

# The Game of Go (II)

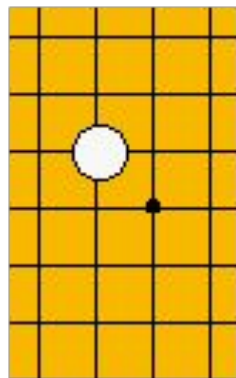




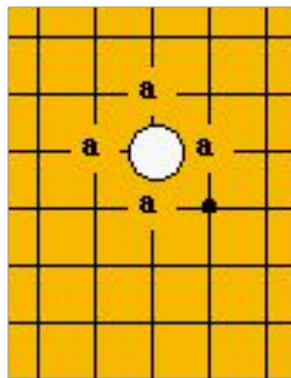
## Guideline

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

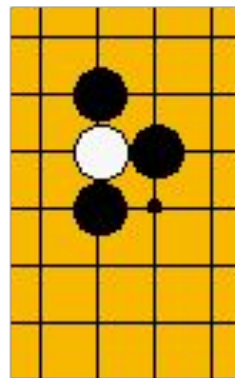
# Liberty



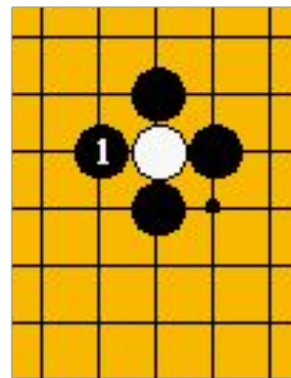
