碁経衆妙 Gokyo Shumyo

Motto

"It is a matter of life and death, a road either to safety or to ruin.

Hence it is a subject of inquiry which can on no account be neglected."

— Sun Tzu: The Art of War

Preface

Gokyo Shumyo is a classical problem collection published by Hayashi Genbi in 1822. Its name could be translated to English as "Brilliances from go classics". The collection consists of 520 problems, which are divided into the following seven sections:

1. Living (103 problems)	1
2. Killing (71 problems)	10
3. Creating a ko (90 problems)	17
4. Capturing races (96 problems)	25
5. Oiotoshi (40 problems)	34
6. Connecting (74 problems)	38
7. Various techniques (46 problems)	46

I wish you to enjoy and improve while studying these problems,

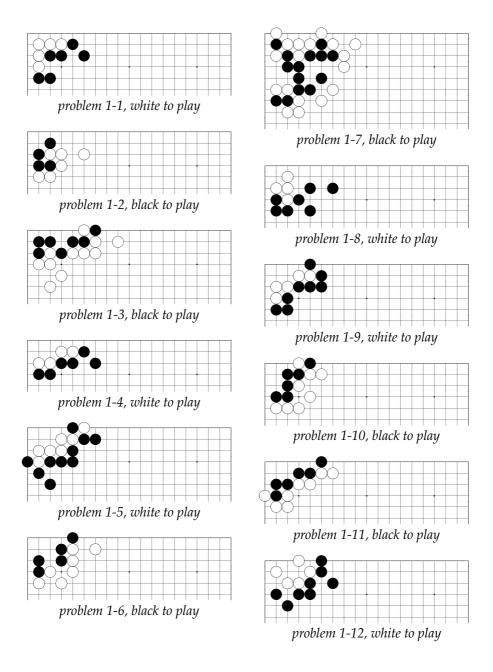
Vít 'tasuki' Brunner

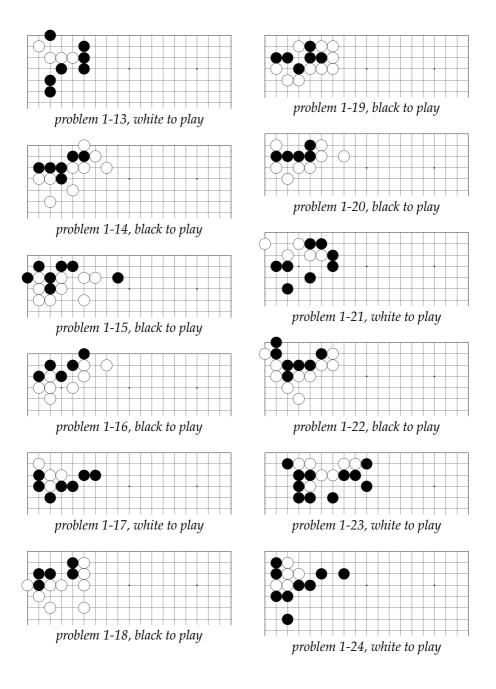
December 2006

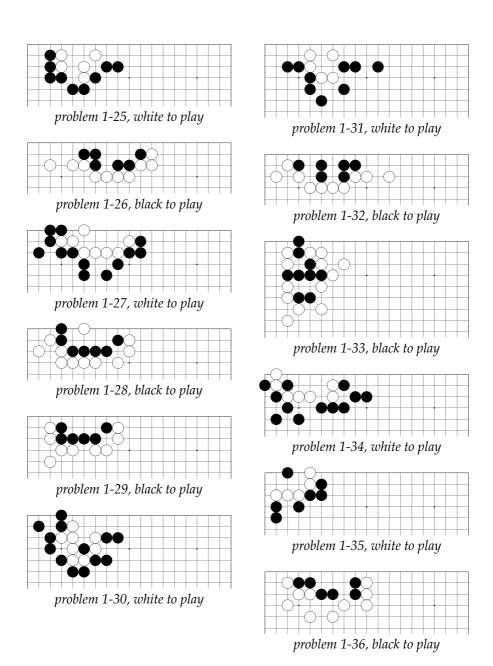
Anniversary edition

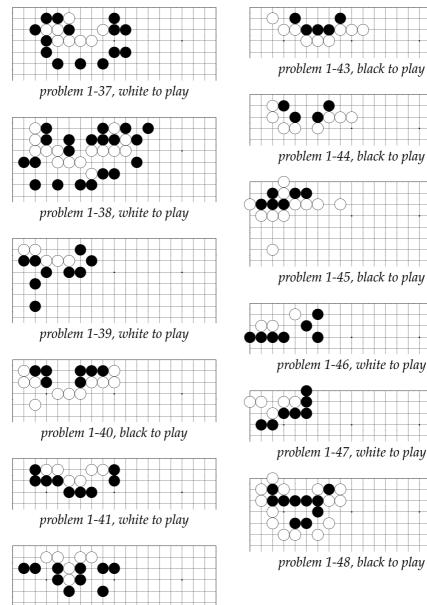
It's been 11 and a half years. This booklet has been downloaded over twenty thousand times. I never imagined the reach it would have. The anniversary edition comes with a better layout and wording.

