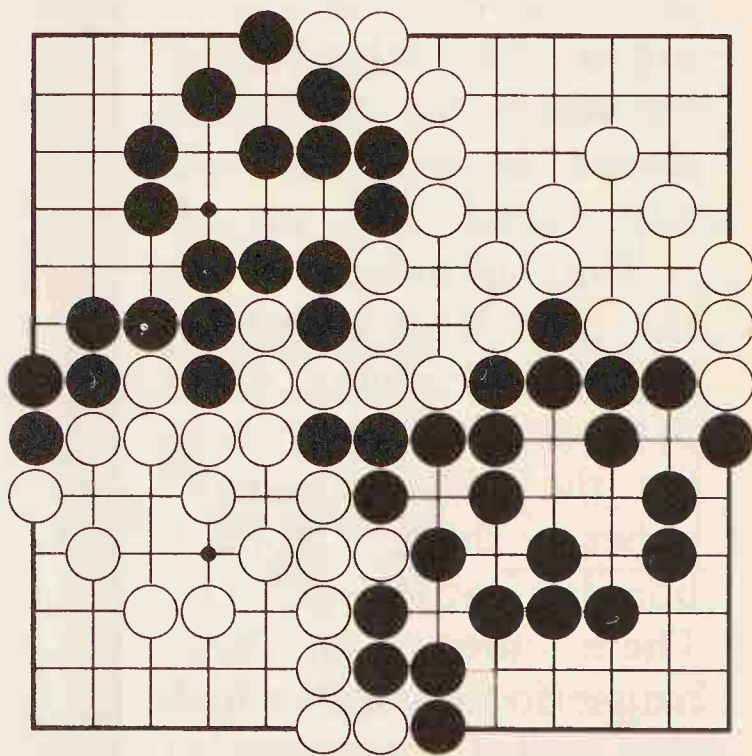
6. In an even game, the side holding the black stones always plays first, but in a handicap game, it is White who plays first.

Technical Rules

1. Determining the result.
2. Capturing stones.
3. Illegal moves.
4. Ko.
5. Ending the game.

1. Determining the result.

The side that has taken the most territory wins the game. (Captured stones are included in the count.)



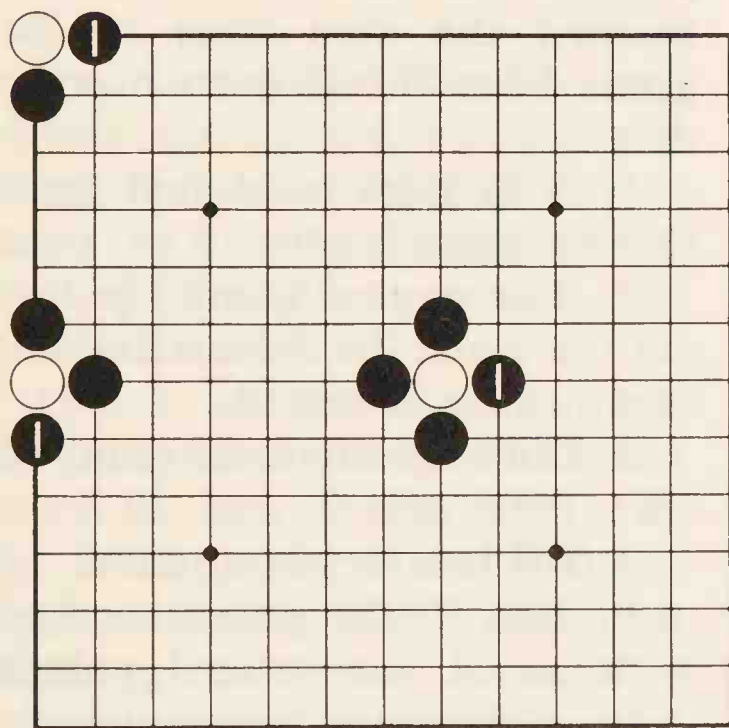
Dia. 1 (Black and White have each captured five stones.)

Dia. 1. Black has taken 20 points in the upper left and 22 points in the lower right for a total of 42 points. White has taken 22 points in the upper right and 19 points in the lower left for a total of 41 points. Thus, the score is 42 points for Black and 41 points for White. Black wins by 1 point.

Actually, the captured stones are placed in the opponent's territory, so the final score is 37 points for Black and 36 points for White. The result is still a one-point win for Black.

2. Capturing stones.

Dia. 2. If Black plays 1 in any of the three positions below, he will capture one white stone.

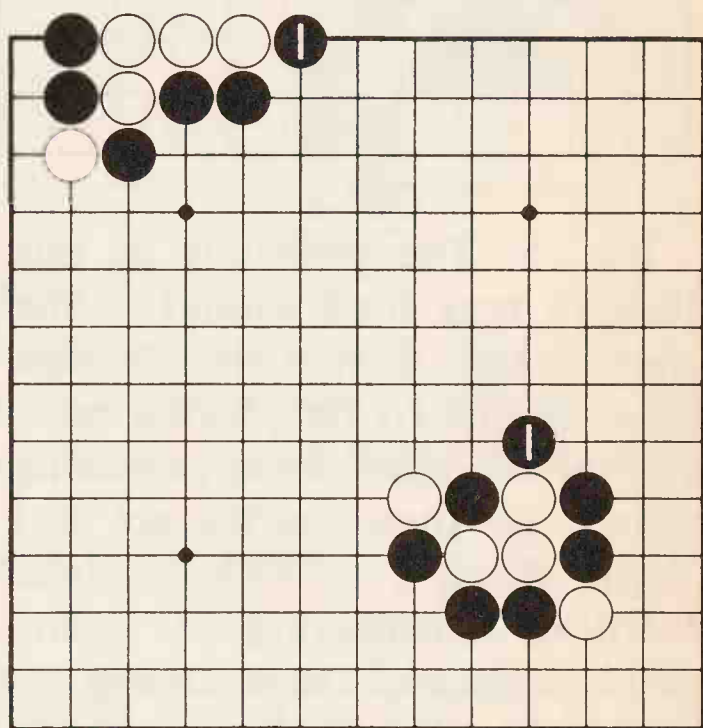


Dia. 2

In other words, if all the lines leading out to adjacent intersections are blocked by the opponent's stones, the stone is taken off the board.

Dia. 3. This rule applies to groups of stones also. If all the lines leading out to adjacent intersections of the group are blocked by the opponent's stones, the whole group is taken off the board.

In Dia. 3, Black can capture four stones at the top by playing at 1 and three stones below with 1.