Dia. 3



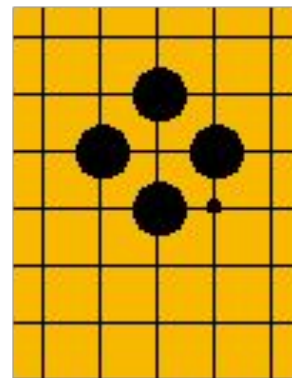
Dia. 4  
liberties



Dia. 5  
atari

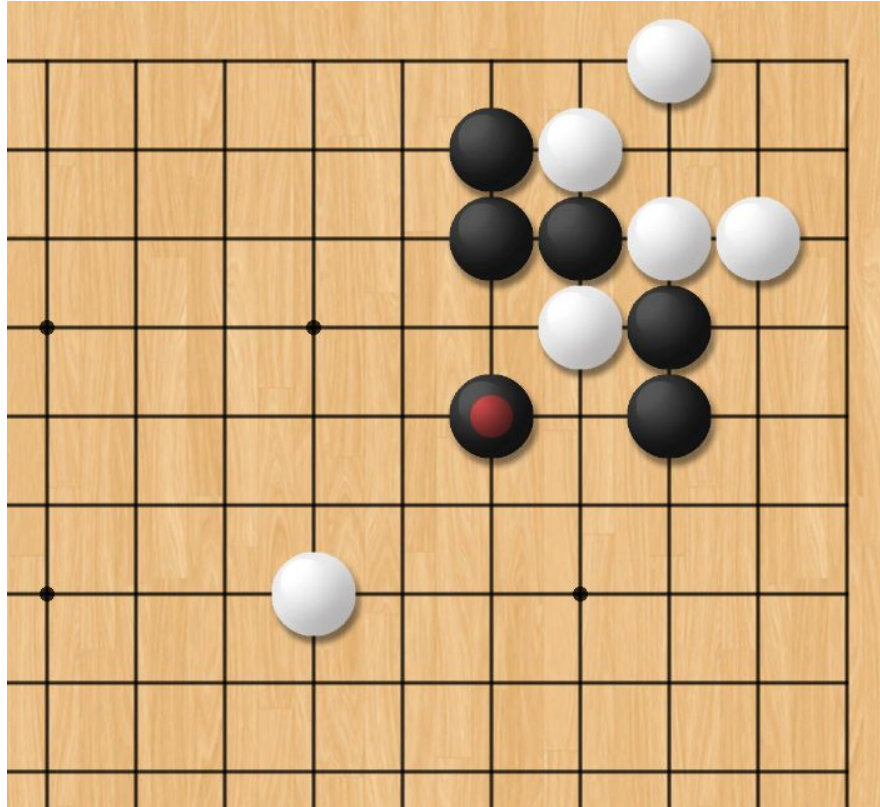


Dia. 6  
capture

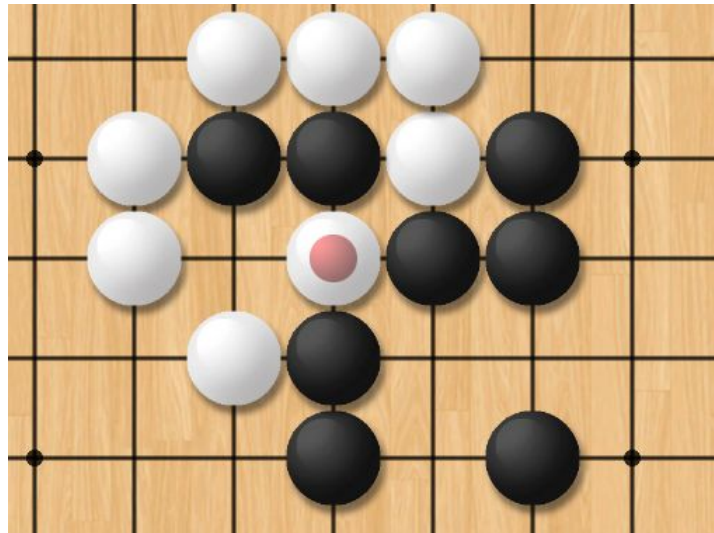
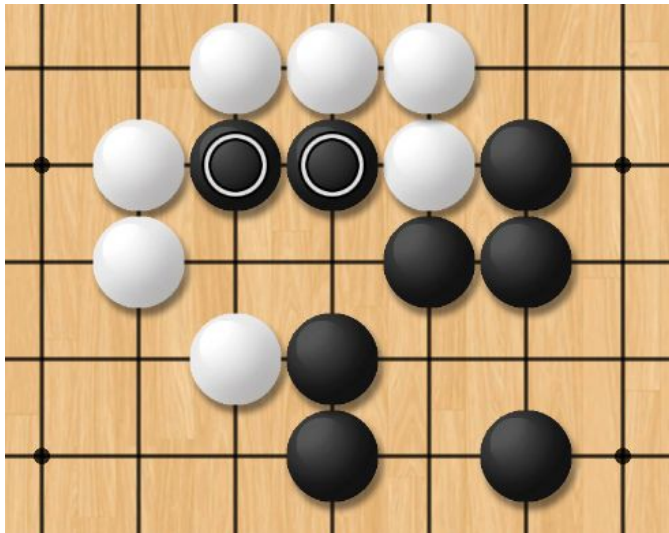


