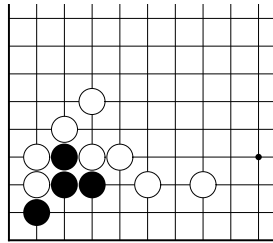
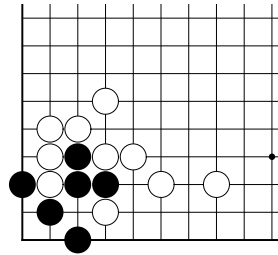


Note that, as of September 2009, an answer book is not yet available in English, though it is being prepared. This has the virtue of preventing you from looking at the answer too quickly and also encourages you to interact with stronger players. Below are some sample problems. The book has six problems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

Using Seonsu (Sente)

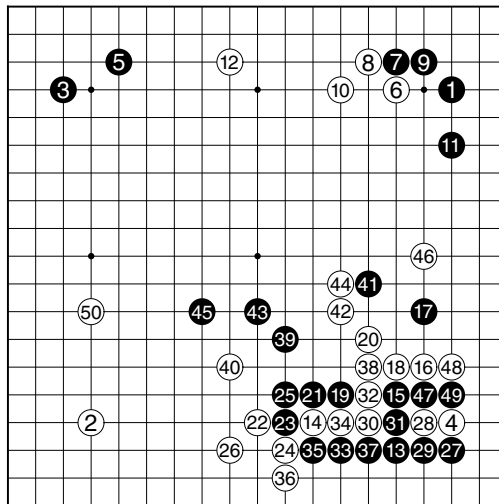


Save Black (The book regularly gives a hint in the next problem.)



Save Black (Note the hint.)

Let's have a look at a professional game record. First, put the stones on the board while reading the text and then repeat. Try to understand the meaning of the moves.



[Meaning of some moves is already known from earlier game records.]

- |   |                                    |
|---|------------------------------------|
| 14. high 2-space-pincer                   | 29. connection                     |
| 15. one-point-jump to escape              | 30. peep                           |
| 17. disturbing thr opponent's development | 31. connect against a peep         |
| 18. push                                  | 32. teiger's mouth connection      |
| 19. shoulder hit to escape                | 33. peep                           |
| 21. push                                  | 34. cut while connecting           |
| 22. light one-point-jump haengma          | 35. cut                            |
| 23 wedge-in                               | 36. beware of a bad shape by dansu |
| 24. beware where to dansu (atari)         | 37. block to connect               |
| 26. tiger's mouth connection              | 39. one-point-jump to esape        |
| 27. one-point-attachment                  | 40. knight's attack                |
| 28. tiger's mouth vital point             | 46. vital point of this shape      |

[These books contain an enormous amount of instruction and clearly lead students to a high level of understanding.]