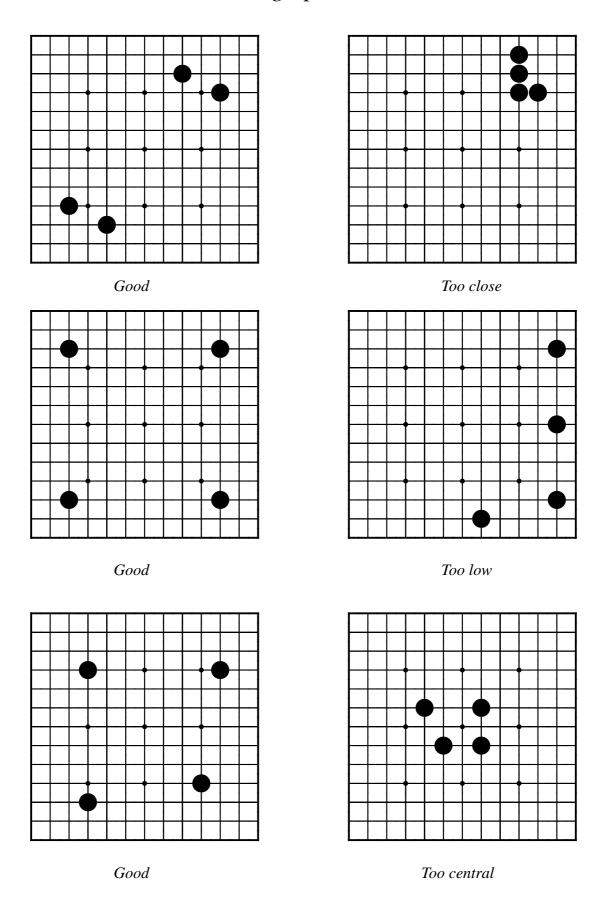
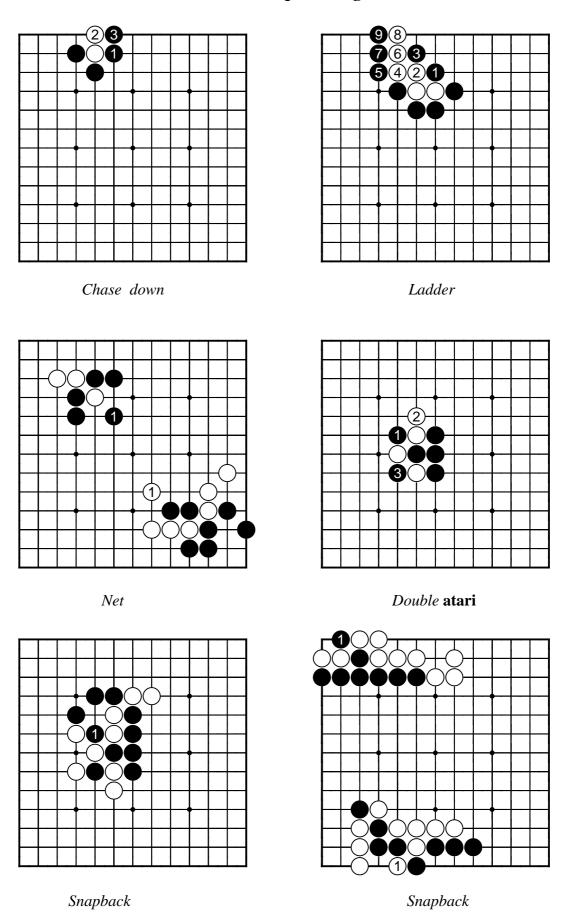
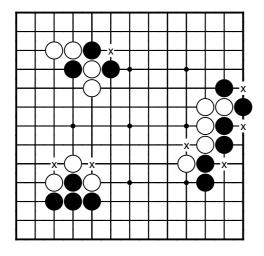
Lesson 1 Setting up on a 13x13 board

