

# The Game of Go (II)

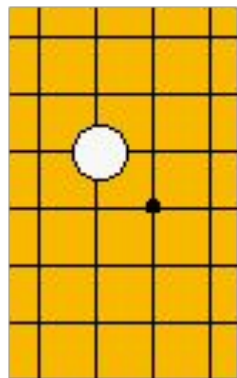




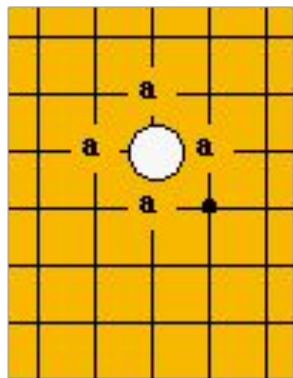
## Guideline

- ❖ Review of snapbacks, nets, and ladders
- ❖ Defense technique
- ❖ “Eye” and Fortress
- ❖ Practice questions
- ❖ Free playing time

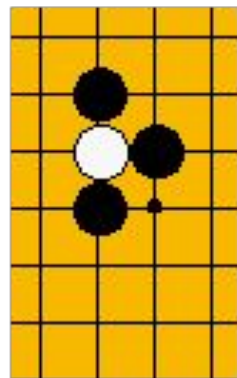
# Liberty



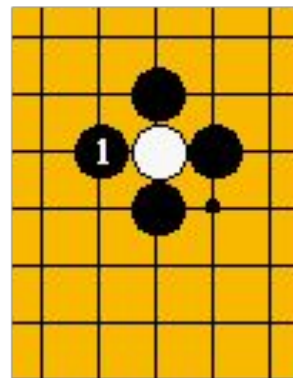
Dia. 3



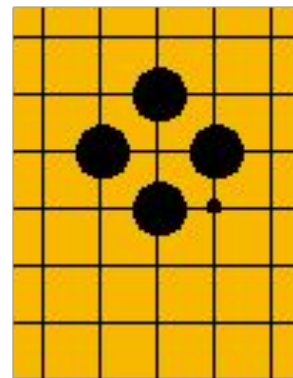
