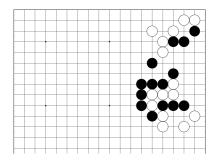
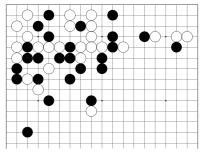
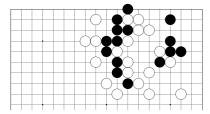
囲碁 発陽論 igo hatsuyo-ron



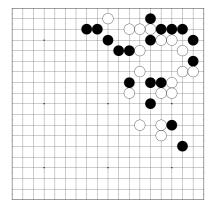
problem 175, white to play



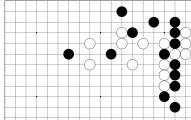
problem 179, black to play

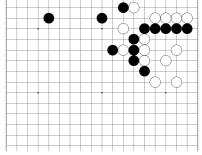


problem 176, black to play

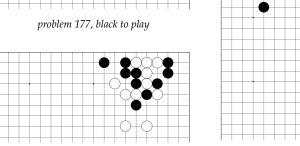


problem 180, black to play

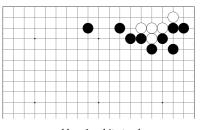




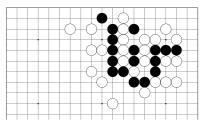
problem 181, white to play



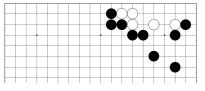
problem 178, black to play



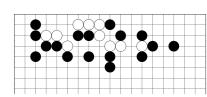
problem 1, white to play



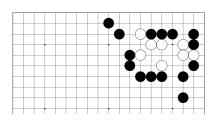
problem 5, black to play



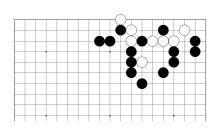
problem 2, white to play



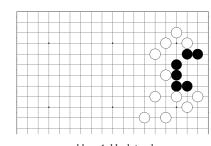
problem 6, white to play



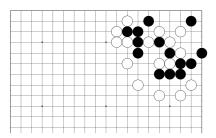
problem 3, white to play



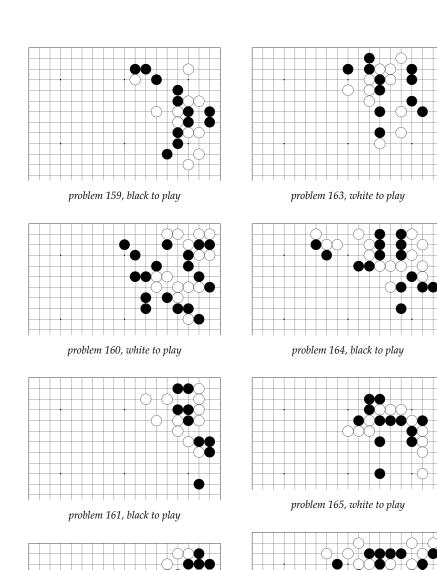
problem 7, white to play



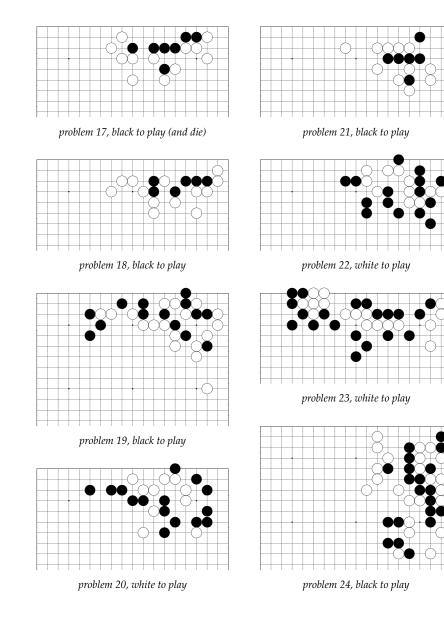
problem 4, black to play



problem 8, black to play

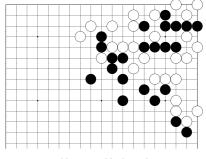


problem 162, black to play

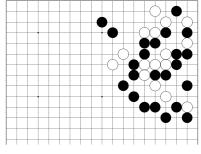


22

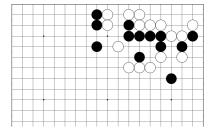
problem 166, black to play



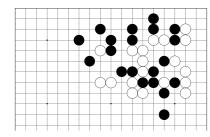
problem 147, black to play



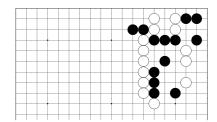
problem 150, white to play