> Vít 'tasuki' Brunner June 2018

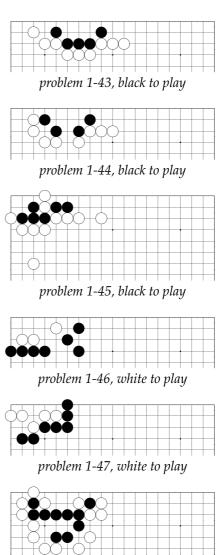


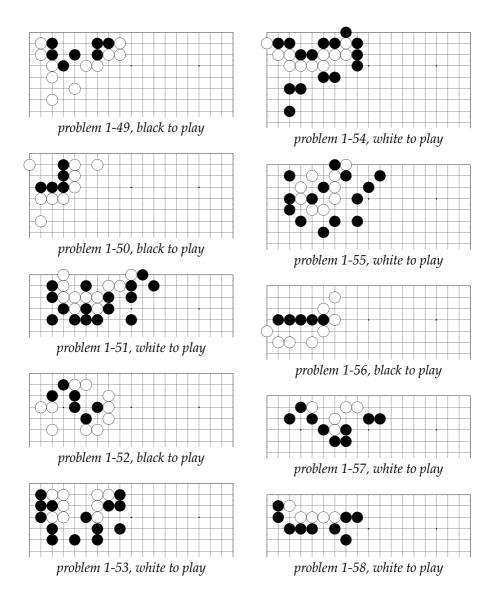


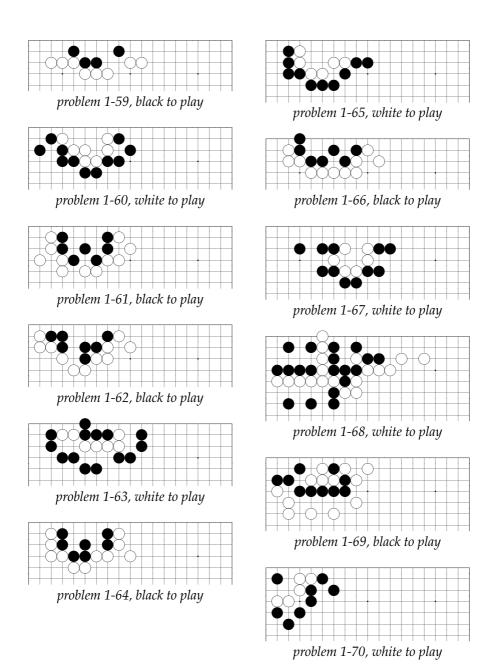


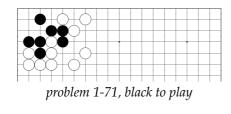


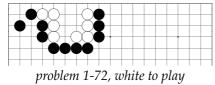
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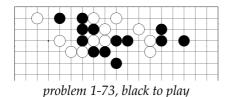


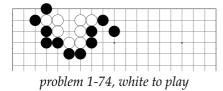


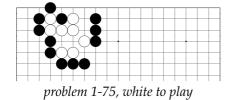




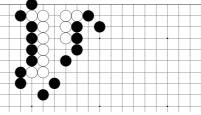




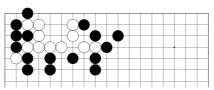




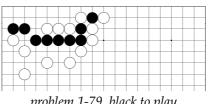
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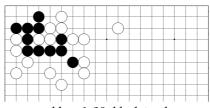
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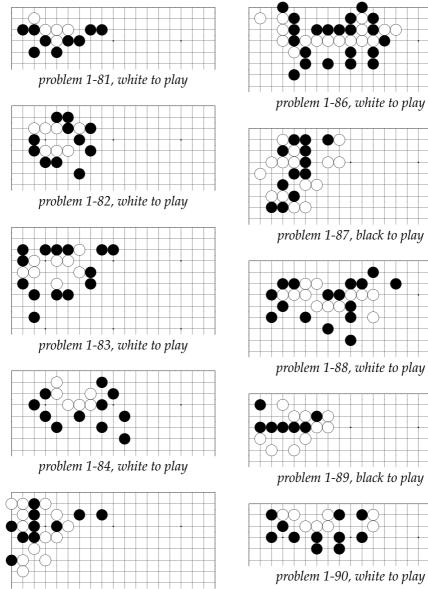
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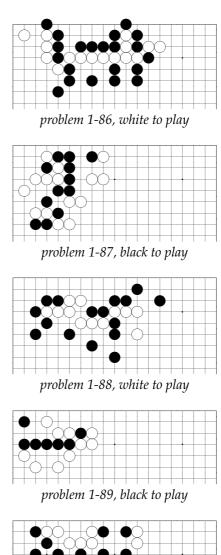
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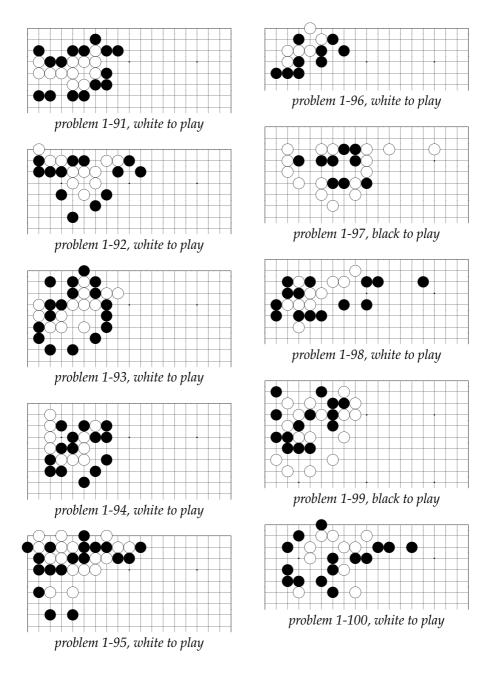