Dia. 4  
liberties



Dia. 5  
atari



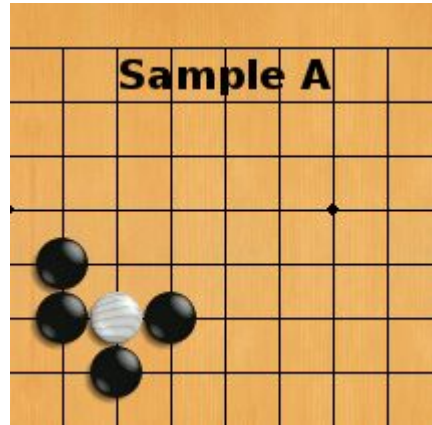
Dia. 6  
capture



Dia. 7  
result



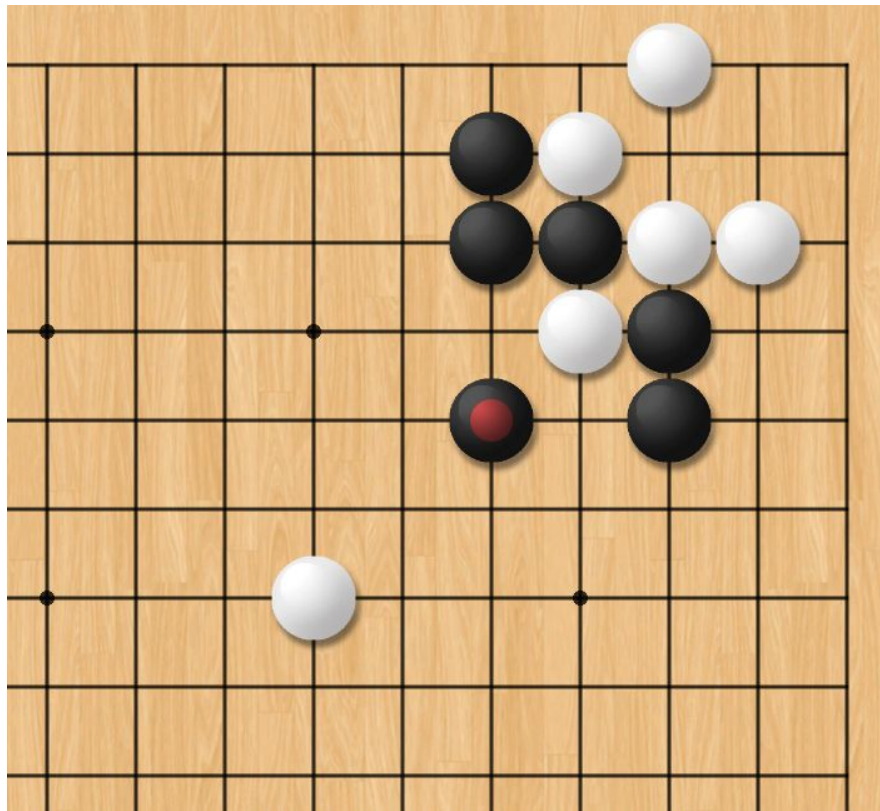
# Ladder



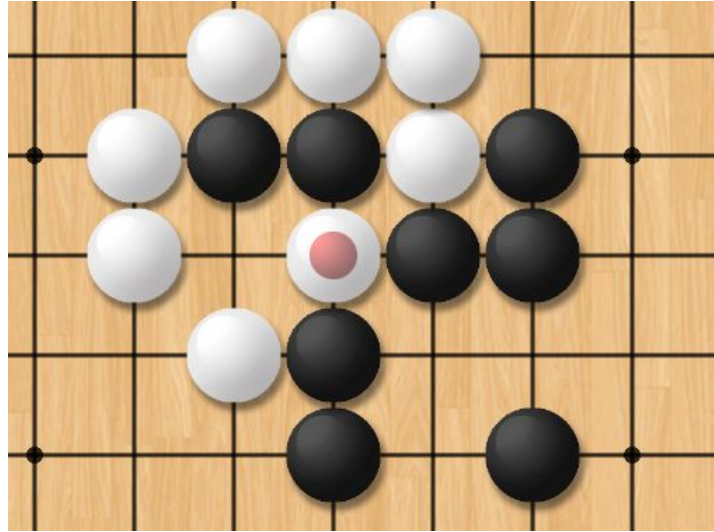
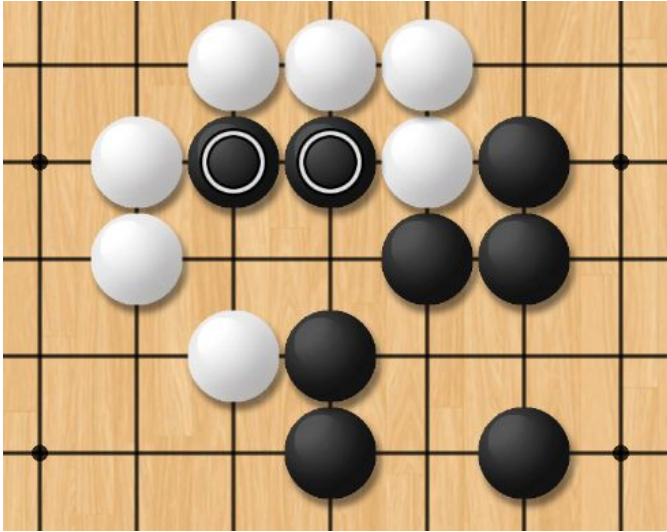
Animation: [https://upload.wikimedia.org/wikipedia/commons/1/13/Go\\_Ladder.gif](https://upload.wikimedia.org/wikipedia/commons/1/13/Go_Ladder.gif)