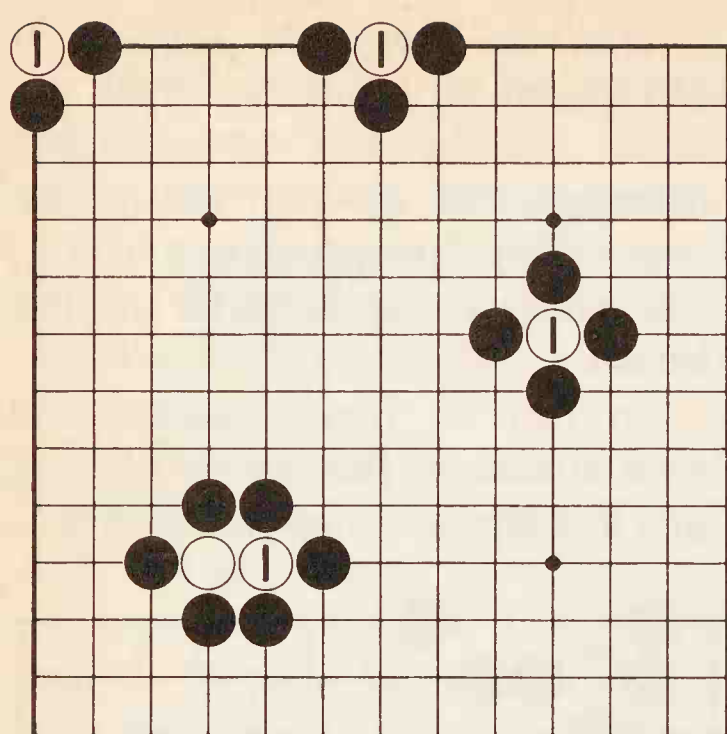


Dia. 3

You should note, however, that points diagonal to a stone do not have any relationship to whether or not a stone is taken off the board.

3. Illegal moves.

In the four position in Dia. 4 (next page), White 1 are moves that cannot be played. Such moves are called 'illegal moves'. They are forbidden points for White. On the other hand, there is no restriction on Black with respect to these points.



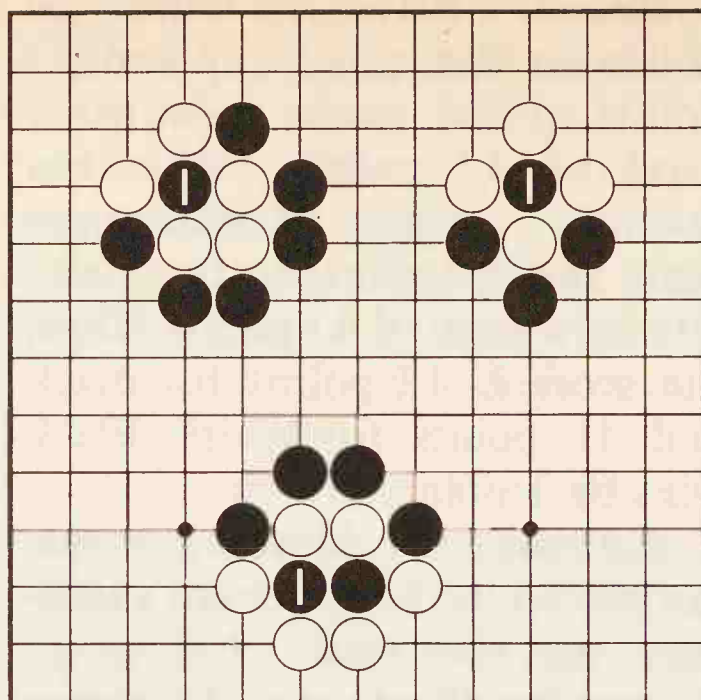
Dia. 4

Dia. 5. The positions in this diagram may look similar to the ones in Dia. 4, but even though Black seems to be playing on a prohibited point he is capturing stones, so these moves are not illegal. Black 1 in each of these positions is capturing one stone, two stones and three stones respectively. In short, capturing stones takes priority over 'illegal moves'.

4. Ko.

Dia. 6. Ko is a situation in which when one side takes a stone, the stone that captures is in atari. However, it is not permitted to retake the capturing stone immediately. For example, Black 1 takes a stone in ko. Since White can't retake, he will play somewhere else with 2. If Black responds with 3, White can take with 4. This rule prevents unending repetitions of the same position.

If Black wants to end the ko,



Dia. 5

when White plays 2, Black can play 3 at 4.

5. Ending the game.

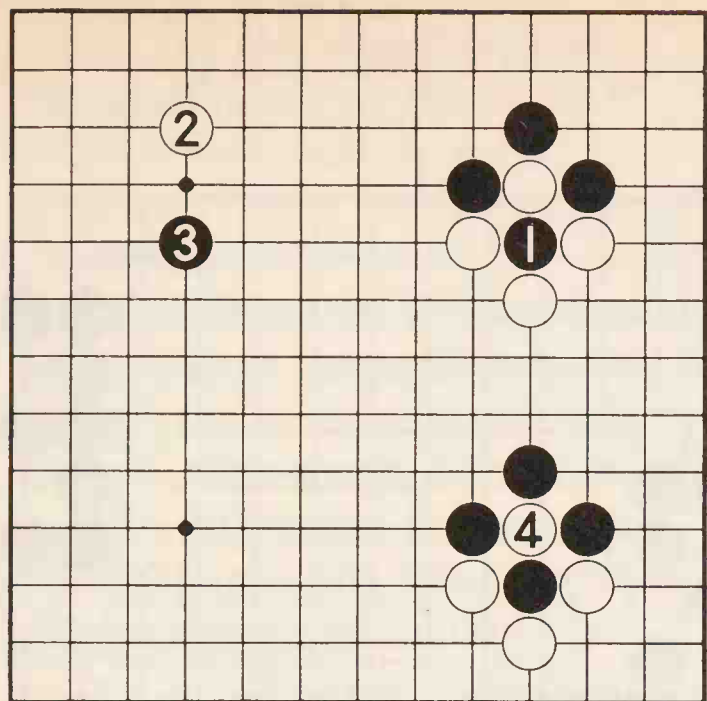
The game is over when there are no longer any profitable points to be taken. Now we have reached the final stage of the game. Four things must now be done:

1. Both sides must first agree that the game is over.
2. The neutral (*dame*) points are filled and the defects in one's territory are defended.
3. The dead stones are removed from the board.
4. The territory is counted.

In Dia. 7, the points marked with an X are neutral points.