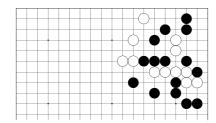
problem 148, black to play



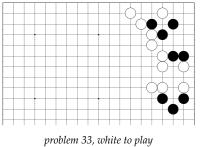
problem 151, white to play

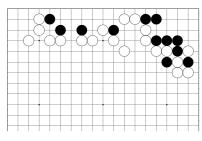


problem 149, white to play

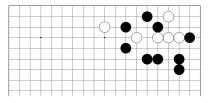


problem 152, white to play

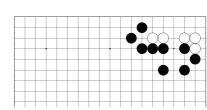




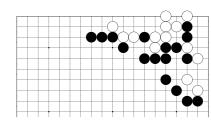
problem 37, white to play



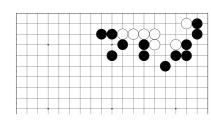
problem 34, black to play



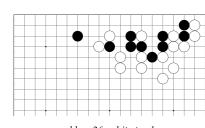
problem 38, black to play



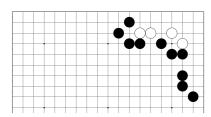
problem 35, black to play



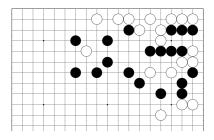
problem 39, black to play



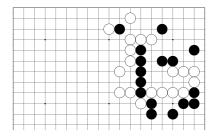
problem 36, white to play



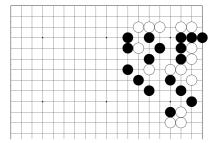
problem 40, black to play



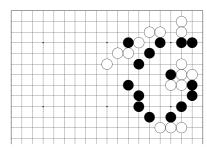
problem 132, white to play



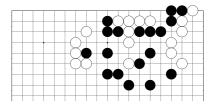
problem 136, white to play



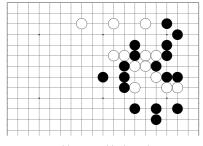
problem 133, white to play



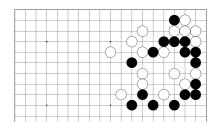
problem 137, white to play



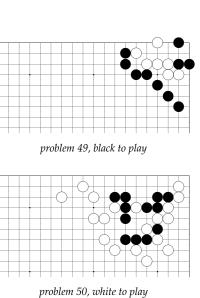
problem 134, white to play

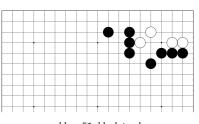


problem 138, black to play

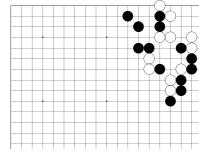


problem 135, black to play

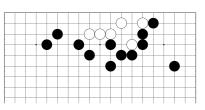




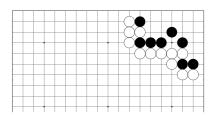
problem 51, black to play



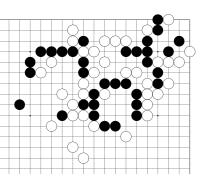
problem 52, black to play



