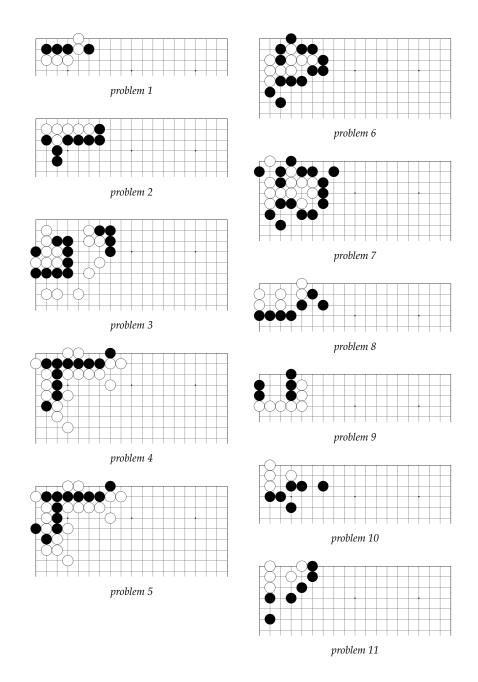
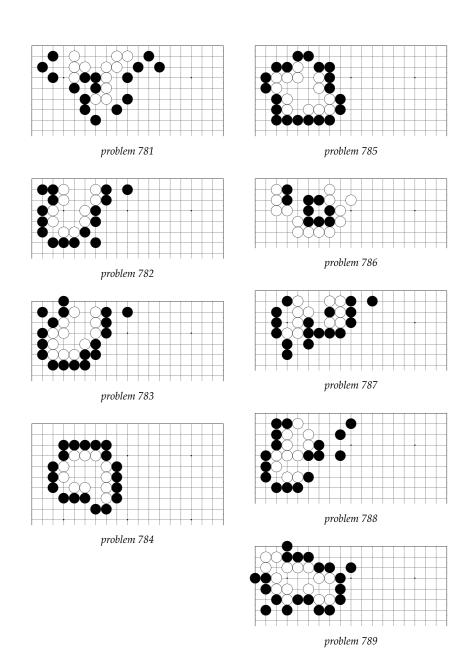
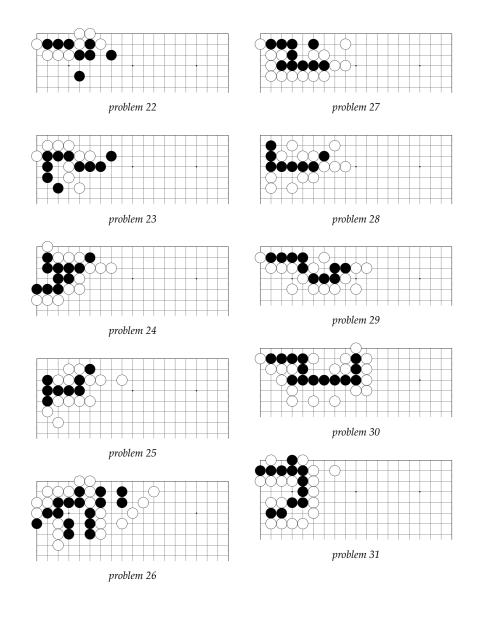
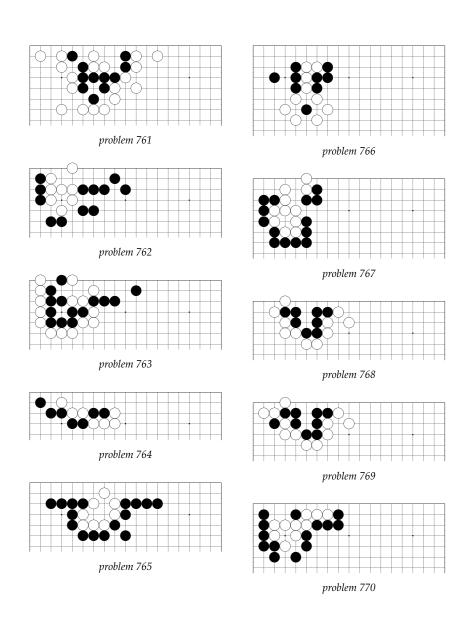
encyclopedia of life and death