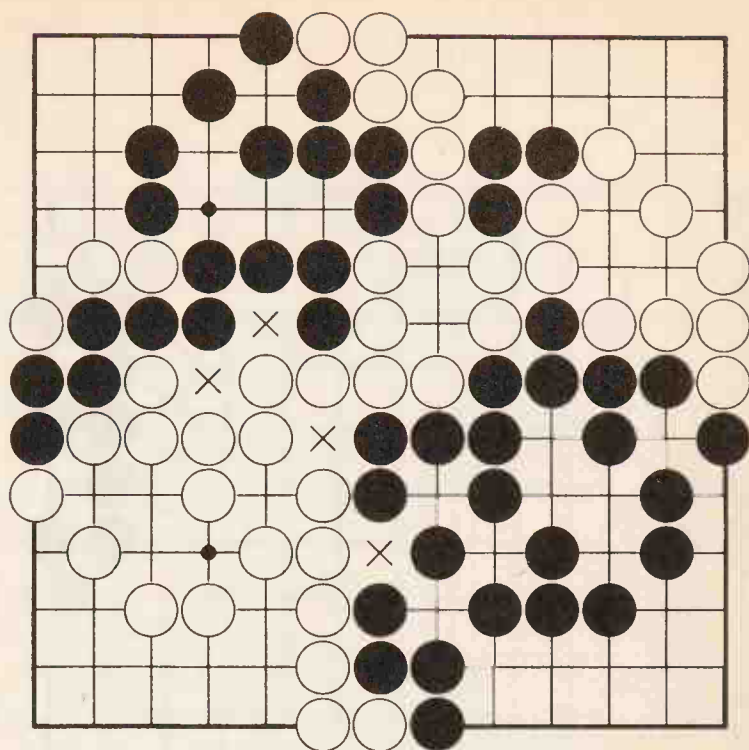
Once the game is agreed to be over, it doesn't matter who fills these points: the score will be the same.

In this diagram, there are three dead black stones in the upper right part of the board and three dead white stones in the upper



Dia. 6

left part. These stones are removed from these locations, the black stones being put in Black's territory and the white stones in



Dia. 7

White's territory.

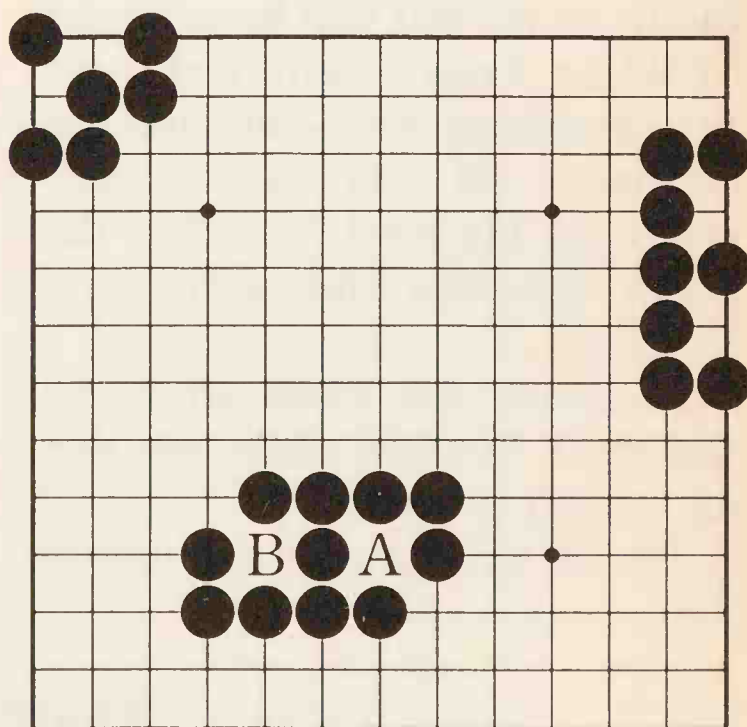
Here, there are no defects inside either side's territories, so defensive moves aren't necessary.

A GROUP WITH TWO EYES LIVES

Are there stones that are completely surrounded but are still alive? If you completely understand the rule about illegal moves you will be able to answer this question.

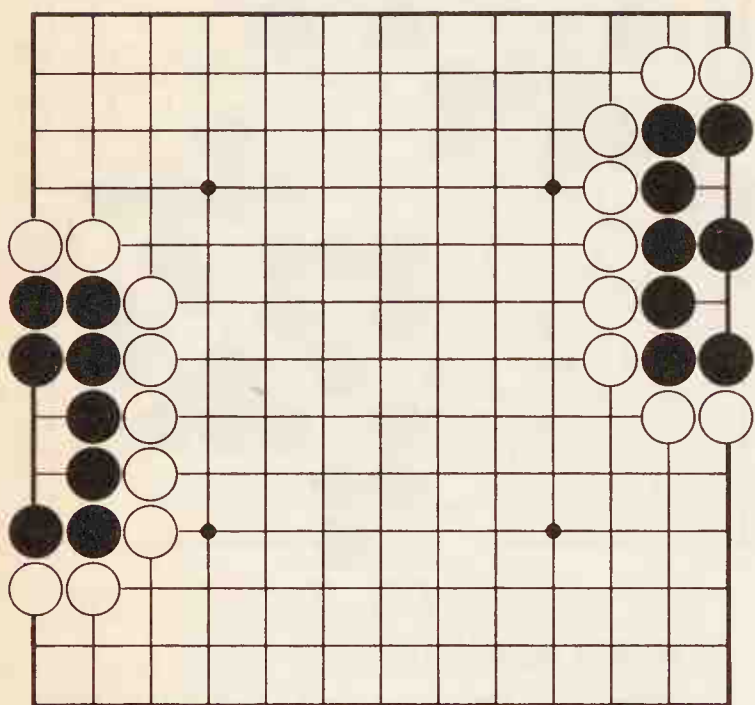
Dia. 1. In this diagram there are three black groups which can never be captured by White. In the lower group, A and B are illegal points for White and since White can never play here, Black will never be completely surrounded.

The points A and B are called eyes. If a group has eyes in at least two different places the group is said to be 'alive'. It doesn't matter where these eyes are, in the center, on the edge



Dia. 1

or in the corner. As the groups in this diagram illustrate, two eyes are two eyes and these groups are alive.

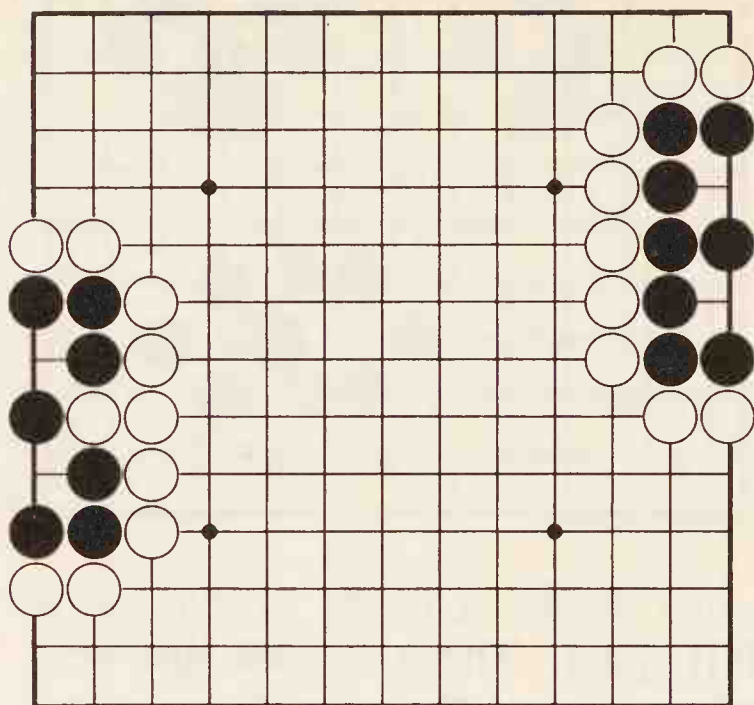


Dia. 2

Dia. 2. It is absolutely impossible for the black group on the right to be captured, but the black group on the left will be captured by White. Look carefully at these two positions and compare the difference. If you don't understand, lay the position out on the board, take the white stones and kill Black.