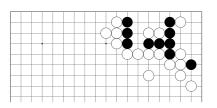
problem 53, black to play



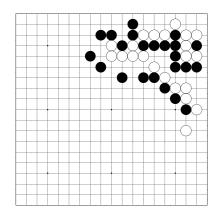
problem 54, white to play



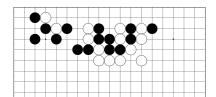
problem 55, white to play



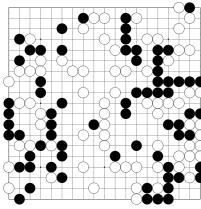
problem 56, white to play



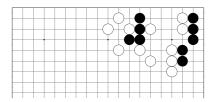
problem 118, black to play



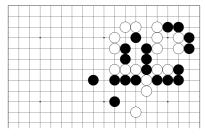
problem 119, black to play



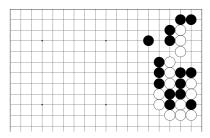
problem 120, black to play



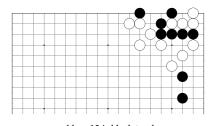
problem 121, black to play



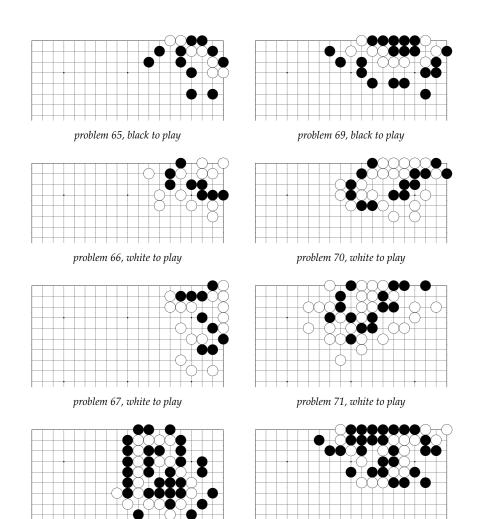
problem 122, white to play



problem 123, black to play

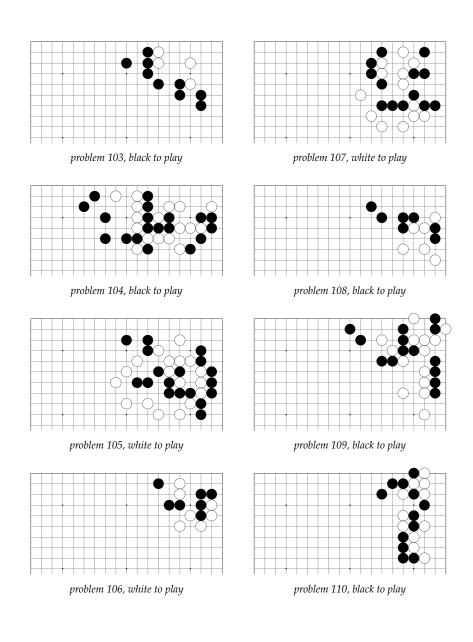


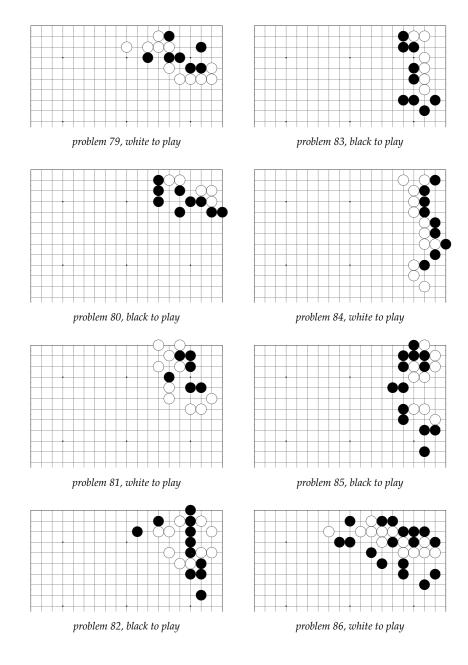
problem 124, black to play



problem 72, black to play

problem 68, black to play





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

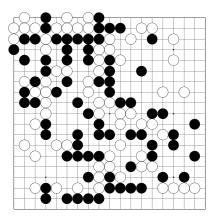
preface:

This problem collection was compiled around 1710 by Inoue Dosetsu Inseki, fourth head of the Inoue house and fifth Meijin Godokoro. It was designed for training of the best students of the Inoue school and was kept secret for a long time.

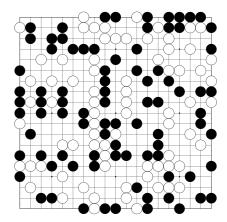
Igo Hatsuyo-ron consists of 183 mostly insanely difficult problems and is aimed at serious players with deep interest in the game. While solving the problems takes many months, possibly even years, finding the solution is always particularly rewarding.