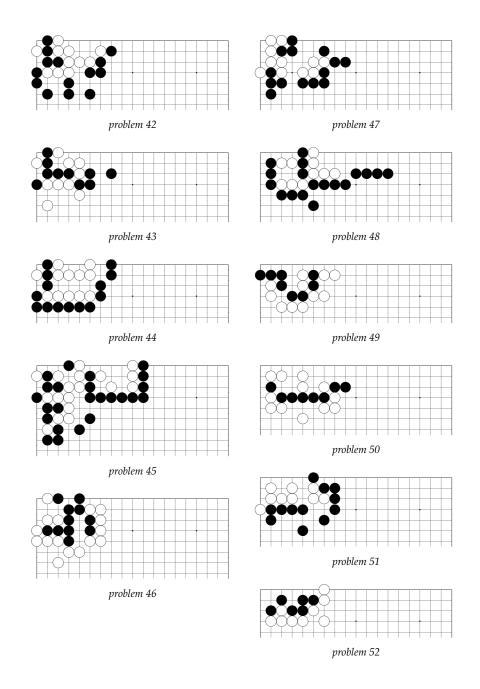
part third – advanced problems

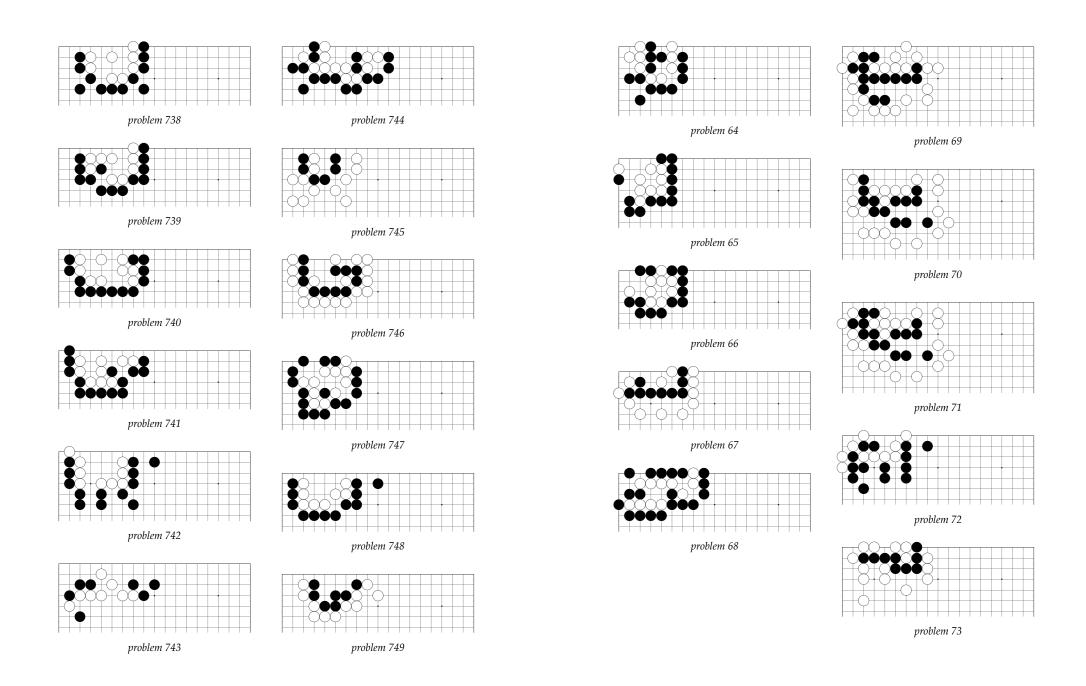


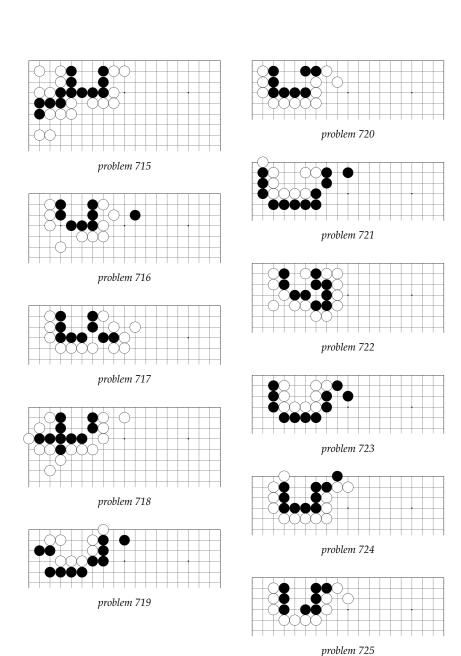


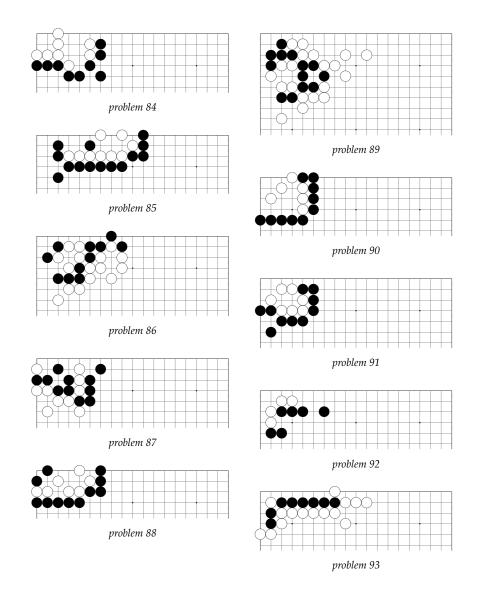


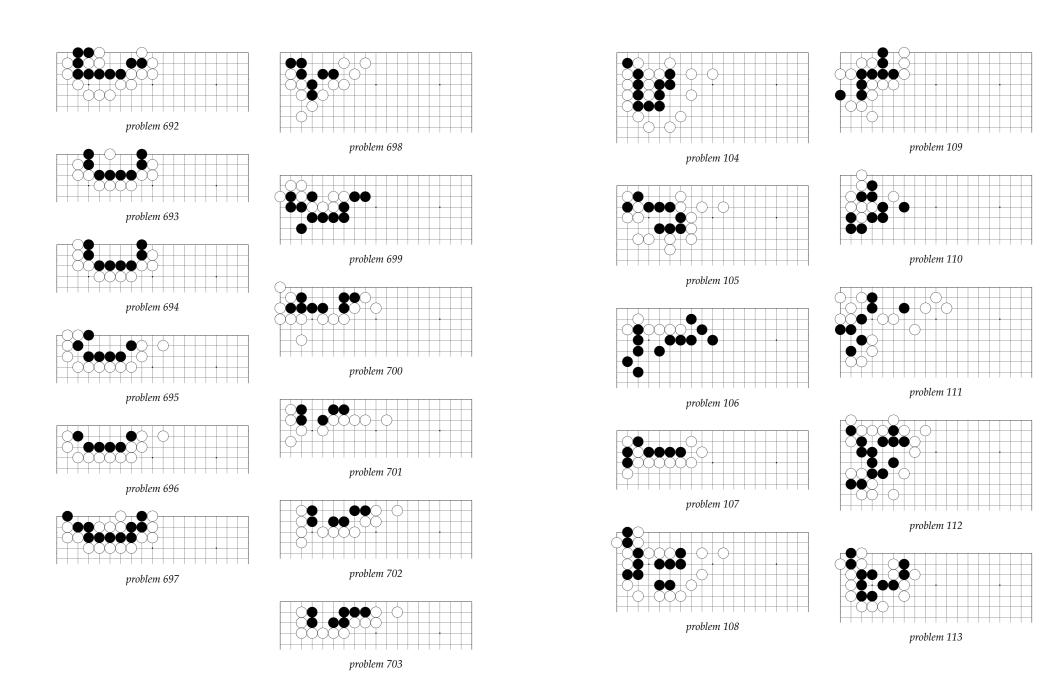


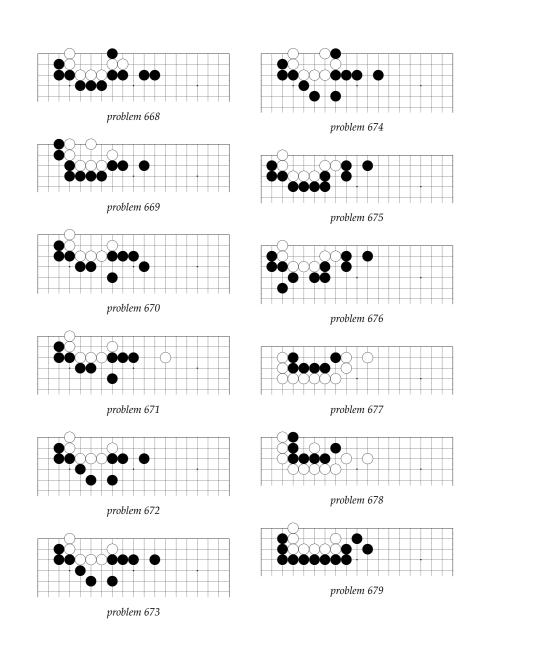


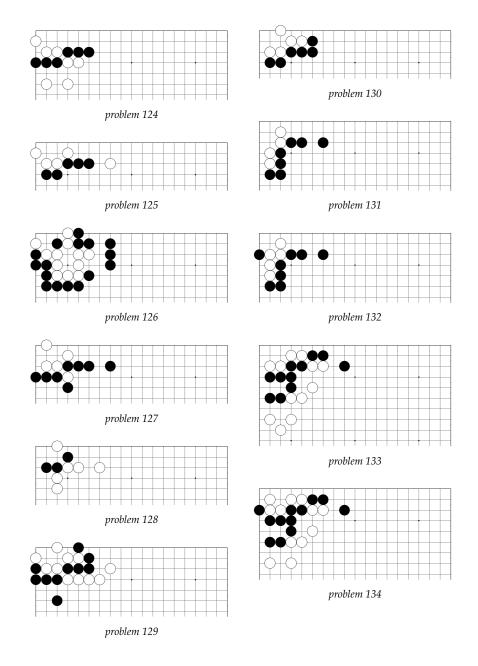


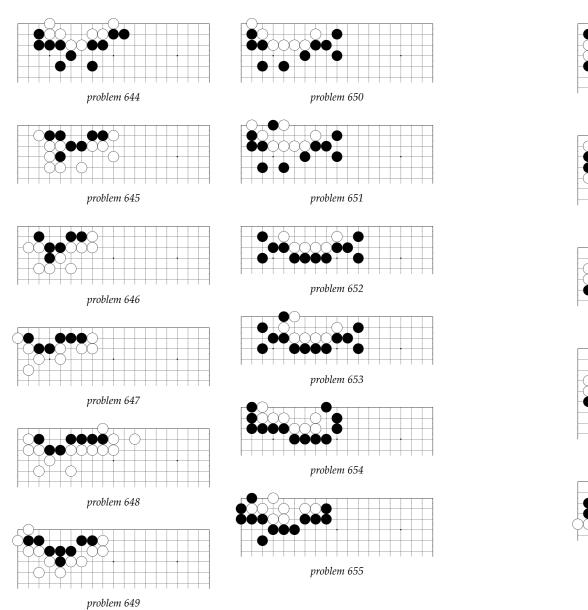


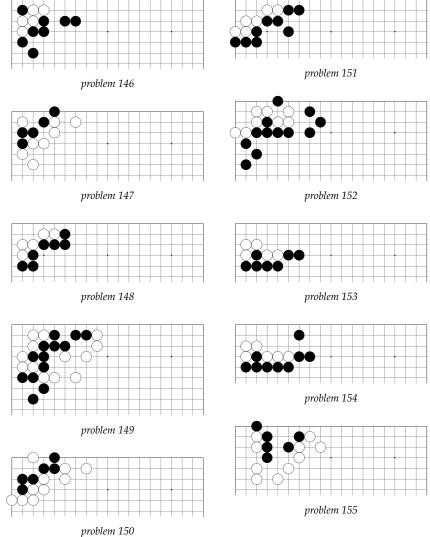


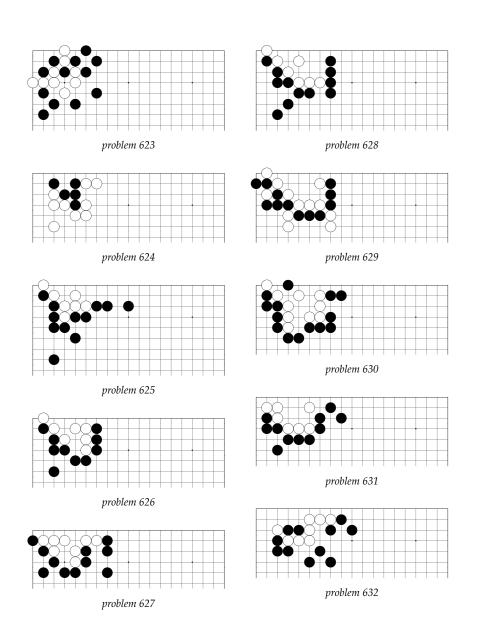


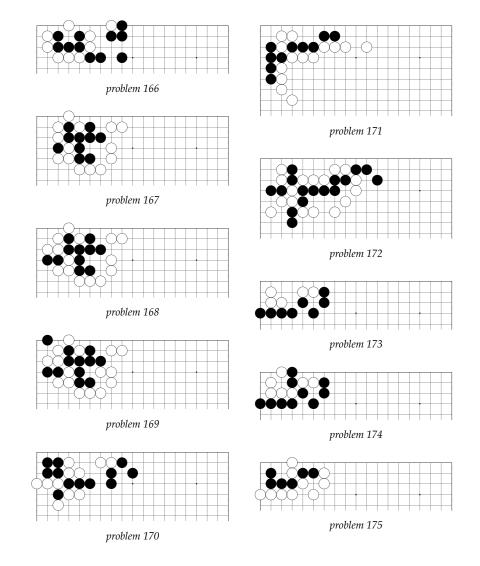


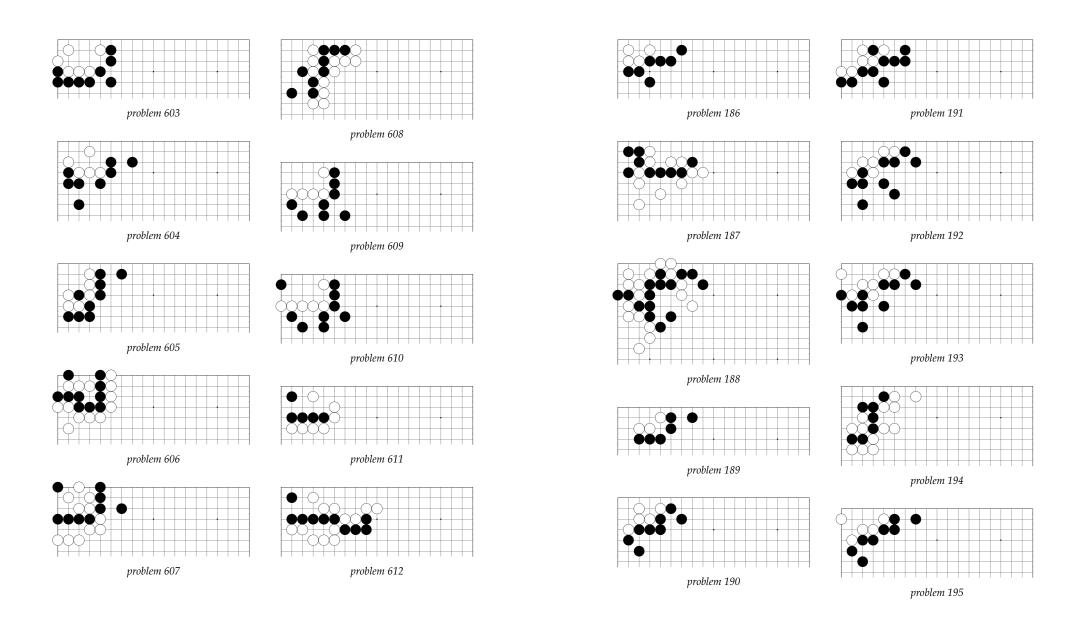


