

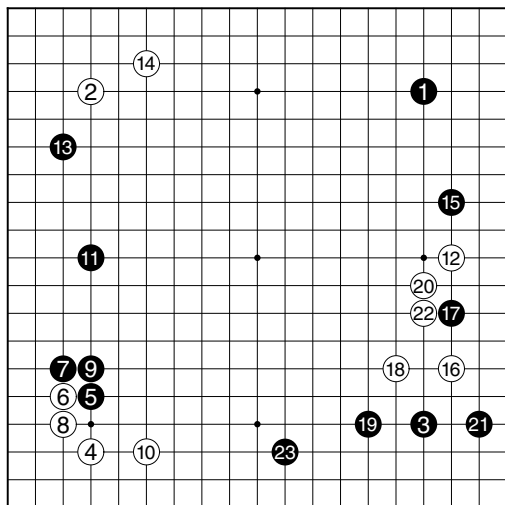
[Examples of the actual formatting of the books can be seen at <http://baduktopia.com/level%20up/eng/newview.htm> . Below are some examples of problems from each of the volumes in the set.]

[Whole board openings are shown and explained as well as things like the size of endgame plays, basic josekis, capturing race techniques, etc. Comments about the etiquette and history of go (baduk) are also included.]

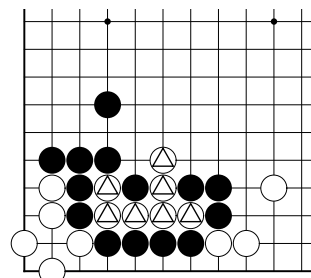
[Note that the problems are designed to teach different tactics, such as avoiding self-atari, reducing liberties, running ladders, making two eyes, netting, blocking, throw-in, snapback, basic extensions and connections, etc. Each tactic is first introduced and illustrated.]

Level 6: [Example of an opening]

First, put the stones on the board while reading the text, and then repeat.



[Basic tactics are explained.]

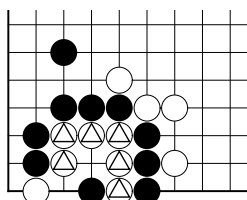


Capture the marked stones by net.

- | | |
|-----------------------------------|------------------------------|
| 1: star point | 13: approach while extending |
| 2: star point | 14: knight's answer |
| 3: 2-star-formation | 15: approach move |
| 4: 3-4-point | 16: approach while extending |
| 5: 1-space approach | 17: invasion |
| 6: knight's attachment | 18: 1-point-jump |
| 7: when attached, hane! | 19: 1-space-answer |
| 8: when hane, stretch! | 20: diagonal blockade |
| 9: solid connection | 21: 1-space-defense |
| 10: 1-point-jump | 22: pushing block |
| 11: extend 3 spaces from 2 stones | 23: large knight's extension |
| 12: dividing move | |

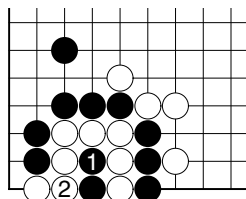
Basic tactics are explained, including common mistakes made with them.

Situation



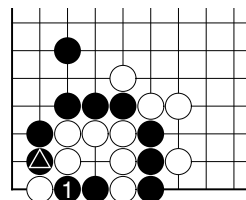
Try to capture the marked stones.

Failure



If Black just throws in without thinking, Black fails.

Success 1



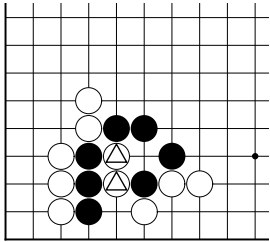
Black should throw-in diagonally from the 2nd-line-vital point of the marked stone.

[ETC.]

Level 7:

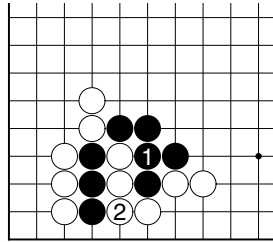
Snapback by Cutting

Situation



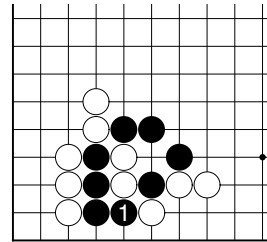
How can Black capture the marked stones?

Failure



If Black plays dansu (atari) without thinking, White can connect.

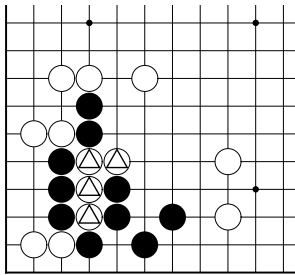
Success 1



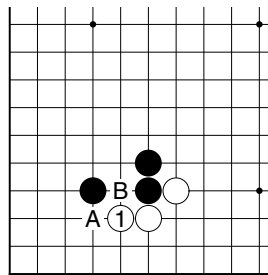
Black should cut to capture in a snapback.

[etc.]

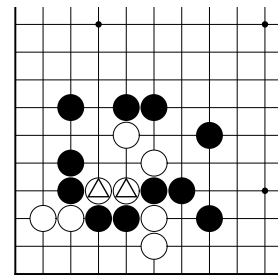
Level 8:



Choose the right technique to capture the marked stones.

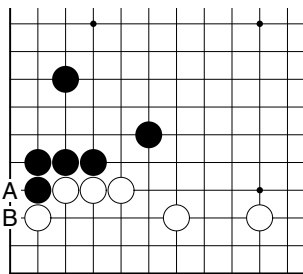


White has played 1. Choose Black's blocking move.

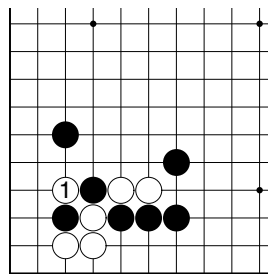


Capture the marked stones in continuous dansu (atari).

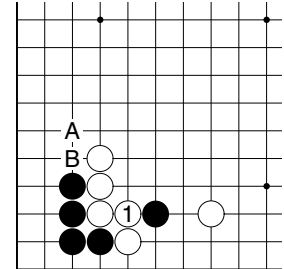
Level 9:



Is A or B the proper endgame move for Black?



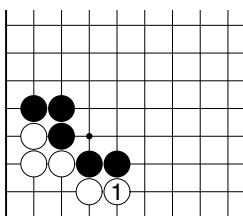
What is the proper answer to White 1?



Is A or B the proper response to White 1?

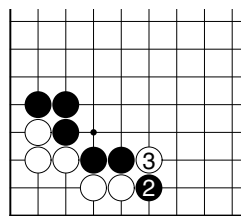
Level 10:

Situation



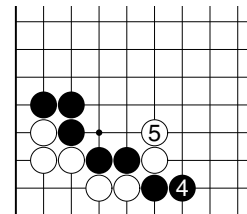
How should Black answer White 1?

Failure 1



If Black blocks on the second line White will cut at once.

Failure 2



Even Black stretches at 4, White will also stretch and Black is in trouble.

[etc.]