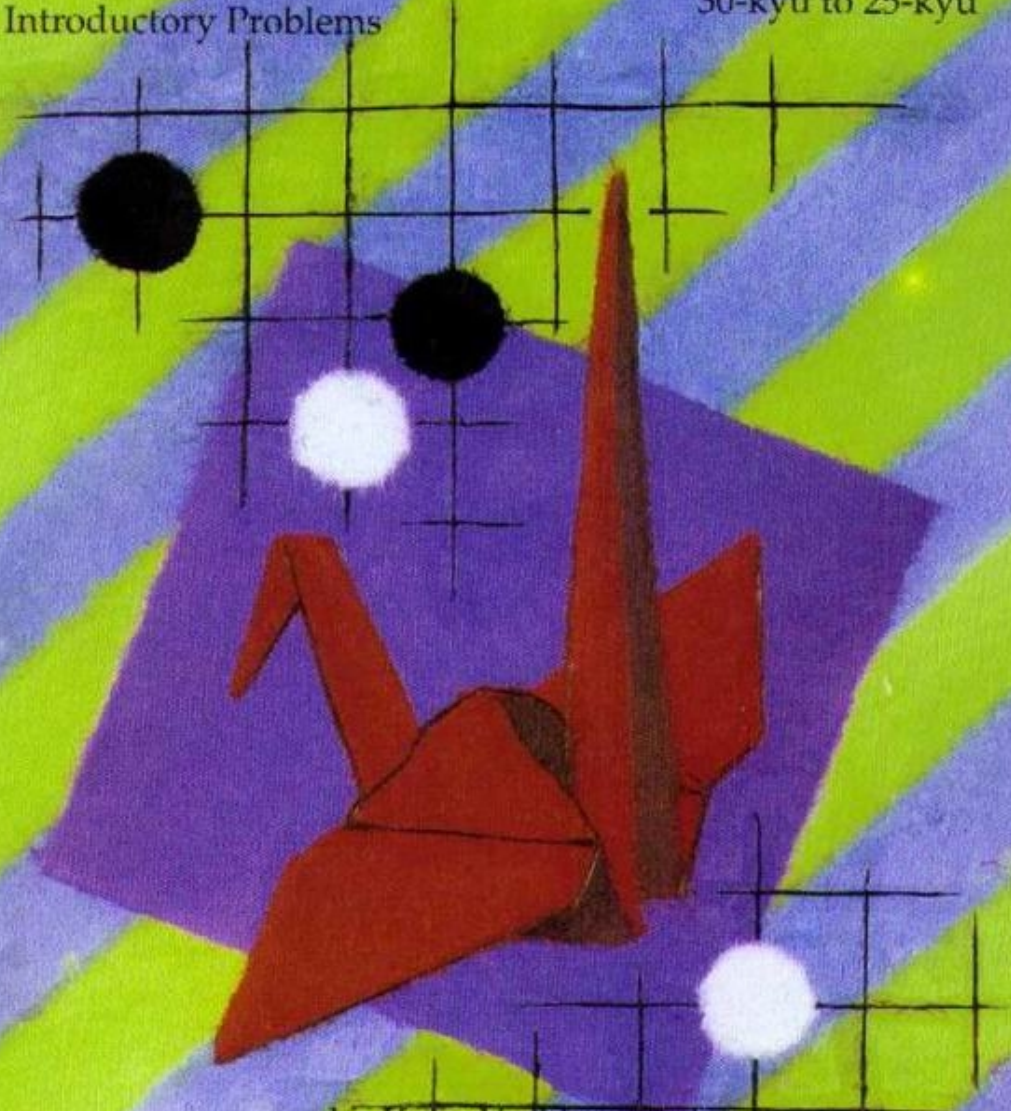


# GRADED GO PROBLEMS FOR BEGINNERS

Volume One  
Introductory Problems

30-kyu to 25-kyu



by Kaho Yoshinori 9-dan  
Kiseido Publishing Company



**GRADED GO PROBLEMS  
FOR BEGINNERS**

**VOLUME ONE**

By

Kano Yoshinori 9-dan

The Nihon Ki-in

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

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First Printing March 1985  
Printed in Japan  
by  
Sokosha Printing Co., Ltd.  
Typeset on an IBM Electronic Composer  
by The Ishi Press, Inc.

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## 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.

*āme* — 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.

*ho* — 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*.

*otoshi* — 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.

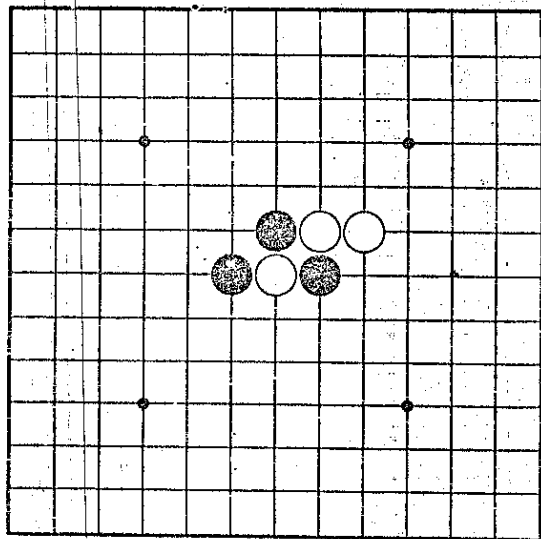
*snapback* — a tactic in which one stone is offered as a sacrifice and if it is taken, the capturing stones are in turn captured.

PART ONE  
PROBLEMS

I INTRODUCTORY PROBLEMS  
LEVEL ONE

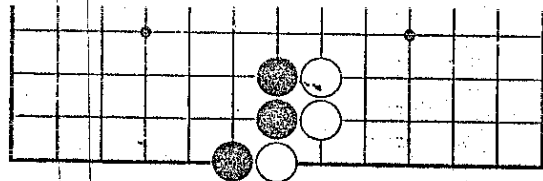
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Section 2. How to Save Endangered Stones .....	6
Section 3. Recognizing Atari .....	9
Section 4. Connecting and Separating Stones .....	12
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Section 7. Living Groups and Dead Groups .....	15
Section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

SECTION 1. HOW TO CAPTURE STONES



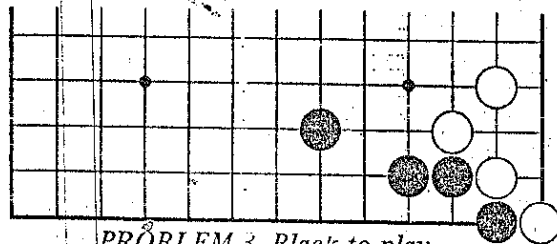
PROBLEM 1. Black to play.

How does Black play to capture a white stone?



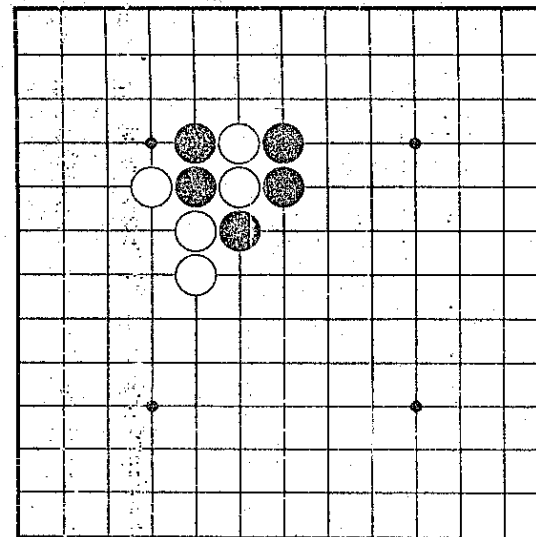
PROBLEM 2. Black to play.

How does Black play to capture a white stone?



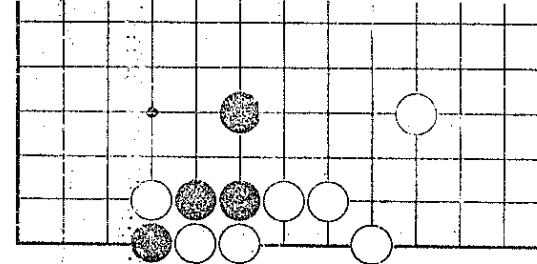
PROBLEM 3. Black to play.

How does Black play to capture a white stone?



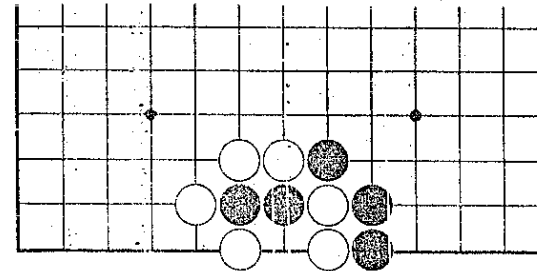
PROBLEM 4. Black to play.

How can Black capture two white stones?



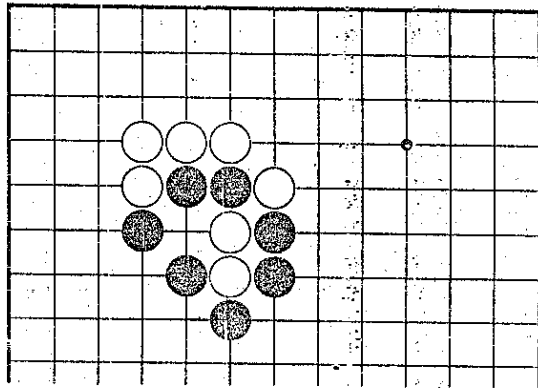
PROBLEM 5. Black to play.

How can Black capture two white stones?

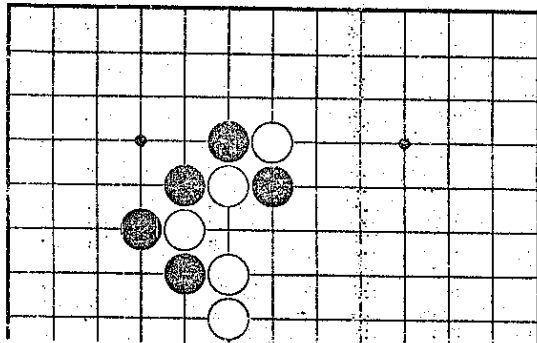


PROBLEM 6. Black to play.

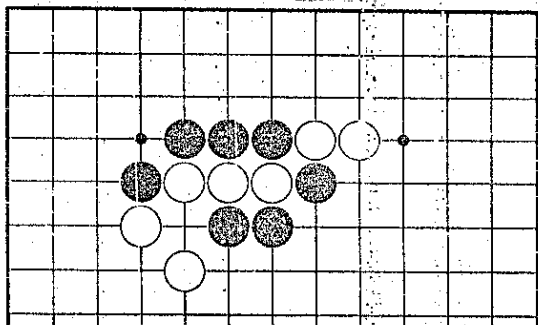
How can Black capture two white stones?



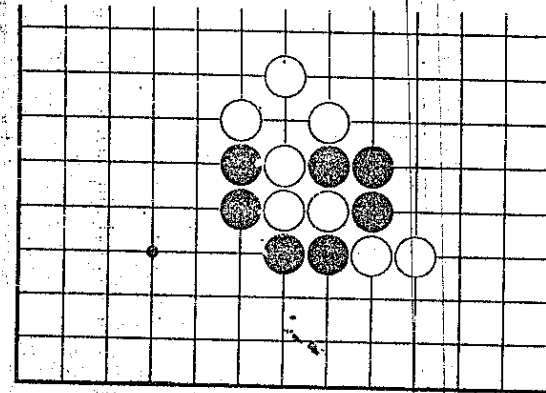
*PROBLEM 7. Black to play.*  
How can Black capture two white stones?



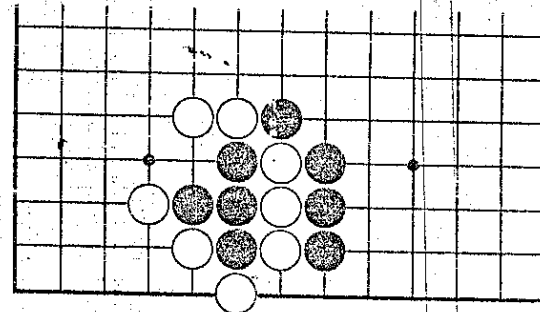
*PROBLEM 8. Black to play.*  
How can Black capture some white stones?



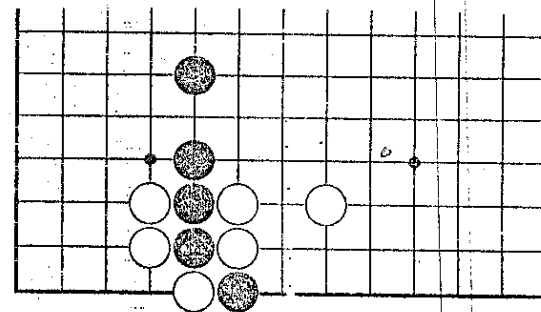
*PROBLEM 9. Black to play.*  
How can Black capture three white stones?



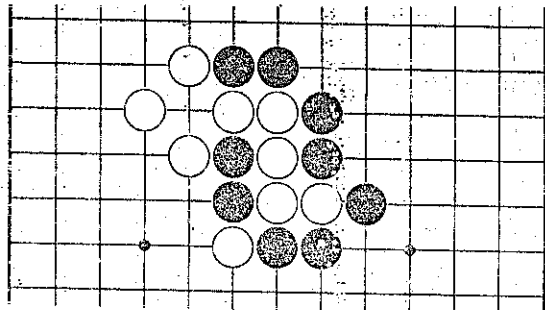
*PROBLEM 10. Black to play.*  
How can Black capture some white stones?



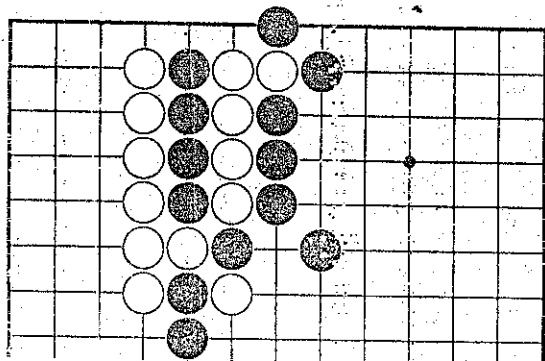
*PROBLEM 11. Black to play.*  
How can Black capture some white stones?



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

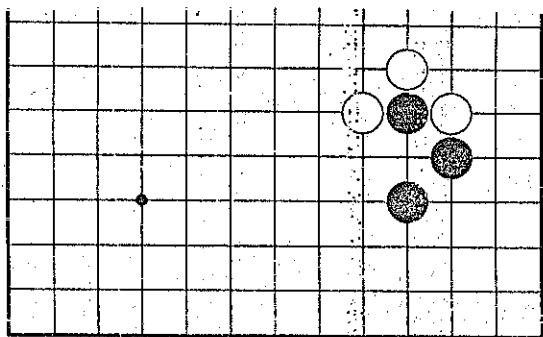


**PROBLEM 13.** *Black to play.*  
How can Black capture some white stones?

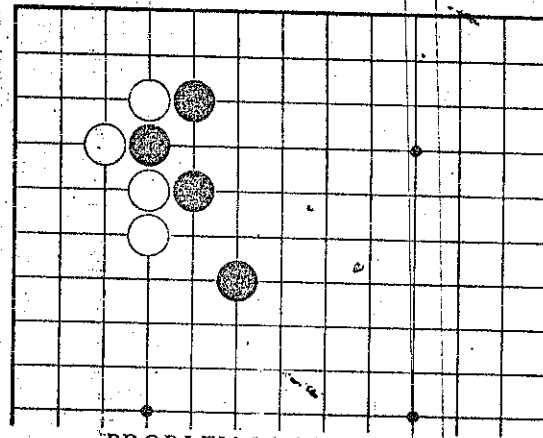


**PROBLEM 14.** *Black to play.*  
How can Black capture some white stones?

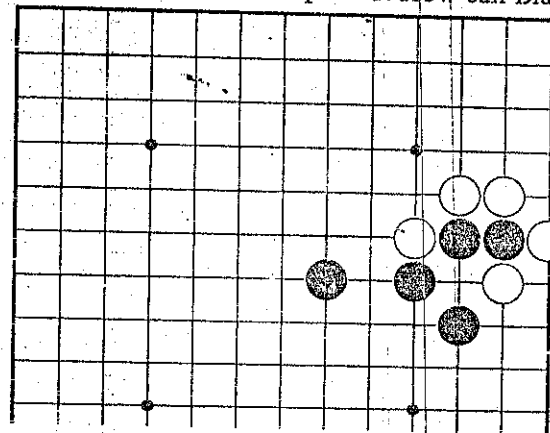
**SECTION 2. HOW TO SAVE ENDANGERED STONES**



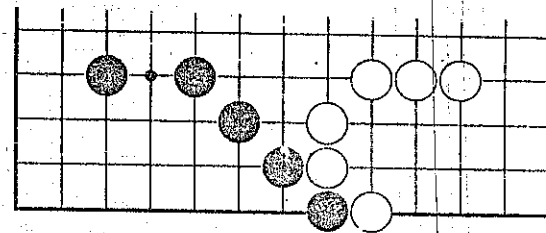
**PROBLEM 15.** *Black to play.*  
How can Black save his endangered stone?



**PROBLEM 16.** *Black to play.*  
One black stone is about to be captured. How can Black save it?

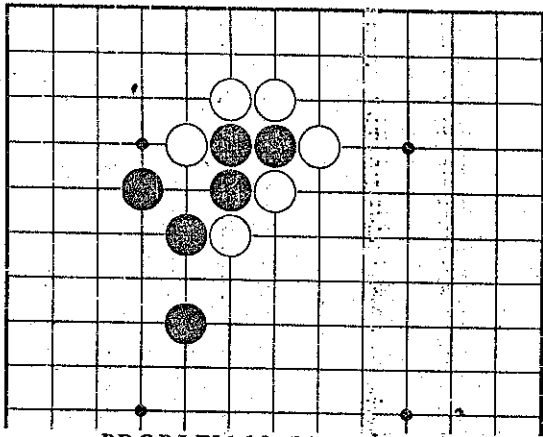


**PROBLEM 17.** *Black to play.*  
Two black stones are in danger. How can Black save them?



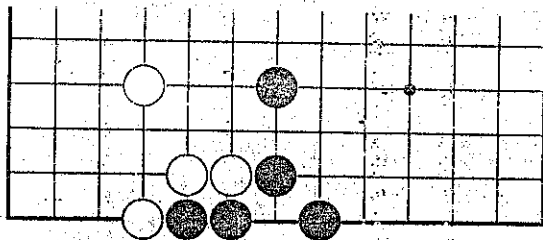
**PROBLEM 18.** *Black to play.*  
One black stone is about to be captured. How can Black save it?





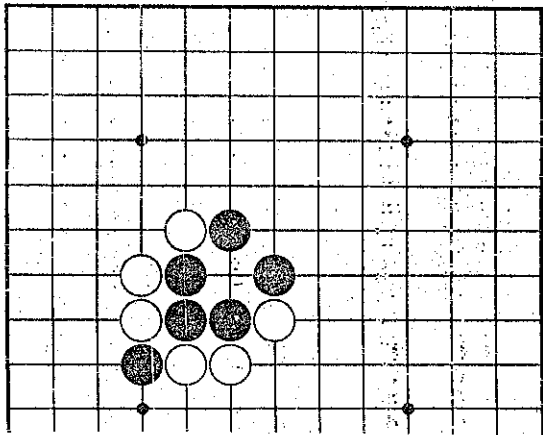
PROBLEM 19. Black to play.

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



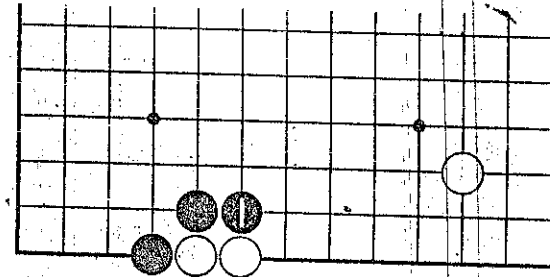
PROBLEM 20. Black to play.

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



PROBLEM 21. Black to play.

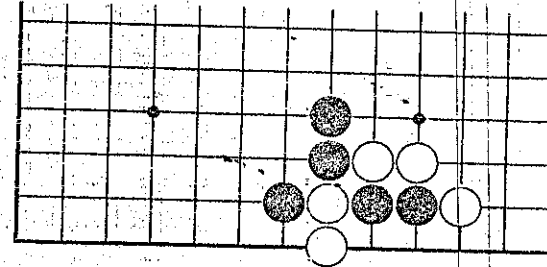
How can Black play to save his three endangered stones?



PROBLEM 22. White to play.

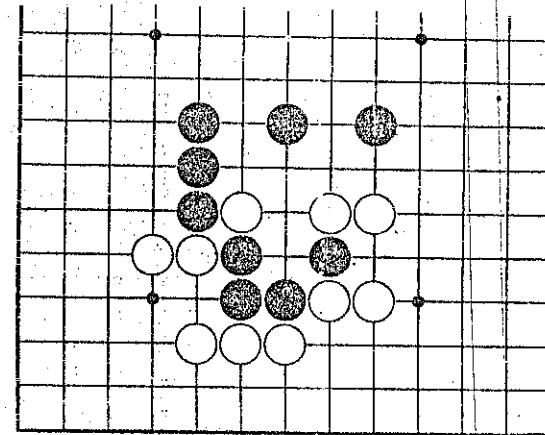
Black has played 1. Is there a way for White to save his two stones?

### SECTION 3. RECOGNIZING ATARI



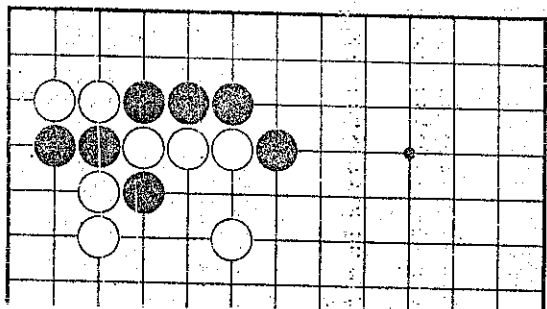
PROBLEM 23. Black to play.

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)

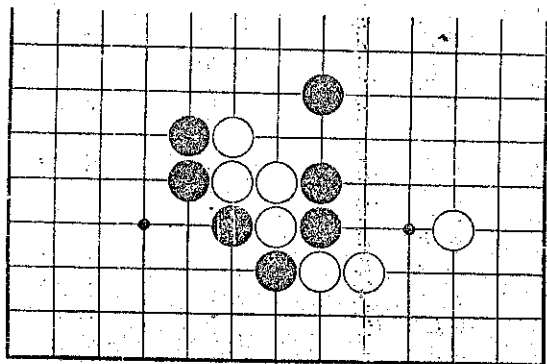


PROBLEM 24. Black to play.

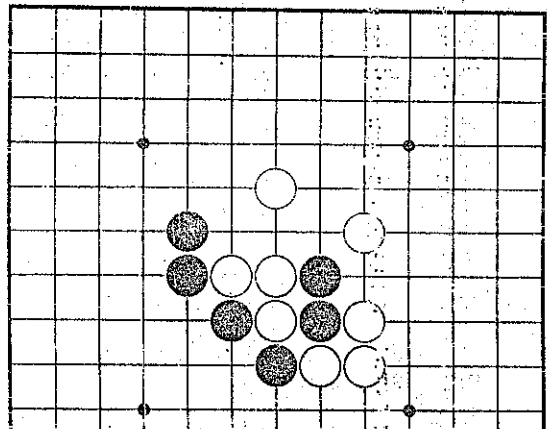
Which way should Black give *atari* to the white stone in the center?



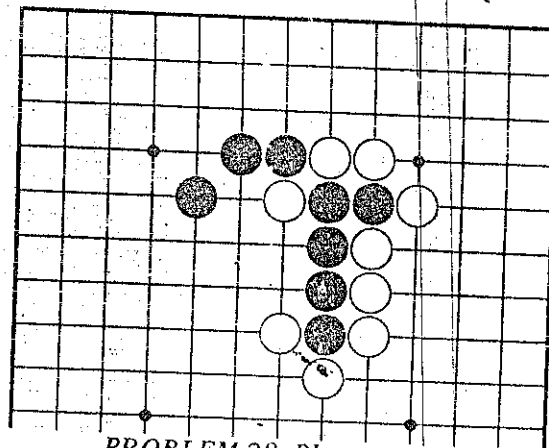
*PROBLEM 25. Black to play.*  
How should Black give atari to the three white stones?



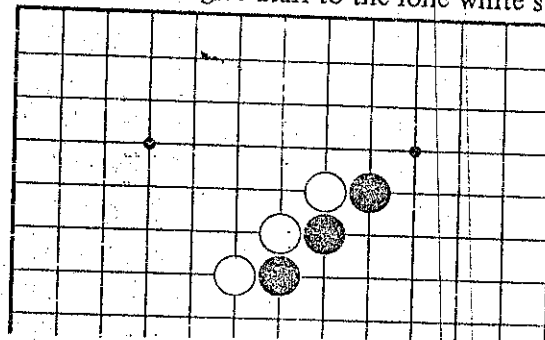
*PROBLEM 26. Black to play.*  
How should Black give atari to the four white stones?



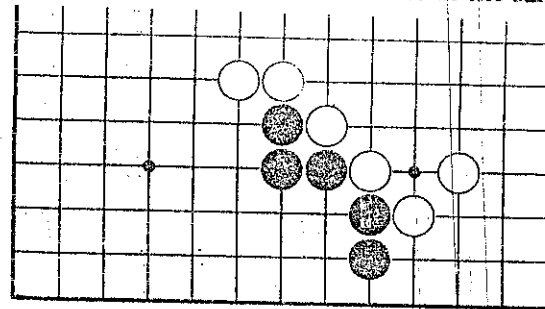
*PROBLEM 27. Black to play.*  
How should Black give atari to the three white stones?



*PROBLEM 28. Black to play.*  
How should Black give atari to the lone white stone?

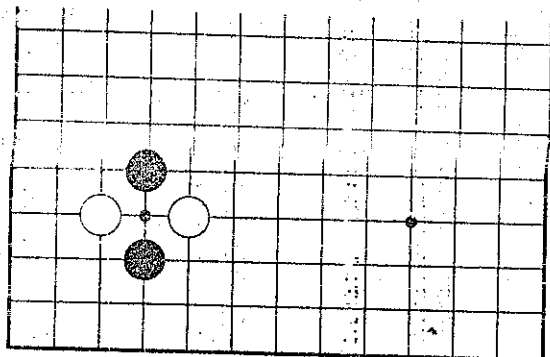


*PROBLEM 29. Black to play.*  
How can Black give double atari?  
(double atari - giving atari to two stones at the same time)

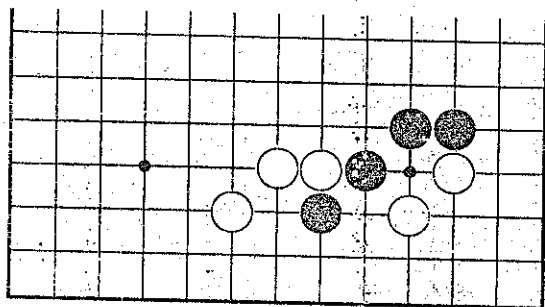


*PROBLEM 30. Black to play.*  
How can Black give double atari?

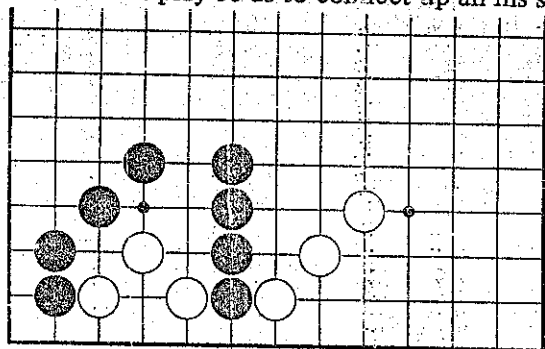
SECTION 4. CONNECTING AND SEPARATING STONES



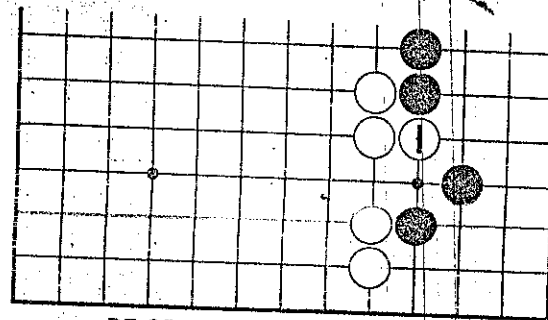
PROBLEM 31. *Black to play.*  
How should Black play?



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

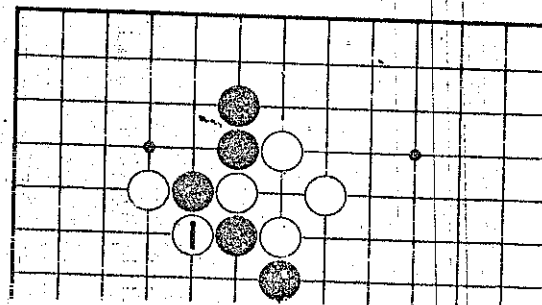


PROBLEM 33. *Black to play.*  
How can Black keep the two groups of white stones separated?

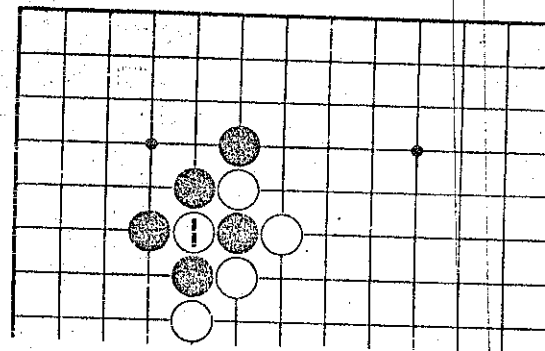


PROBLEM 34. *Black to play.*  
How should Black respond to White 1?

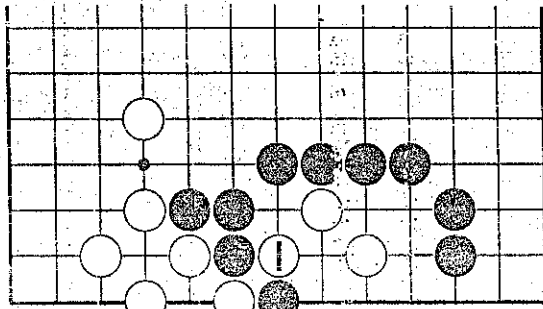
SECTION 5. KO



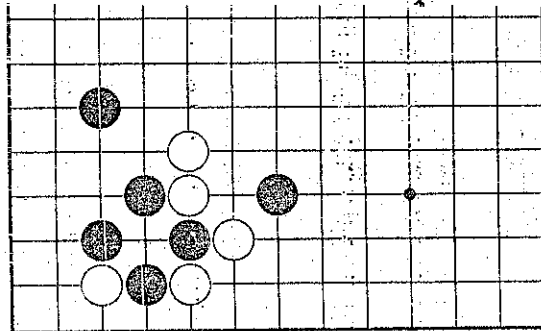
PROBLEM 35. *Black to play.*  
White plays double atari with 1. How should Black reply?



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.)

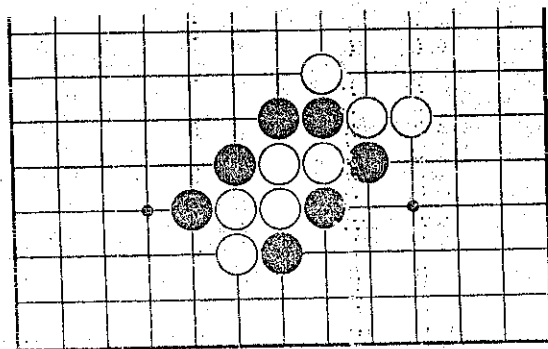


**PROBLEM 37.** *Black to play.*  
How should Black respond to White 1?

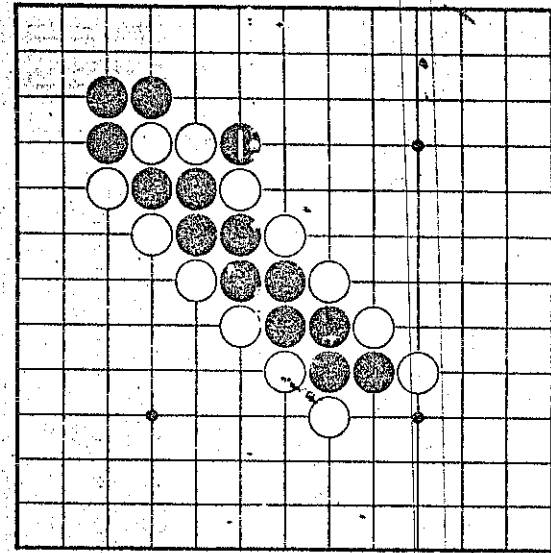


**PROBLEM 38.** *Black to play.*  
What is Black's best move?

**SECTION 6. LADDERS**

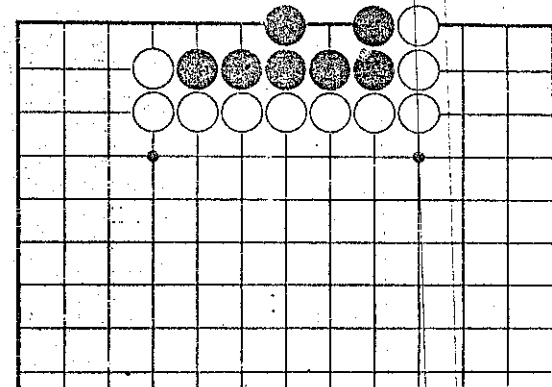


**PROBLEM 39.** *Black to play.*  
How can Black capture the five white stones?



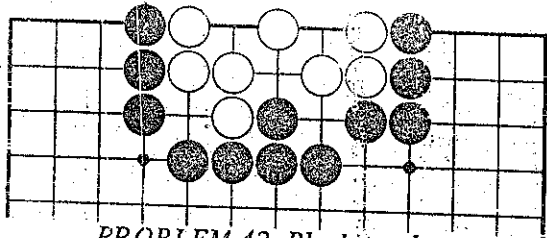
**PROBLEM 40.** *White to play.*  
Black plays double atari with 1. How should White respond?

**SECTION 7. LIVING GROUPS AND DEAD GROUPS**

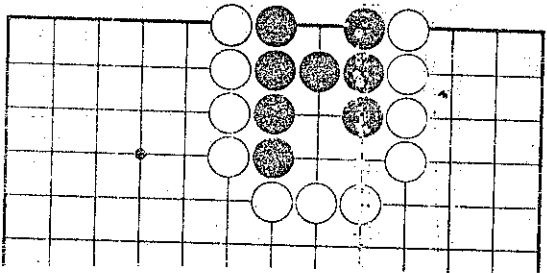


**PROBLEM 41.** *Black to play.*  
How can Black give his seven stones life?

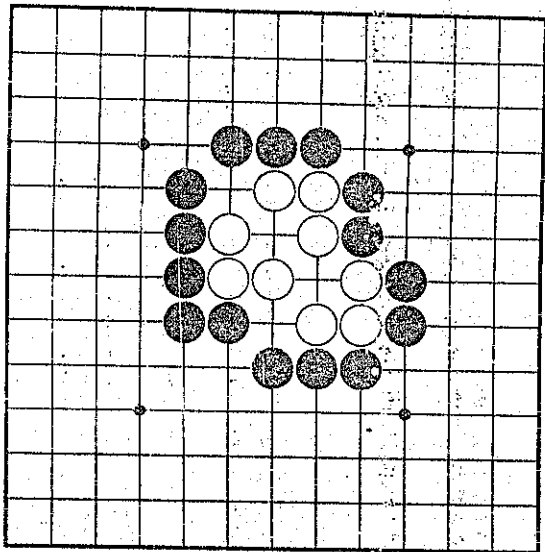
(A group of stones is said to be alive if it can make two 'eyes'. Such stones can never be captured. A group of stones is said to be dead if it cannot make two eyes. Such stones will eventually be taken off the board as prisoners.)



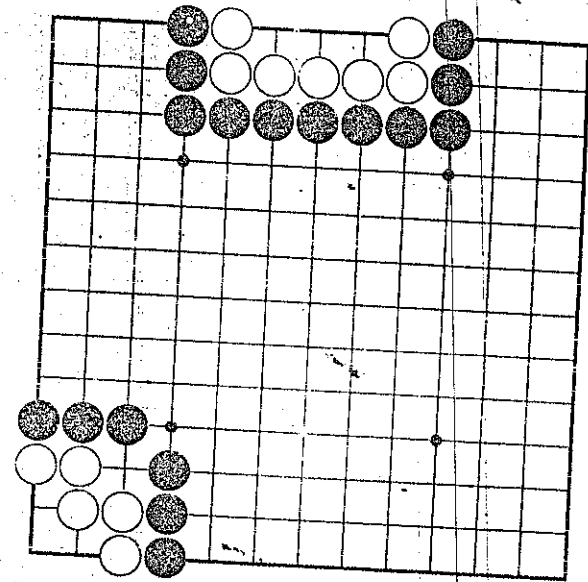
*PROBLEM 42. Black to play.*  
Where does Black play to kill the white stones?



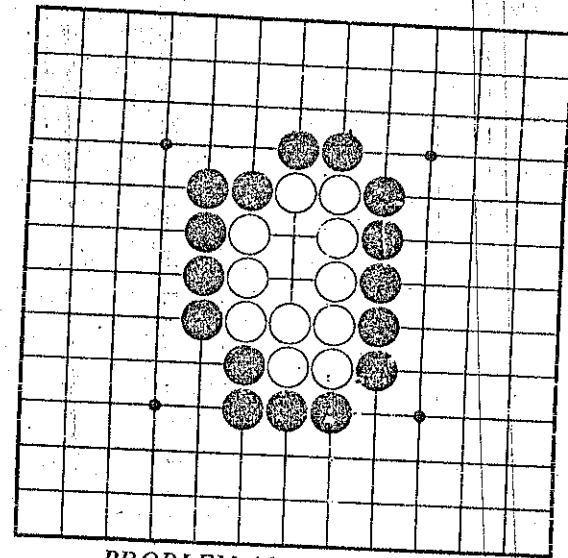
*PROBLEM 43. Black to play.*  
How can Black play so as to give his eight stones a living shape?



*PROBLEM 44. Black to play.*  
How does Black kill all the white stones?

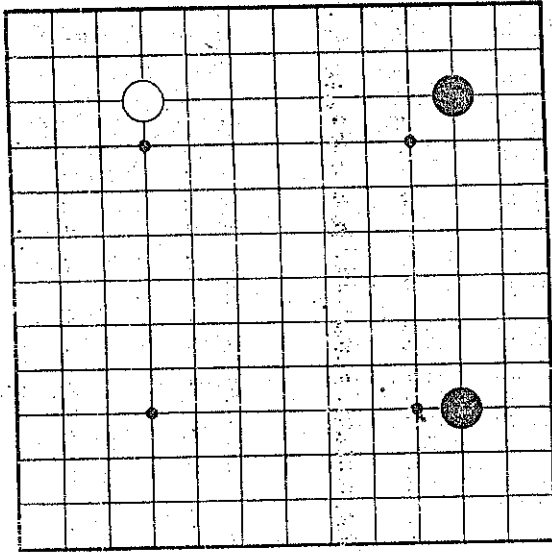


*PROBLEM 45. White to play.*  
How does White play to give his stones at the top and bottom life?

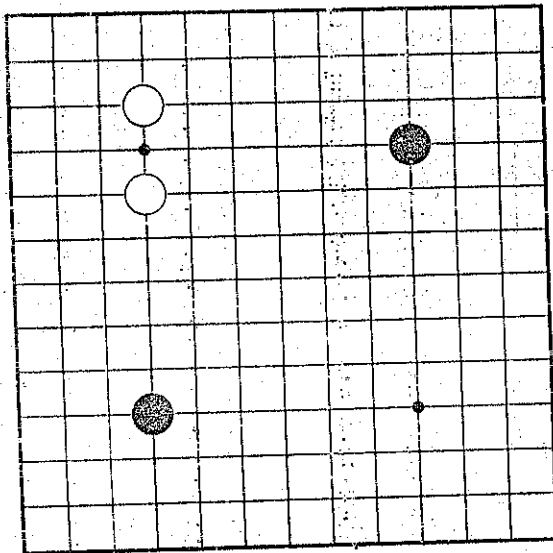


*PROBLEM 46. Alive or dead?*  
What about the white group in the center? Is it alive or dead?

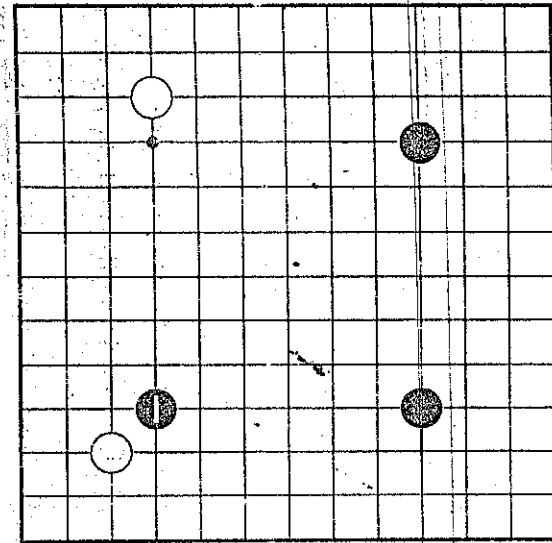
SECTION 8. HOW TO PLAY IN THE OPENING-



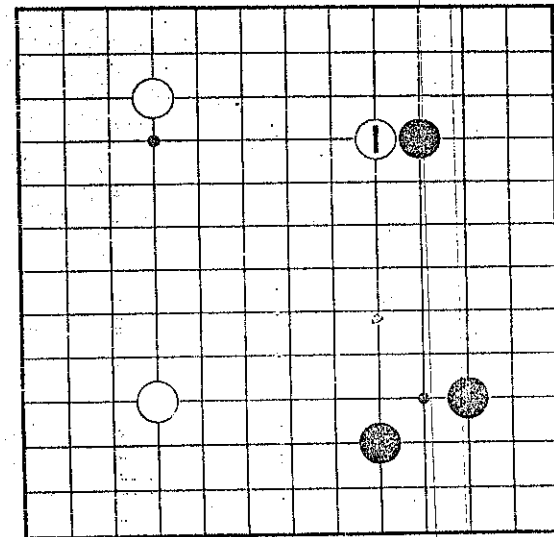
*PROBLEM 47. White to play.*  
Where does White want to play?  
(There is more than one correct answer.)



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

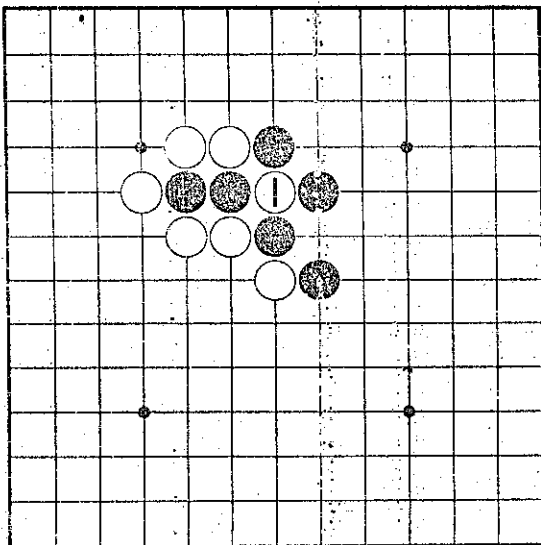


*PROBLEM 49. White to play.*  
How does White answer Black 1?



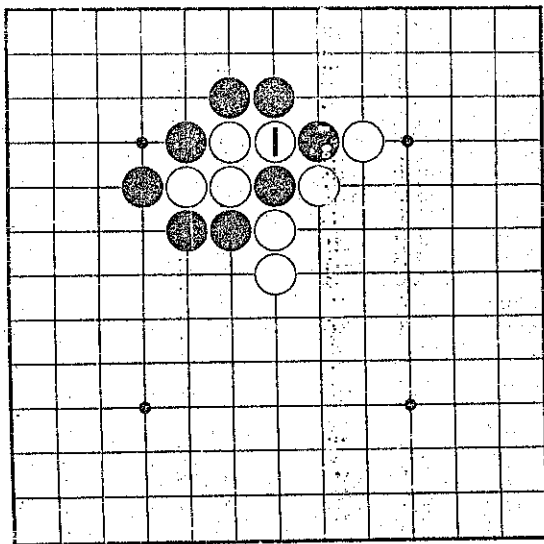
*PROBLEM 50. Black to play.*  
White 1 is a bad move, but how should Black respond?

SECTION 9. ENDGAME AND OTHER MOVES



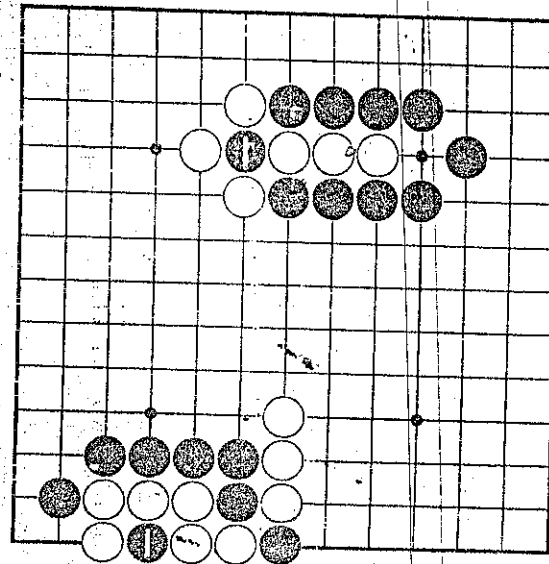
PROBLEM 51. Black to play.

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



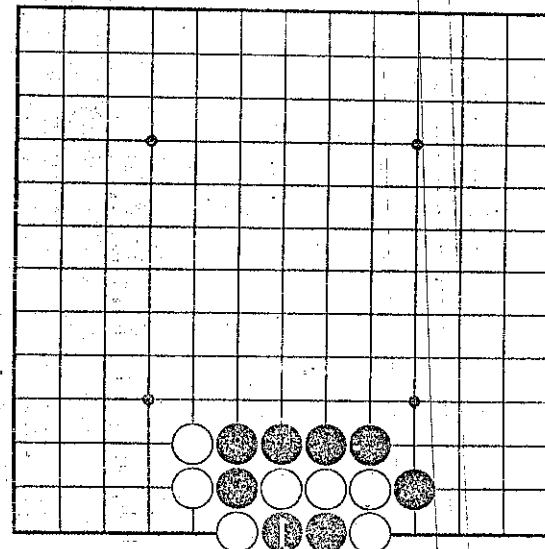
PROBLEM 52. Black to play.

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



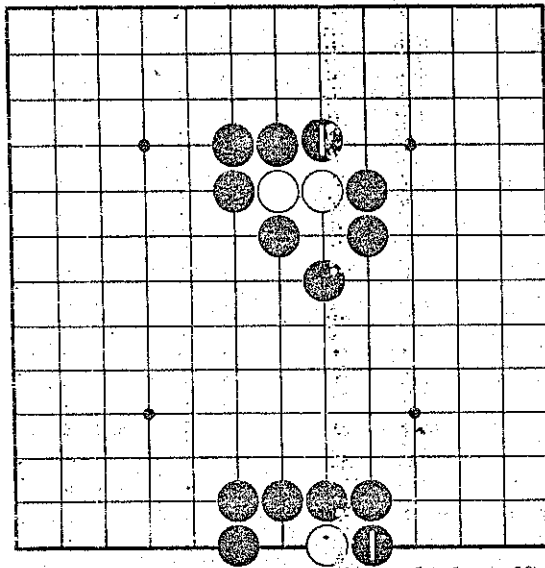
PROBLEM 53. Legal moves?

Can Black play 1 at the top and at the bottom?



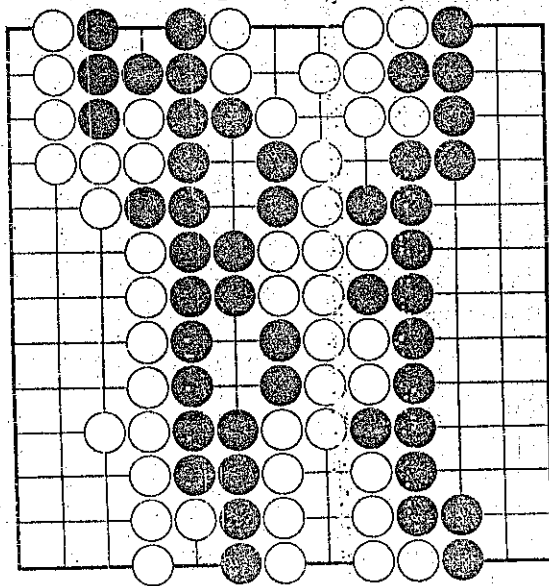
PROBLEM 54. Legal move?

How about here? Can Black play at 1?



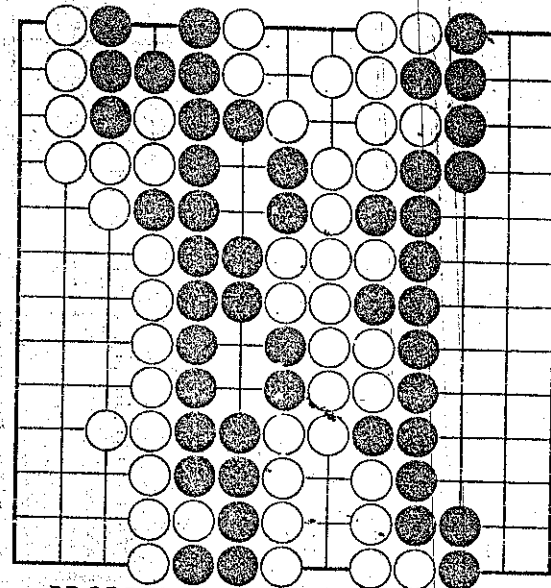
*PROBLEM 55. Remove from the board?*

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



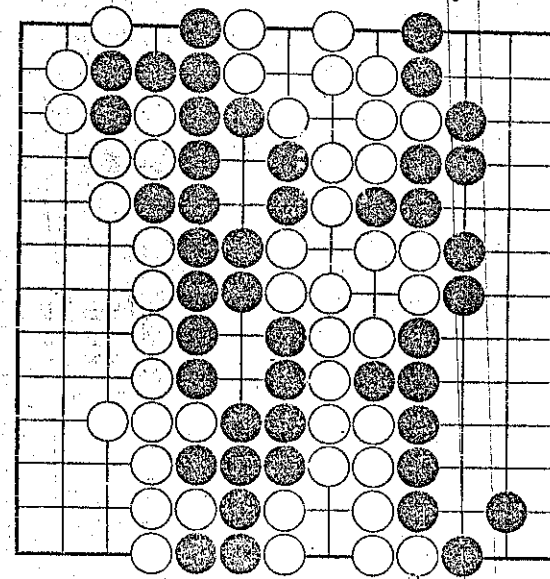
*PROBLEM 56. Dame points.*

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!*

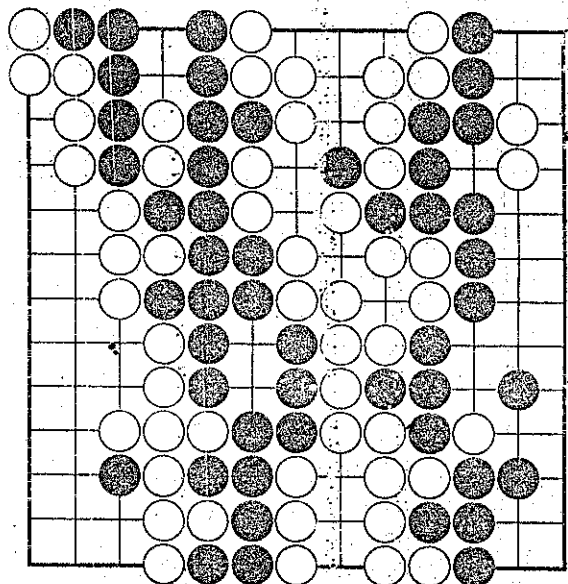
No stones have been captured. Who wins and by how many points?



*PROBLEM 58. The last defensive moves.*

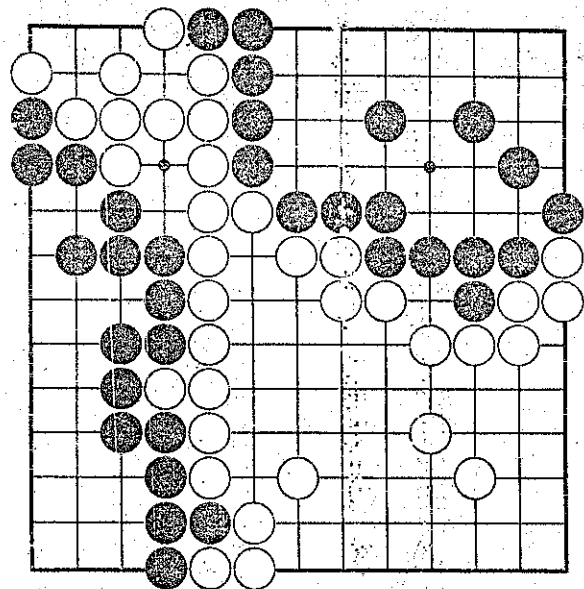
Both Black and White have to make defensive moves inside their own territories before the last *dame* points can be played. Where are these moves?





*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?

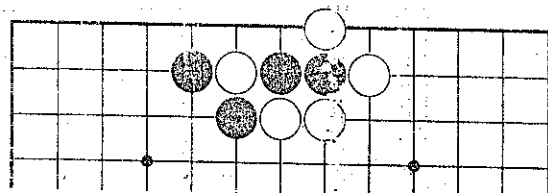


*PROBLEM 60. Black to play.  
Where is the last point of profit?*

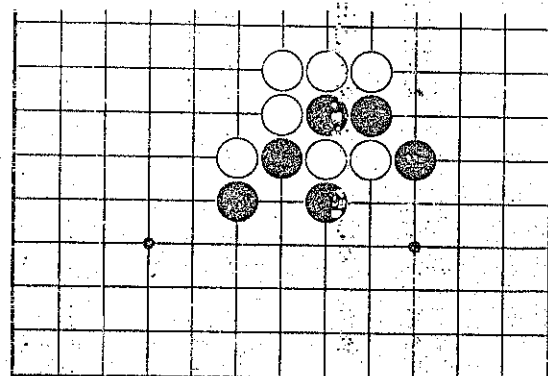
## II INTRODUCTORY PROBLEMS LEVEL TWO

Section 1	How to Capture Stones	26
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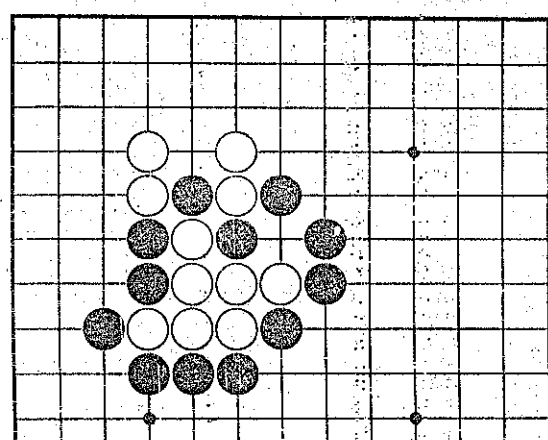
SECTION 1. HOW TO CAPTURE STONES



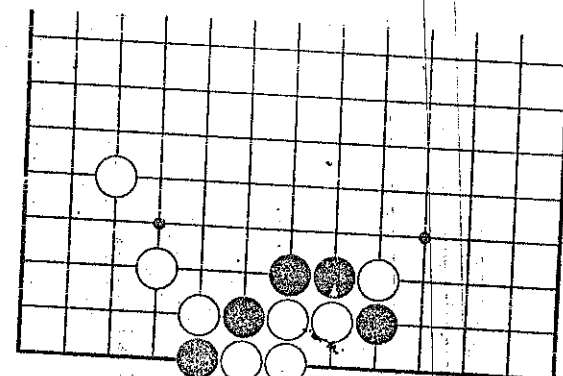
*PROBLEM 61. Black to play.*  
Where should Black play to capture White?



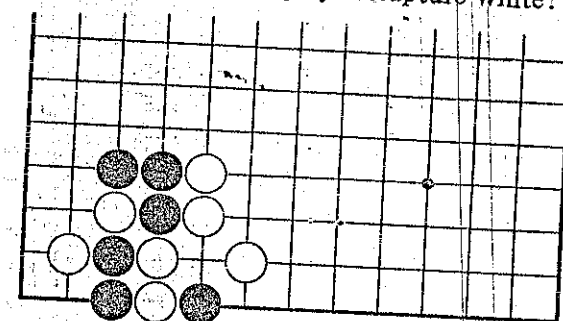
*PROBLEM 62. Black to play.*  
Where should Black play to capture two white stones?



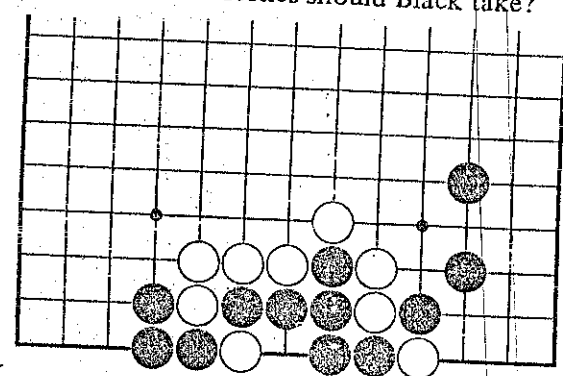
*PROBLEM 63. White to play.*  
Which black stone should White take?



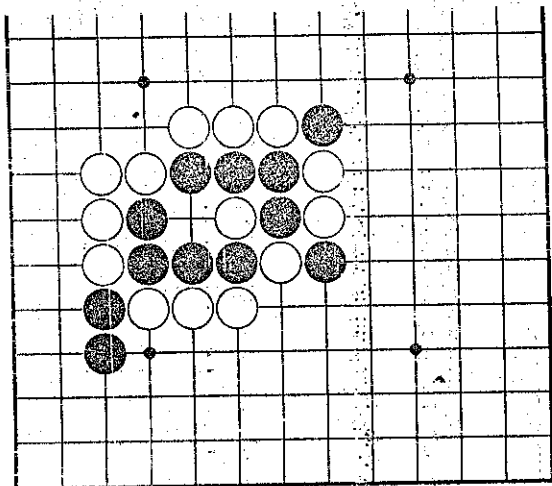
*PROBLEM 64. Black to play.*  
How should Black play to capture White?



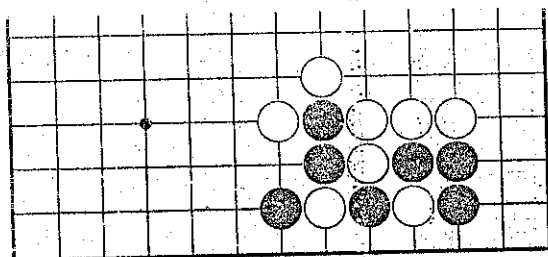
*PROBLEM 65. Black to play.*  
Which white stones should Black take?



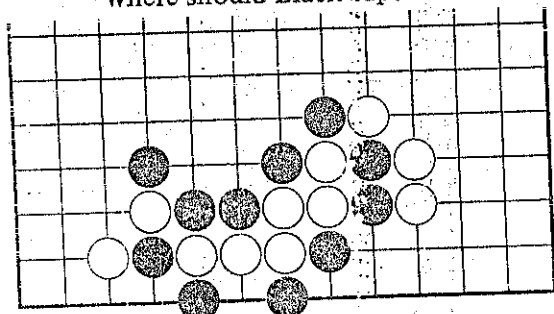
*PROBLEM 66. Black to play.*  
Which white stone should Black take?



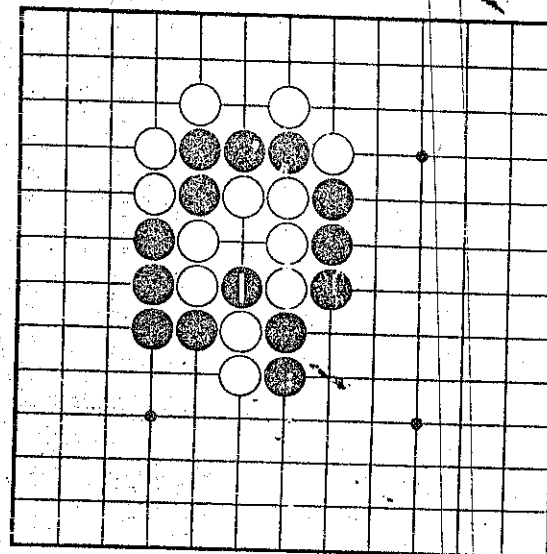
PROBLEM 67. Black to play.  
Where should Black capture?



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

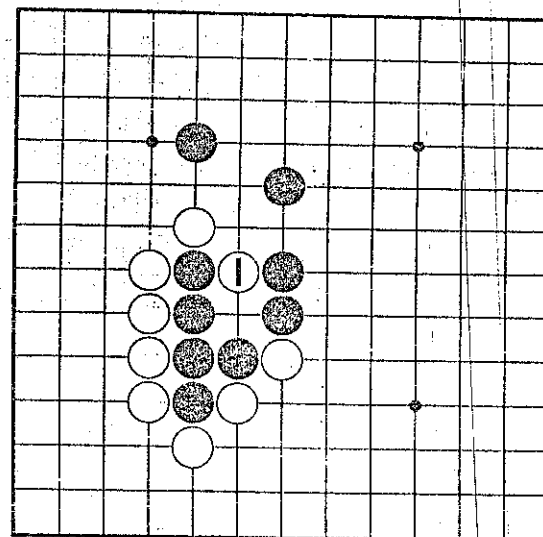


PROBLEM 69. Black to play.  
Where should Black capture?

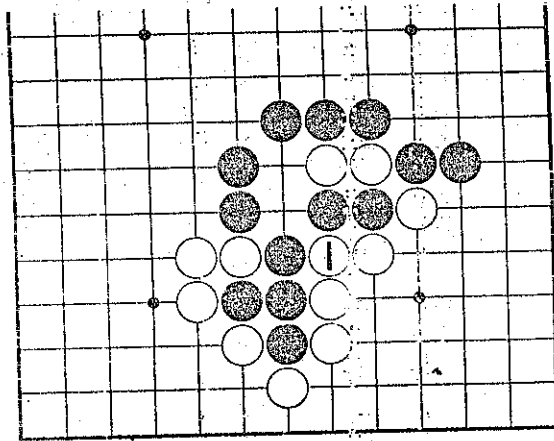


PROBLEM 70. White to play.  
After Black plays 1, where should White capture?

SECTION 2. HOW TO SAVE ENDANGERED STONES

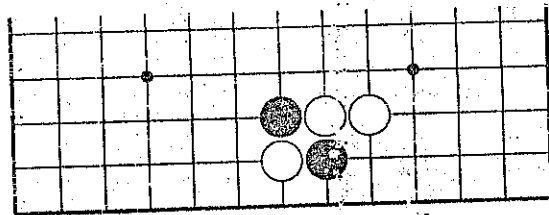


PROBLEM 71. Black to play.  
How should Black answer White 1?

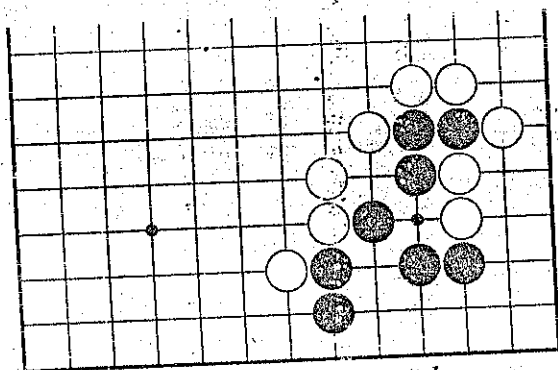


*PROBLEM 72. Black to play.*  
How should Black answer White 1?

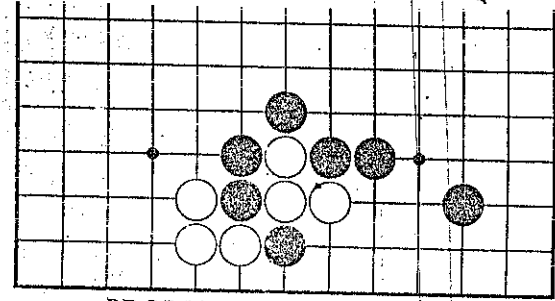
**SECTION 3. HOW TO GIVE ATARI**



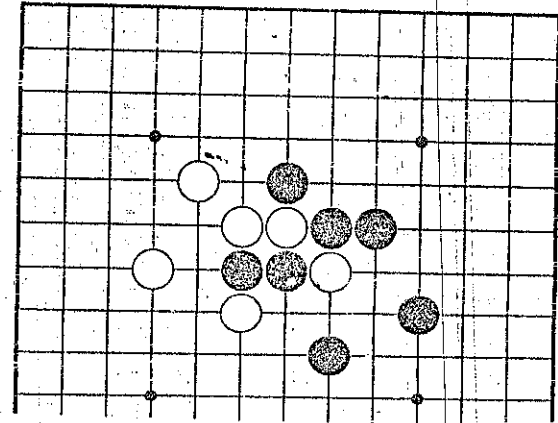
*PROBLEM 73. Black to play.*  
How should Black give atari to the lone white stone?



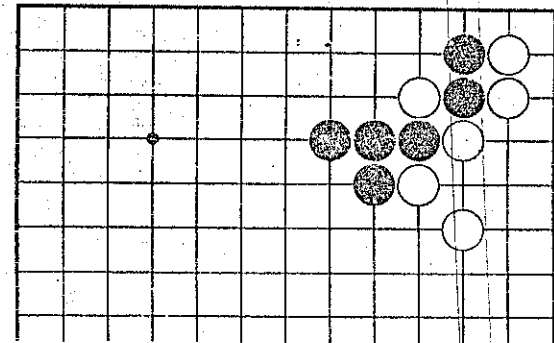
*PROBLEM 74. White to play.*  
What is the best way for White to give atari?



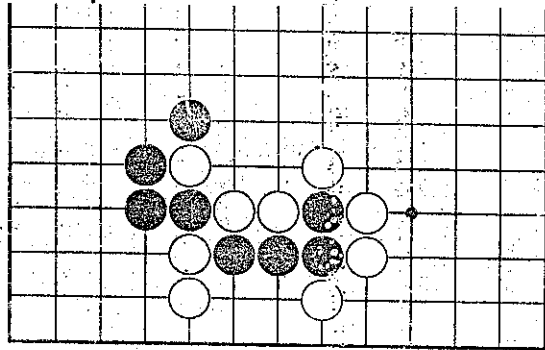
*PROBLEM 75. Black to play.*  
How should Black give atari to capture three white stones?



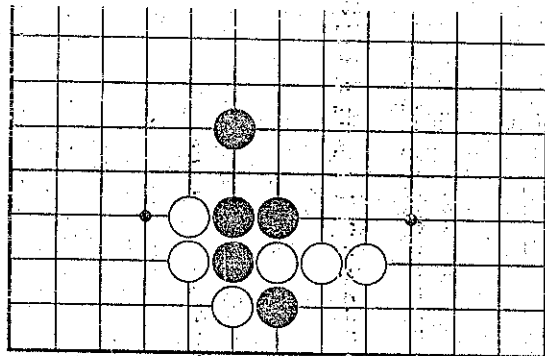
*PROBLEM 76. White to play.*  
How should White give atari to the two black stones?