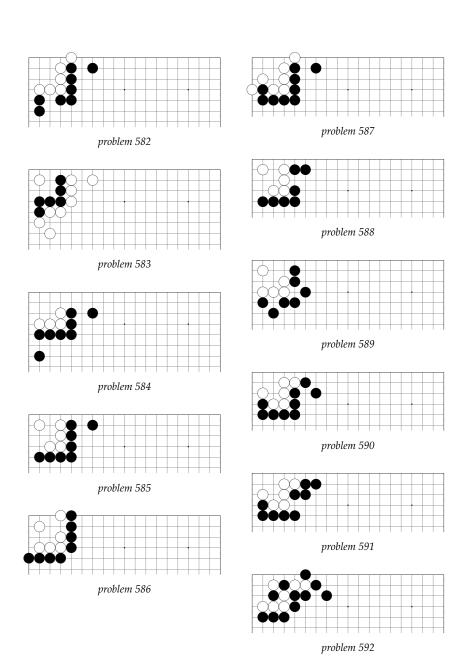


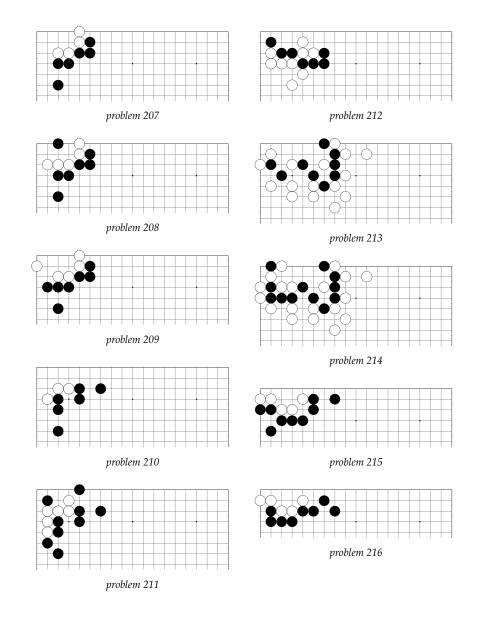


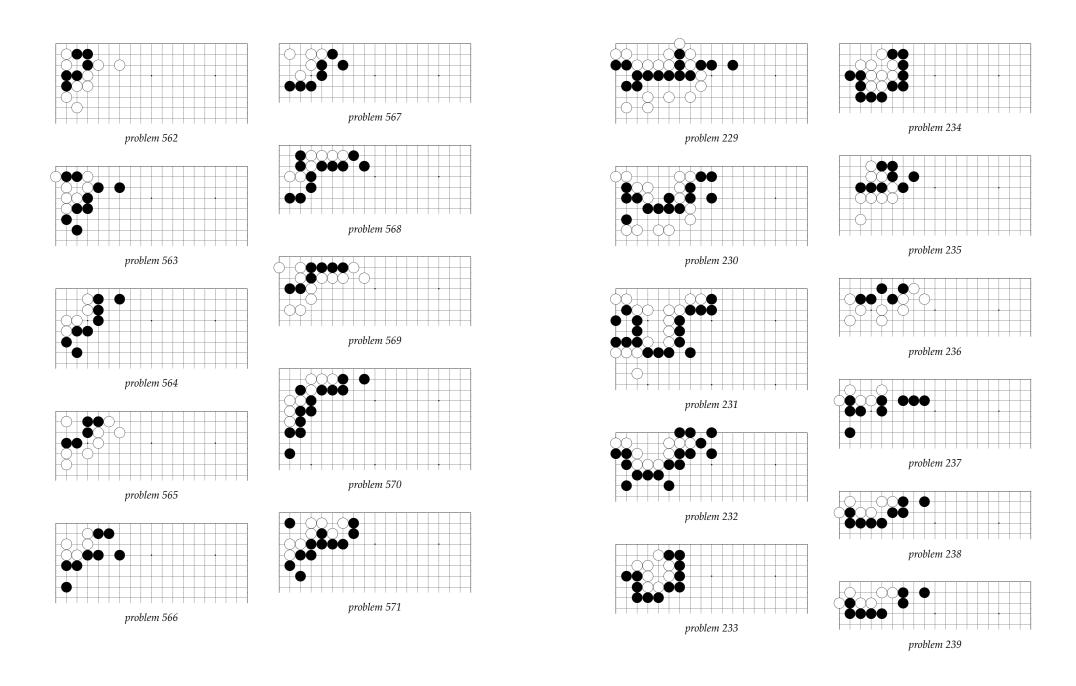


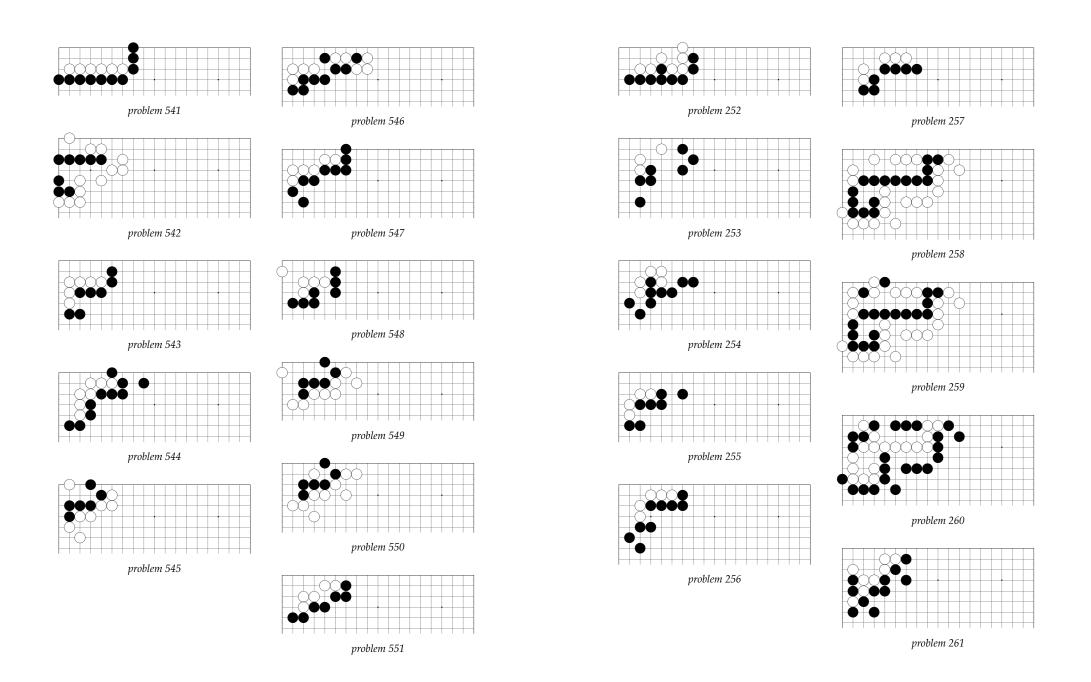


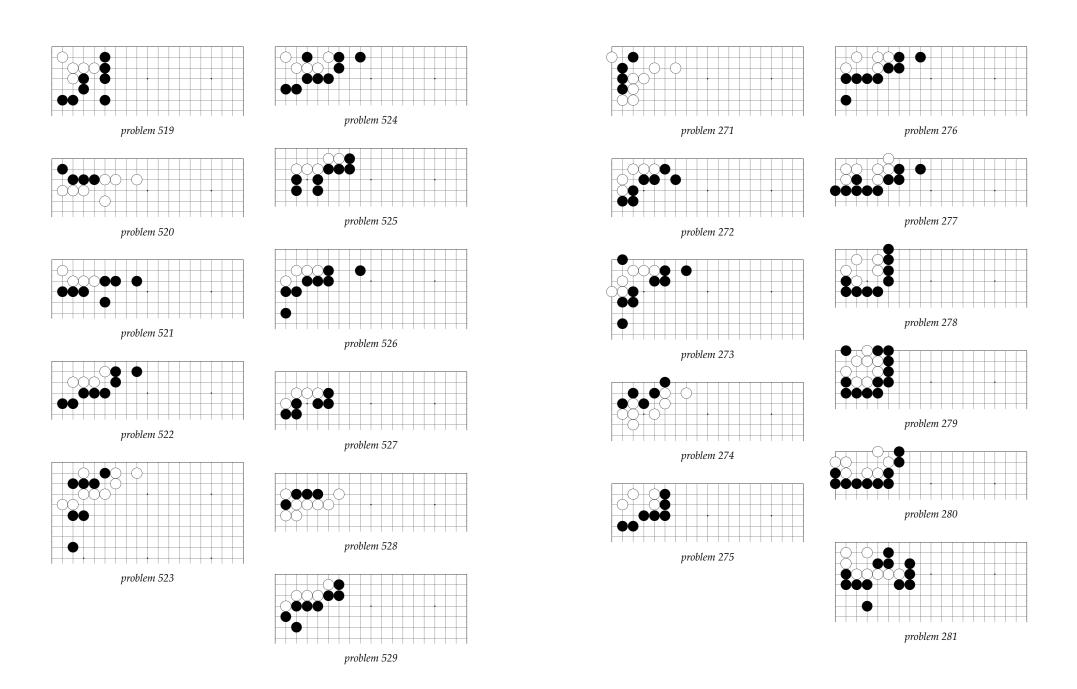


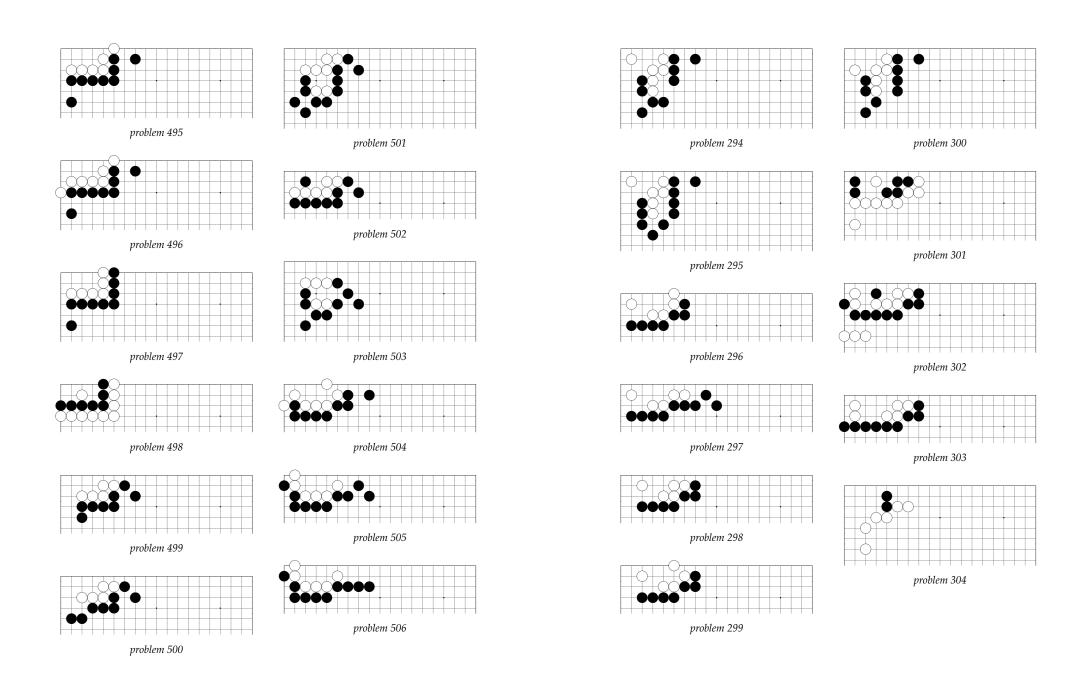


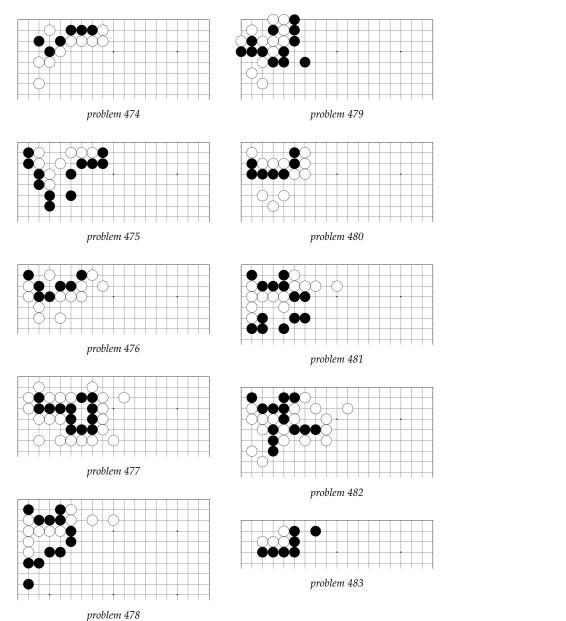


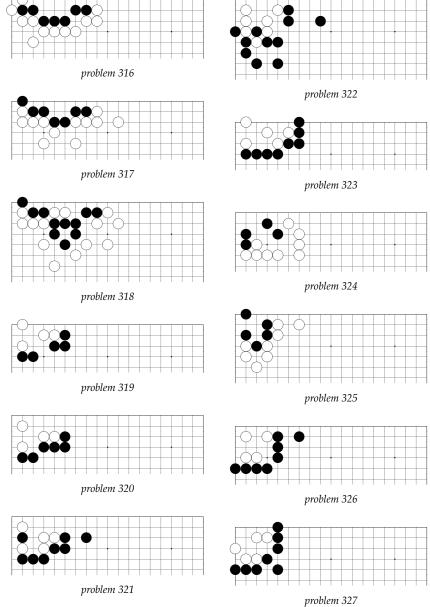


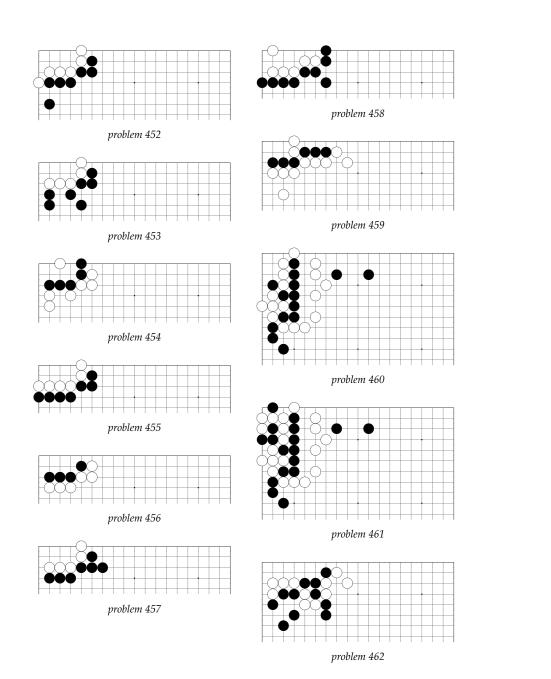


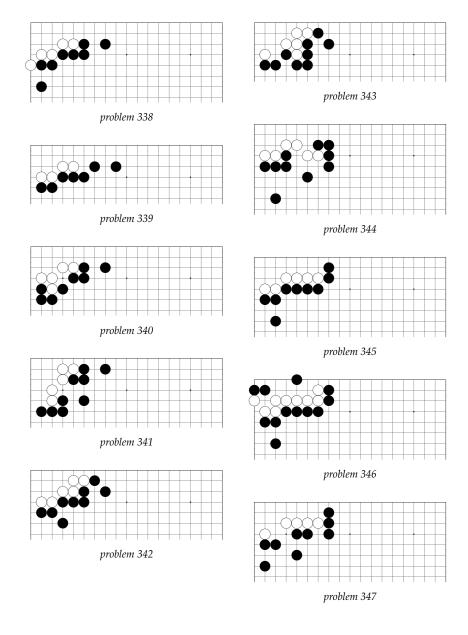


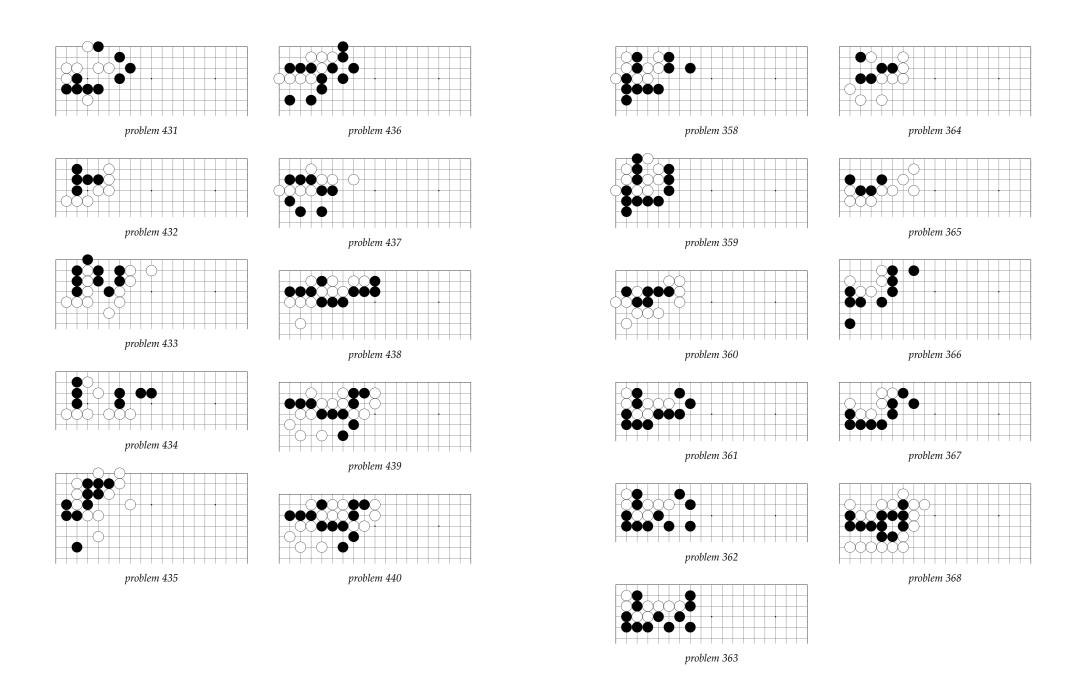


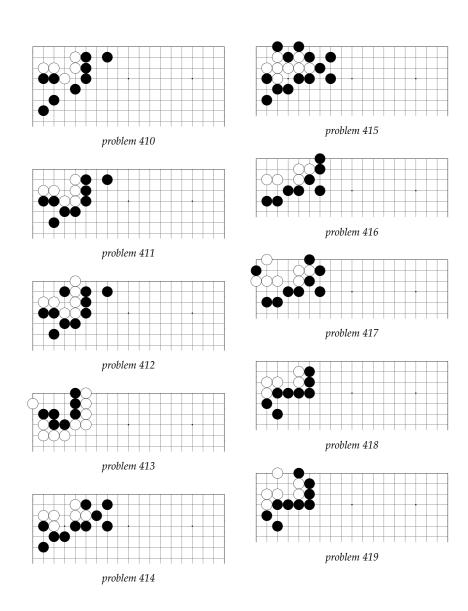


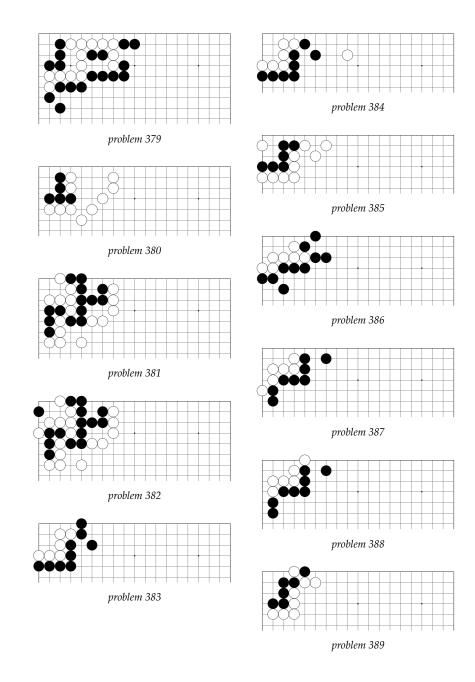












