White (2k) vs Black (3k)
Board size: 19
Server: The KGS Go Server at http://www.gokgs.com/
Ruleset: Japanese
Main time: 600
Overtime: 5x30 byo-yomi
Komi: 0.50
Result: W+Resign
Date: 2015-03-20

Contents

1   Game: Move 12

RadixZero: This game is one that I played on KGS (names replaced with
    Black and White) a couple years ago, and it's stuck out in my memory
    (you'll see why).

Anyway, I needed to pick a game as an example, and this seemed as good as
    any. The point of this review is to demonstrate my project of
   making an automated tool to turn SGF files into PDF files.

Enjoy!

RZ: The project is split into two parts: parsing SGF files, and turning
    that parsed data into a PDF.

I parse the SGF files with Python, and convert it into a LaTeX file,
    using the igo package. I use texlive on an Ubuntu 16.04 machine to
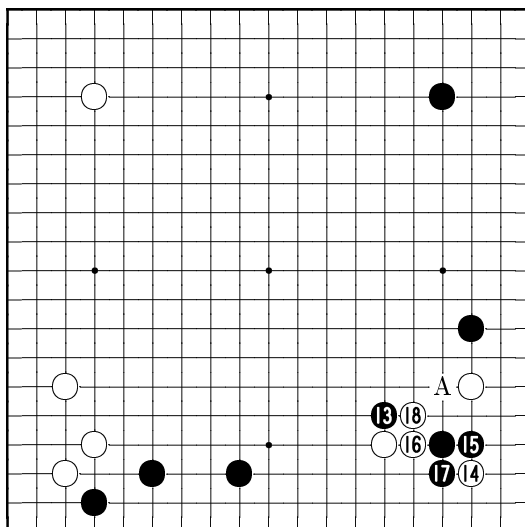   compile the TEX files into PDFs.

The Python script will parse labels like A and B in an SGF file.
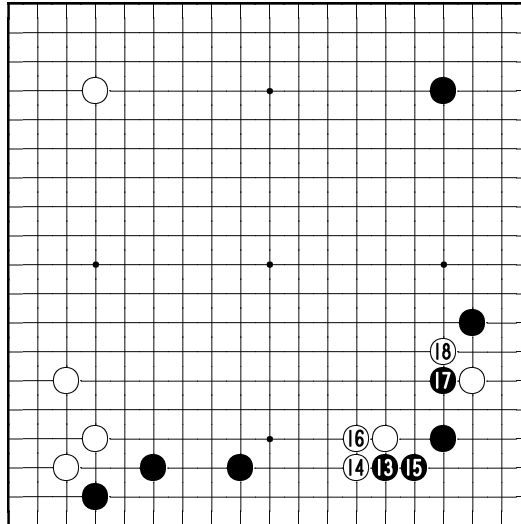
1.1 Fork: Move 18
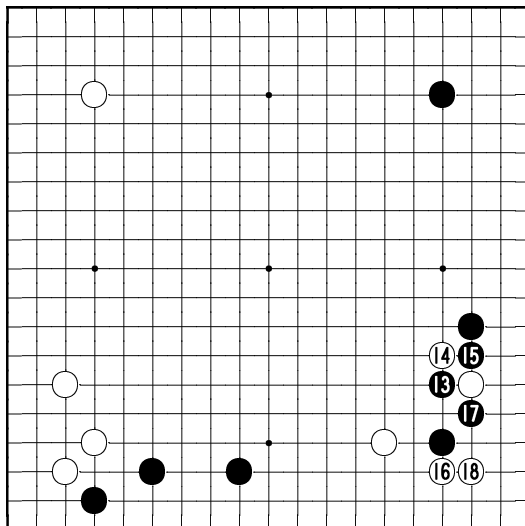
RZ: Forks are displayed as distinct from the main branch. However, so far
, my script simply assumes that the "top" branch is the actual game
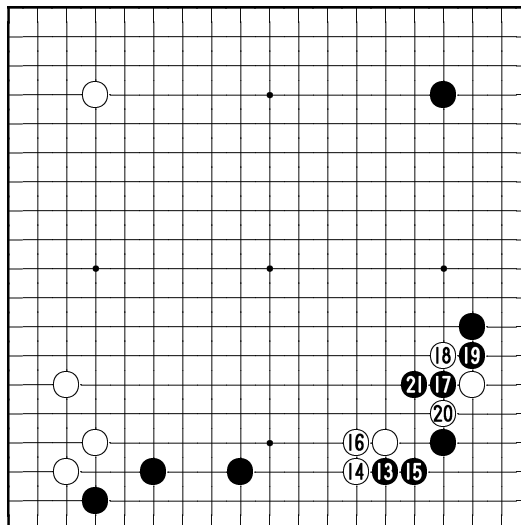(not necessarily always the case).

