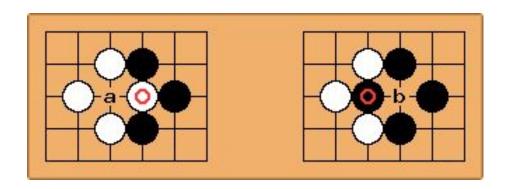
Ko(I)



What is Ko?

A rule to prevent deadlock in game

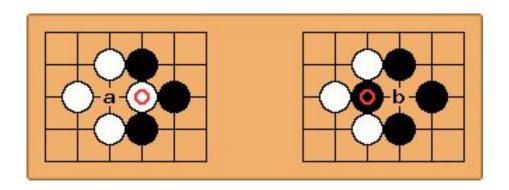


If one player captures the ko, the opponent is prohibited from recapturing the ko immediately.

https://senseis.xmp.net/?Ko

What is a Ko-Threat?

You play somewhere else important and if your opponent doesn't answer it consequence is huge. (Relative to the Ko itself)



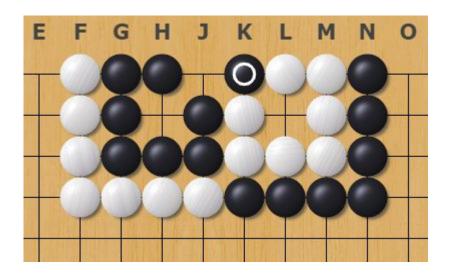
Facts about Ko

- 1. Simple yet difficult
- 2. Leads to the most complicate consideration in Go (exchange)
- 3. Increases uncertainty
- 4. Charming and lead to compelling games

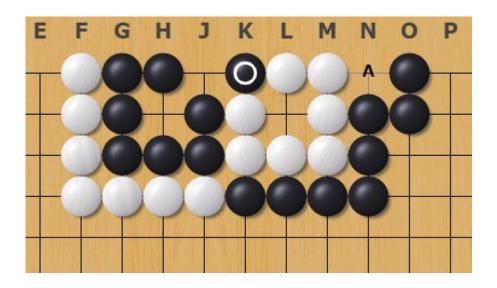
Types of Ko

- 1. In terms of liberty
 - a. Direct Ko (紧气劫)
 - b. Approach Ko (缓气劫)
 - c. Too many move approach Ko (赖皮劫)
- 2. In terms of **numbers of Ko**
 - a. Single Ko
 - b. Double Ko (摇橹劫 连环劫)
 - c. Triple Ko (Triple ko cylce 三劫循环)
- 3. Others
 - a. Ten Thousand Year Ko (万年劫)
 - b. Hanami Ko (Worriless Ko 无忧劫)
 - c. Syrup Ko (糖浆劫)
 - d. Eternal Life(长生劫)
 - e. Fake ko (瞎劫) (~ ̄▽ ̄~)