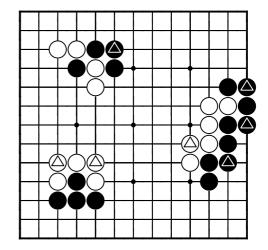


Lesson 2 Capturing Tactics



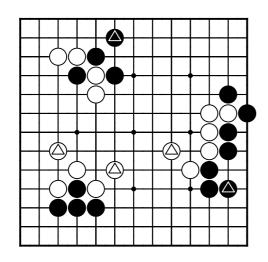
Lesson 3 Cutting Points and Connections

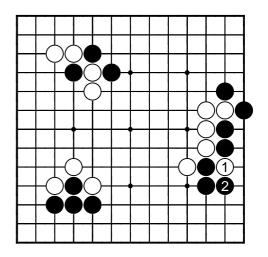




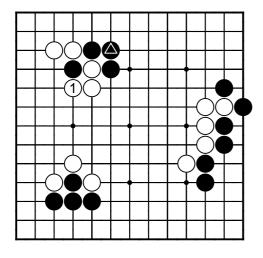
The points marked 'x' are cutting points

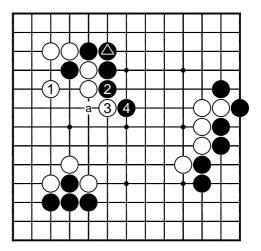
The triangle points are solid connections





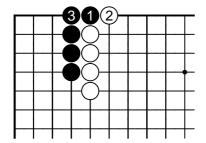
The triangle points are hanging connections White 1 can be captured immediately: no cut



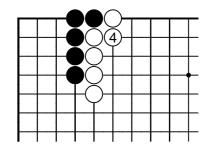


White has a choice of ways to capture the stone, and so connect

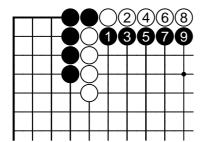
Lesson 4 The First Line



After Black 3 ...

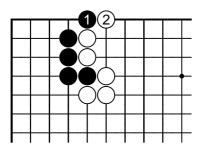


...White should connect this way

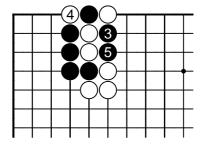


36 7

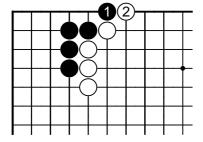
If not, Black has a choice of ways to capture



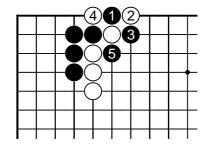
White 2 is dangerous...



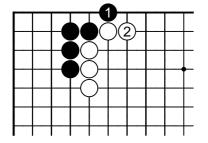
...Black 3 is very good



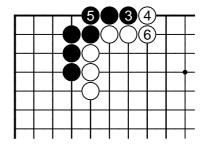
Again, White 2 is dangerous...



...and Black 3 is good

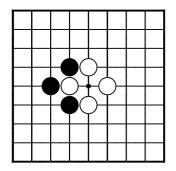


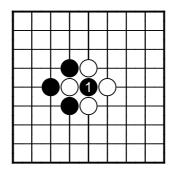
White 2 is correct ...