In short, the black group on the right is alive while the one on the left is dead.

Dia. 3. You now should under-



Dia. 3

stand that the black group on the right is alive, but even though it may superficially seem that the black group on the left has two eyes, it really doesn't and it is dead. The eyes in that group are defective and we call them 'false' eyes. White can play on either of these points and capture three stones in the process.

Remember, it doesn't matter how many 'false' eyes your groups have. Groups only live if they have two 'real' eyes.

HANDICAP GO

When there is a difference in strength between two players, the weaker player will place stones on certain specified points

to compensate for the difference. Usually, the largest handicap given is nine stones.

Dia. 1. This diagram shows the placement of stones in a nine-stone handicap game. In Japanese, this handicap is called *seimoku*.

When there is a very big difference in strength between players the weaker player will take a nine-stone handicap. As the difference in strength becomes less, the handicap is reduced proportionately.

In an 8-stone handicap game, the center stone in Dia. 1 is removed.

In a 7-stone handicap game, the stones at the top center and bottom center are removed.

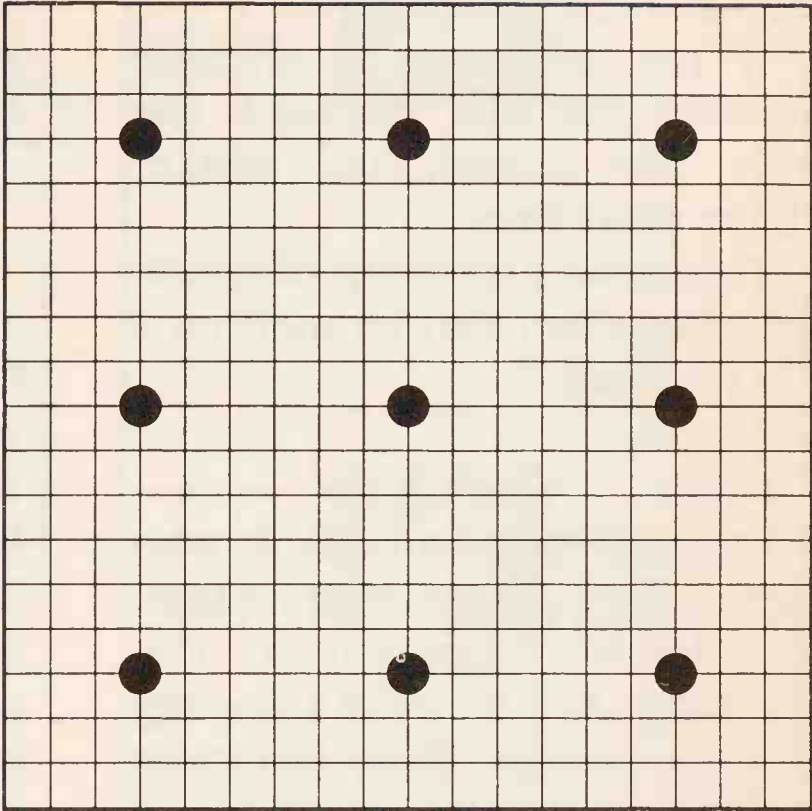
In a 6-stone handicap game, the three stones in the center are removed.

In a 5-stone handicap game, only the four stones in the corner and the one stone on the center point remain.

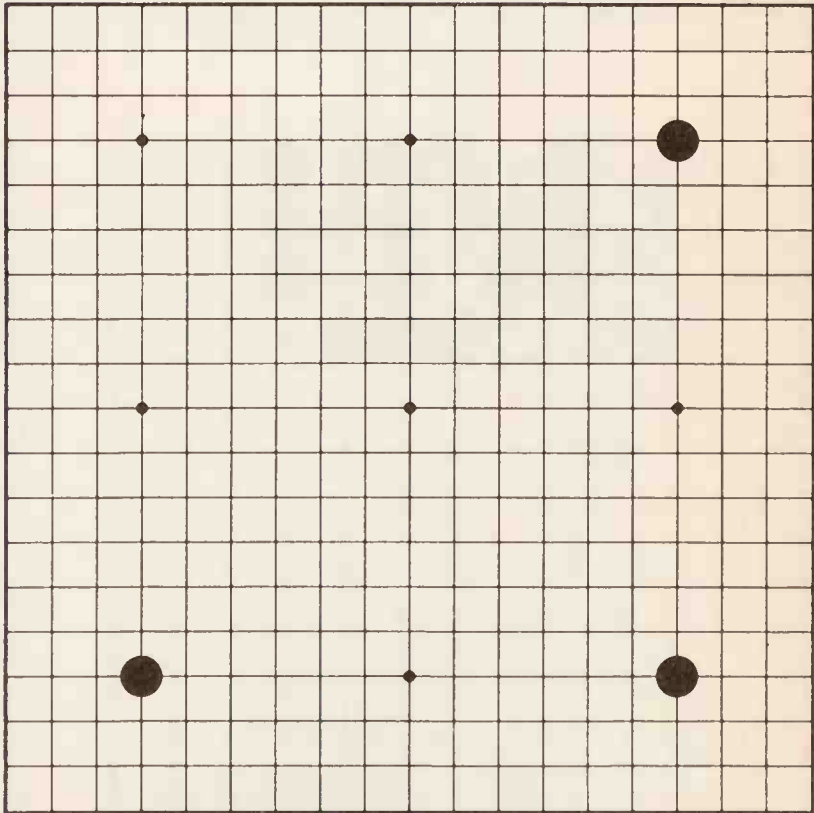
In a 4-stone handicap game, only the four corner stones remain.

Dia. 2. The placement of the stones in a 3-stone handicap game is as in this diagram as seen from the black player's side. From the white player's side, the lower right corner is without a handicap stone.

In a 2-stone handicap game, the black stone in the lower right corner is removed from this diagram.