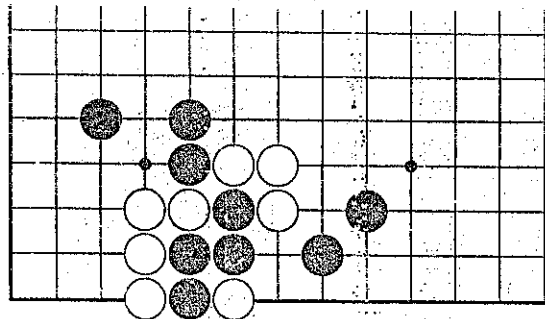
*PROBLEM 77. Black to play.*  
How should Black give atari to the lone white stone at the top?



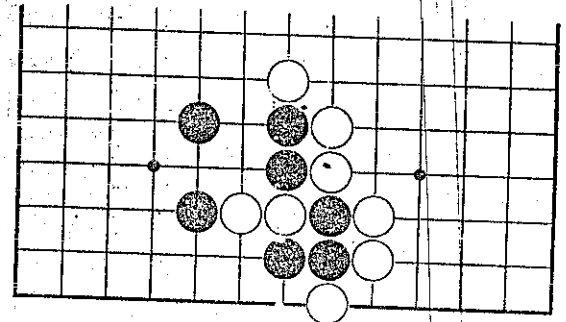
*PROBLEM 78. Black to play.*  
How should Black give atari to the two white stones?



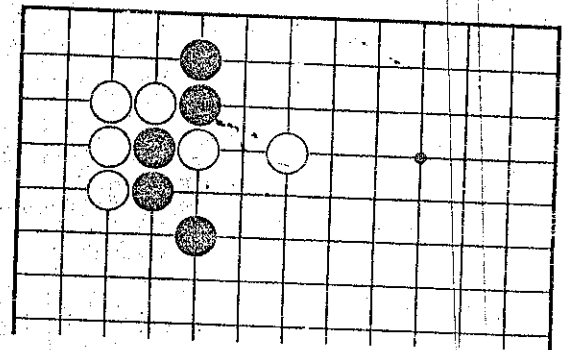
*PROBLEM 79. Black to play.*  
How should Black give atari?



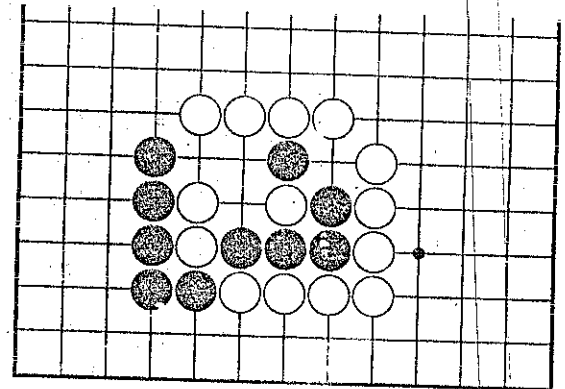
*PROBLEM 80. Black to play.*  
How should Black play here?



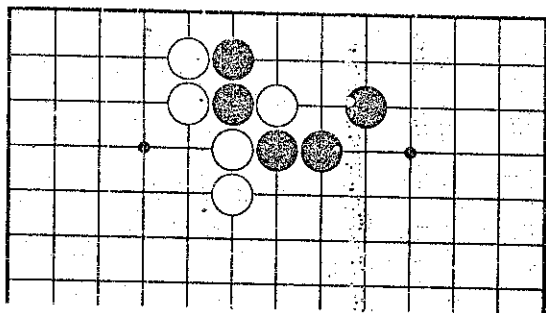
*PROBLEM 81. Black to play.*  
How should Black give atari to the two white stones?



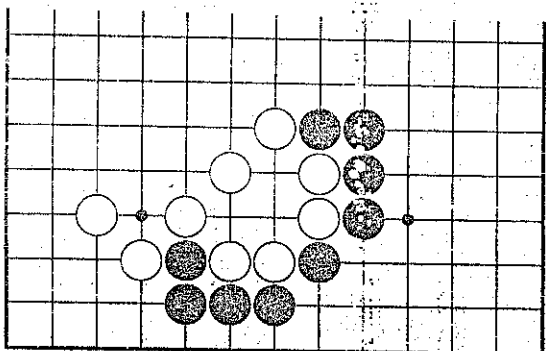
*PROBLEM 82. Black to play.*  
How should Black give atari?



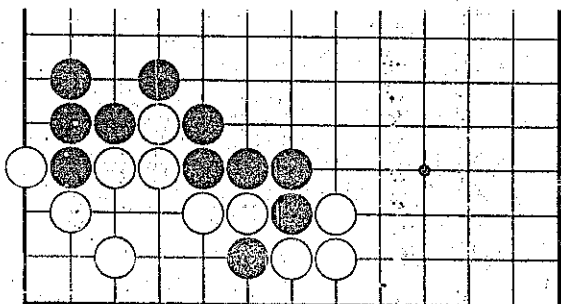
*PROBLEM 83. Black to play.*  
How should Black play here?



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

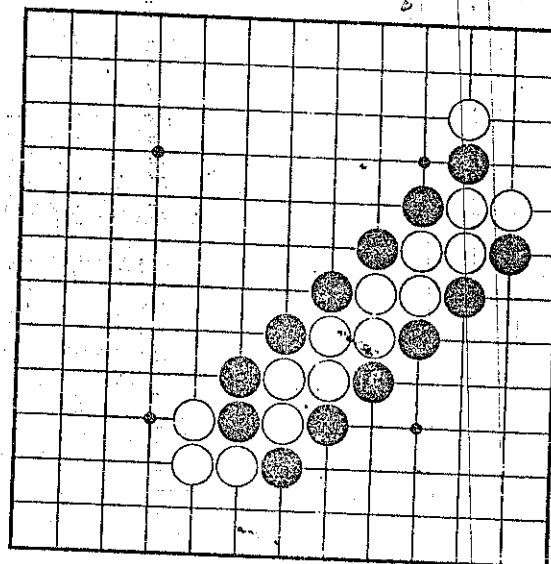


*PROBLEM 85. Black to play.*  
How should Black play to give double atari?

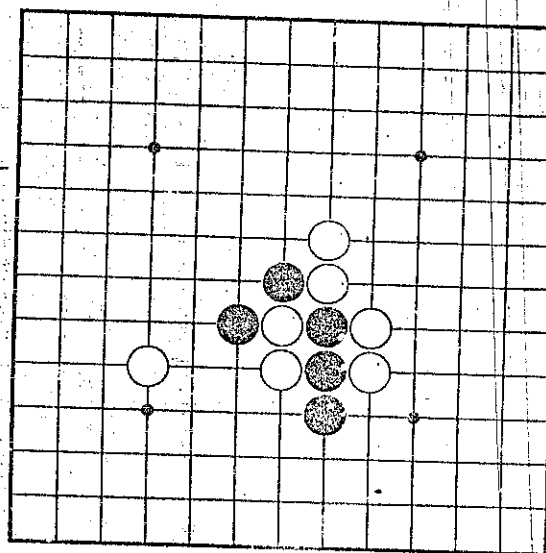


*PROBLEM 86. Black to play.*  
How should Black play to give double atari?

SECTION 4. LADDERS

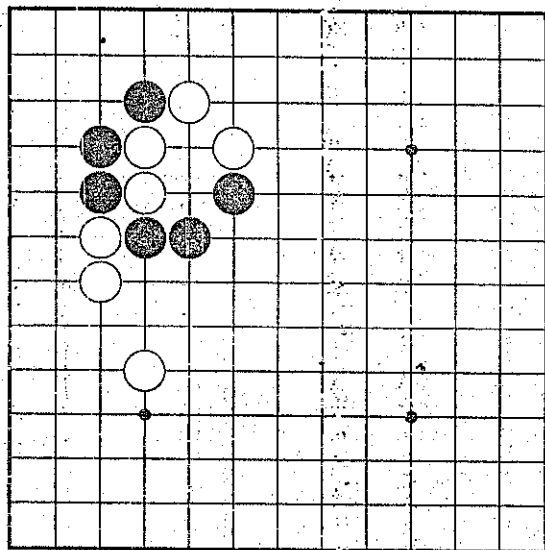


*PROBLEM 87. Black to play.*  
How should Black give atari to the eleven white stones?



*PROBLEM 88. Black to play.*  
How should Black play so as to set up a ladder?

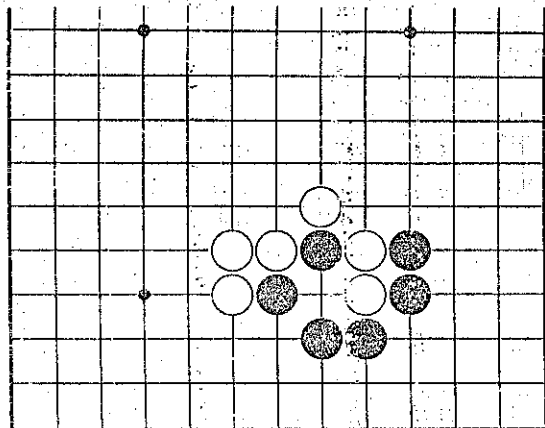
SECTION 5. SNAPBACK AND RELATED MOVES



PROBLEM 89. Black to play.

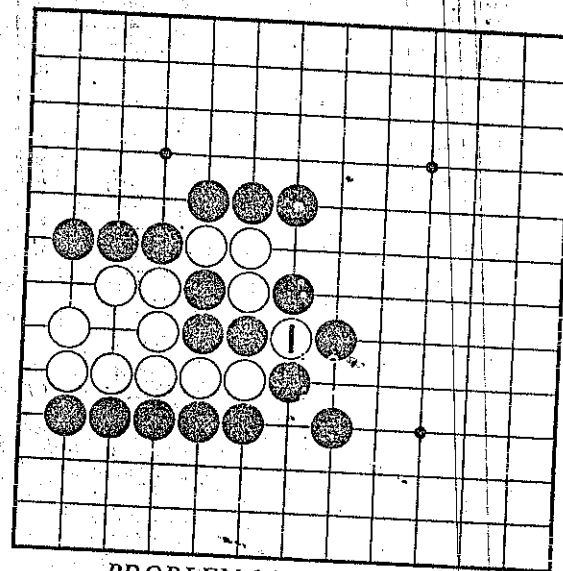
How should Black play so as to capture two stones by threatening a snapback?

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



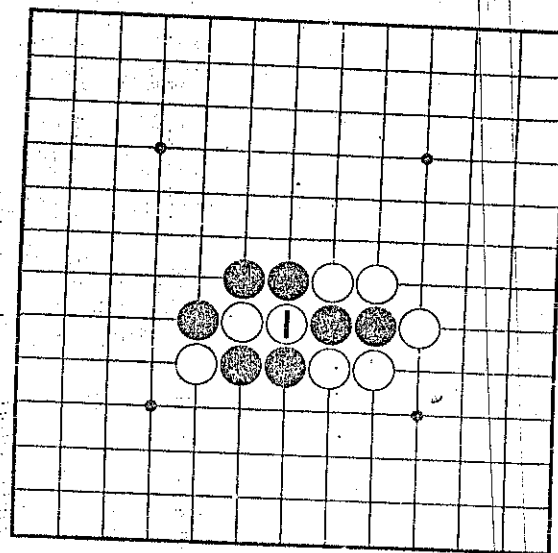
PROBLEM 90. Black to play.

How should Black play so as to capture two stones?



PROBLEM 91. Black to play.

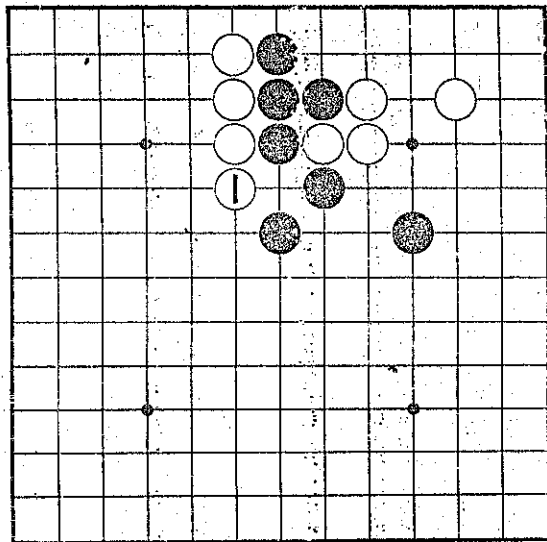
White captures three black stones with 1. How should Black reply?



PROBLEM 92. Black to play.

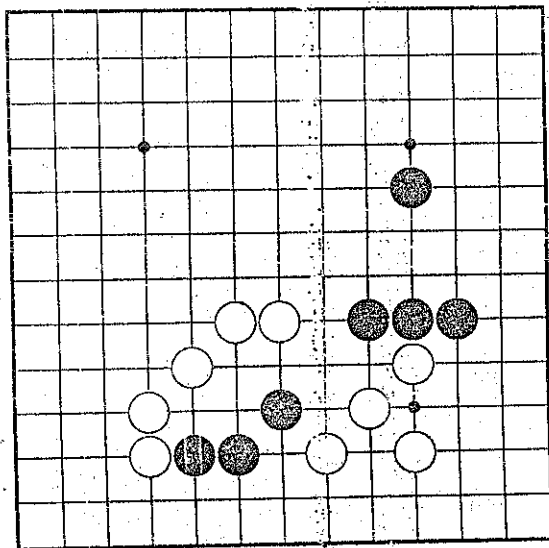
White captures two black stones with 1. How should Black reply?

SECTION 6. CONNECTING AND SEPARATING STONES

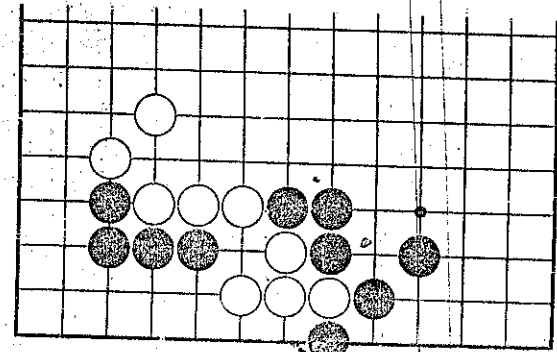


PROBLEM 93. Black to play.

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

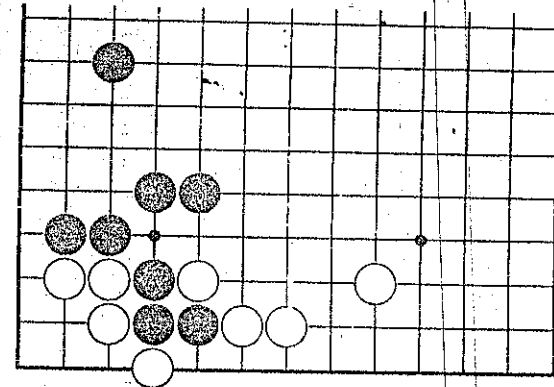


PROBLEM 94. Black to play.  
How can Black link up all his stones?



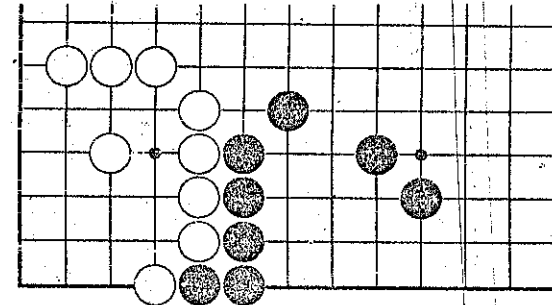
PROBLEM 95. Black to play.

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



PROBLEM 96. Black to play.

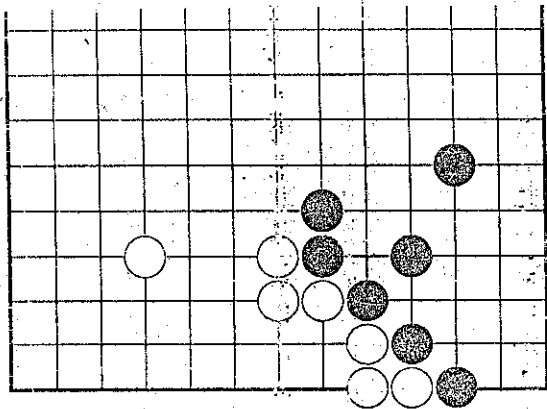
How can Black separate White into two groups?



PROBLEM 97. Black to play.

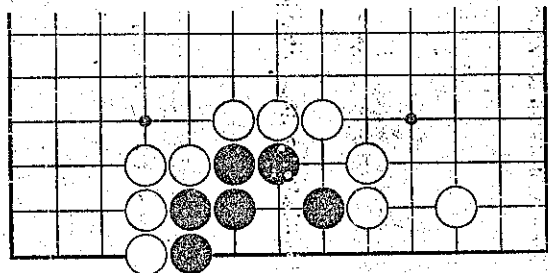
White's position is defective. How should Black take advantage of it?



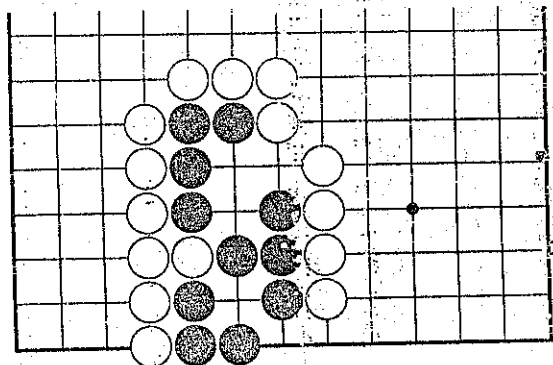


*PROBLEM 98. Black to play.*  
How should Black play in this position?

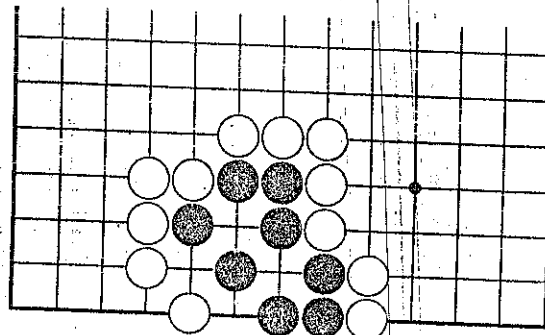
SECTION 7. LIVING GROUPS AND DEAD GROUPS



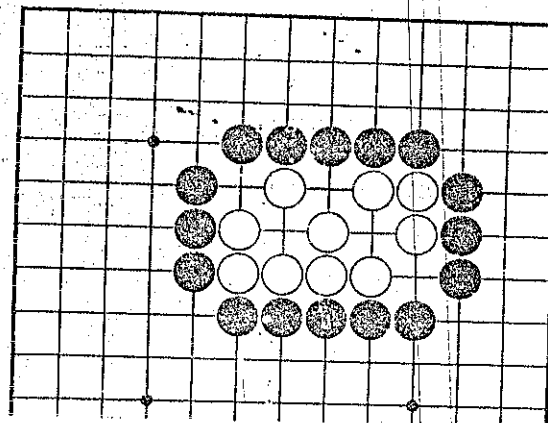
*PROBLEM 99. Black to play.*  
How does Black play to make a living group?



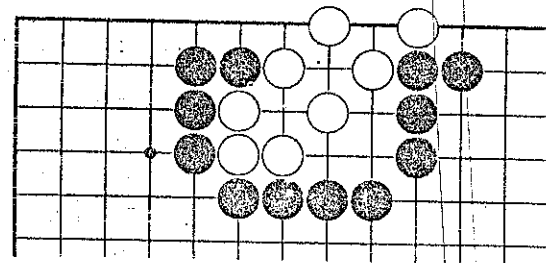
*PROBLEM 100. Black to play.*  
How does Black play to make a living group?



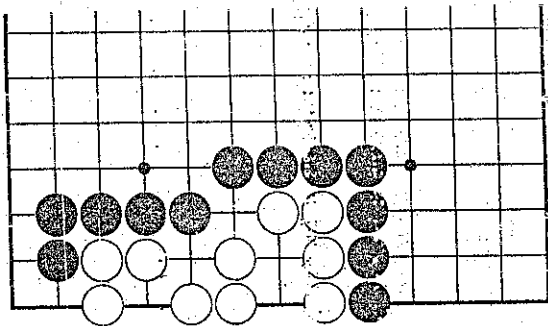
*PROBLEM 101. Black to play.*  
Black to play and live.



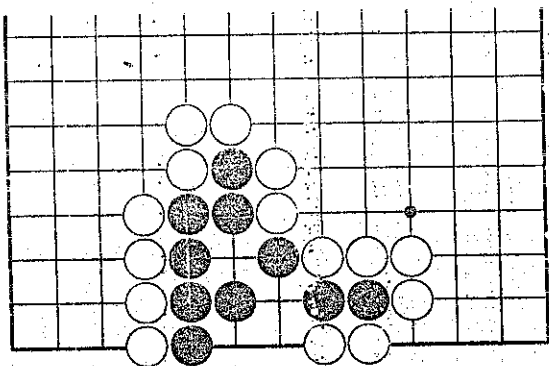
*PROBLEM 102. Black to play.*  
Black to play and kill White.



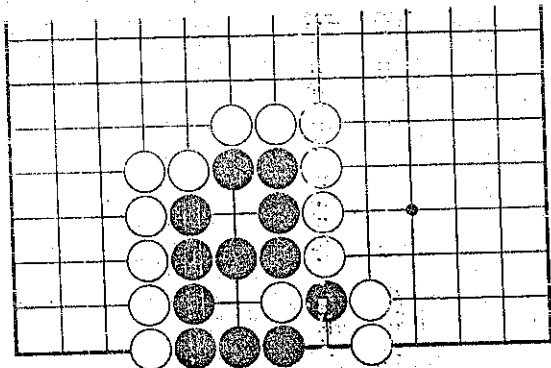
*PROBLEM 103. Black to play.*  
How does Black play to kill the white stones?



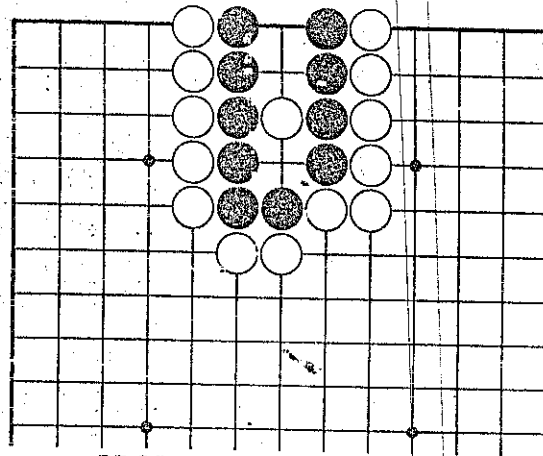
*PROBLEM 104. Black to play.*  
Black to play and kill all the white stones.



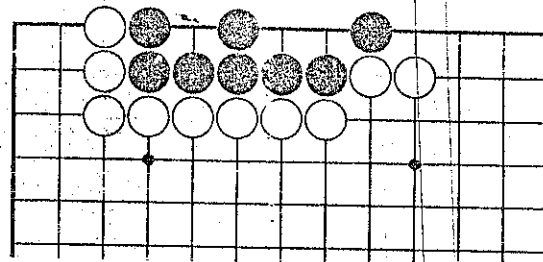
*PROBLEM 105. Black to play.*  
Black to play and live.



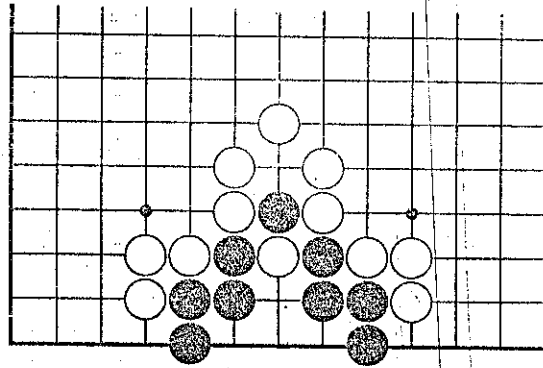
*PROBLEM 106. Black to play.*  
Black to play and live.



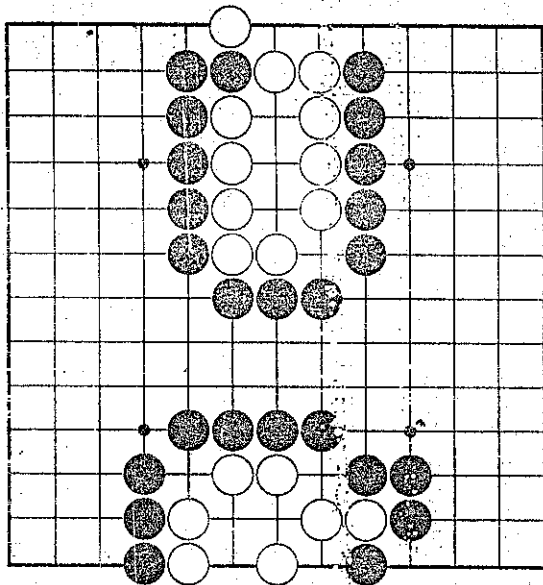
*PROBLEM 107. Black to play.*  
How does Black live?



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

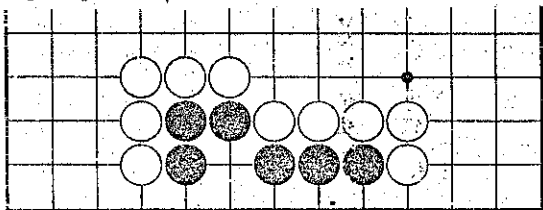


*PROBLEM 109. Black to play.*  
What move does Black make to live?



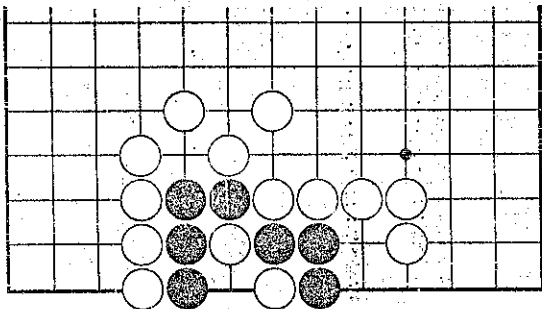
PROBLEM 110. Black to play.

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.

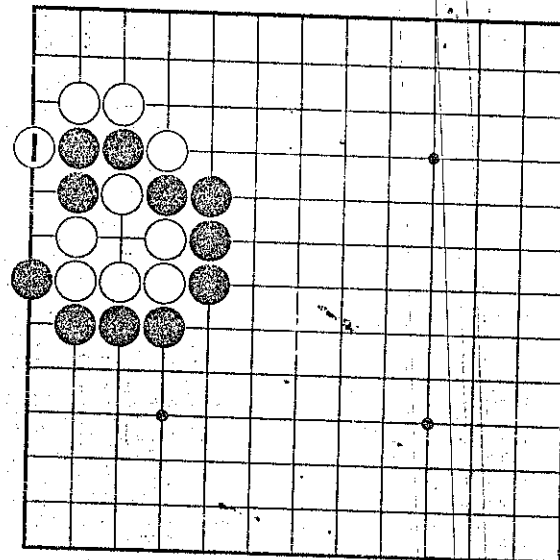
How does Black make a living group at the bottom?



PROBLEM 112. Alive or dead?

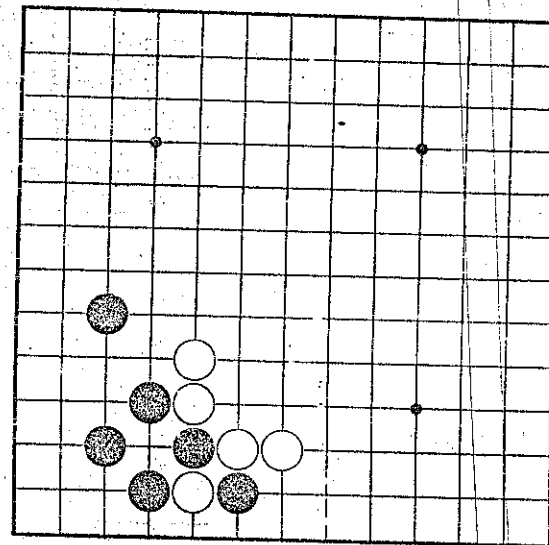
Is Black alive or dead? Is another move necessary?

SECTION 8. KO



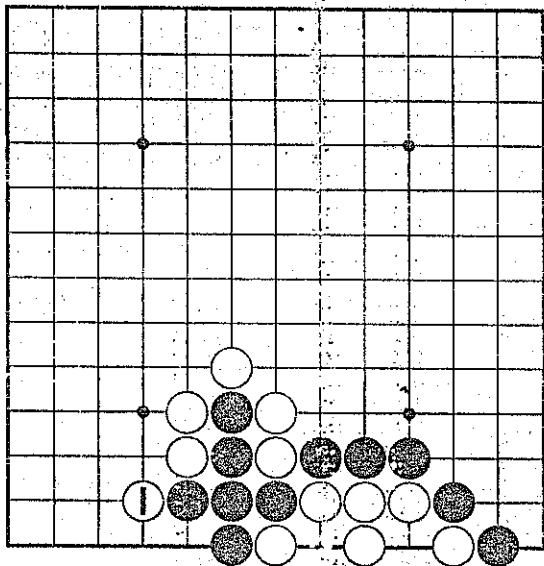
PROBLEM 113. Black to play.

White has played at 1. How does Black answer?

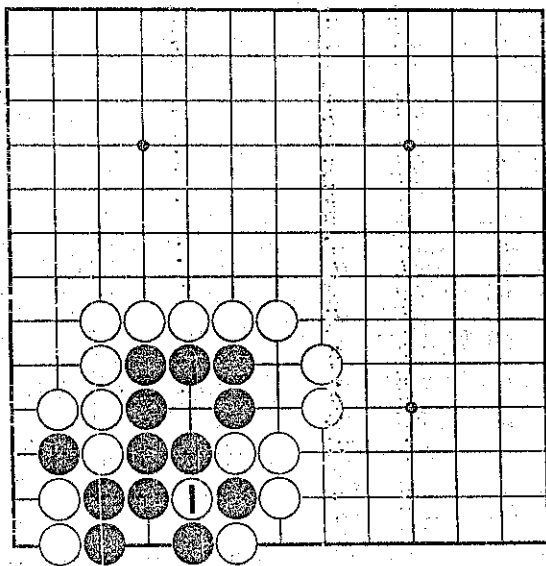


PROBLEM 114. Black to play.

How does Black play in this position?

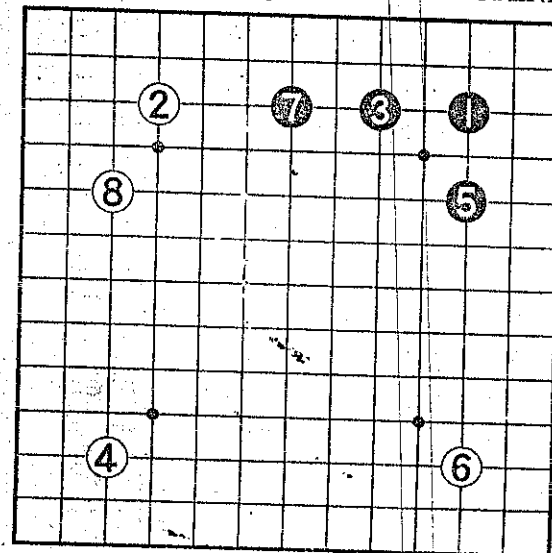


**PROBLEM 115.** *Black to play.*  
White has played at 1. How does Black answer?

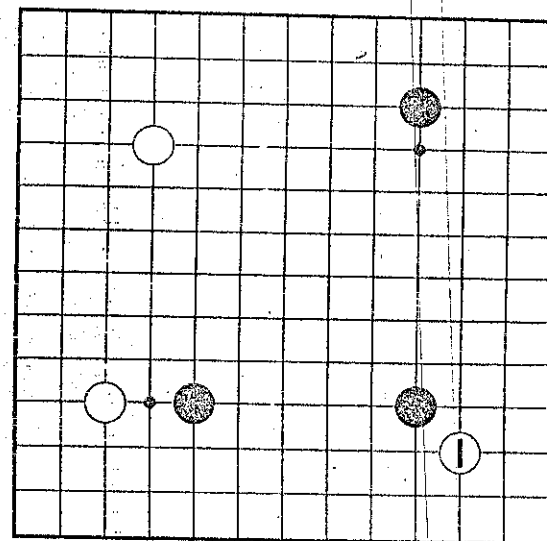


**PROBLEM 116.** *Black to play.*  
White has taken a stone in ko. How does Black respond?

SECTION 9. HOW TO PLAY IN THE OPENING

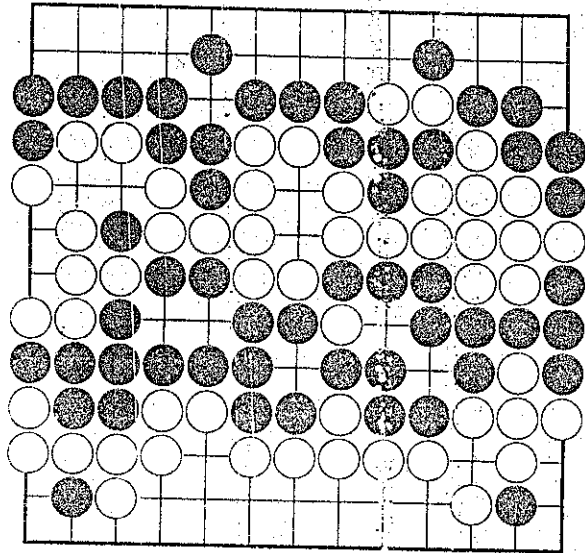


**PROBLEM 117.** *Who has the advantage?*  
After the sequence to White 8, who has the better game?



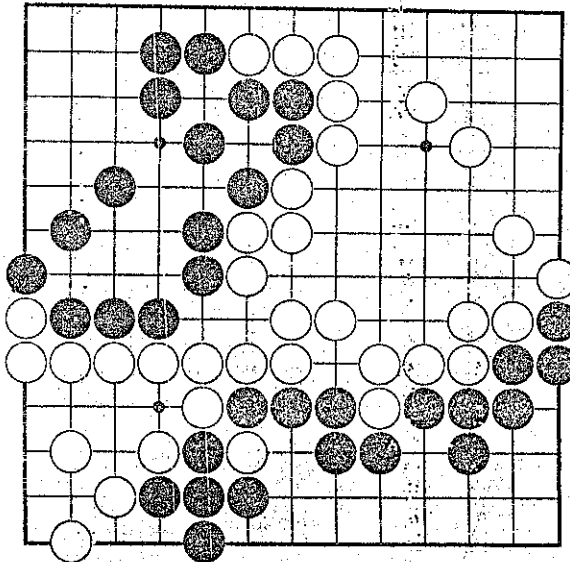
**PROBLEM 118.** *Black to play.*  
How does Black respond to White 1? (There are two correct answers.)

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.



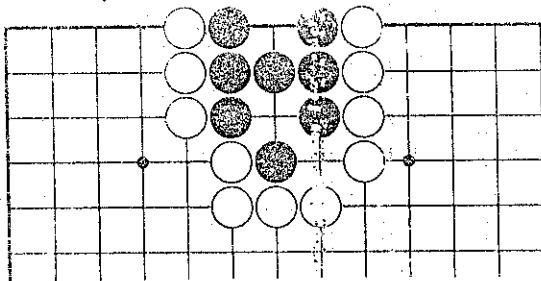
PROBLEM 120. *Black to play.*

There are two profitable points left. Where are they?

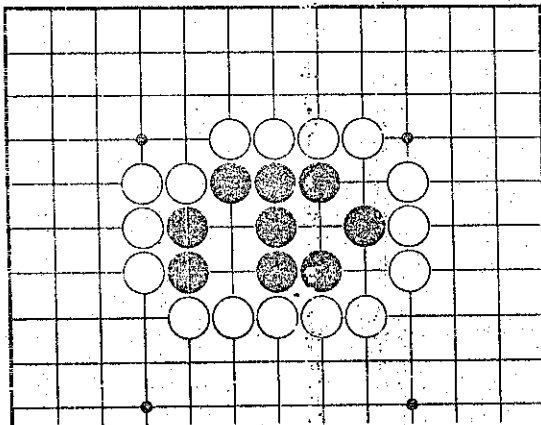
III. INTRODUCTORY PROBLEMS  
LEVEL THREE  
LIFE AND DEATH PROBLEMS

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

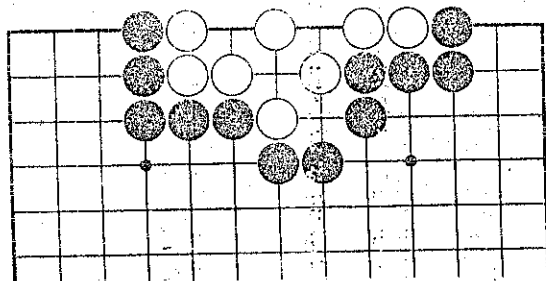
SECTION 1. MAKING LIFE



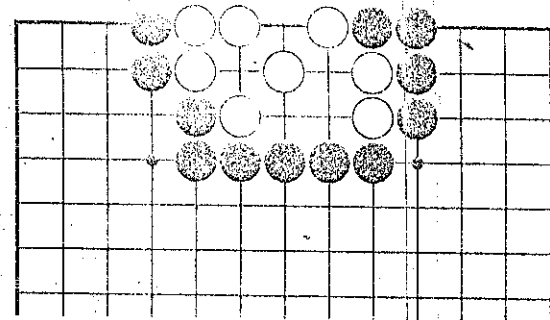
PROBLEM 121. Black to play and live. (1 move)  
What move does Black make to give his stones life?



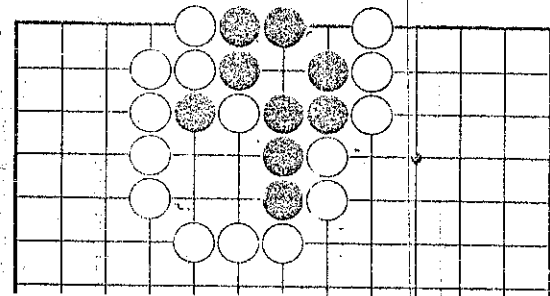
PROBLEM 122. Black to play and live. (1 move)  
What move does Black make to give his stones life?



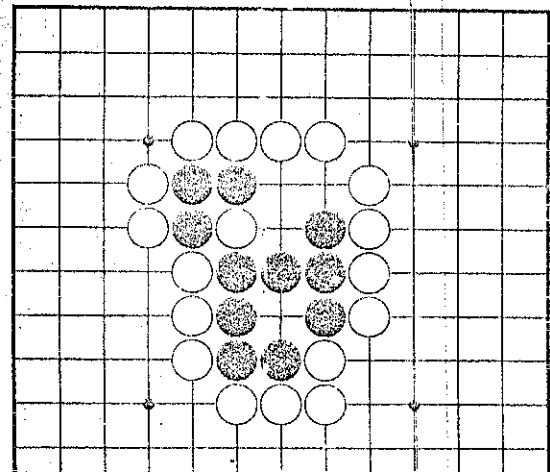
PROBLEM 123. White to play and live. (1 move)  
What move does White make to give his stones life?



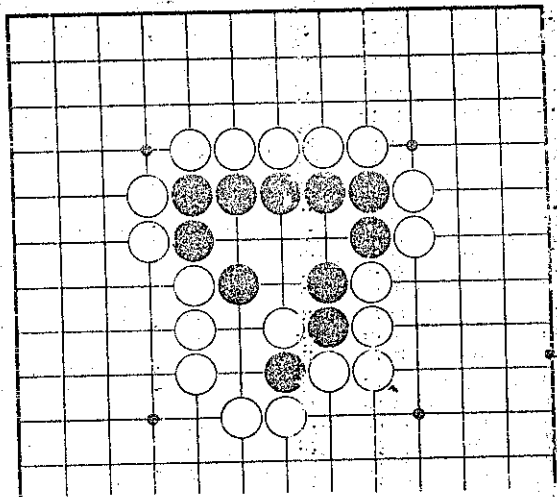
PROBLEM 124. White to play and live. (1 move)  
What move does White make to give his stones life?



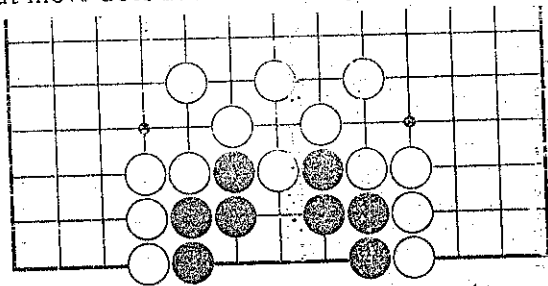
PROBLEM 125. Black to play and live. (1 move)  
What move does Black make to give his stones life?



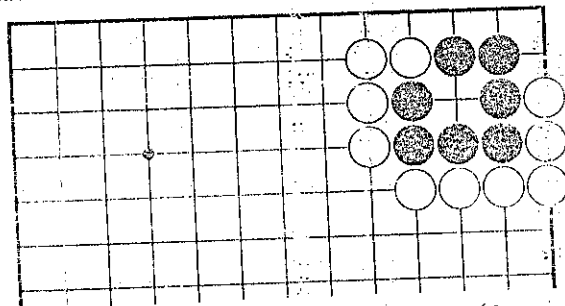
PROBLEM 126. Black to play and live. (1 move)  
What move does Black make to give his stones life?



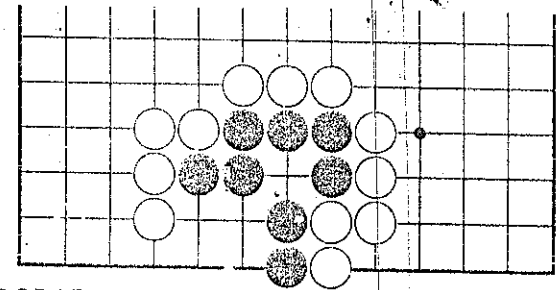
PROBLEM 127. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



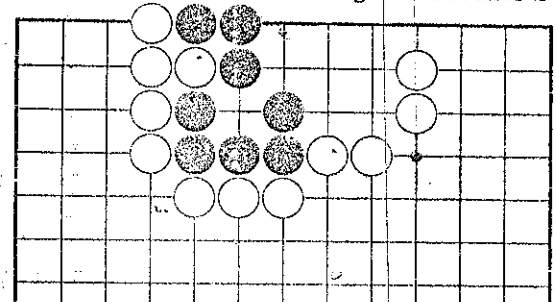
PROBLEM 128. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



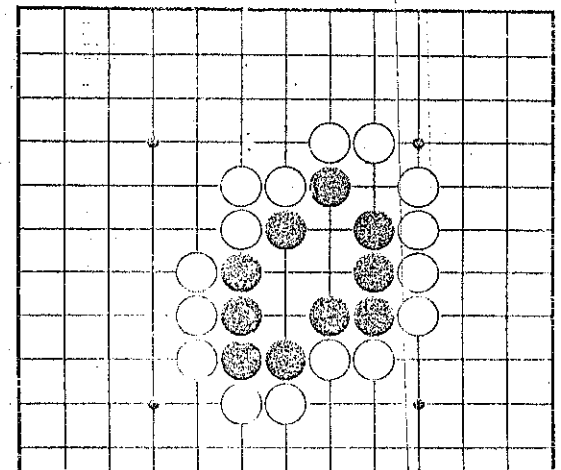
PROBLEM 129. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



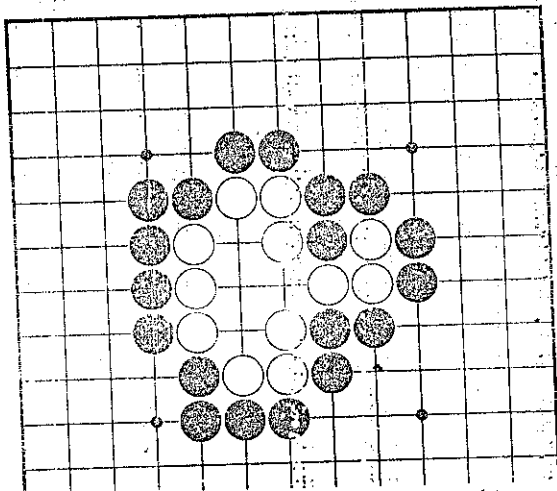
PROBLEM 130. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



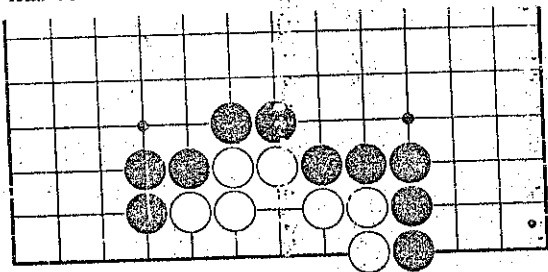
PROBLEM 131. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



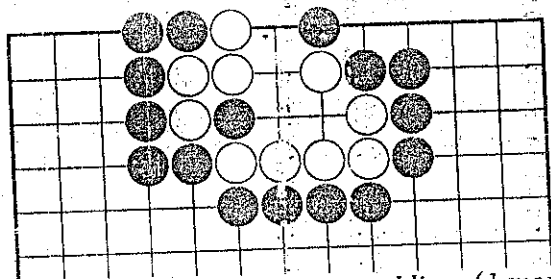
PROBLEM 132. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



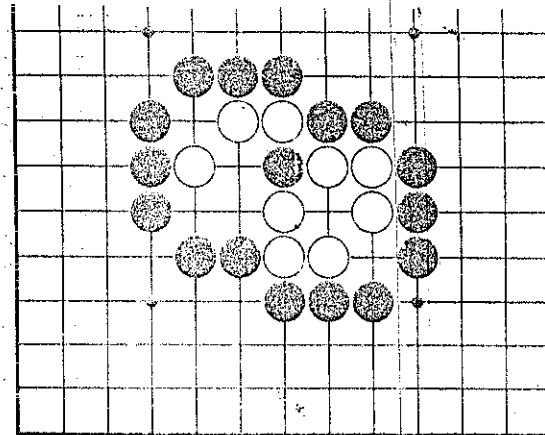
PROBLEM 133. White to play and live. (1 move)  
White has to sacrifice three stones in order to make life.



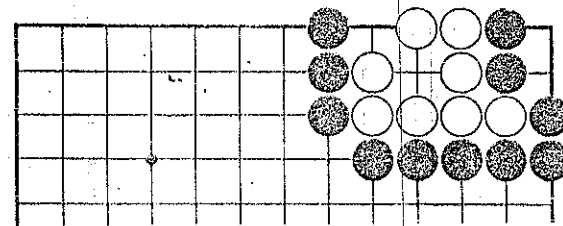
PROBLEM 134. White to play and live. (1 move)  
What move does White make to give his stones life?



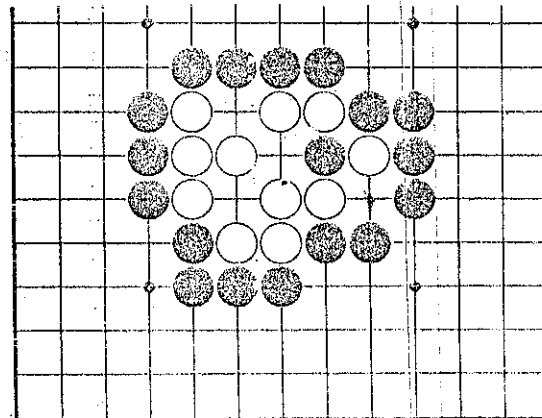
PROBLEM 135. White to play and live. (1 move)  
What move does White make to give his stones life?



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

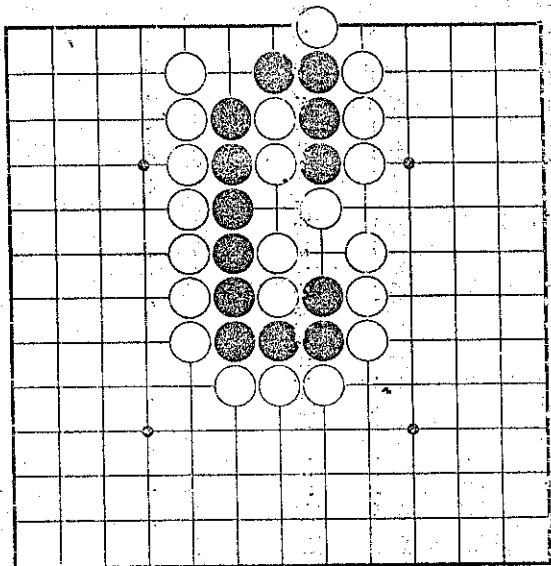


PROBLEM 137. White to play and live. (1 move)  
What move does White make to give his stones life?

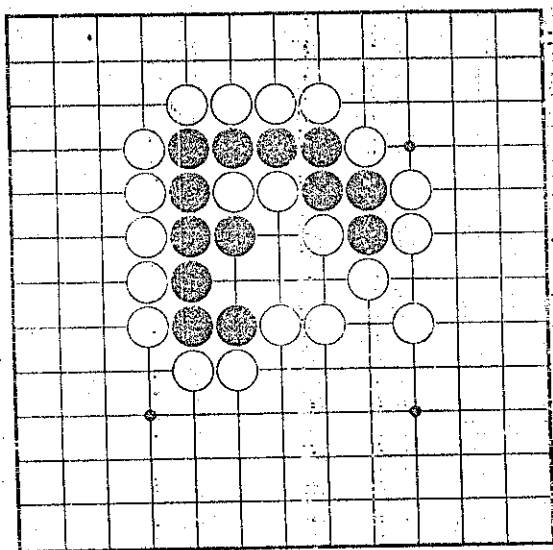


PROBLEM 138. White to play and live. (1 move)  
What move does White make to give his stones life?

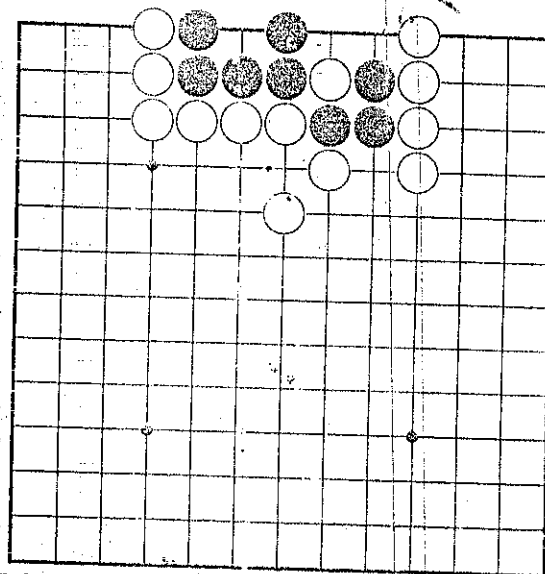




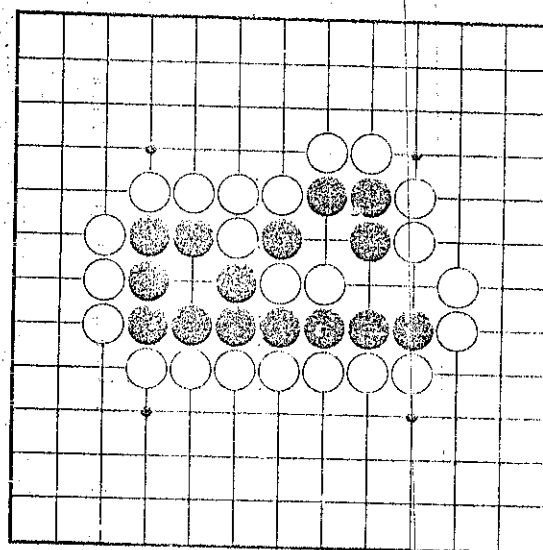
PROBLEM 139. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



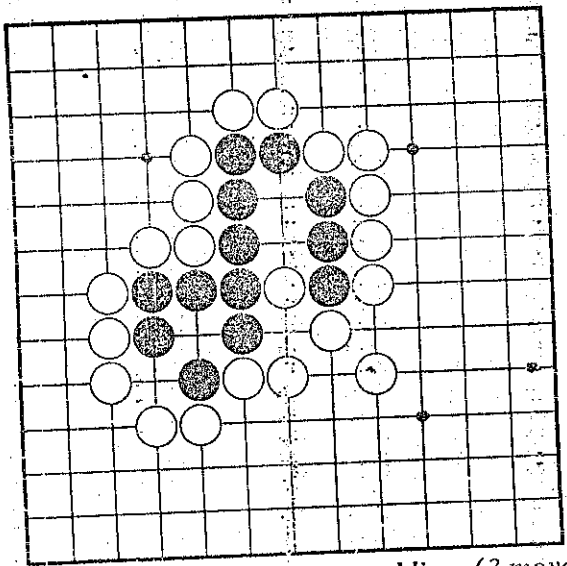
PROBLEM 140. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



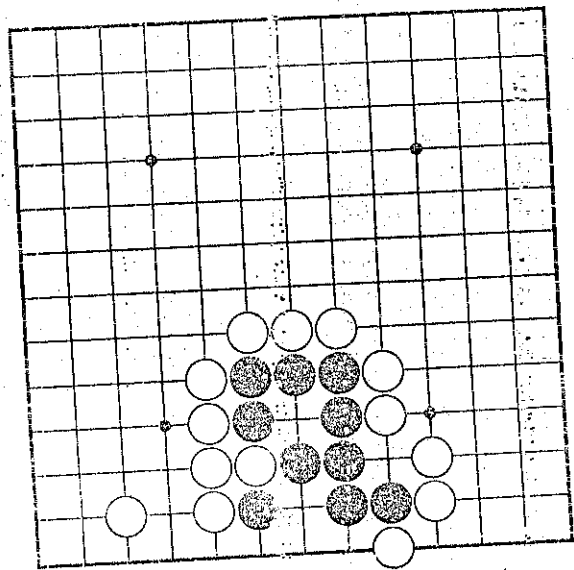
PROBLEM 141. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



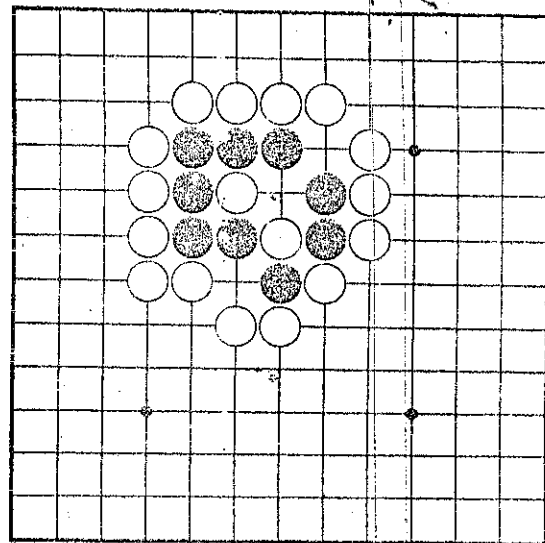
PROBLEM 142. Black to play and live. (1 move)  
 What move does Black make to give his stones life?



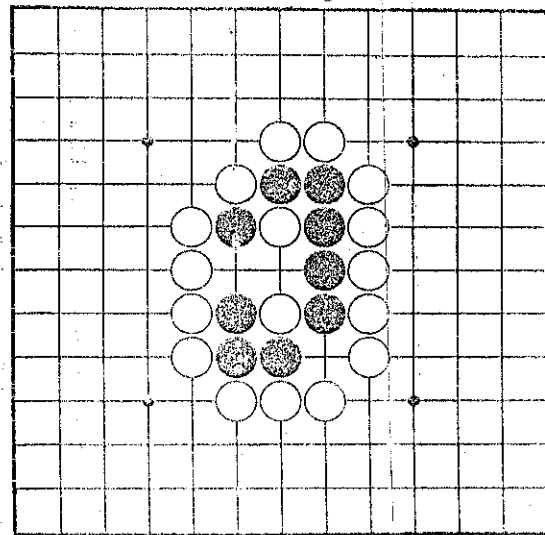
*PROBLEM 143. Black to play and live. (3 moves)  
The first move is all-important if Black is going to live.*



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

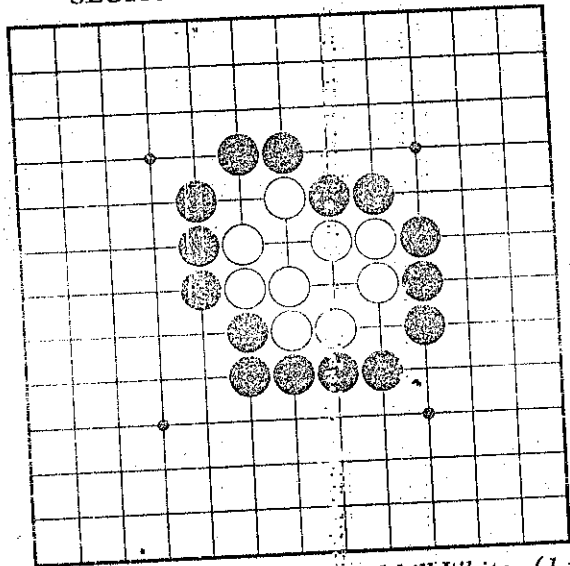


*PROBLEM 145. Black to play and live. (1 move)  
Black can give his stones life with one move.*

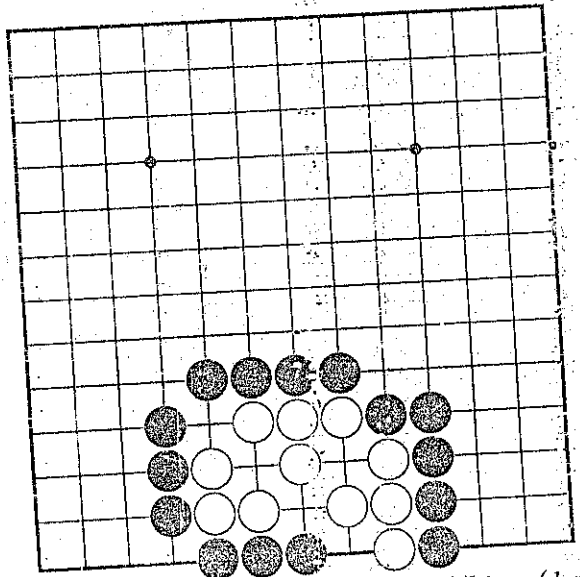


*PROBLEM 146. Black to play and live. (1 move)  
One move will settle the question of life and death for the black group.*

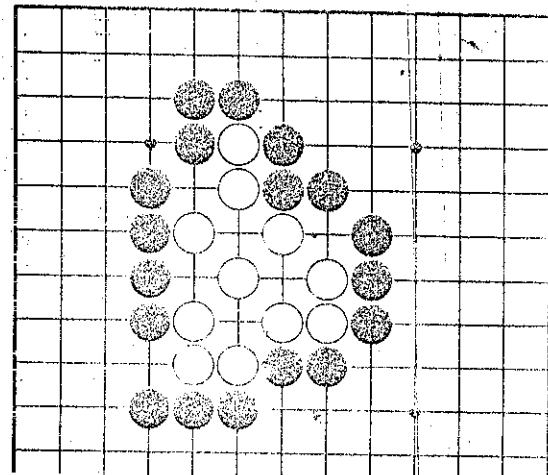
SECTION 2. KILLING GROUPS



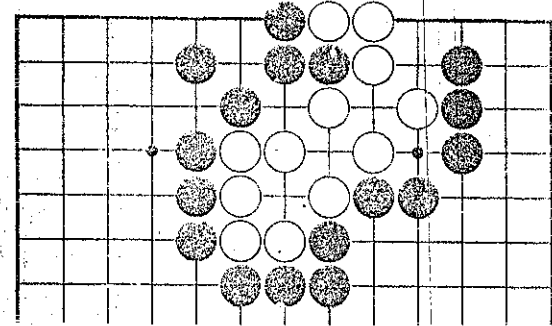
PROBLEM 147. Black to play and kill White. (1 move)  
How does Black play to kill the white stones?



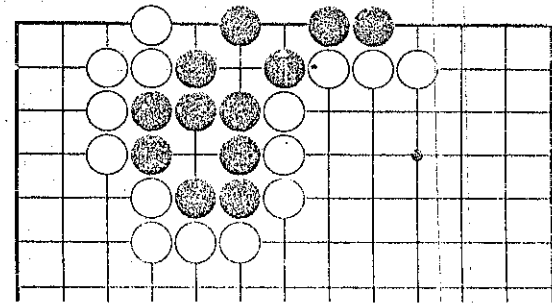
PROBLEM 148. Black to play and kill White. (1 move)  
How does Black play to kill the white stones?



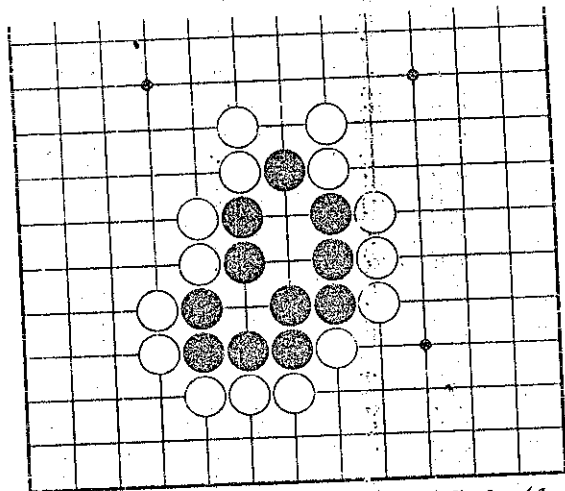
PROBLEM 149. Black to play and kill White. (1 move)  
What move does Black make to kill White?



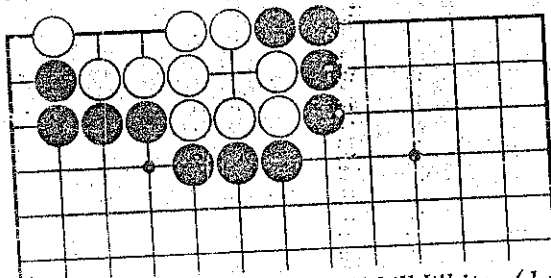
PROBLEM 150. Black to play and kill White. (1 move)  
What move does White make to kill the white stones?



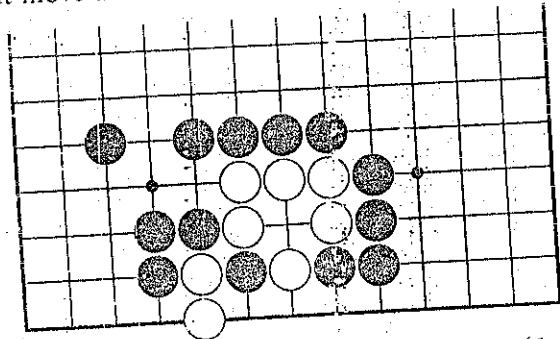
PROBLEM 151. White to play and kill Black. (1 move)  
How does White kill all the black stones?



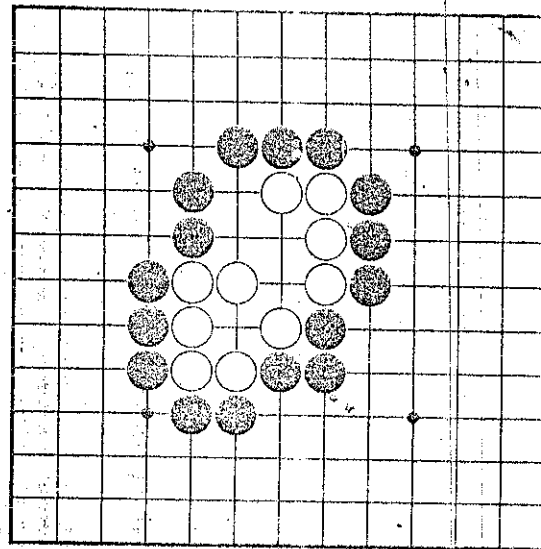
**PROBLEM 152.** White to play and kill Black. (1 move)  
 What move does White make to kill the black stones?



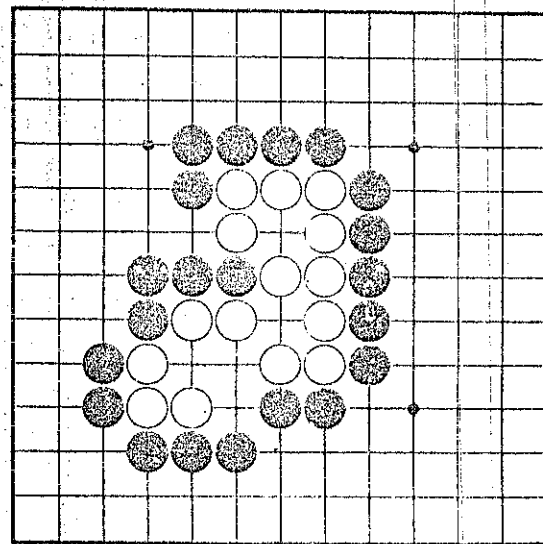
**PROBLEM 153.** Black to play and kill White. (1 move)  
 What move does Black make to kill the white stones?



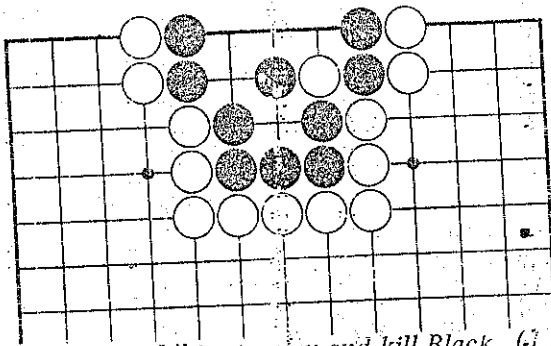
**PROBLEM 154.** Black to play and kill White. (1 move)  
 How does Black kill all the white stones?



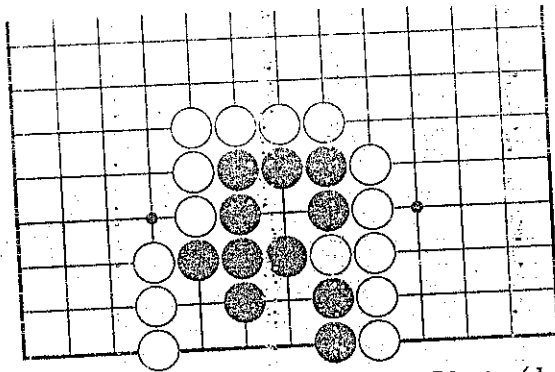
**PROBLEM 155.** Black to play and kill White. (1 move)  
 How does Black play to kill the white stones?



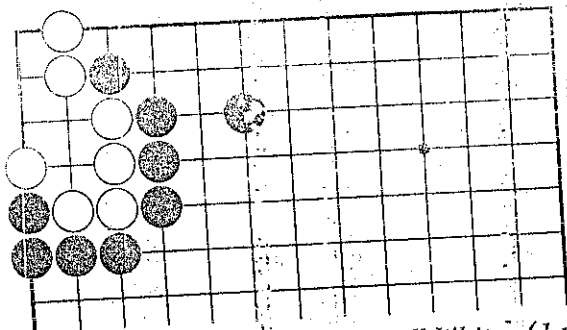
**PROBLEM 156.** Black to play and kill White. (1 move)  
 It is not enough just to capture three stones. You have to capture all the white stones for the correct solution.



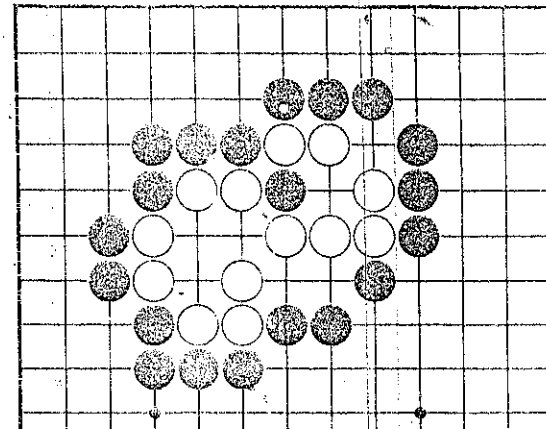
**PROBLEM 157.** White to play and kill Black. (1 move)  
It is not enough to take just two stones. You have to capture the whole black group.



