Black must choose between A and B, either of which appears to be a big play this early in the game.
Black should play at $w_1$ because he can play an excellent pincer-extension combination at $w_3$ against White’s possible approach $Z @$.

Answer 6
The opening stage of the game is about to come to an end, and White has an urgent play. Where is it?
**Answer 10-A**

Z! is really the last big play, but Black’s only weak group, in the upper left, will become a fortress after w4.

**Answer 10-B**

What if White were to extend to Z@ here? Black’s cut at w7 and attachment at w9 will be a great help to him in handling this area.

**Answer 10-C**

An urgent play often takes precedence over a big play. White should play Z! to deprive Black of his eye-making potential and pursue his floating group with Z@ and Z% thus taking command of the whole board.