Dia. 1



Dia. 2

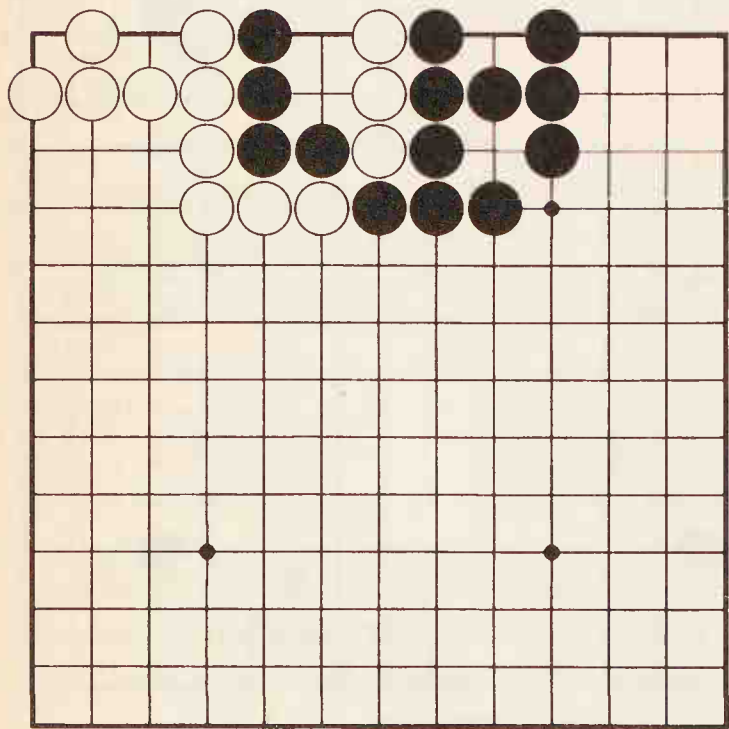
In all handicap games White plays the first move starting from the handicap positions.

If the difference in strength between the two players is less than two stones, the weaker player plays first.

This same placement of handicap stones can also be used on a 13x13 board.

Komi

In the game of go, Black, who moves first, has the advantage. In order to compensate for this advantage and to make the game an even contest, Black concedes to White a number of points of territory before the start of the game. At the end of the game these points are subtracted from Black's score. This is known as komi. $5\frac{1}{2}$ points is the komi usually given by Black to White.



Dia. 3

Although $\frac{1}{2}$ points do not arise in actual play, it is an artificial device used in championship games to ensure that draws do not occur.

Seki

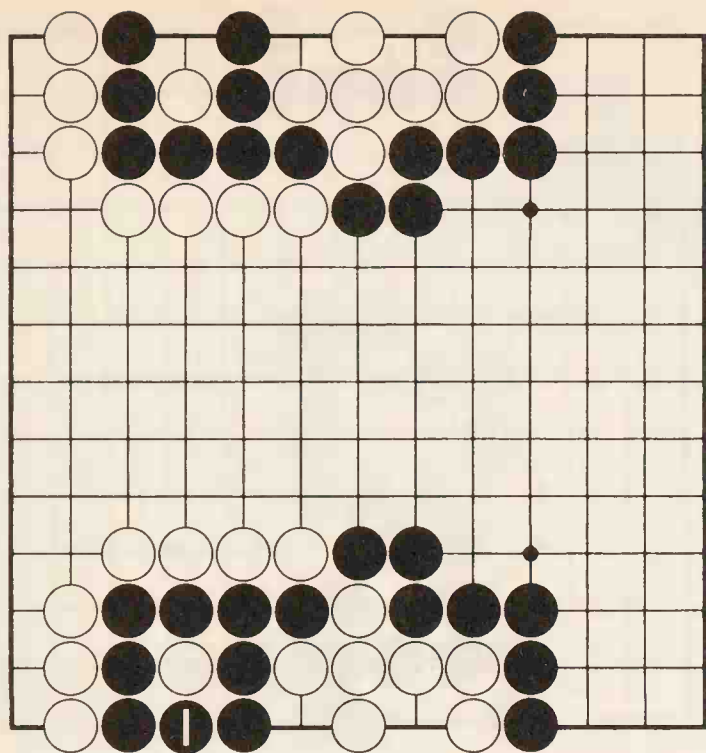
Certain positions often arise in a game of go in which each side has stones which do not have two eyes and are surrounded, but the stones are alive and cannot be captured. This kind of position is a stalemate between groups of stones; it is known as *seki*.

Dia. 3. The four black stones and the three white stones facing each other in the top center of this diagram cannot be captured by either side. This is an example of *seki*.

An important condition for seki to exist between stones is that all the stones surrounding the stones in seki are alive.

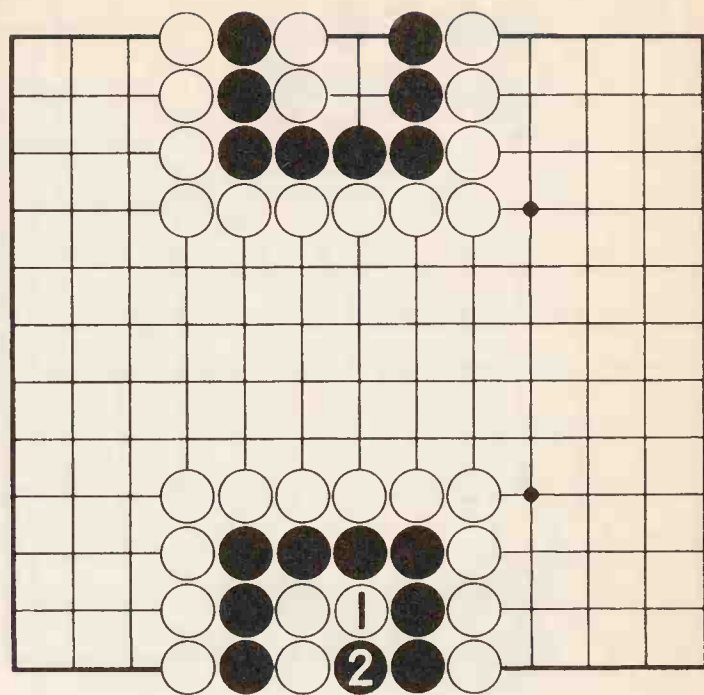
The example of seki in this diagram is a very simple one and sekis arise in many different patterns and degrees of complexity.

Dia. 4 (territory in seki). In this seki position, both sides have an eye, but Black can capture one stone with 1 (this capture occurs almost always at the end of the game). Although this captured stone will be added to Black's prisoners and deducted from White's territory, the eyes in both the black and white groups are not counted as territory.