1.2 Fork: Move 18

RZ: According to joseki, black should cut across the waist of the knight'
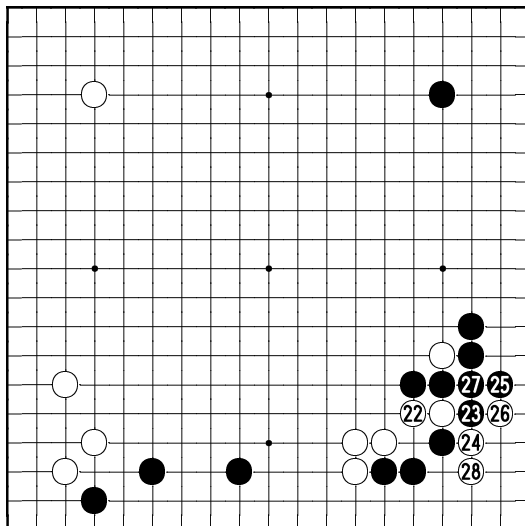s move with A, because Black 13 is a ladder breaker.
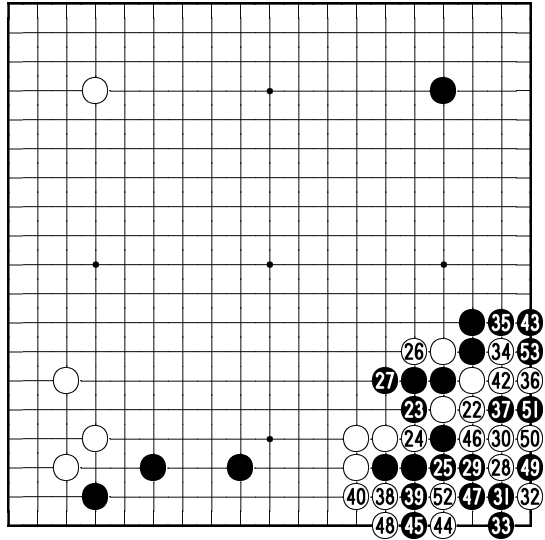
2 Game: Move 21

RZ: Is this an overplay by white?

RZ: There may be another option.

2.1 Fork: Move 28

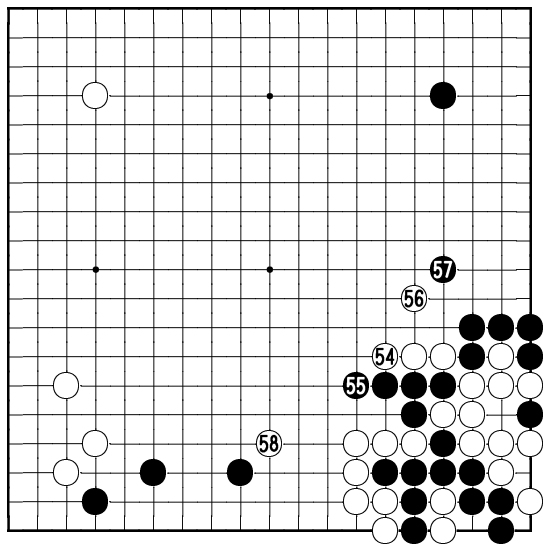
RZ: White seems to have more liberties.

3   Game: Move 53

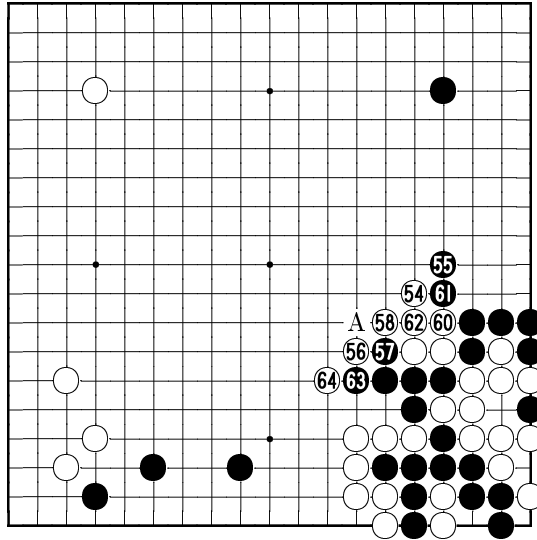RZ: Black and white both live in seki in the corner, and both have two
   weak groups.

