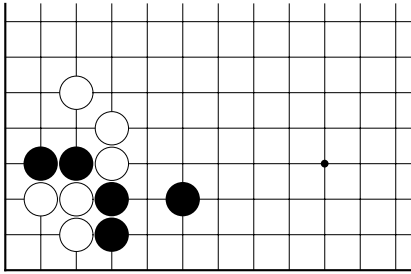
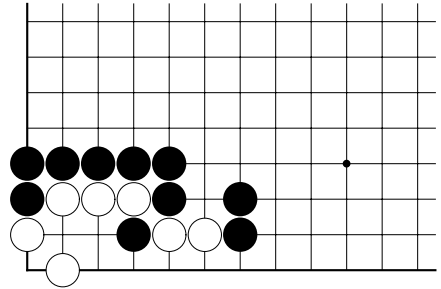


# ELEMENTARY LEVEL PROBLEMS



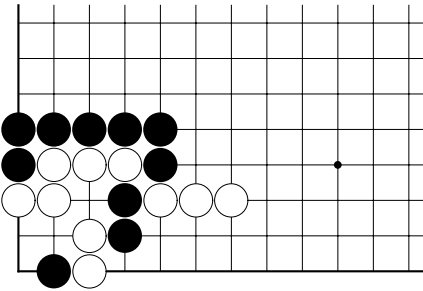
**Problem 1**

Black to play and kill the corner



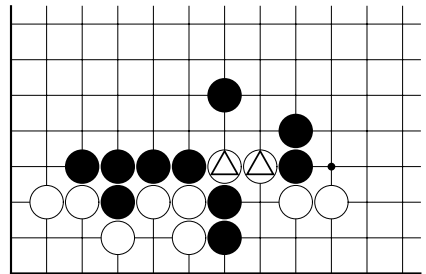
**Problem 2**

Black to play and kill the corner



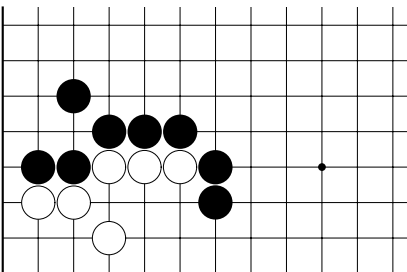
**Problem 3**

Black to play and kill the corner



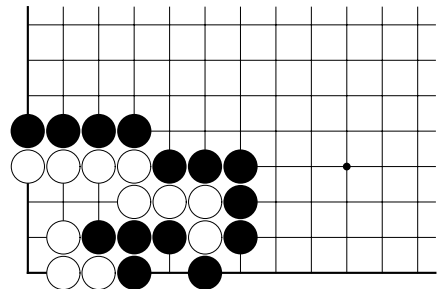
**Problem 4**

Black to play and kill the two  
 ⊠ stones



**Problem 5**

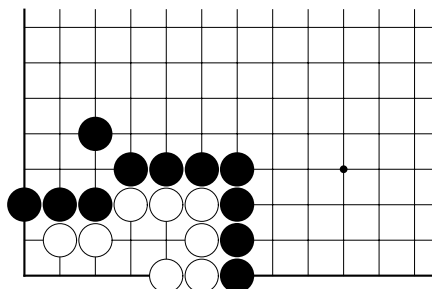
Black to play and kill the corner



**Problem 6**

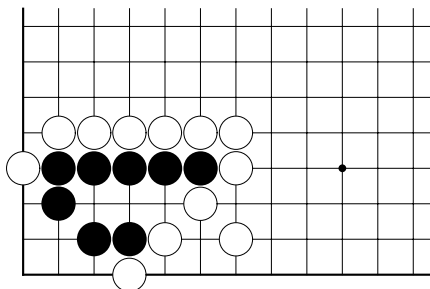
Black to play and kill the corner

# INTERMEDIATE LEVEL PROBLEMS



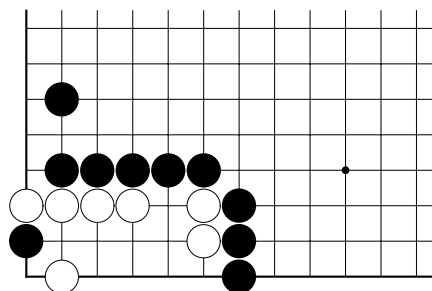
**Problem 1**

Black to play and kill White



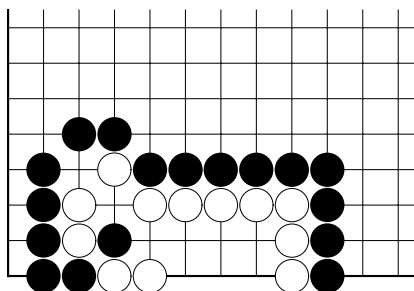
**Problem 2**

White to play and kill Black



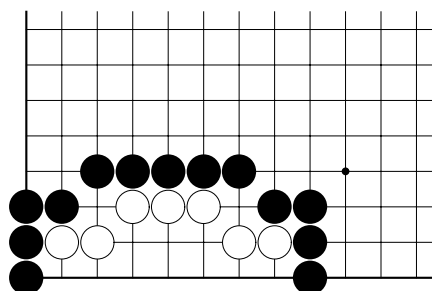
**Problem 3**

Black to play and kill White



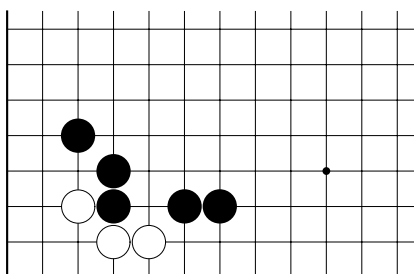