Dia. 4

Dia. 5. The situation at the top in this diagram seems to be a *seki*, but it is not. White is able to kill the black stones by playing



Dia. 5

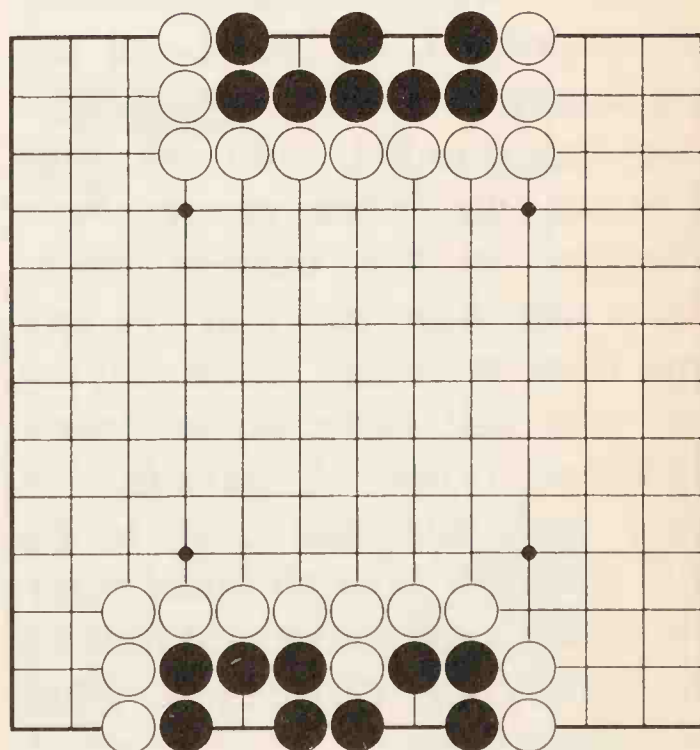
at 1 and sacrificing three stones. After Black captures at 2, White plays 3 to the left of 1 and Black is reduced to one eye.

A GUIDE TO LIFE AND DEATH PROBLEMS

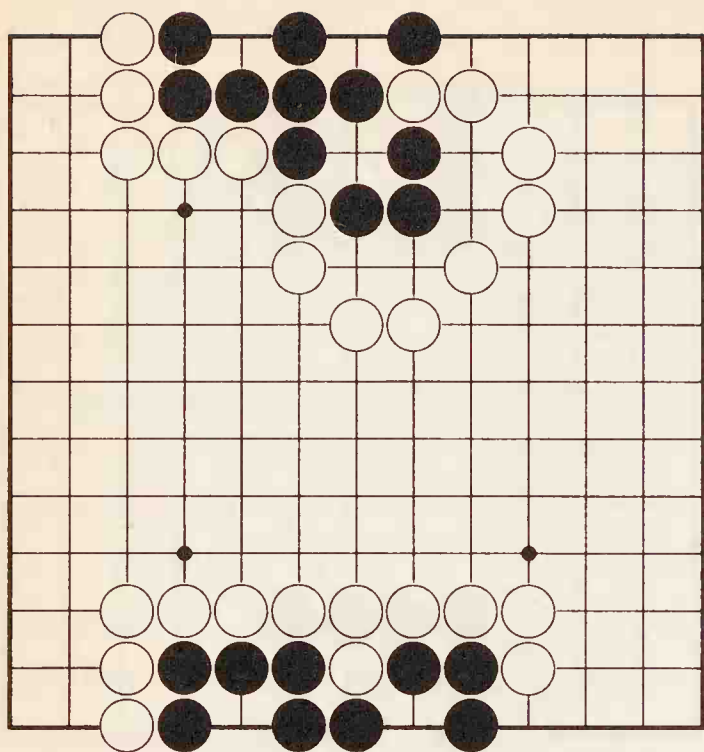
The first step.

Life and death problems are called *tsume-go* in Japanese. It is often said that if you don't study *tsume-go*, you won't get strong. This is because the life and death of stones is fundamental to the game of go. When embarking on the study of *tsume-go* the first thing you have to thoroughly understand is the difference between false eyes and real eyes.

Dia. 1 (real eyes and false eyes). The black group at the top has two real eyes and even though it is completely surrounded, it can



Dia. 1

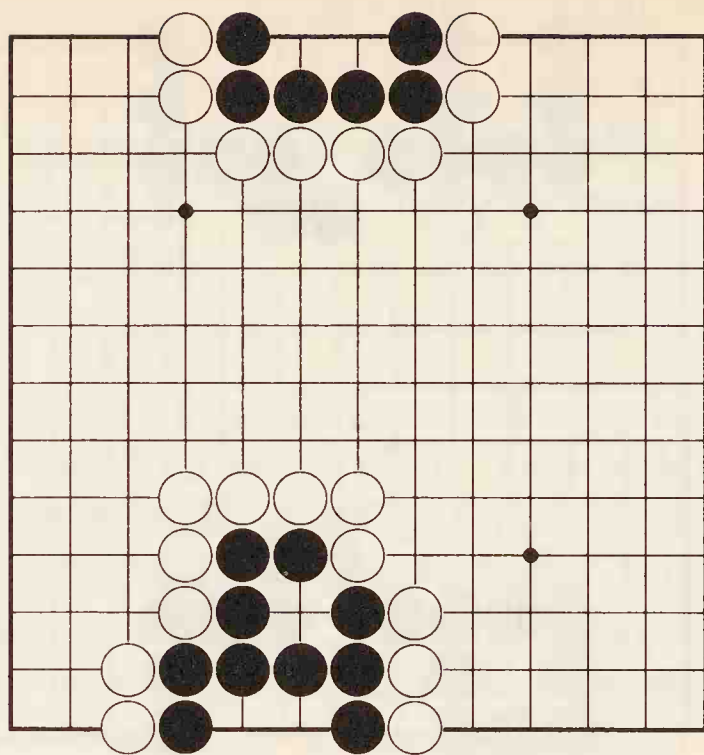


Dia. 2

never be captured. We say, in this case, that the group is alive.

In the black group at the bottom of this diagram, the eye on the left is a real eye, but the one on the right is a false eye. Understanding the difference between a false eye and a real eye is of fundamental importance in making progress in go.

Dia. 2 (when there are liberties/*dame* points). In Dia. 1, all the black groups there were completely surrounded, but in this diagram the black groups have liberties on the outside open. They also have one real eye and one false eye each. When playing go, you will come across many different types of patterns of false eyes and you have to be able to know how to make your opponent's eyes false and how to prevent your own eyes from becoming false.