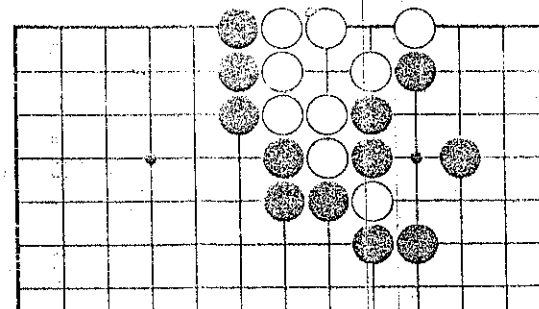
**PROBLEM 158.** White to play and kill Black. (1 move)  
What move does White make to kill the black stones?



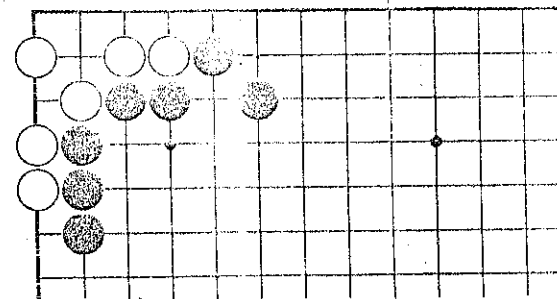
**PROBLEM 159.** Black to play and kill White. (1 move)  
How does Black kill the white stones?



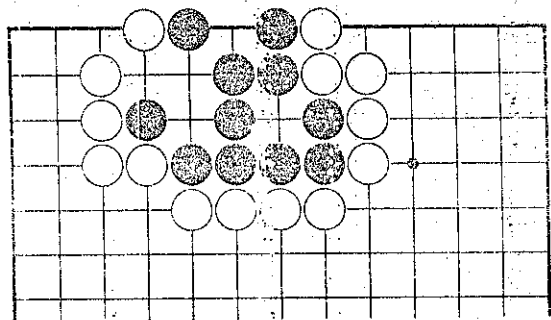
**PROBLEM 160.** Black to play and kill White. (1 move)  
How does Black play to kill the white stones?



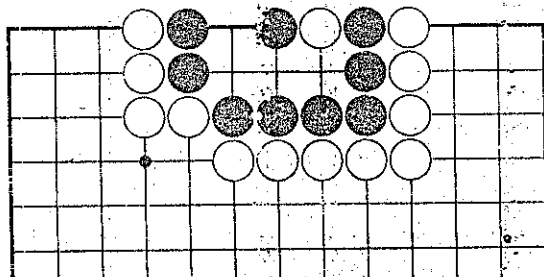
**PROBLEM 161.** Black to play and kill White. (1 move)  
How does Black play to kill the white stones?



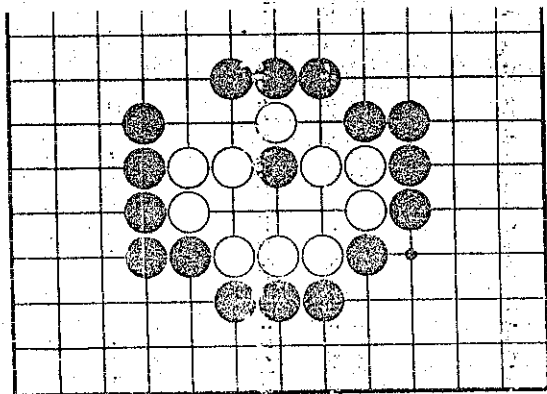
**PROBLEM 162.** Black to play and kill White. (1 move)  
How does Black kill the white stones?



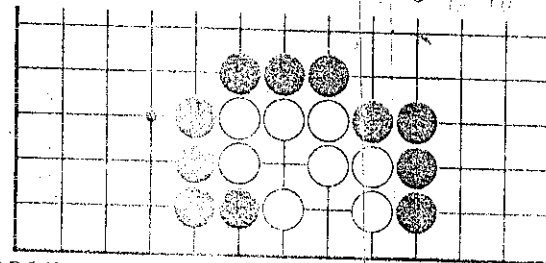
PROBLEM 163. White to play and kill Black. (1 move)  
How does White play to kill the black stones?



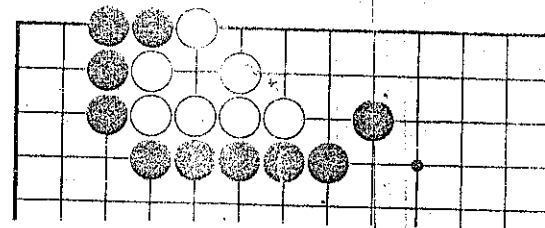
PROBLEM 164. White to play and kill Black. (1 move)  
How does White play to kill the black stones?



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

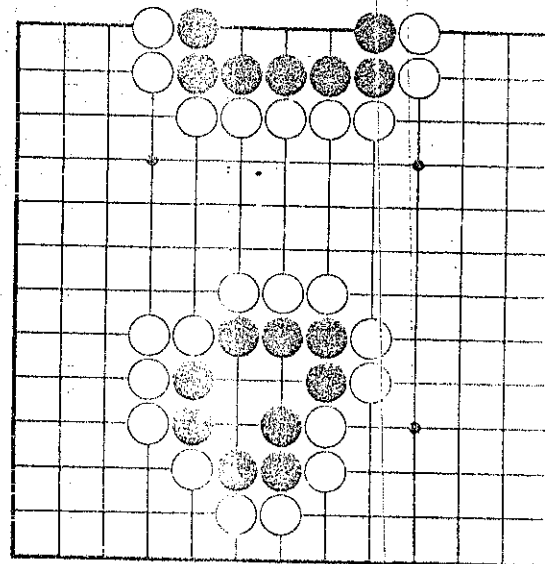


PROBLEM 166. Black to play and kill White. (1 move)  
How does Black play to kill the white stones?

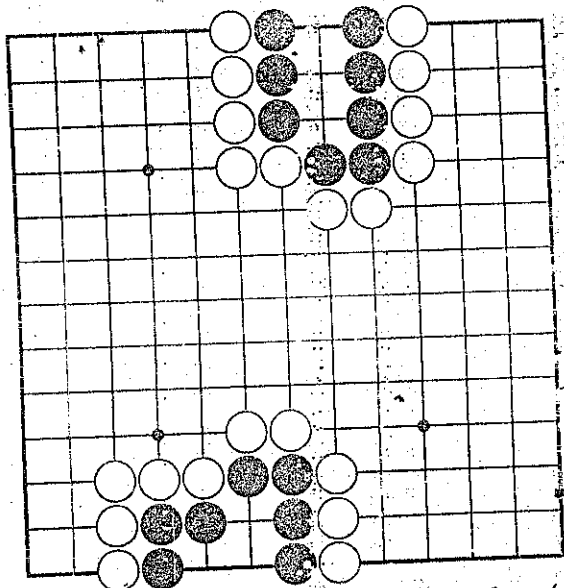


PROBLEM 167. Black to play and kill White. (1 move)  
How does Black play to kill the white stones?

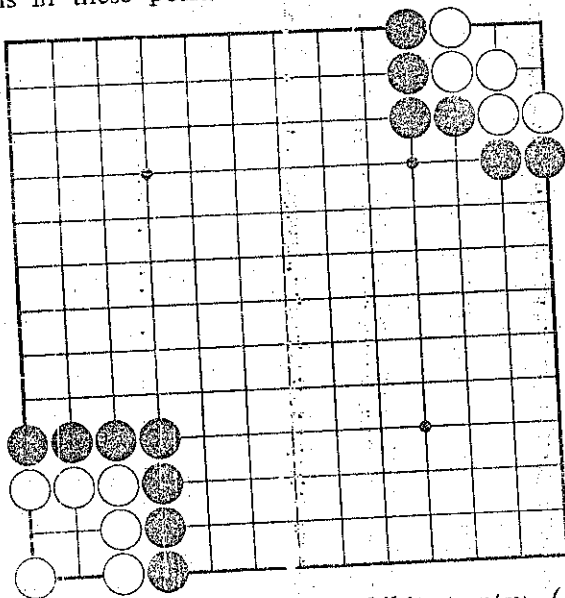
SECTION 3. LIFE AND DEATH



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

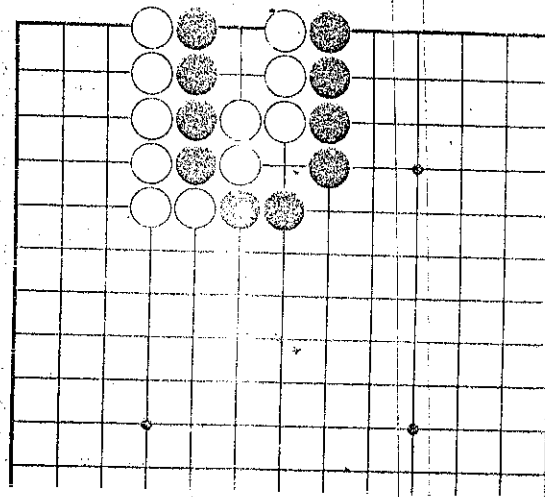


**PROBLEM 169.** Black to play and White to play. (1 move)  
 What happens in these positions if Black moves first? White first?

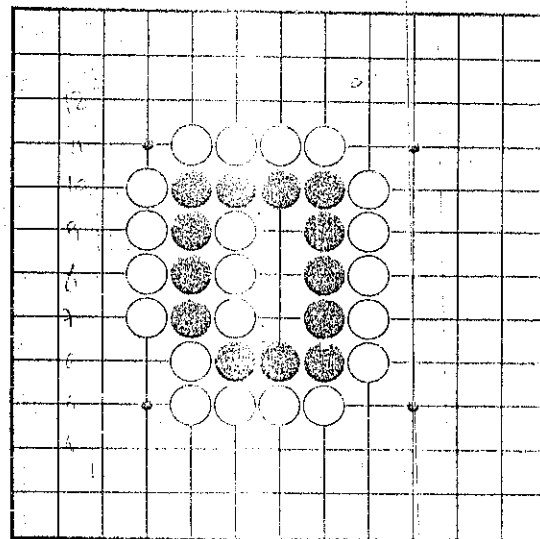


**PROBLEM 170.** Black to play and White to play. (1 move)  
 What happens in these positions if Black moves first? White first?

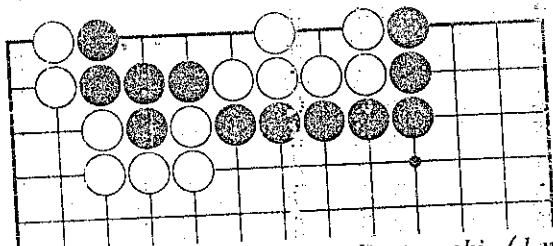
SECTION 4. SEKI



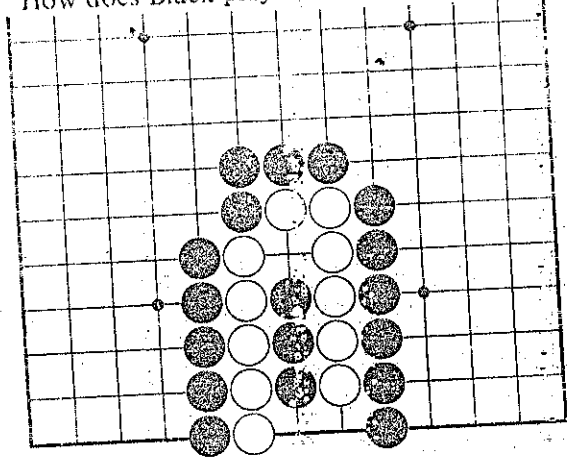
**PROBLEM 171.** Black to play and get a seki. (1 move)  
 How does Black play so that a seki results?  
 (seki — an impasse or stalemate position between groups: if one side tries to attack the other side's group his own group dies)



**PROBLEM 172.** Black to play and get a seki. (1 move)  
 How does Black play so that his stones live in seki?

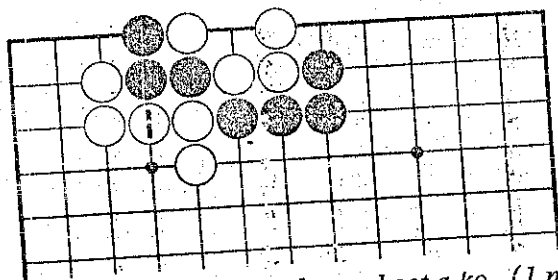


**PROBLEM 173.** Black to play and get a seki. (1 move)  
How does Black play so that a seki results?

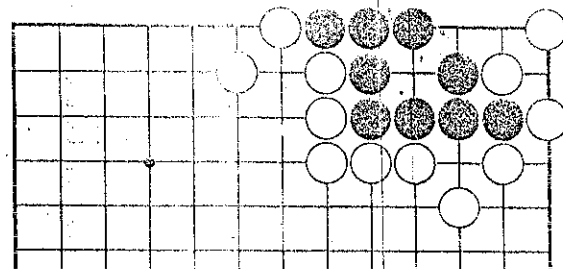


**PROBLEM 174.** White to play and get a seki. (1 move)  
How should White play so that his stones live in seki?

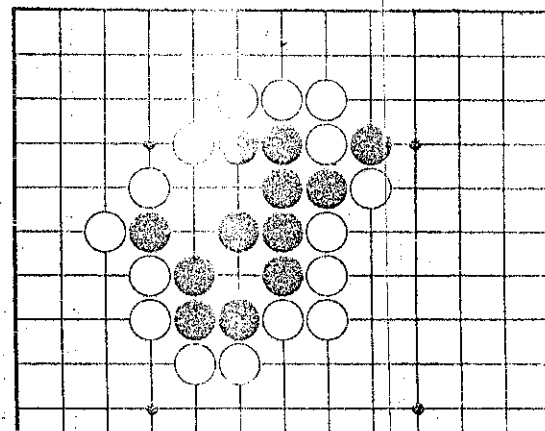
**SECTION 5. KO**



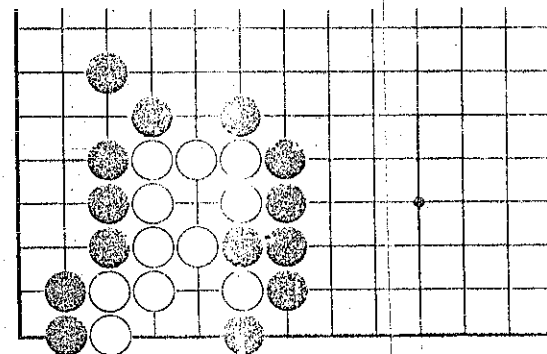
**PROBLEM 175.** Black to play and get a ko. (1 move)  
After White 1, how can Black get a ko?



**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?



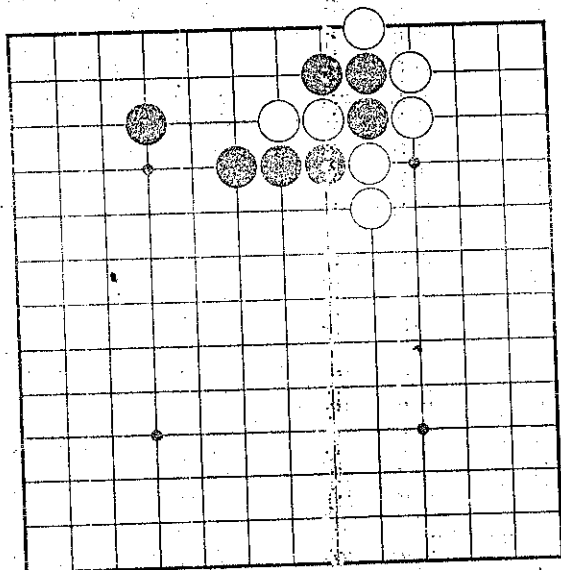
**PROBLEM 177.** Black to play and get a ko. (2 moves)  
Black needs to start a ko if he is to live. How does he do this?



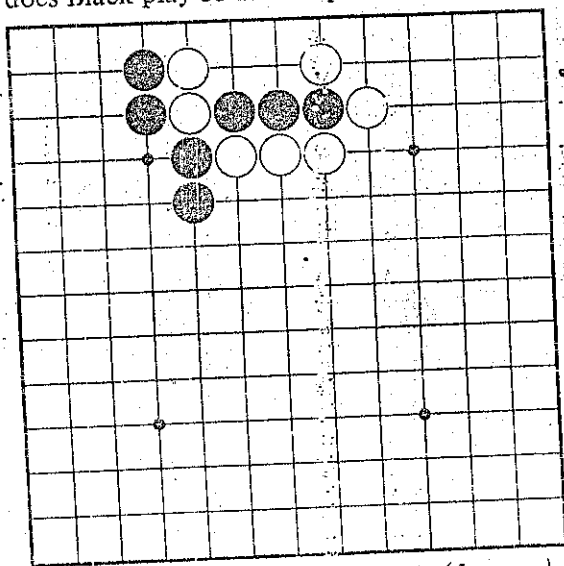
**PROBLEM 178.** White to play and get a ko. (2 moves)  
How does White get a ko in this position?



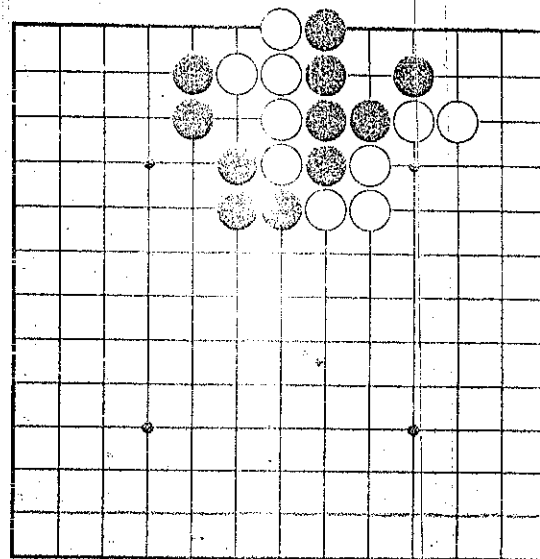
SECTION 6. CAPTURING RACES



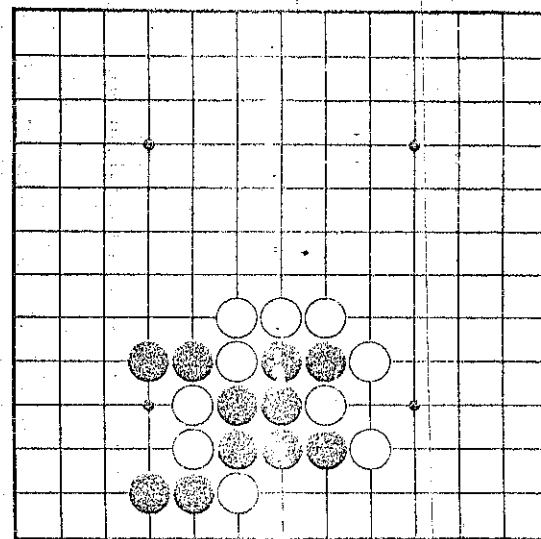
*PROBLEM 179. Black to play. (1 move)*  
How does Black play so as to capture two white stones?



*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?

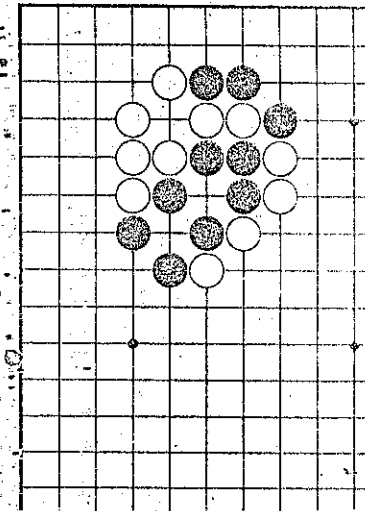


*PROBLEM 182. White to play. (3 moves)*  
How does White play so as to capture seven black stones?

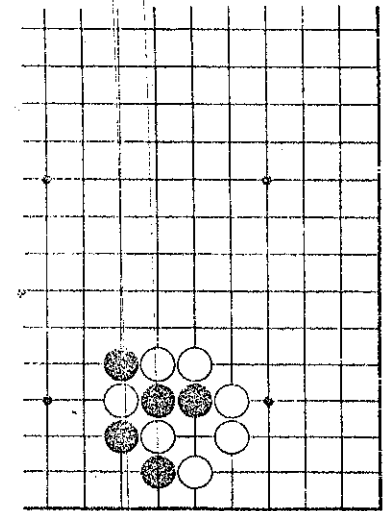
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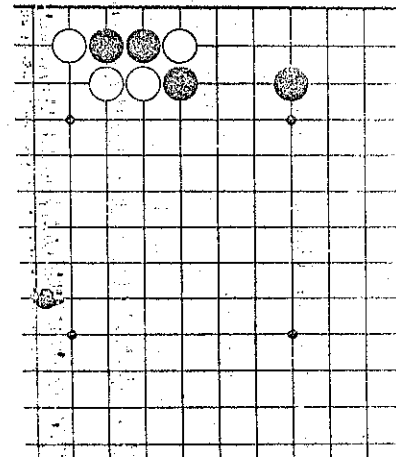
SECTION 1. ATARI



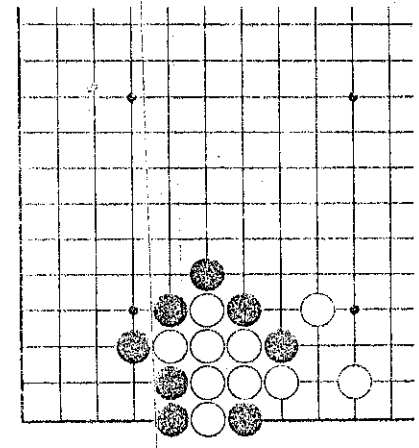
PROBLEM 183. Black to play.  
How should Black play?



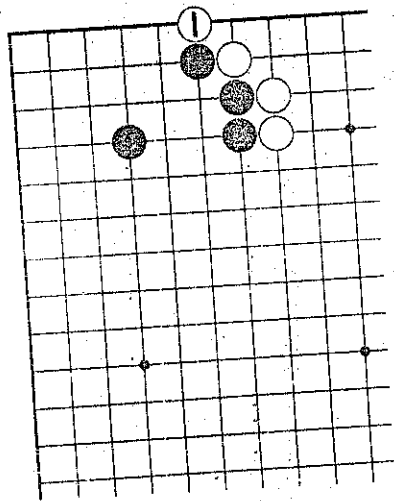
PROBLEM 184. Black to play.  
How should Black capture?



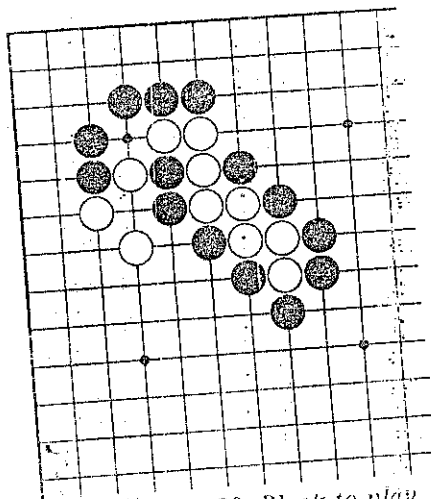
PROBLEM 185. Black to play.  
From which direction should  
Black play atari?



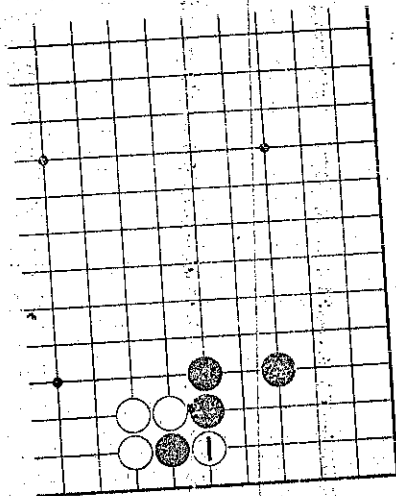
PROBLEM 186. Black to play.  
How should Black play atari?



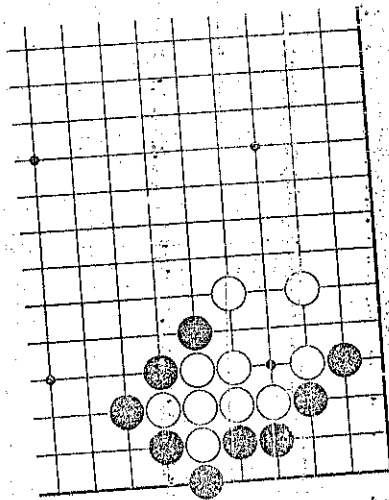
PROBLEM 187. Black to play.  
White 1 is a bad move. How  
should Black reply?



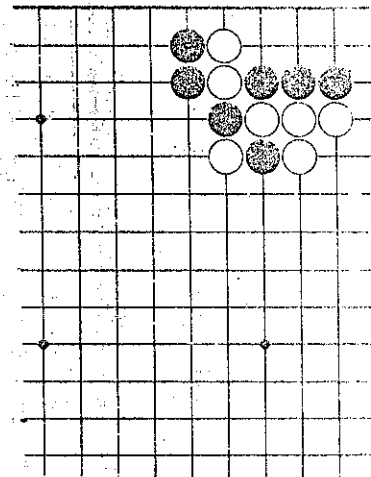
PROBLEM 189. Black to play.  
How should Black play atari  
against the eight white stones?



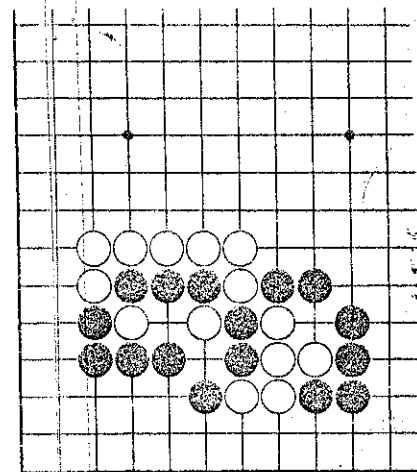
PROBLEM 188. Black to play.  
How should Black respond to  
White 1?



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

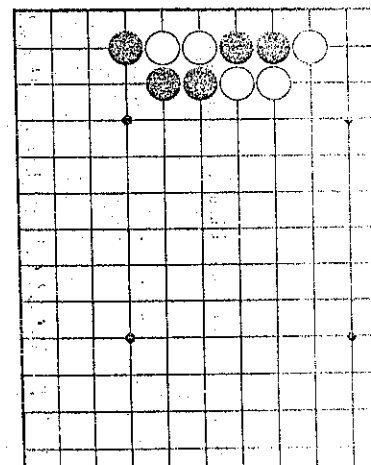


PROBLEM 191. Black to play.  
Two black stones are in atari.  
Which one should he save?

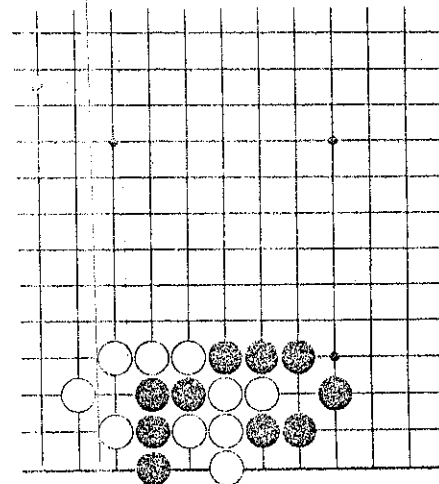


PROBLEM 192. Black to play.  
A group of two and a group of  
three black stones are in atari.  
Which group should Black save?

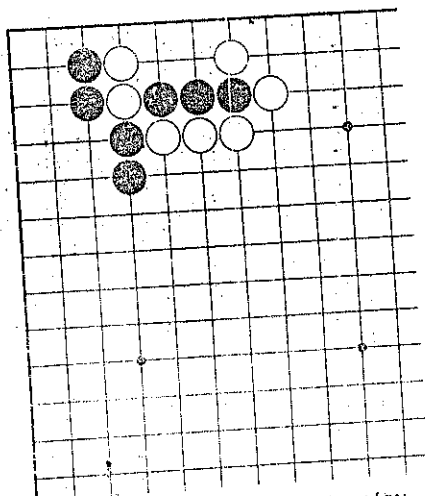
## SECTION 2. CAPTURING RACES



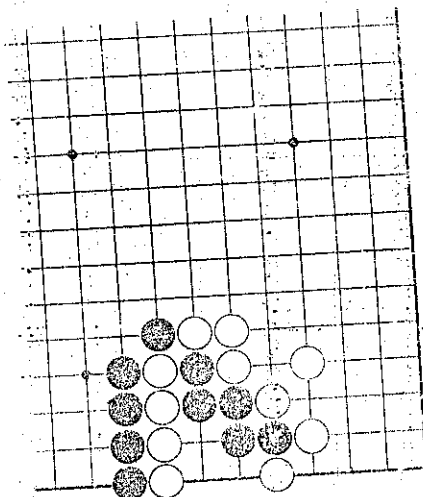
PROBLEM 193. Black to play.  
How should Black play so as  
to capture two white stones?



PROBLEM 194. Black to play.  
How should Black play so as  
to capture five white stones?  
(There are two correct answers.)

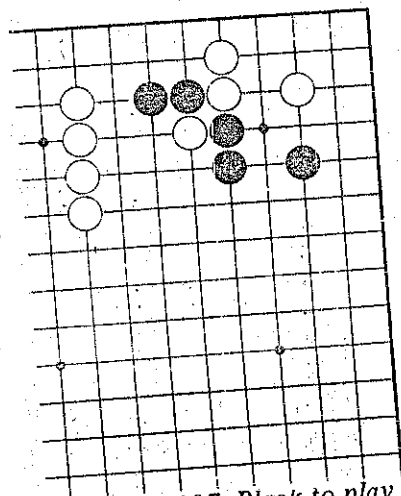


**PROBLEM 195.** Black to play.  
How does Black play so as to capture two white stones?

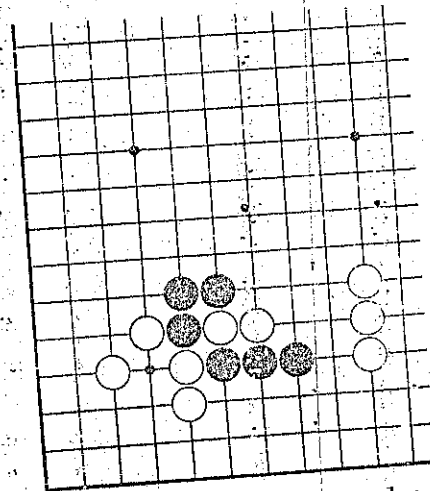


**PROBLEM 196.** Black to play.  
How should Black play so as to capture four white stones?  
(There are two correct answers.)

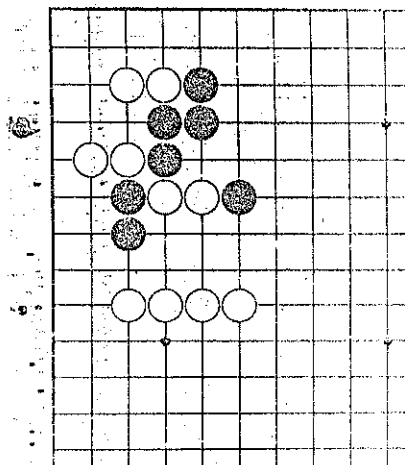
**SECTION 3: NETS**



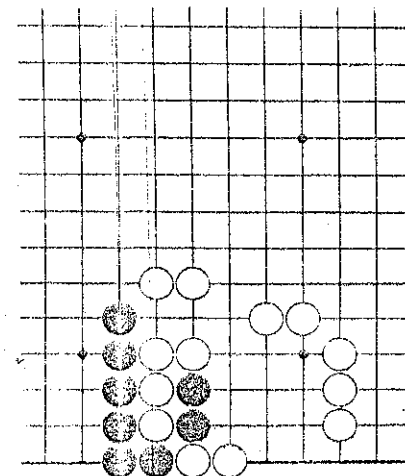
**PROBLEM 197.** Black to play.  
How does Black play so as to catch one white stone?



**PROBLEM 198.** Black to play.  
How should Black play so as to catch two white stones?

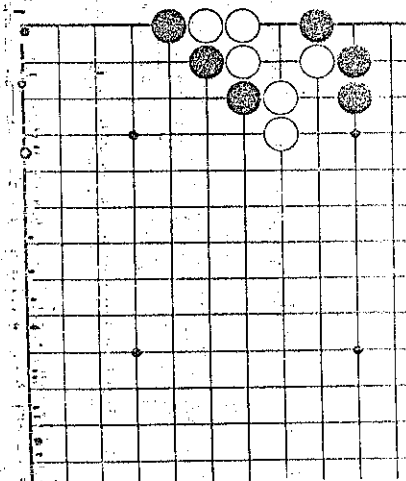


**PROBLEM 199.** Black to play.  
How does Black catch two white stones?

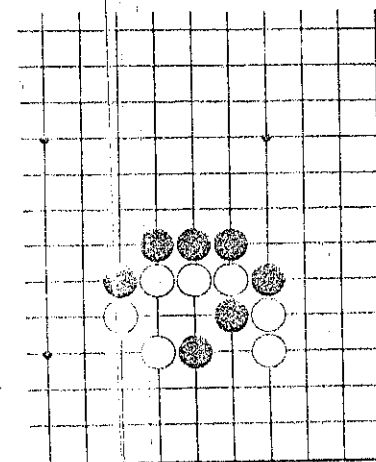


**PROBLEM 200.** Black to play.  
How does Black catch two white stones?

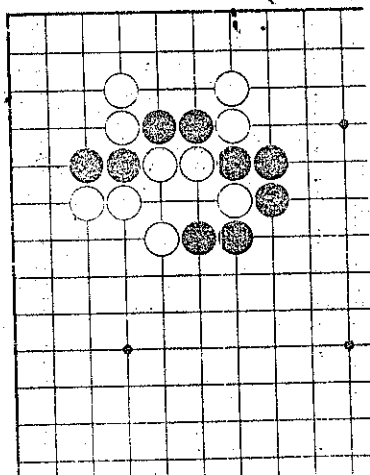
**SECTION 4: SNAPBACK**



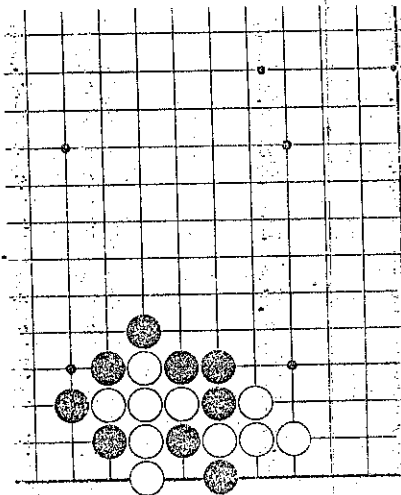
**PROBLEM 201.** Black to play.  
Capture three white stones using the snapback tactic.



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



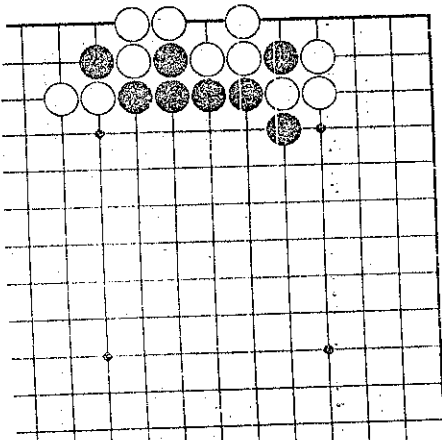
**PROBLEM 203.** Black to play.  
Three white stones can be captured with a snapback.



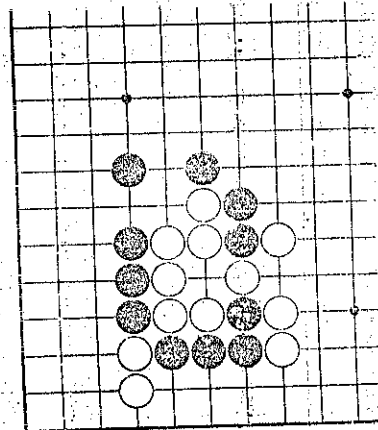
**PROBLEM 204.** Black to play.  
How does Black capture six white stones with a snapback?

**SECTION 5. OIOTOSHI**

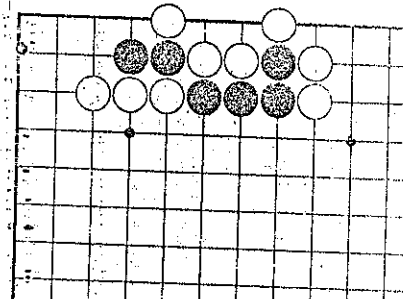
(*oiotoshi* — a move which gives atari to a group of stones in such a way that no matter how one defends, the group will still be in atari)



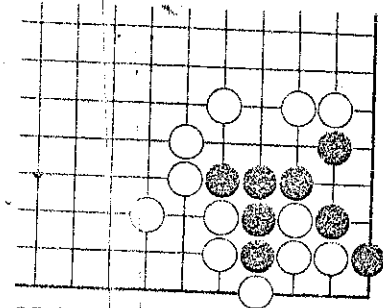
**PROBLEM 205.** Black to play.  
Capture three white stones using oiotoshi.



**PROBLEM 206.** Black to play.  
Capture six white stones using oiotoshi.

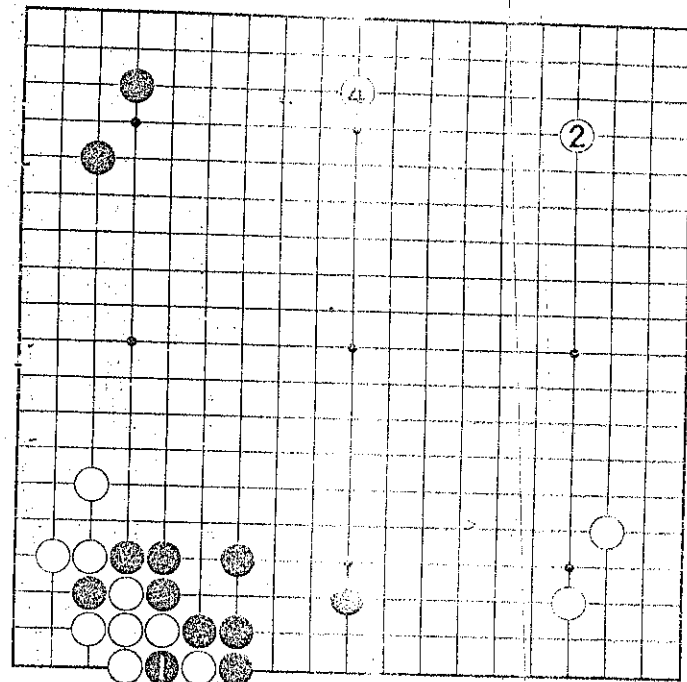


**PROBLEM 207.** Black to play.  
Capture three white stones using oiotoshi.

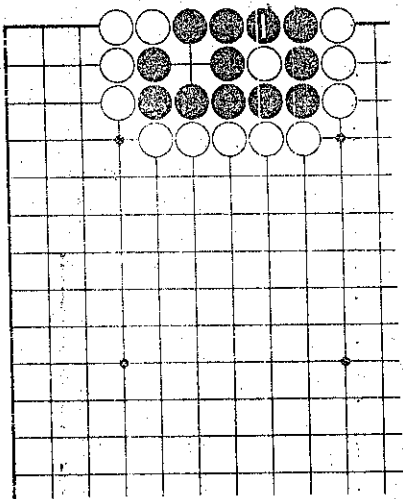


**PROBLEM 208.** Black to play.  
Capture three white stones using oiotoshi.

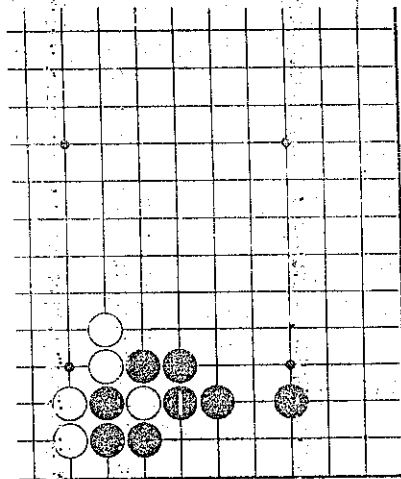
**SECTION 6. BRILLIANT MOVES AND BAD MOVES**



**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?

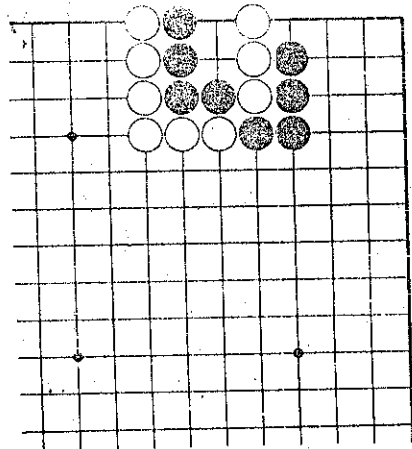


**PROBLEM 210.** *Good or bad?*  
Black has taken a stone with 1. Is this a good or a bad move?

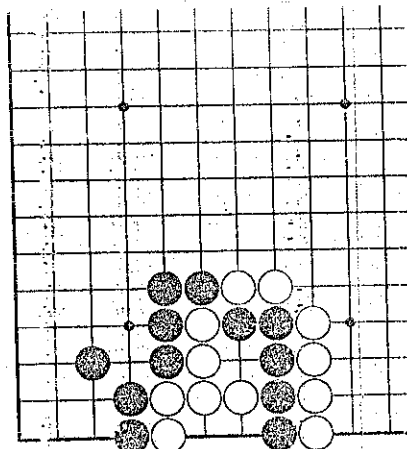


**PROBLEM 211.** *Good or bad?*  
Black has taken a stone with 1. Is this a good or a bad move?

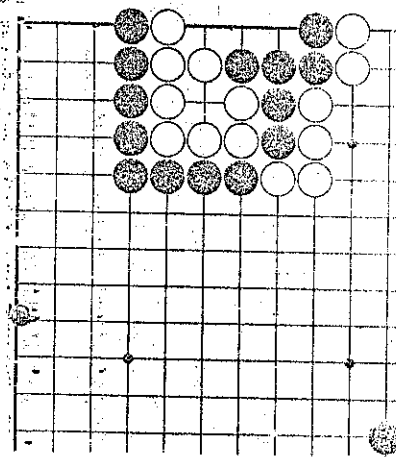
SECTION 7. SEKI



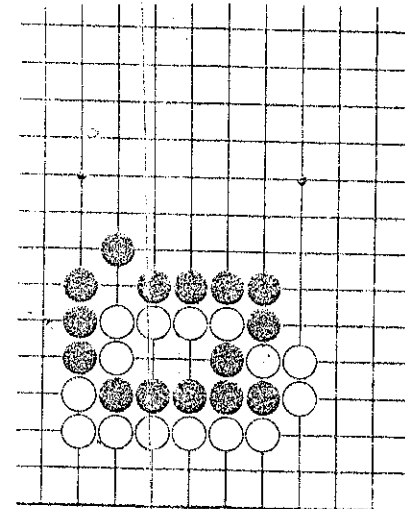
**PROBLEM 212.** *Black to play.*  
Make a seki between the four black stones on the left and the three white stones on the right.



**PROBLEM 213.** *Black to play.*  
How can Black make a seki?

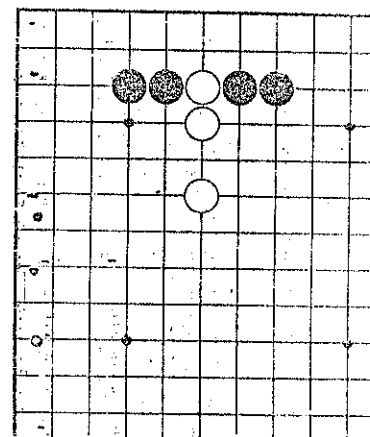


**PROBLEM 214.** *Black to play.*  
How can Black make a seki?

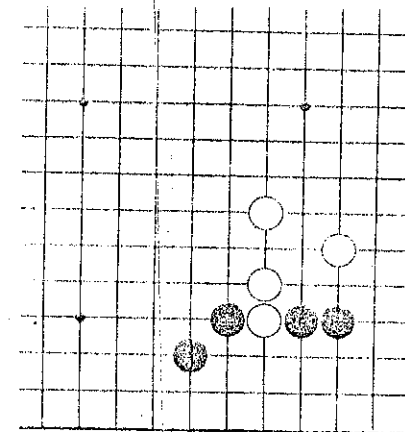


**PROBLEM 215.** *Black to play.*  
How can Black make a seki?

SECTION 8. CONNECTING AND SEPARATING STONES

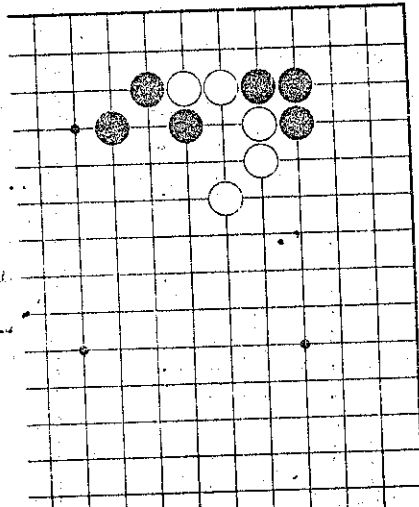


**PROBLEM 216.** *Black to play.*  
How does Black link up his two groups of stones?

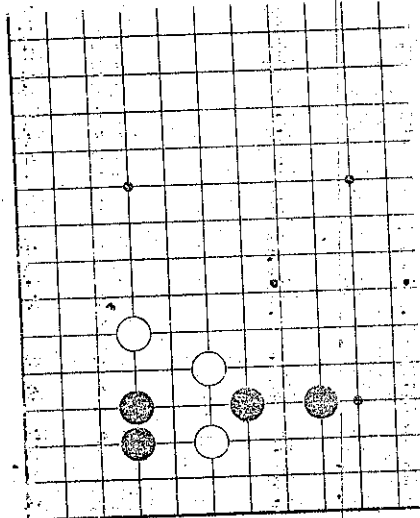


**PROBLEM 217.** *Black to play.*  
How does Black link up his two groups of stones?

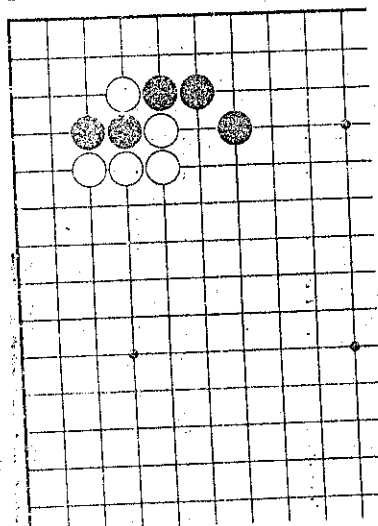
SECTION 9. LIVING GROUPS AND DEAD GROUPS



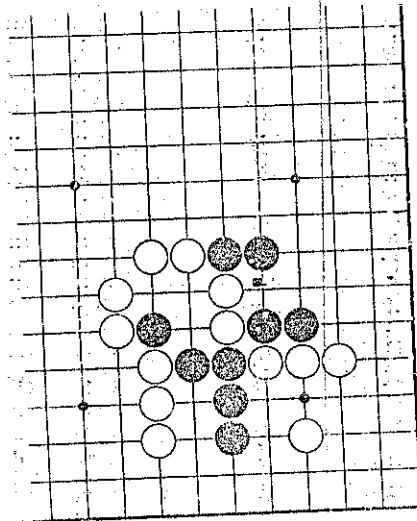
PROBLEM 218. Black to play.  
How does Black play so as to separate White into two groups?



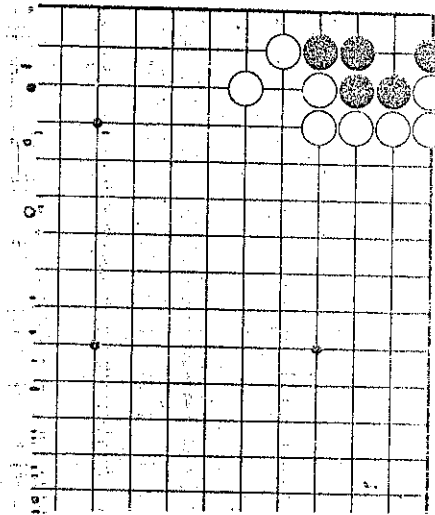
PROBLEM 219. Black to play.  
How should Black play?



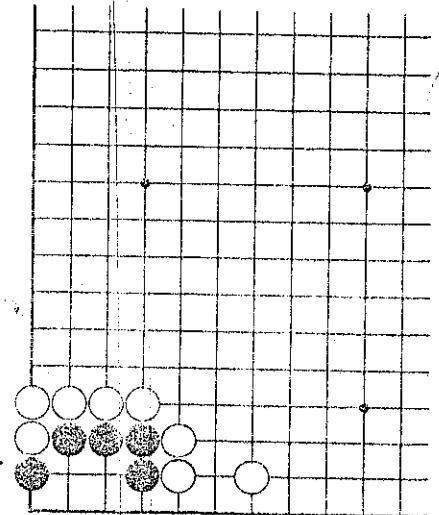
PROBLEM 220. Black to play.  
How does Black give atari to the white stone?



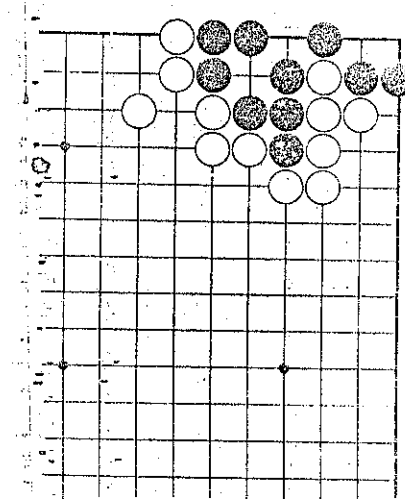
PROBLEM 221. Black to play.  
How should Black cut off and capture two white stones?



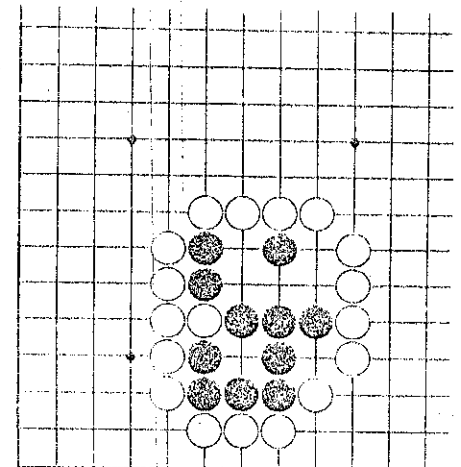
PROBLEM 222. Black to play.  
How does Black secure life for his stones?



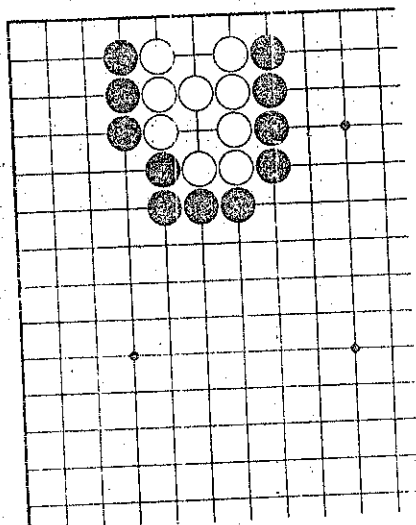
PROBLEM 223. Black to play.  
How does Black secure life for his stones?



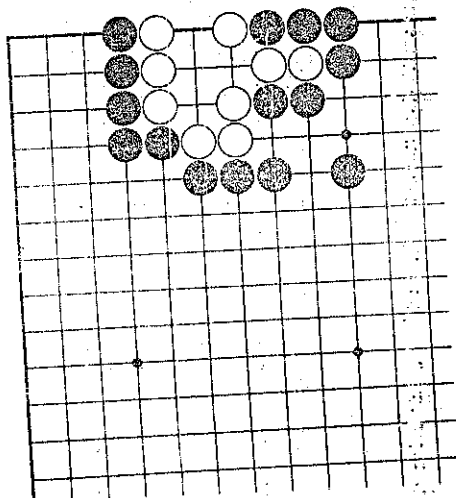
PROBLEM 224. Black to play.  
How does Black secure life for his stones?



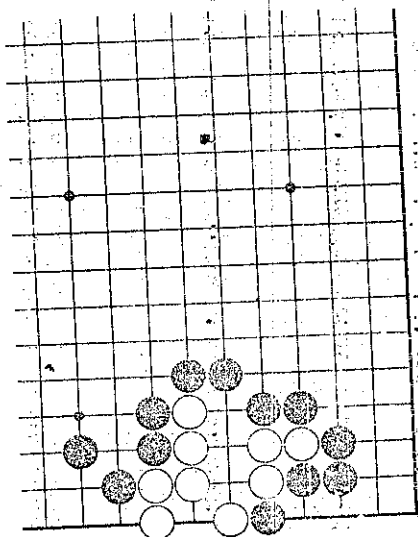
PROBLEM 225. Black to play.  
How does Black secure life for his stones?



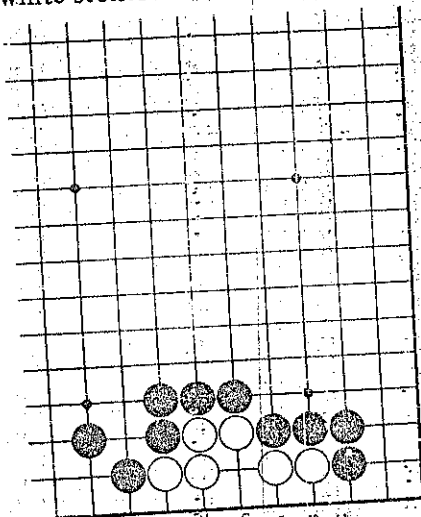
**PROBLEM 226.** Black to play.  
How does Black kill the white stones?



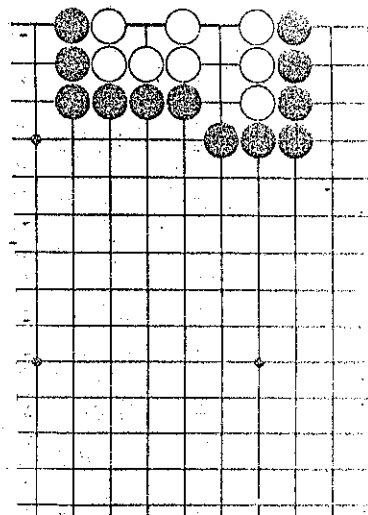
**PROBLEM 228.** White to play...  
How does White secure life for his stones?



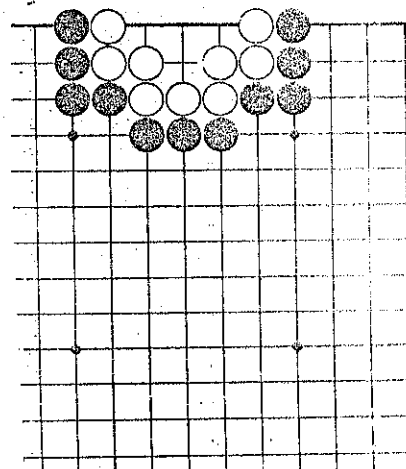
**PROBLEM 227.** Black to play.  
How does Black kill the white stones?



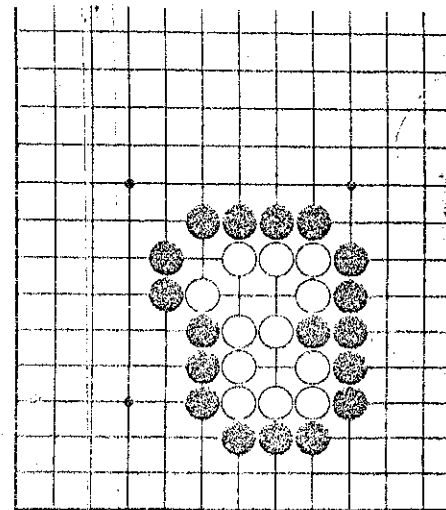
**PROBLEM 229.** White to play.  
How does White secure life for his stones?



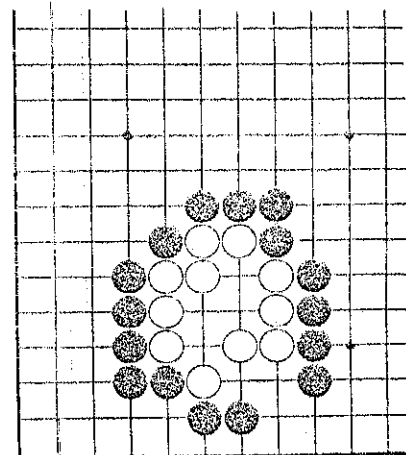
**PROBLEM 230.** Black to play.  
How does Black kill the white stones?



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



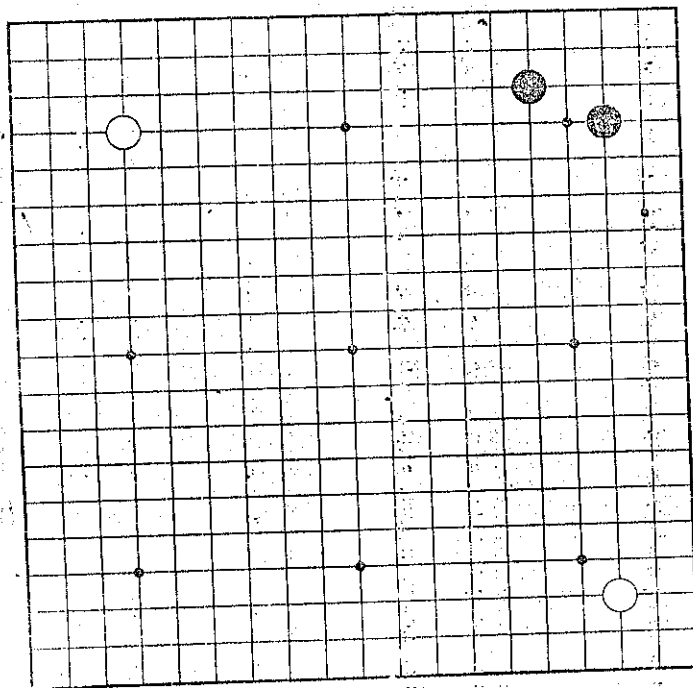
**PROBLEM 231.** Black to play.  
How does Black kill the white stones?



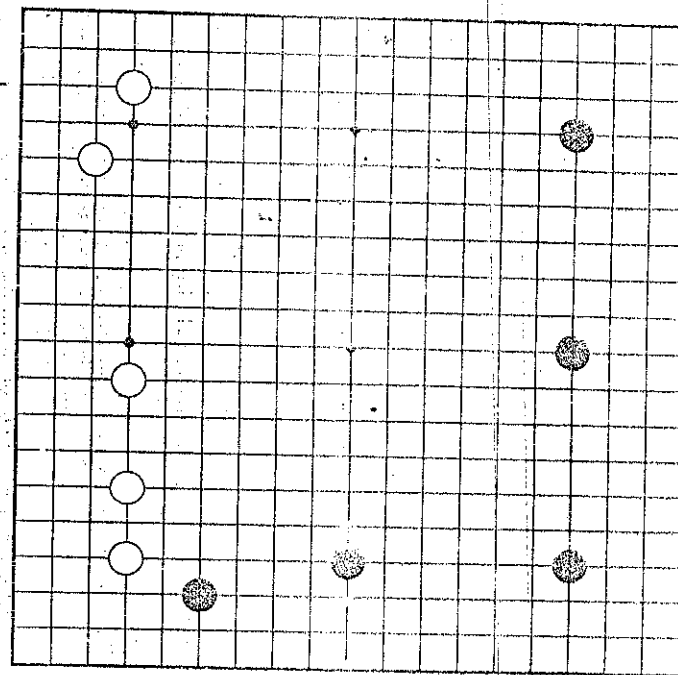
**PROBLEM 233.** White to play.  
How does White secure life for his stones?



SECTION 10. HOW TO PLAY IN THE OPENING

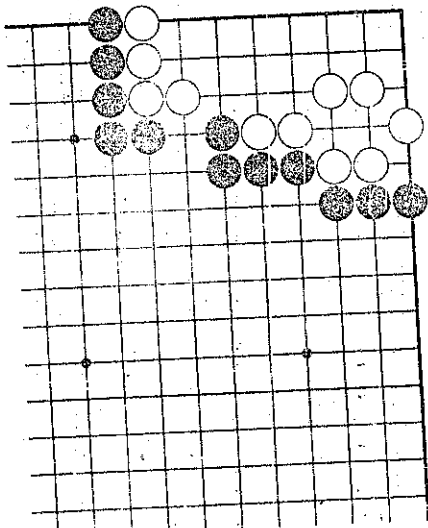


*PROBLEM 234. Black to play.*  
Where should Black make his next move?  
(There is more than one correct answer.)

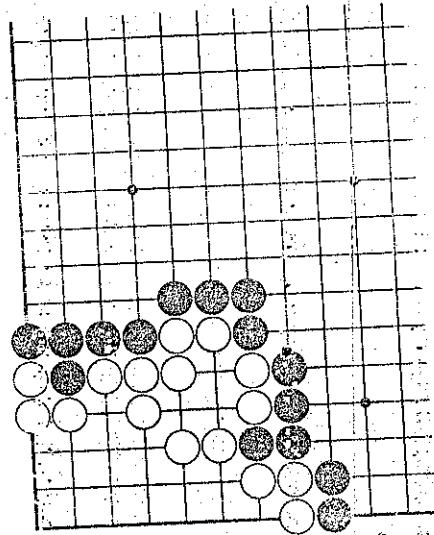


*PROBLEM 235. Black to play.*  
Where should Black make his next move?  
(There is more than one correct answer.)

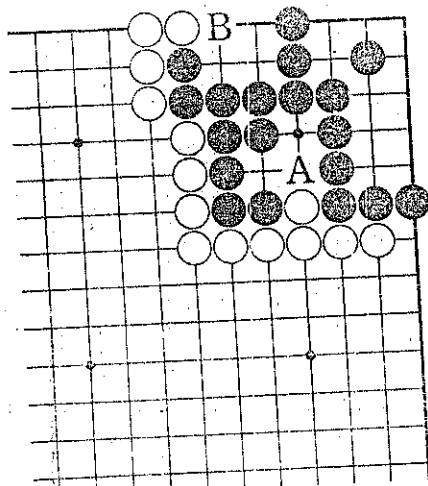
SECTION 11. ENDGAME



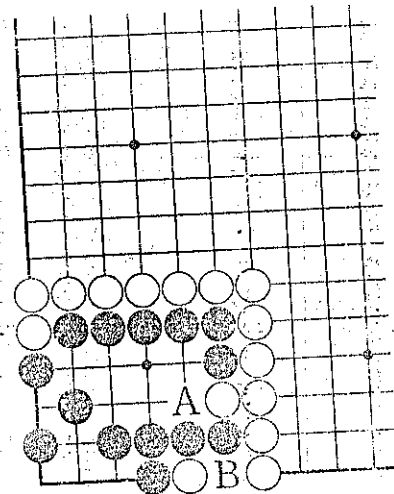
PROBLEM 236. White to play.  
Where should White play to completely secure his territory?



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?

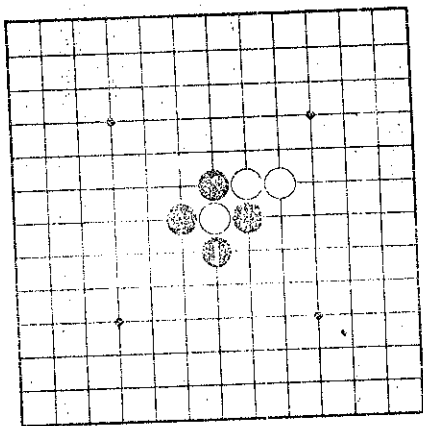


PROBLEM 239. Which is bigger?  
Which is the bigger point, A or B?

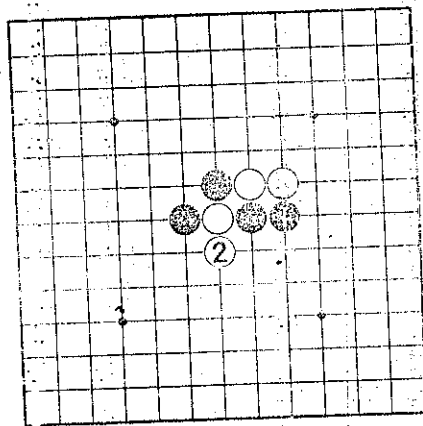
PART TWO

ANSWERS

PROBLEM 1

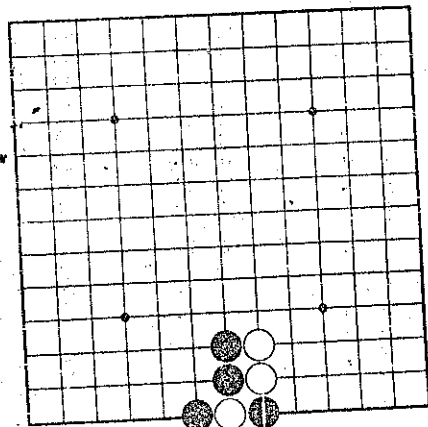


*Correct Answer*  
By playing at 1, Black can capture one white stone.

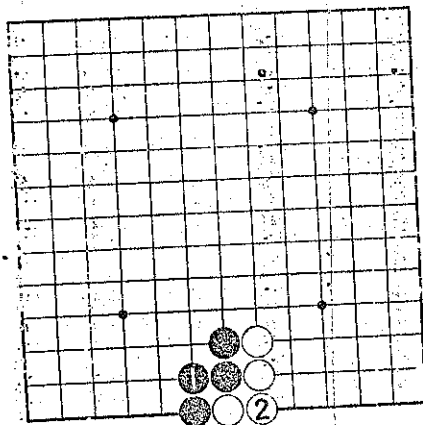


*Wrong Answer*  
If Black plays at 1 here, White can escape by playing at 2.

PROBLEM 2

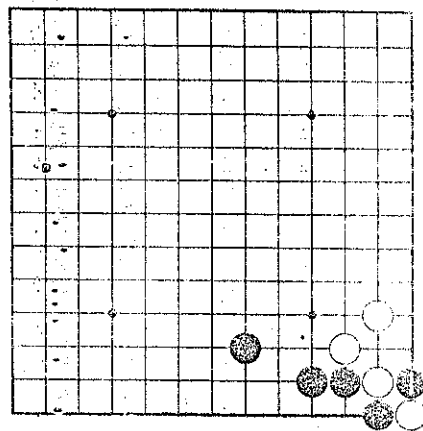


*Correct Answer*  
With 1, Black can capture one stone.

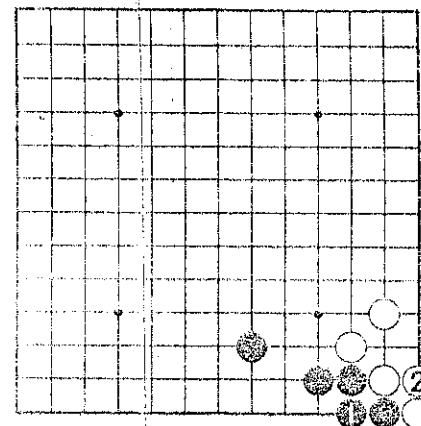


*Wrong Answer*  
If Black plays at 1 here, White saves his stone by playing at 2.

PROBLEM 3

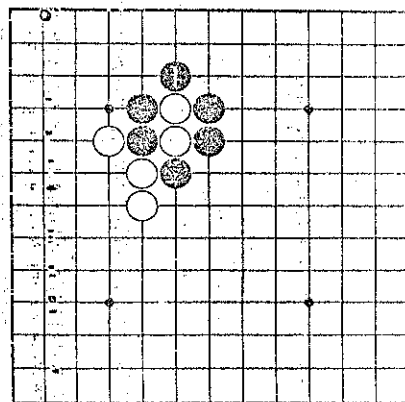


*Correct Answer*  
White captures the corner stone with 1.