Dia. 7  
result

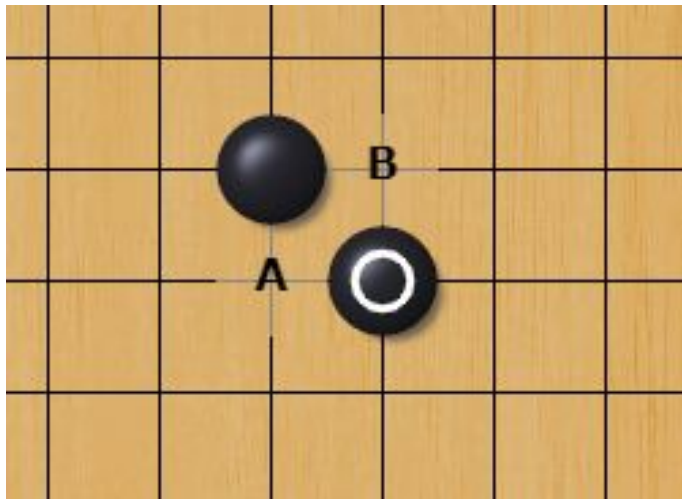




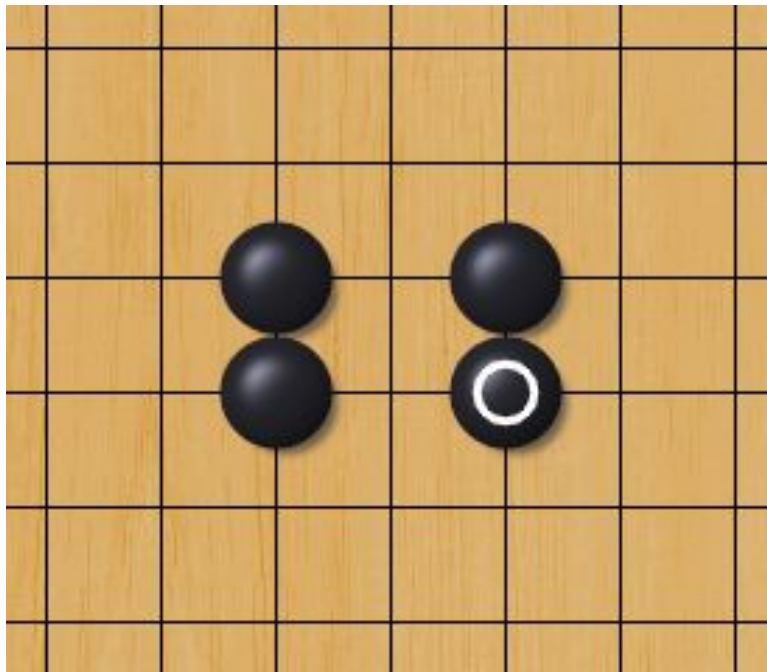
# Snapback



## Defense yourself: Diagonal Move(Kosumi)

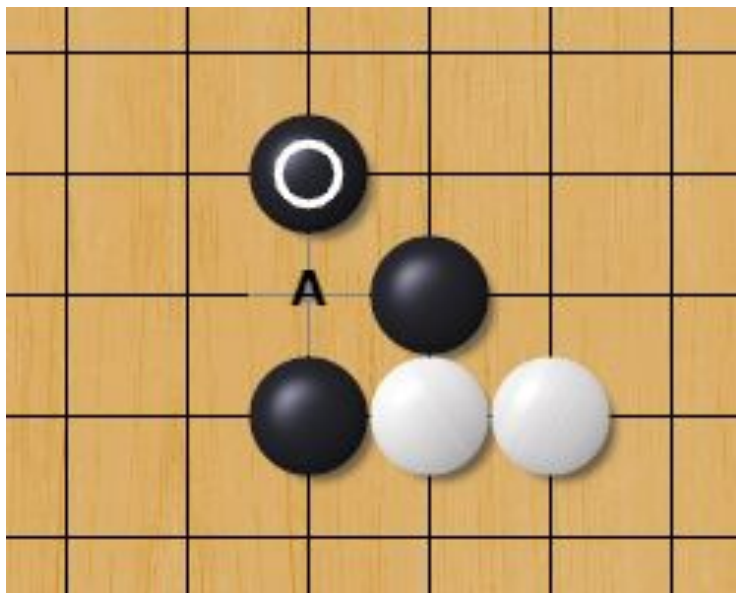


## Defense yourself: Bamboo Join

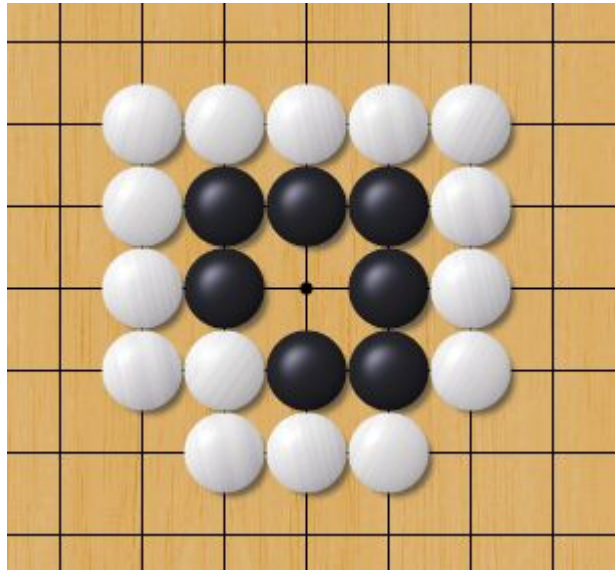