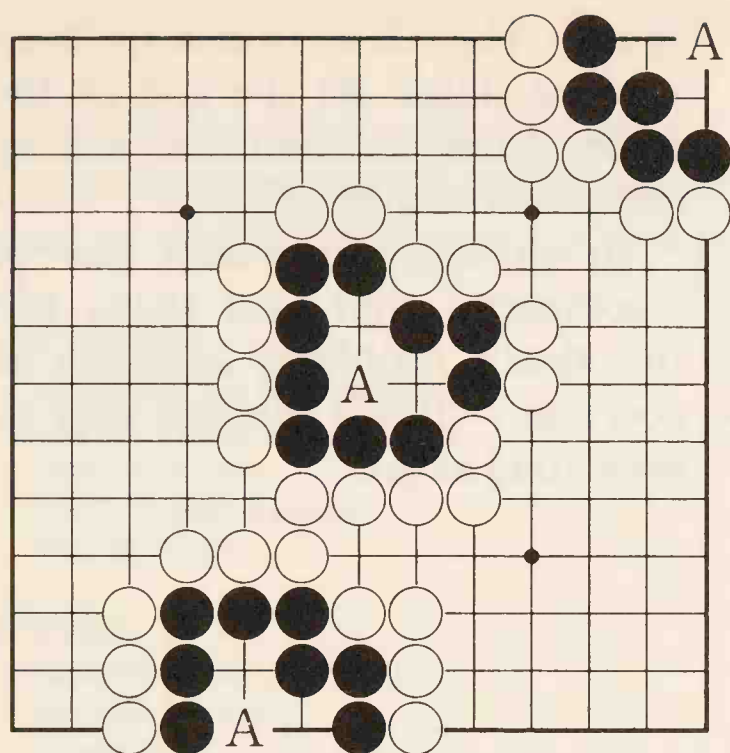
Dia. 3

Dia. 3. The group at the top in this diagram does not have two eyes; it has only one eye. When all its liberties are filled, it will be captured. The black group at the bottom, however, is alive.

It is easy for beginners to make a mistake in shapes like the one at the top of this diagram. You should, therefore, pay special attention to this type of position as well as to false eyes.

Nakade

It often happens that when your opponent has surrounded one of your groups, he places a stone inside that group, eventually reducing it to one eye and then killing it. This kind of move is called *nakade* in Japanese. Nakade and the understanding of false eyes are the two most fundamental concepts in mastering tsume-go.



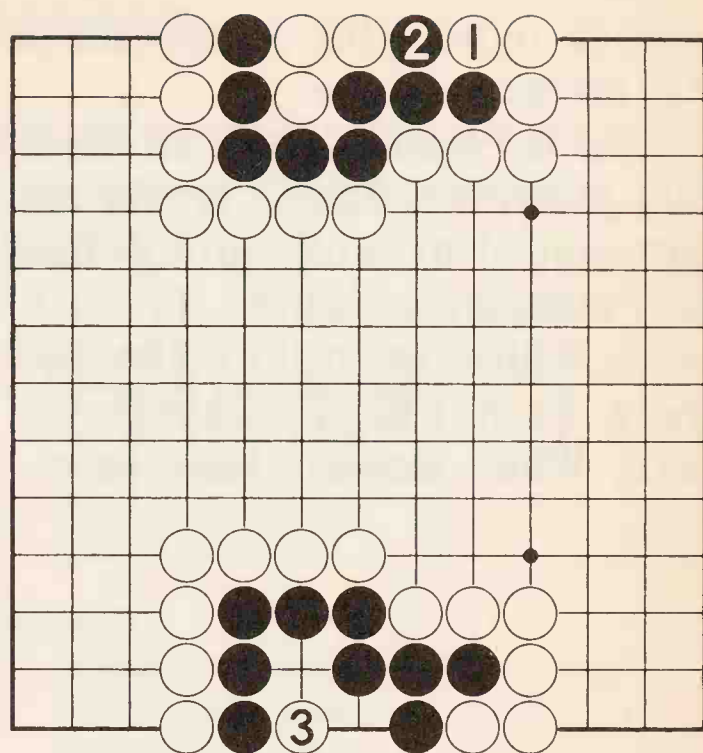
Dia. 4

Dia. 4. (three-point nakade). In the three positions in this diagram, if Black plays on the points A, his three groups will live. On the other hand, if White were to play on these points first, Black would eventually be reduced to one eye and his groups would die. White A, which is played in the middle of a black enclosure of three points, is called 'three-point nakade'.

The shapes in which it is possible to kill groups by playing nakade range from three-point to six-point nakades.

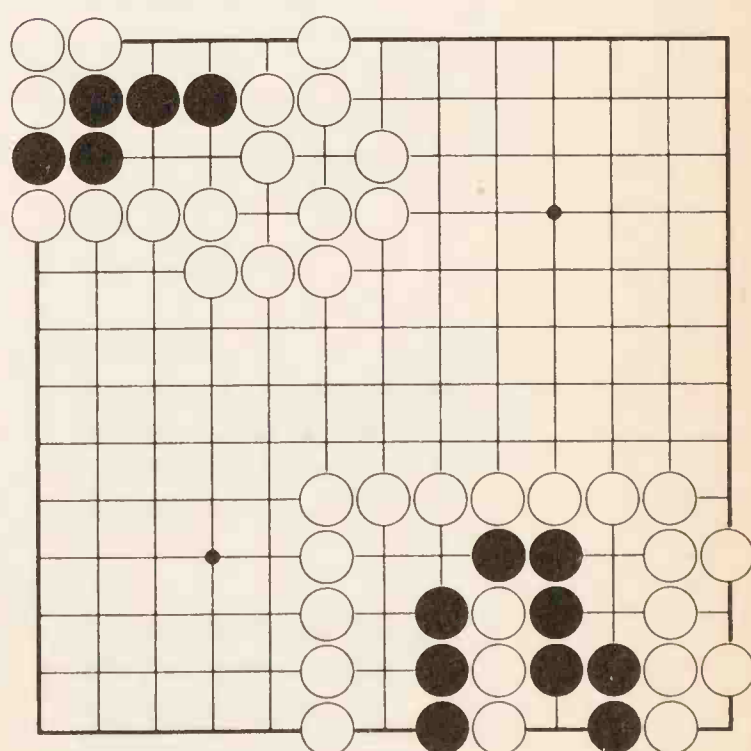
Groups with seven or more spaces inside are in principle alive. You should first study three-point nakades and learn them well.

Dia. 5 (proof of death). In the top position, Black can capture three white stones, but White has



Dia. 5

completely surrounded Black's group on the outside and the black group is dead. We will demonstrate this. First, White plays 1, forcing Black to take three stones, then in the bottom position he plays a three-point



Dia. 6

nakade move with 3, and Black has no move to live.

Dia. 6 (dead stones). In these two positions, Black's stones are surrounded by white groups that are completely alive. In such cases, White need make no further move. Even if Black makes moves here, White doesn't have to re-

spond. The black stones are dead as they stand. At the end of the game, these 'dead stones' will be removed from the board.

In closing, we would like to recommend that you study life and death problems as much as you can — this is the best way to get strong at go.

