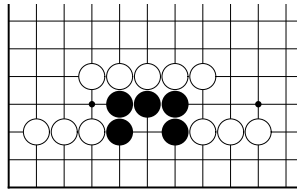
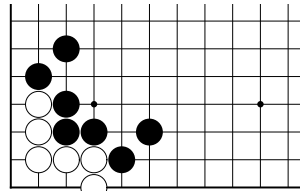


Note that, as of September 2009, an answer book is not yet available in English, though it is being prepared. This has the virtue of preventing you from looking at the answer too quickly and also encourages you to interact with stronger players. Below are some sample problems. The book has six problems per page.

The Center of Symmetry

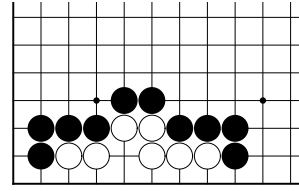


Save Black

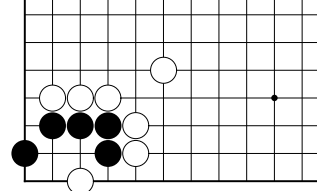


Capture White

Playing Inside at the Vital Point

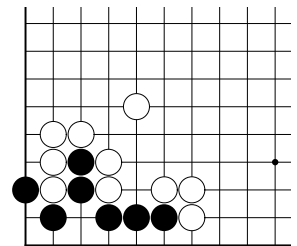


Capture White

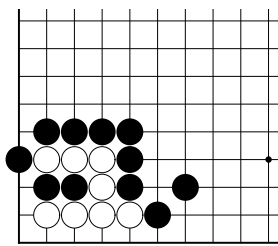


Save Black

Using a Sacrifice

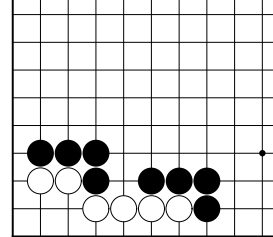


Save Black

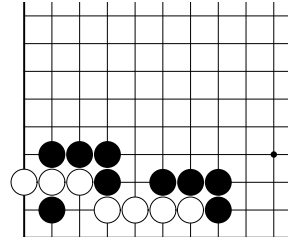


Capture White

Belly Attachment

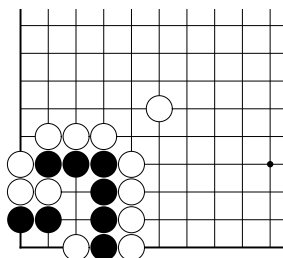


Capture White

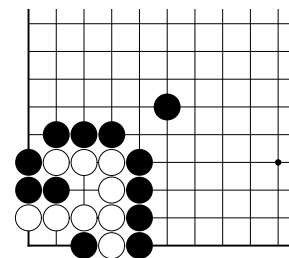


Capture White

Beware of Jachung (Self-Atari)

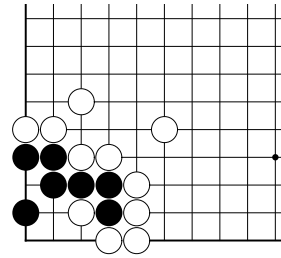


Save Black

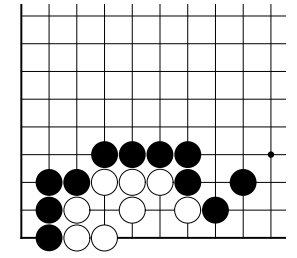


Capture White

Beware of a Pae (Ko)



Save Black



Capture White

Five Golden Rules for Capturing

1. Capture by reducing the eye space.
2. If you cannot capture by reducing the eye space, play inside at the vital point.
3. If you cannot capture by playing inside at the vital point, try to use the opponent's weak point.
4. Try to capture by making a false eye.
5. If you cannot capture unconditionally, try to capture by making a Pae (Ko).