motto:

"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

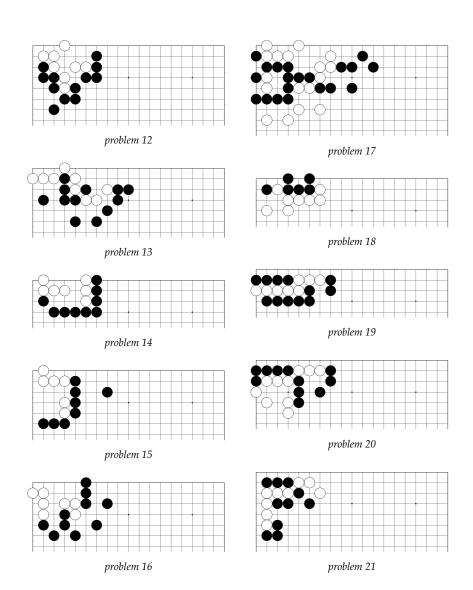
preface:

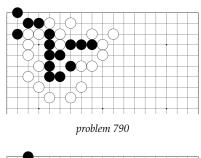
This is a collection of almost three thousand problems from Encyclopedia of life and death by Cho Chikun. The problems come without solution because of two particular reasons: first, I think we can learn more by actually solving the problem, trying all the possible variations; and second, the solutions are copyrighted. It is always **black to move**, so I only show pictures without any distracting text around.

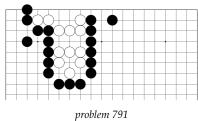
In the third part, you can find about eight hundred problems for dan players, kyu players will have to work really hard to solve them. Dan player should spend on avarage a few minutes on one problem – there are some rather easy problems, but on the other hand some quite hard –, so he is likely to spend about three whole days (day and night) solving the problems.

I wish you enjoyment and improving in the wonderful game of go, weiqi, baduk, or whatever you like to call it.