**Problem 4**

Black to play and kill White



**Problem 5**

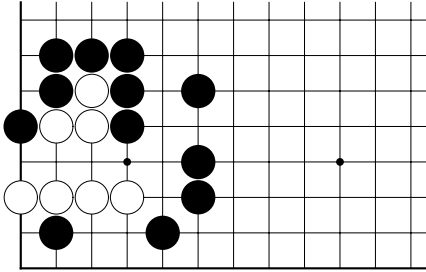
Black to play and kill White



**Problem 6**

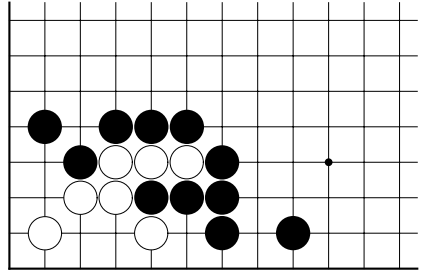
Black to play and kill White

# ADVANCED LEVEL PROBLEMS



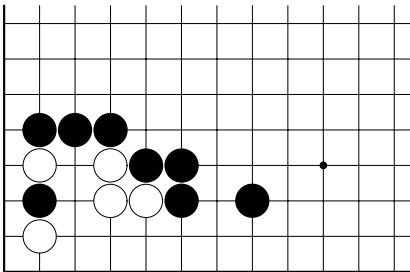
**Problem 1**

White to play and live



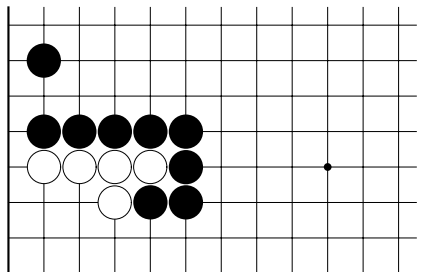
**Problem 2**

Black to play and kill White



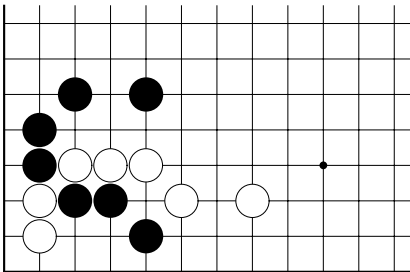
**Problem 3**

Black to play and kill White



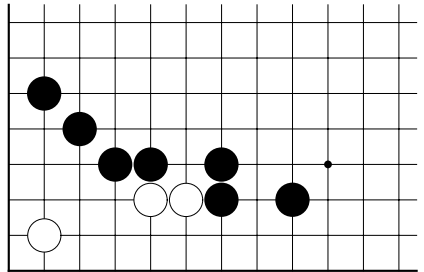
**Problem 4**

Black to play and kill White



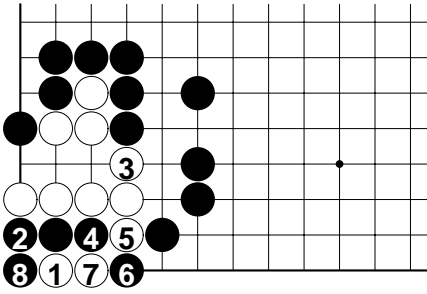
**Problem 5**

Black to play and save the three stones



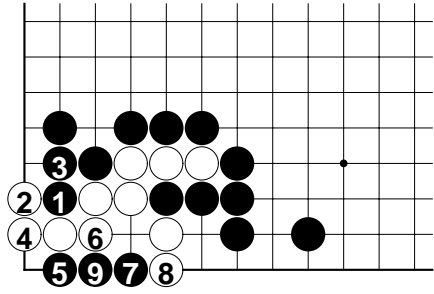
**Problem 6**

Black to play and kill White

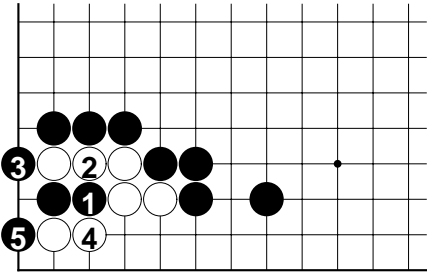


**Solution 1**

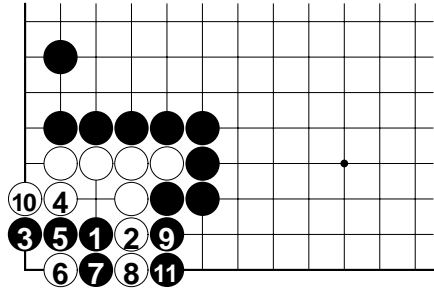
⑨ at ⑦



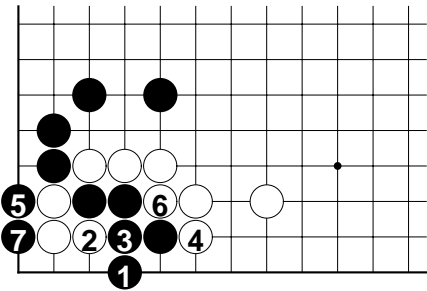
**Solution 2**



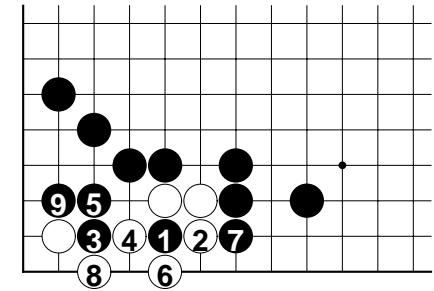
**Solution 3**



**Solution 4**



**Solution 5**



**Solution 6**