# Nets

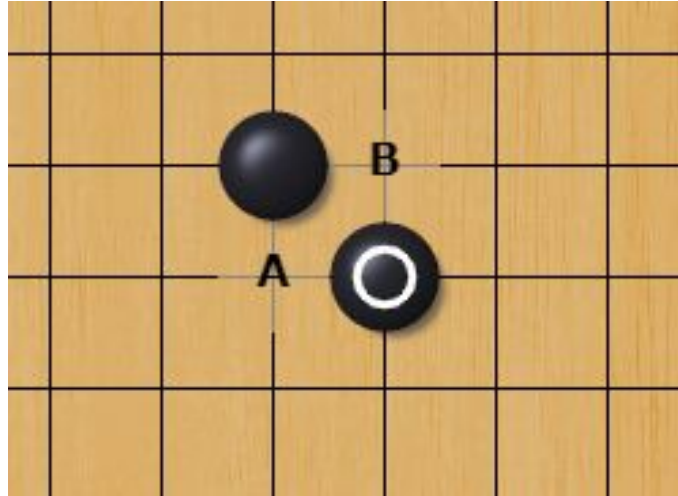


# Snapback



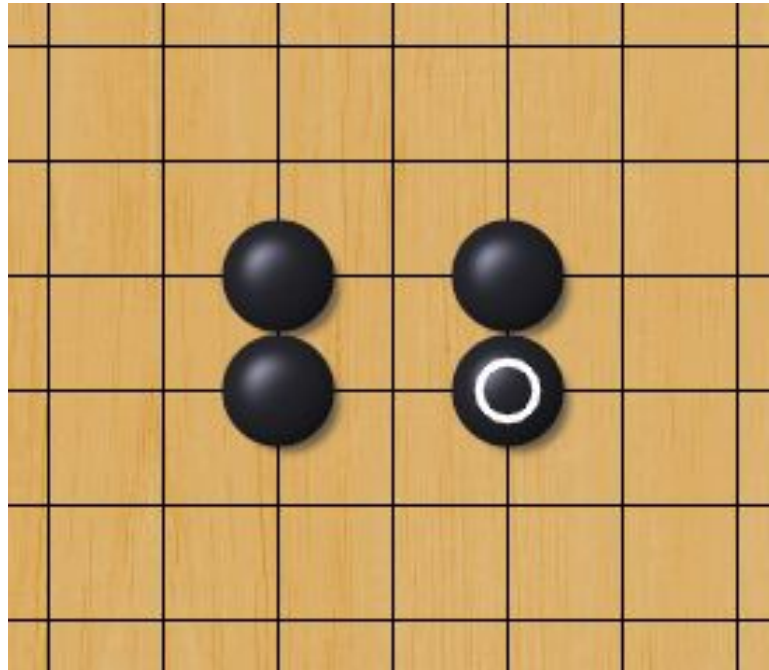
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## Defense yourself: Diagonal Move(Kosumi)



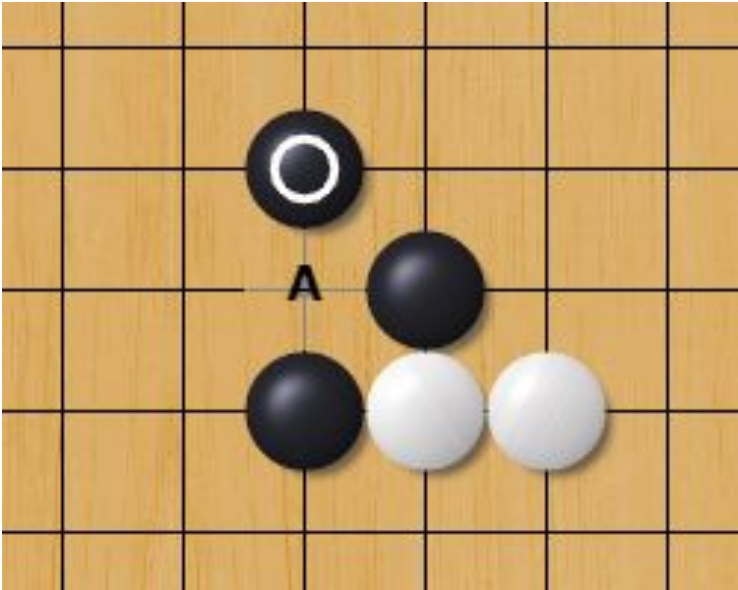
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## Defense yourself: Bamboo Join