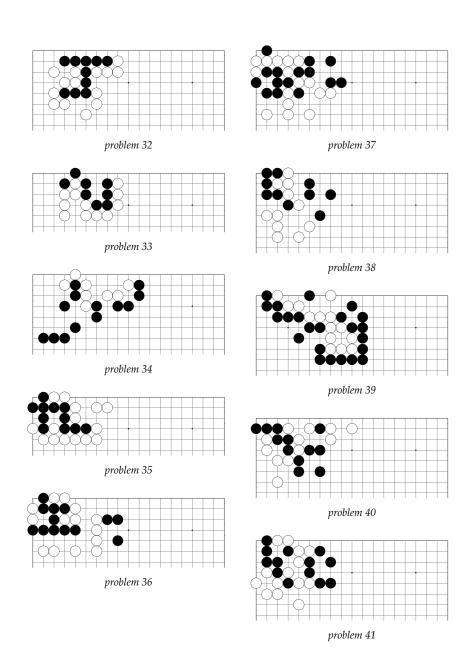
tasuki 27.11.2004

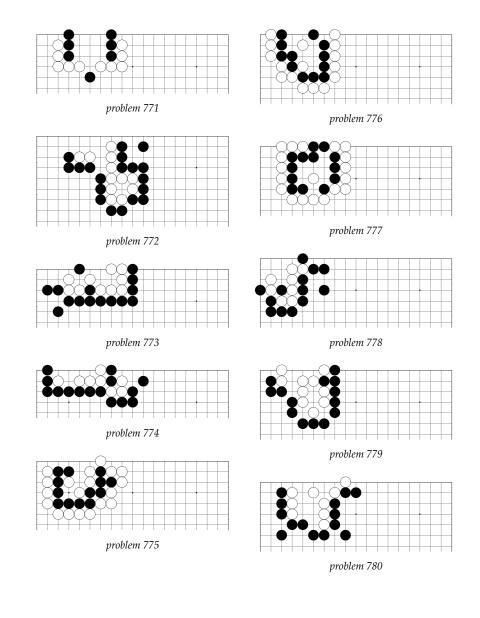


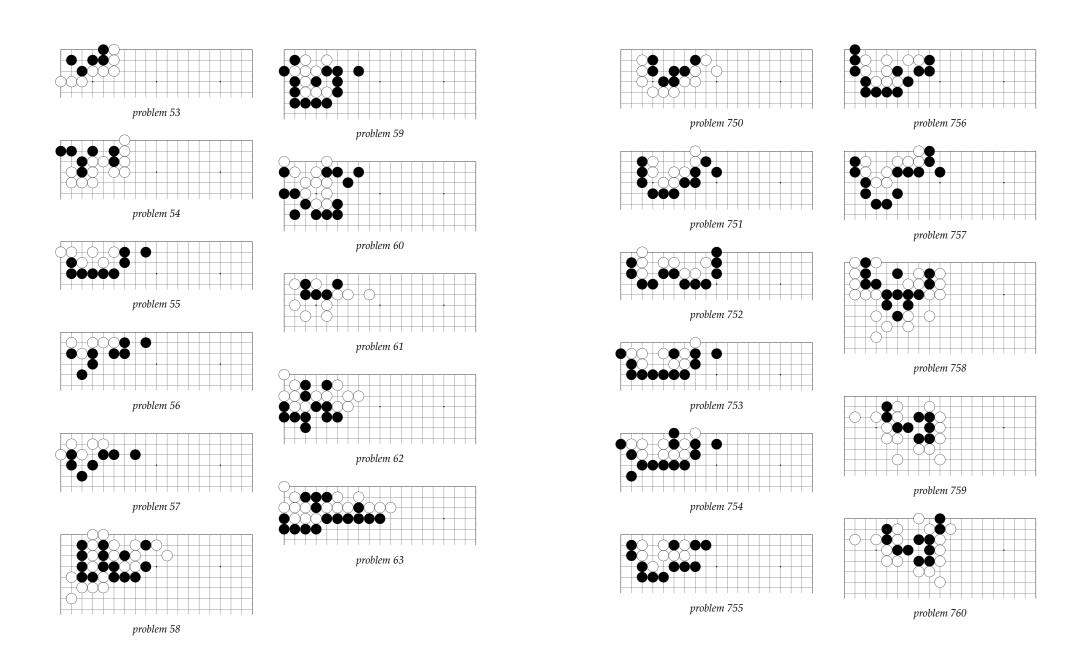


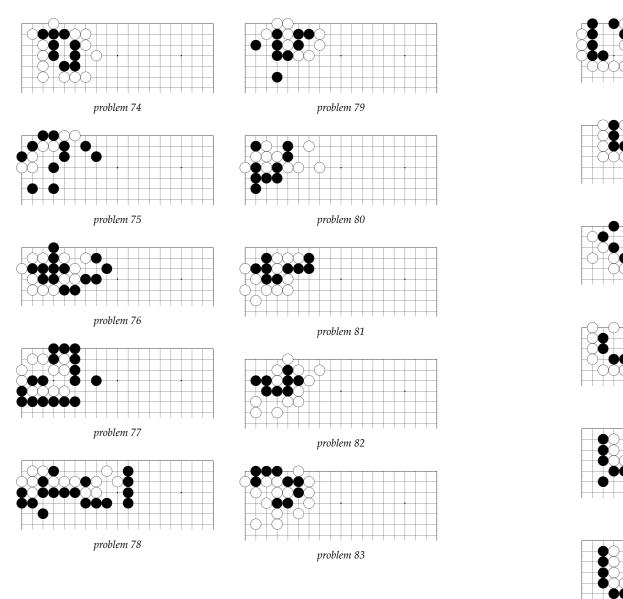


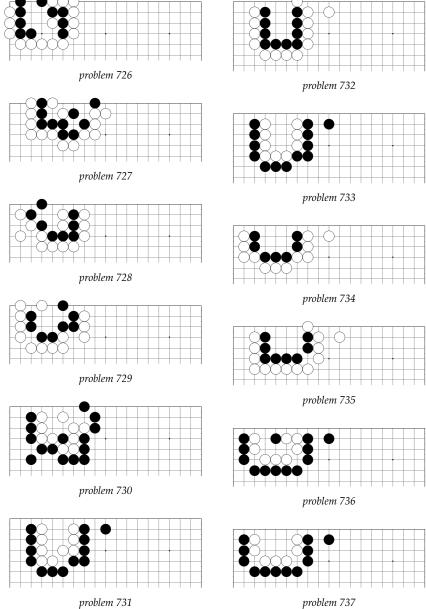
problem 792

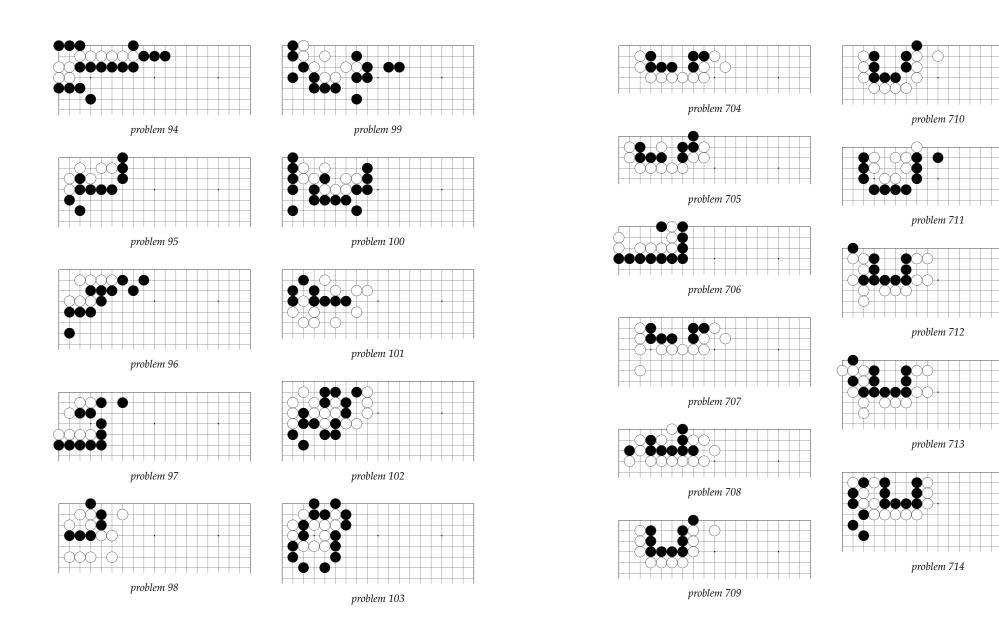


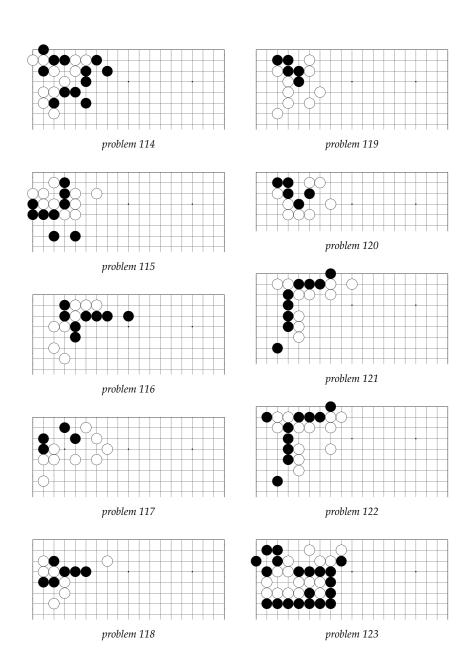