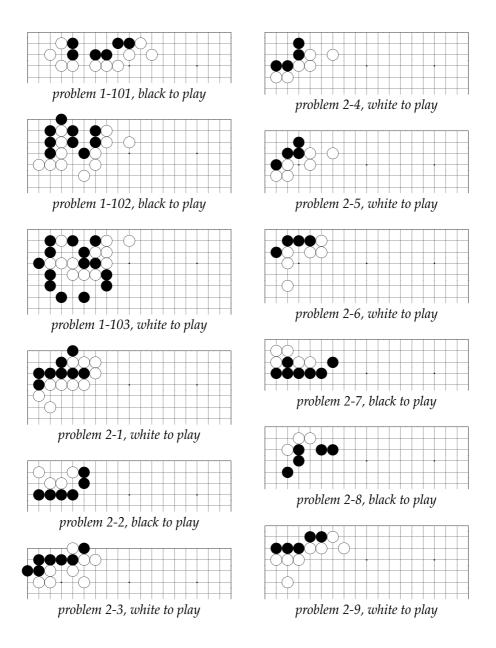
problem 1-80, black to play

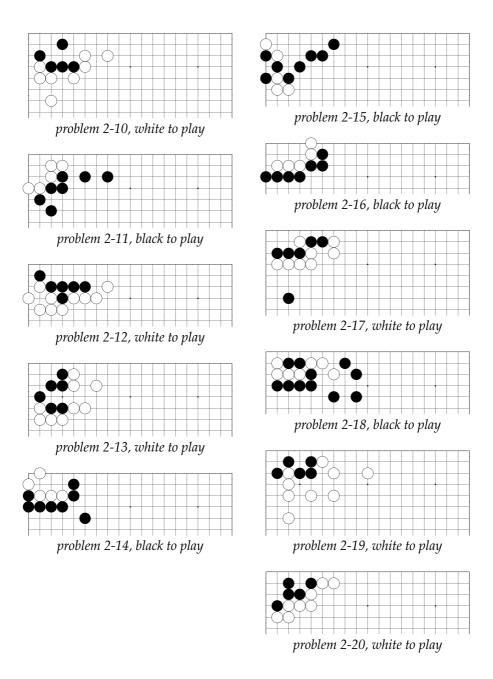


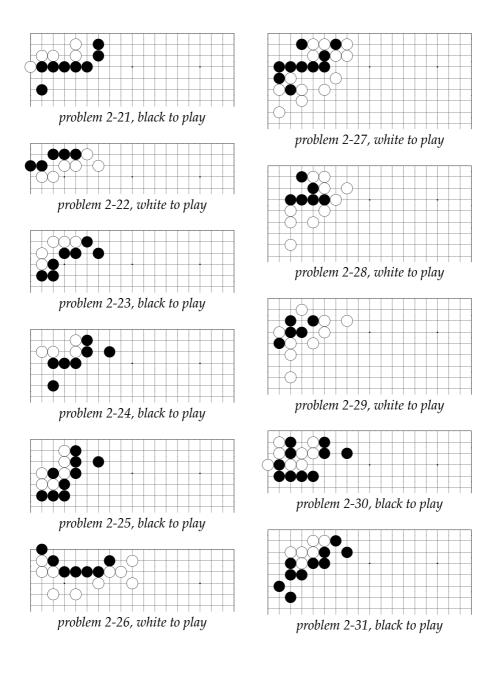
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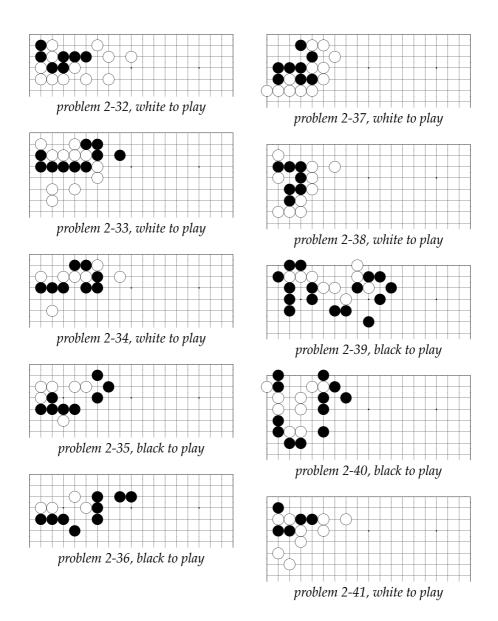


