

List of Alterations

Game 1

- Fig. 1.1.1 Changed move 4 to be a white stone
- Fig. 1.2.1 Adjusted markings for absent "C", and preserved same change as in Fig. 1.1.1 (same changes made for second appearance of this diagram)
- Fig. 1.2.3 Changed Black 2 to be Black 3
- Fig. 1.2.15 Added label for move 3
- Fig. 1.2.19 Educated guess for intended variation
- Fig. 1.2.20 Added "B" at most obvious position
- Fig. 1.2.21 Removed second instance of white 3 and added a mark to a black stone
- Fig. 1.2.32 Removed second instance of white 6
- Fig. 1.2.40 Added the HOSHI
- Fig. 1.2.41 Added the HOSHI
- Fig. 1.2.42 Added the HOSHI
- Fig. 1.3.3 Added some stones which were missing from the top of the diagram
- Fig. 1.4.1 Added numbers 2 and 3 to diagram, removed captured black stone
- Fig. 1.4.2 Re-include some stones on the edge of the diagram
- Fig. 1.4.3 as in Fig. 1.4.2
- Fig. 1.4.10 Repaired second line positions
- Fig. 1.4.13 Add in external stones omitted from diagram
- Fig. 1.4.14 Add in external stones omitted from diagram
- Fig. 1.5.5 Add in external stones omitted from diagram
- Fig. 1.6.2 Add in external stones omitted from diagram
- Fig. 1.7.1 Fixed ordering of final moves in game (same changes in second appearance of this diagram)

Game 2

- Fig. 2.1.2 Changed "e" to "D"
- Fig. 2.1.5 Removed second instance of white 3
- Fig. 2.1.8 Changed "c" to "A"
- Fig. 2.1.27 Added A and B which were omitted
- Fig. 2.1.28 Originally a duplicate of Fig.. 2.1.27; guessed position from accompanying text
- Fig. 2.2.16 Updated lettering to start at "A"
- Fig. 2.4.3 Removed all markings to the left of tengen
- Fig. 2.5.2 Removed a single white captured stone
- Fig. 2.5.3 Removed a single white captured stone
- Fig. 2.5.4 Removed a single white captured stone
- Fig. 2.5.5 Removed diagram as true intention cannot be guessed
- Fig. 2.5.6 Added a missing single white stone
- Fig. 2.5.7 Added a missing single white stone
- Fig. 2.6.2 Added a white stone adjacent to 2 and 4
- Fig. 2.6.3 Added black bamboo and capture

Fig. 2.8.2 Added 2 missing stones at left

Fig. 2.8.3 Added 2 missing stones at left

Fig. 2.9.6 Added moves 1 and 2

Fig. 2.9.8 Added "F"

Game 3

Fig. 3.1.3 Move 6 becomes black

Fig. 3.1.4 Removed 2 empty columns from the diagram

Fig. 3.1.11 Removed an extra 1

Fig. 3.3.2 Added missing letters "A"

Fig. 3.4.1 Added missing letters "A", "B" and "C"

Fig. 3.4.2 Added black stone in top right which had no obvious reason to be omitted

Fig. 3.4.3 Added same missing black stone as in Fig. 3.4.2 but removed extra white stone on left side

Fig. 3.5.2 Educated guess at the intended diagram

Fig. 3.5.4 Addition of HOSHI point

Fig. 3.5.4 Change white 7 to white 3

Fig. 3.6.1 Change white 3 to white 4

Game 4

Fig. 4.1.10 Added label "A" at likely location

Fig. 4.1.12 Corrected title and removed stones from Fig. 4.1.9

Fig. 4.3.1 (Second appearance) Moved white 22 one space to left, re-added indication of captures

Fig. 4.6.4 Added missing letters "A", "B" and "C"

Fig. 4.7.1 Restored a white stone to its correct colour in bottom left corner.

Fig. 4.7.3 Clarified that 10 connects at F

Fig. 4.7.4 Added label for figure, educated guess at intended sequence of 1 to 7

Game 5

Fig. 5.1.2 Moved white stone back to its location in the game

Fig. 5.1.3 Removed extra 4, and corrected the location of a white stone as in Fig. 5.1.2.

Fig. 5.3.1 Corrected range of move numbers in title

Fig. 5.3.3 Educated guess at intended figure

Fig. 5.3.5 Removed extra black stone

Fig. 5.4.1 Corrected range of move numbers in title

Fig. 5.4.2 Removed additional stones 9,10,19-22, then made an educated guess as to the intended sequence

Fig. 5.4.3 Added indication of capture and increased scope by 1 line

Fig. 5.5.1 Corrected range of move numbers in title

Game 6

Fig. 6.2.1 Added missing letters "A" through to "D"

Fig. 6.4.1 Added missing letters "A", "B" and "C" Fig. 6.5.1 Removed captured black stone

Fig. 6.6.1 Removed captured black stone

Fig. 6.7.1 Removed captured black stone, added missing letters "A", "B" and "C", corrected numbering of stones

Fig. 6.7.3 Enlarged scope of diagram

Fig. 6.7.6 Added white stone from top left corner

Fig. 6.8.1 Removed captured white stone

Fig. 6.8.3 Removed captured white stone

Game 7

Fig. 7.1.2 Educated guess at the intended joseki for this diagram

Fig. 7.2.1 Add missing letters "F" and "G", others are still absent

Fig. 7.2.3 Remove an extra white stone to the right of TENGEN

Fig. 7.2.6 Created from scratch as an educated guess

Fig. 7.3.7 Changed lettering sequence to no longer omit J

Fig. 7.3.1 (Second appearance) Changed black 16 back to "A"

Fig. 7.4.1 Removed markings from black group in top left

Fig. 7.5.1 Removed captured white stone

Fig. 7.5.2 Removed black stone which was yet unplayed

Fig. 7.5.3 Expanded diagram scope by 1 line to the left

Fig. 7.5.4 Expanded diagram scope by 1 line to the left, removed captured white stone

Fig. 7.5.6 Decreased scope of diagram by 1 line, lettering sequence includes J

Fig. 7.5.7 Corrected diagram title, added labelled sequence

Fig. 7.6.2 Removed the number 7 from the black stone