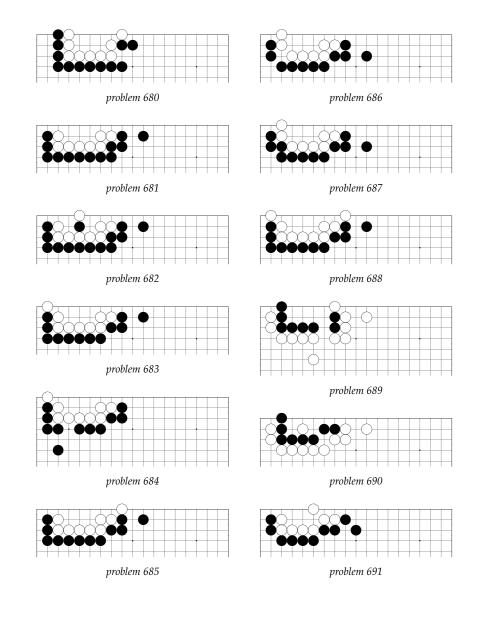


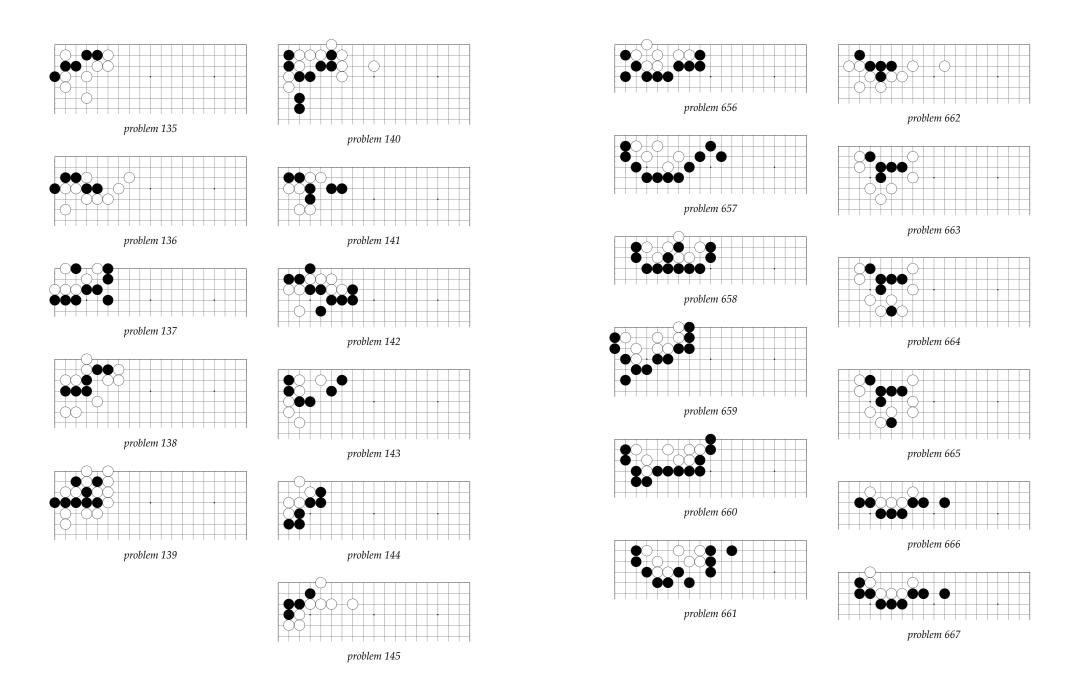


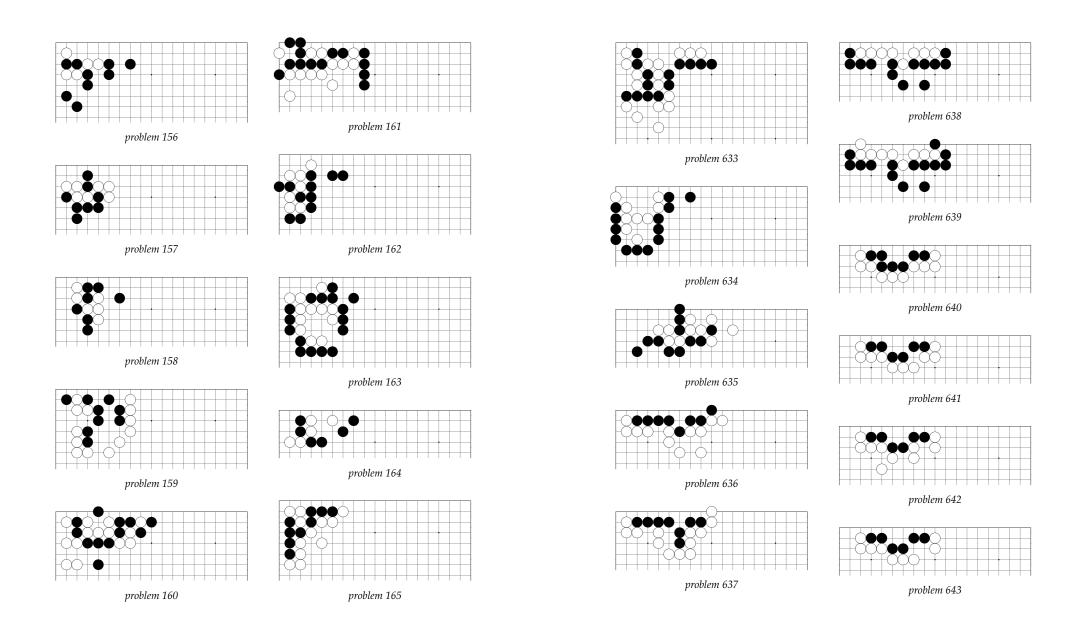


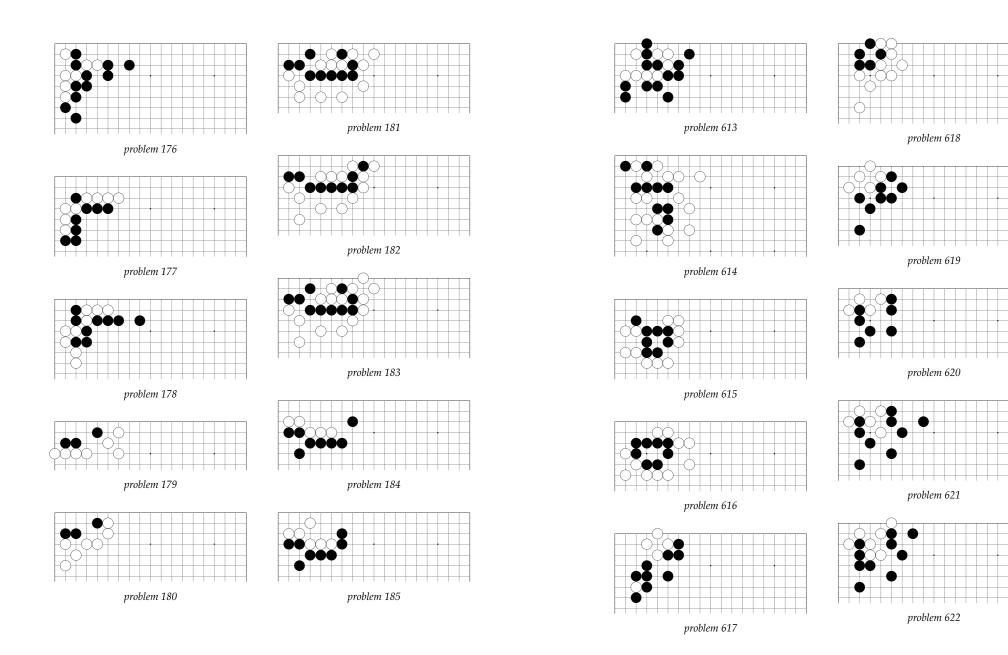


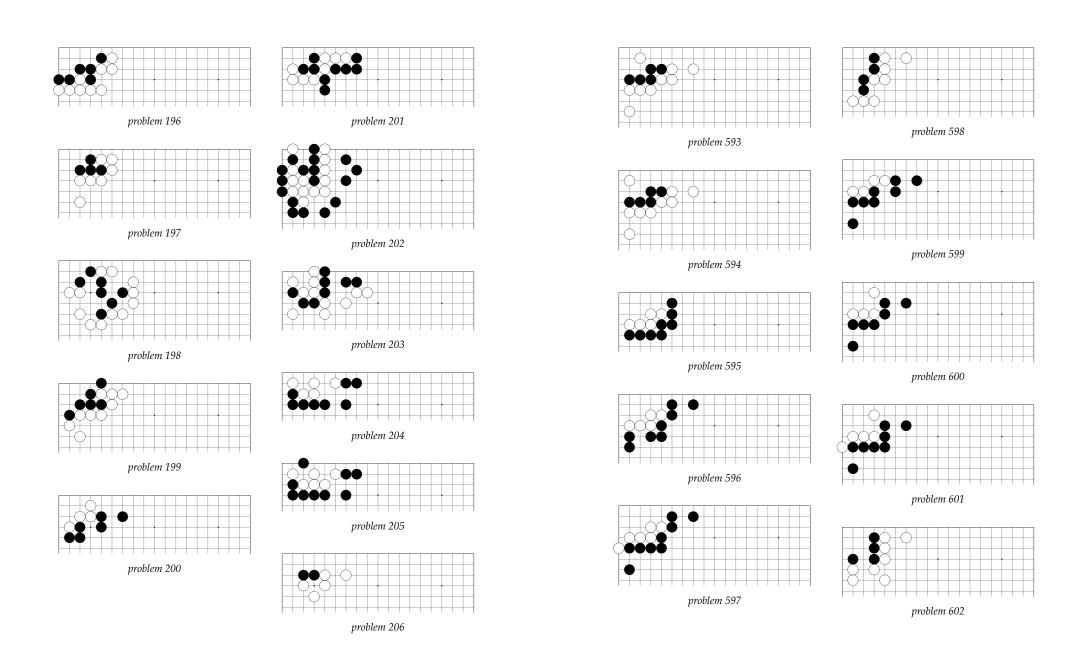


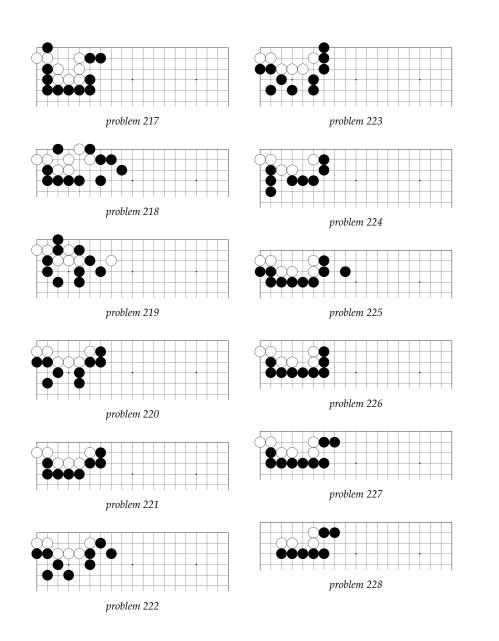


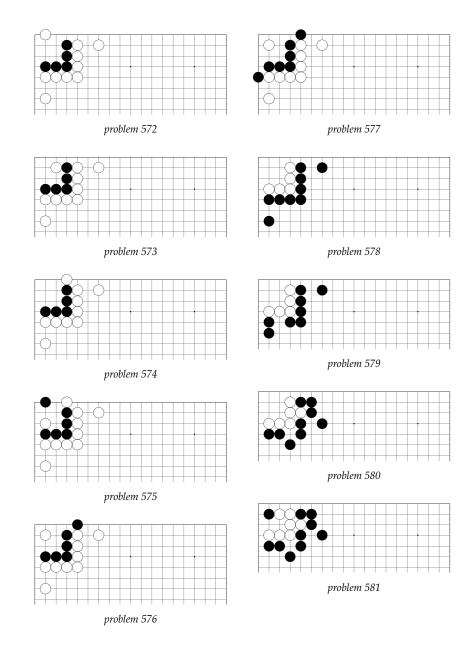