## Defense yourself: Tiger's Mouth

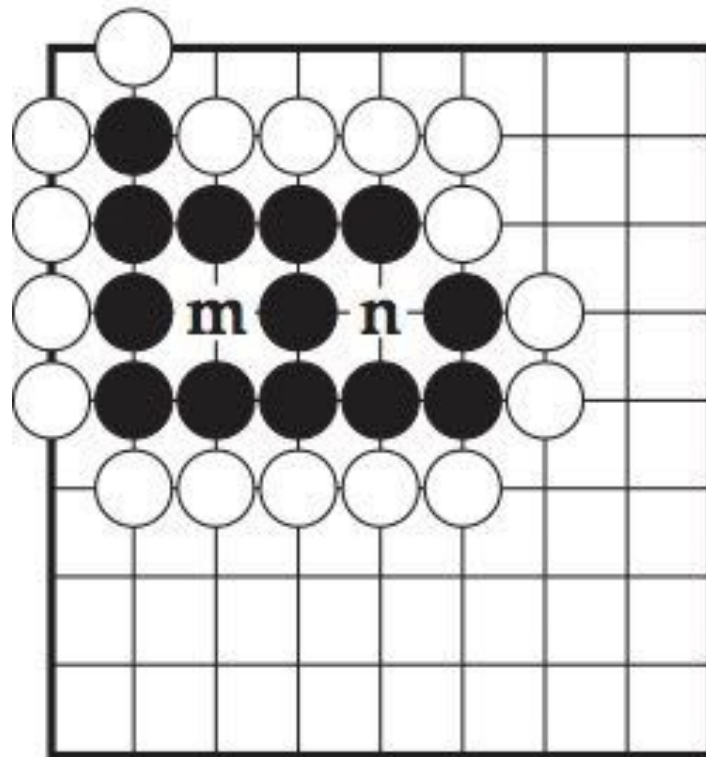


# Eye



## Direvative Rule: Eye

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

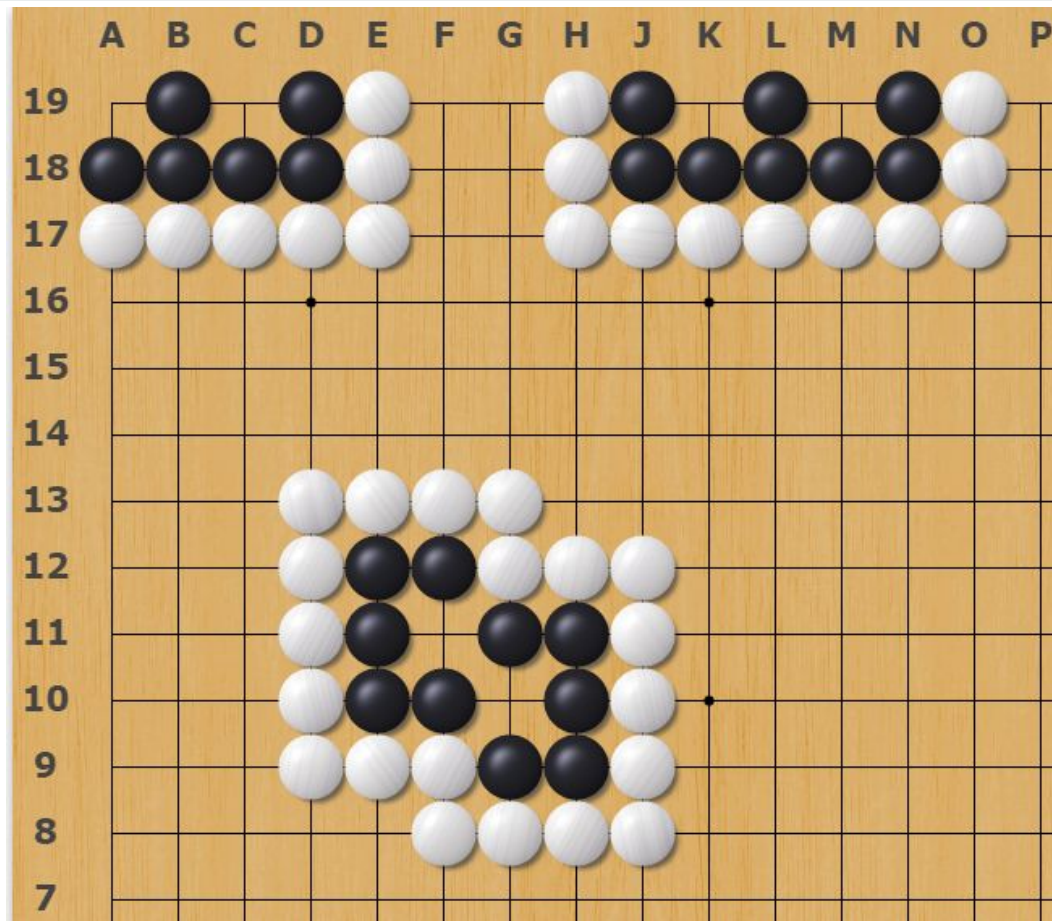


  
**2 true eyes ->  
unconditionally alive**

You need at least:

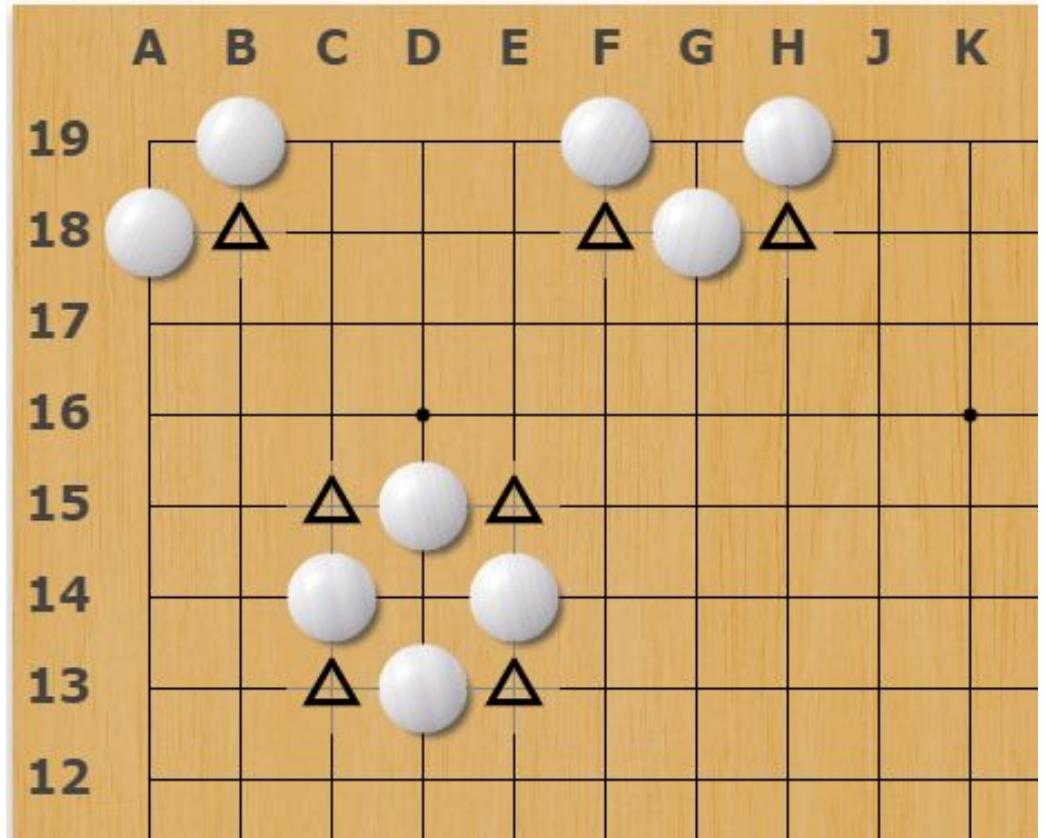
- **6** at **Corner**,
- **8** at **Edge**,
- **10** in the **middle**

to make an unconditionally  
alive shape.