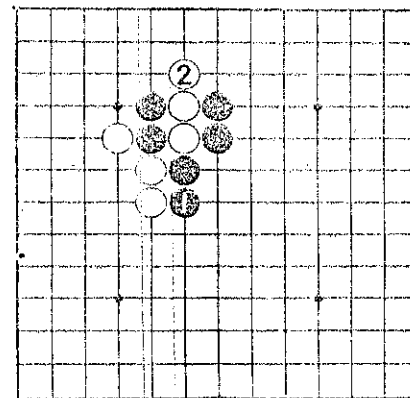


*Wrong Answer*  
If Black plays at 1, White can save his stone by playing at 2.

PROBLEM 4

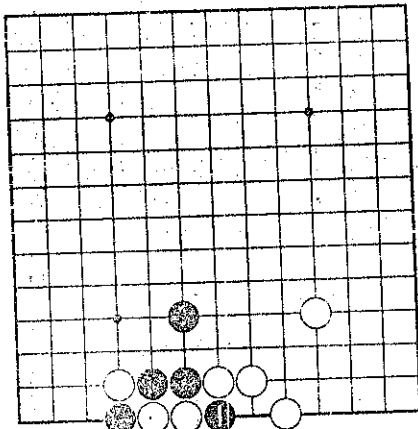


*Correct Answer*  
By playing at 1, Black can capture two white stones.

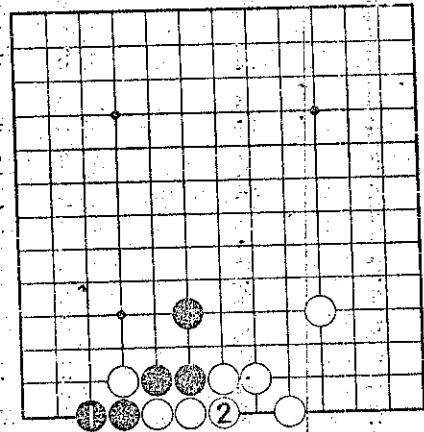


*Wrong Answer*  
If Black plays a move like 1, White can save his stones by extending to 2.

PROBLEM 5

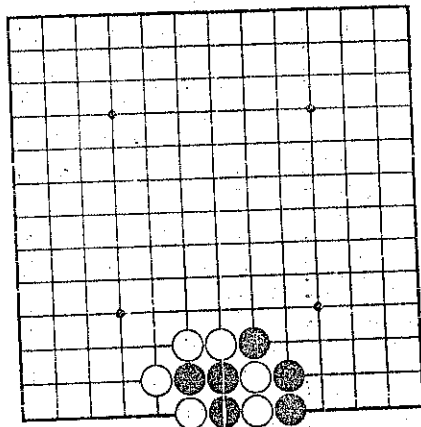


*Correct Answer*  
By playing at 1, Black can capture two white stones.

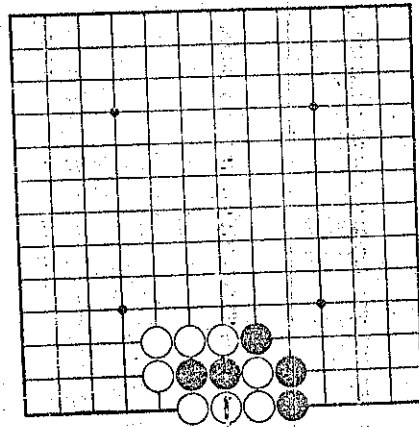


*Wrong Answer*  
If Black plays at 1, White saves his two stones by playing at 2.

PROBLEM 6

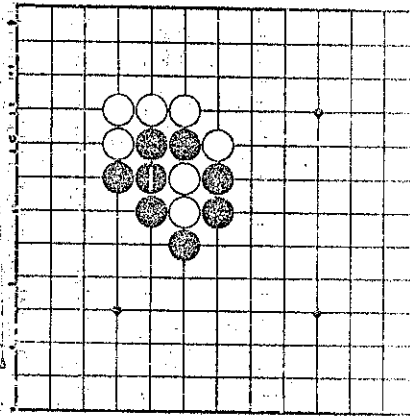


*Correct Answer*  
By playing at 1, Black can capture two white stones.

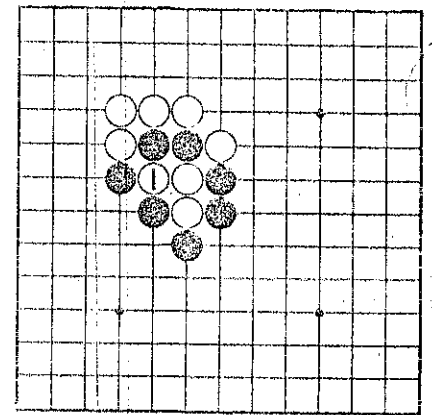


*If White Plays First*  
If it's White's turn to play, he will capture two stones with 1.

PROBLEM 7

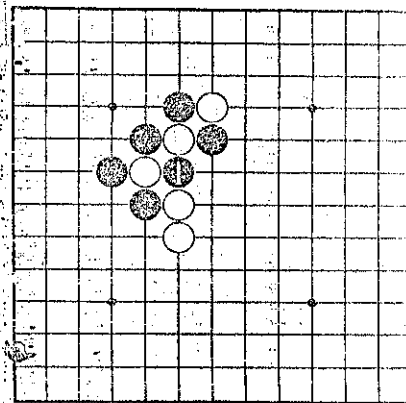


*Correct Answer*  
By playing at 1, Black can capture two white stones.

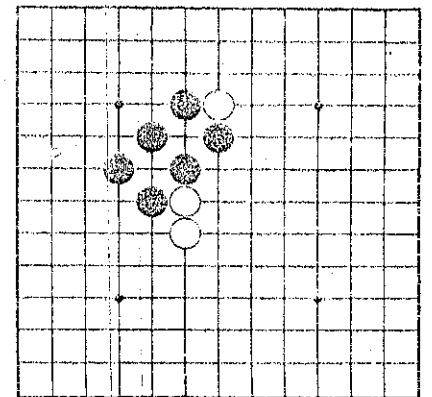


*If White Plays First*  
If it's White's turn, it is White who will capture two stones.

PROBLEM 8

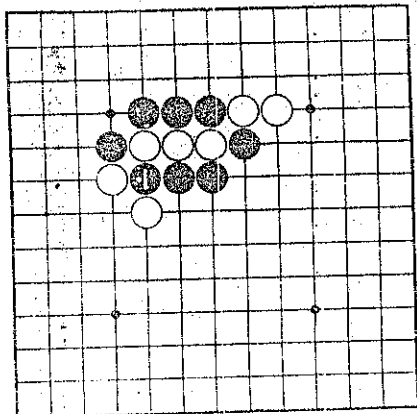


*Correct Answer*  
By playing at 1, Black captures two white stones at the same time.



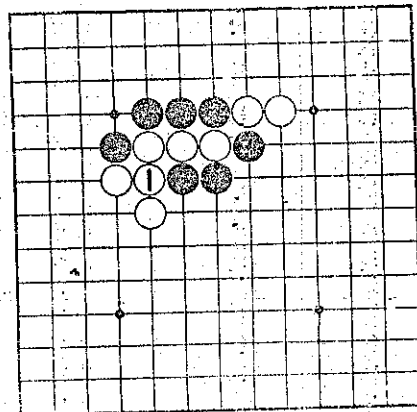
*The Resulting Shape*  
This is what the position will look like after the capture.

PROBLEM 9



*Correct Answer*

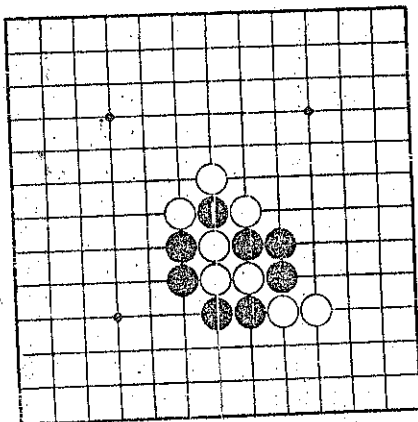
Black can capture three stones by playing at 1.



*If White Plays First*

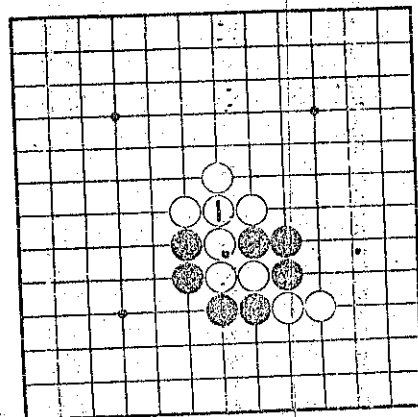
If it's White's turn, he can save his three stones by playing at 1.

PROBLEM 10



*Correct Answer*

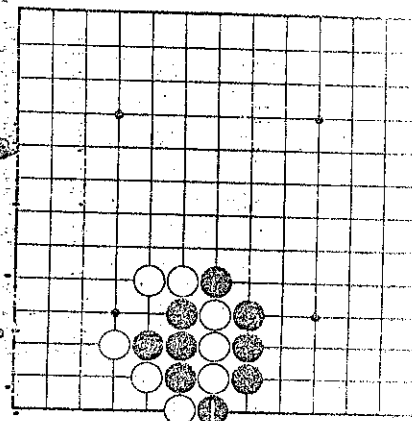
Black can capture three stones by playing at 1.



*If White Plays First*

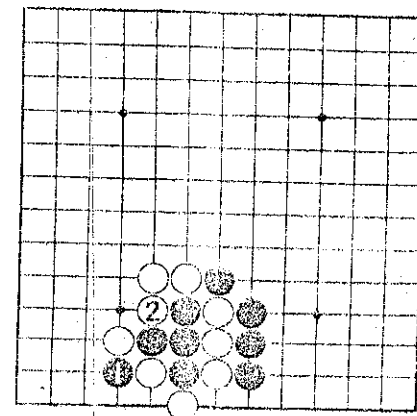
If it's White's turn, he can save his three stones by playing at 1.

PROBLEM 11



*Correct Answer*

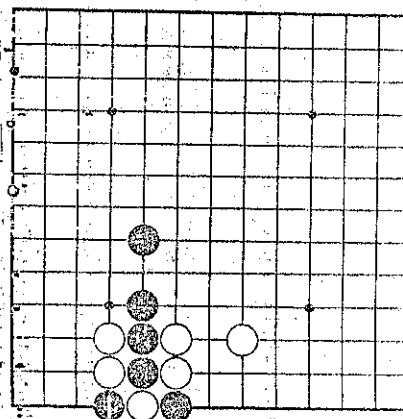
Black can capture three stones by playing at 1.



*Wrong Answer*

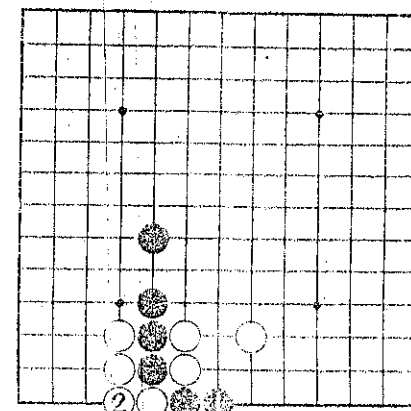
If Black plays 1, it is White who captures black stones with 2.

PROBLEM 12



*Correct Answer*

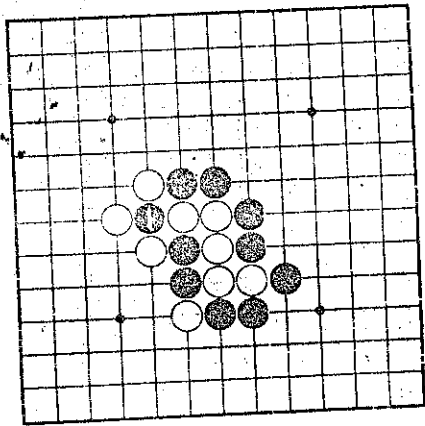
Black can capture one stone by playing at 1.



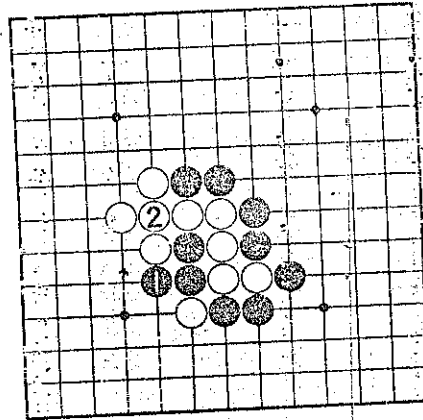
*Wrong Answer*

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

PROBLEM 13

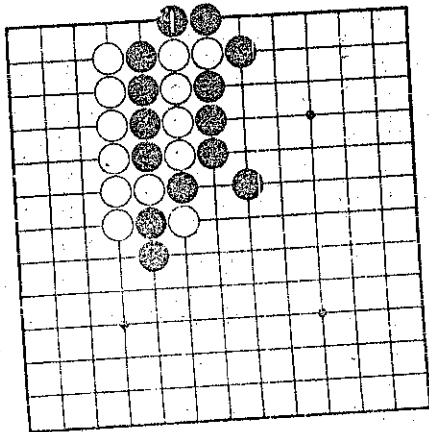


*Correct Answer.*  
Black can capture five stones by playing at 1.

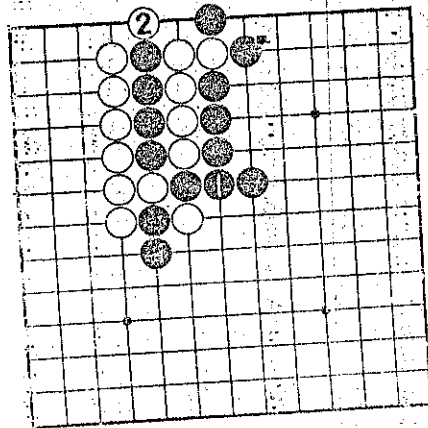


*Wrong Answer*  
If Black plays 1, White plays at 2 and his stones are saved.

PROBLEM 14

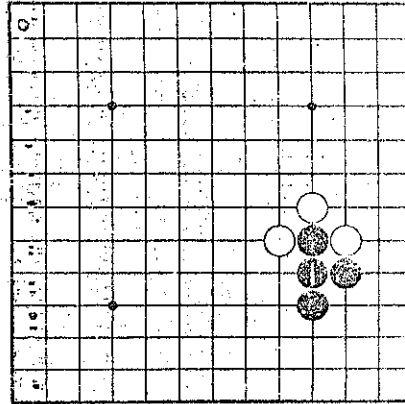


*Correct Answer*  
Black can capture five stones by playing at 1.

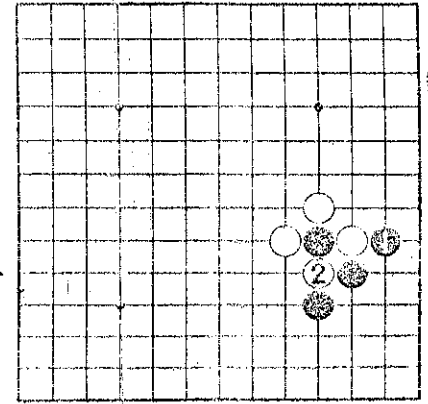


*Wrong Answer*  
If Black plays 1, it is White who captures black stones with 2.

PROBLEM 15

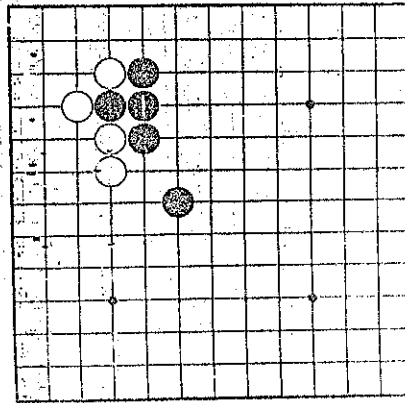


*Correct Answer*  
Black can save his stone, by connecting at 1.

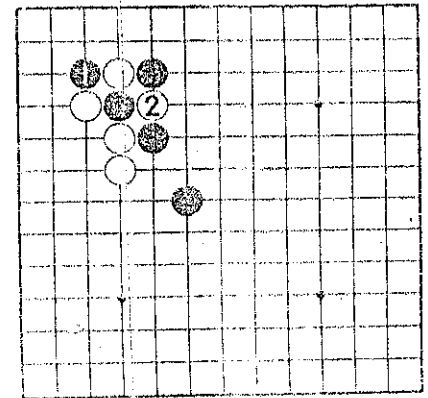


*Wrong Answer*  
If Black threatens to capture a white stone by playing at 1, White captures a black stone with 2.

PROBLEM 16

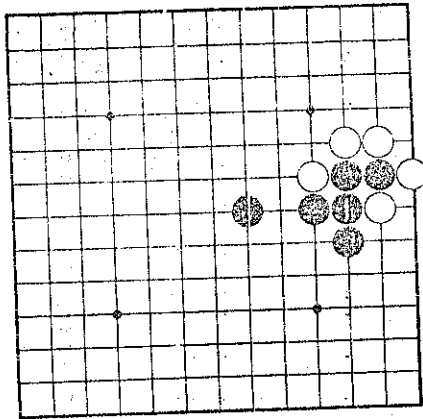


*Correct Answer*  
Black can save his stone by playing at 1.

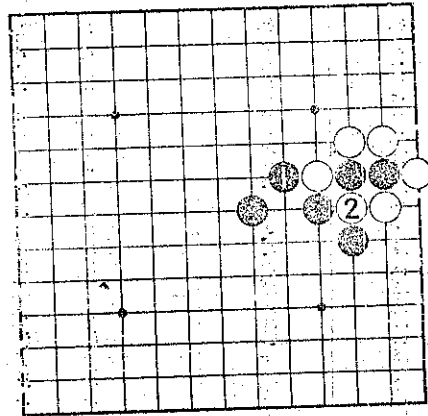


*Wrong Answer*  
If Black threatens to capture a white stone by playing at 1, White captures a black stone with 2.

PROBLEM 17

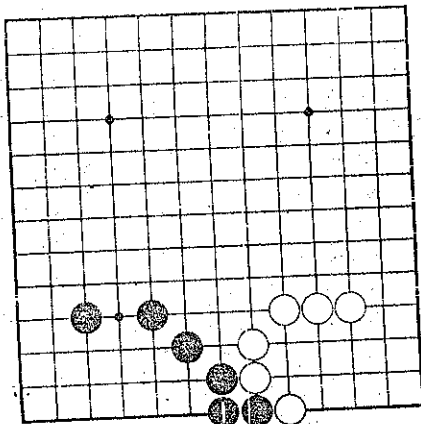


*Correct Answer*  
Black can save his two stones by connecting at 1.

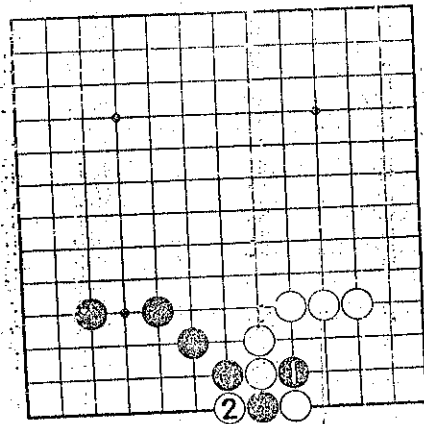


*Wrong Answer*  
If Black plays at 1, White will capture two black stones with 2.

PROBLEM 18

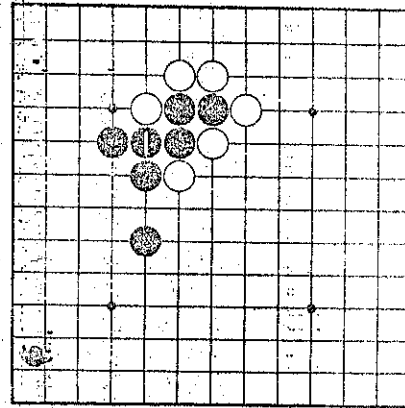


*Correct Answer*  
Black can save his stone by playing at 1.

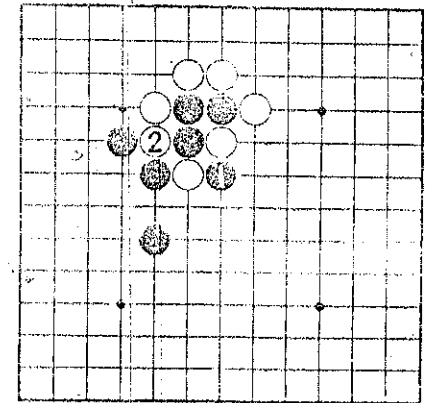


*Wrong Answer*  
Black 1 is unreasonable since White will capture the black stone with 2.

PROBLEM 19

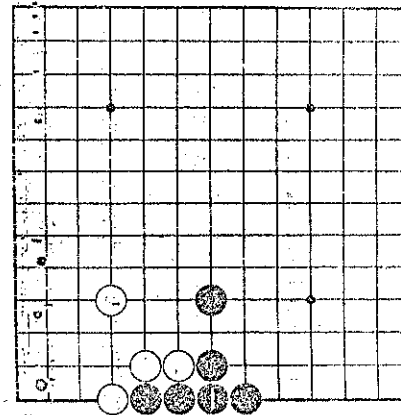


*Correct Answer*  
Black can save his three stones by playing at 1.

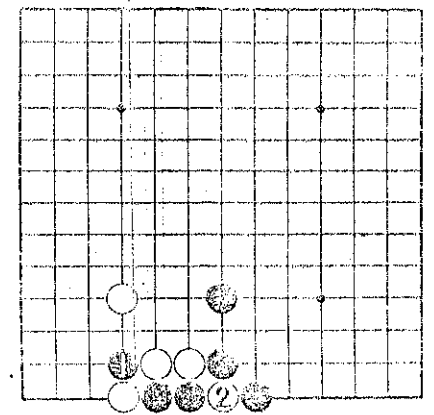


*Wrong Answer*  
Black 1 is unreasonable since White will capture the three black stones with 2.

PROBLEM 20

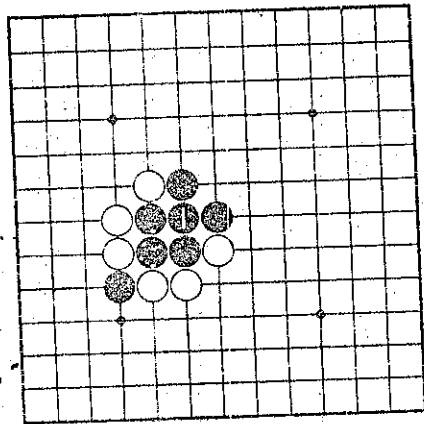


*Correct Answer*  
Black can save his two stones by playing at 1.



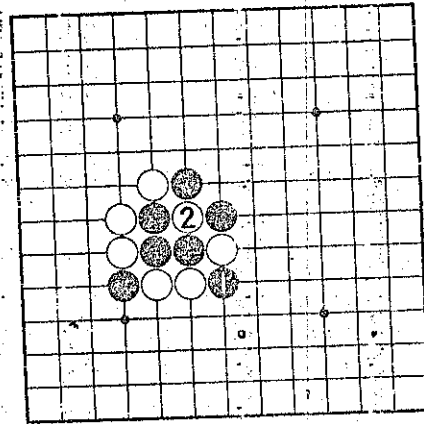
*Wrong Answer*  
If Black plays at 1, White will capture the black stones with 2.

PROBLEM 21



*Correct Answer*

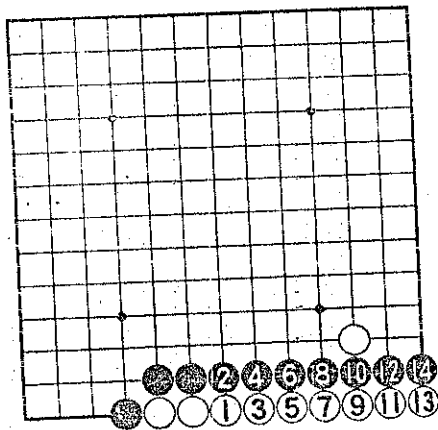
Black can save his three stones by playing at 1.



*Wrong Answer!*

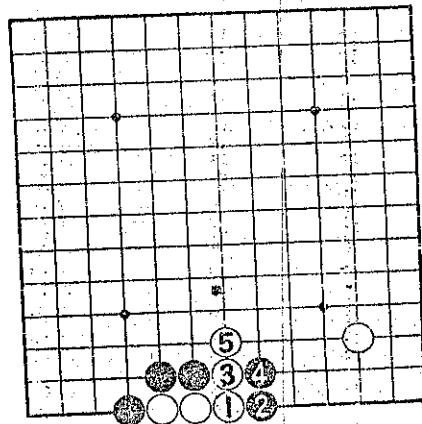
Black 1 is unreasonable since White will capture the three black stones with 2.

PROBLEM 22



*Correct Answer*

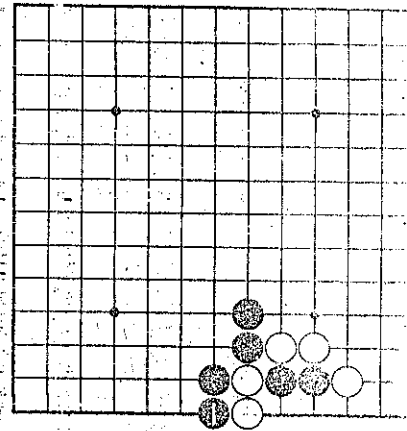
White can't save his stones. If he persists with the sequence to 13, he will be captured with 14.



*Wrong Answer*

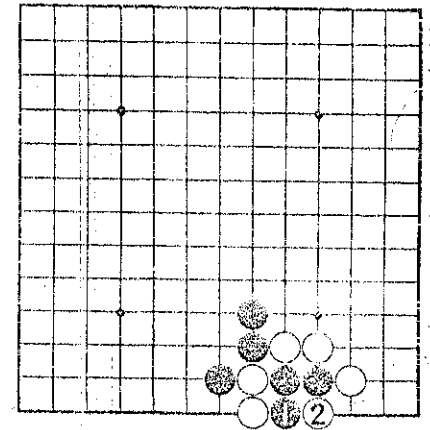
If Black attacks in the wrong direction, White will escape.

PROBLEM 23



*Correct Answer*

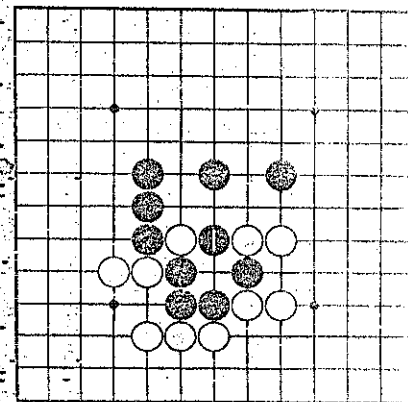
If Black gives atari with 1, there is no way for White to escape.



*Wrong Answer*

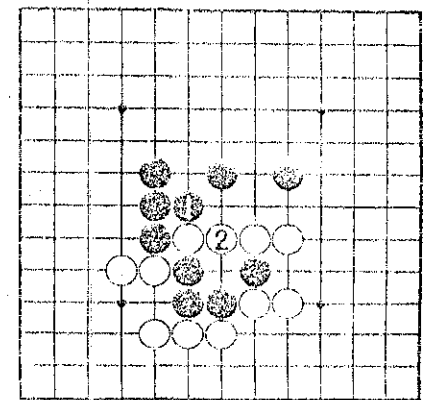
If black gives atari from the wrong side with 1 here, White will capture three stones with 2.

PROBLEM 24



*Correct Answer*

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

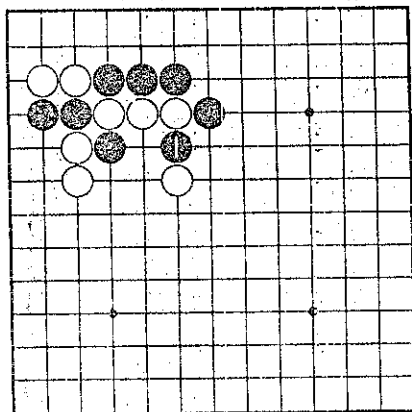


*Wrong Answer*

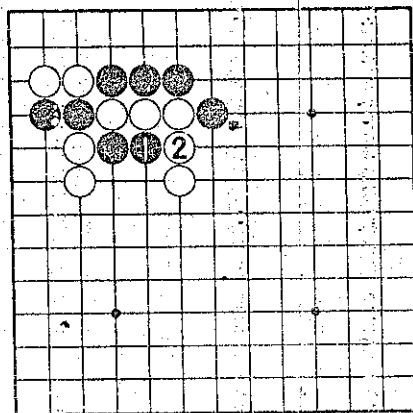
If Black gives atari in the wrong direction, White connects at 2 and cannot be captured.



PROBLEM 25

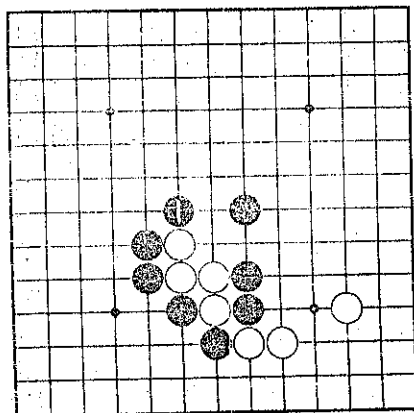


*Correct Answer*  
Black captures three stones by giving atari with 1.

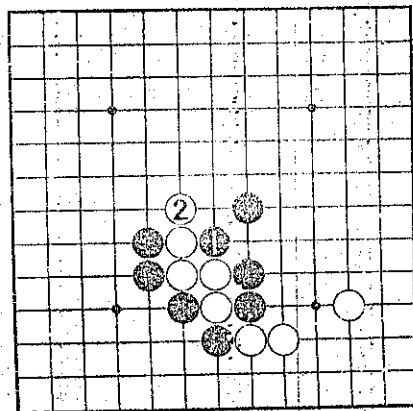


*Wrong Answer*  
If Black gives atari with 1 here, White plays 2 and cannot be captured.

PROBLEM 26

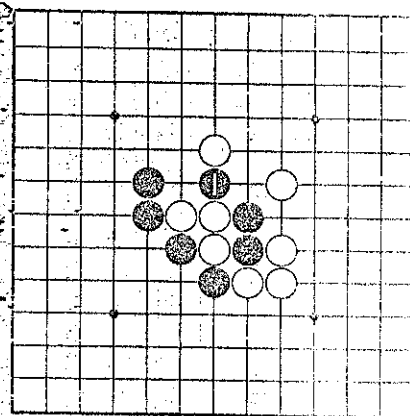


*Correct Answer*  
Black can capture four white stones by giving atari with 1.

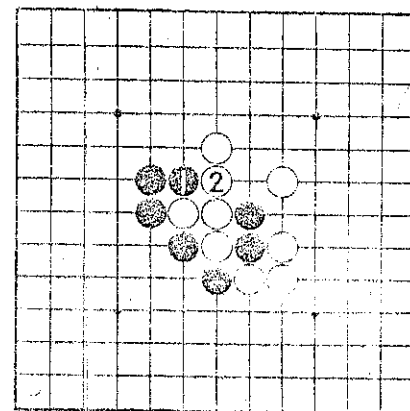


*Wrong Answer*  
Black 1 is the wrong direction. White escapes by extending to 2.

PROBLEM 27

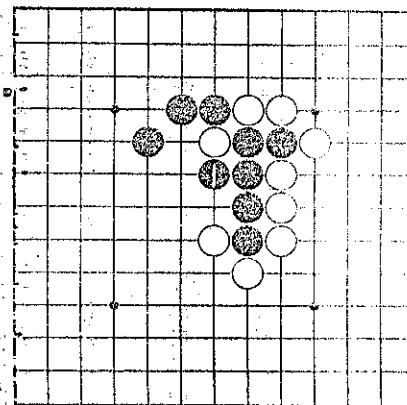


*Correct Answer*  
Black captures three stones by giving atari with 1.

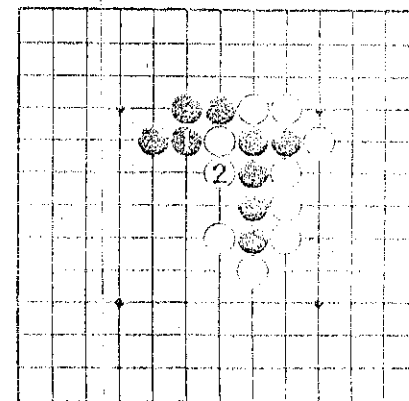


*Wrong Answer*  
If Black gives atari with 1 here, White plays 2 and cannot be captured.

PROBLEM 28

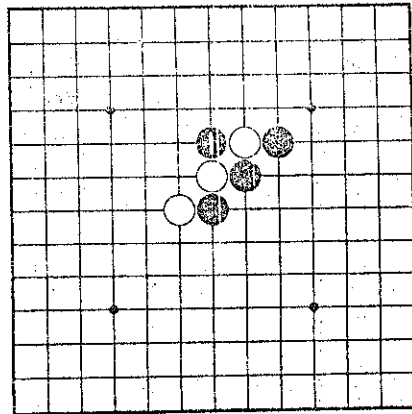


*Correct Answer*  
If Black gives atari with 1, the lone white stone cannot escape.



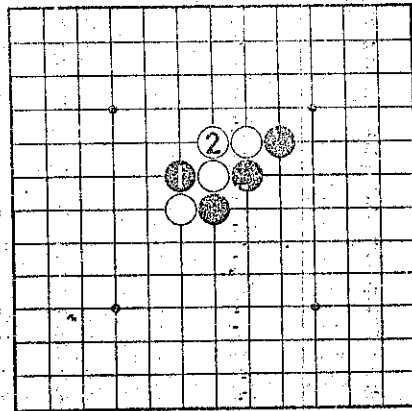
*Wrong Answer*  
Black 1 is the wrong direction. White will capture five black stones with 2.

PROBLEM 29



*Correct Answer*

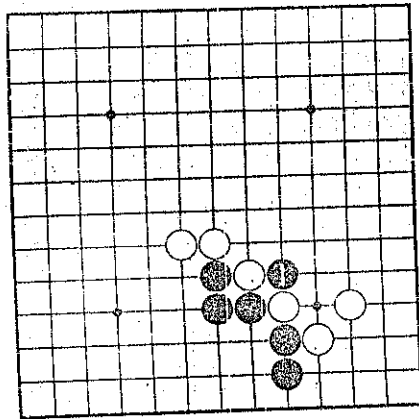
Black 1 is double atari. One of the two threatened white stones will be captured.



*Wrong Answer*

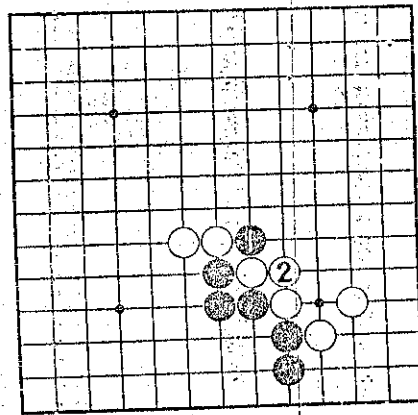
If Black plays atari with 1 here, White connects at 2 and cannot be captured.

PROBLEM 30



*Correct Answer*

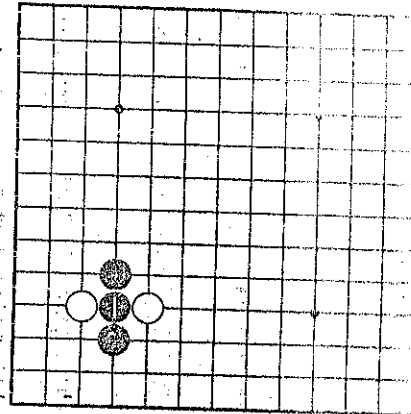
Black 1 here is also double atari. One of the two threatened white stones will be captured.



*Wrong Answer*

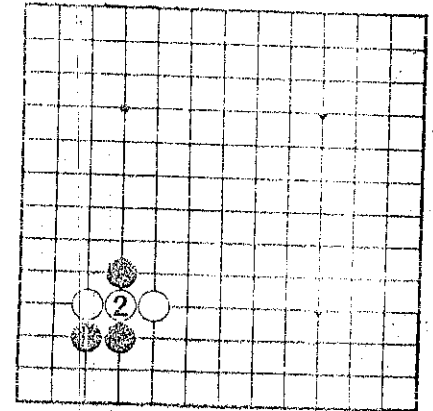
If Black plays atari with 1, White connects at 2 and cannot be captured.

PROBLEM 31



*Correct Answer*

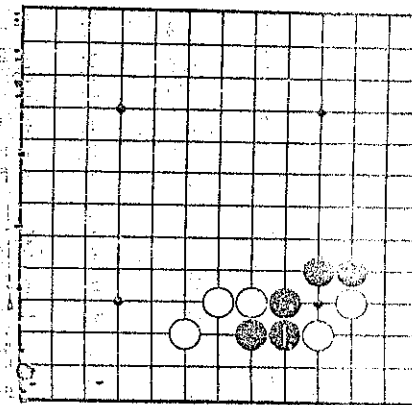
Black connects his stones with 1. White is also separated into two, an important point to consider when fighting.



*Wrong Answer*

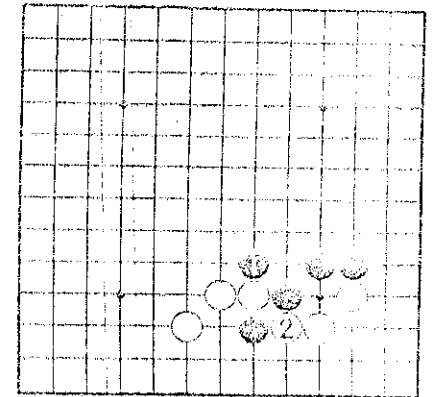
If Black plays 1, it is White who separates Black into two and connects up his own stones by playing 2. Black is at a disadvantage.

PROBLEM 32



*Correct Answer*

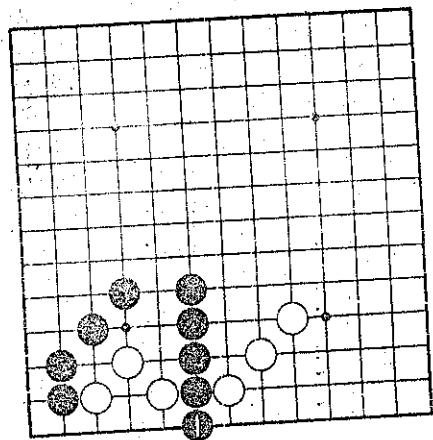
By playing at 1, Black links up his stones into one strong group.



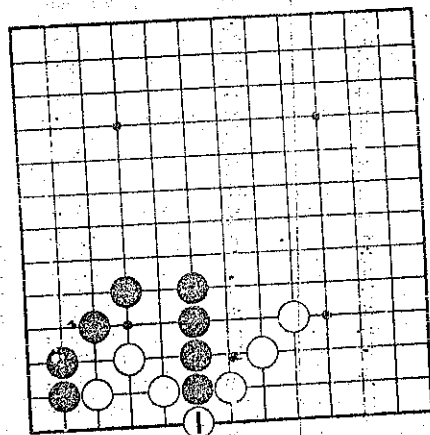
*Wrong Answer*

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

PROBLEM 33

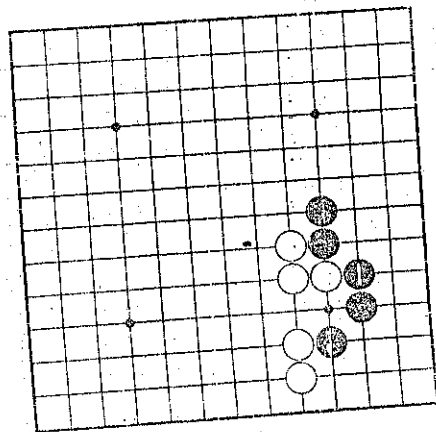


*Correct Answer*  
When Black plays 1 White is unable to link up his stones. Playing to the left or right of 1 also accomplishes the same purpose.

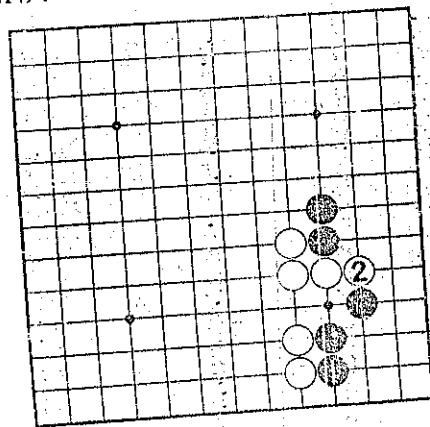


*If White Plays First*  
If it is White's turn to play, he can link up his stones by playing underneath at 1.

PROBLEM 34

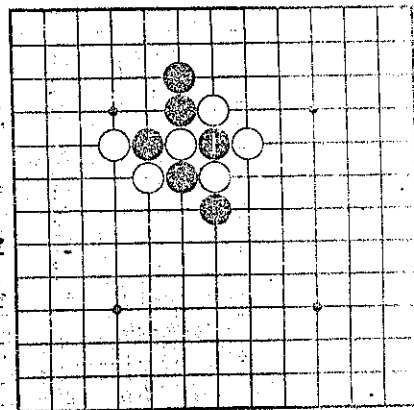


*Correct Answer*  
By playing at 1, Black links up his upper and lower stones to make one group.

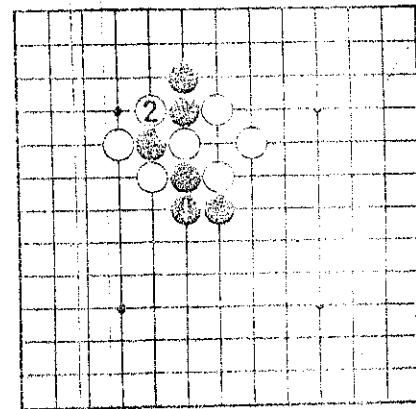


*Wrong Answer*  
If Black lets White play at 2, he will not be able to link up and will end up with two weak groups.

PROBLEM 35

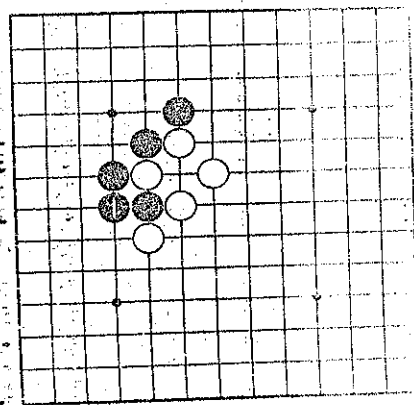


*Correct Answer*  
Taking the ko with 1 is the only move.

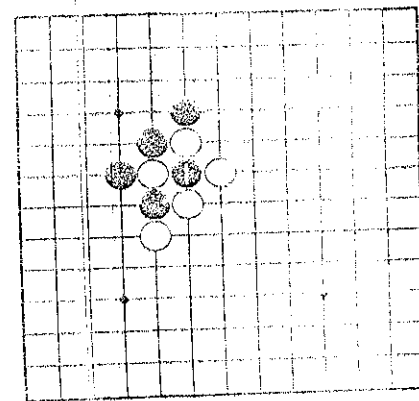


*Wrong Answer*  
If Black connects at 1, White takes a stone at 2 and Black's stones are separated.

PROBLEM 36

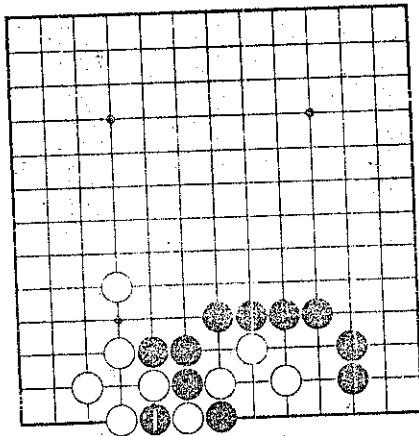


*Correct Answer*  
In this case, Black should connect at 1 without capturing a stone.

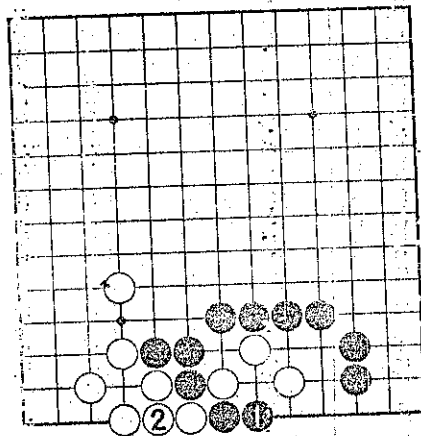


*An Illegal Move*  
Black cannot recapture at 1. This is against the rule.

PROBLEM 37

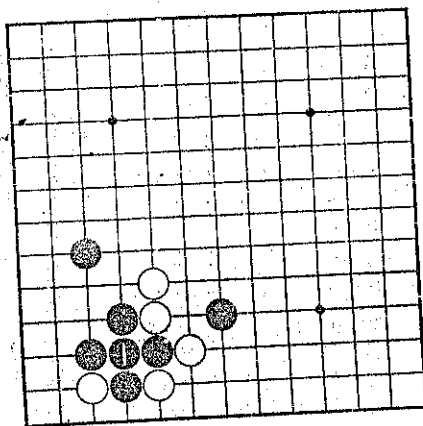


*Correct Answer*  
Taking the ko with 1 is the right move.

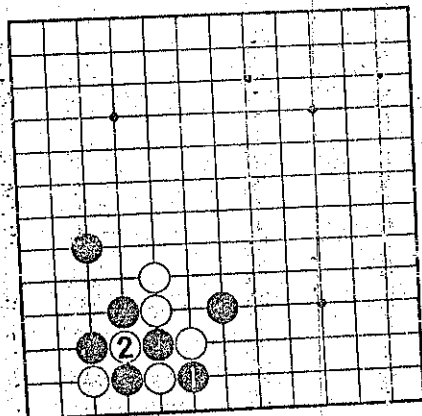


*Wrong Answer*  
If Black extends to 1, White connects at 2 and the two black stones cannot escape.

PROBLEM 38

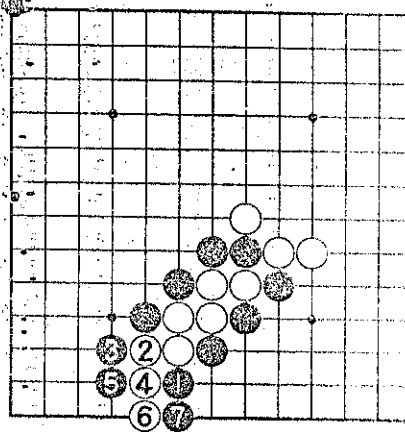


*Correct Answer*  
Black should connect at 1 so that White cannot start a ko fight.

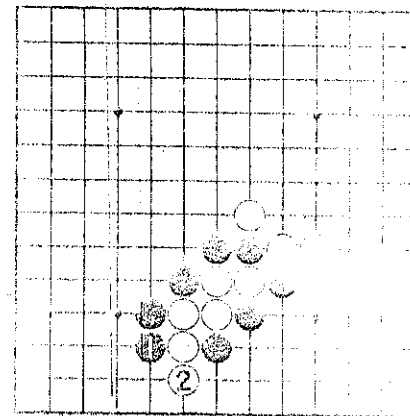


*Wrong Answer*  
If Black plays at 1, White starts a ko. Black is at a disadvantage.

PROBLEM 39

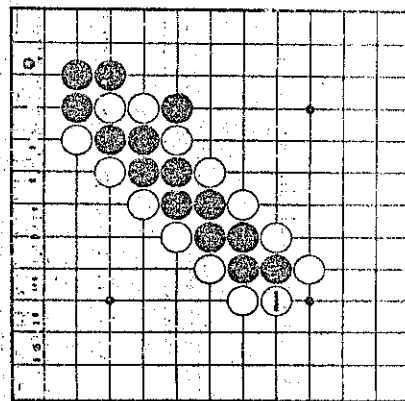


*Correct Answer*  
If Black gives atari with 1 to 5, White cannot escape. This kind of situation is called a ladder.

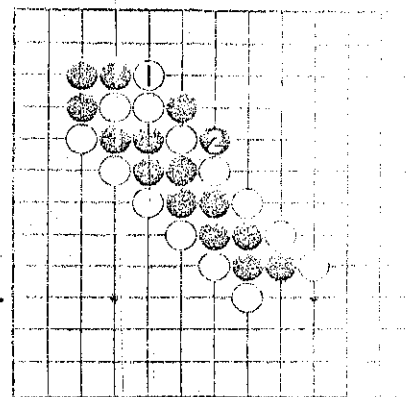


*Wrong Answer*  
If Black gives atari with 1 here, White is able to escape by extending to 2.

PROBLEM 40

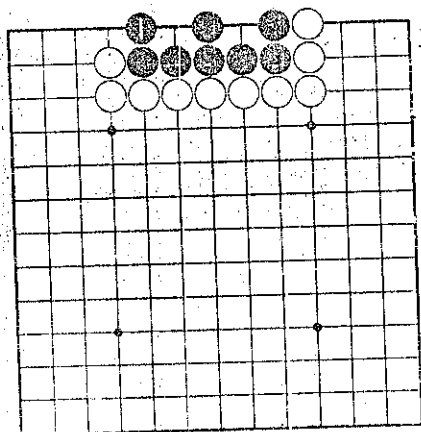


*Correct Answer*  
If White takes ten stones with 1, there is no longer a double atari on the white stones.

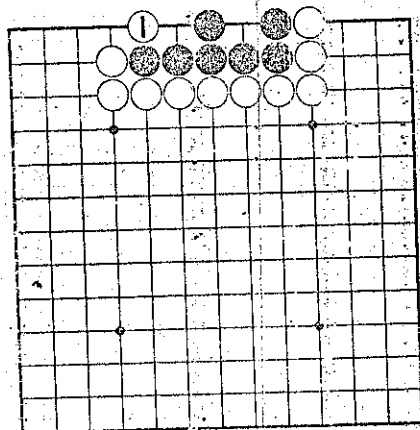


*Wrong Answer*  
If White runs away with 1 to save his two stones, black captures with 2 and the ten white stones are no longer in atari.

PROBLEM 41

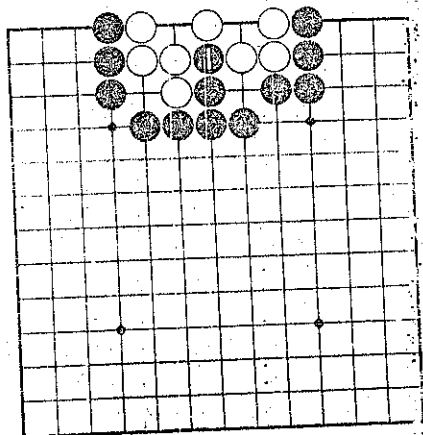


*Correct Answer*  
Black can make life for his group by playing at 1.

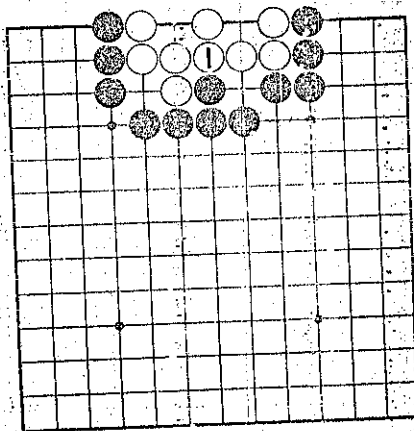


*If White Plays First*  
If it is White's turn, White 1 will kill the black group.

PROBLEM 42

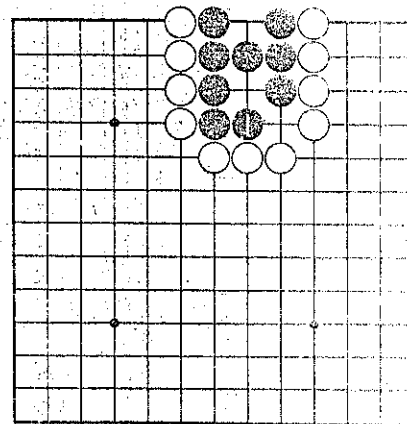


*Correct Answer*  
Black 1 kills the white stones. Eventually, Black will be able to take these stones off the board.

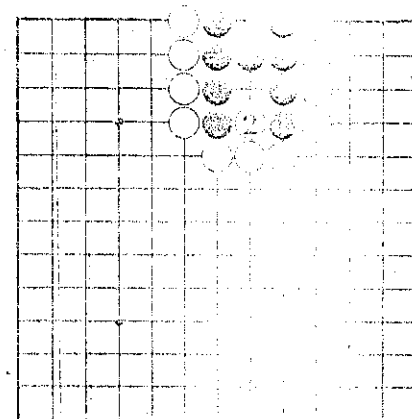


*If White Plays First*  
White can give his stones life with 1 if it is his turn to play.

PROBLEM 43

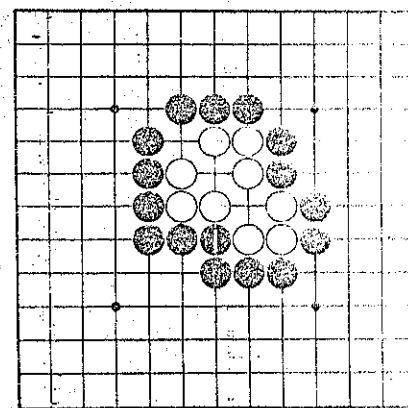


*Correct Answer*  
Black can make life for his group by playing at 1.

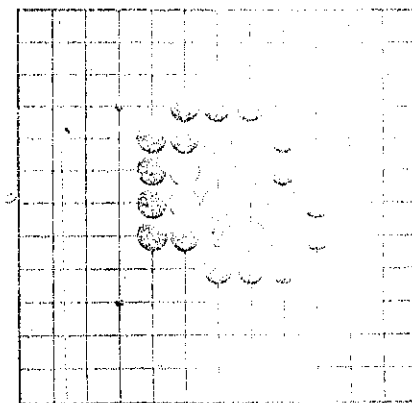


*Wrong Answer*  
If White gets the move at 2, the black stones will die.

PROBLEM 44

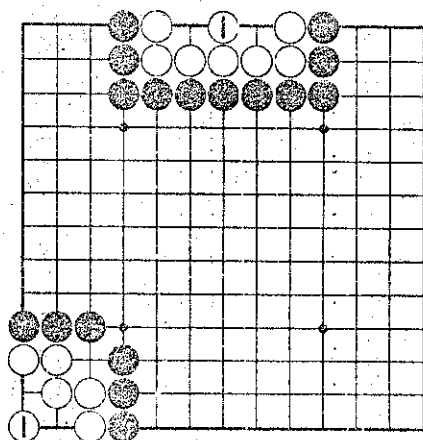


*Correct Answer*  
Black 1 kills the white stones.



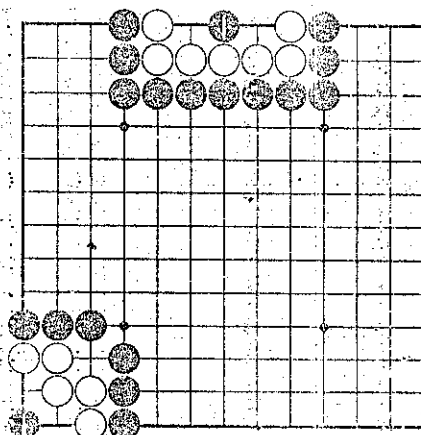
*Wrong Answer*  
White can give his stones life with 2 if Black plays the other move.

PROBLEM 45



*Correct Answer*

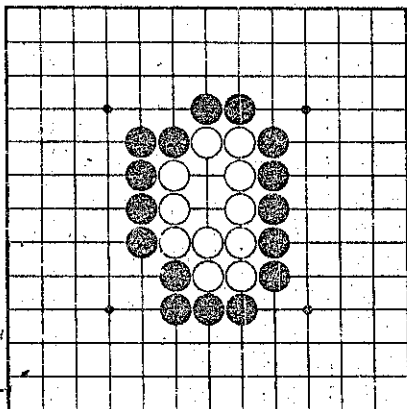
White can make life in both positions by playing at 1.



*If Black Plays First*

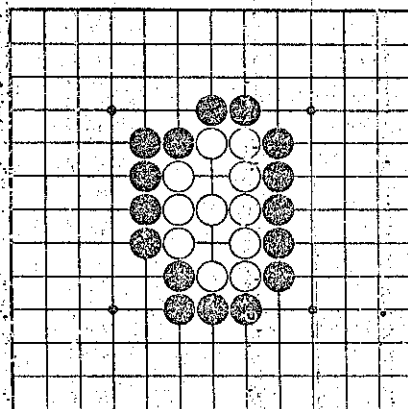
Black 1 will kill both white groups.

PROBLEM 46



*Correct Answer*

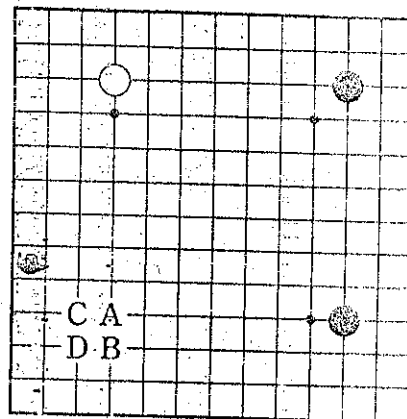
White is dead.



*For Reference*

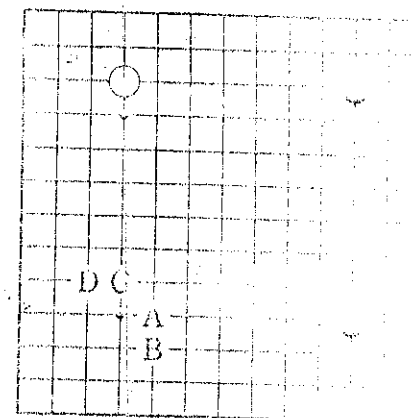
If it were this position, White would be alive.

PROBLEM 47



*Correct Answer*

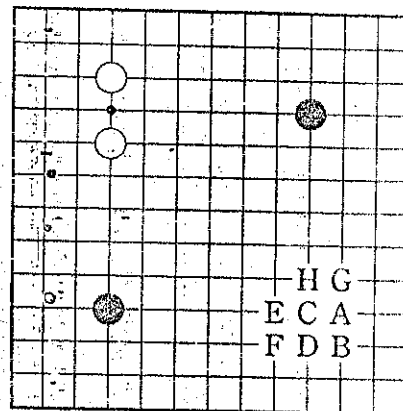
You can gain the most advantage by playing in an empty corner. Any of the moves from A to D is the correct answer.



*Correct Answer*

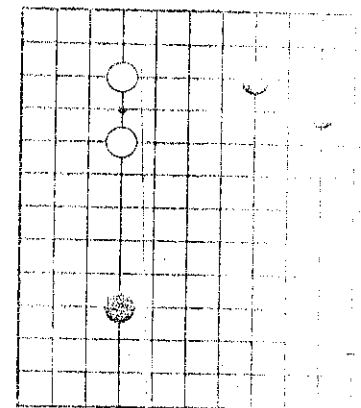
Any of the four moves in this diagram is also good.

PROBLEM 48



*Correct Answer*

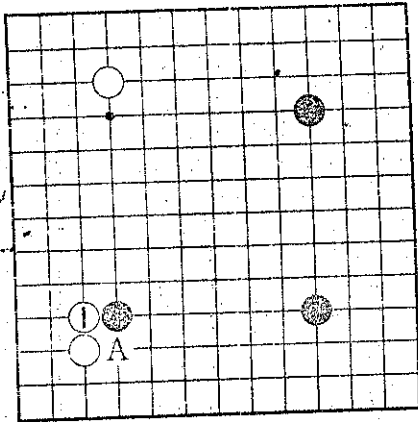
Black should play in the empty corner at one of the eight points from A to H. Any one of these would be the correct answer.



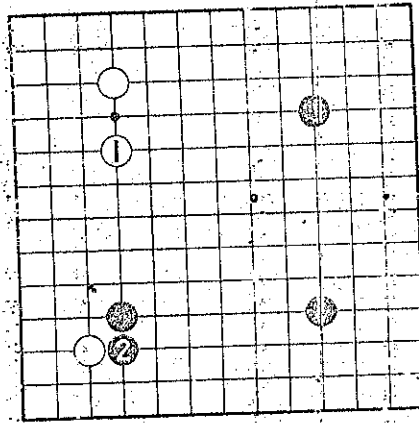
*Wrong Answer*

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

PROBLEM 49

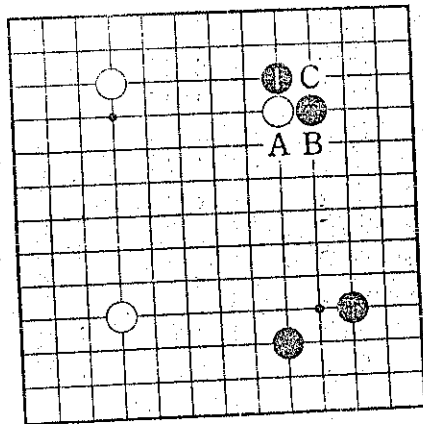


*Correct Answer*  
 Either White 1 or White A is the best move.

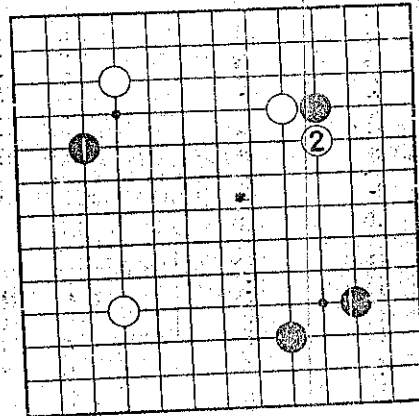


*Wrong Answer*  
 If White plays at 1 or in another corner, Black 2 puts White at a disadvantage.

PROBLEM 50

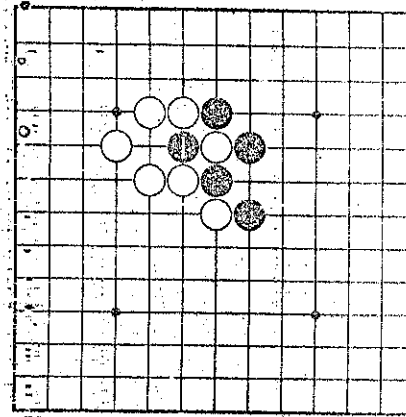


*Correct Answer*  
 Black 1 or any of the moves from A to C would be the correct answer.

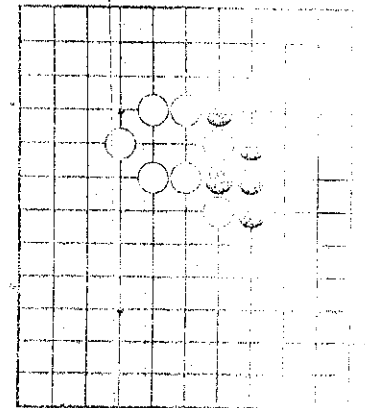


*Wrong Answer*  
 If Black plays 1 or in any place other than the upper right corner, White 2 would put Black at a disadvantage.

PROBLEM 51

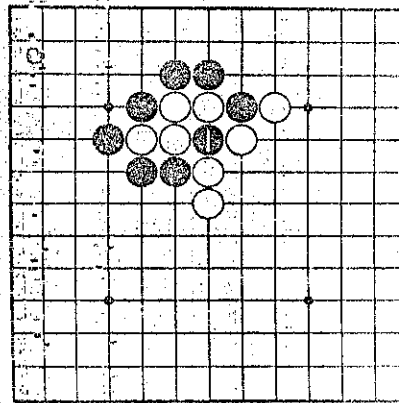


*Correct Answer*  
 Black should immediately retake one white stone with 1.

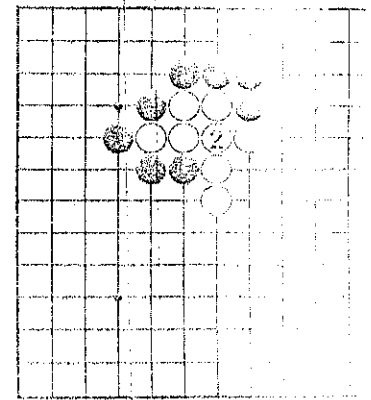


*Wrong Answer*  
 Neglecting to take the black stone and connecting with 1 will put Black at a disadvantage.

PROBLEM 52

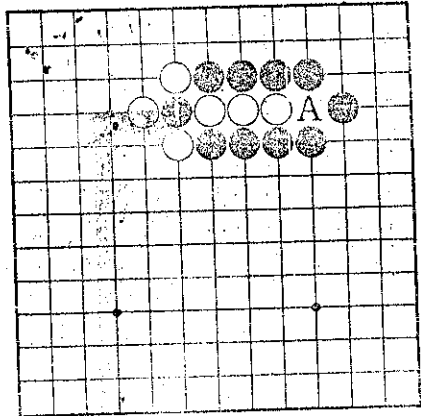


*Correct Answer*  
 Black should play at 1 and capture four stones.



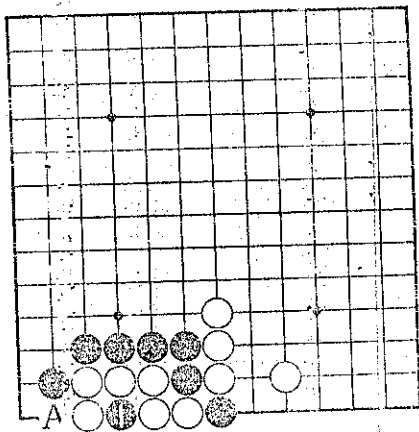
*Wrong Answer*  
 If Black plays 2, White will save his four stones by playing at 2.

PROBLEM 53



*An Illegal Move*

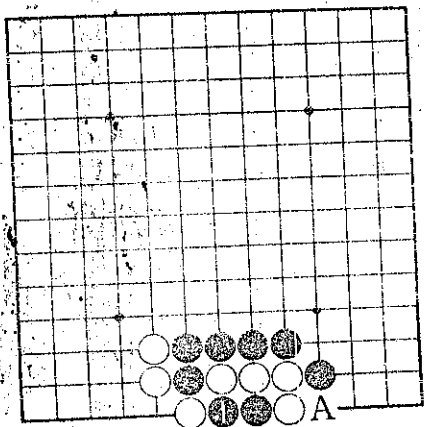
Black 1 is an illegal move. If the point A were occupied by either Black or White, then Black 1 would be possible.



*An Illegal Move*

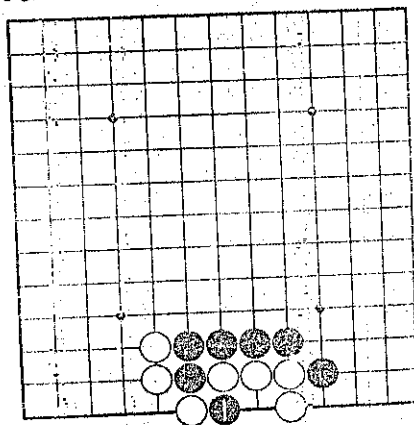
Black 1 here is also an illegal move. However, if Black occupied the point A, then Black could play at 1 and capture six stones.

PROBLEM 54



*An Illegal Move*

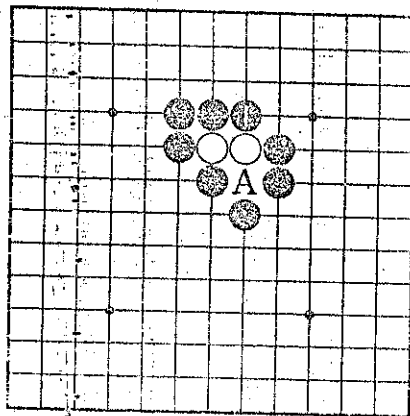
Black 1 cannot be played. If Black occupied the point A, Black 1 would capture four stones.