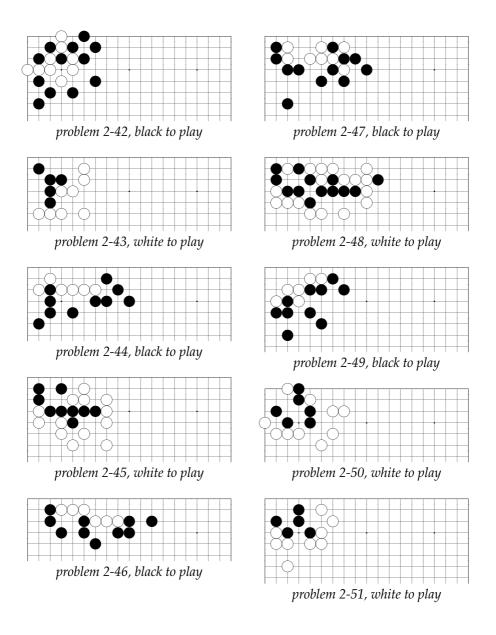


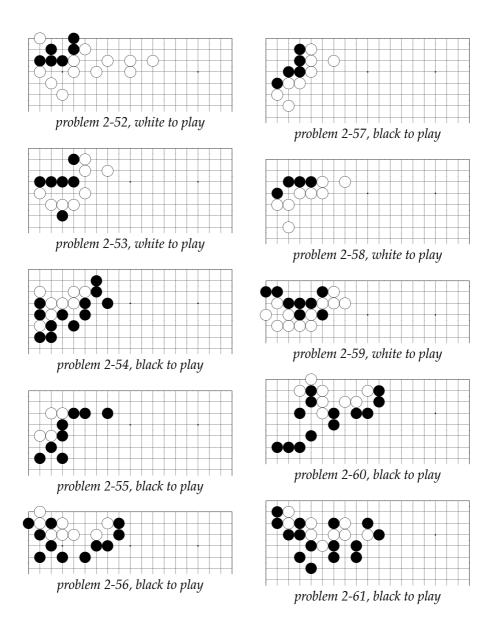


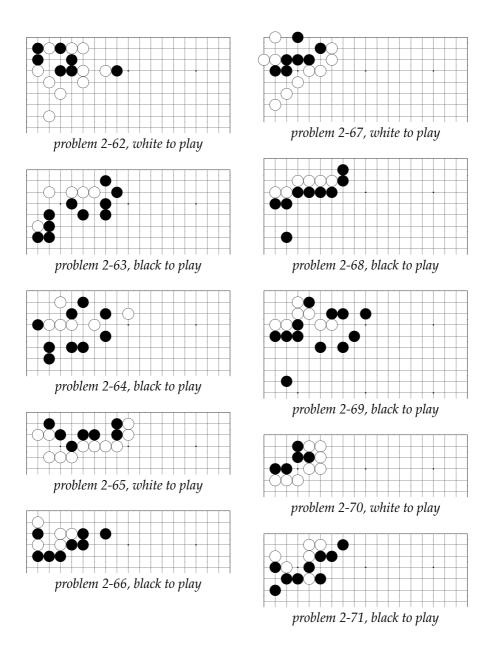


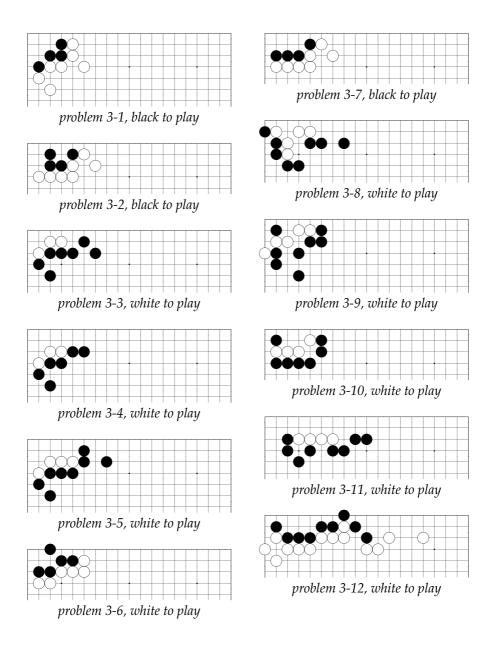


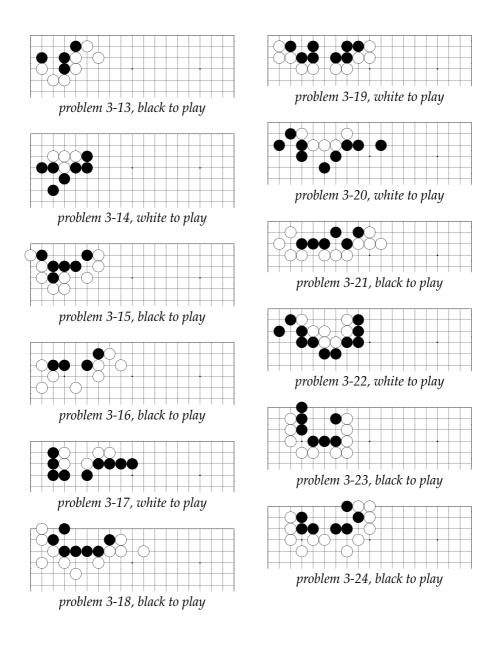


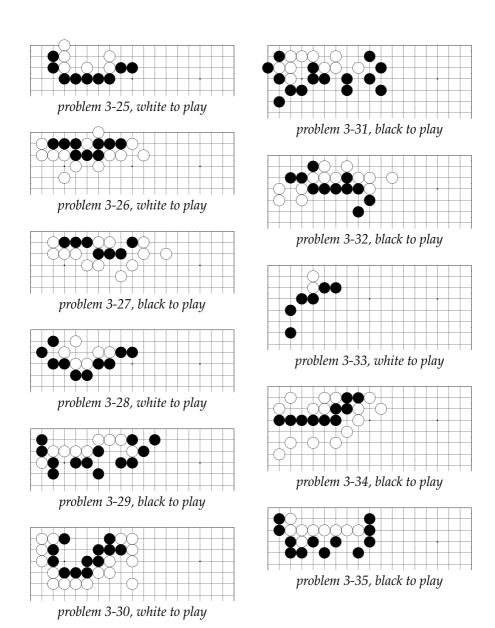


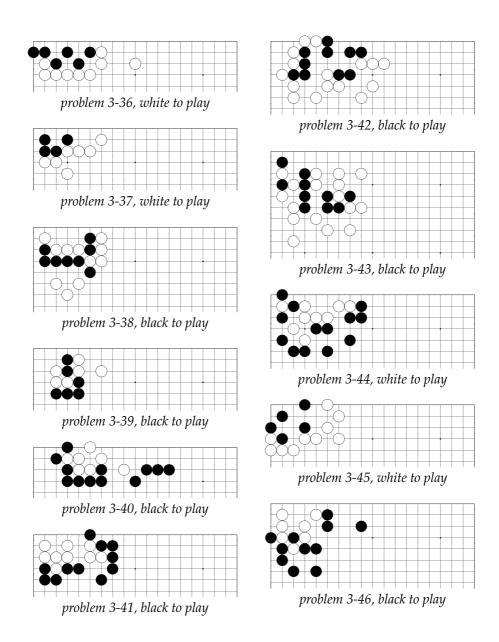


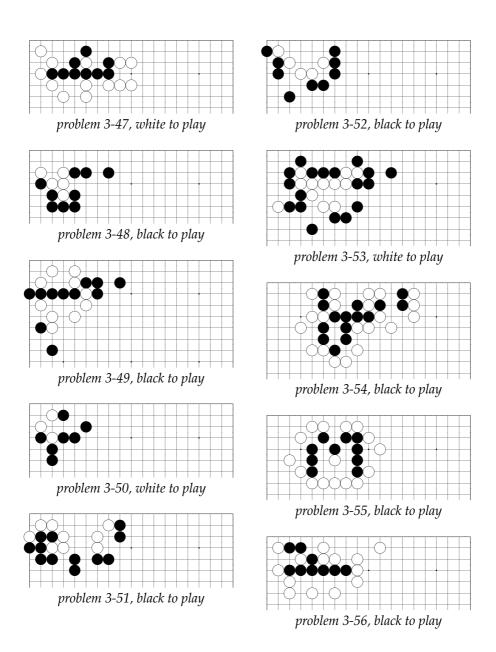


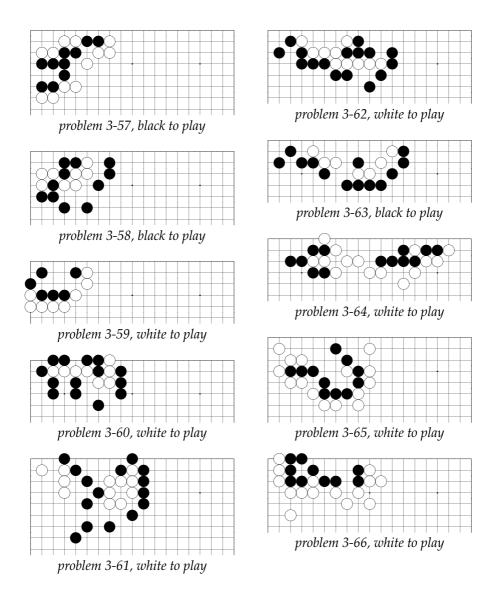


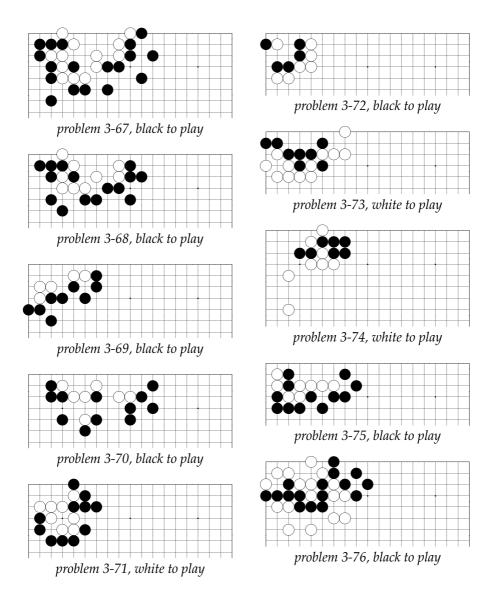