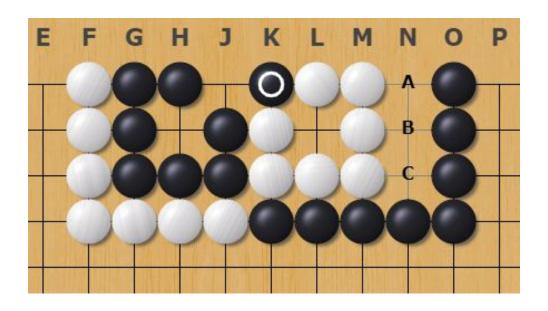
Start with a basic Ko



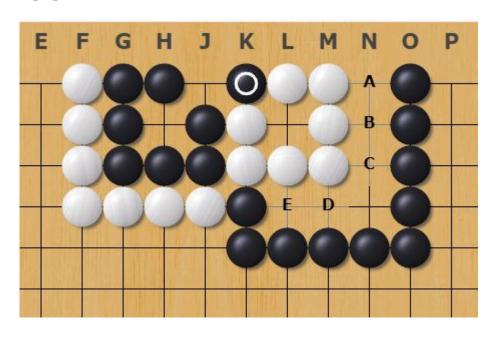
One-move Approach Ko



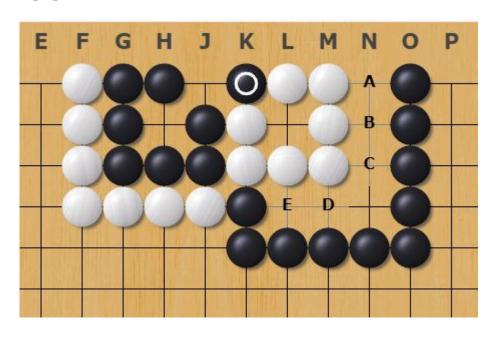
Three-move Approach Ko



N-move Approach Ko

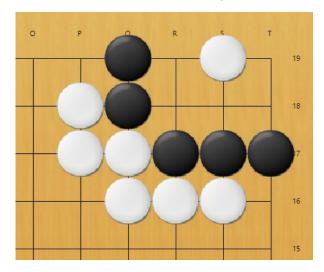


N-move Approach Ko

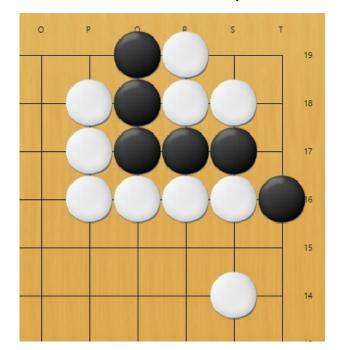


Practice Questions

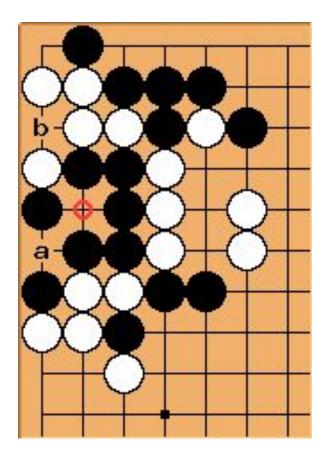
Black First, live by Ko



Black First, live by Ko



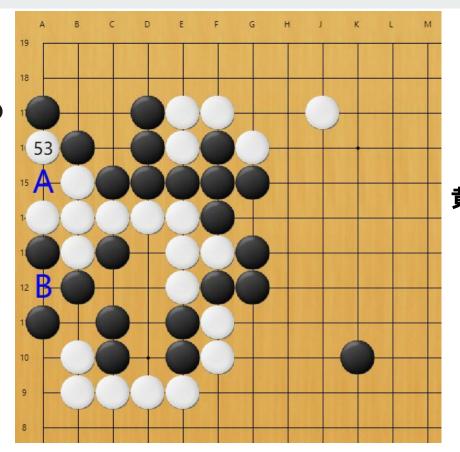
Double Ko



Large avalanche 大雪崩

https://senseis.xmp.net/?DoubleKo

Double Ko

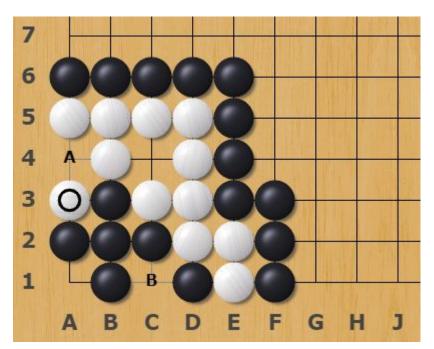


黄龙士 VS 徐星友 血泪篇 gth Game

Longshi Huang VS Xingyou Xu

Blood and Tears

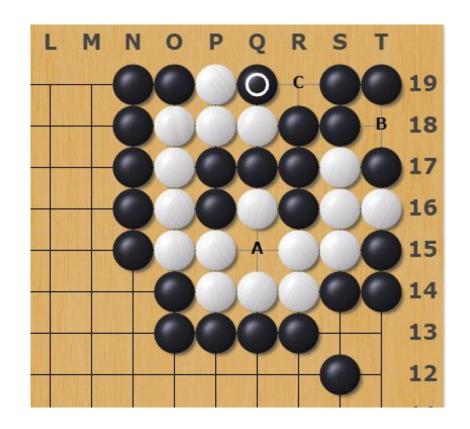
Seki with Double Ko



Terms Seki: Mutually Alive

Triple Ko forms an infinite cycle.

This often leads to a rare tie in Go





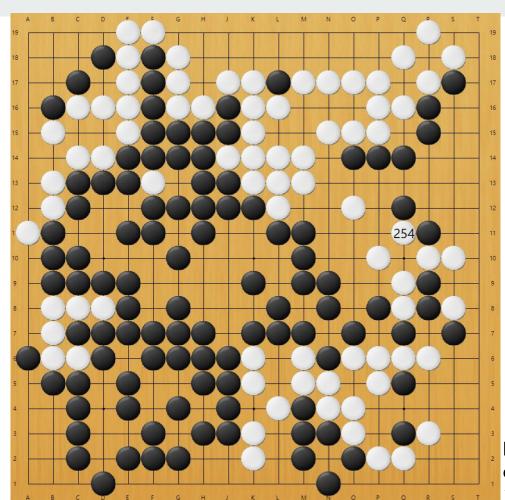
https://www.101weiqi. com/chessbook/chess/ 10204/

But there's a genius who once break this deadlock...

It happened on 3rd game of semi-final of the 10th Samsung Cup World Open Baduk Championship, 1996, when **Xihe Luo** play against **Choi Cheol-han**

A extremely rare yet huge triple ko cycle occurred at the middle of the game and everyone thought this game was going to become a tie.

Yet Xihe Luo gave up the triple ko worth more than 100 scores. And he won the game eventually by doing a genius exchange with this ko.



https://www.101weiqi. com/chessbook/chess/ 10204/

Glossary

Ко	劫
Ko-threat	劫材
Direct Ko	紧气劫
Approach Ko	缓气劫
One-move Approach Ko	缓一气劫
Double Ko	循环劫 摇橹劫
Triple ko	三劫循环