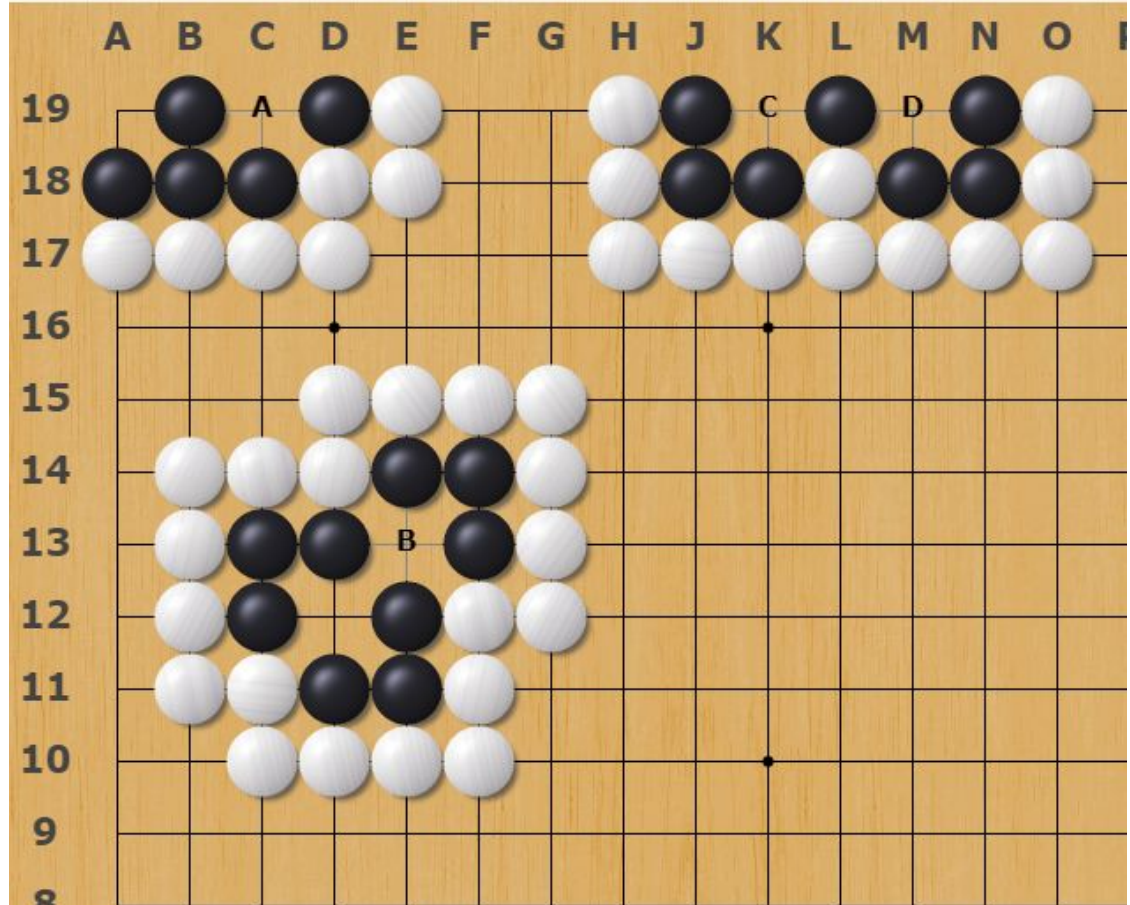
## False Eyes

- Identify
- Divide & Conquer



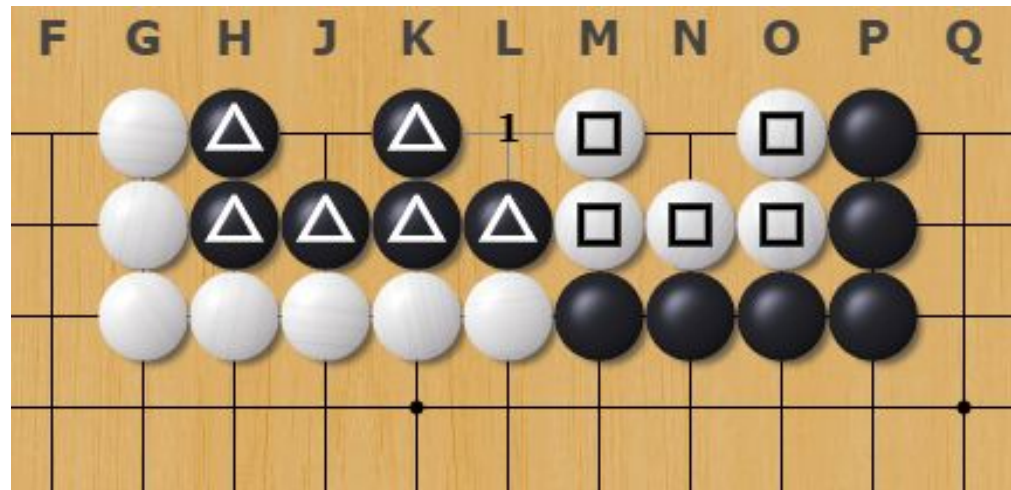