*For Reference*

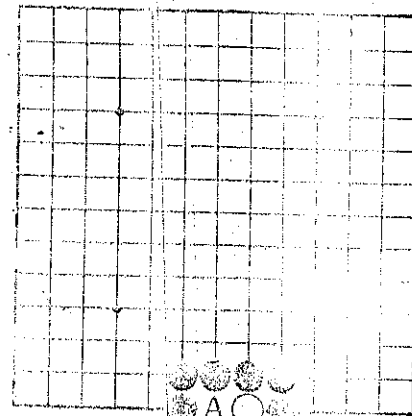
In this position, Black 1 is a legal move.

PROBLEM 55



*Correct Answer*

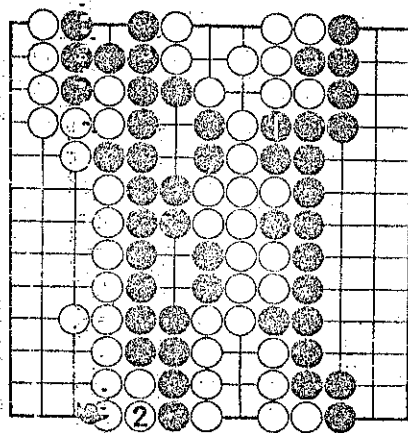
The white stones cannot be taken. If A were occupied by either Black or White, then Black 1 would capture White's stones.



*Correct Answer*

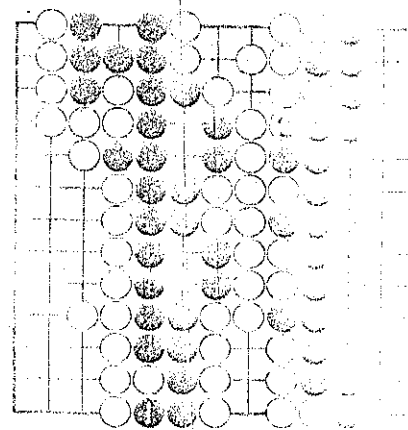
The white stone cannot be taken. As before, if A were occupied, Black 1 would capture the white stone.

PROBLEM 56



*Correct Answer*

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

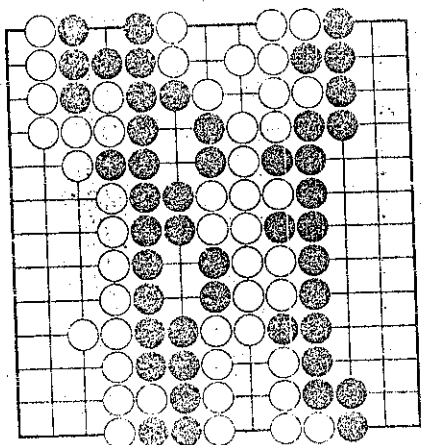


*Correct Answer*

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

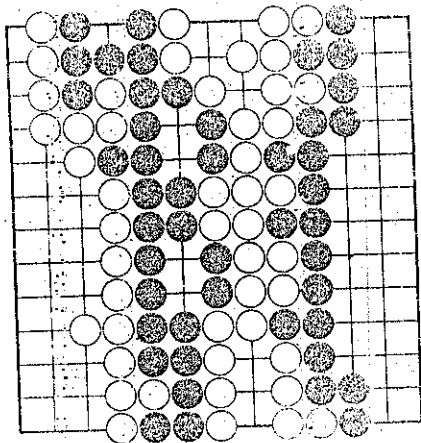


PROBLEM 57



*Correct Answer*

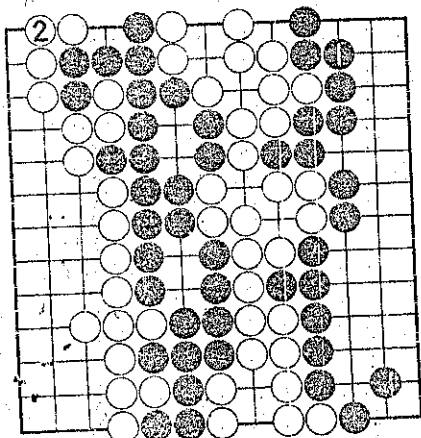
Black's territory amounts to 38 points: 33 points on the right and 5 points in the middle.



*Correct Answer*

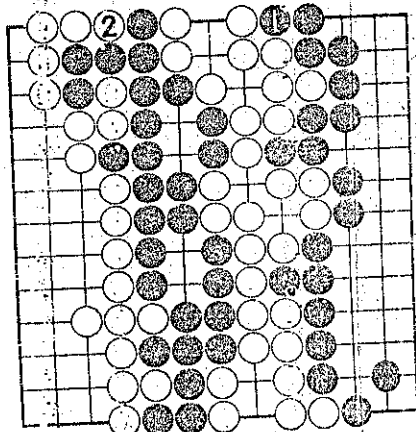
White's territory comes to 36 points: 29 points on the left and 7 points in the middle. Therefore, Black wins by 2 points.

PROBLEM 58



*Correct Answer*

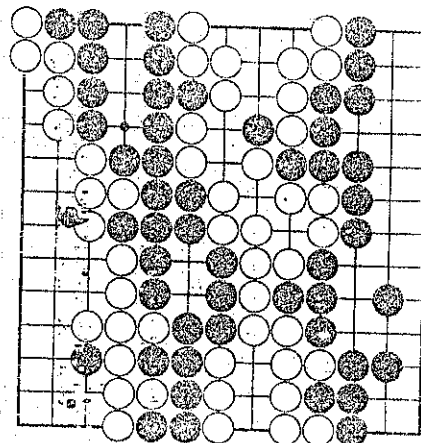
Black 1 and White 2 are the last defensive moves.



*Correct Answer*

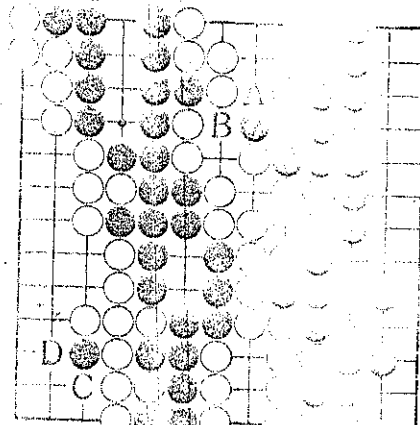
Now, the last two game points, Black 1 and White 2, can be played.

PROBLEM 59



*Correct Answer*

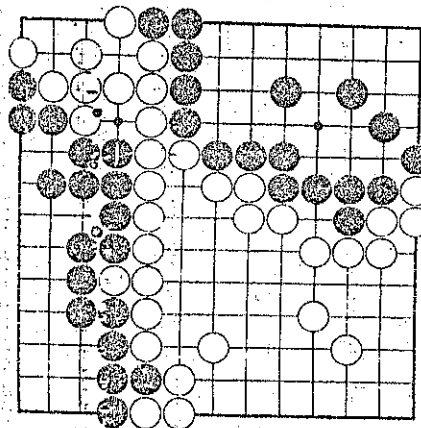
Five dead stones that were in the problem diagram have been removed. Compare these two diagrams.



*Correct Answer*

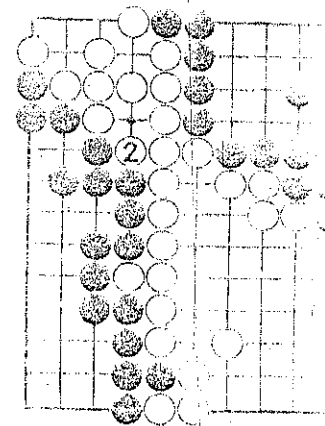
There are two black stones that are dead. They may also be taken from the board without changing the points from A to D.

PROBLEM 60



*Correct Answer*

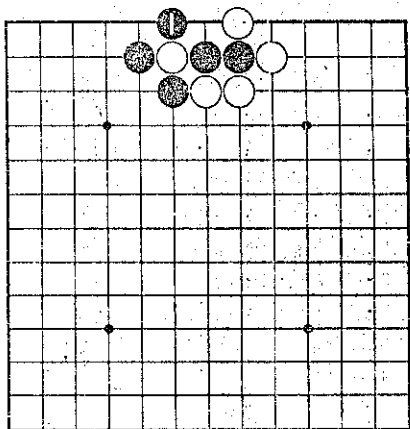
Black 1 is the last point of profit left.



*Wrong Answer*

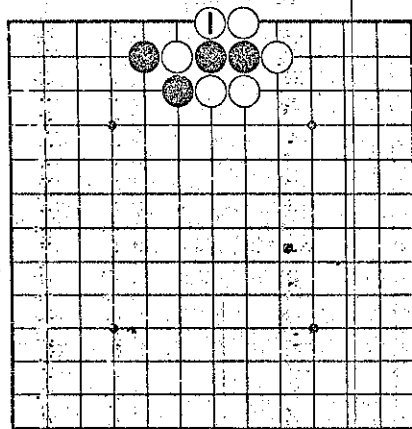
Black 1 is on a dame. White 2 takes the last point of profit. Black has lost a point.

PROBLEM 61



*Correct Answer*

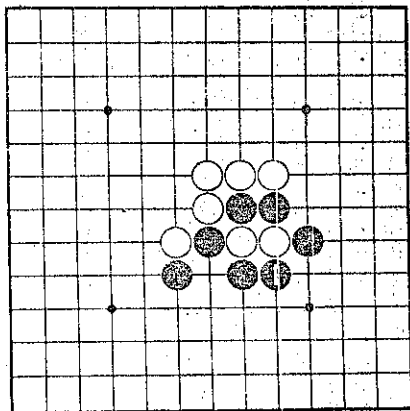
By playing at 1, Black can capture one white stone.



*If White Plays First*

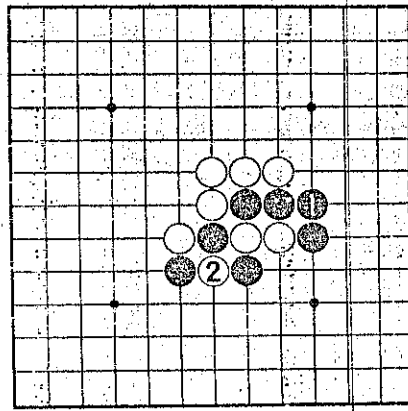
If it were White's turn, he would take two black stones with 1.

PROBLEM 62



*Correct Answer*

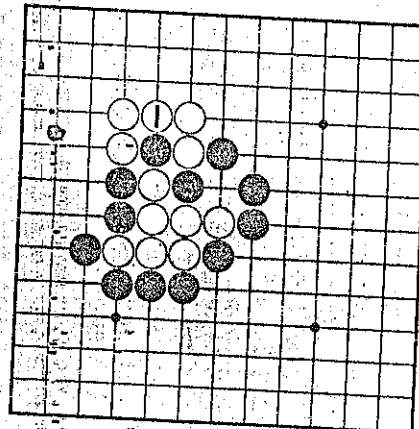
By playing at 1, Black can take two white stones.



*Wrong Answer*

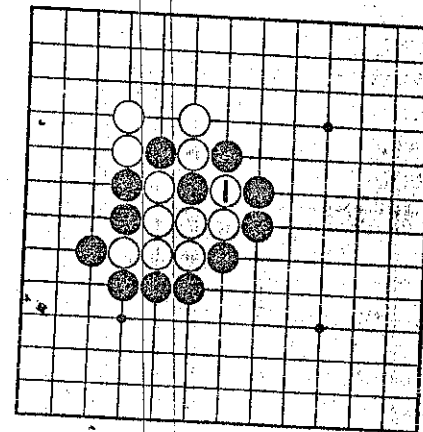
If Black plays at 1, White captures with 2 and Black can no longer take the two white stones.

PROBLEM 63



*Correct Answer*

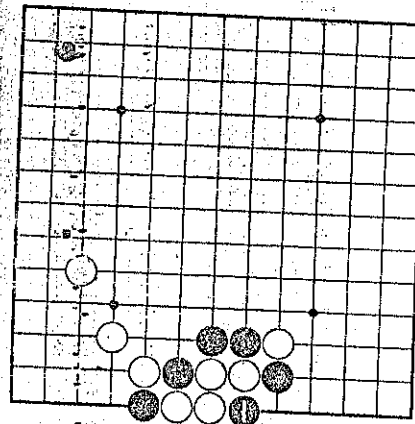
Taking one black stone with 1 is the correct answer.



*Wrong Answer*

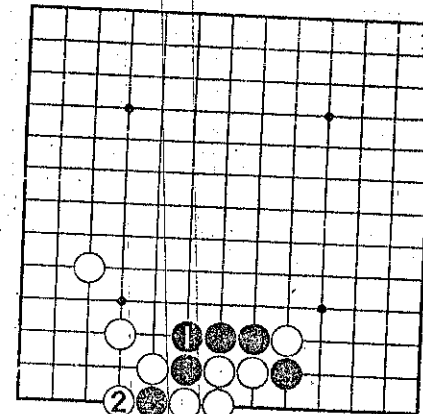
Taking with 1 here is wrong. Black can capture eight white stones by playing immediately to the left of 1.

PROBLEM 64



*Correct Answer*

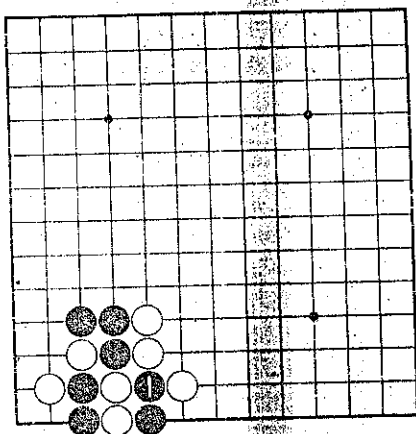
By playing at 1, Black can take four white stones.



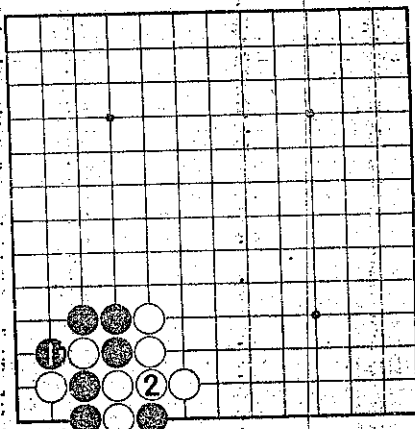
*Wrong Answer*

If Black plays at 1, White plays 2 and the four stones can no longer be captured.

PROBLEM 65

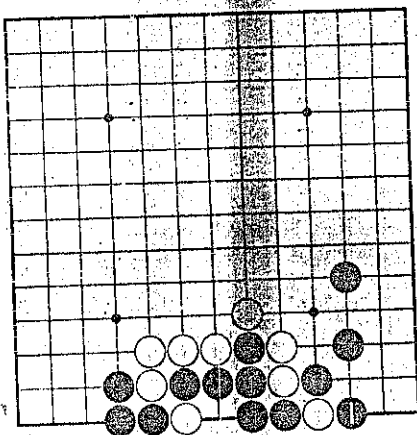


*Correct Answer*  
If Black takes two white stones with 1, the two white stones in the corner cannot escape.

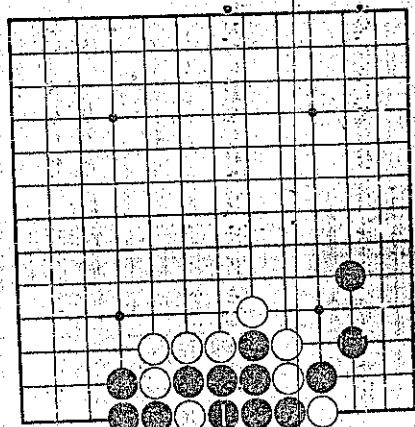


*Wrong Answer*  
If Black takes one stone with 1, White plays 2 and saves two of his stones.

PROBLEM 66

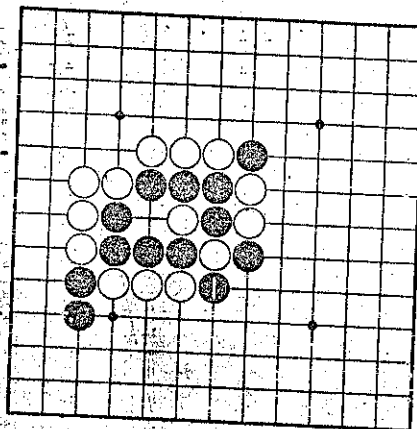


*Correct Answer*  
Taking one stone on the right with Black 1 is the correct answer.

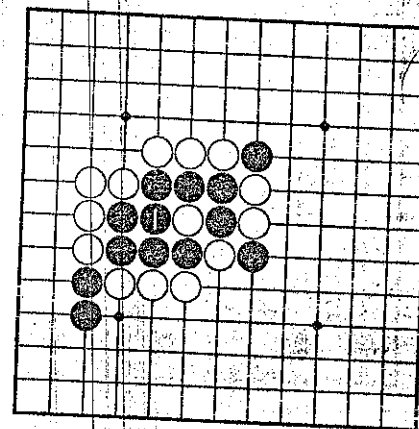


*Wrong Answer*  
If Black takes the stone on the left, he will lose seven stones when White retakes to the left of 1.

PROBLEM 67

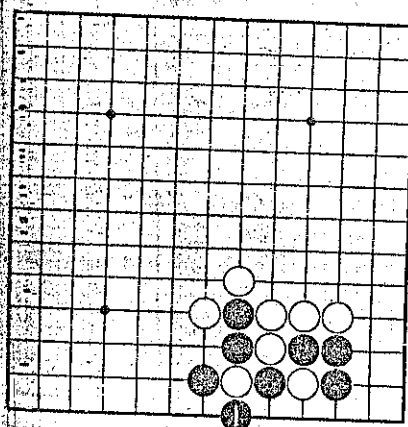


*Correct Answer*  
Taking one stone with 1 is the correct answer.

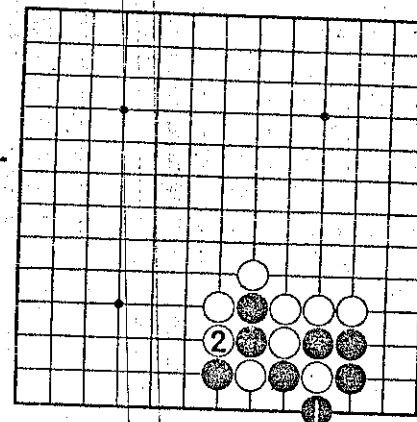


*Wrong Answer*  
If Black takes a stone with 1 here, he will lose nine stones when White retakes to the right of 1.

PROBLEM 68

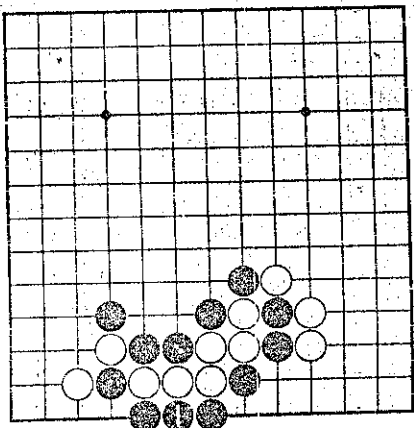


*Correct Answer*  
Taking one stone on the left with Black 1 is the correct answer.

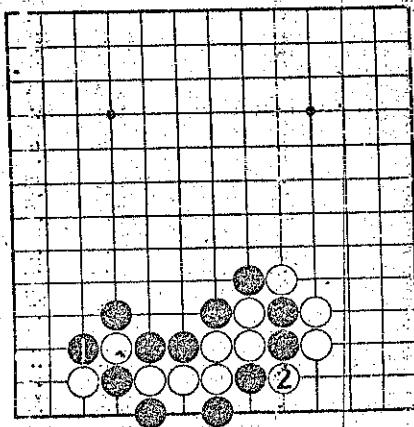


*Wrong Answer*  
If Black takes the stone on the right, he will lose two stones when White plays 2.

PROBLEM 69

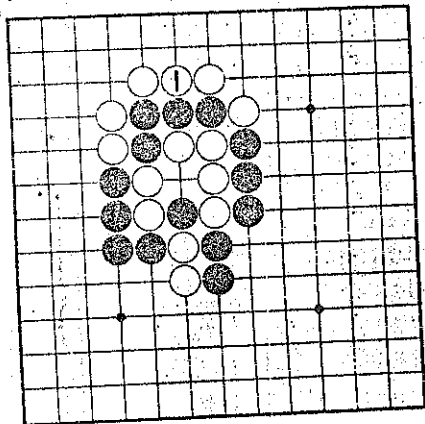


*Correct Answer*  
The correct answer is Black 1, taking six white stones.

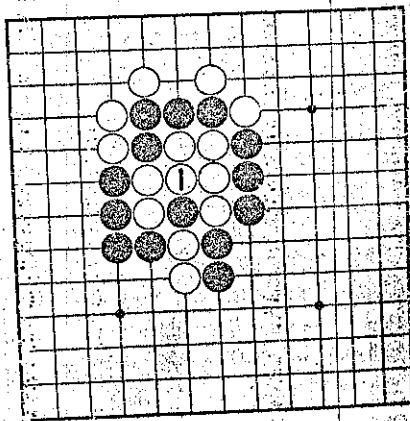


*Wrong Answer*  
If Black takes one stone with 1, White captures two black stones with 2 and the six white stones can no longer be captured.

PROBLEM 70

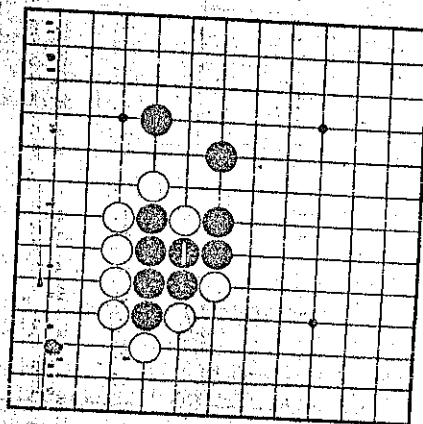


*Correct Answer*  
Taking four black stones with 1 is the correct answer.

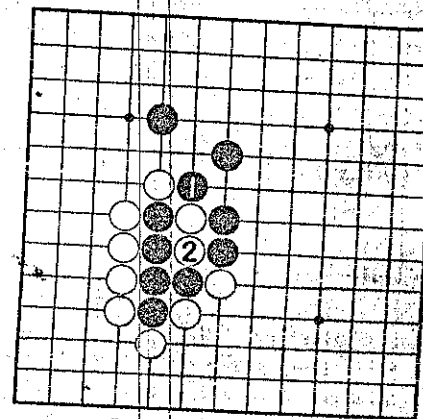


*Wrong Answer*  
If White takes one stone with 1 as here, Black will capture seven white stones by playing below 1 on the next move.

PROBLEM 71

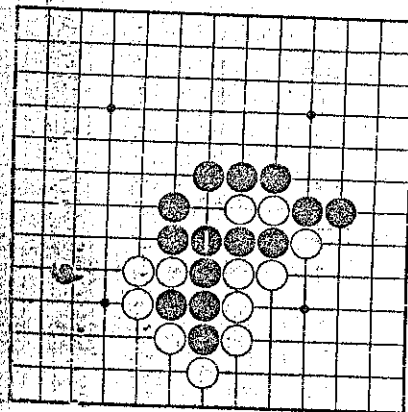


*Correct Answer*  
Black should play at 1, saving his five stones that are in atari.

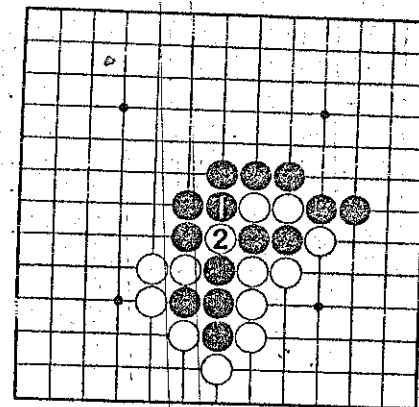


*Wrong Answer*  
If Black plays any other move, White will capture five black stones with 2.

PROBLEM 72

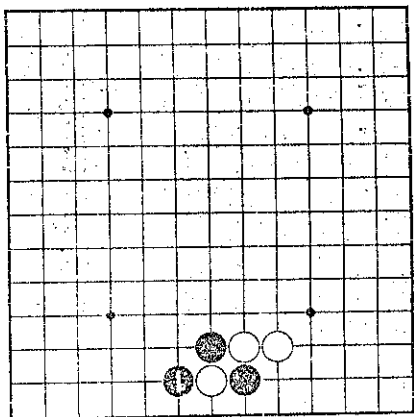


*Correct Answer*  
Black should play at 1, connecting his four stones in atari to the ones above.



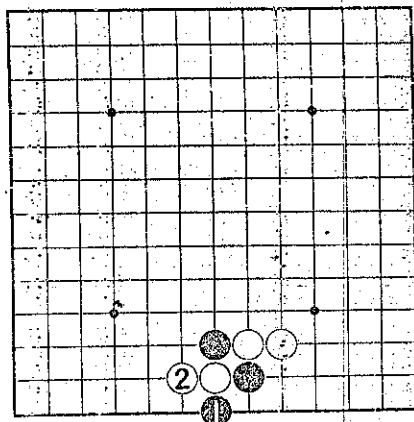
*Wrong Answer*  
If Black captures two stones with 1, White captures four stones with 2.

PROBLEM 73



*Correct Answer*

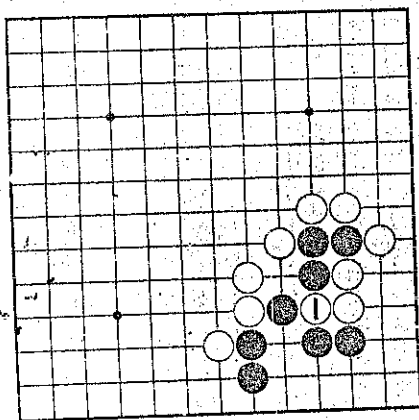
If Black gives atari with 1, the white stone will eventually be captured.



*Wrong Answer*

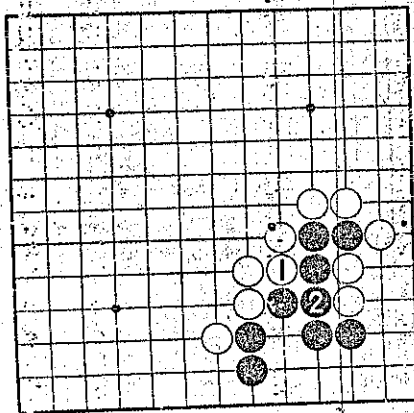
Giving atari with 1 from below is a bad move. White extends to 2 and now the black stones are the ones that will be captured.

PROBLEM 74



*Correct Answer*

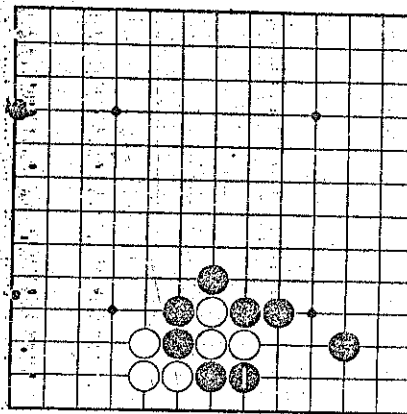
If White gives atari with 1, there is no way for Black to save his three stones.



*Wrong Answer*

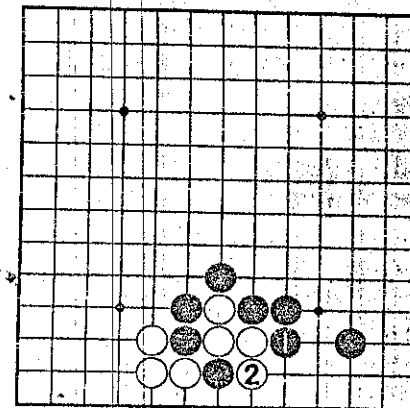
If White gives atari with 1 as here, Black cannot be captured after he connects with 2.

PROBLEM 75



*Correct Answer*

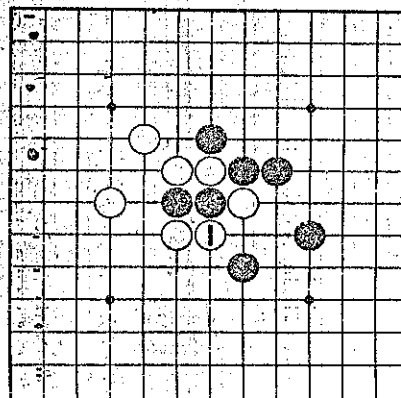
If Black plays at 1, there is no way that the three white stones can escape.



*Wrong Answer*

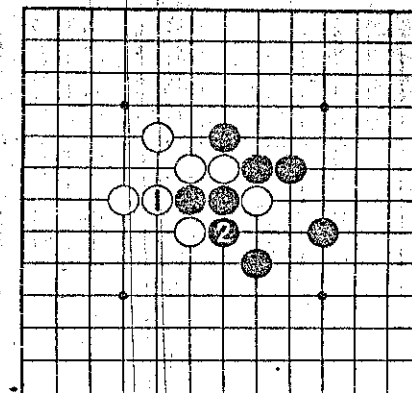
If Black plays at 1 as here, White gives atari to Black with 2 and he cannot be captured.

PROBLEM 76



*Correct Answer*

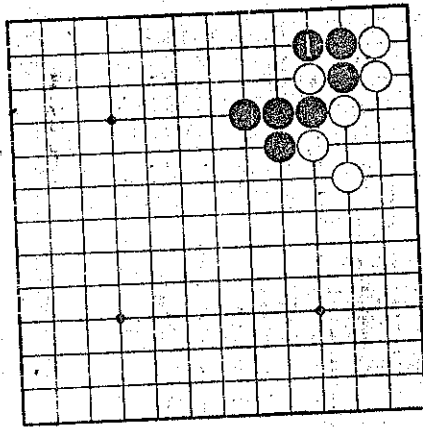
White 1 is the correct answer. The black stones will eventually be taken.



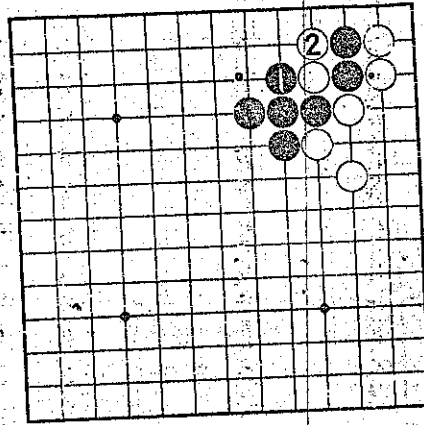
*Wrong Answer*

If White gives atari with 1, after Black plays at 2 he cannot be captured.

PROBLEM 77

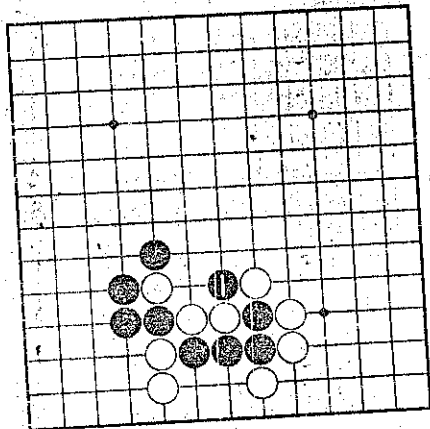


*Correct Answer*  
Black should play at 1. The lone white stone cannot escape.

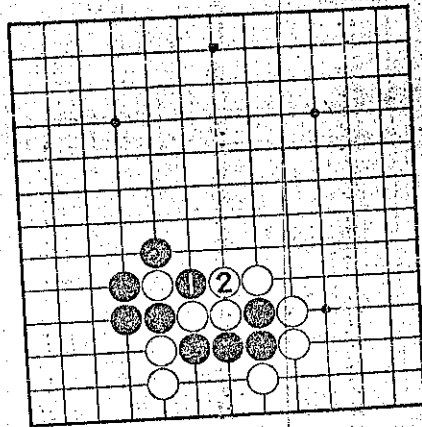


*Wrong Answer*  
Giving atari with 1 as here is bad. White plays 2 and the two black stones at the top right are dead.

PROBLEM 78

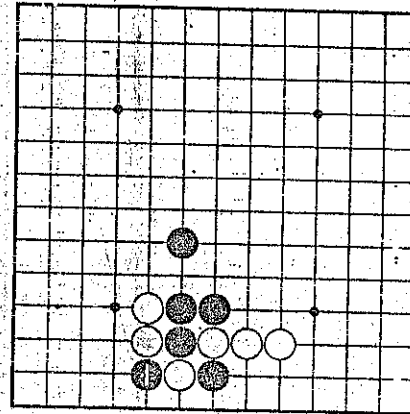


*Correct Answer*  
Black 1 is the correct move. Black will be able to capture three white stones.

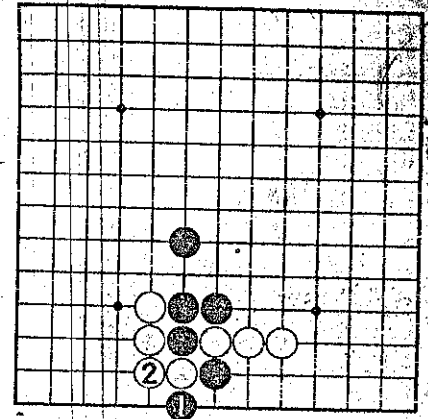


*Wrong Answer*  
Giving atari with Black 1 allows White to save two of his stones by connecting at 2.

PROBLEM 79

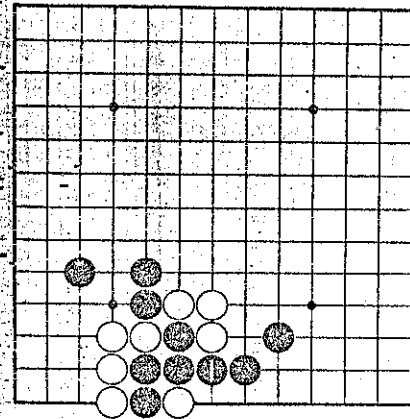


*Correct Answer*  
After Black gives atari with 1, the lone white stone at the bottom is dead.

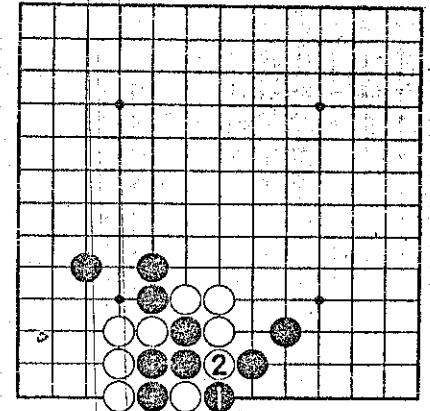


*Wrong Answer*  
Black 1 allows White to save his stone by connecting at 2.

PROBLEM 80

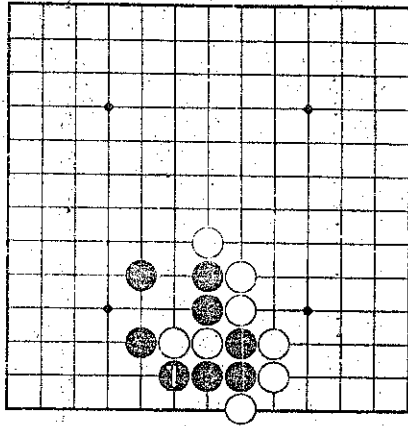


*Correct Answer*  
Black should link up to his other stones by playing at 1. This way the lone white stone is dead.



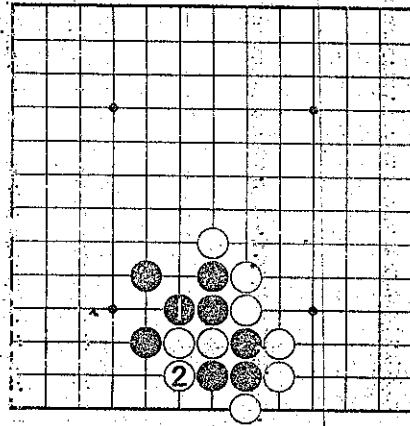
*Wrong Answer*  
If Black captures with 1, White plays at 2 and the four black stones at the bottom will be captured.

PROBLEM 81



*Correct Answer*

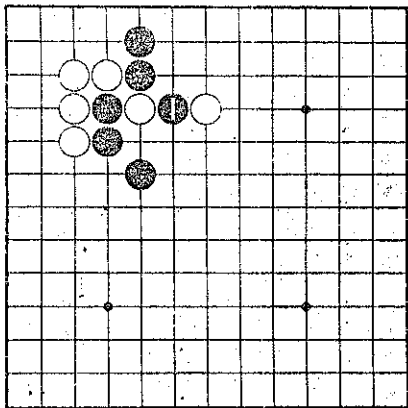
If Black plays at 1, the two white stones cannot escape.



*Wrong Answer*

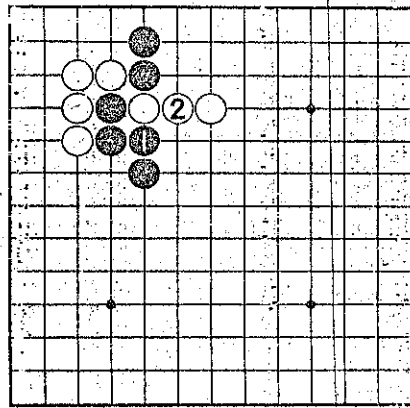
Giving atari with 1 from above allows White to escape with 2 and catch three black stones.

PROBLEM 82



*Correct Answer*

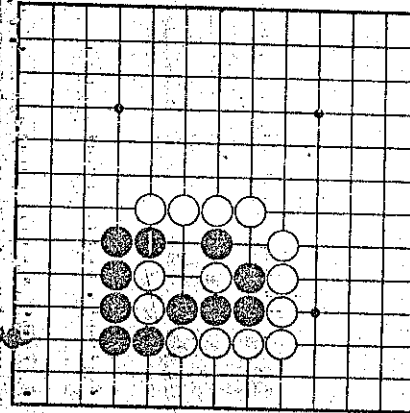
Black 1 catches a white stone and links up his upper and lower stones.



*Wrong Answer*

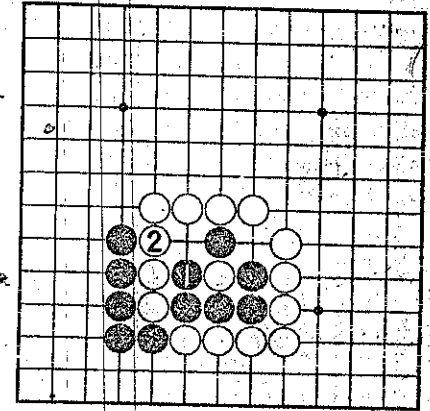
If Black gives atari at 1, White plays 2 and his stone cannot be captured.

PROBLEM 83



*Correct Answer*

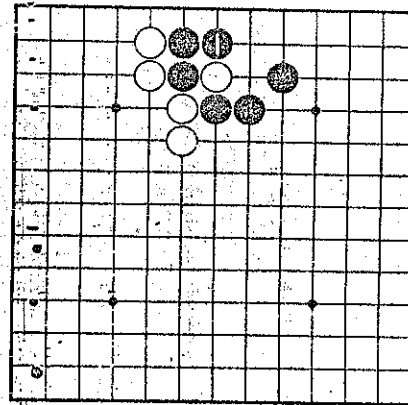
Black should give atari at 1. This move guarantees the capture of three white stones.



*Wrong Answer*

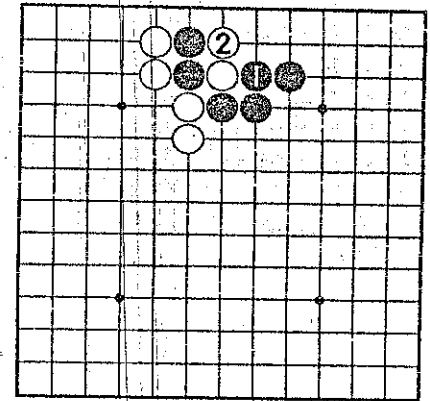
If Black gives atari with 1, White connects at 2. There is now no way that the six black stones in the center can live.

PROBLEM 84



*Correct Answer*

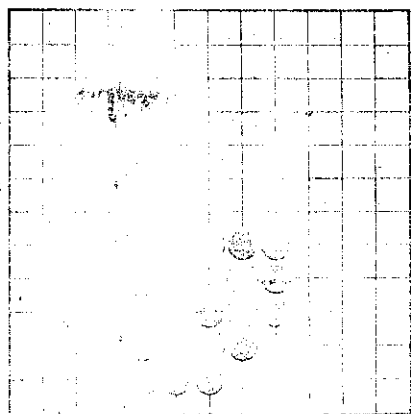
Black 1 here catches one white stone.



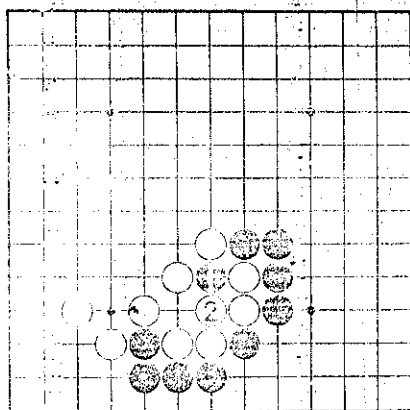
*Wrong Answer*

If Black gives atari with 1 as here, White runs away with 2 and catches two black stones.

PROBLEM 85

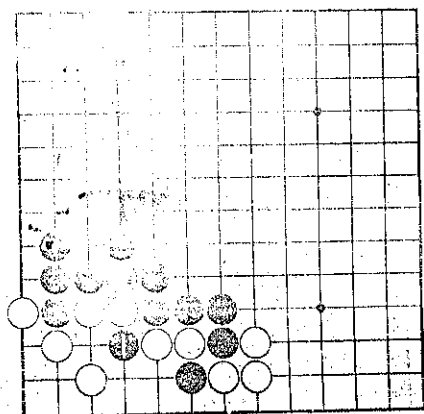


*Correct Answer*  
Black 1 is double atari. No matter how White responds, two of his stones will be captured.

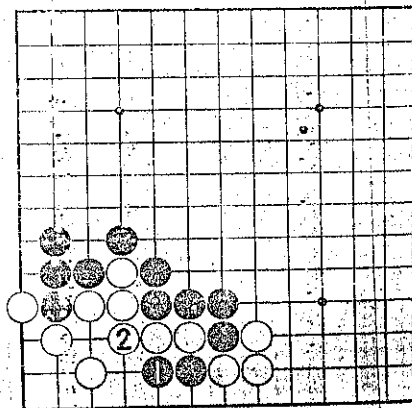


*Wrong Answer*  
Black 1 is bad. White 2 captures this stone and Black can no longer play double atari.

PROBLEM 86

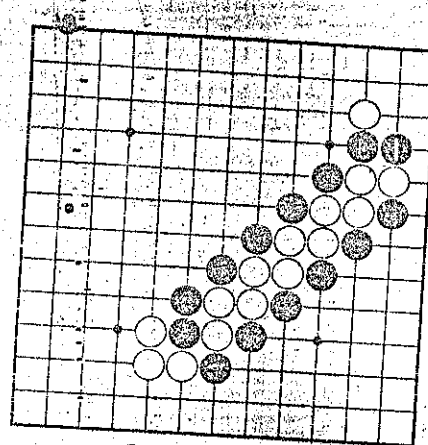


*Correct Answer*  
Black 1 is double atari. Black will capture either the two-stone or the three-stone group.

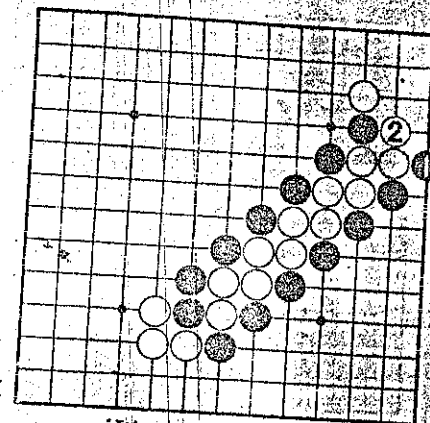


*Wrong Answer*  
Black 1 is atari, but it leads nowhere. White secures all his stones by connecting at 2.

PROBLEM 87

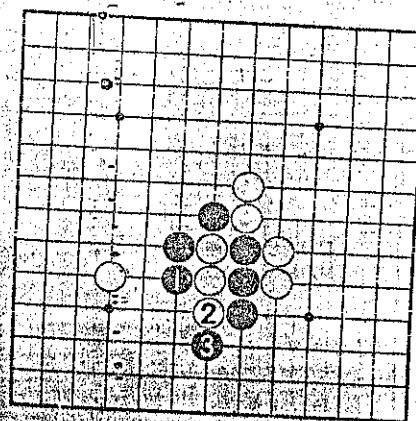


*Correct Answer*  
Black 1 is the move that catches the eleven white stones.

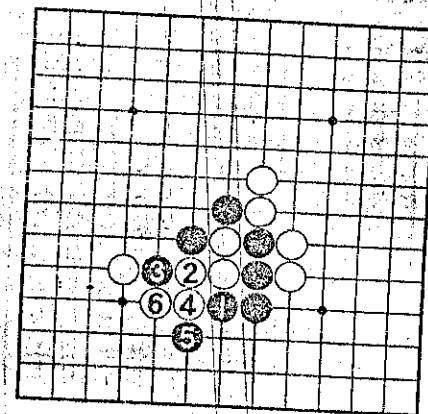


*Wrong Answer*  
Black 1 here allows White to escape with 2.

PROBLEM 88



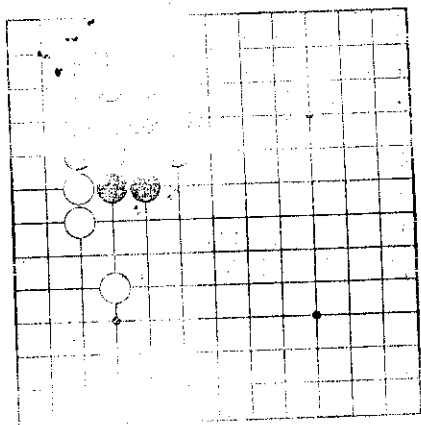
*Correct Answer*  
Black 1 and 3 set up a ladder. The three white stones cannot escape.



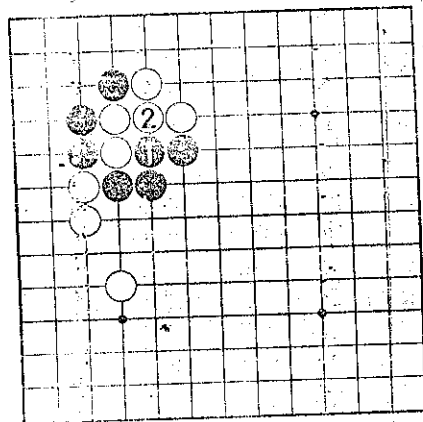
*Wrong Answer*  
If Black immediately tries to capture with 1, the white stone on the left will break the ladder when White gives atari with 6.



PROBLEM 89

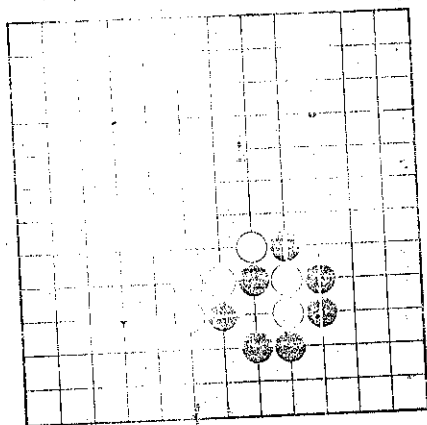


*Correct Answer*  
 After Black 1 there is no way that White can save his two stones.

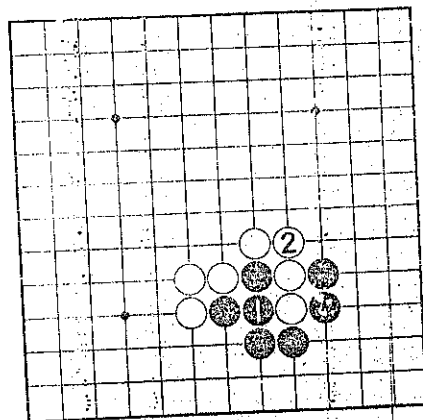


*Wrong Answer*  
 If Black plays 1, White saves his two stones by connecting at 2.

PROBLEM 90

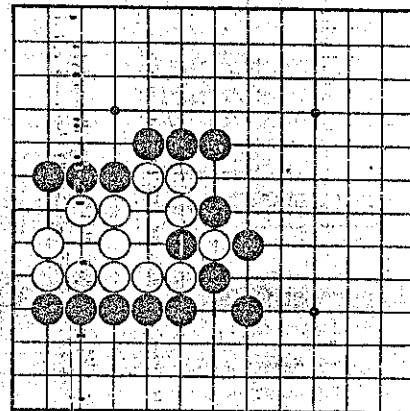


*Correct Answer*  
 Giving atari at 1 guarantees the capture of two white stones.

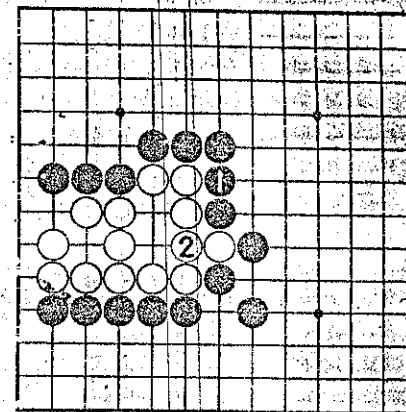


*Wrong Answer*  
 Giving atari with 1 here lets White save his two stones by connecting at 2.

PROBLEM 91

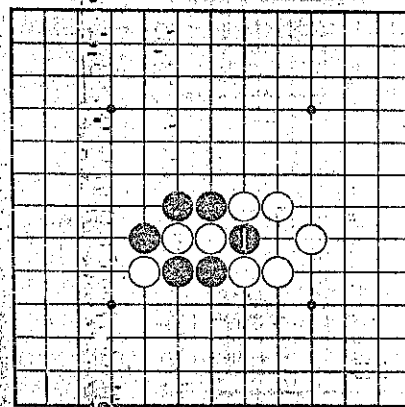


*Correct Answer*  
 Black should retake with 1. Now all the white stones are dead.

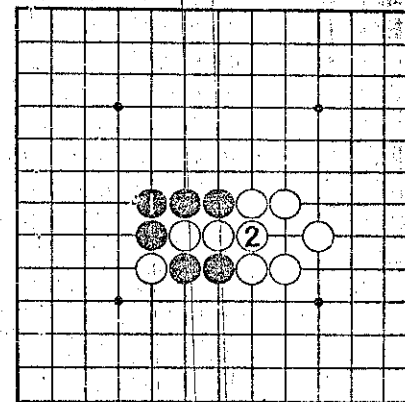


*Wrong Answer*  
 If Black plays 1, White connects with 2 and all his stones are alive.

PROBLEM 92

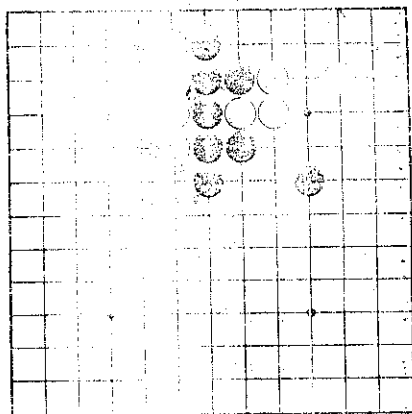


*Correct Answer*  
 Black should retake with 1, capturing two white stones.



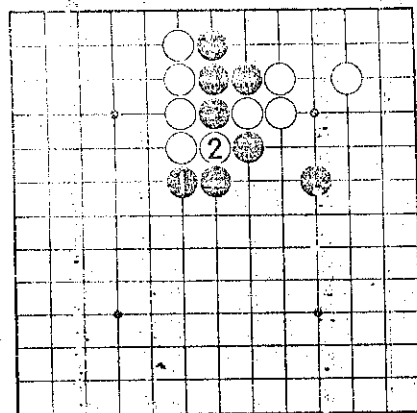
*Wrong Answer*  
 If Black connects with 1, White will save his two stones by connecting at 2.

PROBLEM 93



*Correct Answer*

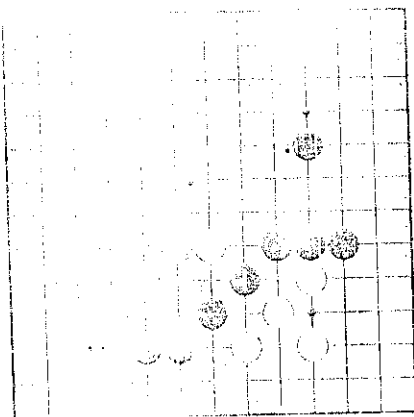
Black 1 captures all the black stones.



*Wrong Answer*

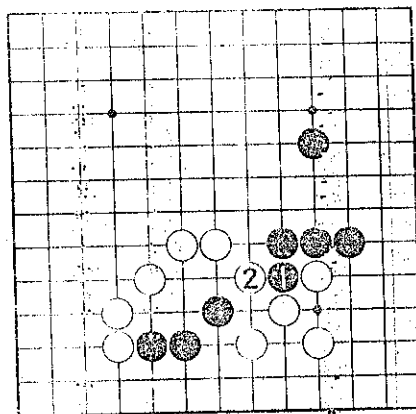
If Black plays another move, like 1, White will play at 2 and the four black stones above are dead.

PROBLEM 94



*Correct Answer*

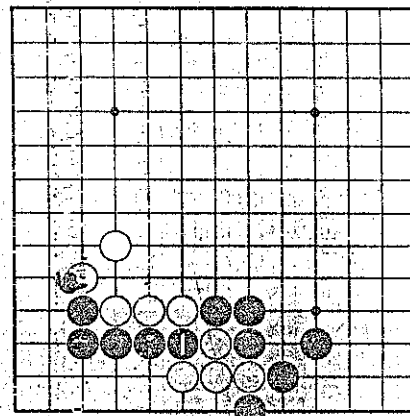
Black can link up all his stones by playing at 1.



*Wrong Answer*

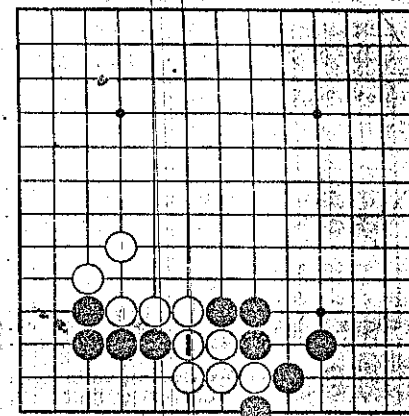
Black 1 here does not work. When White plays 2 the three stones at the bottom are cut off and will die.

PROBLEM 95



*Correct Answer*

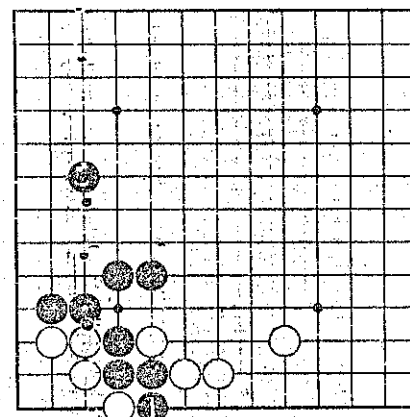
Black 1 cuts off the four white stones from the ones above and they will now die.



*If White Plays First*

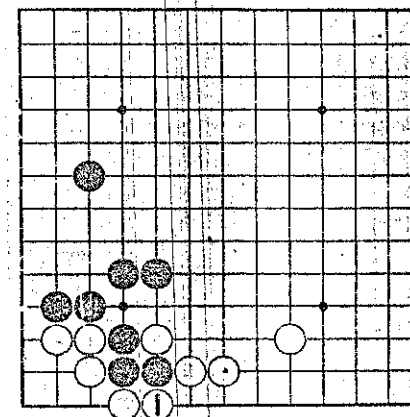
If it is White's turn, he will connect all his stones together with 1.

PROBLEM 96



*Correct Answer*

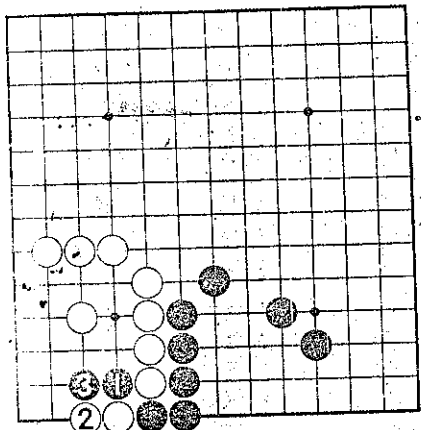
Black 1 separates White into two groups: a four-stone group on the left and a four-stone group on the right.



*If White Plays First*

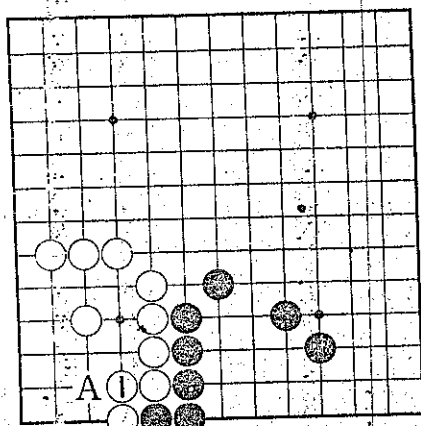
If it is White's turn, he can link up all of his stones by playing at 1.

PROBLEM 97



*Correct Answer*

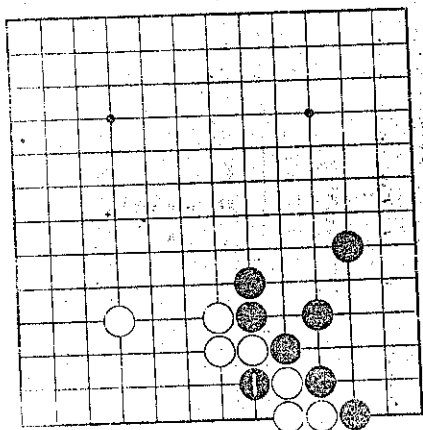
If Black gives atari with 1, White can't escape. White 2 does not help; Black 3 drives him to the corner and eventual capture.



*If White Plays First*

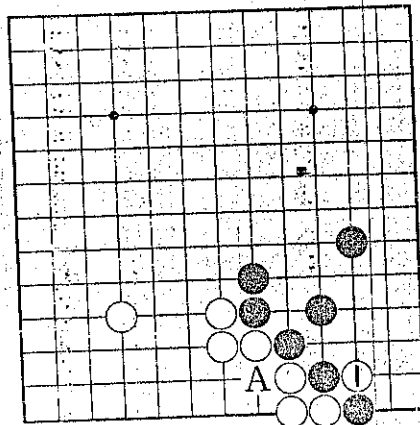
If it were White's turn, he would play at either 1 or A.

PROBLEM 98



*Correct Answer*

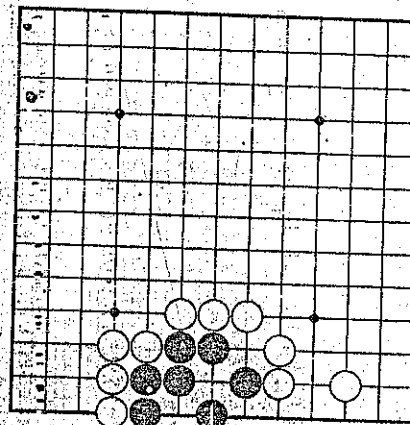
Black should go after the three white stones by giving atari with 1.



*If White Plays First*

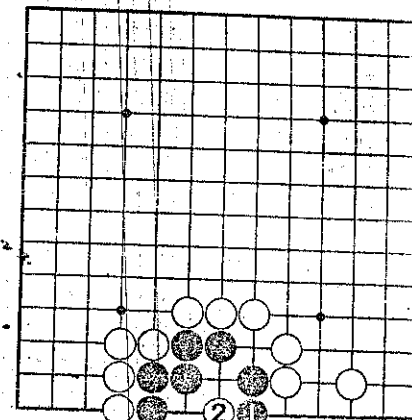
If it were White's turn, he would give double atari with 1 and the point A is no longer a problem.

PROBLEM 99



*Correct Answer*

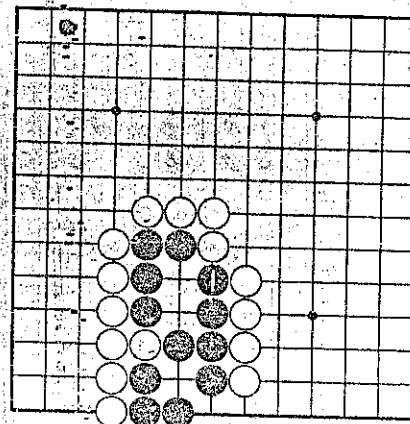
If Black plays at 1, his stones are alive.



*Wrong Answer*

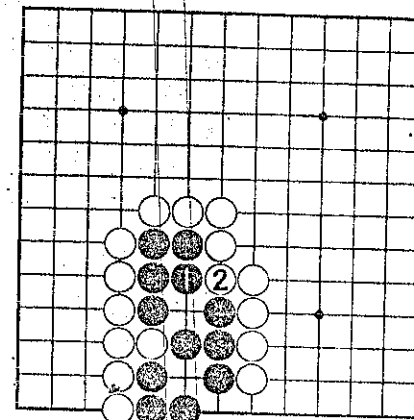
If Black plays any other place, White will play at 2 and the black stones will die.

PROBLEM 100



*Correct Answer*

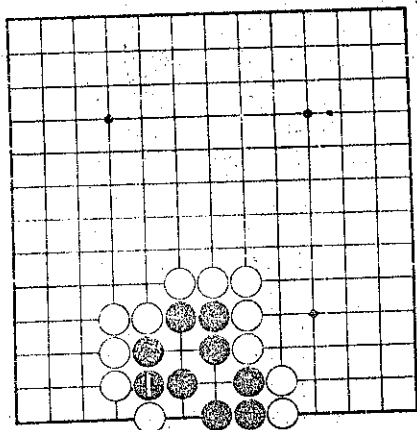
If Black plays at 1, his stones are alive.



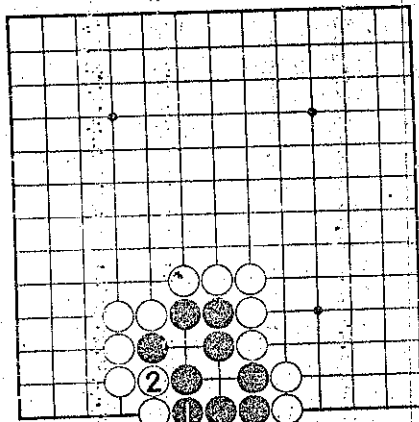
*Wrong Answer*

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

PROBLEM 101

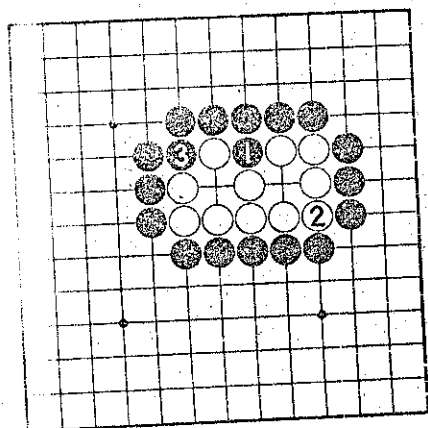


*Correct Answer*  
If Black plays at 1, his stones are alive.

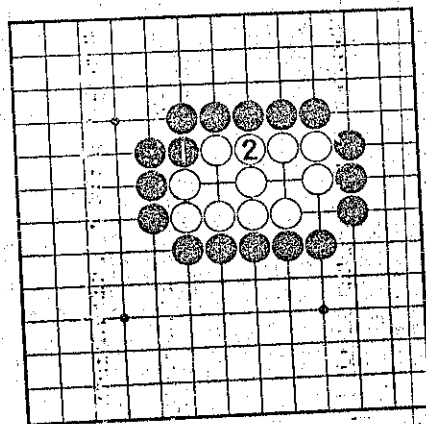


*Wrong Answer*  
If Black plays 1 here, White 2 kills all the black stones.

PROBLEM 102

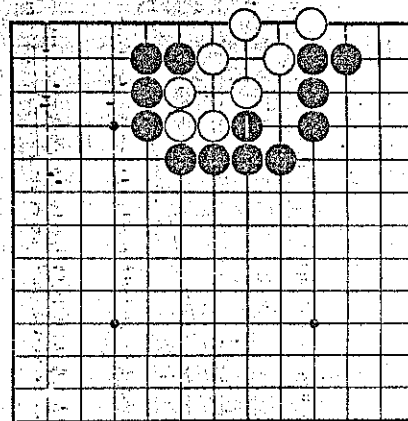


*Correct Answer*  
Black 1 is the correct answer. White plays 2, Black 3 kills all the white stones.

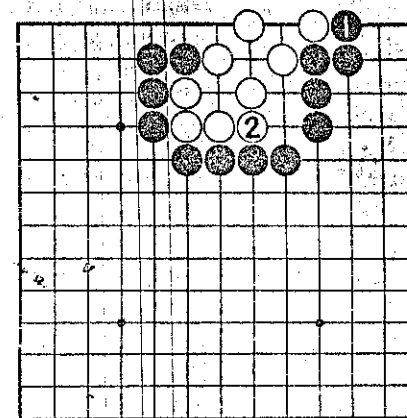


*Wrong Answer*  
If Black plays at 1 first, White's stones are absolutely alive after White 2.

PROBLEM 103

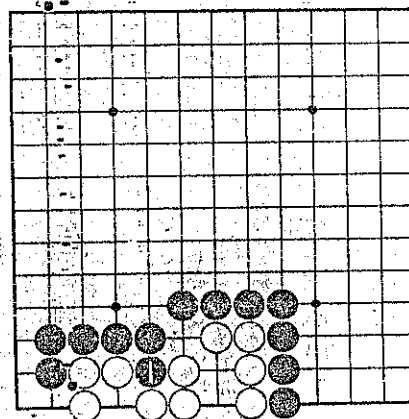


*Correct Answer*  
Black 1 kills all of the white stones.

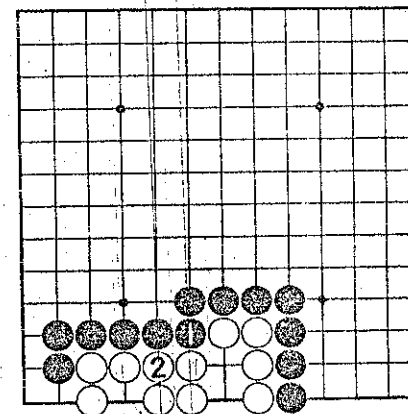


*Wrong Answer*  
If Black plays 1 here, this will allow White to play 2 and his stones are alive.

PROBLEM 104

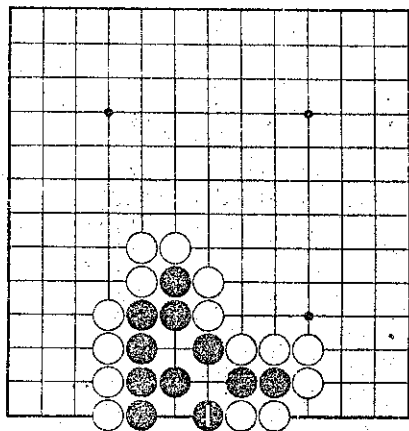


*Correct Answer*  
Black 1 kills all of the white stones.