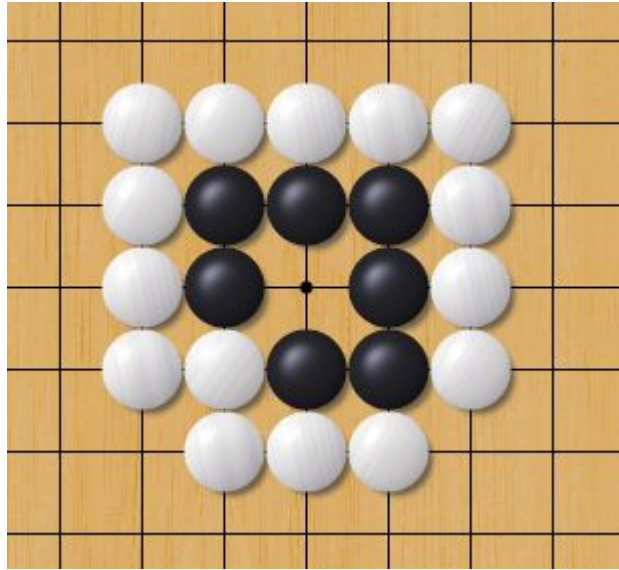




# Defense yourself: Tiger's Mouth



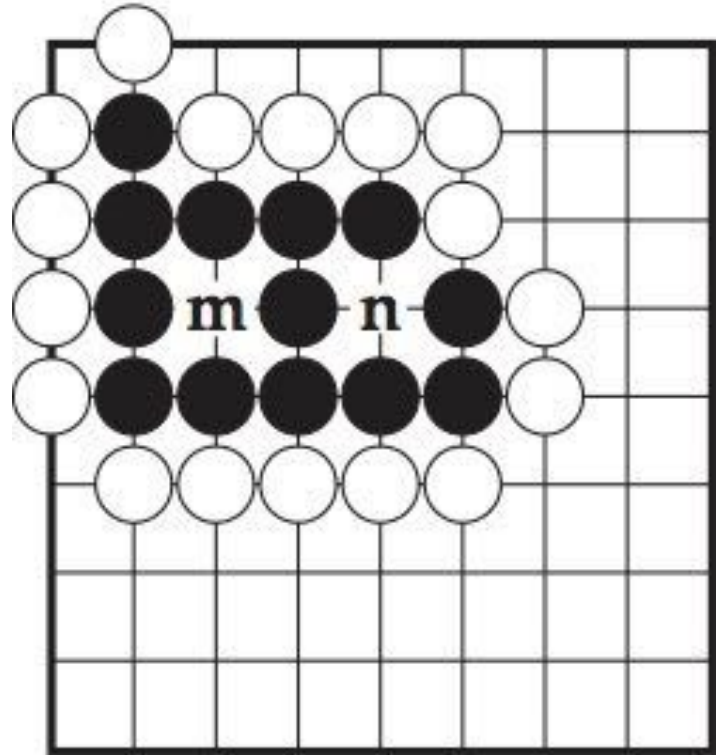
Eye



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## Direvative Rule: Eye

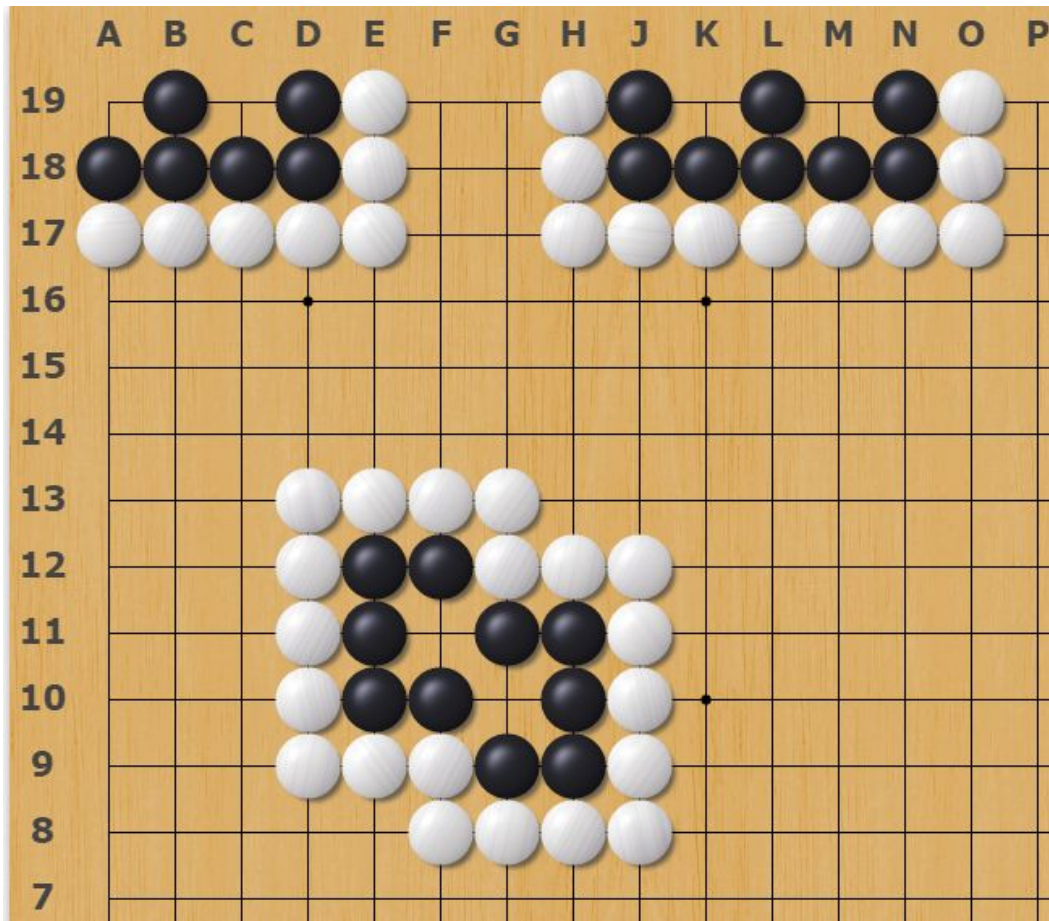
It's possible to form an impregnable fortress. (2 eyes)