## False Eyes

- Identify
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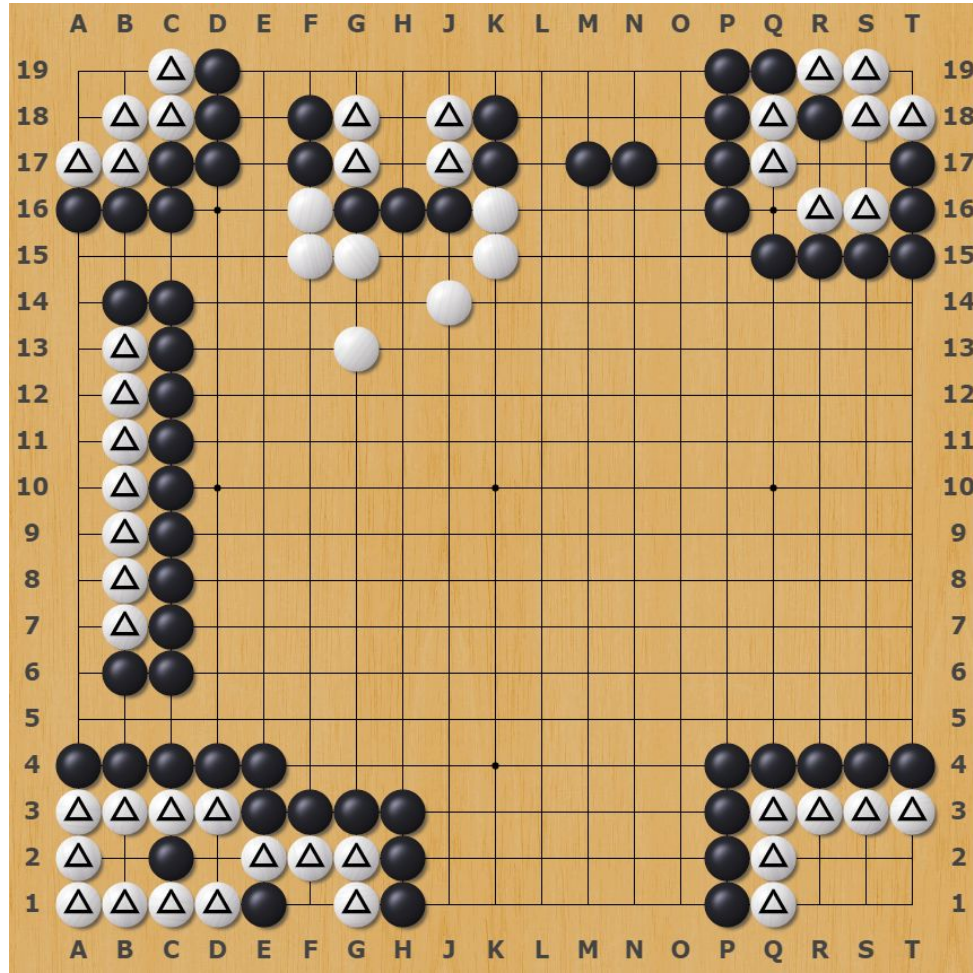