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

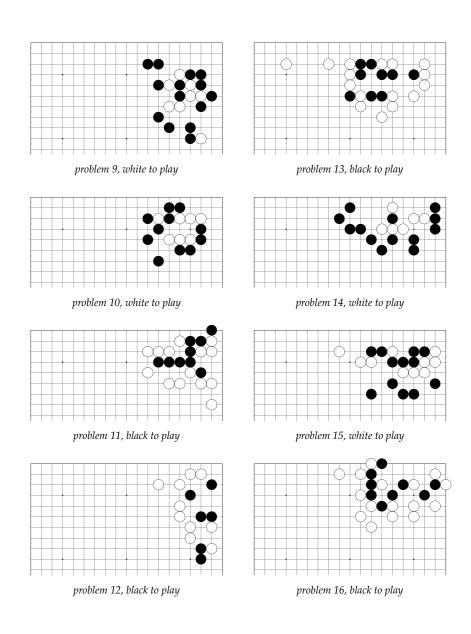
tasuki 27.11.2006

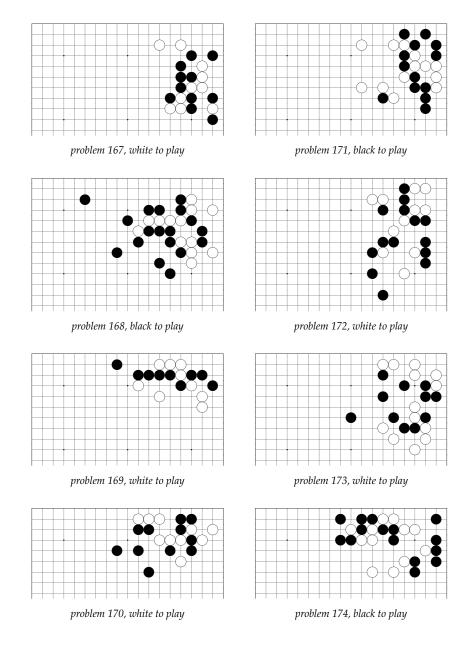


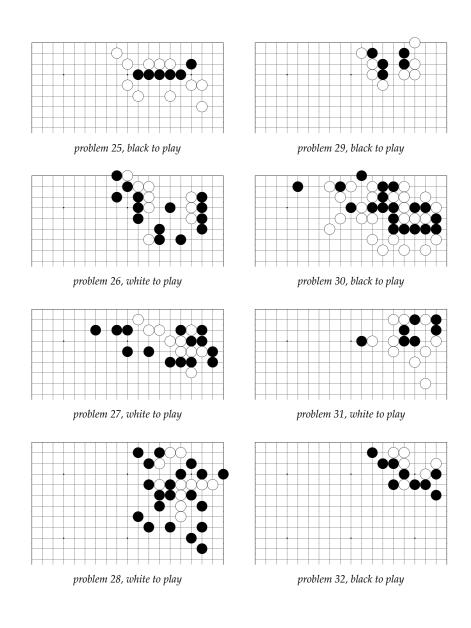
problem 182, white to play

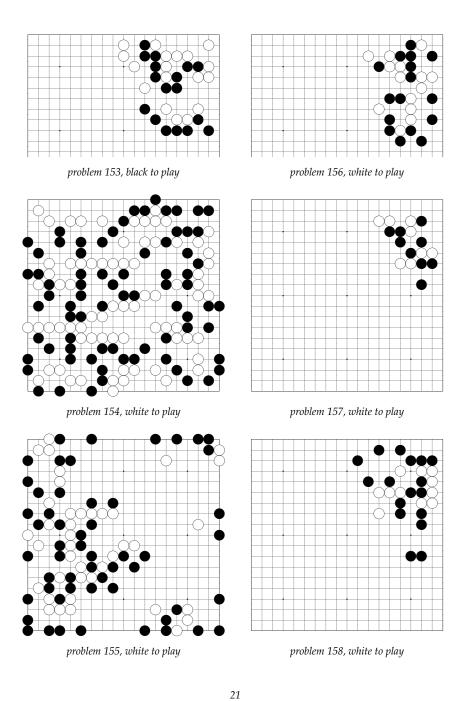


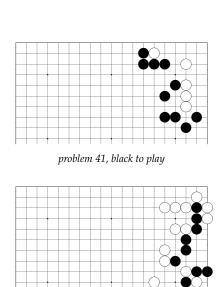
problem 183, black to play



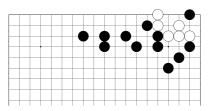




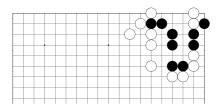




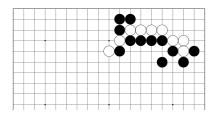
problem 42, white to play



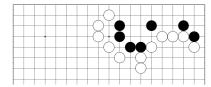
problem 43, black to play



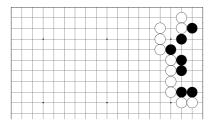
problem 44, white to play



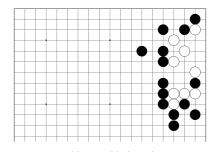
problem 45, black to play



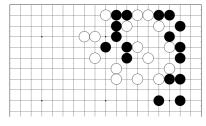
problem 46, white to play



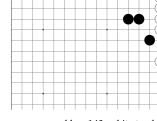
problem 47, white to play



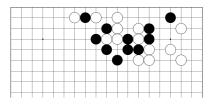
problem 48, black to play



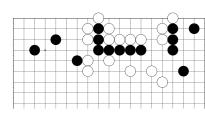
problem 139, black to play



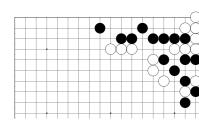
problem 143, white to play



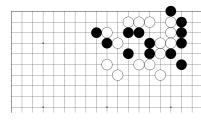
problem 140, black to play



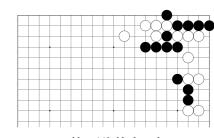
problem 144, black to play



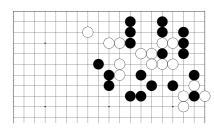
problem 141, white to play



problem 145, black to play



problem 142, black to play



problem 146, white to play