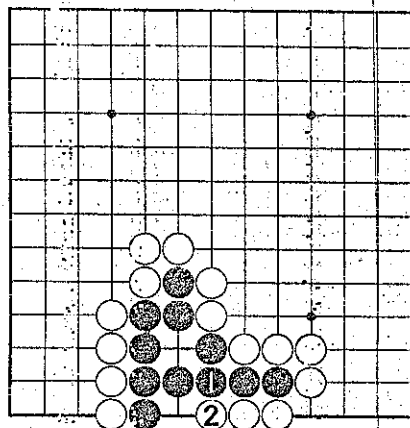
*Wrong Answer*  
Black 1 lets White play 2 and his stones are now alive.

PROBLEM 105



*Correct Answer*

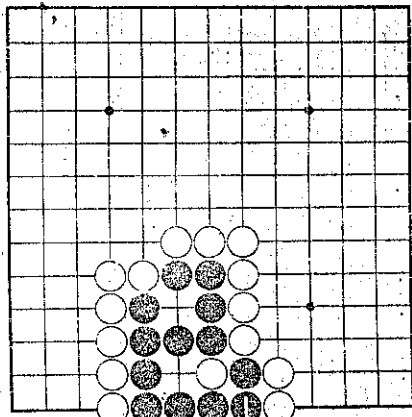
Black 1 is the correct answer. If White takes two stones, Black will take back one stone and he is alive.



*Wrong Answer*

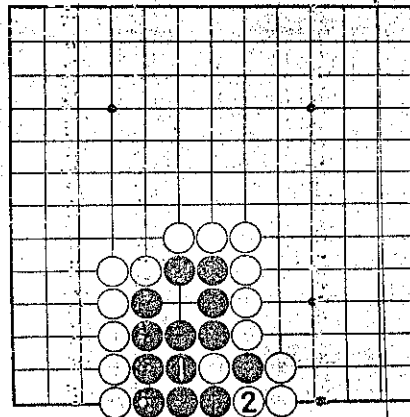
If Black plays 1, defending his two endangered stones, White will play 2 and all the black stones are dead.

PROBLEM 106



*Correct Answer*

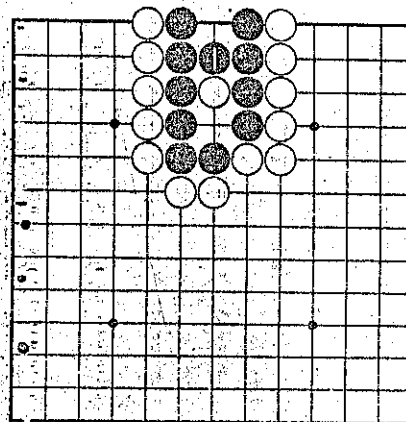
If Black plays 1, all of his stones are alive.



*Wrong Answer*

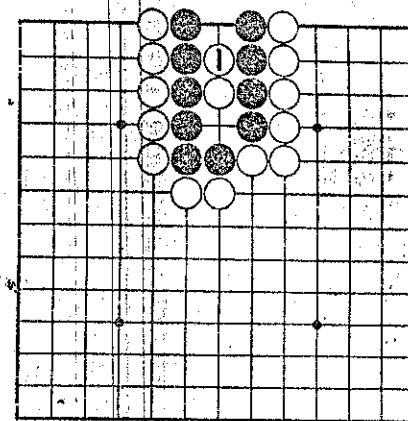
If Black takes a stone with 1, White plays at 2 and all the black stones are dead.

PROBLEM 107



*Correct Answer*

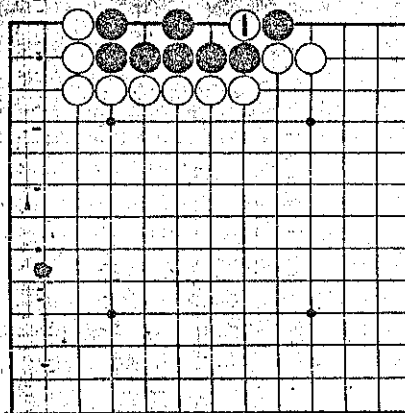
If Black plays 1, his stones are alive.



*If White Plays First*

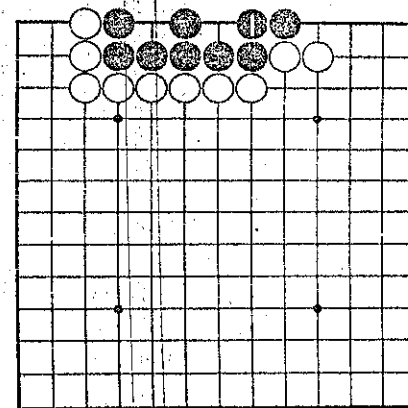
If it were White's turn to play, White 1 would kill all the black stones.

PROBLEM 108



*Correct Answer*

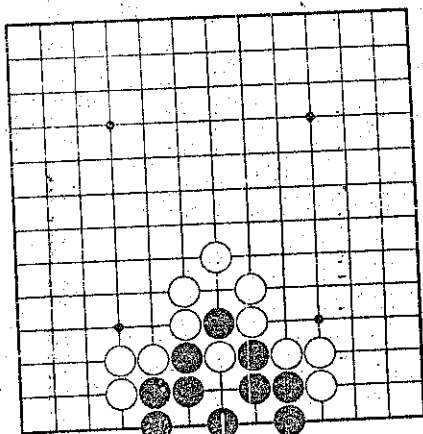
White 1 kills all the black stones.



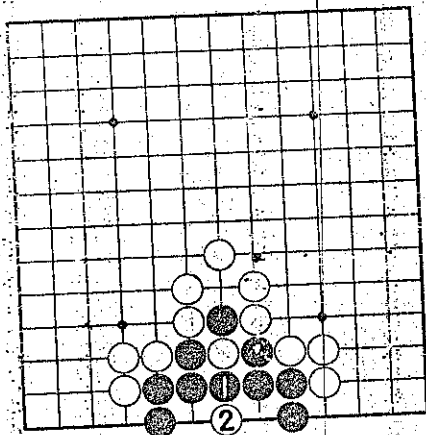
*If Black Plays First*

If it were Black's turn to play, 1 would give the black stones life.

PROBLEM 109

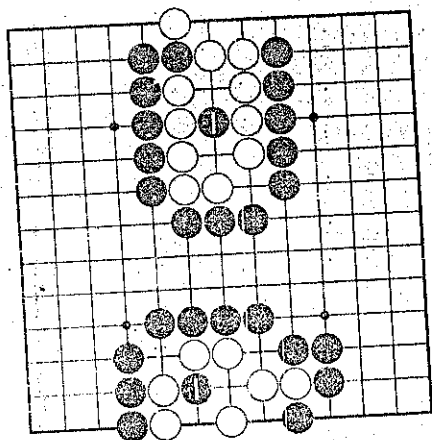


*Correct Answer*  
Black 1 is the move that gives the black group life.

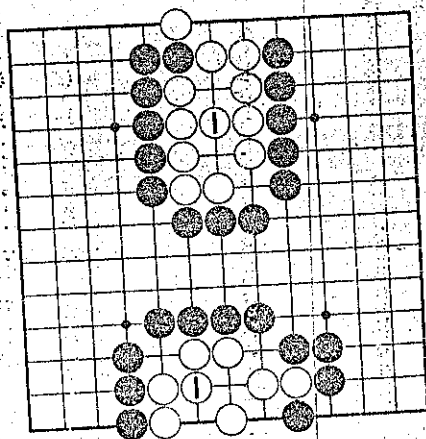


*Wrong Answer*  
If Black were to capture a stone with 1, White 2 would kill the black group.

PROBLEM 110

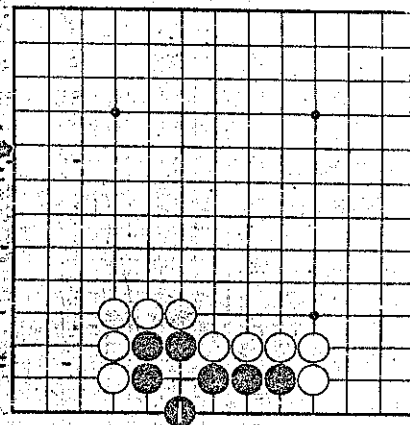


*Correct Answer*  
Black 1 above and below kill the respective white groups.

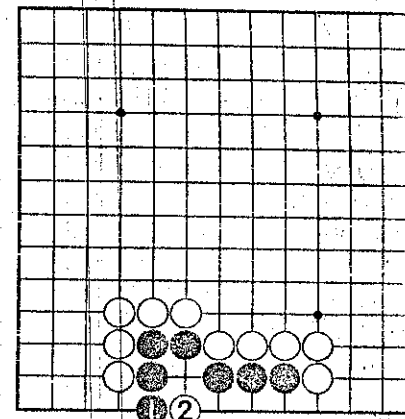


*If White Plays First*  
If it were White's turn to play, 1 would make both white groups unconditionally alive.

PROBLEM 111

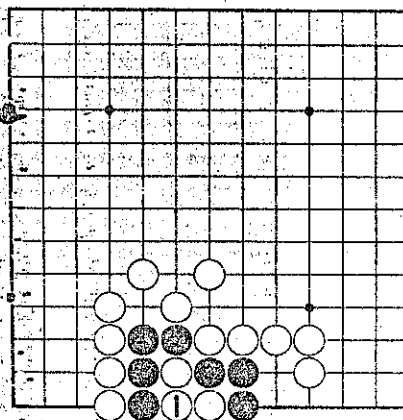


*Correct Answer*  
Black 1 is the move that gives the black group life.

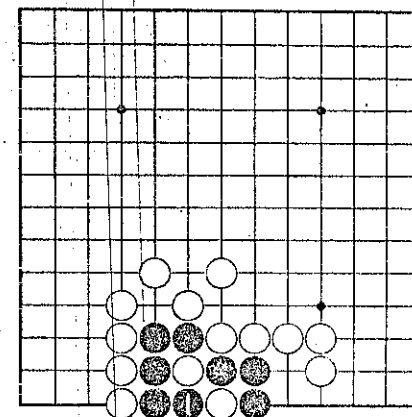


*Wrong Answer*  
If Black lets White play 2, all the black stones die.

PROBLEM 112

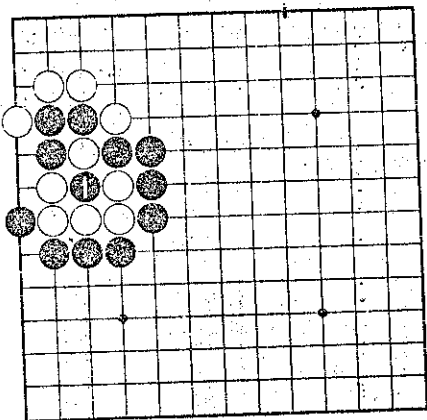


*Correct Answer*  
The only move that could kill the black group is White 1, but this is an illegal move, so Black is alive.



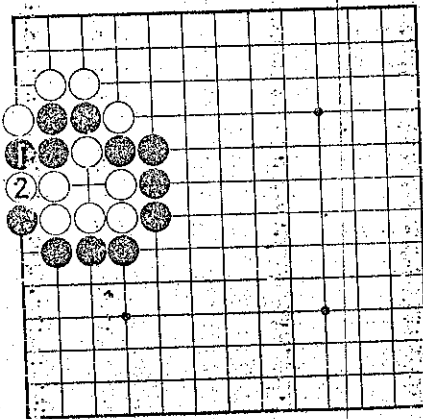
*Wrong Answer*  
Black can take two white stones with 2 at his leisure, so his group is absolutely alive.

PROBLEM 113



*Correct Answer.*

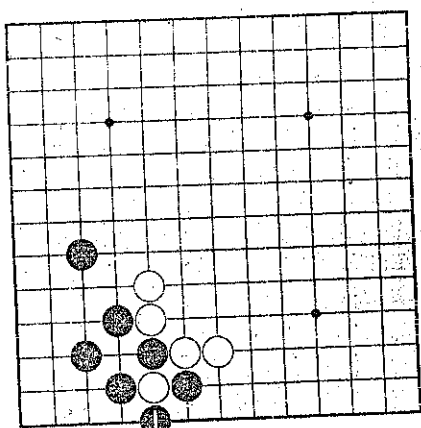
Black must start a ko fight with 1.



*Wrong Answer*

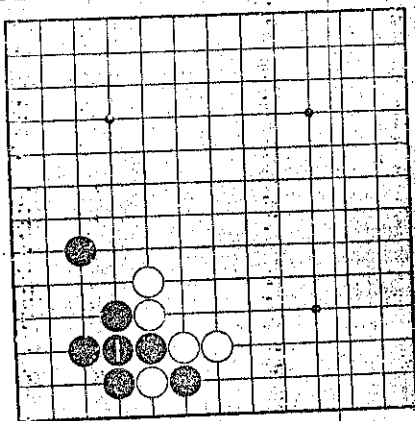
If Black plays at 1, White will capture four black stones with 2.

PROBLEM 114



*Correct Answer*

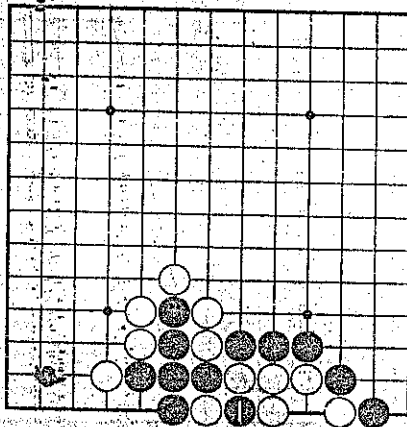
Taking a stone with Black 1 settles the ko. This is the correct answer.



*For Reference*

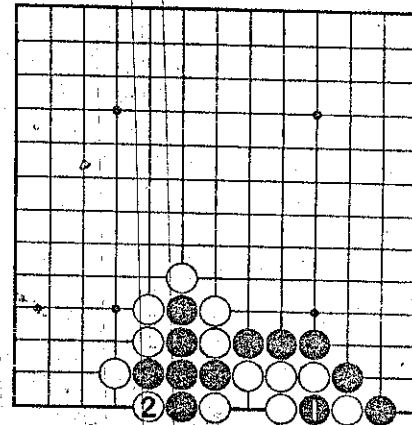
Black 1 here also settles the ko, but even though Black will eventually take the white stone, the result is less than satisfactory.

PROBLEM 115



*Correct Answer*

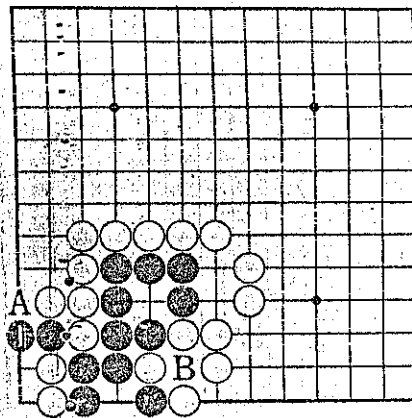
Taking a stone in ko with 1 is the correct answer.



*Wrong Answer*

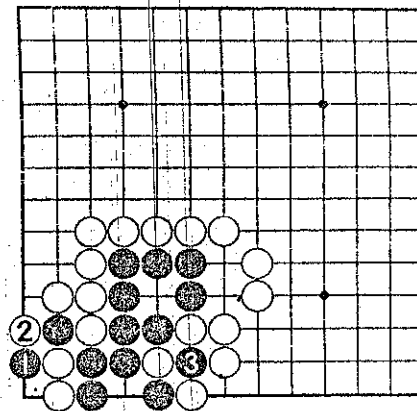
Taking a stone in ko with 1 here is bad because White 2 would capture six black stones.

PROBLEM 116



*Correct Answer 1*

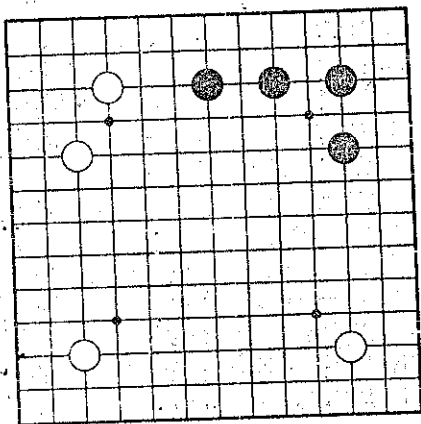
Black 1, which is a ko threat, is the correct answer. If next White A, Black plays B.



*Correct Answer 2*

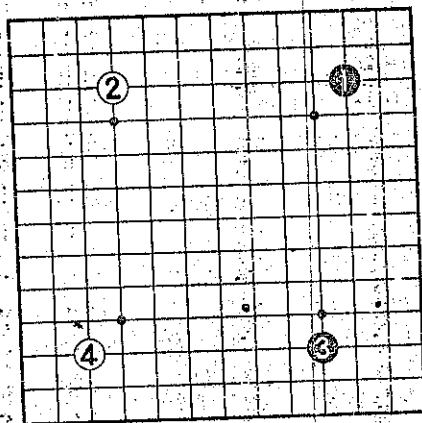
Black 1 is also good. If White 2, Black 3. In any case, Black cannot take at 3 immediately.

PROBLEM 117



*Correct Answer*

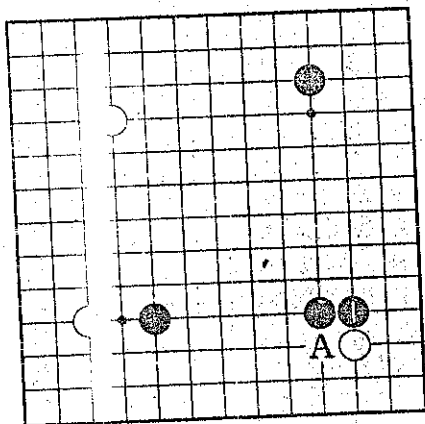
Since White has occupied three of the four corners, his game is superior to Black's.



*For Reference*

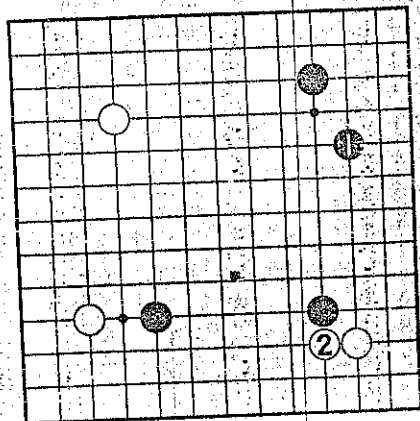
This is a normal way to play the opening. Each side has occupied two corners.

PROBLEM 118



*Correct Answer*

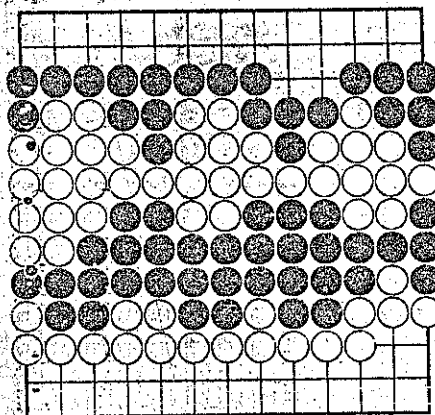
Either Black 1 or Black A is the correct answer.



*Wrong Answer*

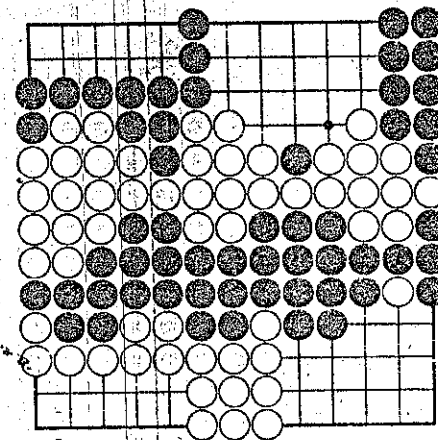
If Black plays 1 elsewhere, White will play 2 and Black is at a disadvantage.

PROBLEM 119



*Correct Answer*

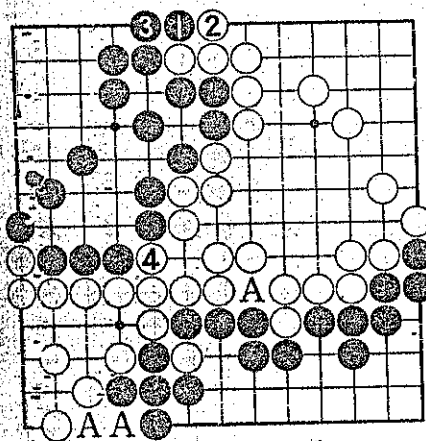
You should arrange the territories so that the stones are disturbed as little as possible. Both Black and White have 28 points, so the result is a draw.



*For Reference*

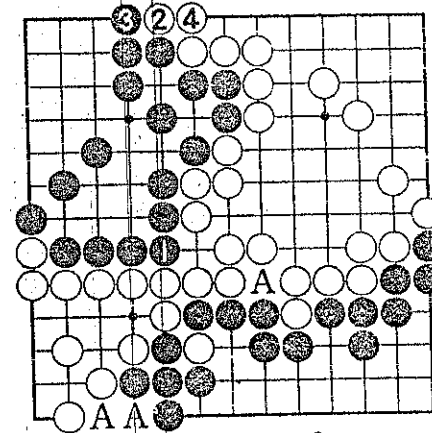
This arrangement of territories is also correct and gives the same result.

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.

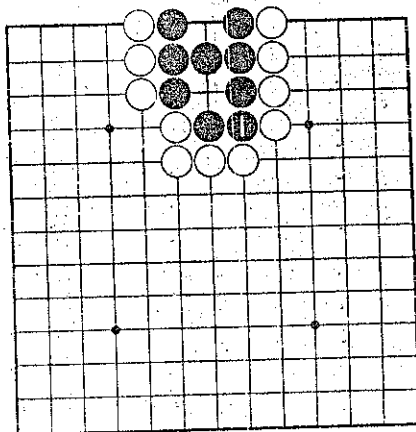


*Correct Answer 2*

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

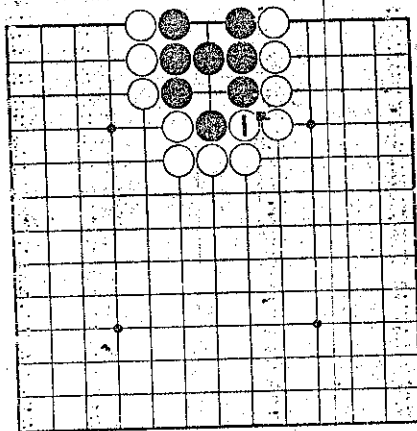


PROBLEM 121



*Correct Answer*

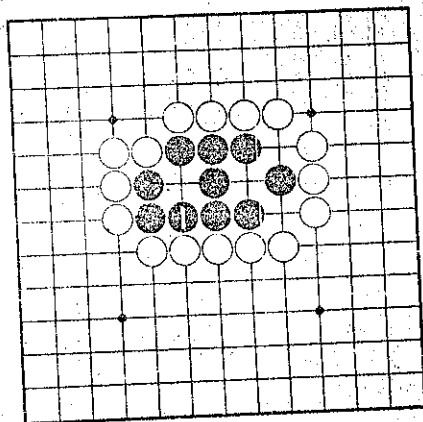
By playing at 1, Black makes two eyes and lives. There is no move other than 1 if Black wants to live.



*If White Plays First*

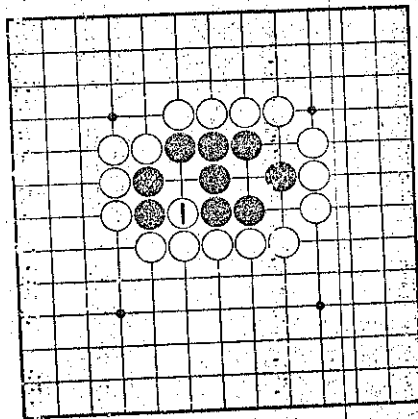
If it were White's turn, he would play at 1 and Black's lower eye would become a false eye.

PROBLEM 122



*Correct Answer*

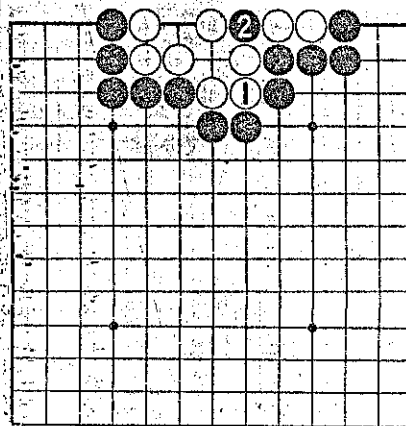
By playing at 1, Black makes two eyes and lives. There is no move other than 1 if Black wants to live.



*If White Plays First*

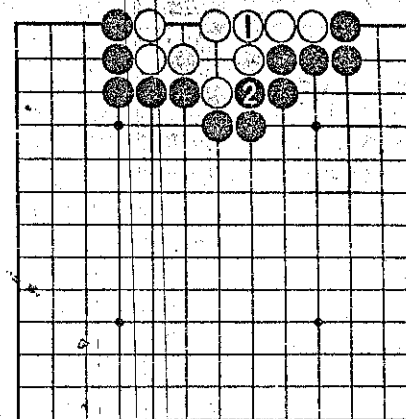
If it were White's turn, he would play 1 and Black would have only one eye.

PROBLEM 123



*Correct Answer*

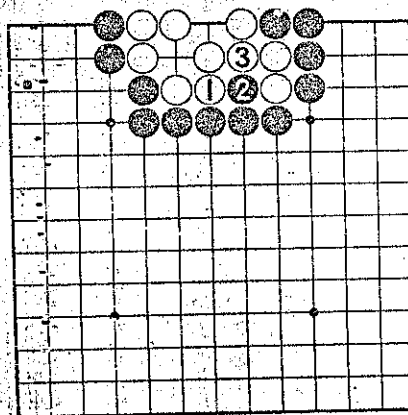
3 retakes to the right of 2. White 1 is the correct answer. If Black takes two stones with 2, White retakes with 3.



*Wrong Answer*

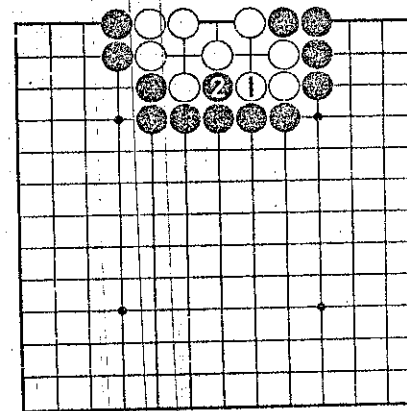
If White plays at 1, Black 2 turns White's lower eye into a false eye and White is dead.

PROBLEM 124



*Correct Answer*

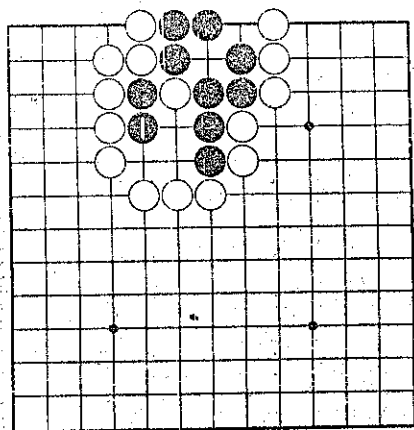
White 1 is the correct answer. If Black 2, White 3 defends his second eye.



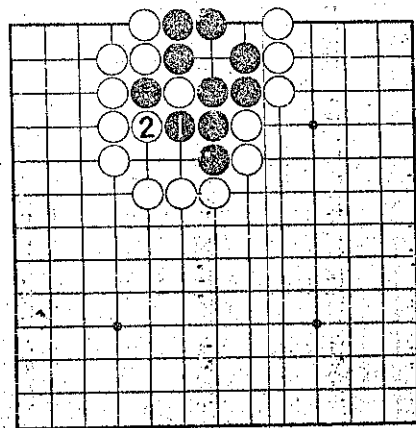
*Wrong Answer*

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

PROBLEM 125

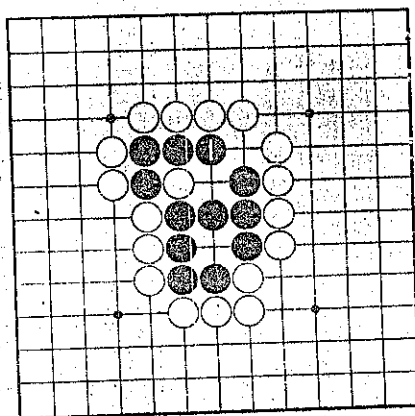


*Correct Answer*  
Black 1 is the correct answer. This move gives Black two eyes.

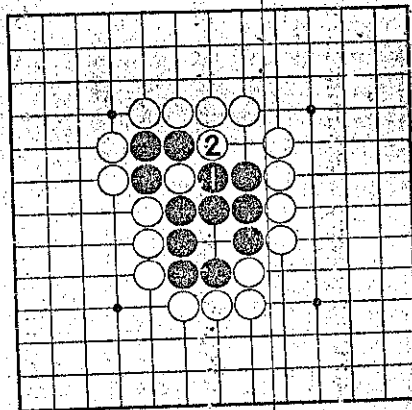


*Wrong Answer*  
Taking a stone with 1 lets White play 2. Now Black has only one eye and his group dies.

PROBLEM 126

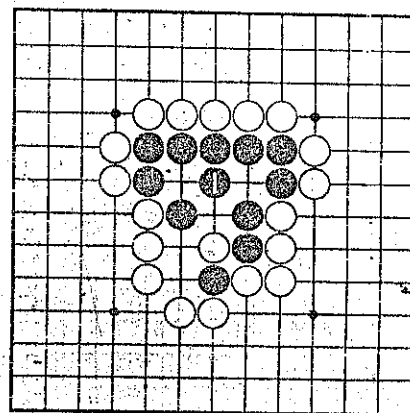


*Correct Answer*  
Black 1 is the correct answer. This move gives Black two eyes.

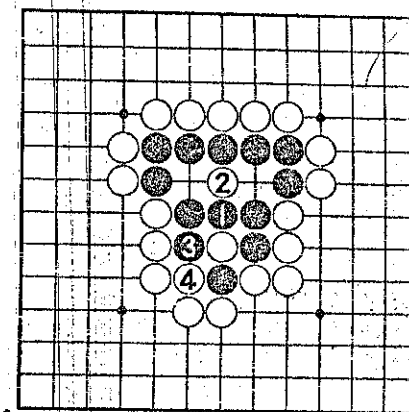


*Wrong Answer*  
If Black plays 1, White 2 puts three black stones into atari and all the black stones die.

PROBLEM 127

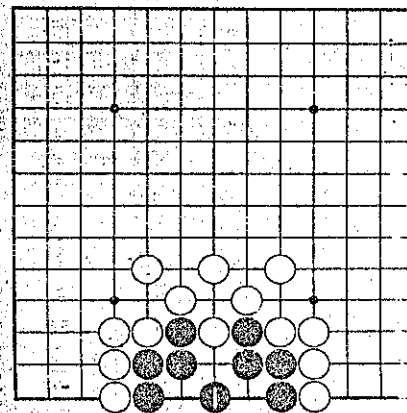


*Correct Answer*  
Black 1 is the correct answer since it gives him two eyes, one on the left and one on the right.

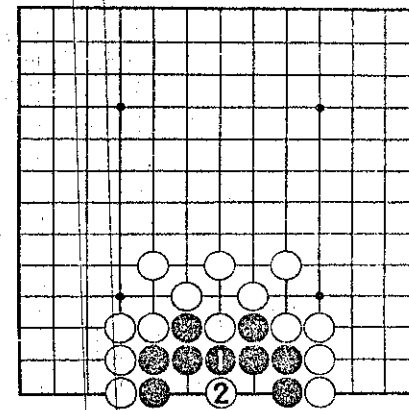


*Wrong Answer*  
Black 1 lets White play 2. After Black 3 and White 4, Black can't make two eyes and is dead.

PROBLEM 128

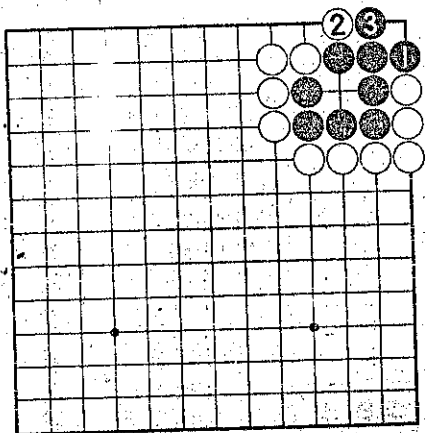


*Correct Answer*  
Black 1 is the correct answer since it gives him two eyes, one on the left and one on the right.

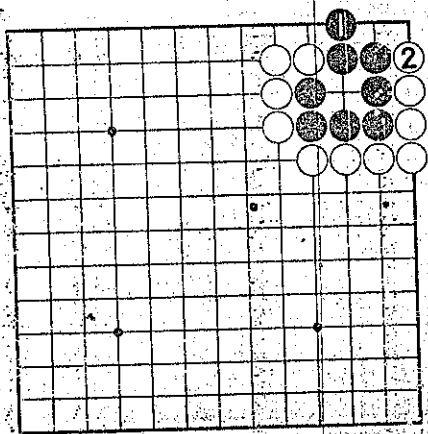


*Wrong Answer*  
Black 1 lets White play 2. This leaves Black with one eye and a dead group.

PROBLEM 129

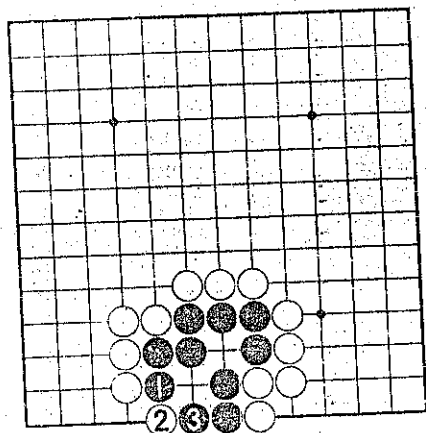


*Correct Answer*  
Black 1 is the correct answer. If White 2, Black gets two eyes with 3 and is absolutely alive.

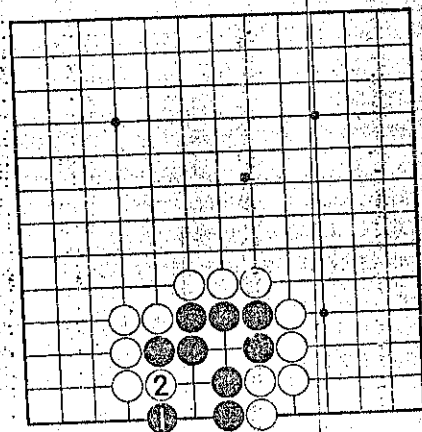


*Wrong Answer*  
Black 1 lets White move into the corner with 2. Black cannot make two eyes and is dead.

PROBLEM 130

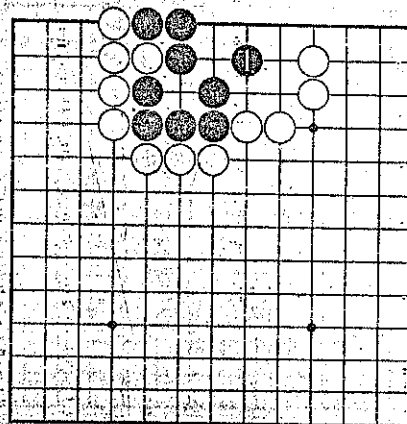


*Correct Answer*  
Black 1 is the correct answer. If White 2, Black gets two eyes with 3 and is absolutely alive.

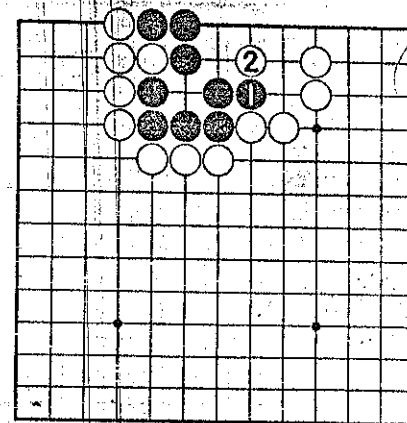


*Wrong Answer*  
Black 1 lets White play 2. This leaves Black with one eye and a dead group.

PROBLEM 131

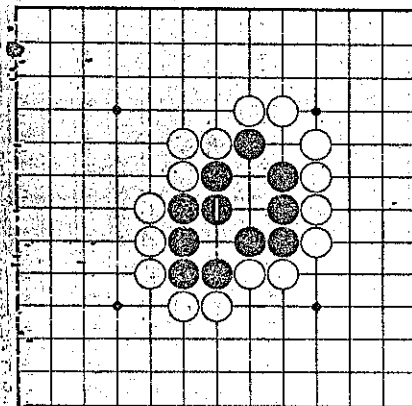


*Correct Answer*  
Black 1 is the correct answer. This move gives him two eyes and a live group.

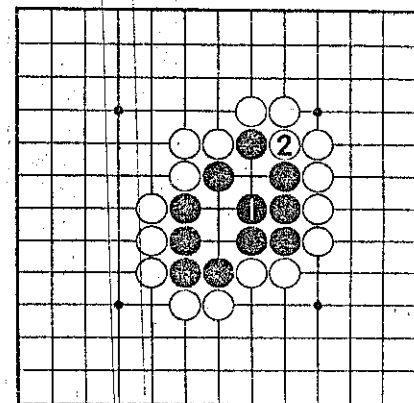


*Wrong Answer*  
Black 1 lets White play 2. Now, Black cannot make two eyes and is dead.

PROBLEM 132

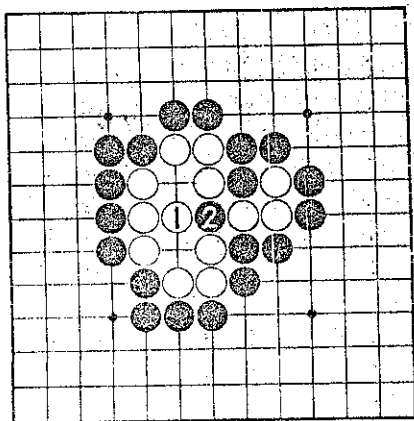


*Correct Answer*  
Black 1 is the correct answer. White cannot destroy Black's eyes, so he is alive.

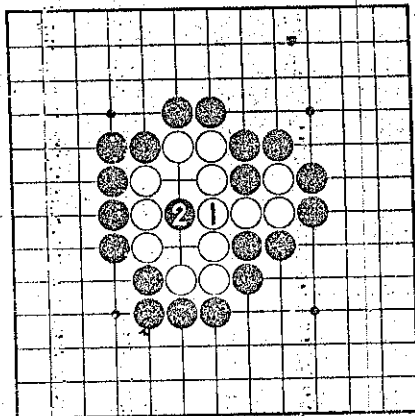


*Wrong Answer*  
If Black plays at 1, White 2 destroys Black's second eye and he is dead.

PROBLEM 133

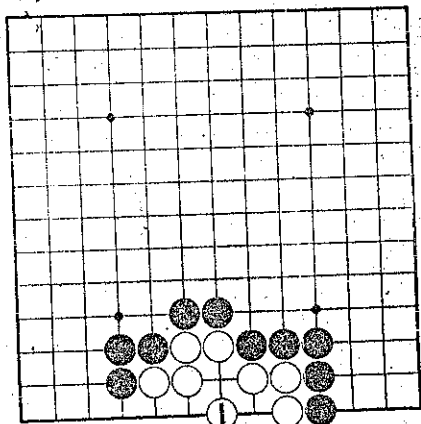


*Correct Answer*  
 3 retakes to the right of 2.  
 White 1 is the correct answer.  
 If Black takes three stones with 2, White retakes and is alive.

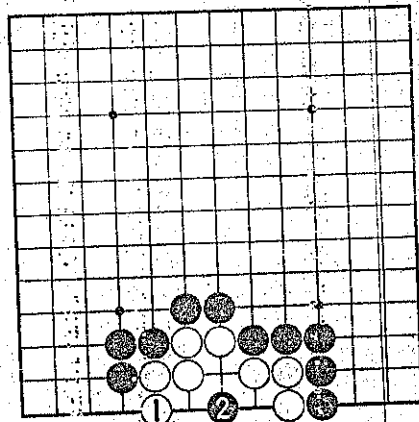


*Wrong Answer*  
 White 1 lets Black play 2.  
 Now White cannot make two eyes and is dead.

PROBLEM 134

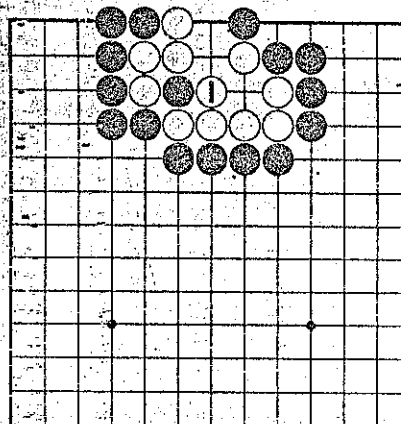


*Correct Answer*  
 White 1 is the correct answer.  
 White has two definite eyes and cannot be killed.

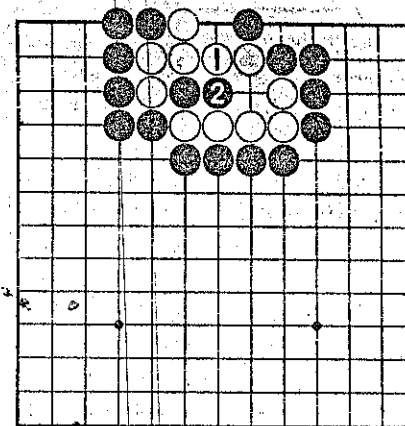


*Wrong Answer*  
 If White plays at 1, Black 2 destroys White's eyes and he is dead.

PROBLEM 135

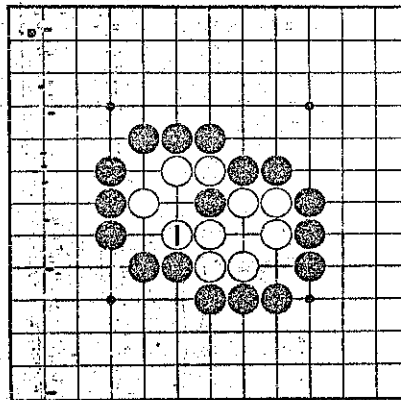


*Correct Answer*  
 White 1 is the correct answer.  
 White now has two definite eyes and cannot be killed.

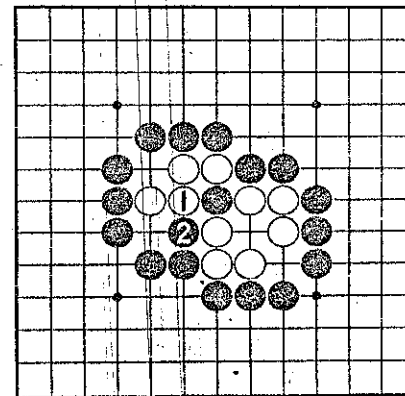


*Wrong Answer*  
 White 1 lets Black play 2.  
 White is now reduced to one eye and is dead.

PROBLEM 136

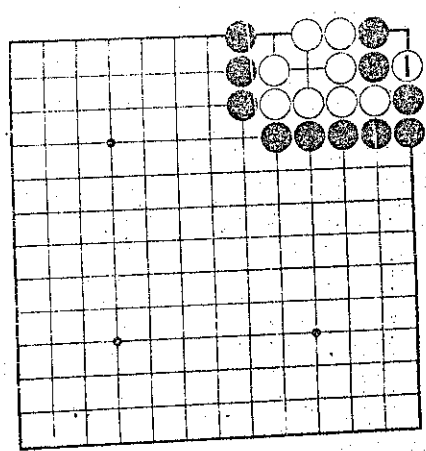


*Correct Answer*  
 White 1 is the correct answer.  
 White has two definite eyes and cannot be killed.

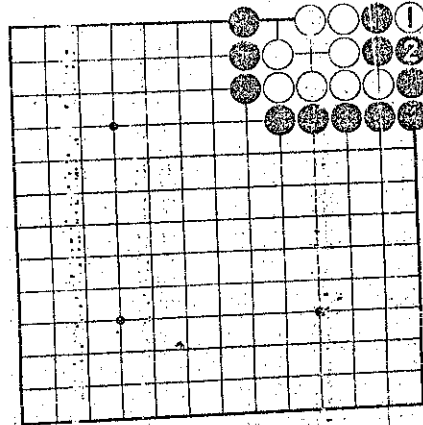


*Wrong Answer*  
 If White takes a stone at 1, Black 2 leaves White with only one real eye and he is dead.

PROBLEM 137

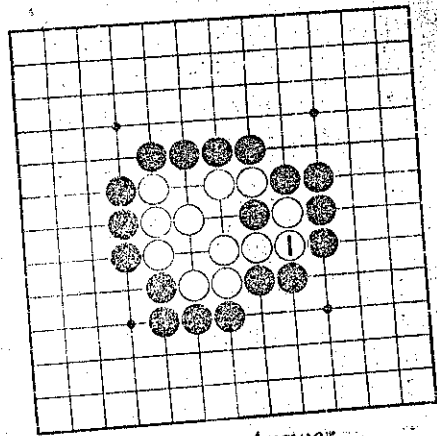


*Correct Answer*  
White 1 sets up a snapback. If Black captures, White takes three stones and is alive with two definite eyes.

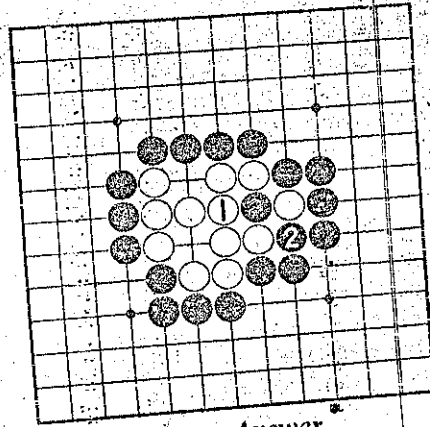


*Wrong Answer*  
If White plays at 1, Black captures with 2 and White is dead since he has only one eye.

PROBLEM 138

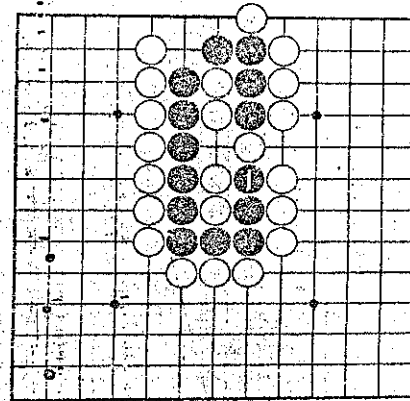


*Correct Answer*  
White 1 is the correct answer. White has two definite eyes and cannot be killed.

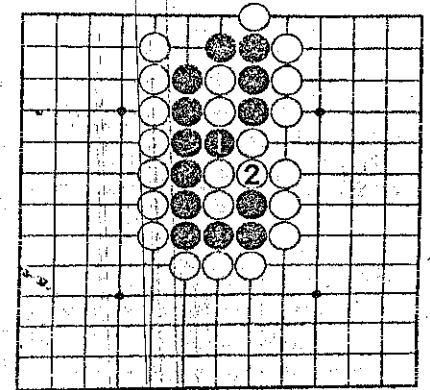


*Wrong Answer*  
If White takes a stone at 1, Black 2 leaves White with only one real eye and he is dead.

PROBLEM 139

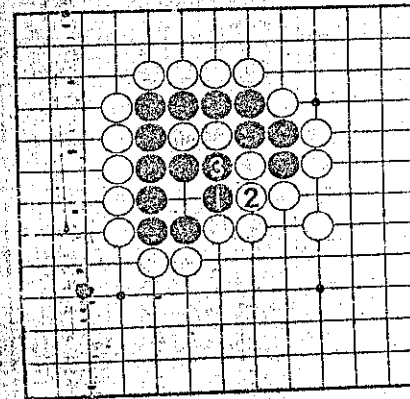


*Correct Answer*  
Black 1 leaves two groups of two white stones in atari and all four of these stones can be captured, so Black is alive.

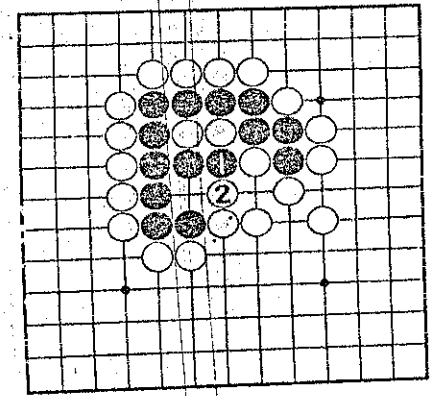


*Wrong Answer*  
Black 1 lets White save two of his stones by connecting at 2. Black is now left with only one eye and is dead.

PROBLEM 140

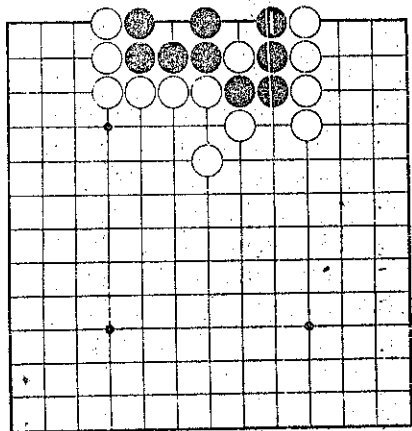


*Correct Answer*  
Black 1 is the correct answer. After White connects at 2, Black 3 makes two eyes and he is alive.



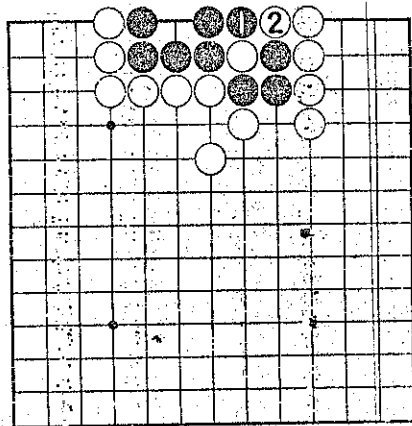
*Wrong Answer*  
Taking two stones with 1 lets White play 2. Black now has only one eye and is dead.

PROBLEM 141



*Correct Answer*

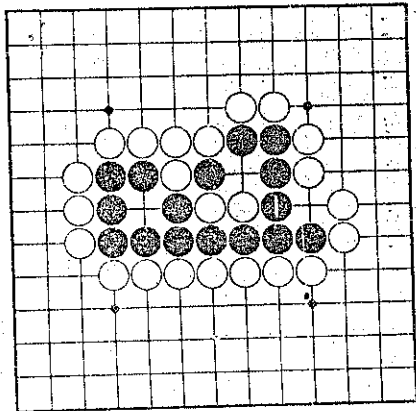
Black 1 is the correct answer. Black now has two definite eyes and cannot be killed.



*Wrong Answer*

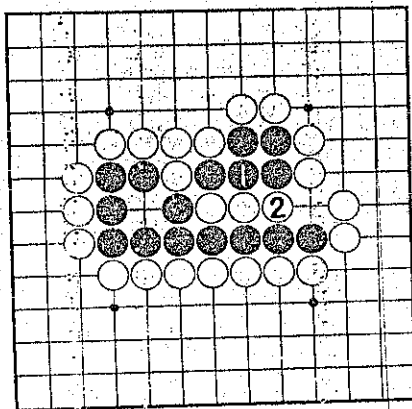
If Black plays 1, White 2 leaves Black with only one real eye and he is dead.

PROBLEM 142



*Correct Answer*

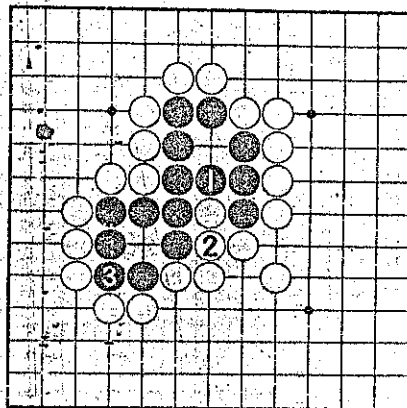
Black 1 sets up a snapback: if White captures one stone, Black will capture three. So Black has two eyes and is alive.



*Wrong Answer*

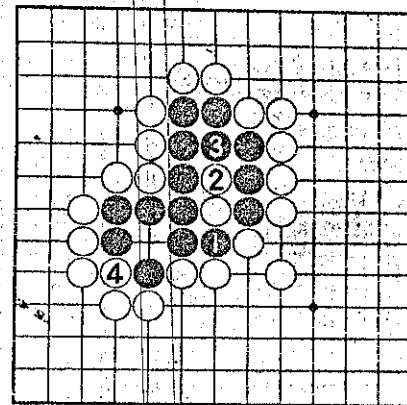
Black puts himself into atari with 1. White captures five stones with 2 and Black's group is dead.

PROBLEM 143



*Correct Answer*

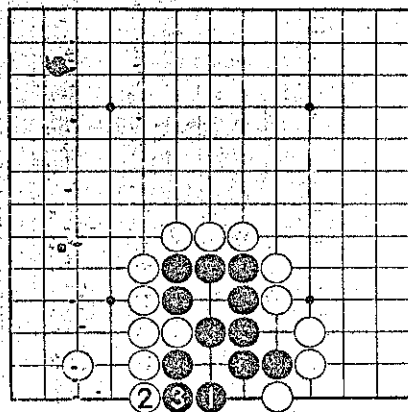
Black 1 is the correct answer. If White 2, Black plays 3 and he is alive with two definite eyes.



*Wrong Answer*

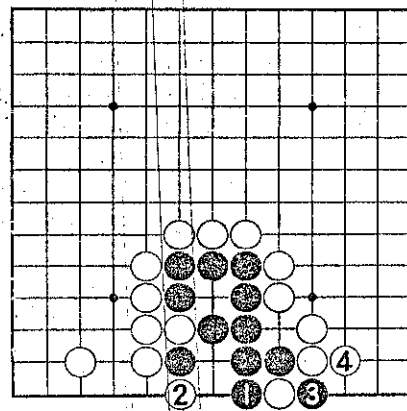
If Black plays 1, White gives atari with 2 and destroys White's second eye with 4. Black is dead.

PROBLEM 144



*Correct Answer*

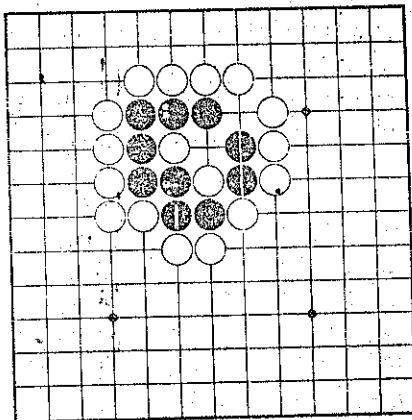
Black 1 is the correct answer. There is no way that White can destroy this second eye, so Black is alive.



*Wrong Answer*

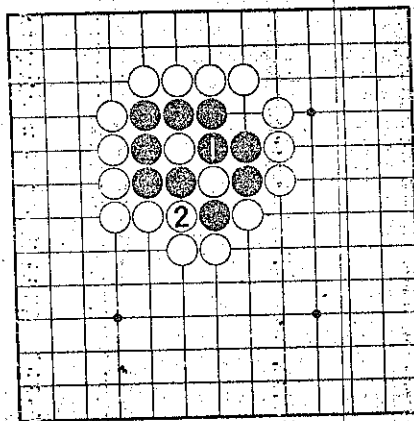
If Black plays 1, White plays 2. Even though Black can take a stone with 3, this is a false eye and his group is dead.

PROBLEM 145



*Correct Answer*

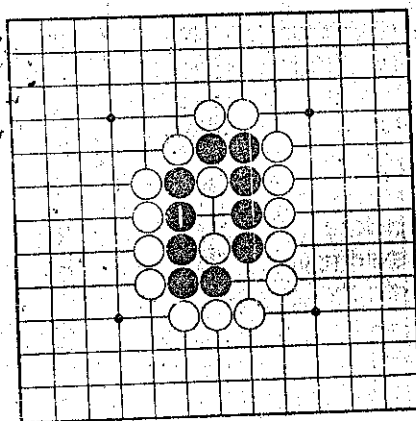
Black 1 is the correct answer. The two white stones inside Black's area cannot move, so Black will capture them and live with two eyes.



*Wrong Answer*

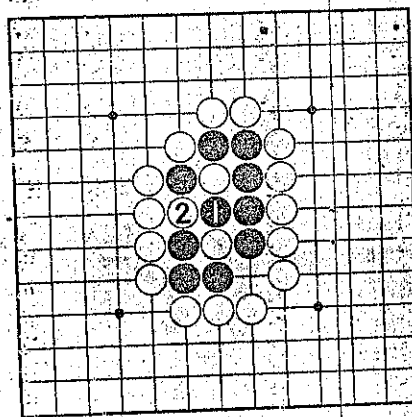
Capturing two stones with Black 1 lets White destroy one of Black's eyes with 2, so the black group is dead.

PROBLEM 146



*Correct Answer*

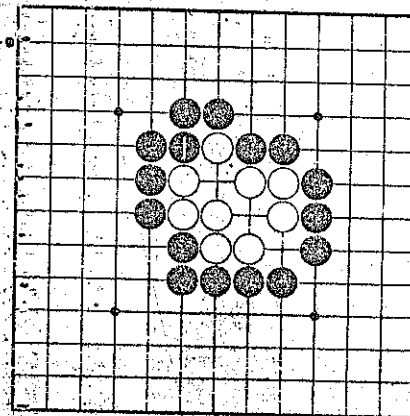
Black 1 is the correct answer. The two white stones inside Black's area cannot move, so Black will capture them and live with two eyes.



*Wrong Answer*

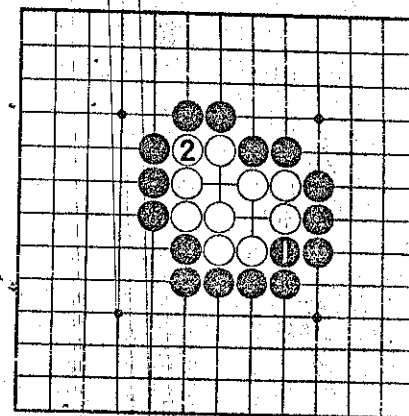
Capturing two stones with Black 1 lets White destroy one of Black's eyes, so the black group is dead.

PROBLEM 147



*Correct Answer*

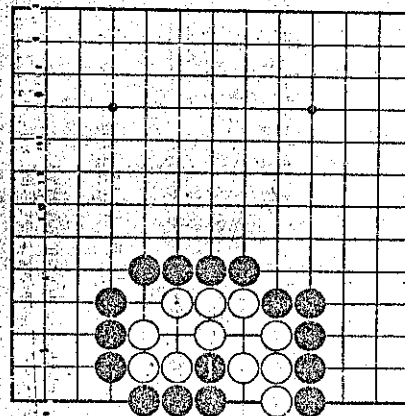
Black 1 gives White a false eye. White now has only one real eye and is dead.



*Wrong Answer*

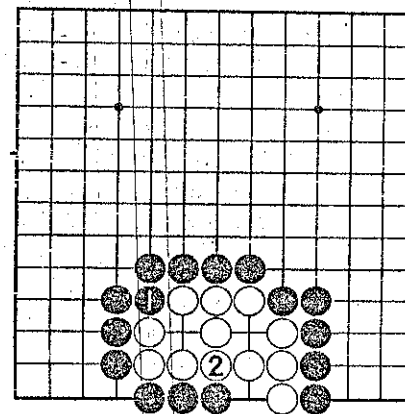
If Black plays at 1, White 2 gives his group two eyes and White can never be killed.

PROBLEM 148



*Correct Answer*

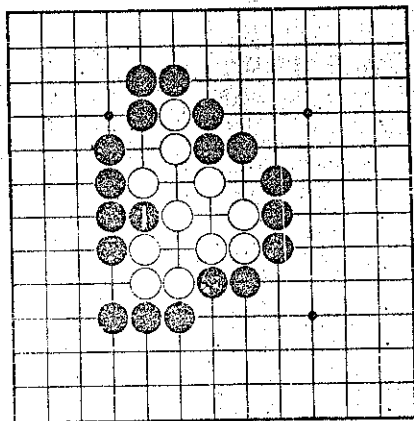
Black plays at 1, the eye on the right becomes a false eye, so White is dead.



*Wrong Answer*

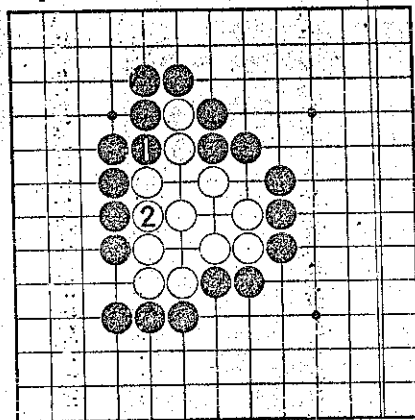
Black 1 lets White form two perfect eyes with 2, so he can never be killed.

PROBLEM 149



*Correct Answer*

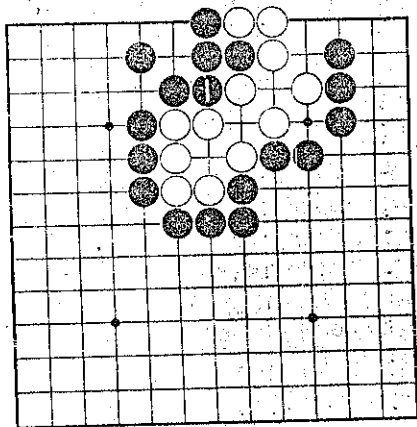
Black 1 is the correct answer. The only real eye White has is the one on the right. White is dead.



*Wrong Answer*

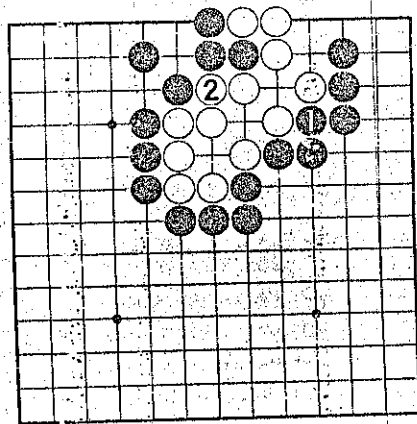
Black 1 lets White form two perfect eyes and he can never be killed.

PROBLEM 150



*Correct Answer*

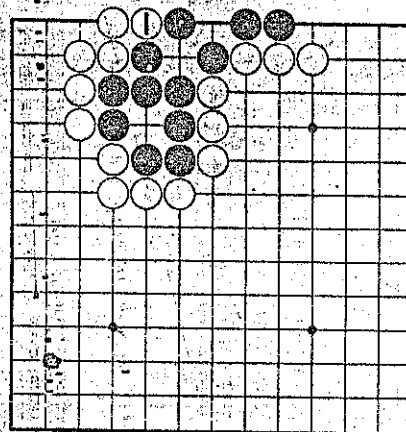
Black 1 is the correct answer. The only real eye White has is the lower one. White is dead.



*Wrong Answer*

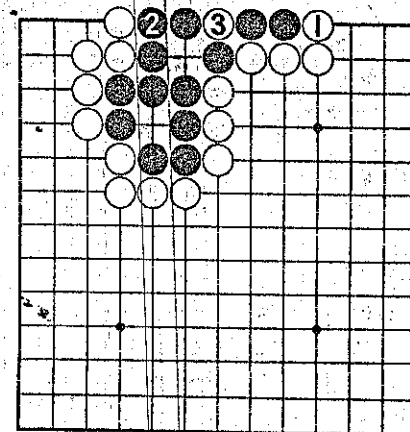
Black 1 lets White form two perfect eyes with 2, so he can never be killed.

PROBLEM 151



*Correct Answer*

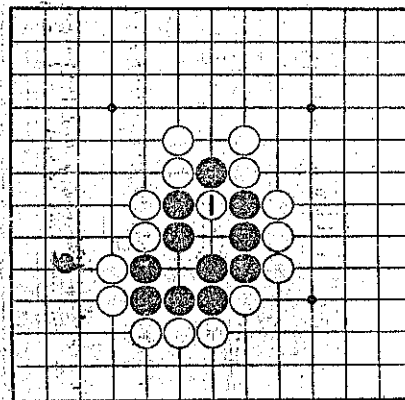
White 1 is the correct answer. This makes the eye at the top a false eye. Since Black has only one real eye he is dead.



*Wrong Answer*

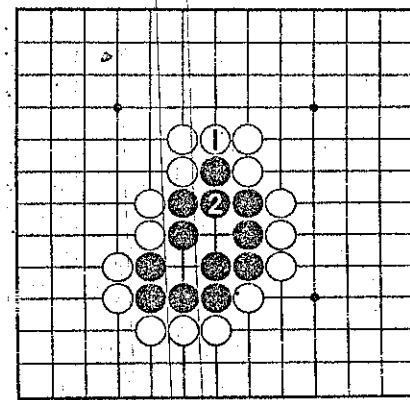
4 retakes to the right of 3. Going after two stones with 1 lets Black play 2. After 3, Black retakes with 4 and he is alive.

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.

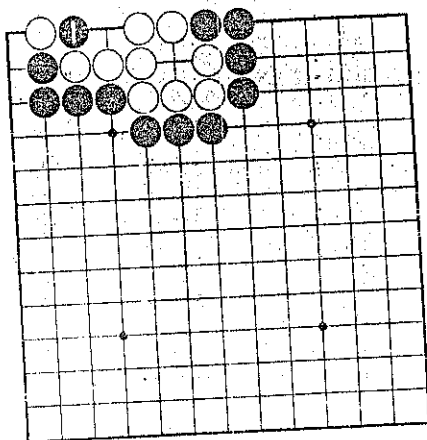


*Wrong Answer*

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

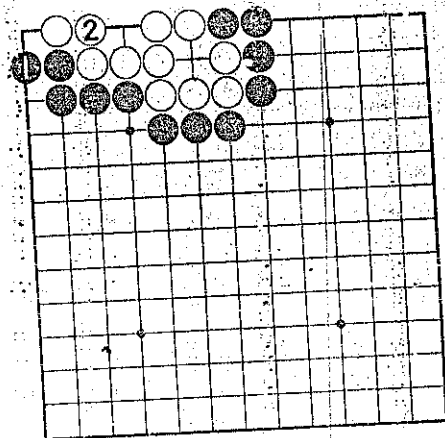


PROBLEM 153



*Correct Answer*

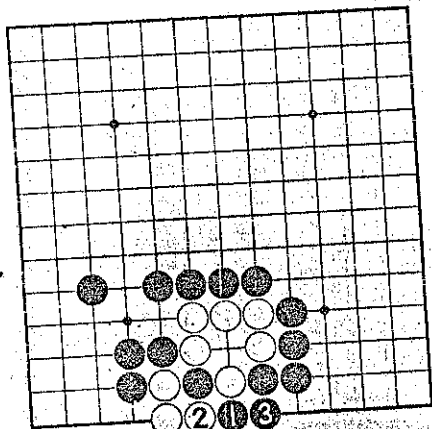
Sacrificing one stone at Black 1 kills White by giving him a false eye.



*Wrong Answer*

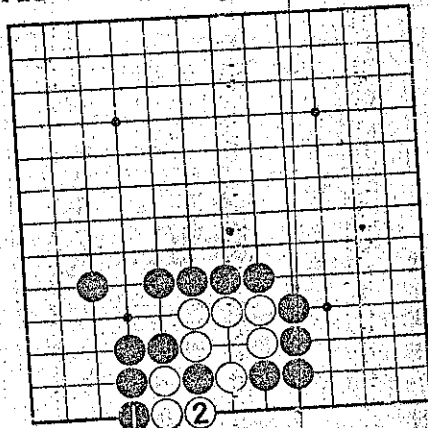
Playing any other move like Black 1 lets White live with 2. This move gives him two real eyes.