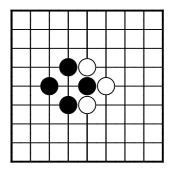


...Black gains some points

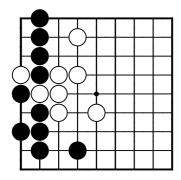
Lesson 5 Ko

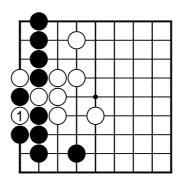


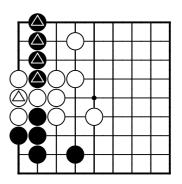




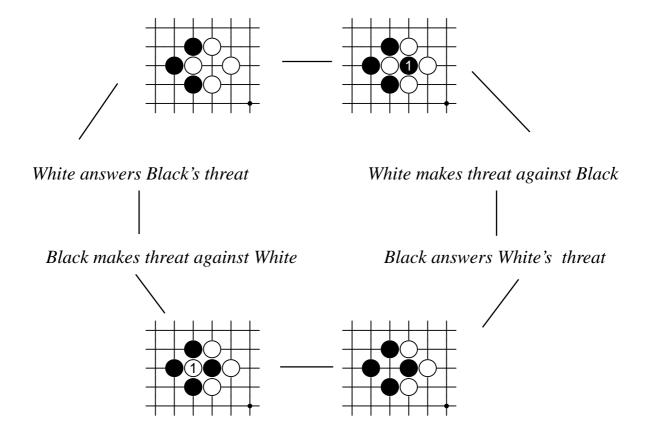
After Black captures, the rule of ko states that White may not recapture at once.





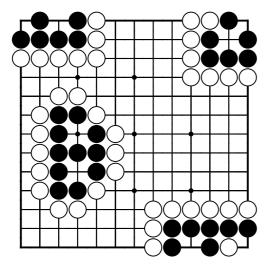


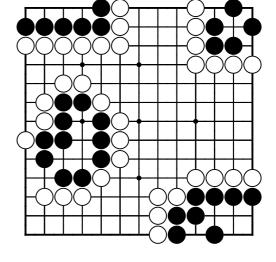
This is an important ko: if White can connect it all the black stones with triangles will die.



Cycle in a ko fight (read clockwise)

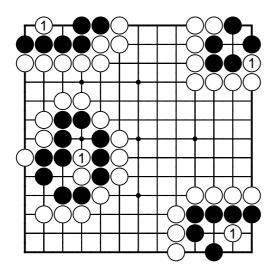
Lesson 6 Eye Shapes

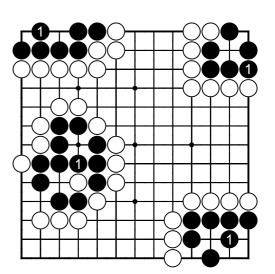




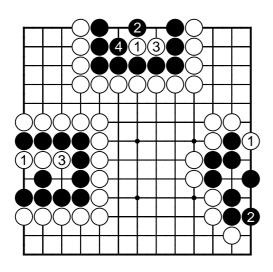
These black groups are safe with two eyes

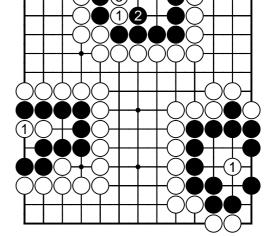
These black groups are already safe





Killing groups and saving groups by playing at the vital point

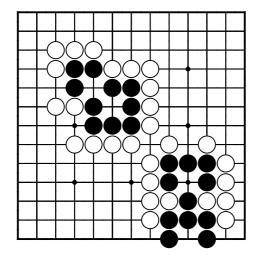




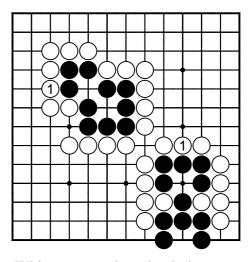
Failed attacks

Successful attacks

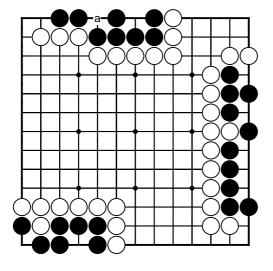
Lesson 7 False Eyes



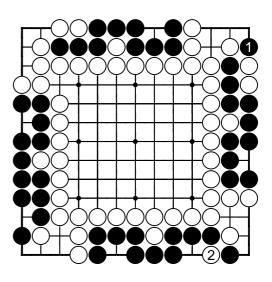
Black's second eyes are false



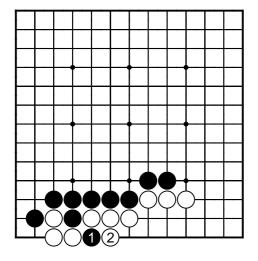
White can attack each whole group

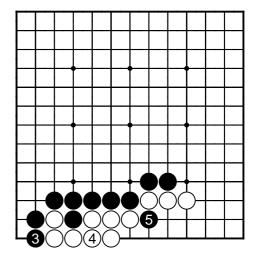


Groups dead because of their false eye



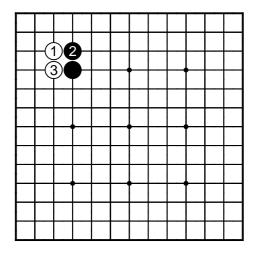
White makes the eye false after Black takes



