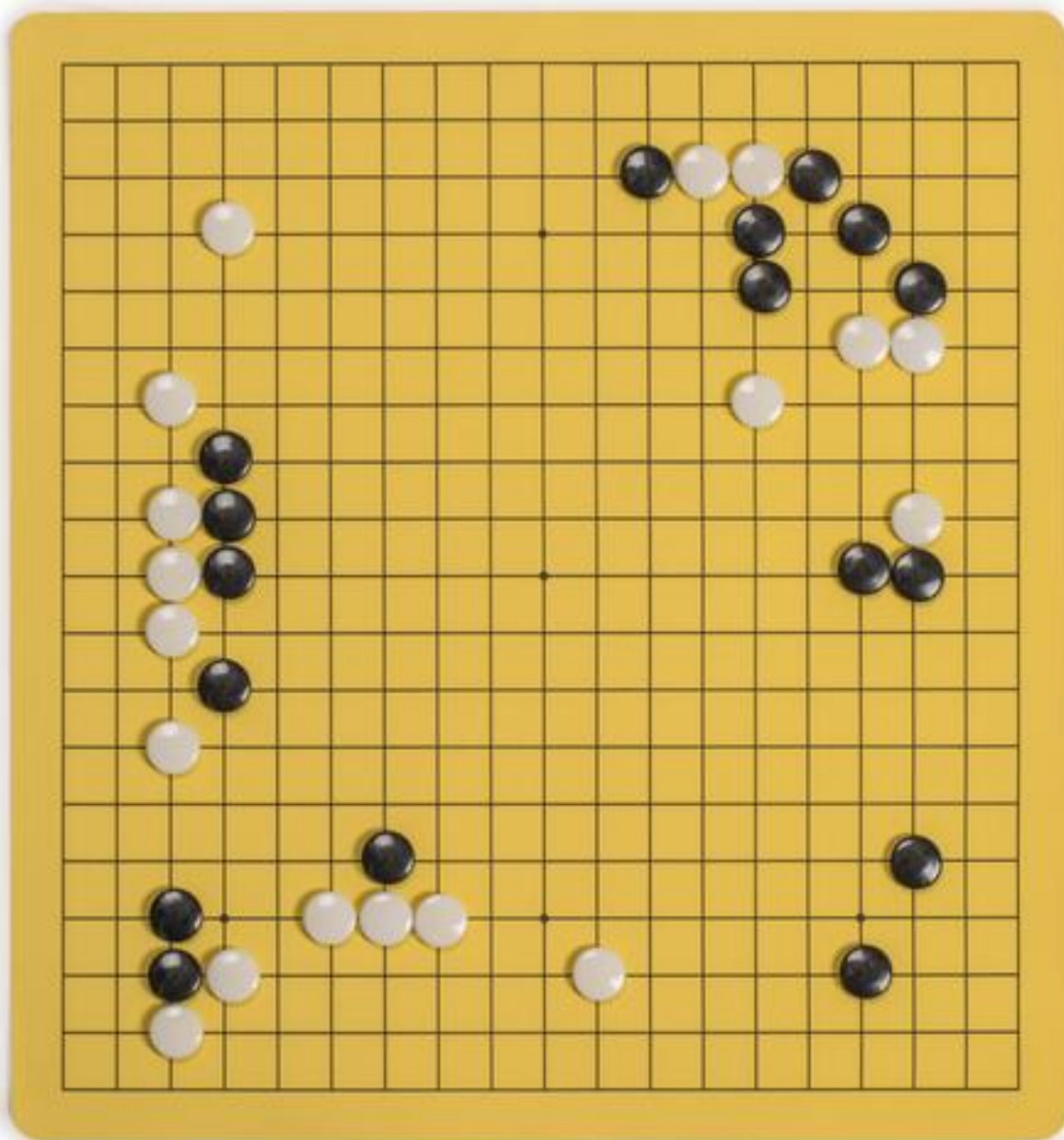
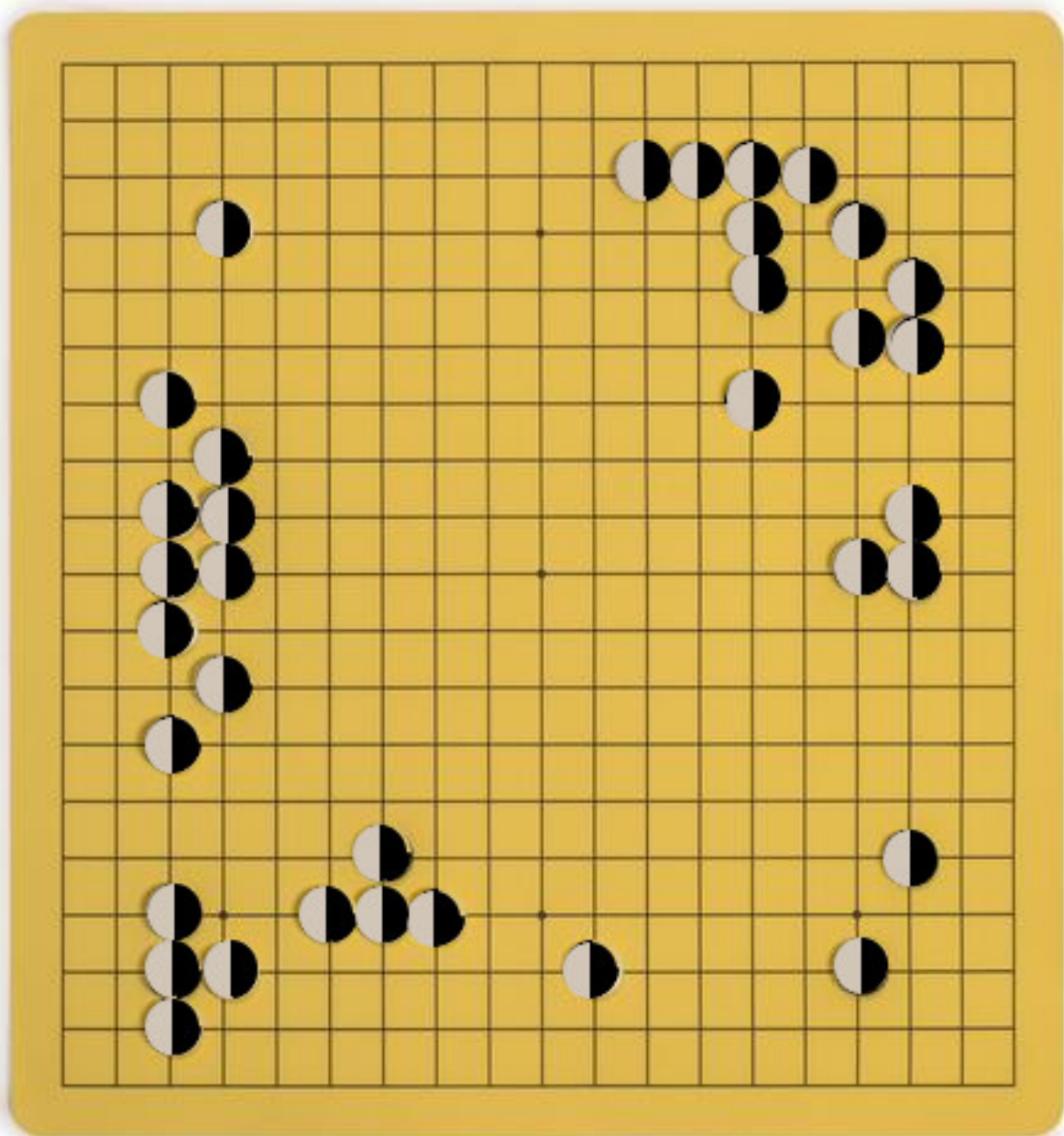


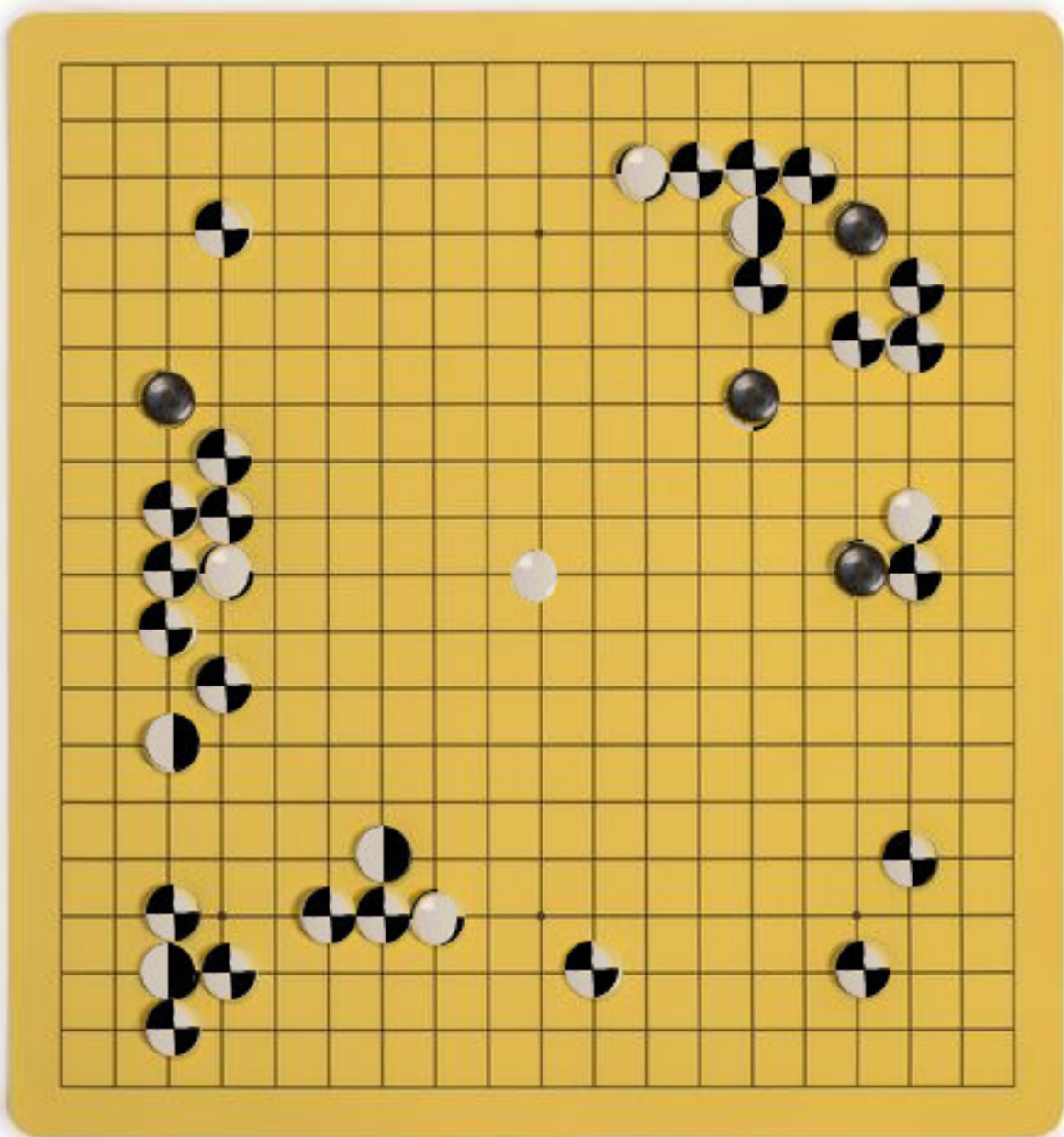
Classic go board



go board supporting two positions per tile on/off (classic binary) in software movable



A 15x15 Go board with a yellow background and a grid of 15x15 intersections. Black and white stones are placed on various intersections. The stones are arranged in several groups: a cluster of 7 stones on the left side (columns 1-2, rows 4-10), a cluster of 7 stones on the top right (columns 10-14, rows 1-7), a cluster of 4 stones on the right side (columns 13-14, rows 5-7), a cluster of 4 stones on the bottom left (columns 1-2, rows 12-15), a cluster of 4 stones on the bottom center (columns 4-6, rows 12-15), and several isolated stones at (2,1), (10,1), (10,8), (12,12), (14,12), and (14,14). The stones are arranged in a way that suggests a game in progress, with some stones being captured or about to be captured.



... per tile $\rightarrow 2^3 \dots 2^4 \dots 2^5 \rightarrow$ cant draw here per tile next diagram