GO ASSOCIATIONS

The following is a list of national go associations throughout the world. If you have trouble locating other go players in your community, your local go organization may be able to help you.

ARGENTINA

Argentina Go Association
c/o Mr. Guillermo E. Zucal
Aroz 2730 -6o,
1425 Capital Federal
Tel. 71-3182

AUSTRALIA

Australian Go Association,
c/o Bill Leveritt,
"Denmora",
20 Cowlshaw Street,
Bowen Hills, QLD, 4006

AUSTRIA

Osterreichischer Go-Verband,
c/o Dr. Alfred Kriegler,
1030 Wien,
Rechte Bahngasse 28/2,
Tel. 7238335

BRAZIL

Brazil Ki-in
c/o Mr. Toshikatsu Takamori,
Rua Maria Figueiredo,
350 Sao Paulo,
Tel. 289-4062

CANADA

Canadian Go Association,
c/o Mr. Tibor Bognar,
8982 St. Hubert,
Montreal, Quebec H2M 1Y6
Tel. 387-1646

CHINA

China Weiqi Association,
Ti-yu-guan Lu 9,
Peking, Tel. 753110

CZECHOSLOVAKIA

Czechoslovak Go Association,
c/o Dr. Dusan Prokop,
Laubova 8,
130-00 Praha 3, CSSR
Tel. 276565

DENMARK

Denmark Go Association,
c/o Mr. Frank Hansen,
Nordre Frihavnsgade 24,
2100 Copenhagen,
Tel. 01-269460

FINLAND

Finland Go Association,
c/o Mr. Keijo Alho,
Kuusitie 8 A 14,
00270 Helsinki 27,
Tel. 90-483401

FRANCE

Federation Francaise de Go,
B.P. 9506,
75262 Paris Cedex 06

F. R. GERMANY

Deutscher Go Bund,
c/o Mr. Martin Stiassny,
Am Burgturm 2,
D-4048 Grevenbroich I,
Tel. 02181-42021

HONG KONG

Hong Kong Go Club,
458 Nathan Road,
8th Floor, B Flat,
Kowloon,
Tel. 3-857728

HUNGARY

Hungary Go Association,
c/o Mr. Gacs Istvan,
H-1085 Budapest,
Saletrom 6

ITALY

Italian Go Association,
c/o Raffaele Rinaldi,
Via La Marmora 18,
Milano,
Tel. 02-581523

JAPAN

Nihon Ki-in,
7-2 Gobancho,
Chiyoda-ku, Tokyo 102,
Tel. 03-262-6161

KOREA

Korea Baduk Association,
13-4. Kwanchul-Dong,
Chongro-gu, Seoul,
Tel. 723-0150

MEXICO

Mexican Go Association,
c/o Mr. Carlos Torres,
Watteau 15-2, Col. Nonoalco,
Delegacion Benito Juarez 03720
Tel. 563-2302

NETHERLANDS

Dutch Go Association,
c/o Mr. J. H. van Frankenhuisen,
J. Verhulststraat 125,
1071 NA Amsterdam
Tel. 020-739232

NEW ZEALAND

National Seretary, N. Z. Go Society,
c/o Mr. Peter Rochford,
Victoria University, Private Bag,
Wellington
Tel. (Home) 727267

NORWAY

Norwegian Go Association,
c/o Mr. Morten Skogen,
Kzempeveien 13E,
N-4600 Kristiansand Syd,
Tel. 42-91373

POLAND

Warsaw Go Club,
c/o Mr. Leszek Dziunowicz,
Nowy Swiat 47/3a,
P00-042 Warszawa

RUMANIA

c/o Mr. Gheorghe Paun,
Institute of Mathematics Str.,
Academiei 14,
70109 Bucuresti
Tel. (Home) 256754

SINGAPORE

Singapore Go Association,
c/o Mr. Gin Hor Chan,
Dept. of Mathematics,
National University of Singapore
Kent Ridge, Singapore 0511,
Tel. 7756666, Ext. 2083

SPAIN

Spanish Go Association,
c/o Mr. Ambrosio Wang An-Po,
Vallehermoso 89,
Madrid

SWEDEN

The Swedish Go Association,
c/o Mr. Per-Inge Olsson,
Safirgangen 24,
S-13 549 Tyreso,
Tel. 08-770-0927

SWITZERLAND

Swiss Go Federation,
c/o Mr. Tamotsu Takase,
20 Ch. des Grangettes,
1224 Chene-bougerie, Geneve,
Tel. 489541

TAIWAN

Chinese Taipei Wei-ch'i Association,
c/o Mr. C. S. Shen,
4th Fl., Kuang Fu Building,
No. 35 Kuang Fu S. Rd.,
Taipei, Taiwan R. O. C.
Tel. 7614117

UNITED KINGDOM

British Go Association,
c/o Mr. Norman R. Tobin,
10 West Common Road,
Uxbridge, Middlesex UB8 1NZ,
Tel. 0895-30511

USA

American Go Association
P. O. Box 397,
Old Chelsea Station,
New York, N. Y. 10011

YUGOSLAVIA

Go Savez Jugoslavije,
c/o Mr. Peter Gaspari,
Aleseva 3, 61210 Ljubljana –
Sentvid. Tel. (061) 52-111

gradedgoproblems00kano_0

gradedgoproblems00kano_0



gradedgoproblems00kano_0

GRADED GO PROBLEMS FOR BEGINNERS

are the ideal books for players who have just learned the rules of Go, bridging the gap between a beginner's book and some of the more 'advanced' elementary books.

The almost one thousand problems these four volumes contain thoroughly drill the reader in the fundamentals of the game. Once he has finished studying these four books he will have mastered the elements of capturing and defending stones, life and death of groups, elementary tactics, the opening and the endgame, thus laying a solid foundation for his future progress in the game.

Volume 1: Introductory Problems (30-to 25-kyu)

Volume 2: Elementary Problems (25- to 20-kyu)

Volume 3: Intermediate Problems (20- to 15-kyu)

Volume 4: Advanced Problems (15- to 10-kyu)

ABOUT THE AUTHOR

Kano Yoshinori was born on April 14, 1928 in Kyoto. He came to Tokyo at the age of nine and became a disciple of Hideko Suzuki, 5-dan. He made 1-dan in 1943 and in 1968 he made the top rank of 9-dan. In 1948 he won the Young Professionals Championship, in 1955 won the top section of the Oteai and in 1961 won the 5th Prime Minister's Cup. He has played in the 14th, 20th, 25th and 26th Honinbo leagues. In 1975 he went to Austria and Russia and then in 1979 he led a team of high school go players to China for a goodwill match. He graduated from the Japanese Literature Department of Japan University, making him one of the few professional go players to have graduated from university. His most prominent disciple is the Taiwanese go player O Rissei, 7-dan.