  
2 true eyes -> live

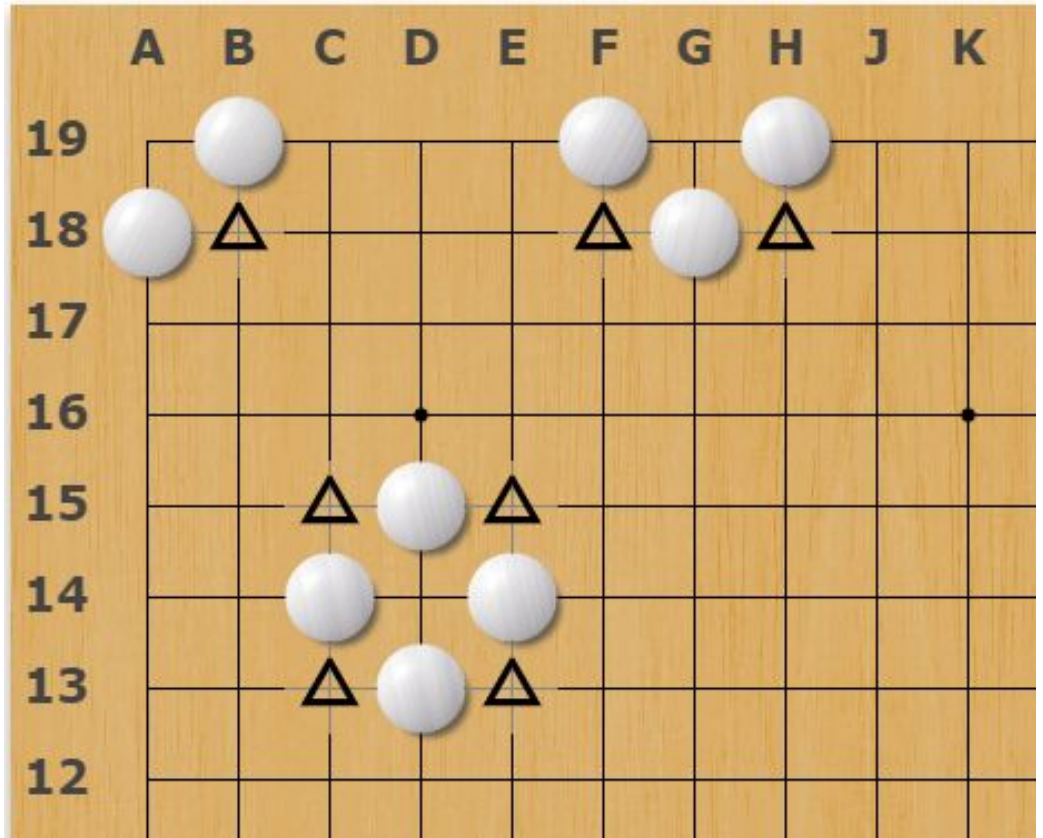
You need at least:

- 6 at **Corner**,
- 8 at **Edge**,
- 10 in the **middle**  
to make a living shape.