The fun is just beginning!

3.1   Fork: Move 58

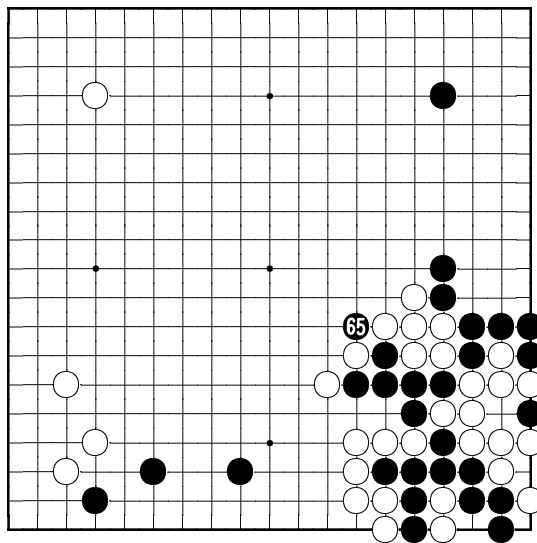Also conceivable

4 Game: Move 64

RZ: Can you see why white isn't afraid of the cut at A?

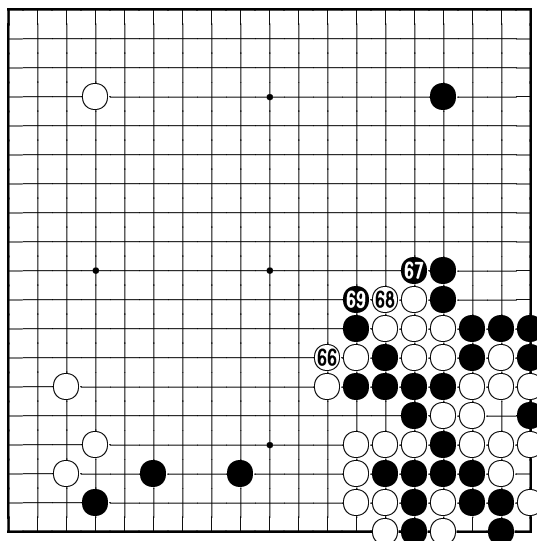## 4.1 Fork: Move 65

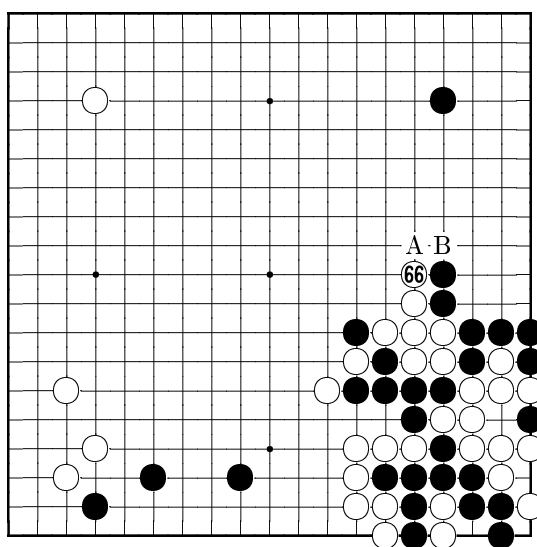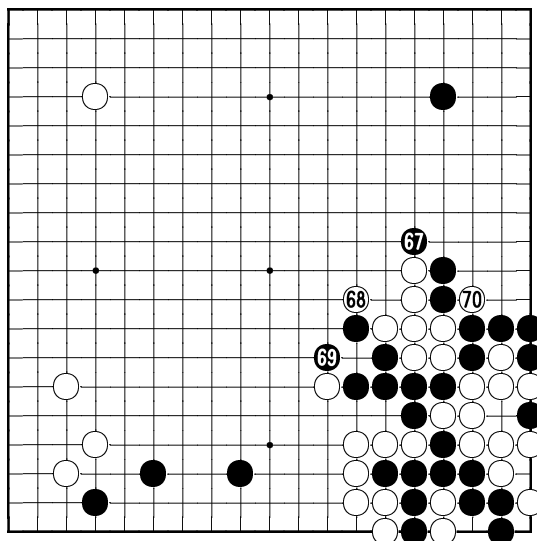RZ: Looks good for black, certainly