## Mutually Alive (Seki)

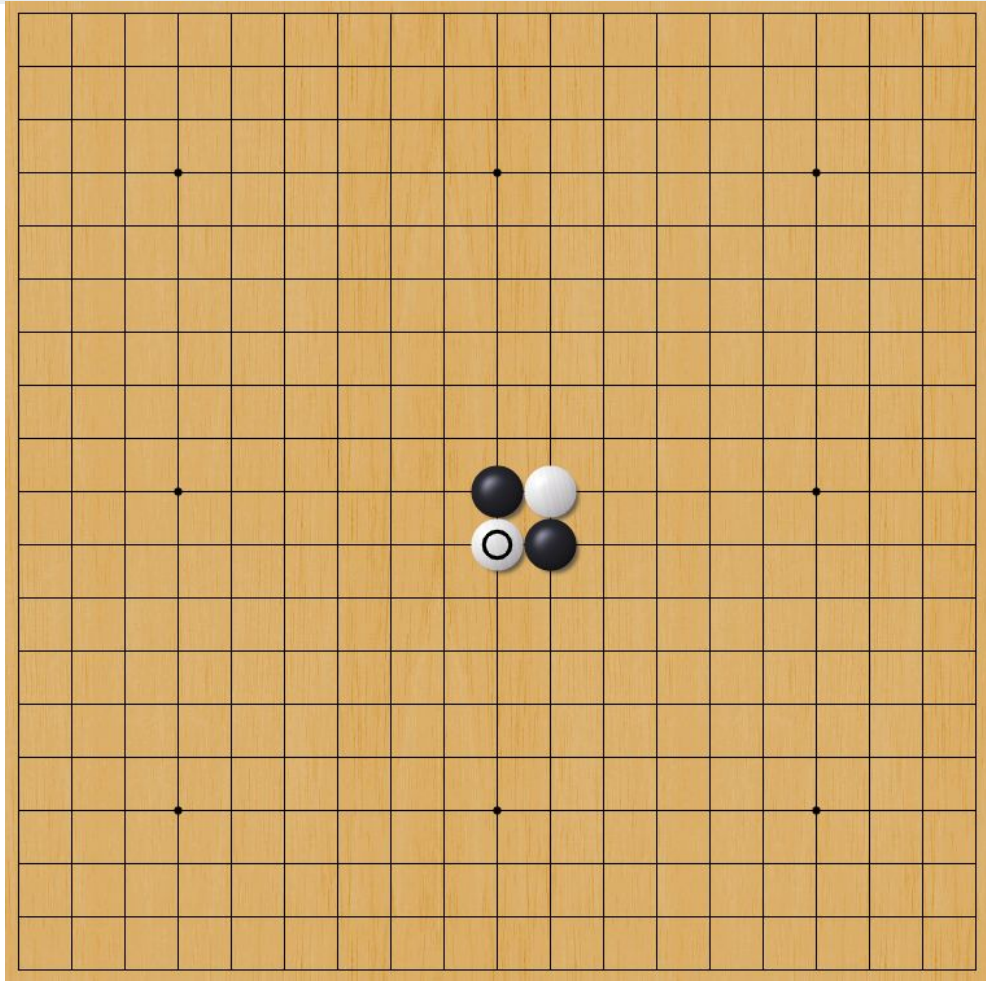


 Practice:

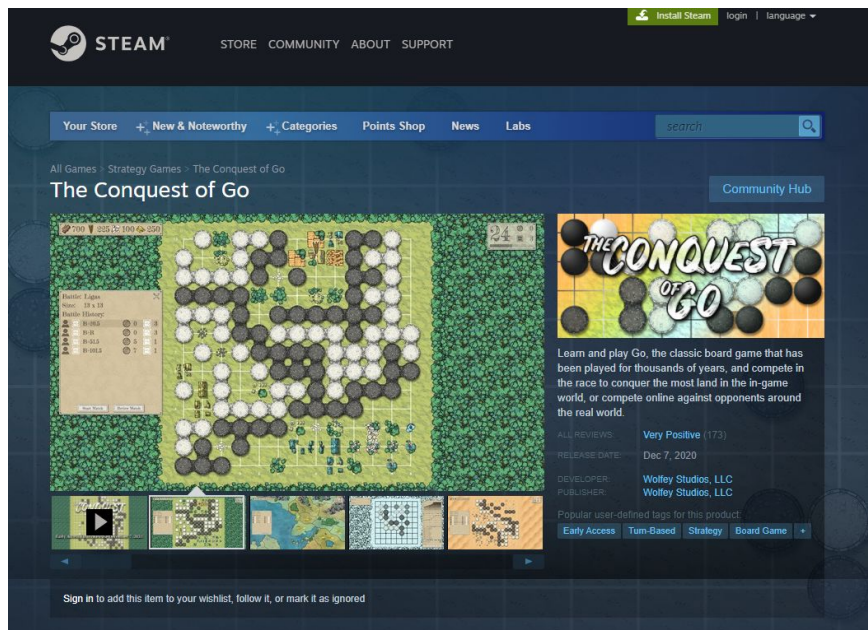




# Game: First Blood



# The Conquest of Go



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