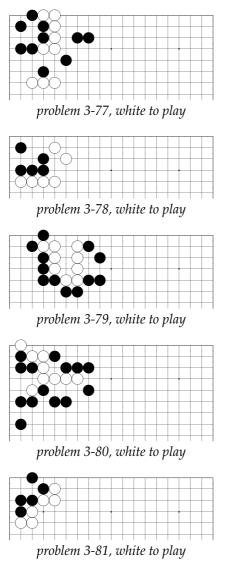


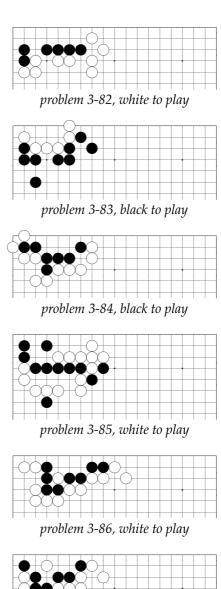




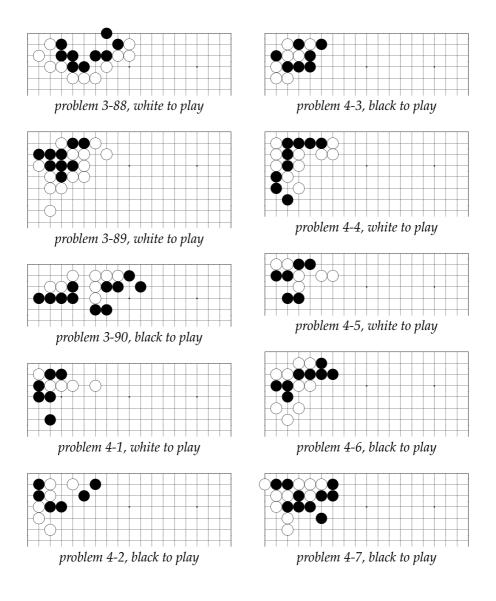


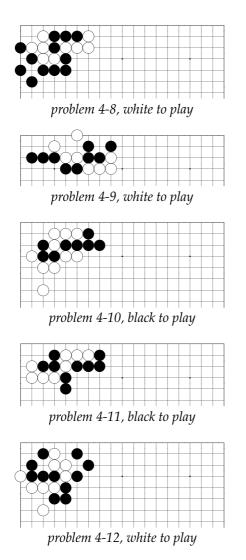


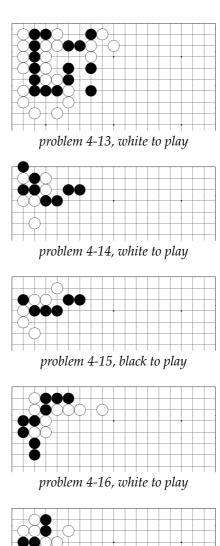




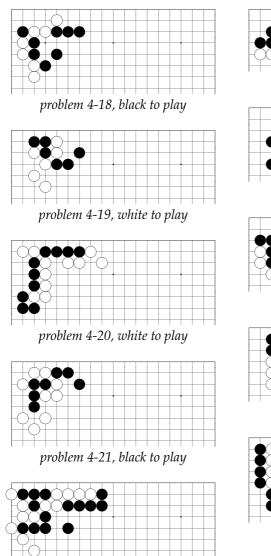
problem 3-87, black to play



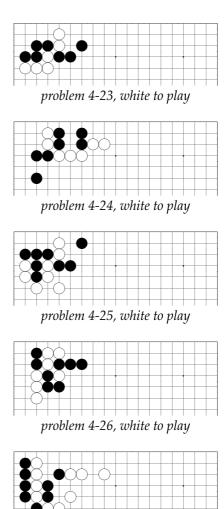


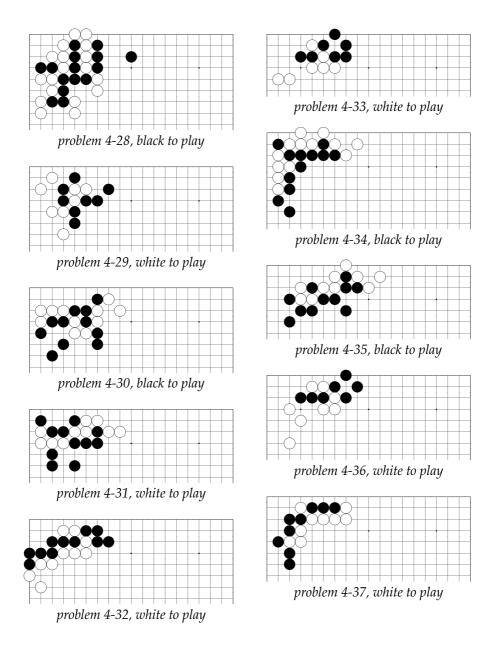


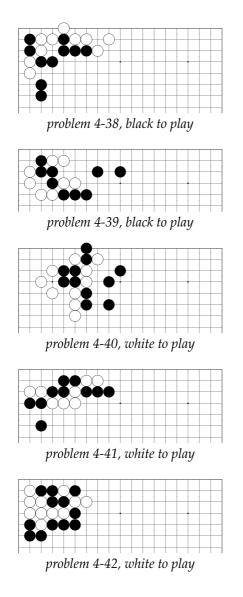
problem 4-17, black to play