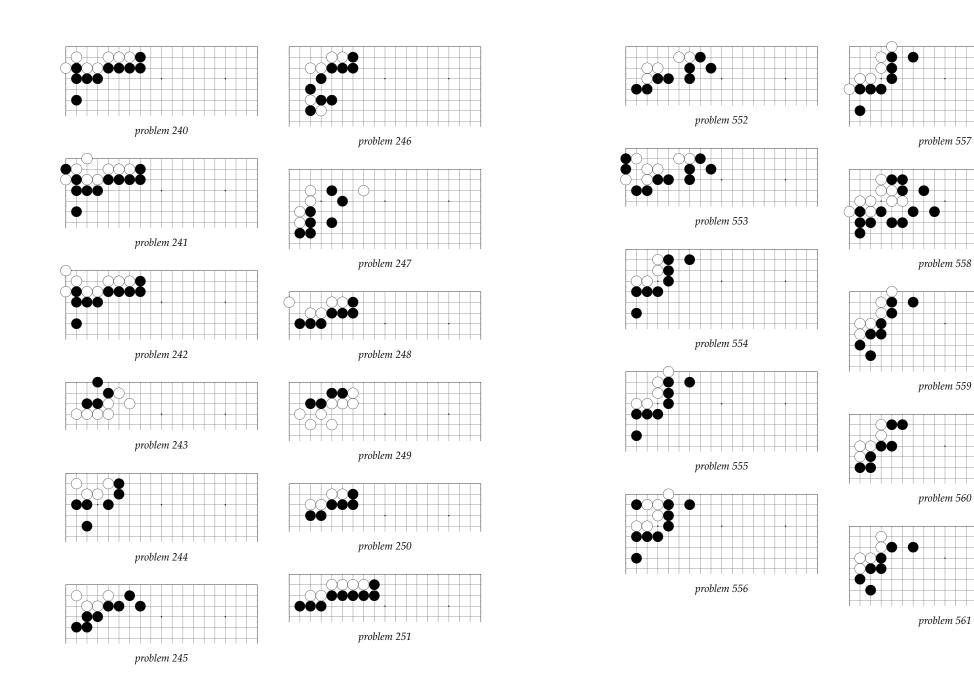


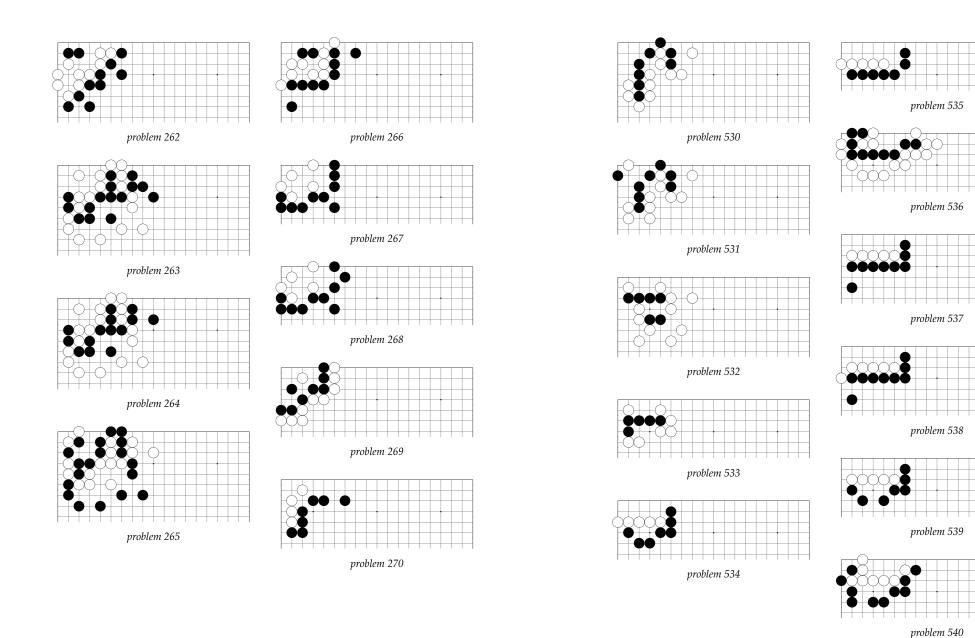


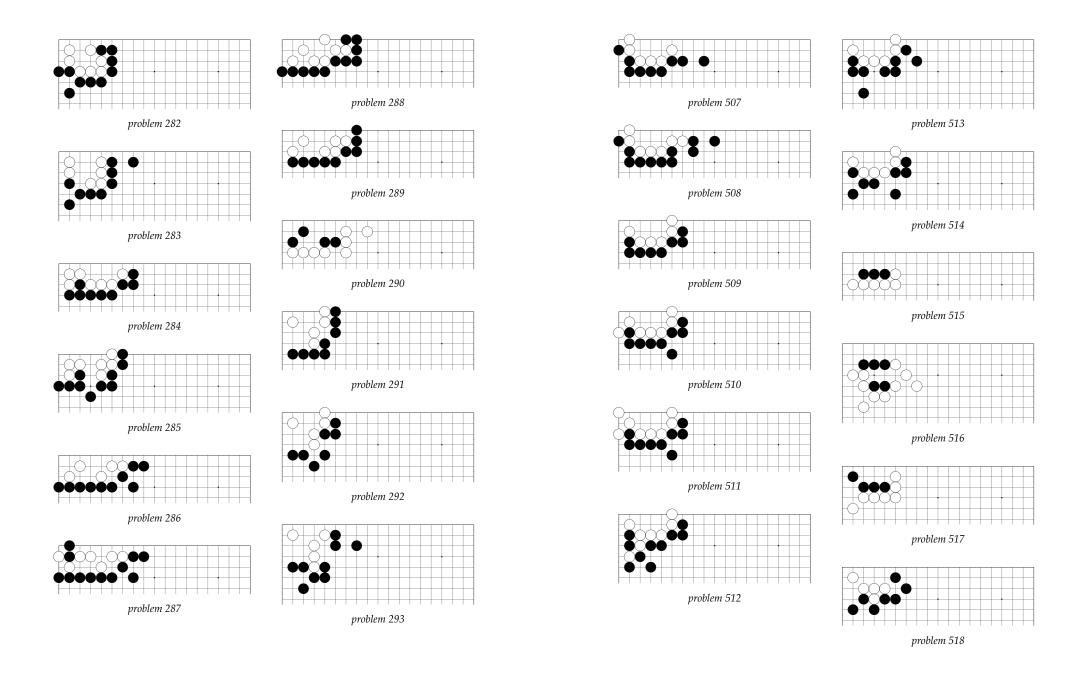


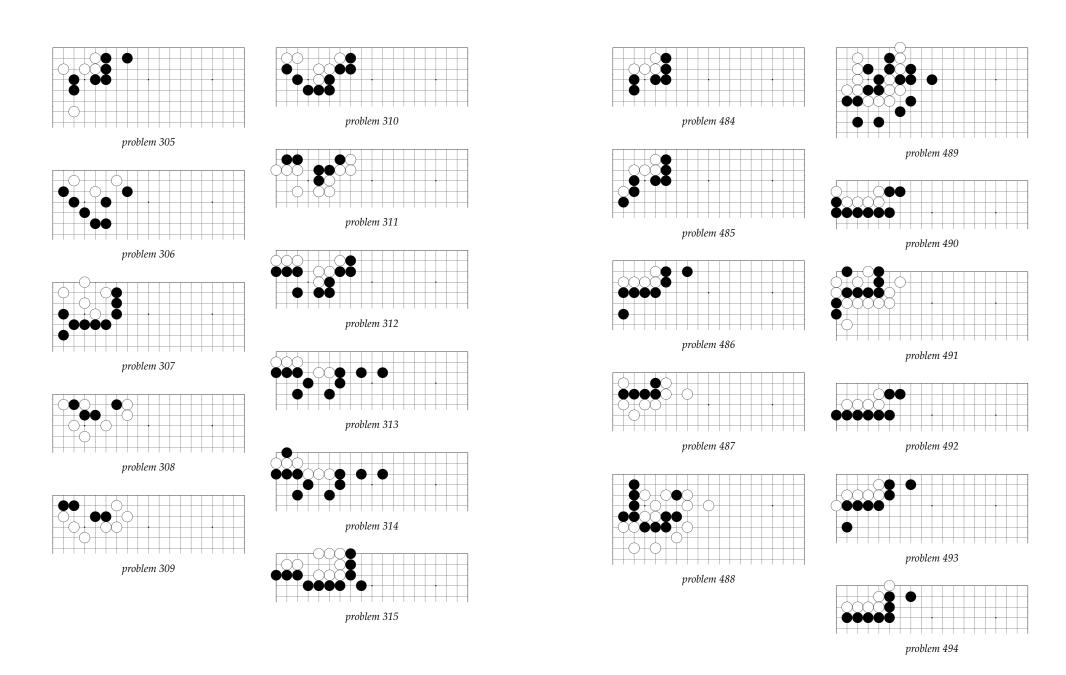


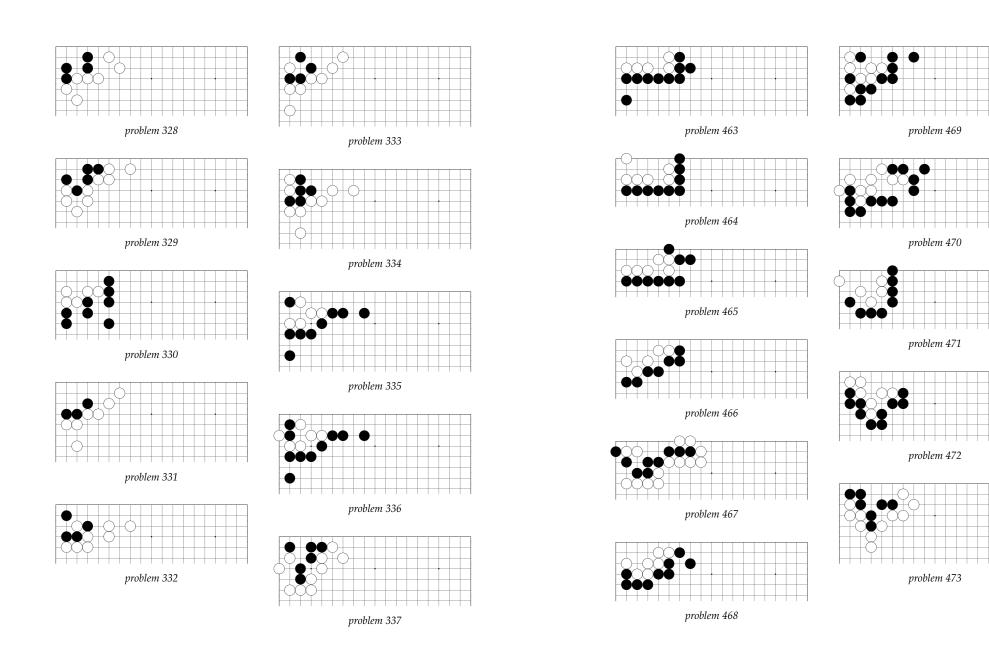


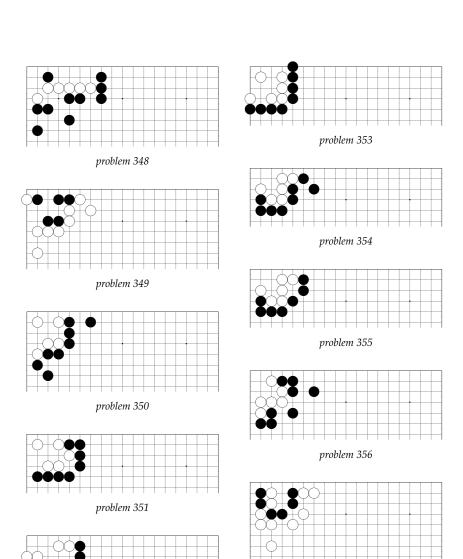












problem 352

problem 357