PROBLEM 154



*Correct Answer*

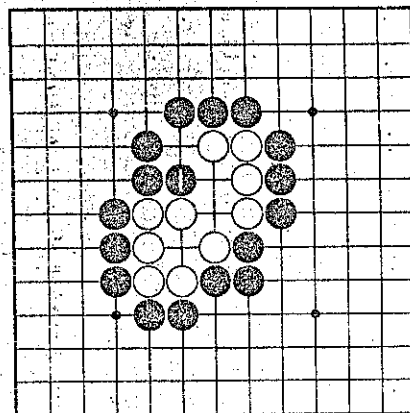
Black 1 is the correct answer. After the exchange of 2 for 3, White is left with a false eye above 2 and is dead.



*Wrong Answer*

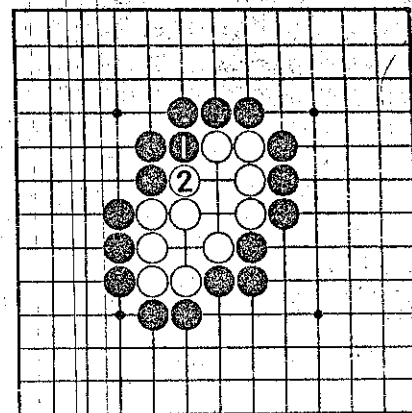
If Black plays at 1, White lives by capturing a stone with 2, making another real eye.

PROBLEM 155



*Correct Answer*

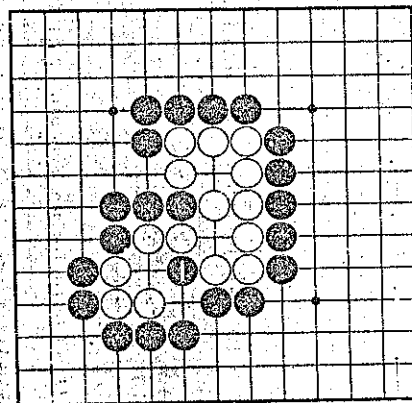
Black 1 is the correct answer. White now has only one real eye and is dead.



*Wrong Answer*

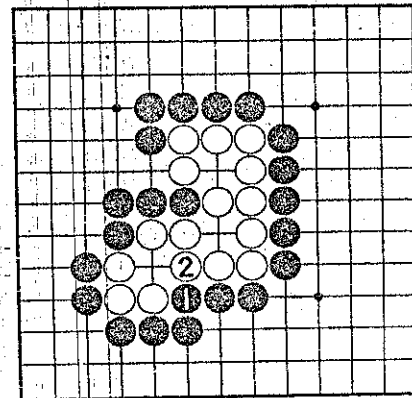
If Black plays at 1, White 2 makes two eyes and secures life for the white group.

PROBLEM 156



*Correct Answer*

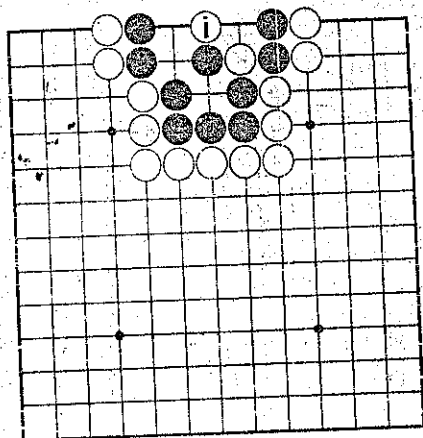
Black 1 makes the lower white eye a false one, so White is dead.



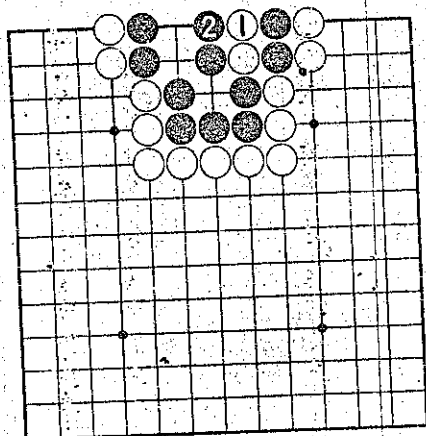
*Wrong Answer*

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

PROBLEM 157

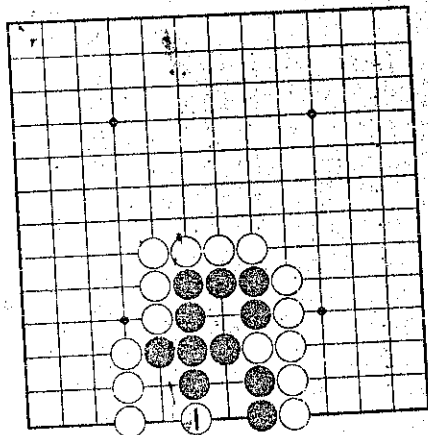


*Correct Answer*  
White 1 is the correct answer. All of Black's stones are dead.

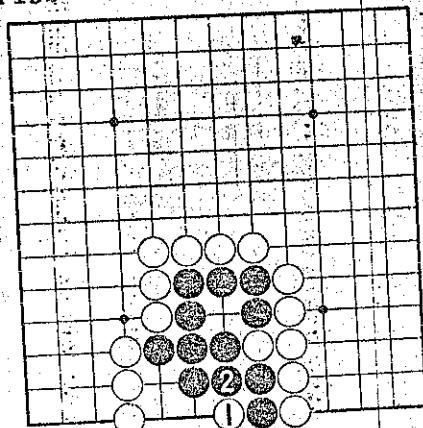


*Wrong Answer*  
If White plays at 1, capturing two stones, Black 2 gives the stones on the left two eyes. White has failed.

PROBLEM 158

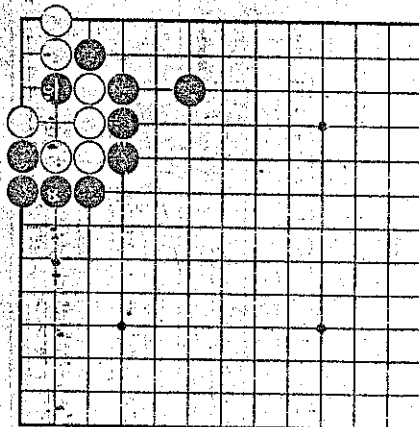


*Correct Answer*  
White 1 is the correct answer. No matter how Black plays, he cannot make another eye and so all his stones will die.

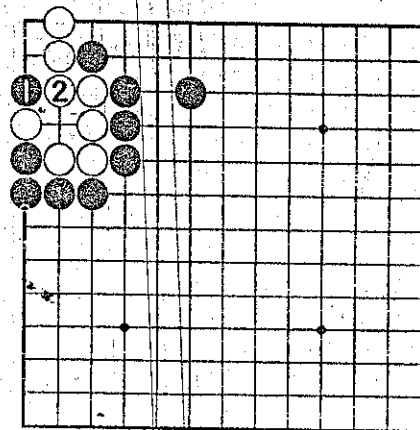


*Wrong Answer*  
If White plays atari at 1, Black 2 gives him another eye and his stones are alive.

PROBLEM 159

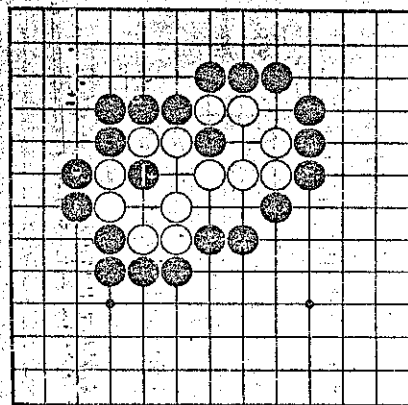


*Correct Answer*  
Black 1 is the correct answer. Not only the four stones in atari but all the white stones will be captured.

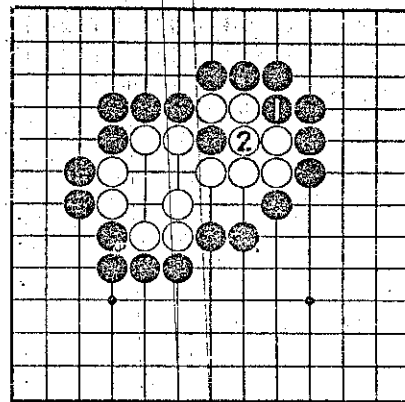


*Wrong Answer*  
If Black plays at 1, White 2 starts a ko fight. Since White is not unconditionally dead, Black has failed.

PROBLEM 160

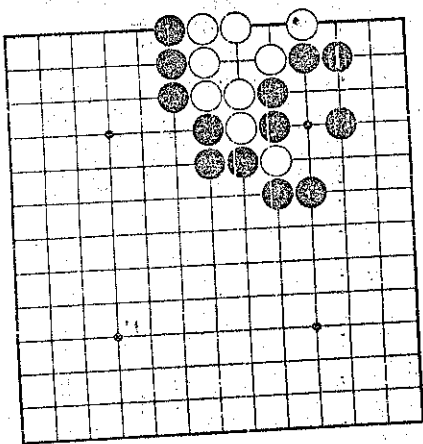


*Correct Answer*  
Giving double atari with 1 is the correct answer. All the white stones will die.

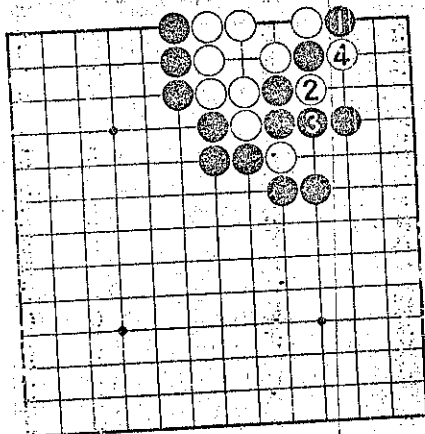


*Wrong Answer*  
If Black plays 1, then White can live by playing 2.

PROBLEM 161

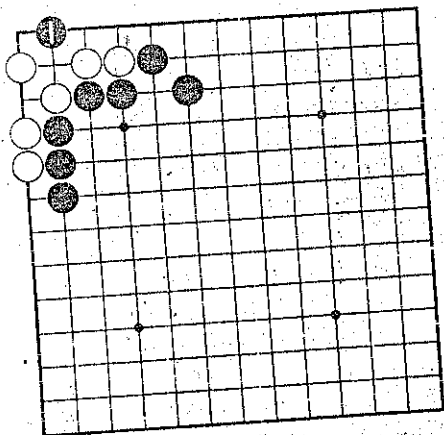


*Correct Answer*  
Black 1 is the correct answer. White's eye on the right is false and so he is dead.

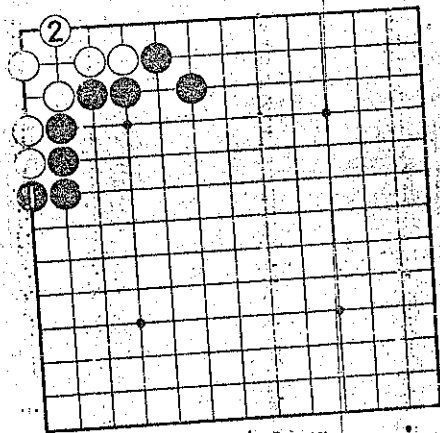


*Wrong Answer*  
If Black plays at 1, White 2 and 4 give White life. If Black plays 1 at 2, White plays 4 and cannot be killed.

PROBLEM 162

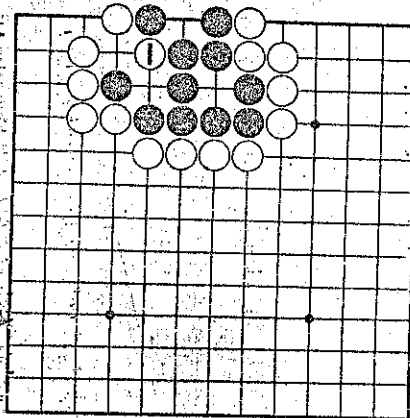


*Correct Answer*  
Black 1 is the correct answer. White is dead because he cannot make two eyes.

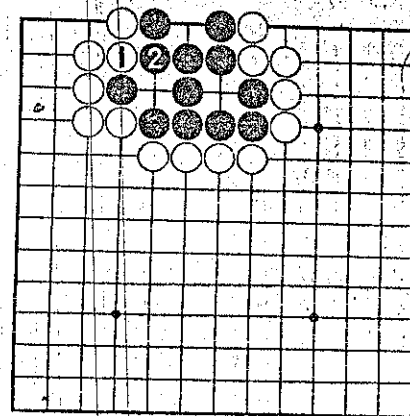


*Wrong Answer*  
If Black plays at 1, White lives with 2. Only capturing two stones would be a failure for Black.

PROBLEM 163

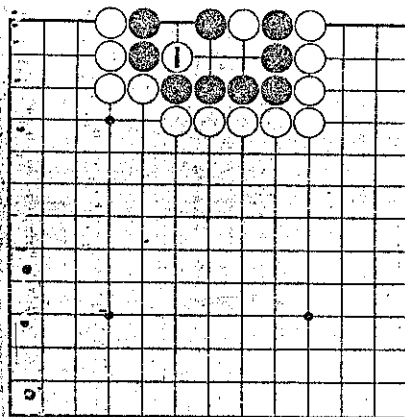


*Correct Answer*  
White 1 makes Black's eye at the top a false one, so Black is dead.

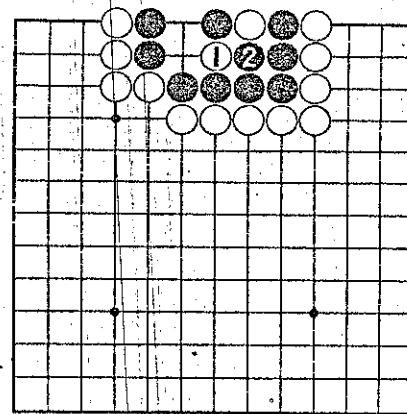


*Wrong Answer*  
If White plays at 1, 2 gives Black two real eyes and a live group.

PROBLEM 164

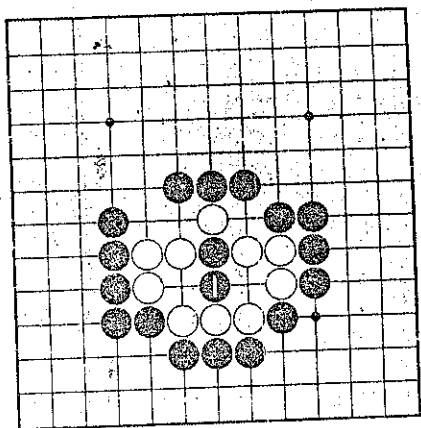


*Correct Answer*  
White 1 is the correct answer. This move catches more than two stones: it catches the whole black group.



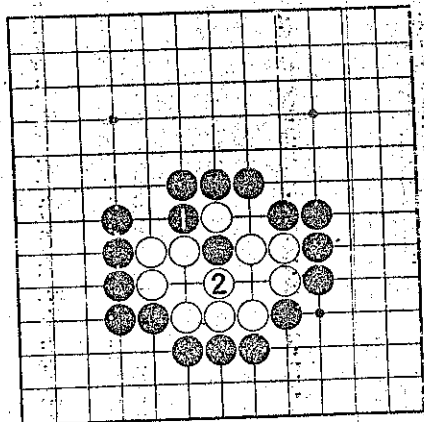
*Wrong Answer*  
If White plays 1, Black will play 2 and all of his stones will be alive.

PROBLEM 165



*Correct Answer*

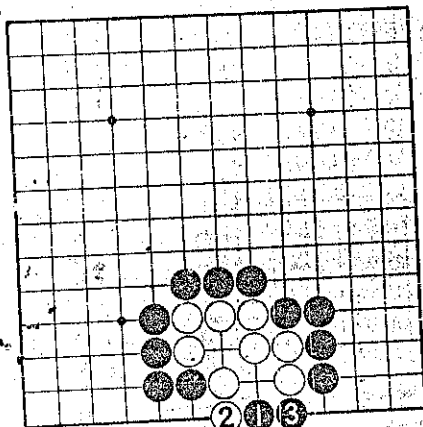
By sacrificing two stones with Black 1, Black reduces White's group to one eye and kills it.



*Wrong Answer*

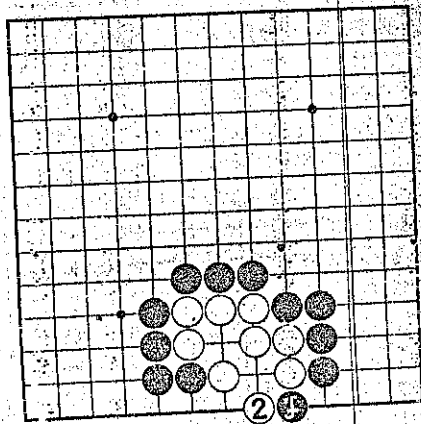
If Black plays at 1, White captures a stone with 2. He has made two real eyes and is alive.

PROBLEM 166



*Correct Answer*

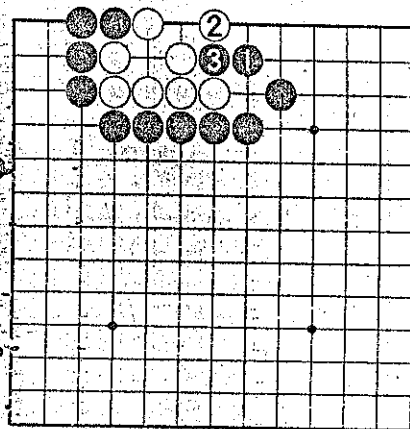
Black 1 is the correct answer. When Black plays 3, White has only one eye and is dead.



*Wrong Answer*

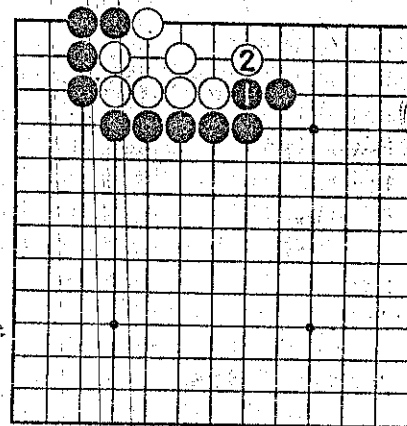
If Black plays at 1, White makes two eyes with 2, so his group is alive.

PROBLEM 167



*Correct Answer*

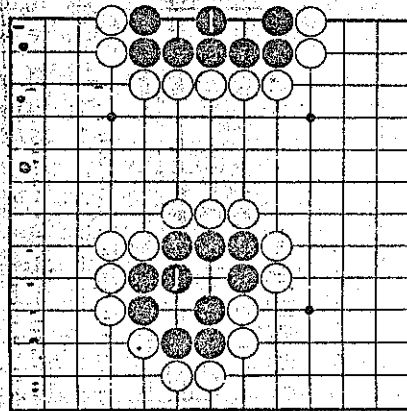
Black 1 is the correct answer. No matter where White plays 2, he cannot make two eyes and is dead.



*Wrong Answer*

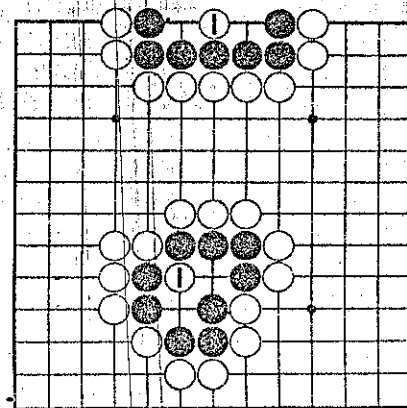
If Black plays 1, White lives with 2. Black 1 in the Correct Answer Diagram is the only move that will kill White.

PROBLEM 168



*If Black Plays First*

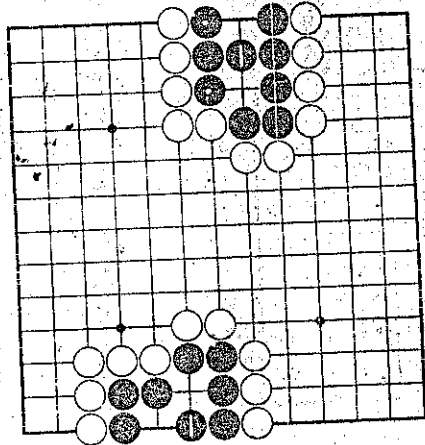
Black gets two eyes and life in the upper and lower positions if he plays at 1.



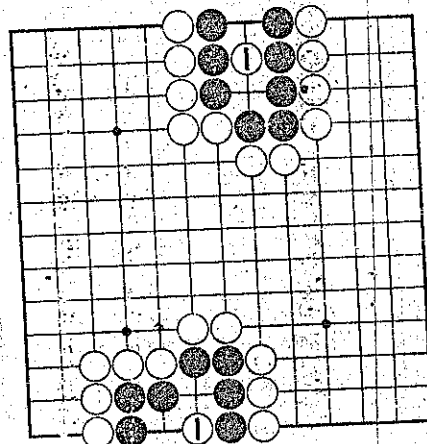
*If White Plays First*

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

PROBLEM 169

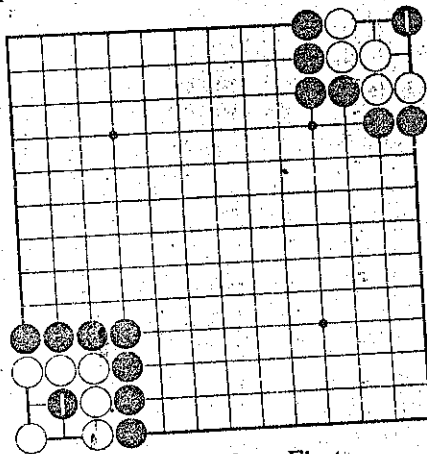


*If Black Plays First*  
If Black plays 1 in the upper and lower positions, he makes two eyes and lives.

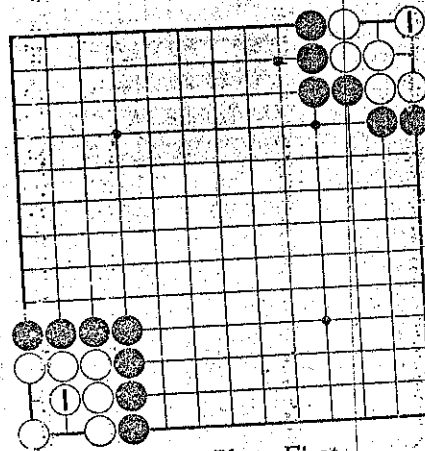


*If White Plays First*  
If it's White's turn, White 1 in the upper and lower positions kills the black groups.

PROBLEM 170

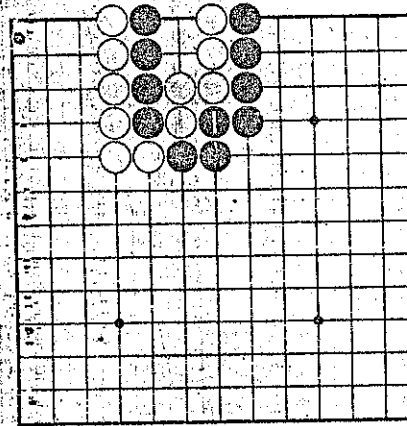


*If Black Plays First*  
If Black plays 1 in the upper and lower positions, White cannot make two eyes and dies.

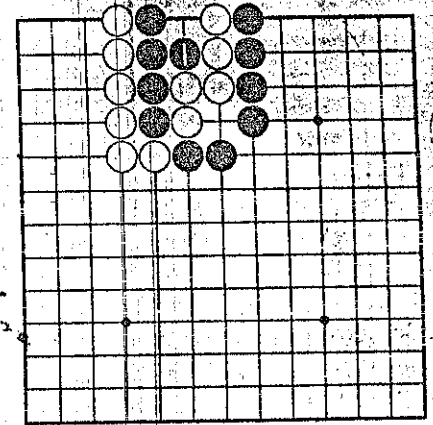


*If White Plays First*  
If it's White's turn he can make two eyes and live by playing at 1.

PROBLEM 171

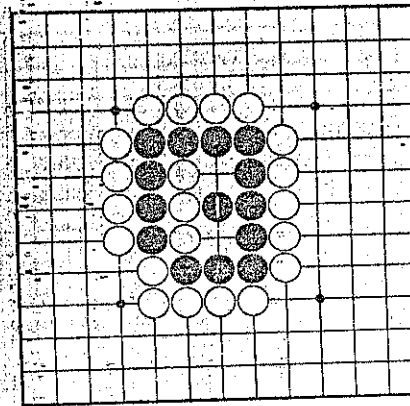


*Correct Answer*  
Black 1 is the correct answer. The four black stones and the five white stones live in seki.

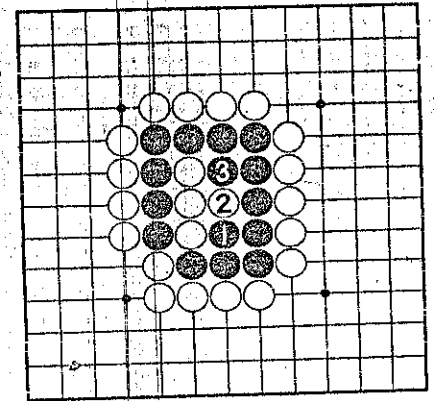


*Wrong Answer*  
Black 1 puts his own five stones in atari. Black has failed.

PROBLEM 172

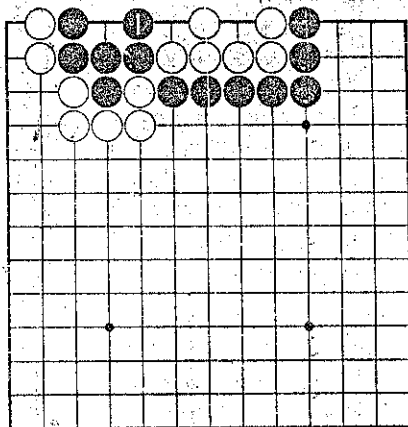


*Correct Answer*  
Black 1 makes a seki. If White moves to break the seki by sacrificing four stones, Black will take the stones and make two eyes.



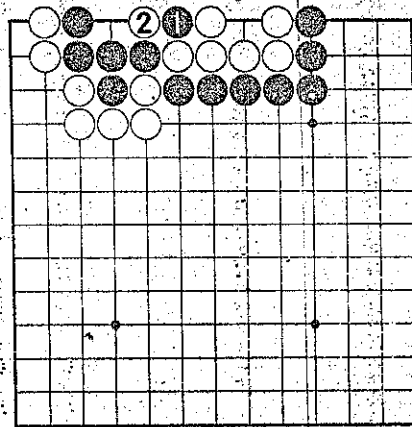
*Wrong Answer*  
4 played to the left of 2. If Black plays 1, White sacrifices four stones and, after Black takes with 3, destroys Black's eye shape with 4.

PROBLEM 173



*Correct Answer*

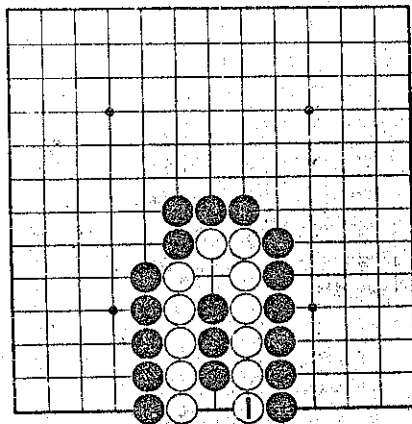
Black 1 is the correct answer. Both sides have one eye each and so it is seki.



*Wrong Answer*

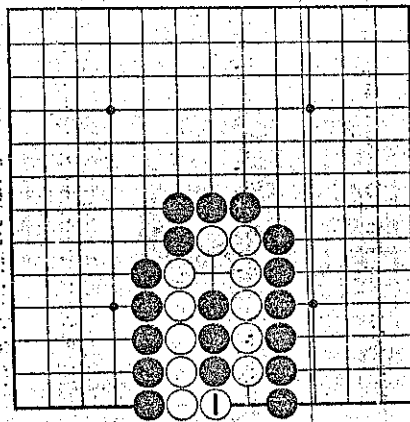
If Black plays 1, White takes a stone and puts five black stones into atari.

PROBLEM 174



*Correct Answer*

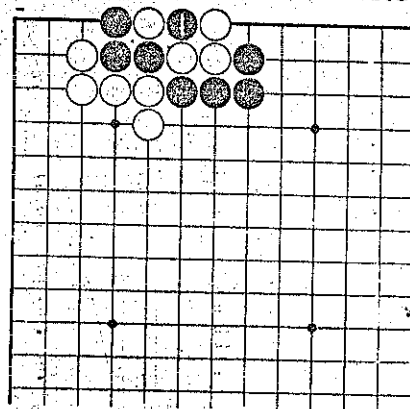
White 1 is the correct answer. White has no way to kill the three black stones so he must settle for a seki.



*Wrong Answer*

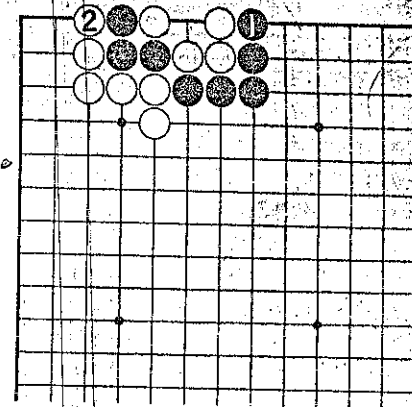
If White tries to kill the three black stones, he will not be able to make two eyes and will die.

PROBLEM 175



*Correct Answer*

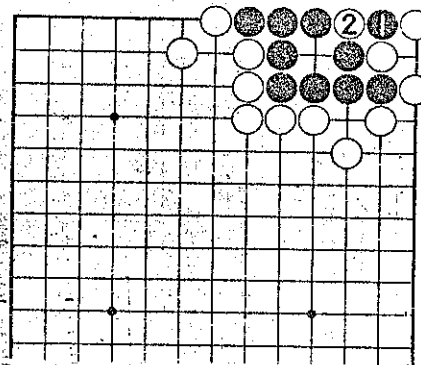
Black 1 is the correct answer. Whether the black or white stones on the upper edge can be taken or not will depend on the outcome of a ko fight.



*Wrong Answer*

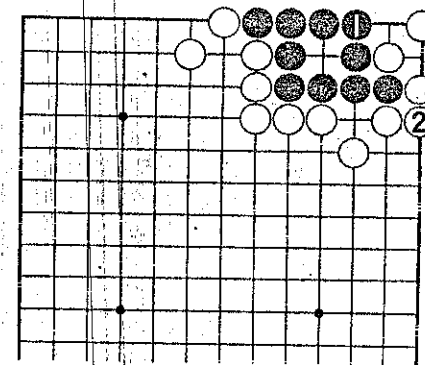
If Black plays at 1, White will capture three stones with 2.

PROBLEM 176



*Correct Answer*

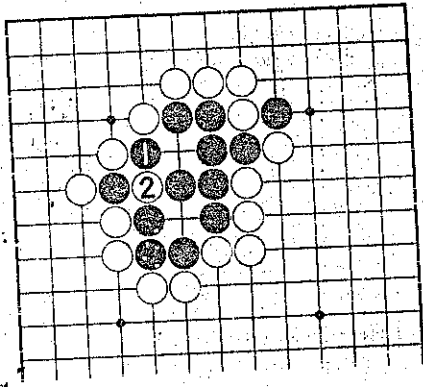
Black should start a ko fight by sacrificing a stone with 1. The life or death of the black group will now depend on the outcome of this ko.



*Wrong Answer*

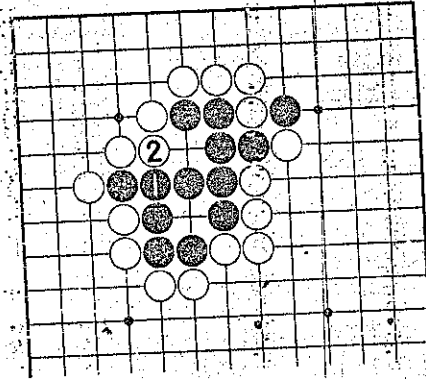
If Black plays 1, White will connect at 2. The black group now has only one eye and is unconditionally dead.

PROBLEM 177



*Correct Answer*

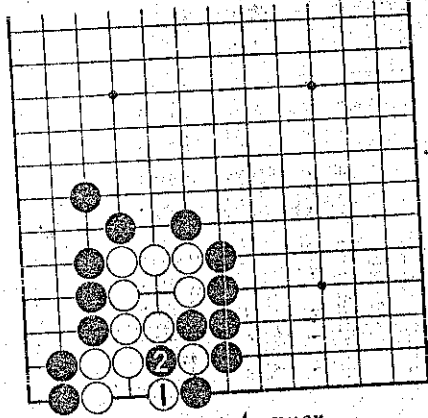
Black 1 is the correct answer. White 2 starts a ko fight and the life or death of the Black group will depend on the outcome of this ko.



*Wrong Answer*

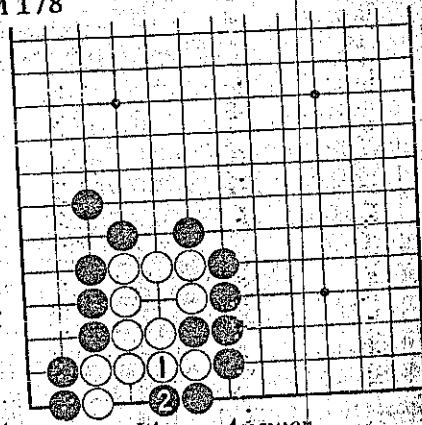
If Black connects at 1, White will play 2, leaving Black with only one eye. Black is now unconditionally dead.

PROBLEM 178



*Correct Answer*

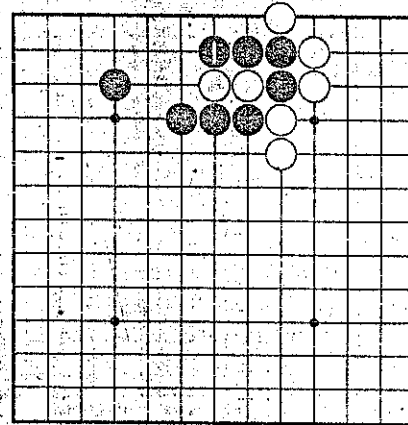
White 1 is the correct answer. Black 2 starts a ko fight and the life of the white group will depend on the outcome of this ko.



*Wrong Answer*

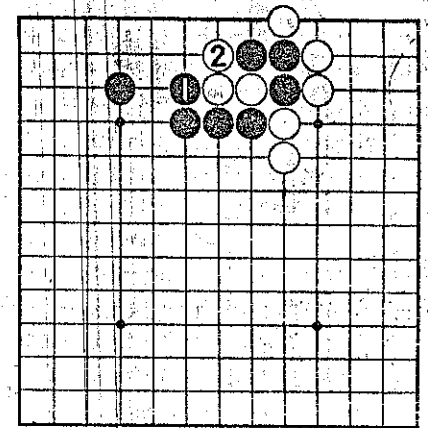
If White connects at 1, Black will play 2, leaving White with only one eye. White is now unconditionally dead.

PROBLEM 179



*Correct Answer*

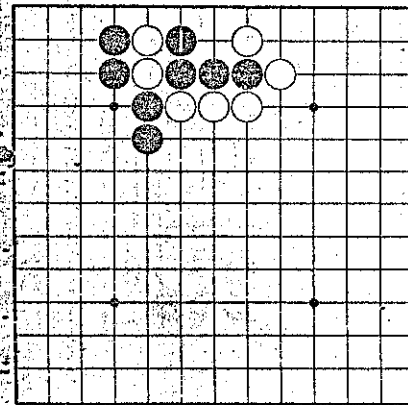
Black 1 is the correct answer. This move catches two white stones.



*Wrong Answer*

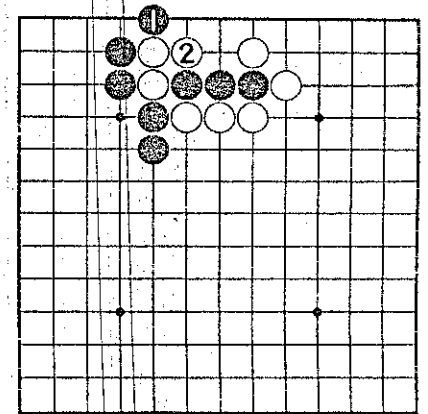
If Black gives atari from the left side with 1, White 2 will catch three black stones.

PROBLEM 180



*Correct Answer*

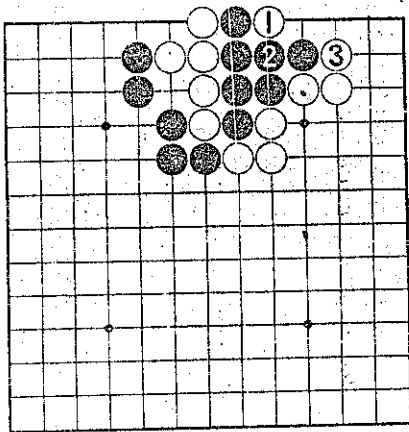
Black 1 is the correct answer. This move catches two white stones.



*Wrong Answer*

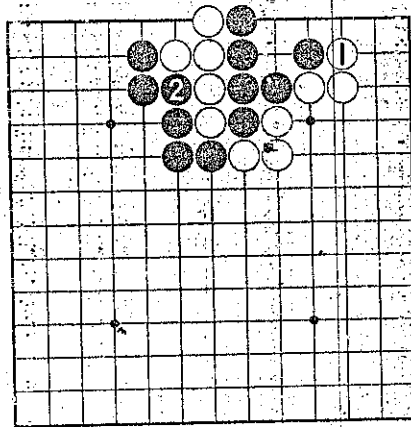
If Black plays atari on the edge with 1, White 2 will catch three black stones.

PROBLEM 181



*Correct Answer*

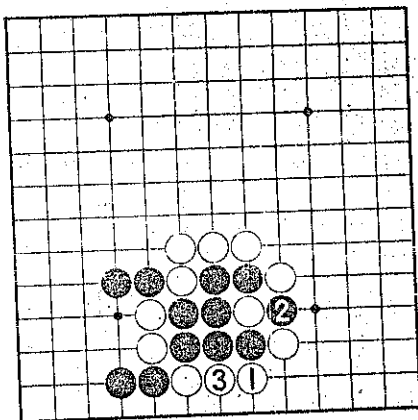
The sequence White 1 followed by White 3 is the correct answer. White will capture seven stones on the next move.



*Wrong Answer*

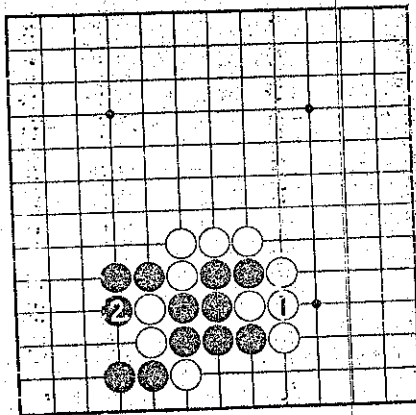
If White plays 1, Black will play 2 and capture five white stones on the next move.

PROBLEM 182



*Correct Answer*

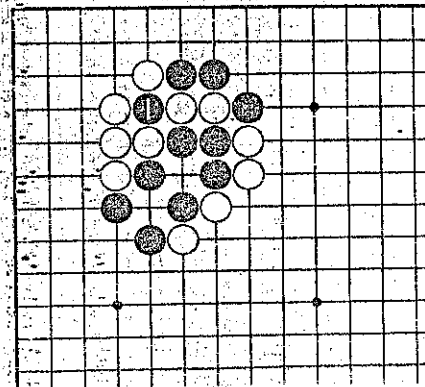
The sequence White 1 followed by White 3 is the correct answer. White will capture seven stones on the next move.



*Wrong Answer*

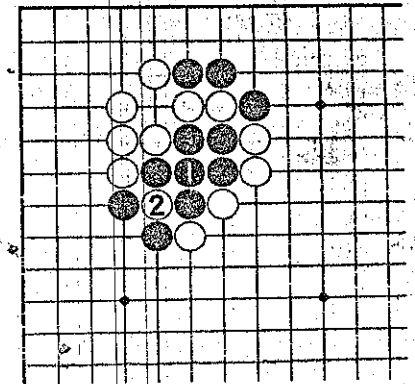
If White connects at 1, Black will play 2 and capture two white stones on the next move.

PROBLEM 183



*Correct Answer*

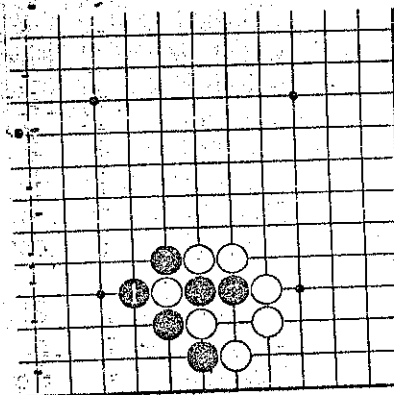
Black should capture two stones with 1. Even if White refakes, Black is no longer in atari.



*Wrong Answer*

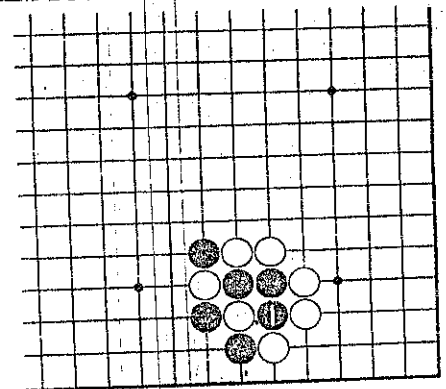
If Black connects at 1, he is still in atari and White 2 will capture six black stones. This is a disaster for Black.

PROBLEM 184



*Correct Answer*

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

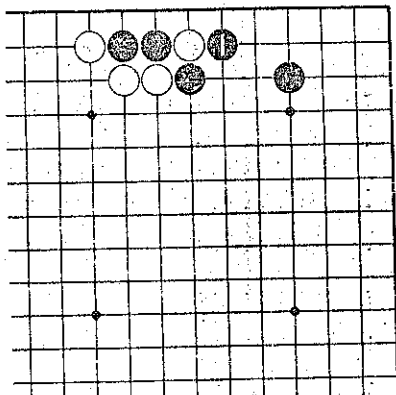


*Wrong Answer*

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.

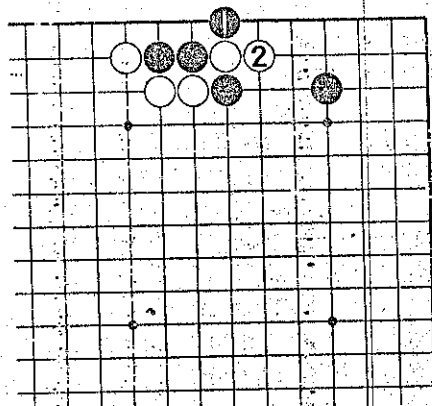


PROBLEM 185



*Correct Answer*

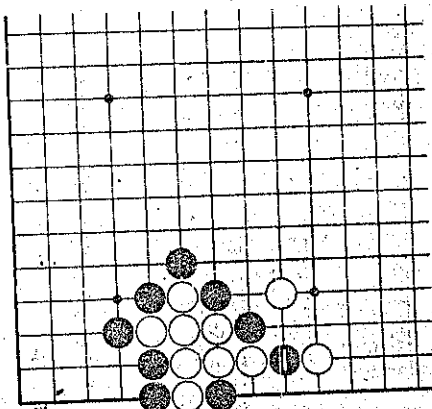
If Black gives atari with 1, the lone white stone on the edge cannot escape.



*Wrong Answer*

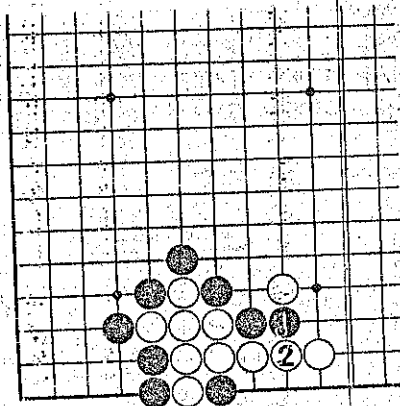
If Black gives atari from below with 1, White can no longer be captured after he plays 2. Now the three black stones at the top will be taken.

PROBLEM 186



*Correct Answer*

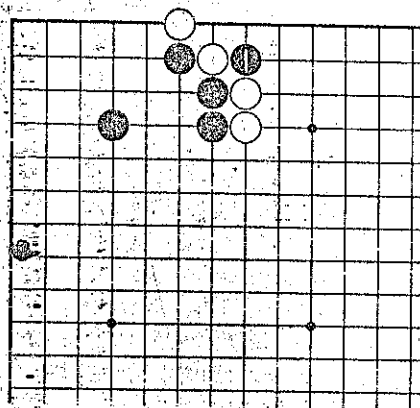
After Black gives atari with 1, the eight white stones cannot escape.



*Wrong Answer*

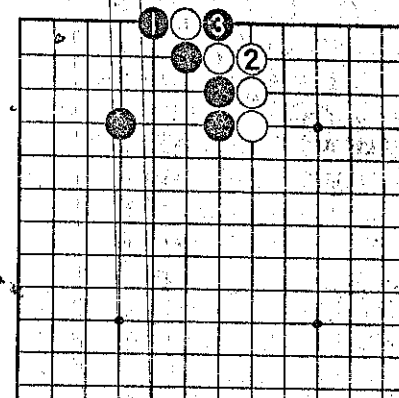
Black 1 here fails. When White connects at 2, he can no longer be captured.

PROBLEM 187



*Correct Answer*

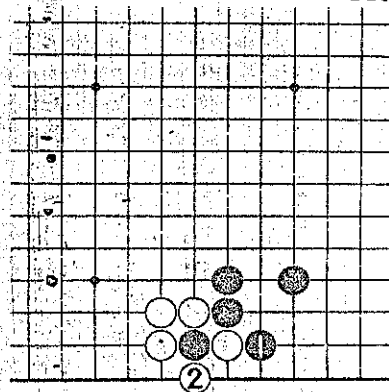
Black should play 1. The white stone in atari cannot escape.



*Wrong Answer*

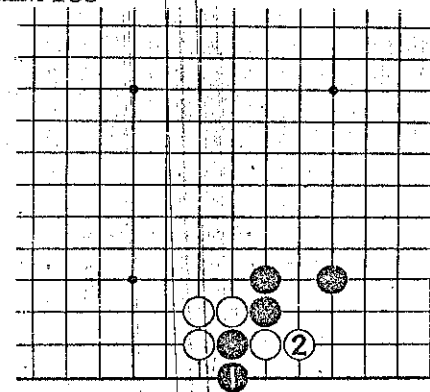
If Black gives atari at 1, White can connect at 2. Even though Black has captured a white stone, his result is inferior to the correct answer.

PROBLEM 188



*Correct Answer*

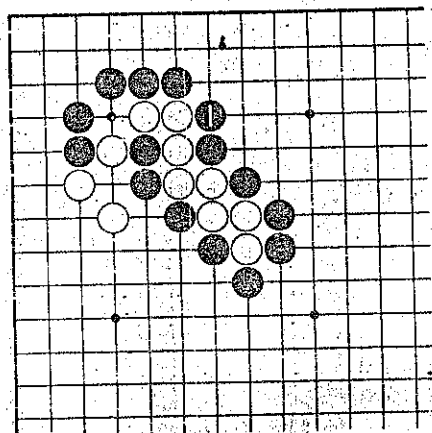
Even though he loses a stone, Black 1 is the correct answer.



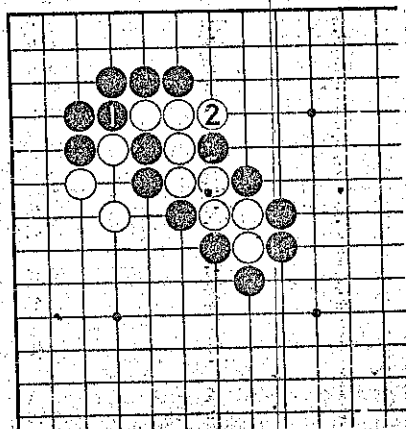
*Wrong Answer*

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

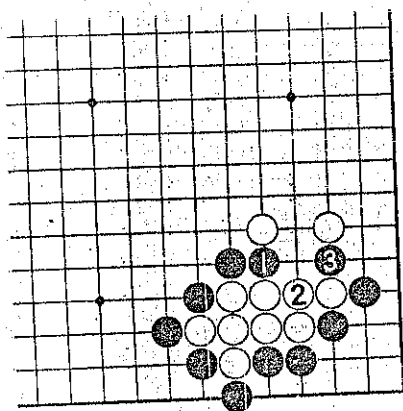


**Correct Answer**  
If Black plays at 1, no matter how White replies, his eight stones cannot avoid being captured.

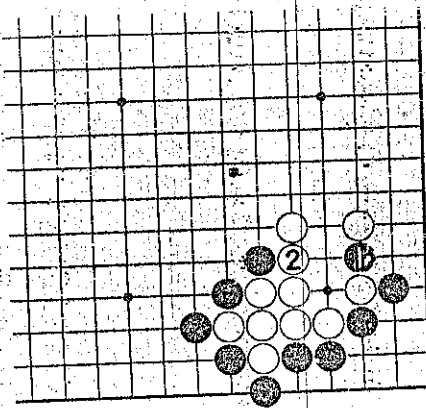


**Wrong Answer**  
If Black plays 1, White's eight stones can escape with White 2.

PROBLEM 190

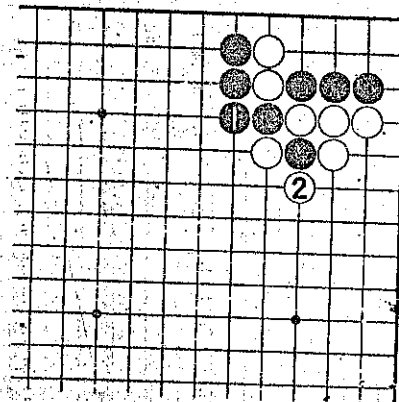


**Correct Answer**  
Black 1 is the correct answer. Connecting at 2 is of no help. Black catches nine stones when he plays 3.

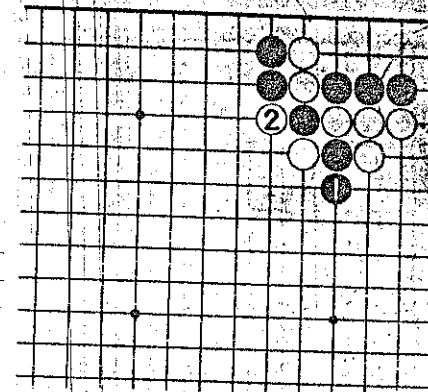


**Wrong Answer**  
If Black plays 1, White can connect to his outside stones with 2 and escape.

PROBLEM 191

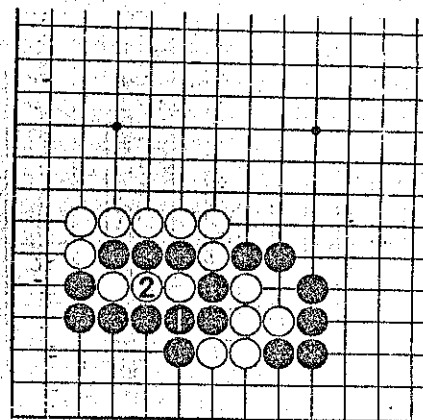


**Correct Answer**  
Black has no choice but to connect with 1. After White captures with 2, Black's area at the top is intact.

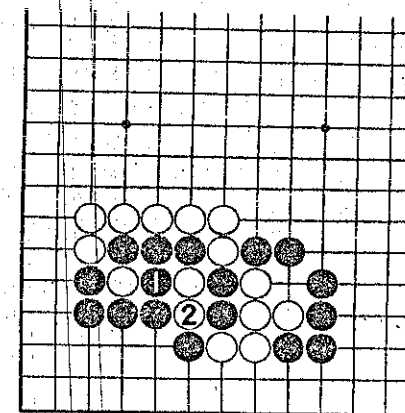


**Wrong Answer**  
If Black saves this stone by playing 1 here, White captures with 2, and Black's stones are scattered without any base. This is a disaster for Black.

PROBLEM 192

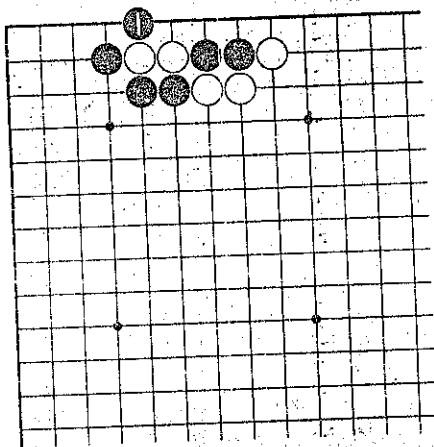


**Correct Answer**  
Black should play at 1, saving two stones and sacrificing three. In this way, he kills the five white stones on the right.

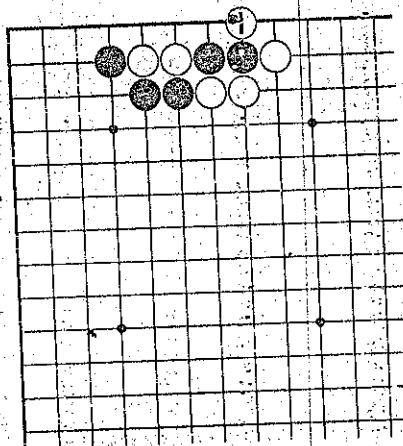


**Wrong Answer**  
If Black plays 1 here, White captures two stones with 2 and now his five stones on the right are connected to the ones above.

PROBLEM 193

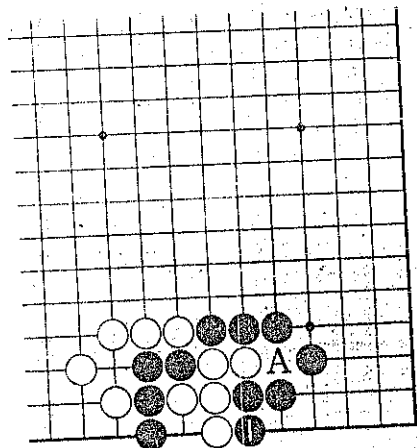


*Correct Answer*  
If Black gives atari with 1, he will catch two white stones.

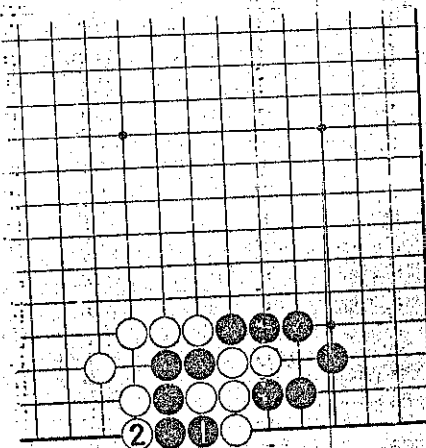


*If White Plays First*  
If it were White's turn to play, he would give atari with 1 and catch two black stones.

PROBLEM 194

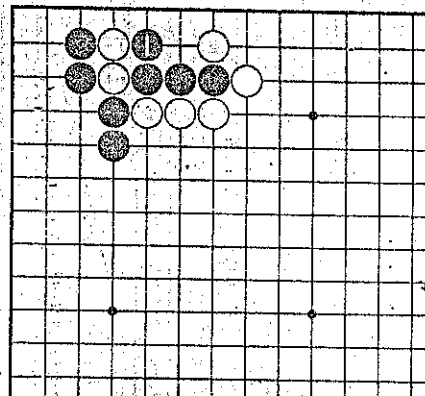


*Correct Answer*  
Either Black 1 or Black A will kill the five white stones.

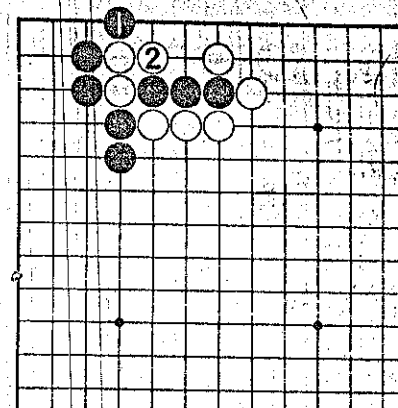


*Wrong Answer*  
Black 1 fails. White plays 2 in reply, putting five black stones into atari.

PROBLEM 195

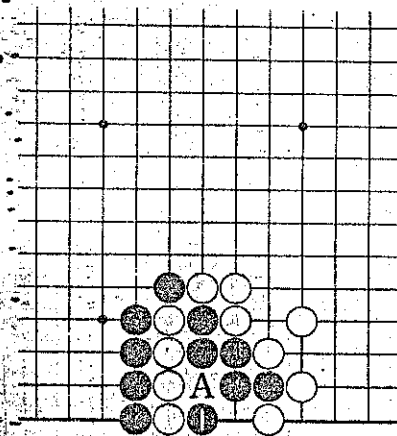


*Correct Answer*  
By playing at 1, Black can capture two white stones.

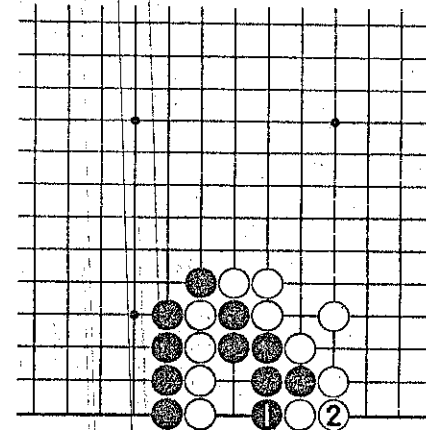


*Wrong Answer*  
If Black give atari from below with 1, White 2 catches three black stones.

PROBLEM 196

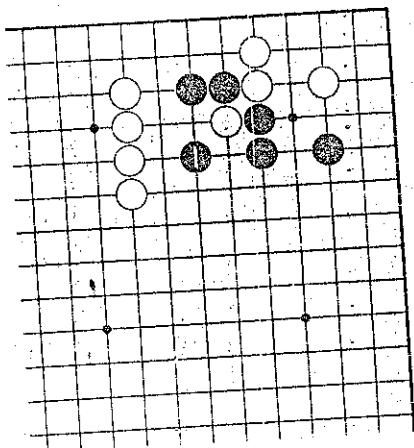


*Correct Answer*  
Putting the four white stones into atari with Black 1 or A is the correct answer. These stones will be captured on the next move.



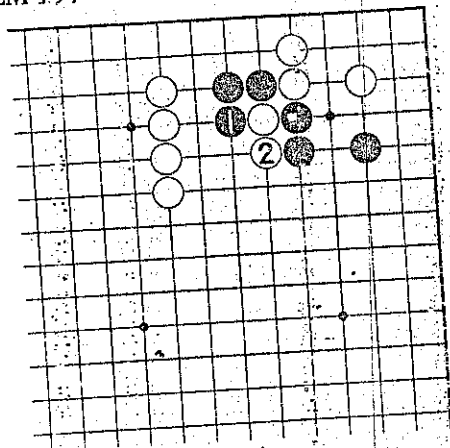
*Wrong Answer*  
If Black gives atari with 1 he fails. White connects at 2 and a seki results.

PROBLEM 197



*Correct Answer*

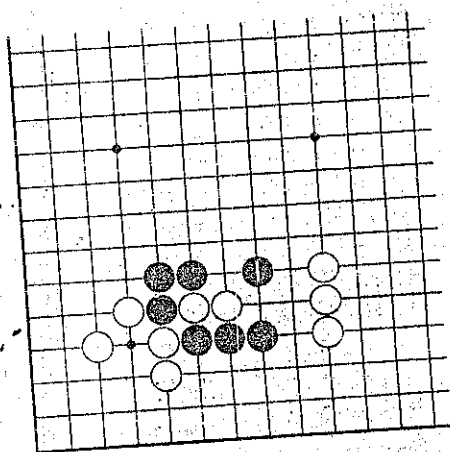
Black catches one stone in a net when he plays at 1. This stone cannot escape and will be captured.



*Wrong Answer*

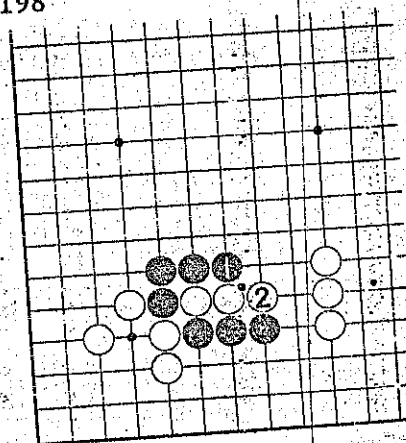
Black 1 fails. White plays 2 and he cannot be captured.

PROBLEM 198



*Correct Answer*

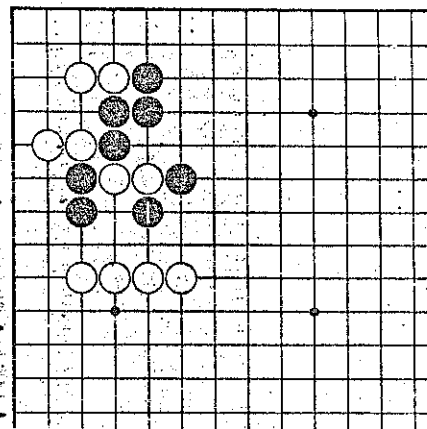
Black catches two stones in a net when he plays 1. These stones cannot escape and will be captured.



*Wrong Answer*

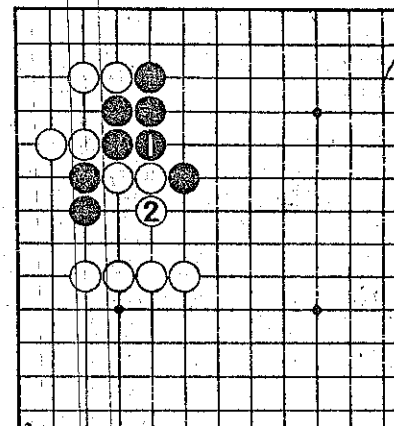
Black 1 fails. White plays 2 and he cannot be captured.

PROBLEM 199



*Correct Answer*

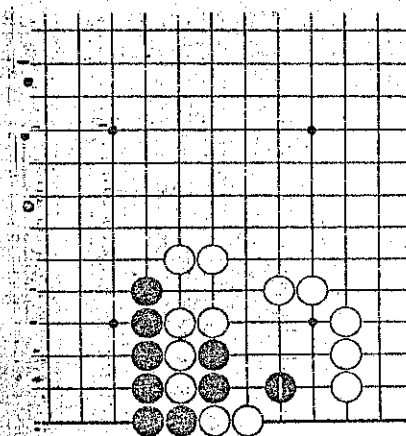
Black 1 here also catches White in a net. The two white stones cannot escape.



*Wrong Answer*

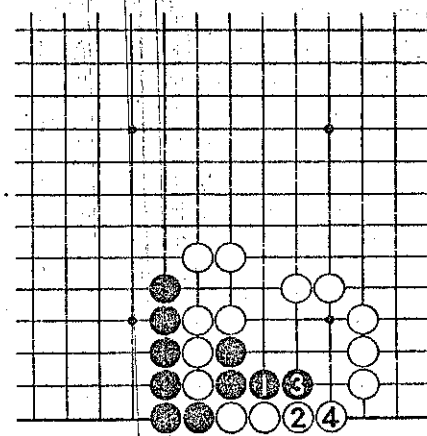
Black 1 fails. White escapes by playing at 2.

PROBLEM 200



*Correct Answer*

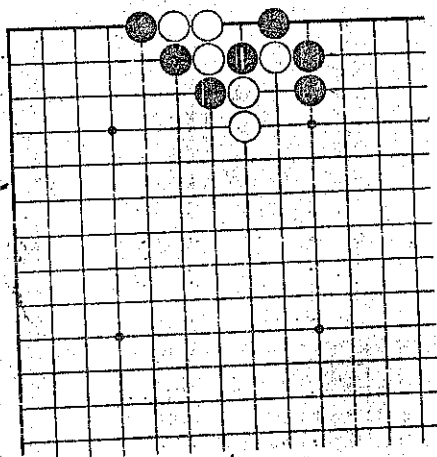
Black 1 is an example of a net on the edge of the board. The two white stones cannot escape.



*Wrong Answer*

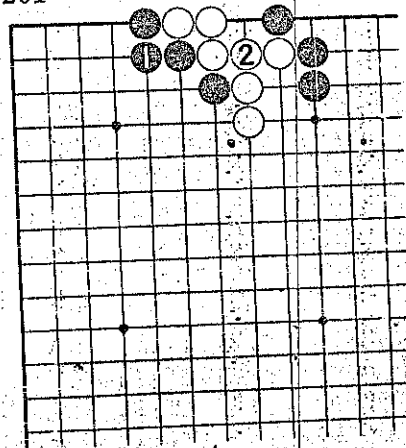
Black 1 fails. White runs away and links up with his other stones with the sequence to 4.

PROBLEM 201



*Correct Answer*

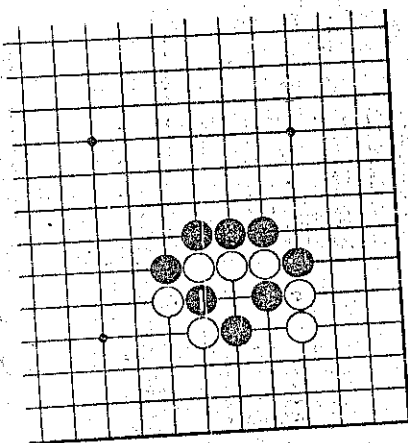
If Black plays 1, the three white stones are as good as captured. If White captures Black 1, Black retakes four stones with a snapback.



*Wrong Answer*

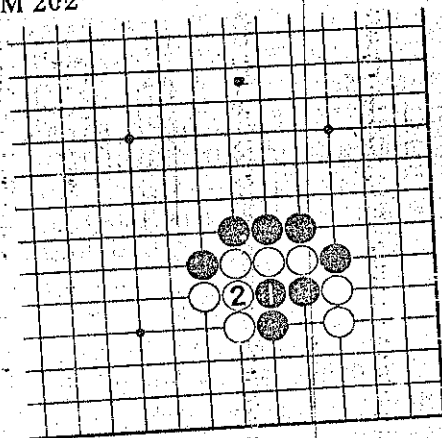
If Black plays 1, he fails. White connects at 2 and his stones cannot be captured.

PROBLEM 202



*Correct Answer*

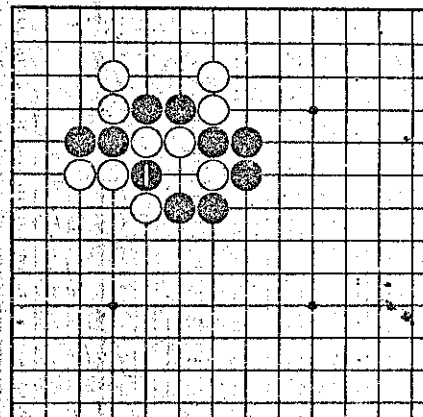
Black 1 catches three white stones. White cannot capture because of a snapback.



*Wrong Answer*

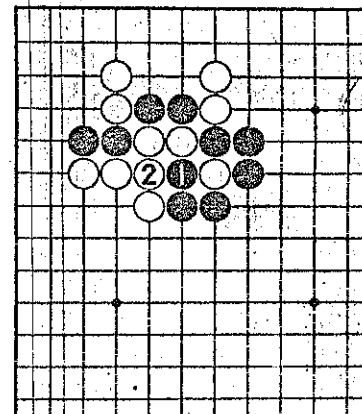
Black 1 fails. White connects at 2 and his stones are safe.

PROBLEM 203



*Correct Answer*

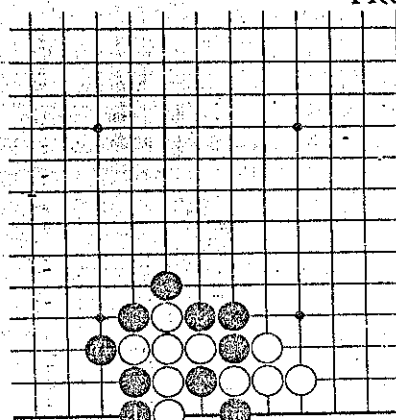
Black 1 sets up a snapback and catches three white stones.