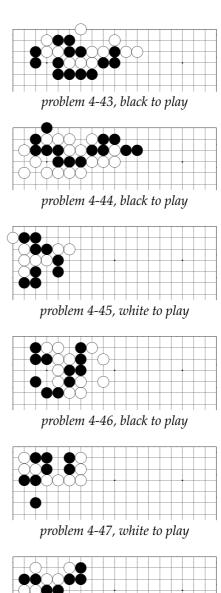


problem 4-22, black to play

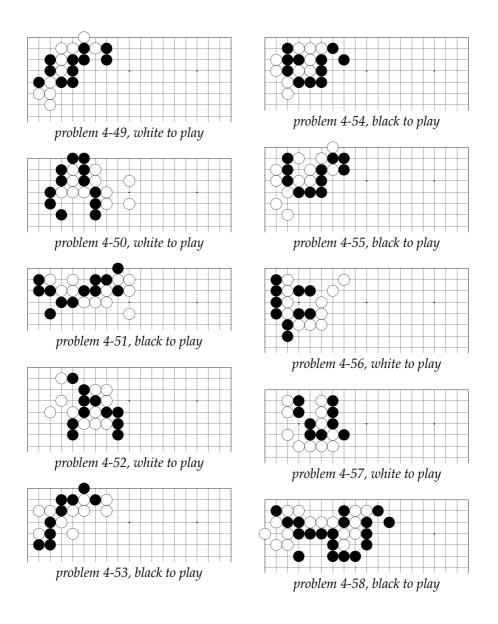


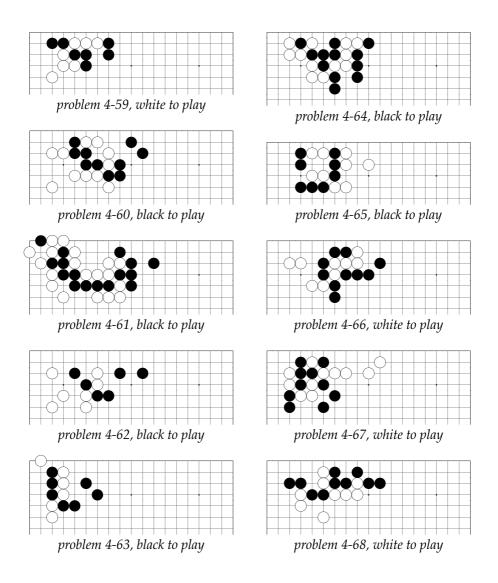


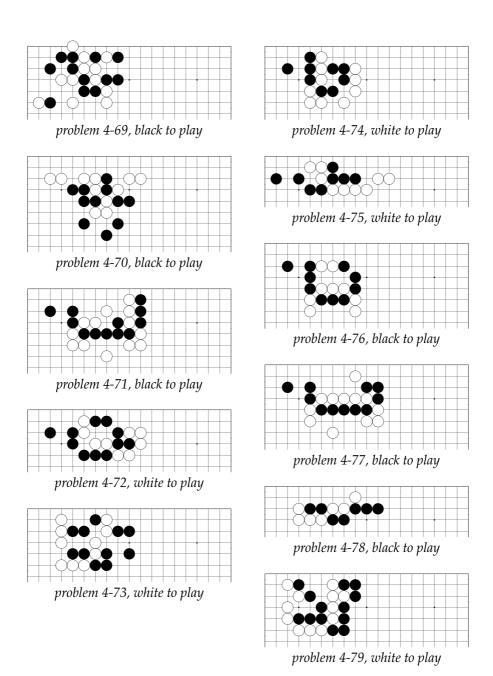


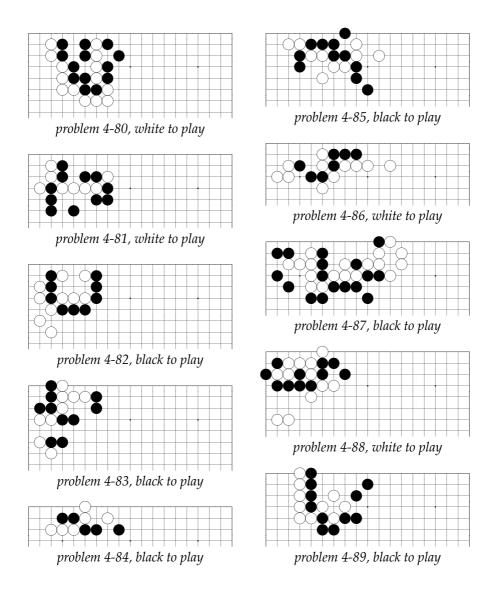


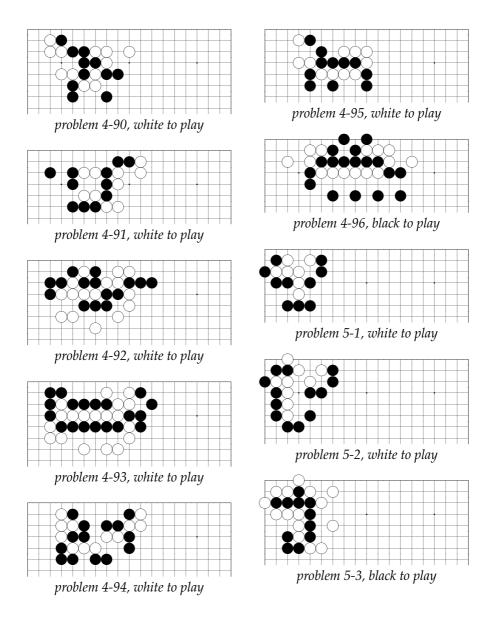
problem 4-48, black to play

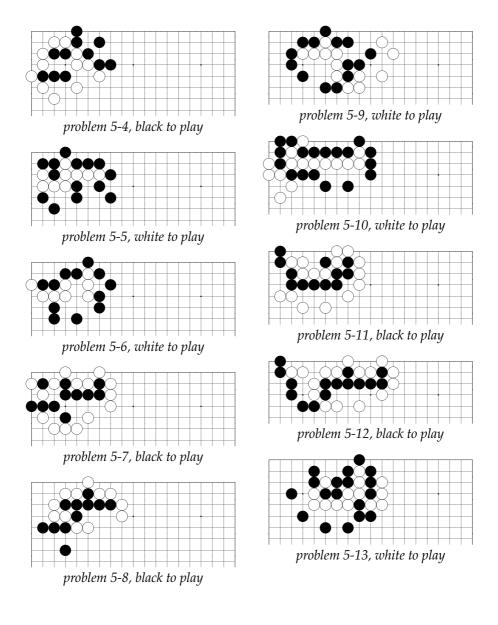


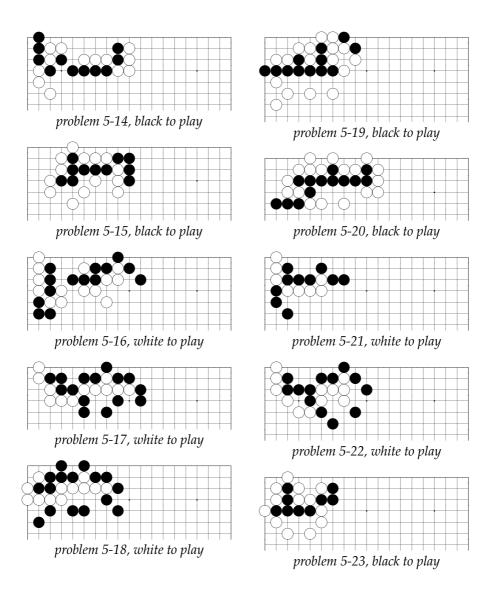


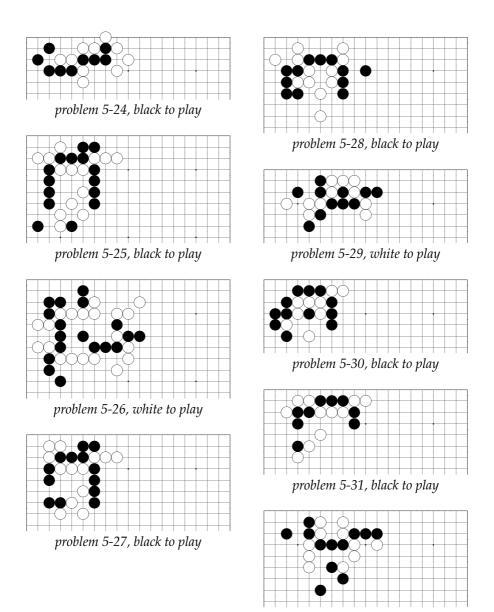