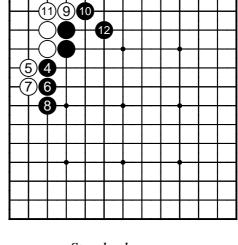


Black creates a false eye and captures some stones

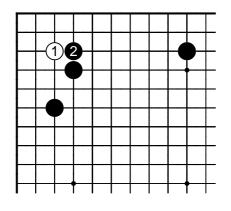
Lesson 8 3-3 Invasion



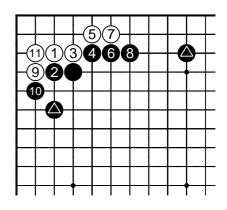
White can live



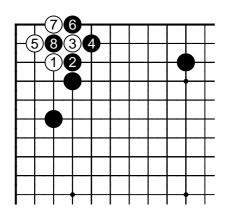
Standard sequence



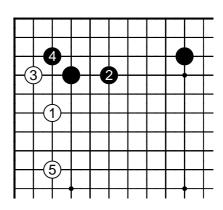
Correct side



Too narrow

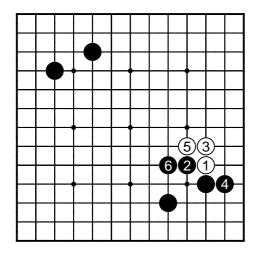


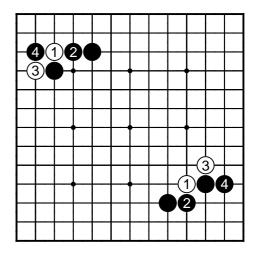
Ko fight



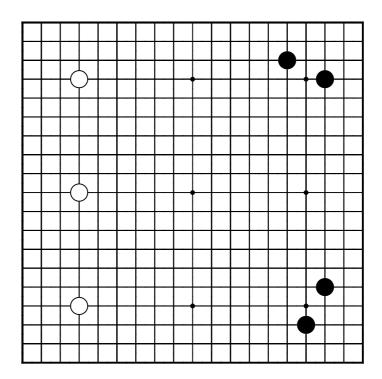
Normal approach to the 4-4 point

Lesson 9 Enclosures

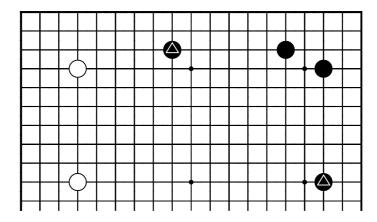




This corner enclosure is strong. The attacks by White are unsuccessful.

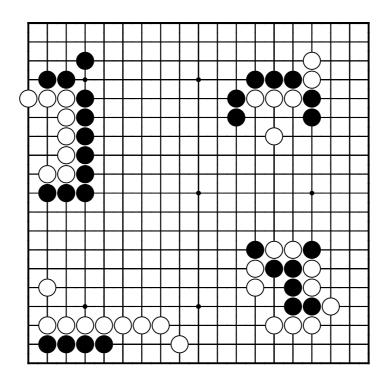


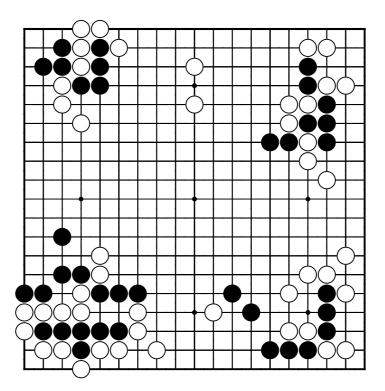
Black has a good game for territory



The double wing formation is good

Lesson 10 Problems





All positions Black to play