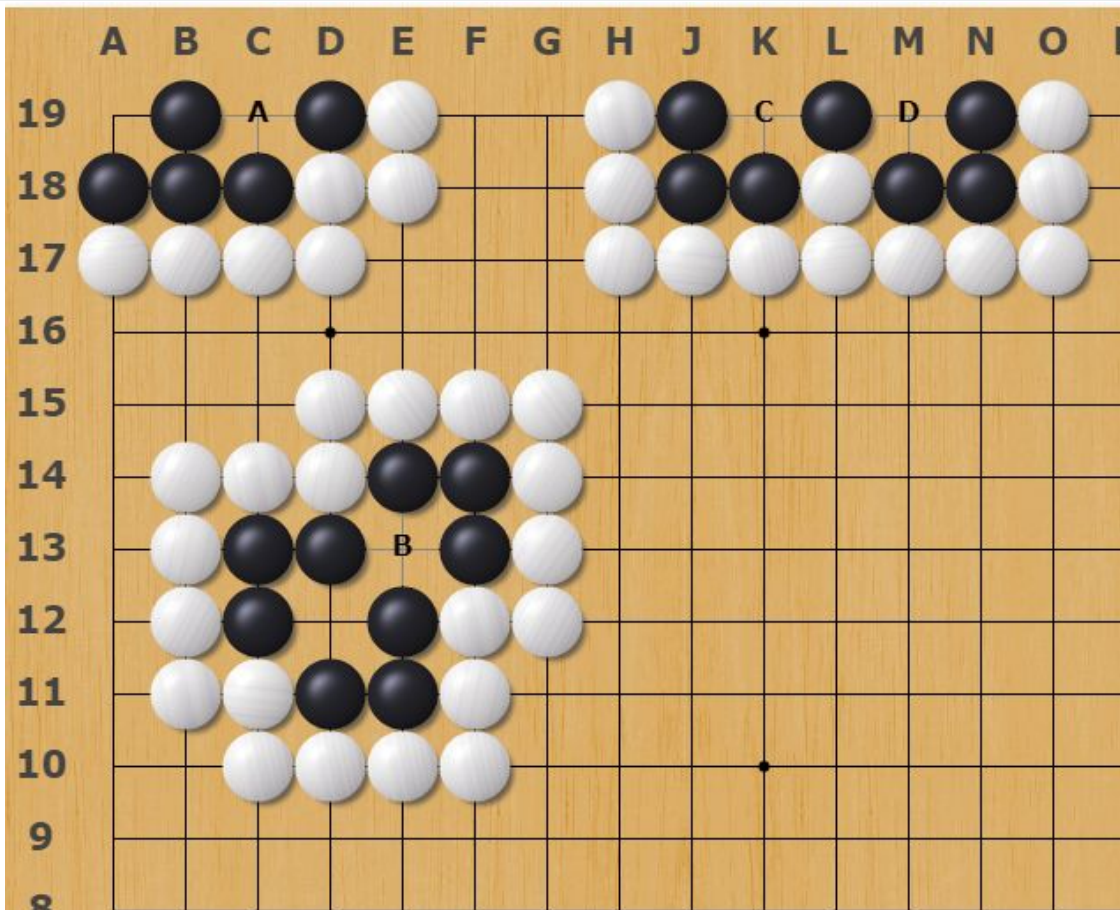
## False Eyes

- Identify
- Divide & Conquer



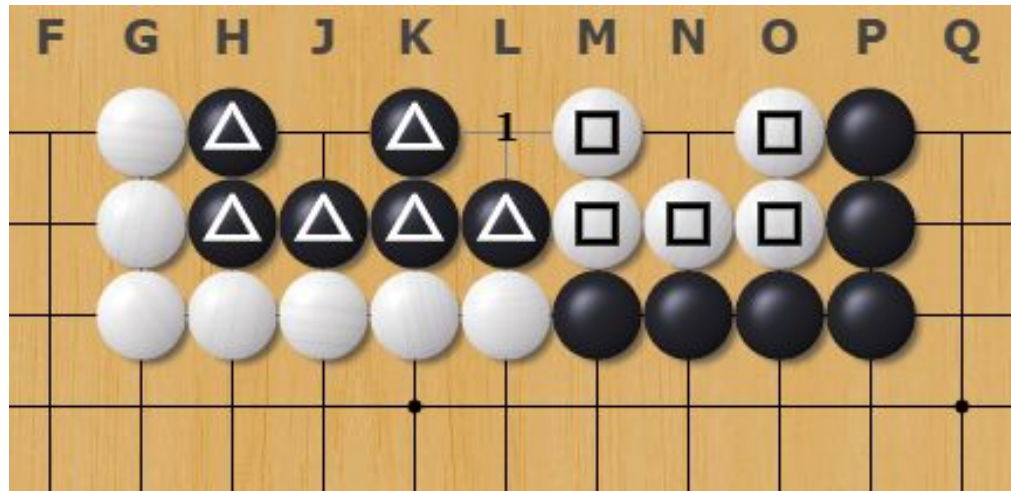