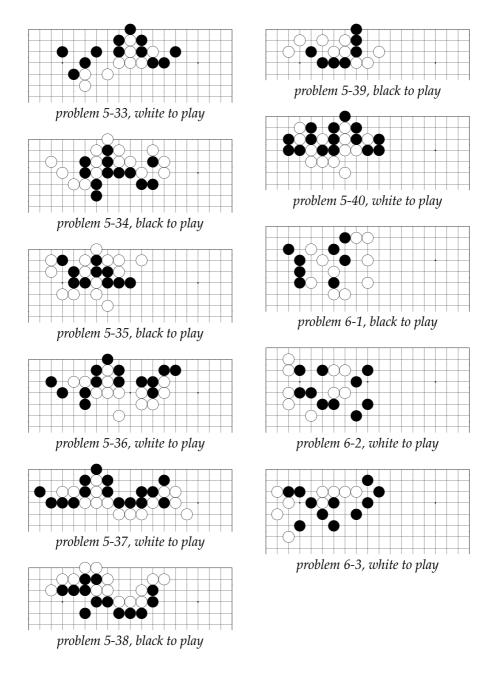


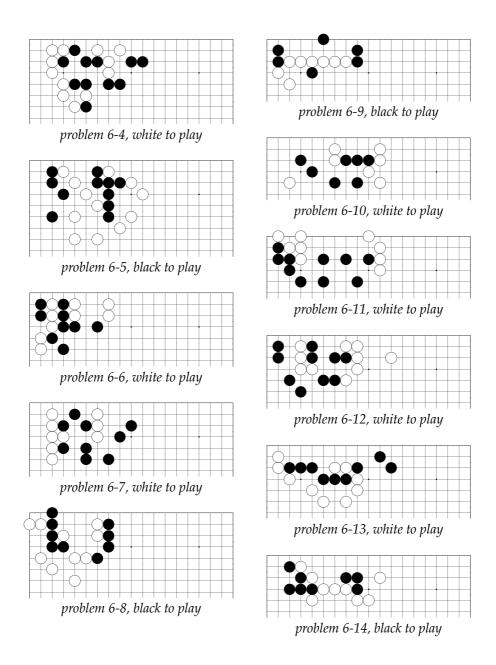


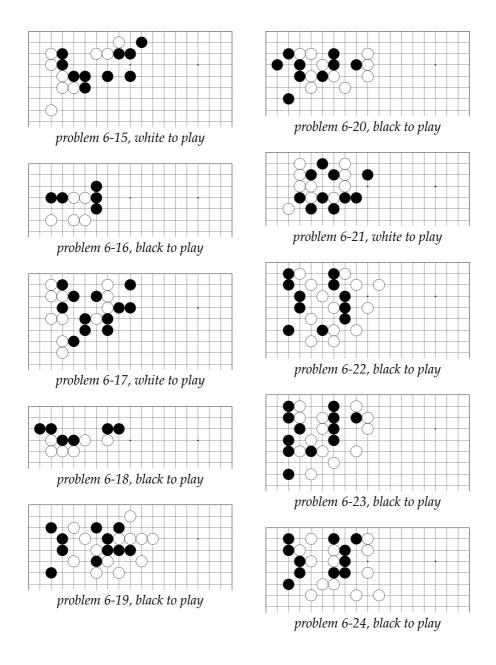


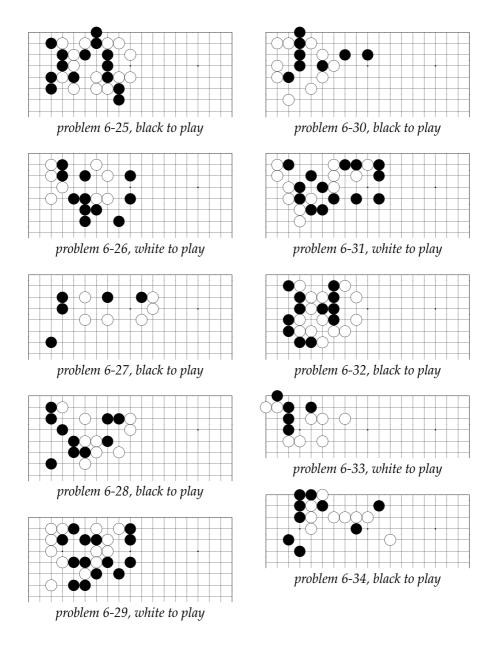


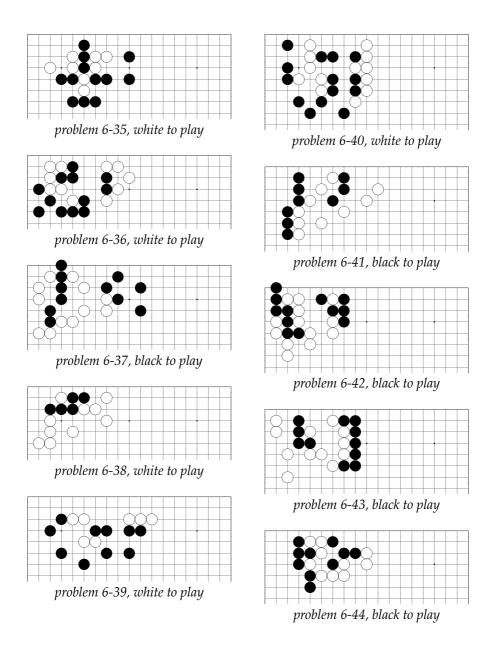
problem 5-32, white to play

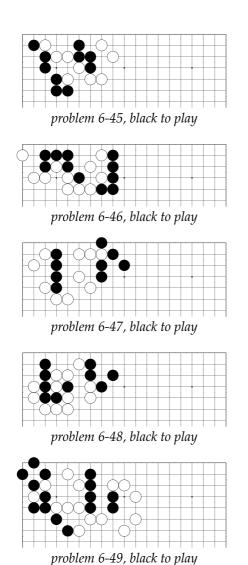


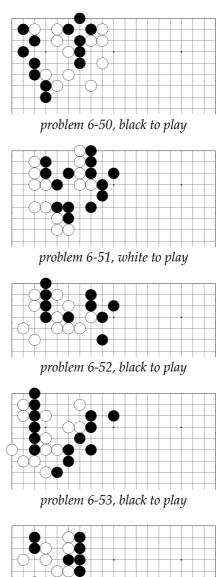


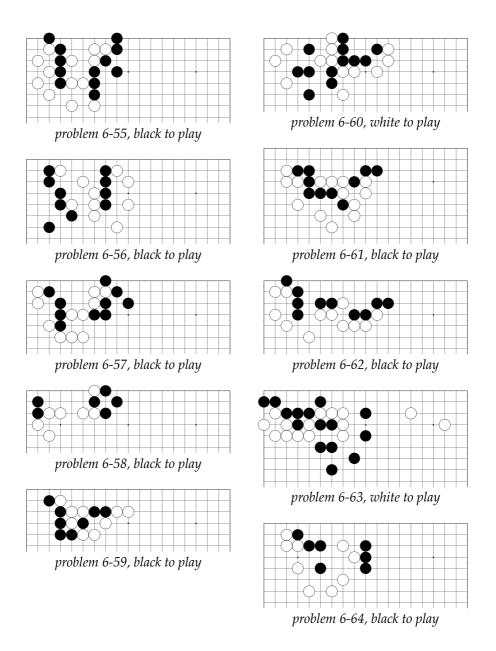


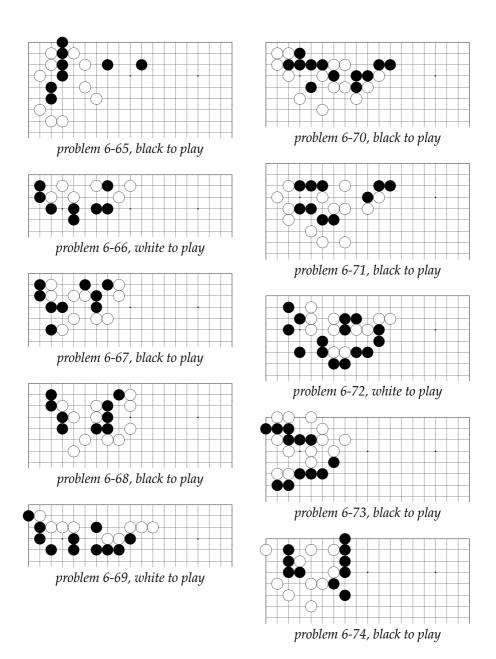