*Wrong Answer*

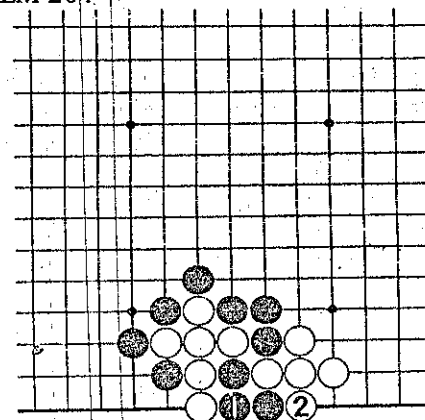
Black 1 captures one stone, but lets White save his other two by connecting at 2. Black has failed.

PROBLEM 204



*Correct Answer*

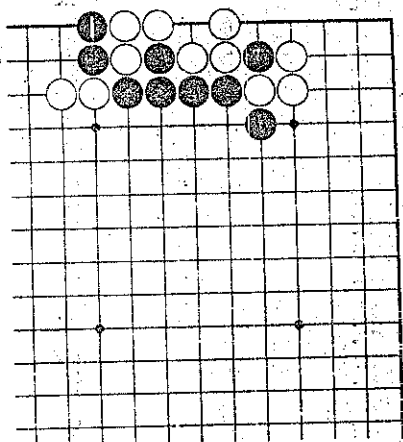
Black 1 sets up a snapback and six white stones can now be captured.



*Wrong Answer*

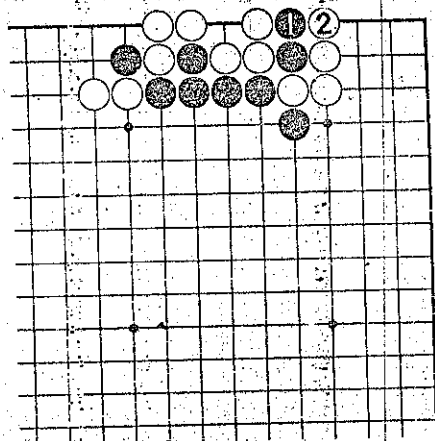
Black 1 fails. White 2 captures three black stones and all of White's stones are safe.

PROBLEM 205



*Correct Answer*

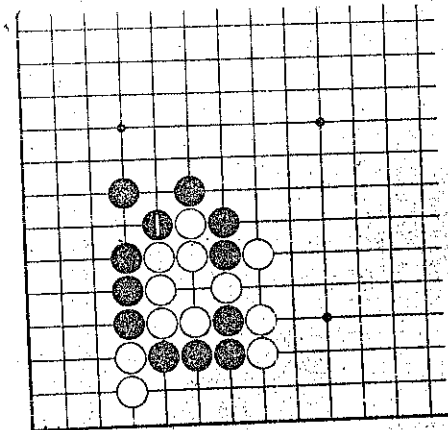
If Black plays 1, the three white stones in atari cannot escape.



*Wrong Answer*

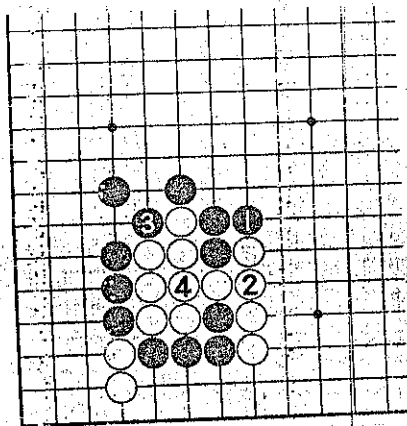
If Black plays 1 here, White captures two stones with 2 and all of White's stones are safe.

PROBLEM 206



*Correct Answer*

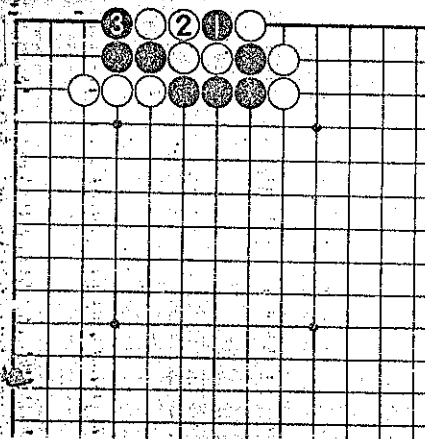
Black 1 puts six white stones into atari and no matter what White does his stones cannot escape.



*Wrong Answer*

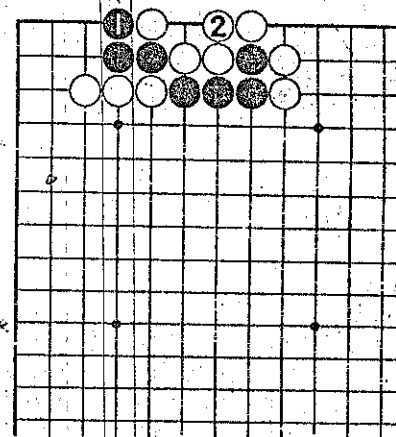
Black 1 lets White off the hook. He connects at 2 and now when Black plays 3, White connects at 4 and all his stones are safe.

PROBLEM 207



*Correct Answer*

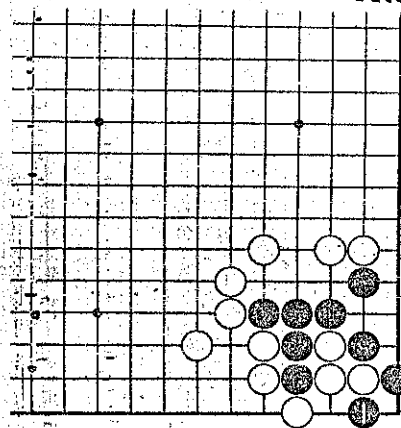
Black sacrifices a stone with 1 and then plays 3. White has lost four stones.



*Wrong Answer*

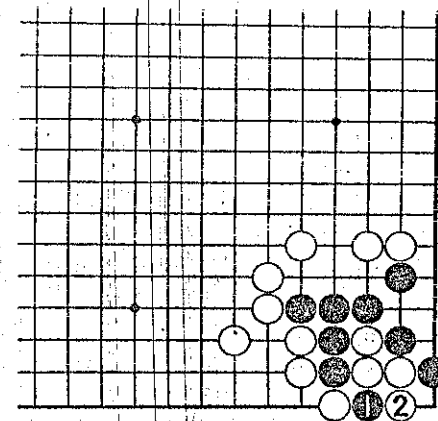
If Black plays at 1 first, he fails. White connects at 2 and his stones are safe.

PROBLEM 208



*Correct Answer*

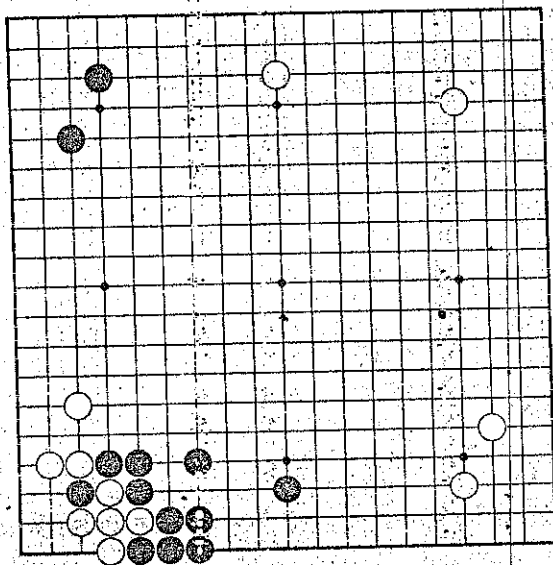
Black 1 catches three white stones in the corner.



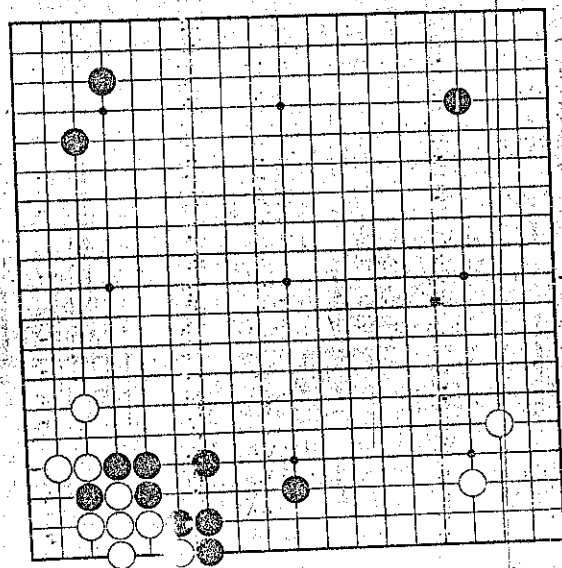
*Wrong Answer*

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

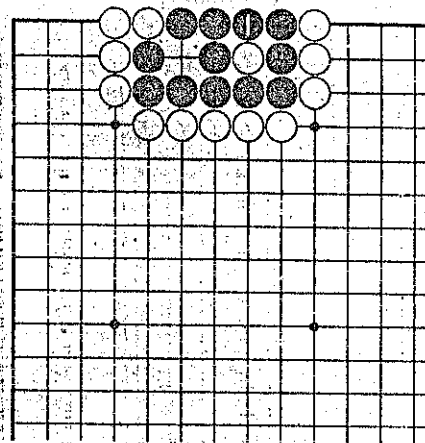


*Correct Answer*  
White has profited the most with the sequence in the Problem Diagram. If you compare the diagram on the right with the one below, the difference will be clear.

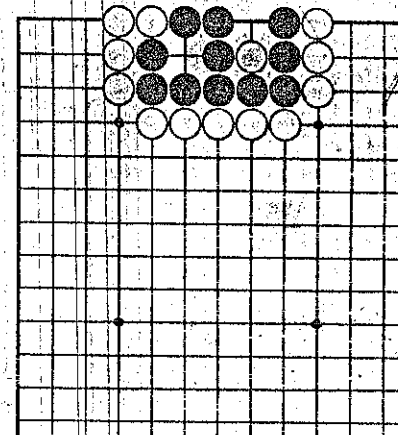


*For Reference*  
Occupying an empty corner with Black 1 is the most profitable move for Black. Black is better by about 30 points than the diagram above.

PROBLEM 210

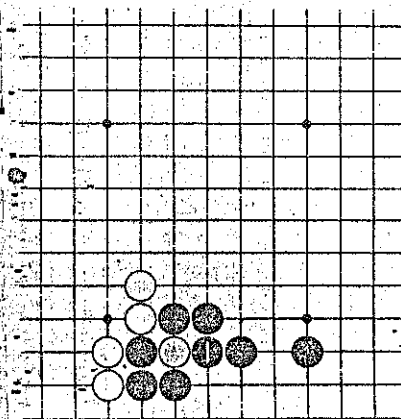


*Black 1 is Bad*  
Black 1 is a bad move. It is completely unnecessary.

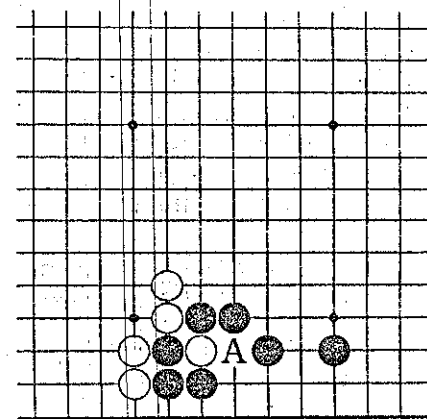


*For Reference*  
Black should leave the situation as it is. By playing at 1 he loses one point of territory.

PROBLEM 211

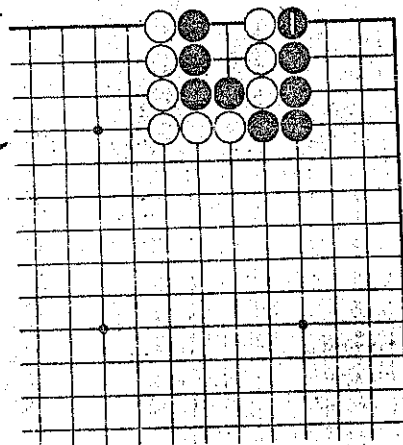


*Black 1 is Bad*  
Black 1 is a bad move. It's not necessary for Black to play this move yet.



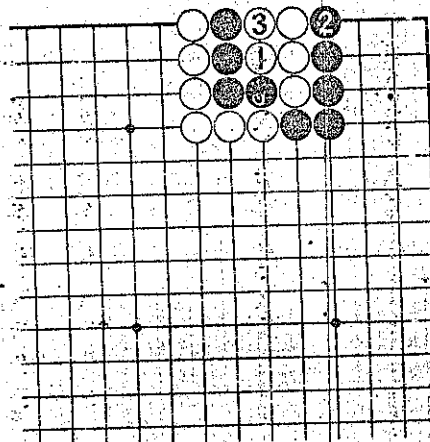
*For Reference*  
Even if White plays at A he cannot escape, so there is no need to play a move here.

PROBLEM 212



*Correct Answer*

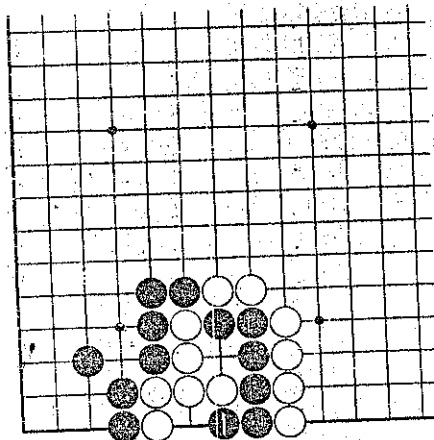
If Black plays 1, a seki results between the four black and the three white stones.



*If White Plays First*

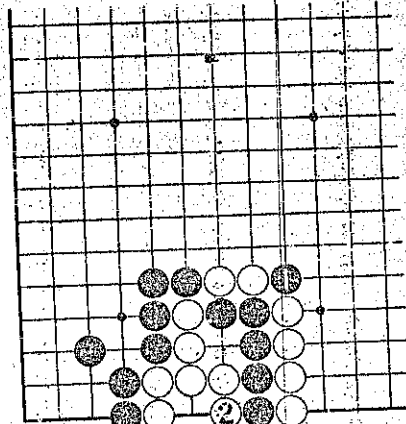
If it were White's turn to play, he could capture the four black stones with 1 and 3.

PROBLEM 213



*Correct Answer*

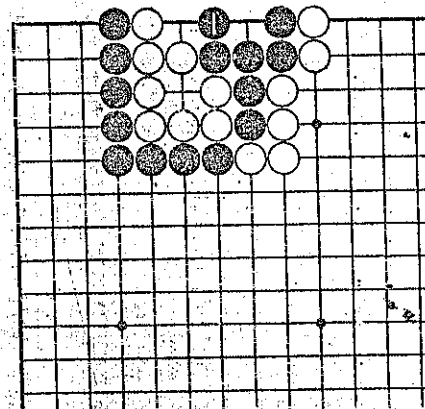
If Black plays 1, a seki results between the six white stones and the six black stones.



*Wrong Answer*

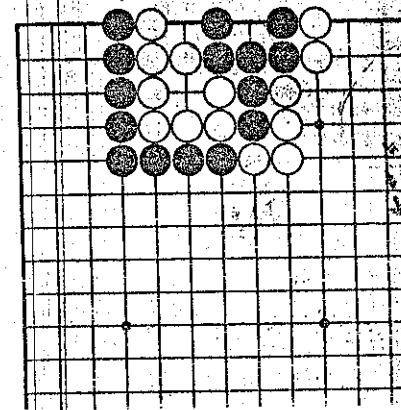
If Black makes any other move, such as 1, White plays 2 and catches five black stones.

PROBLEM 214



*Correct Answer*

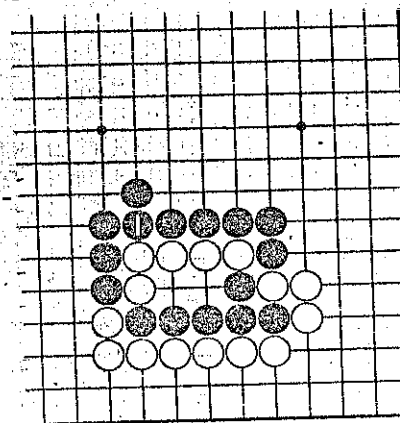
Black 1 creates a seki between the eight white stones and seven black stones.



*For Reference*

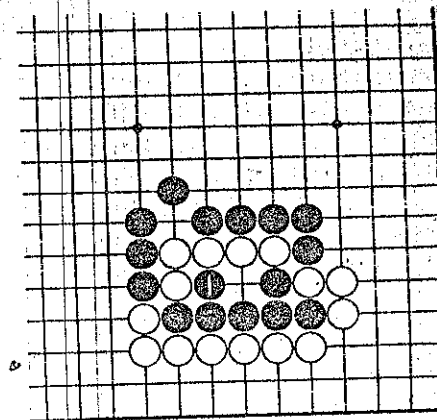
In this seki, both sides have an eye, but these eyes are not counted as territory.

PROBLEM 215



*Correct Answer*

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

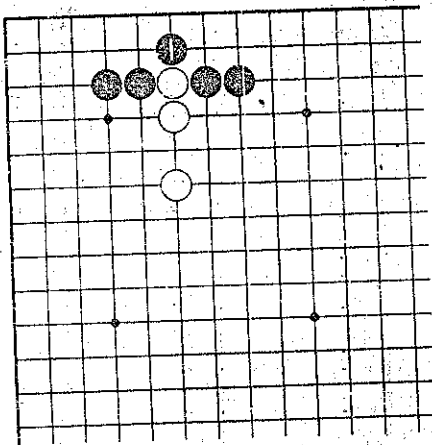


*Wrong Answer*

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

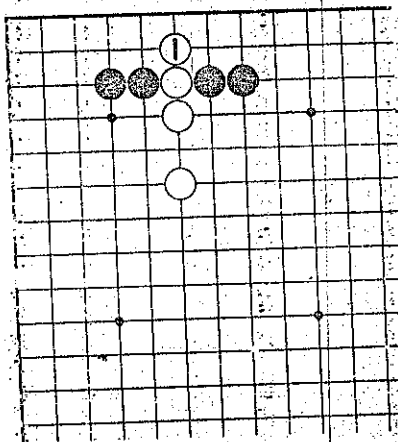


PROBLEM 216



*Correct Answer*

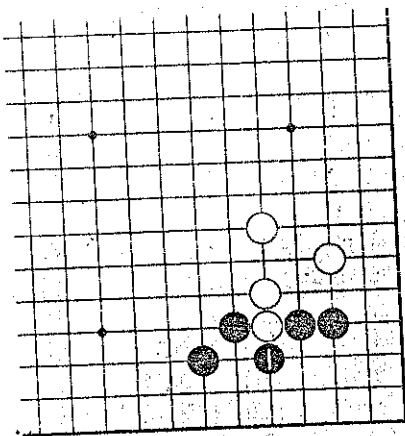
If Black plays 1, the black stones on the left and right are connected and White cannot separate them.



*If White Plays First*

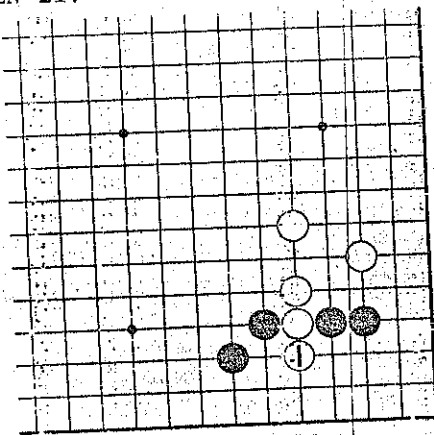
If it were White's turn to play, he would play 1 and the black stones would be separated into two groups.

PROBLEM 217



*Correct Answer*

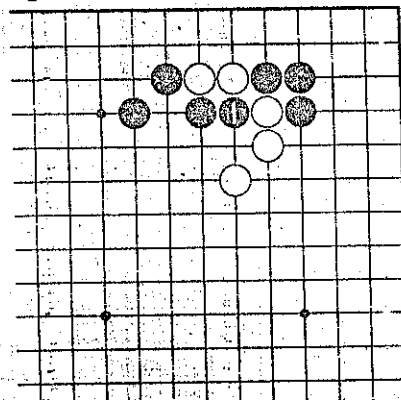
By playing at 1, Black links up his stones on the left and right.



*If White Plays First*

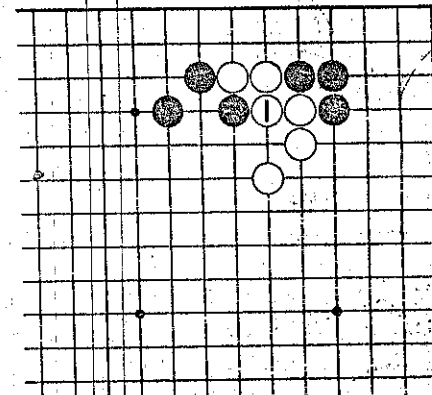
If it were White's turn to play, he would play 1 and the black stones would be separated into two groups.

PROBLEM 218



*Correct Answer*

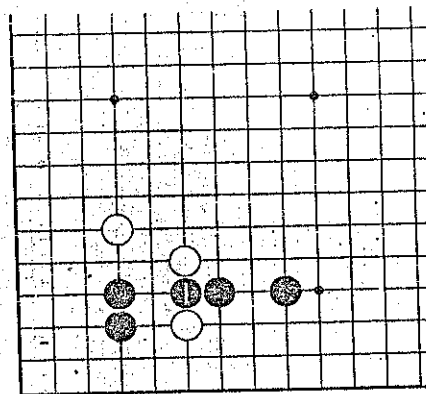
If Black plays 1, the two white stones above are separated from the ones below and these stones will be captured by Black.



*If White Plays First*

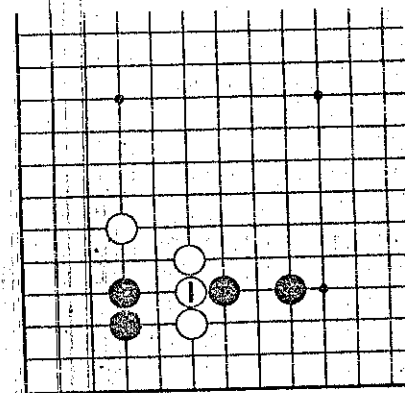
If it were White's turn to play, he would play at 1 and his stones would be connected together in one group.

PROBLEM 219



*Correct Answer*

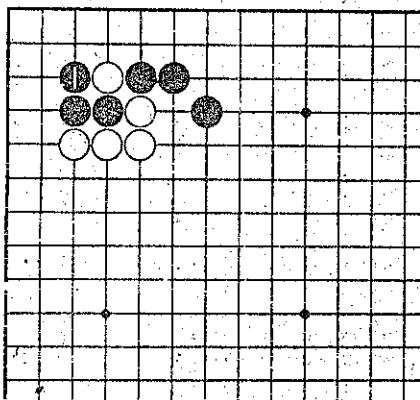
By playing at 1, the white stone below is cut off from the ones above and it will eventually be captured.



*If White Plays First*

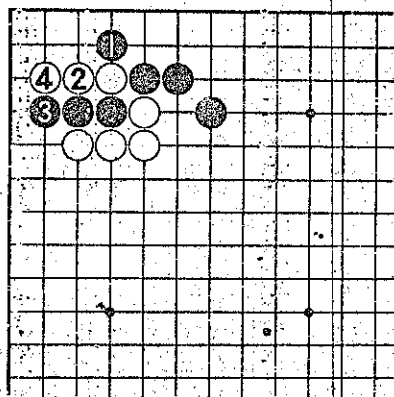
If it were White's turn to play, he would connect at 1 and his stones would become very strong.

PROBLEM 220



*Correct Answer*

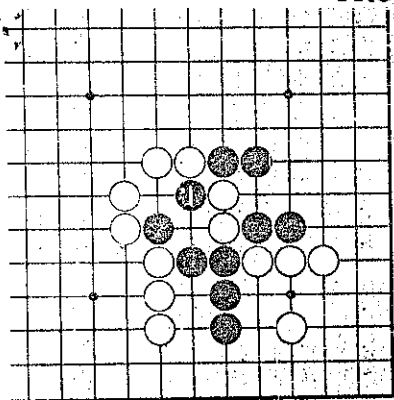
If Black plays atari at 1, the white stone cannot avoid being captured and Black will be connected into one group.



*Wrong Answer*

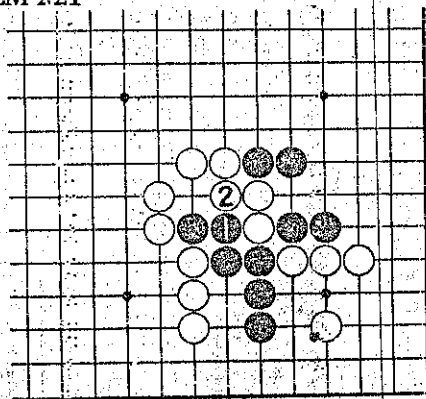
If Black gives atari with 1 here, after the sequence to White 4, the black stones cannot avoid being captured.

PROBLEM 221



*Correct Answer*

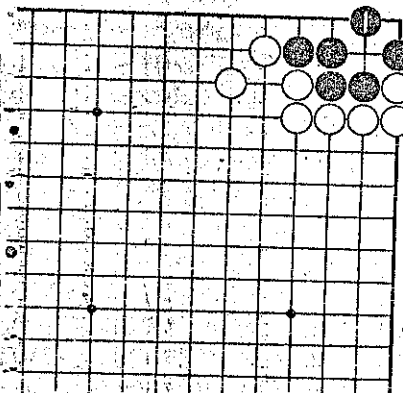
Black 1 catches two white stones and his stones above and below are connected into one group.



*Wrong Answer:*

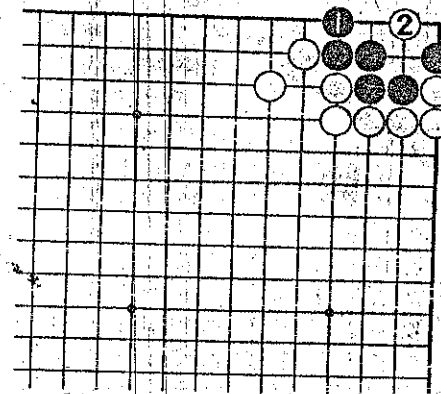
If Black connects at 1, he fails. White would connect at 2 and the six black stones below are cut off from the top and will be captured.

PROBLEM 222



*Correct Answer*

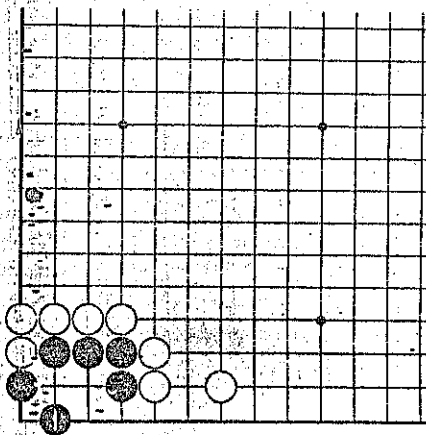
If Black plays at 1, his stones are alive.



*Wrong Answer*

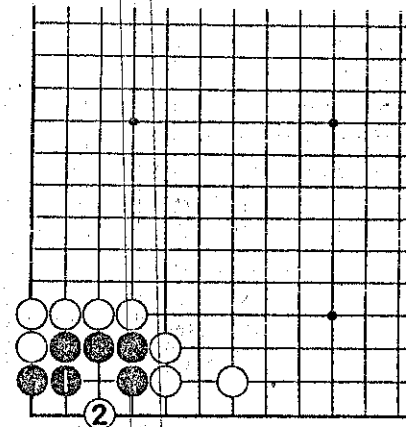
If Black plays at 1, White 2 reduces the black group to one eye and these stones will eventually be captured.

PROBLEM 223



*Correct Answer*

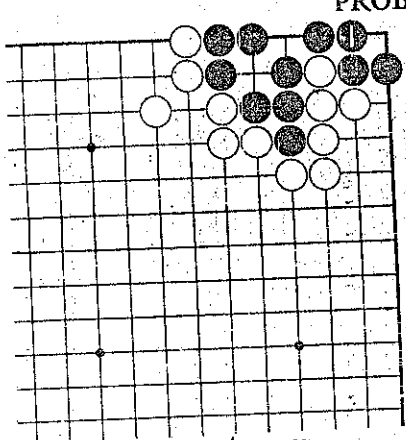
If Black plays at 1, his group gets two eyes and cannot be killed.



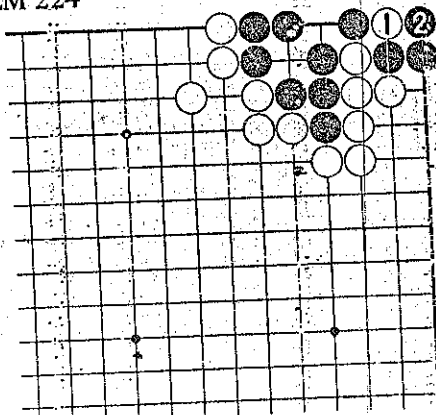
*Wrong Answer*

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

PROBLEM 224

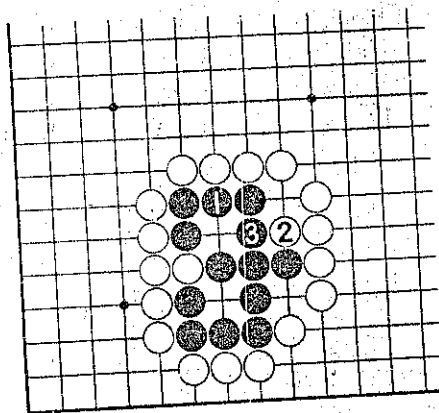


*Correct Answer*  
If Black plays at 1, his stones are alive.

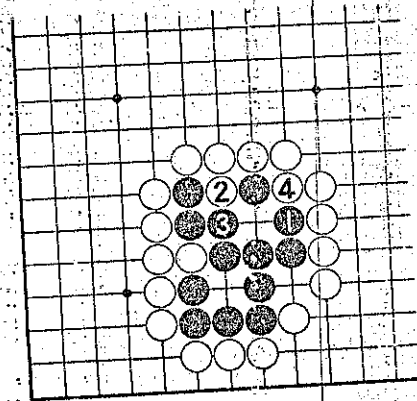


*If White Plays First*  
If it were White's turn to play, he would sacrifice a stone at 1. After Black captures with 2, his two eyes on the edge are false. He has only one real eye, so he dies.

PROBLEM 225

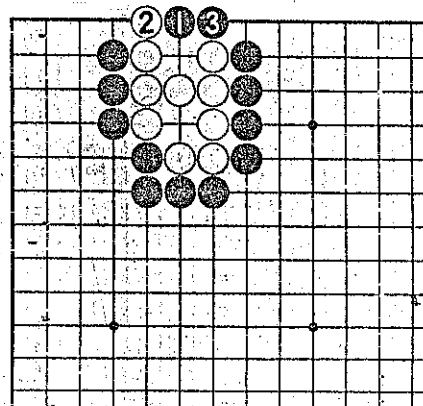


*Correct Answer*  
If Black plays at 1, he can play 3 in response to White's only threat at 2. Black now has two eyes and is alive.

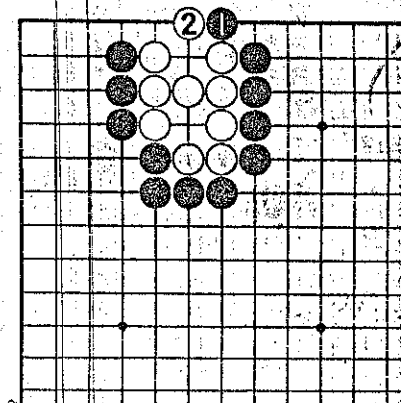


*Wrong Answer*  
If Black plays at 1, White 2 and 4 reduce the eye at the top to a false one and Black is dead.

PROBLEM 226

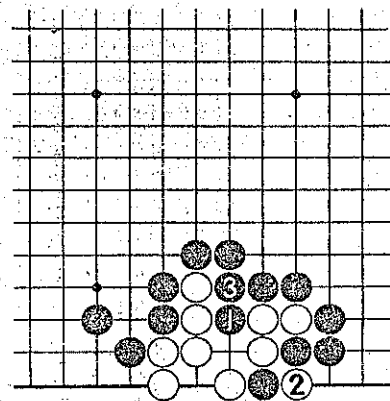


*Correct Answer*  
If Black plays at 1, White cannot make two eyes and is dead. If White 2 is played at 3, Black will play at 2 with the same result.

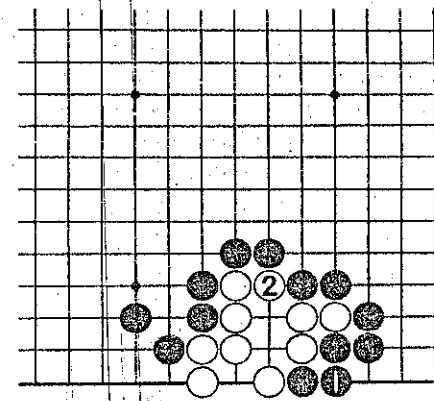


*Wrong Answer*  
If Black plays at 1, he fails. White gets two perfect eyes when he plays at 2 and is alive.

PROBLEM 227

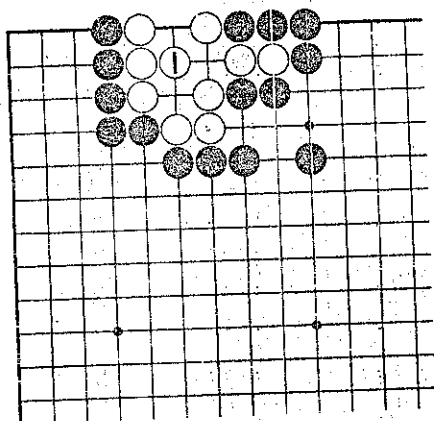


*Correct Answer*  
Black 1 and 3 kill White. Even though White has captured a black stone, this point is a false eye.



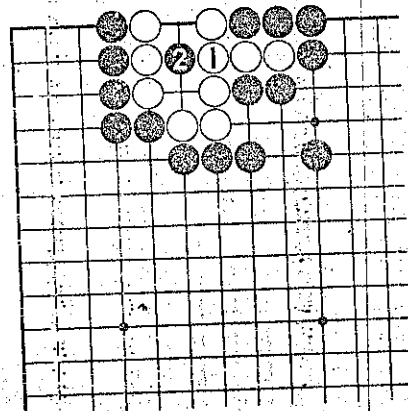
*Wrong Answer*  
If Black connects at 1, White gets two eyes when he plays at 2 and is absolutely alive.

PROBLEM 228



*Correct Answer*

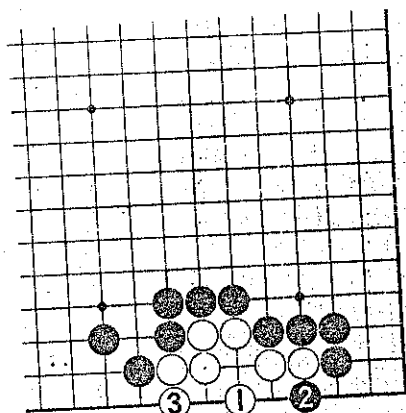
White 1 is the correct answer. Even if Black takes two stones on the next move, White will retake and is alive.



*Wrong Answer*

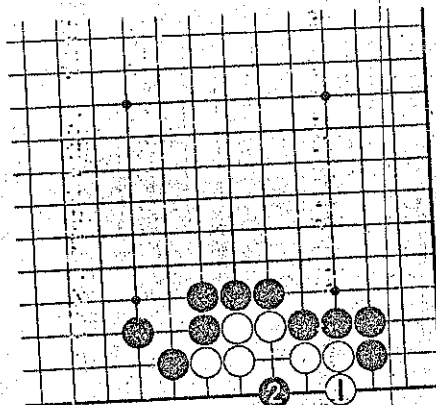
If White connects at 1, he dies. Black will play at 2 and White cannot make two eyes.

PROBLEM 229



*Correct Answer*

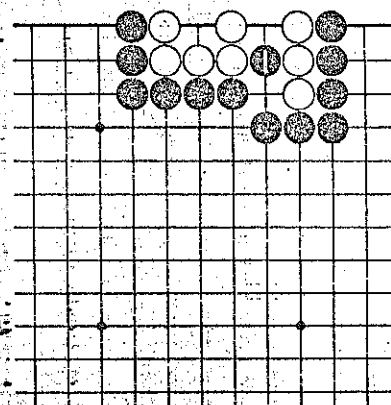
If White plays at 1, he is alive. If Black plays 2, White 3; if Black 2 at 3, White will play 3 at 2. In either case, he gets two eyes.



*Wrong Answer*

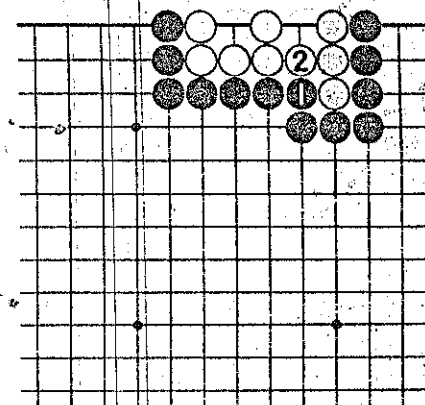
If White plays any other move, Black will play 2 and White is dead.

PROBLEM 230



*Correct Answer*

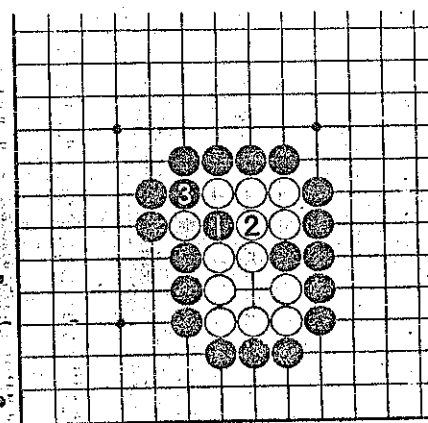
If Black plays at 1, White cannot make two eyes and is dead.



*Wrong Answer*

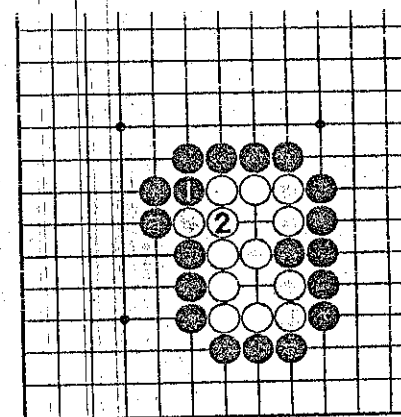
If Black plays at 1 here, White makes two perfect eyes with 2 and is alive.

PROBLEM 231



*Correct Answer*

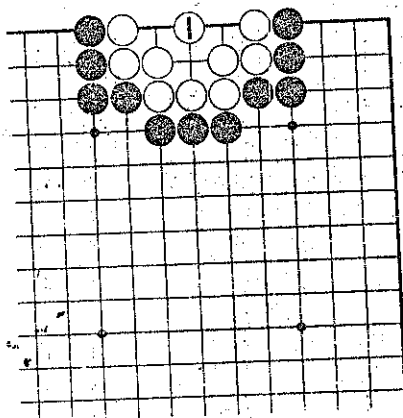
Black 1 is the correct answer. In response to White 2, Black plays at 3. If White 2 at 3, Black 3 at 2. In either case, White is dead.



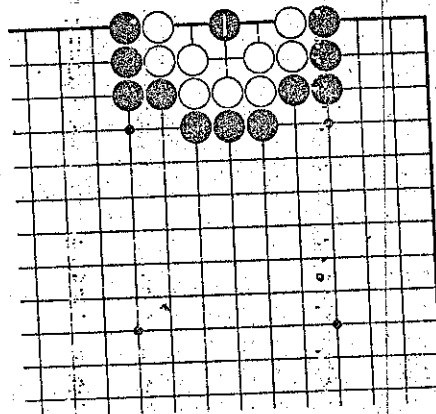
*Wrong Answer*

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

PROBLEM 232

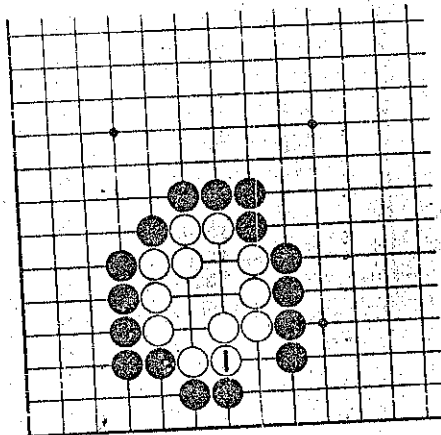


*Correct Answer*  
White 1 is the correct answer.  
White is absolutely alive.

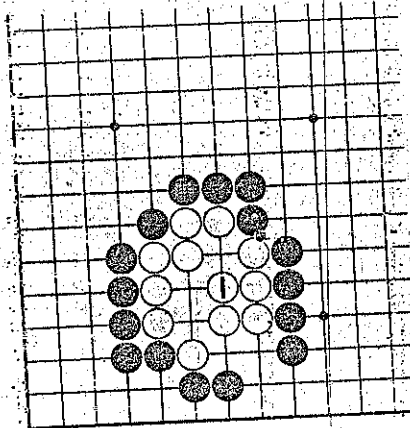


*If Black Plays First*  
If it were Black's turn to play, Black 1 would reduce White to one eye and he would eventually be captured.

PROBLEM 233

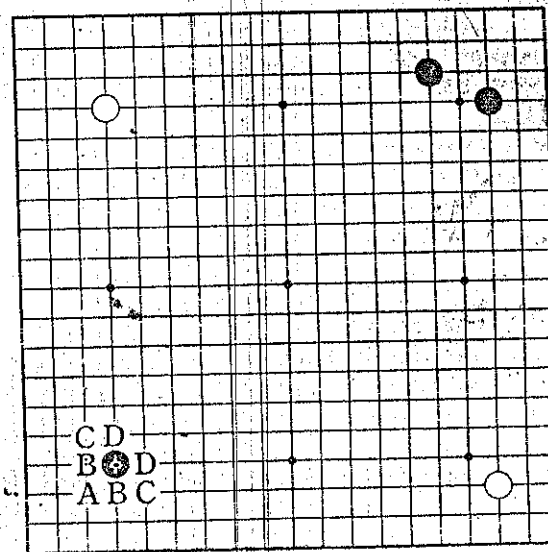


*Correct Answer*  
White 1 is the correct answer.  
White is alive.

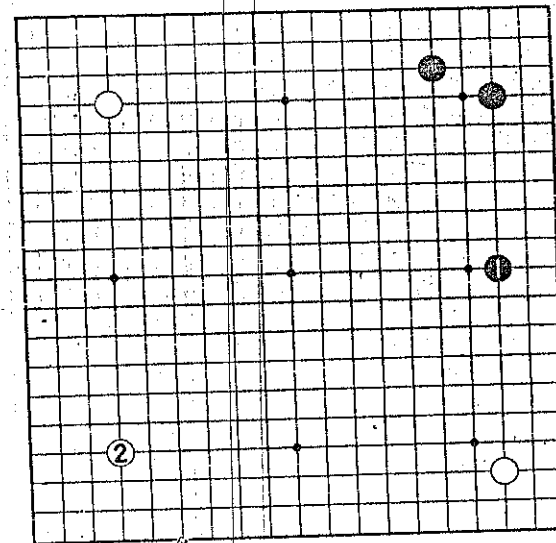


*For Reference*  
White can live by also playing at 1 here, but this is less profitable than the correct answer.

PROBLEM 234

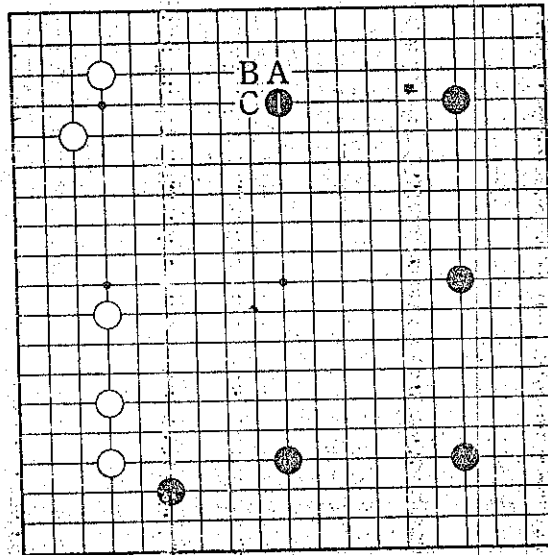


*Correct Answer*  
Black 1, or any of the points from A to D, would be the correct answer. It is usually advantageous to take an empty corner in the opening.

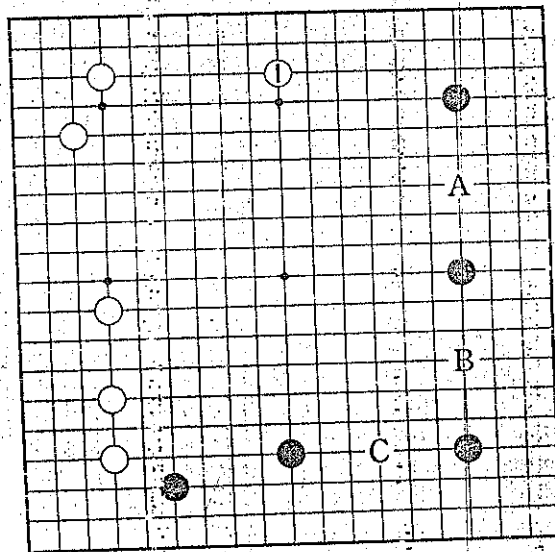


*Wrong Answer*  
Black 1 is, of course, a good point, but the empty corner is still better. After White plays 2, Black's position is inferior.

PROBLEM 235

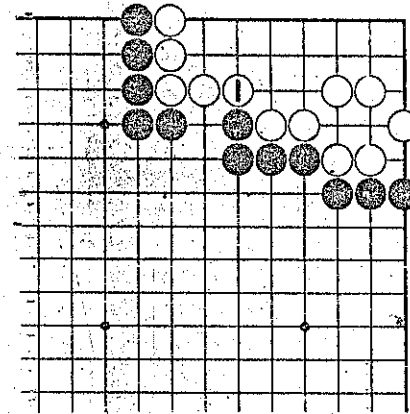


*Correct Answer*  
In a position such as this, extending along the side is the usual way to play. Instead of Black 1, playing at A, B, or C would also be good.

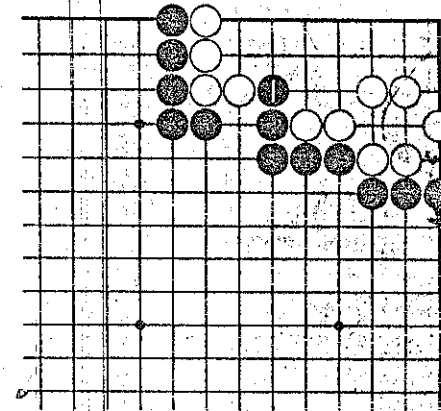


*For Reference*  
Playing on such points as A, B, or C is not good. White takes the big point on the side first and has the advantage.

PROBLEM 236

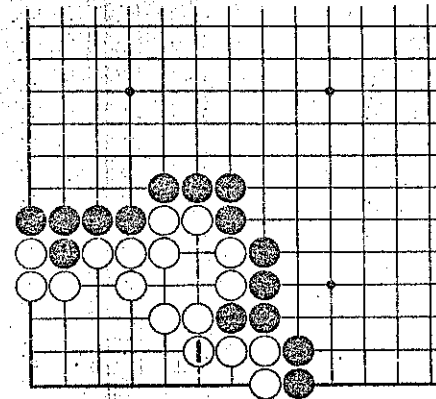


*Correct Answer*  
White 1 seals off the area at the top and gives White 19 points of territory.

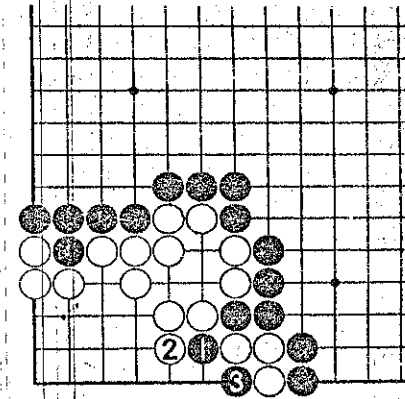


*If Black Plays First*  
If it were Black's turn to play, Black would invade with 1 and devastate White's territory at the top.

PROBLEM 237

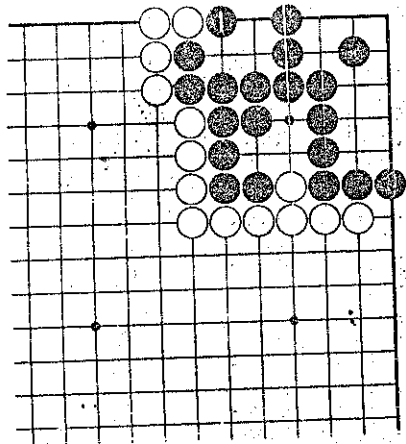


*Correct Answer*  
White 1 defends the last defect in White's area at the bottom and gives him 20 points of territory there.



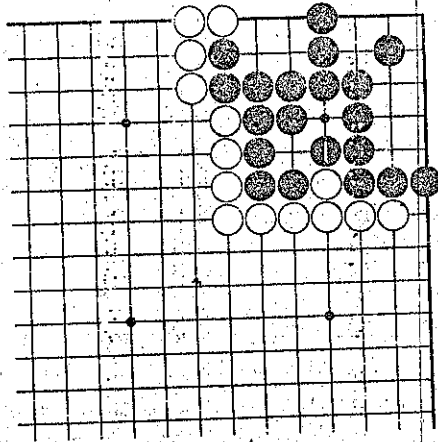
*If Black Plays First*  
If it were Black's turn to play, he would capture three stones with 1 and 3. This would make a big dent in White's territory.

PROBLEM 238



*Correct Answer*

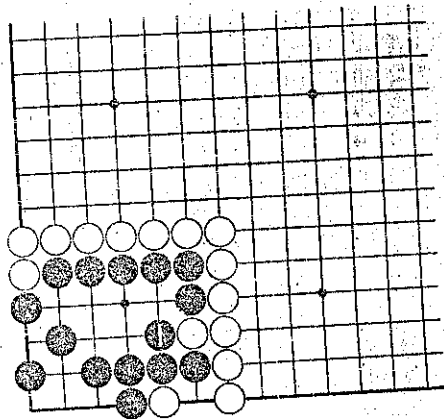
Black 1 is the correct answer. If it were White's turn to play, this is where he would play too.



*Wrong Answer*

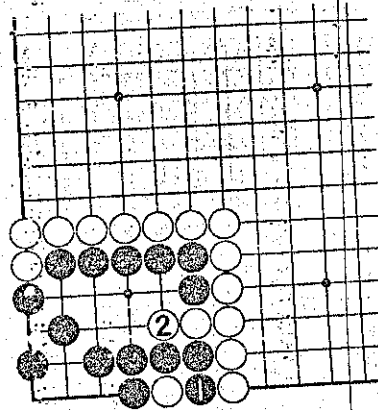
If Black plays at 1, he gains one point less than the move in the correct answer.

PROBLEM 239



*Correct Answer*

Black 1 is the correct answer.



*Wrong Answer*

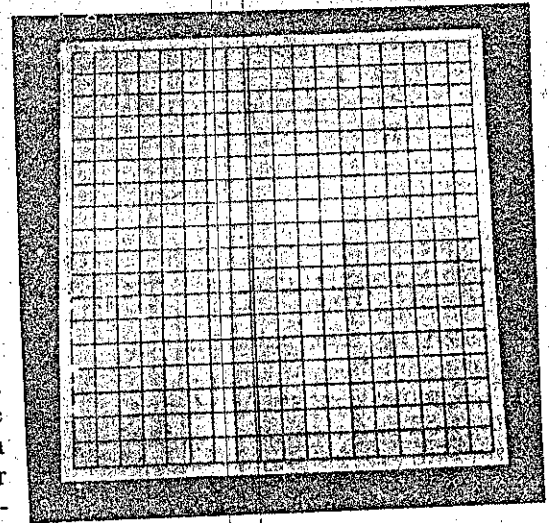
If Black takes a stone with 1, White plays at 2 and Black's result is inferior to the correct answer by one point.



A GUIDE TO THE RULES OF GO

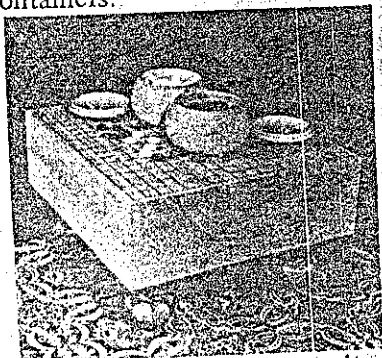
Go is played on a board with a 19x19 grid drawn on it, resulting in 361 intersections on which the pieces, or stones as they are usually called, are placed.

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.

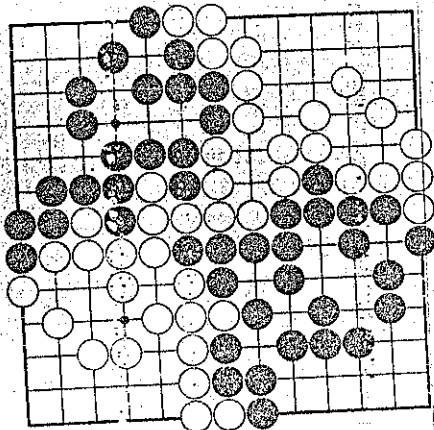
6. In an even game, the side holding the black stones always plays first, but in a handicap game, it is White who plays first.

#### 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.)



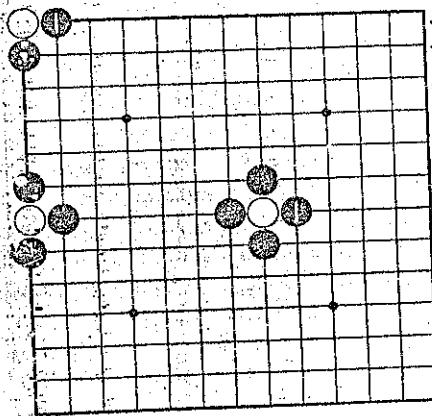
*Dia. 1 (Black and White have each captured five stones.)*

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.

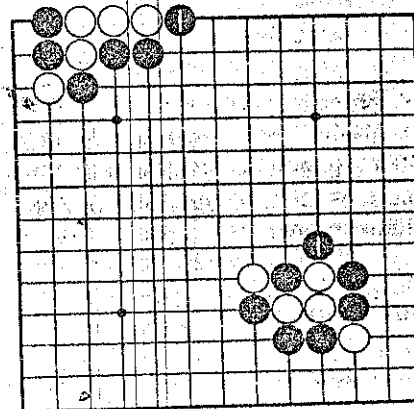


*Dia. 2*

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 1 and three stones below with 1.



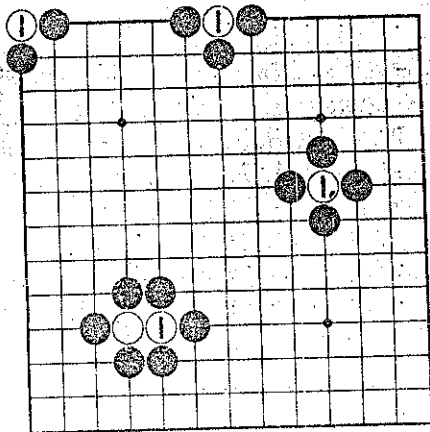
*Dia. 3*

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.





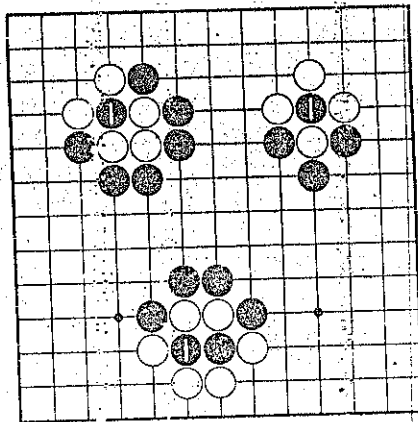
Dia. 4

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.

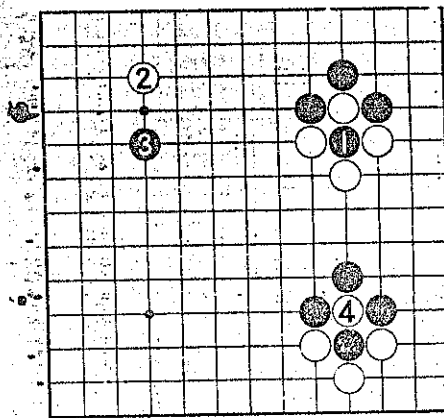
#### 5. Ending the game.

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.

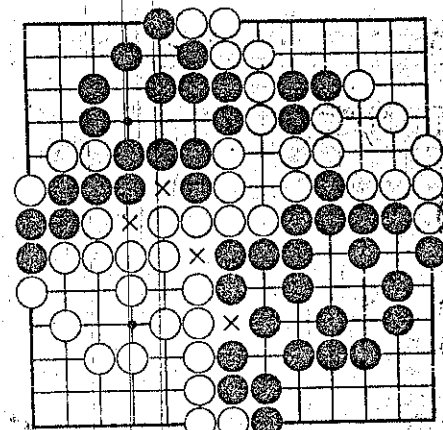
In Dia. 7, the points marked with an X are neutral points. Once the game is agreed to be over, it doesn't matter who fills these points: the score will be the same.

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.

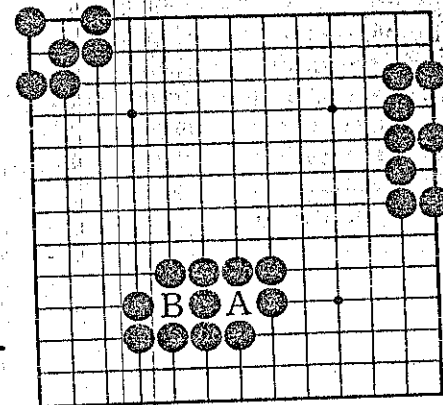
Here, there are no defects inside either side's territories, so defensive moves aren't necessary.

### 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.

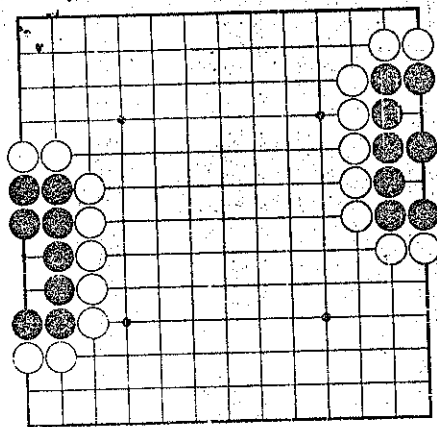
Dia. 1. In this diagram there are three black groups which can never be captured by White. In the lower group, A and B are illegal points for White and since White can never play here, Black will never be completely surrounded.

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.

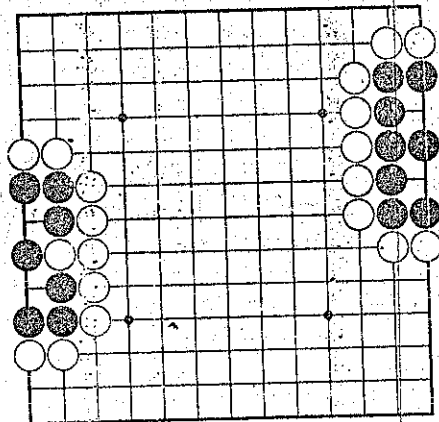


Dia. 2

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.

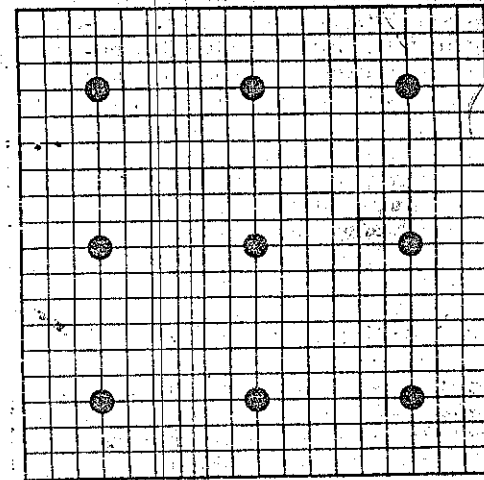
In a 6-stone handicap game, the three stones in the center are removed.

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

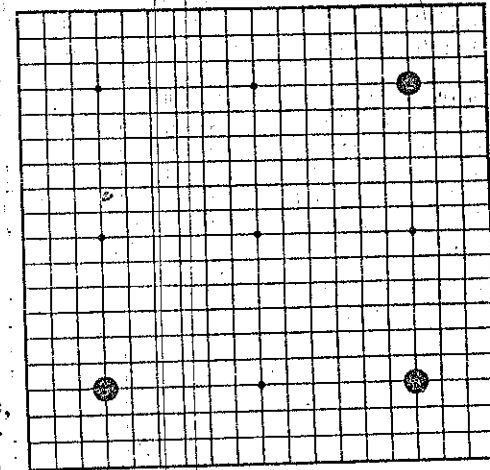
In a 4-stone handicap game, only the four corner stones remain.

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

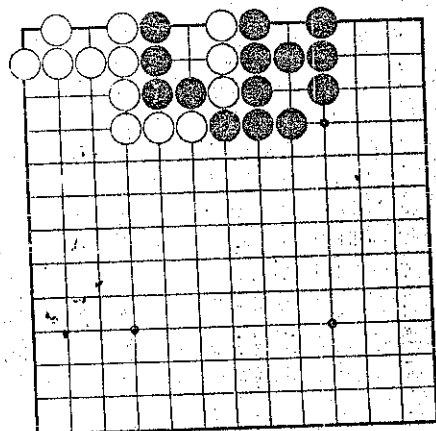
In all handicap games White plays the first move starting from the handicap positions.

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. 5½ points is the komi usually given by Black to White.



Dia. 3

Although ½ points do not arise in actual play, it is an artificial device used in championship games to ensure that draws do not occur.

### Seki

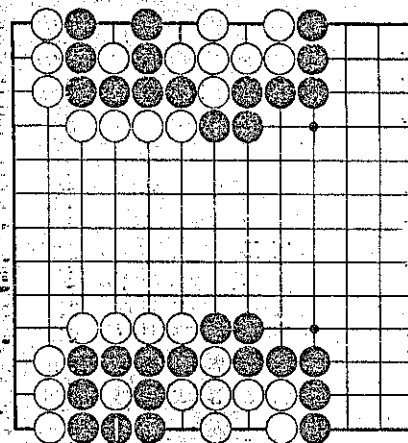
Certain positions often arise in a game of go in which each side has stones which do not have two eyes and are surrounded, but the stones are alive and cannot be captured. This kind of position is a stalemate between groups of stones; it is known as *seki*.

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.

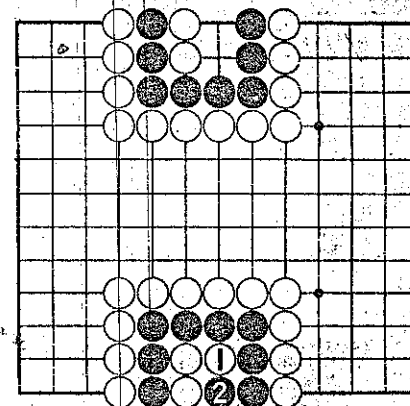
The example of *seki* in this diagram is a very simple one and *sekis* arise in many different patterns and degrees of complexity.

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 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.



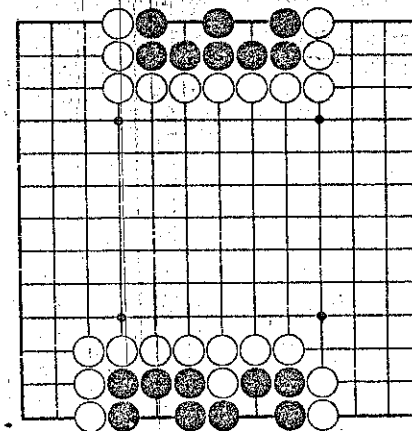
Dia. 5

## A GUIDE TO LIFE AND DEATH PROBLEMS

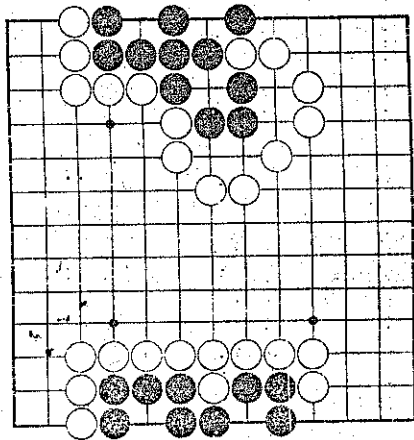
The first step.

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

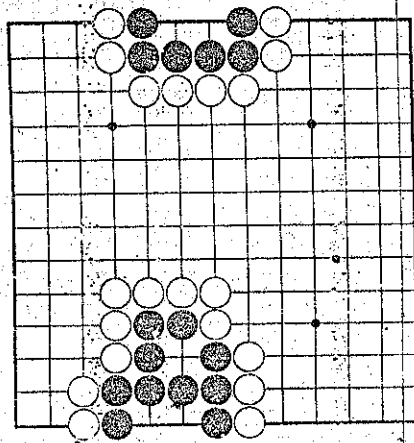


Dia. 2

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.



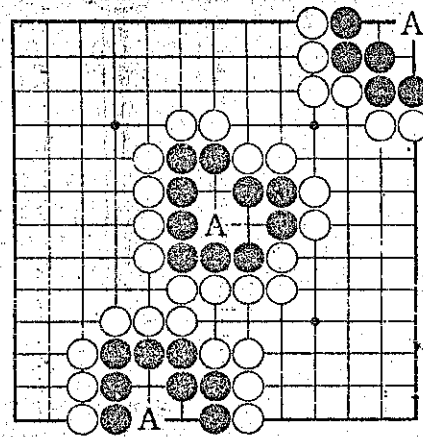
Dia. 3

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.



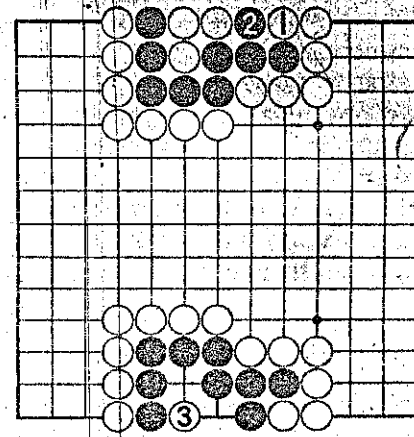
Dia. 4

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.

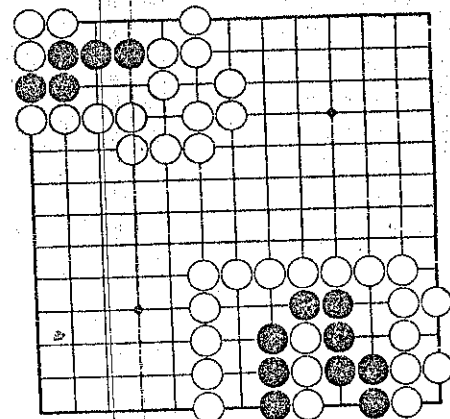
Groups with seven or more spaces inside are in principle alive. You should first study three-point nakades and learn them well.

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 -60,  
1425 Capital Federal  
Tel. 71-3182

### DENMARK

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

### AUSTRALIA

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

### FINLAND

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

### AUSTRIA

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

### 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

### BRAZIL

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

### HONG KONG

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

### CANADA

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

### HUNGARY

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

### CHINA

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

### ITALY

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

### CZECHOSLOVAKIA

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