## False Eyes

- Identify
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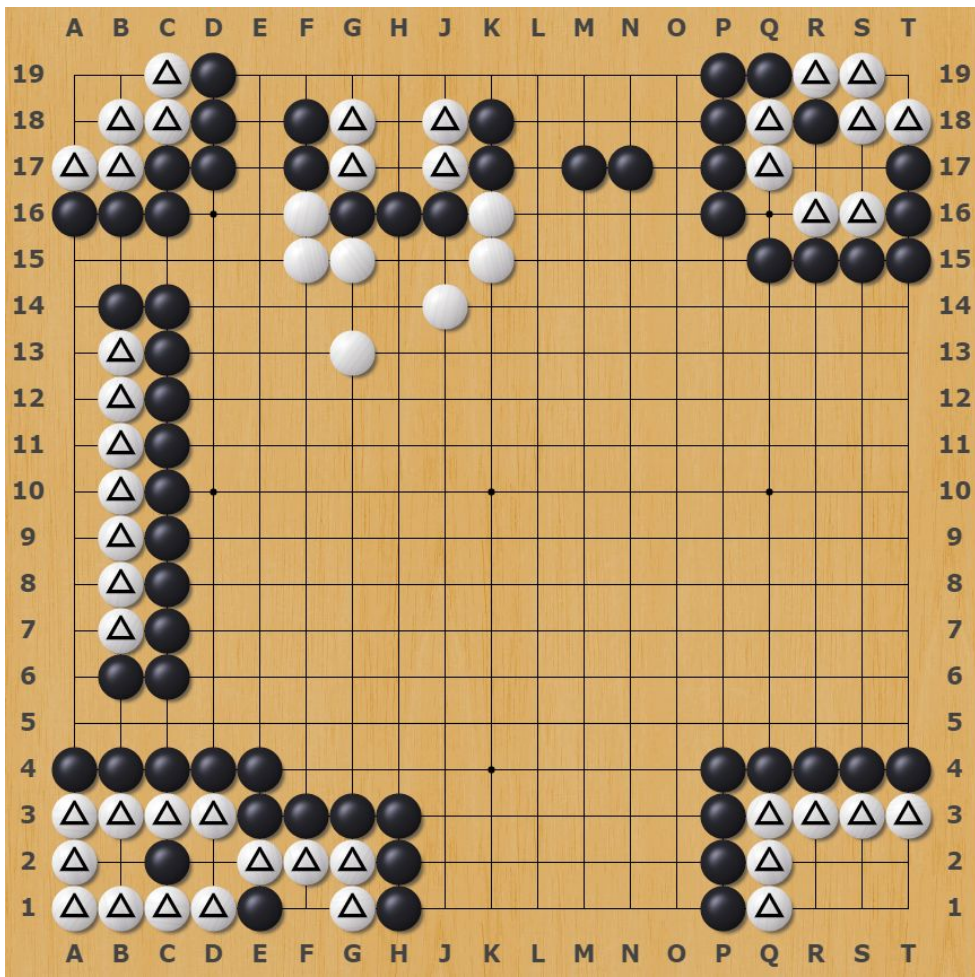