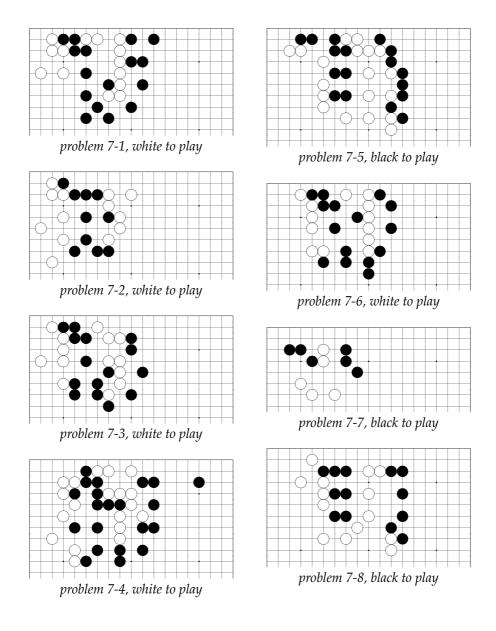


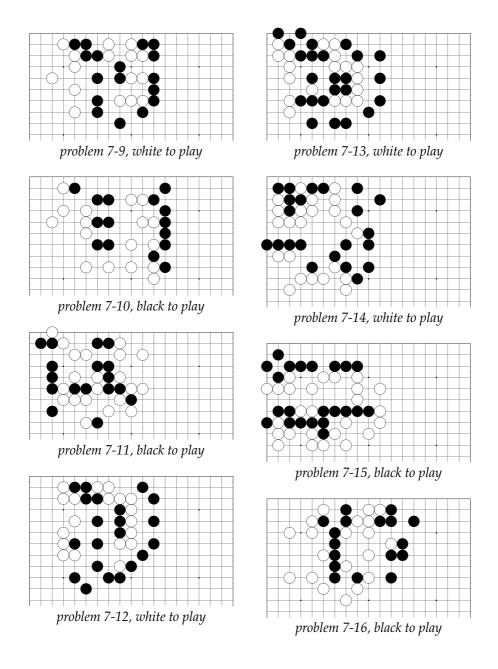


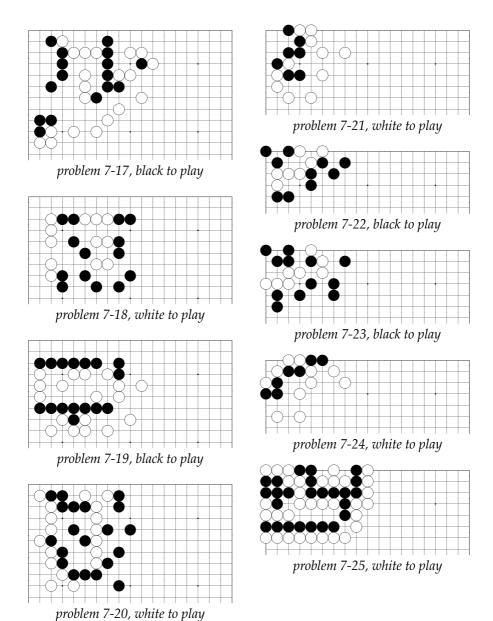


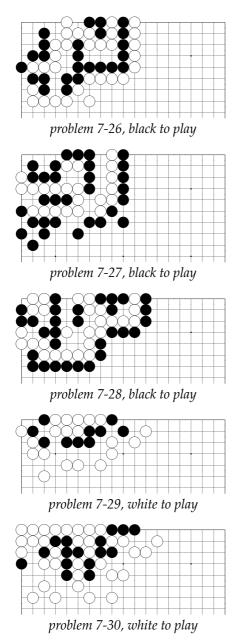


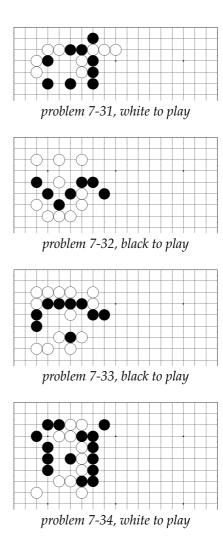


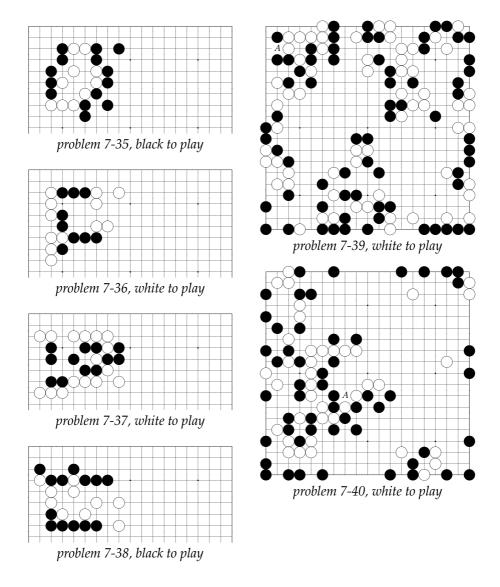


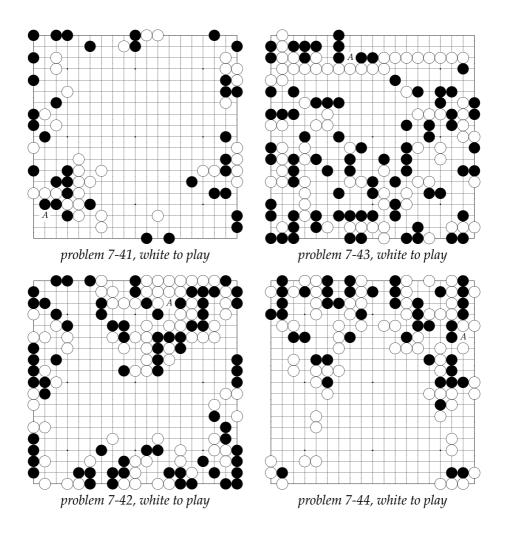


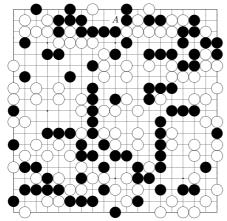




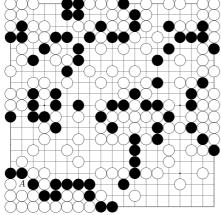








problem 7-45, white to play



problem 7-46, white to play