## Mutually Alive (Seki)

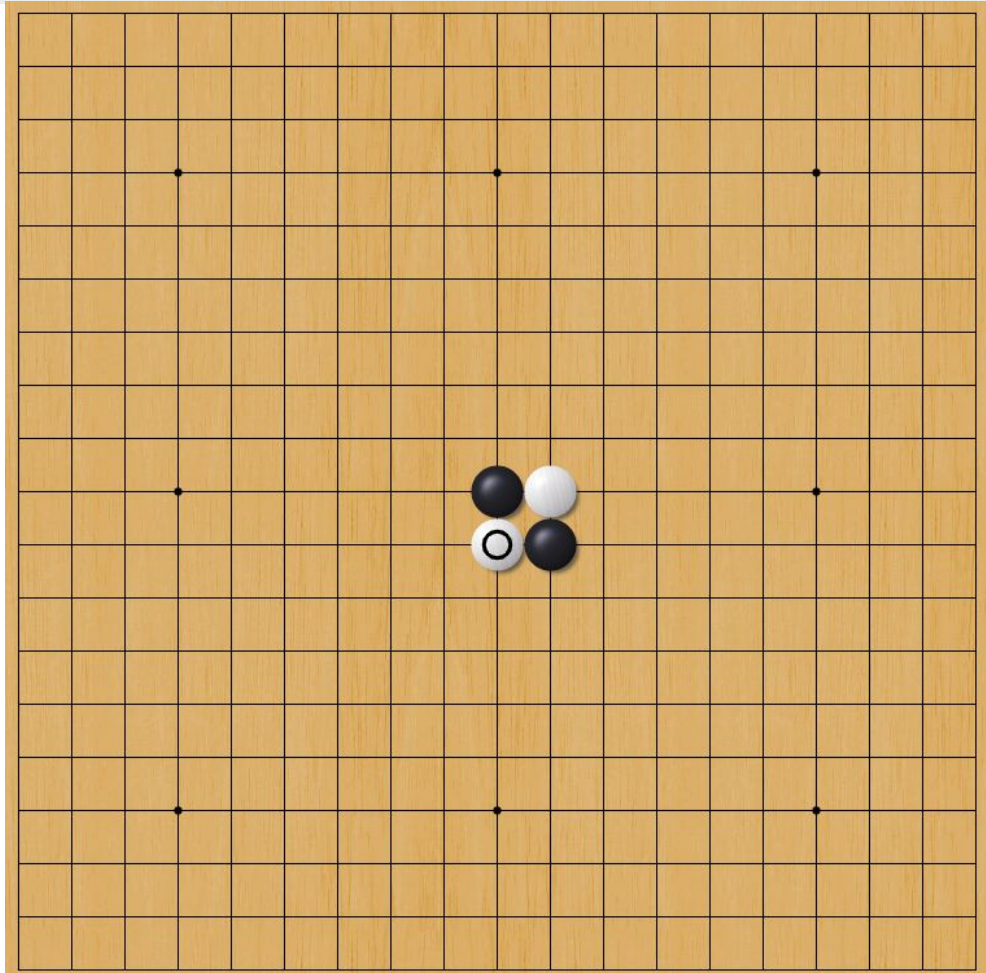


Practice:

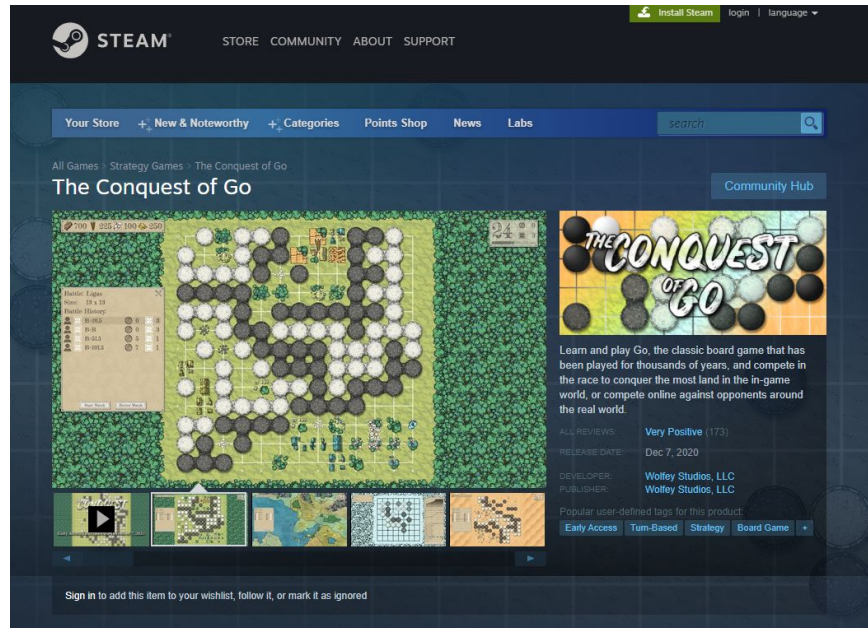




  
**Game:**  
**First Blood**



# The Conquest of Go



[https://store.steampowered.com/app/1264970/The\\_Conquest\\_of\\_Go/](https://store.steampowered.com/app/1264970/The_Conquest_of_Go/)