4.2   Fork: Move 69

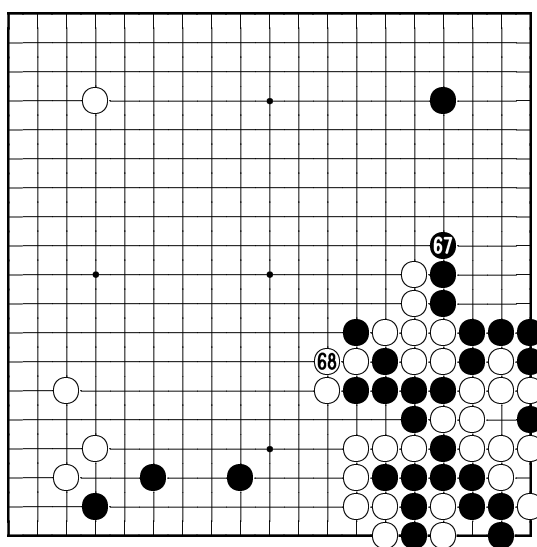RZ: The ladder works, but it's one-sided reading

4.3   Fork: Move 66

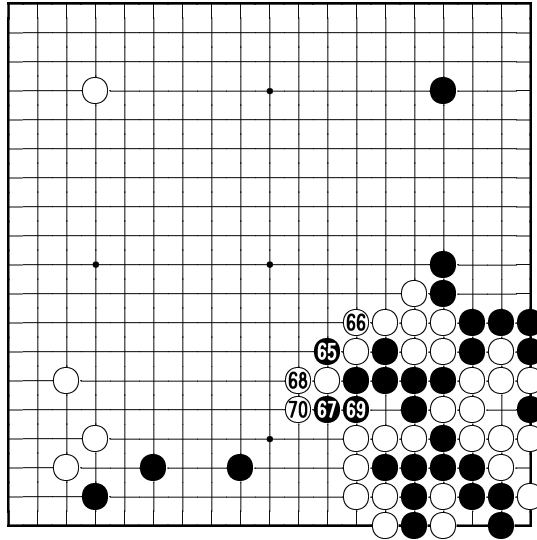RZ: White will extend first before answering. Now black has two choices.

4.4 Fork: Move 70

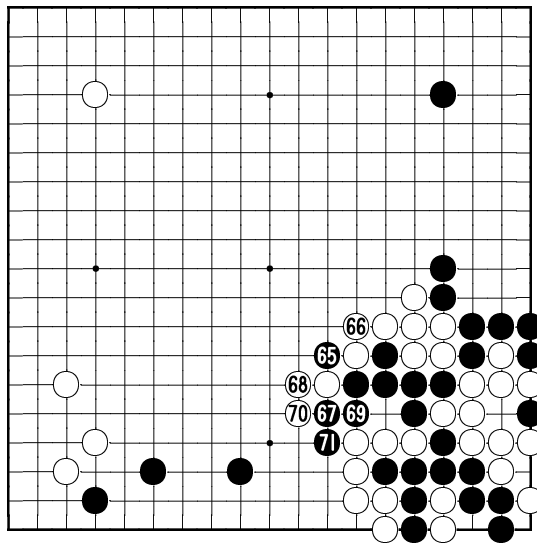RZ: If black plays the hane, white will cut.

4.5 Fork: Move 68

RZ: If black extends, white will connect and capture six black stones.
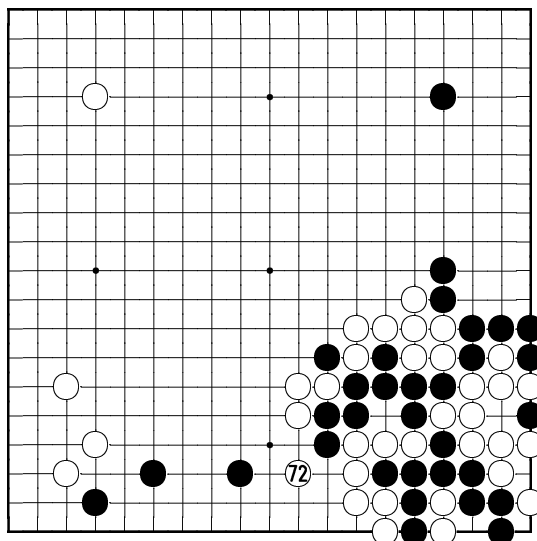
5   Game: Move 71
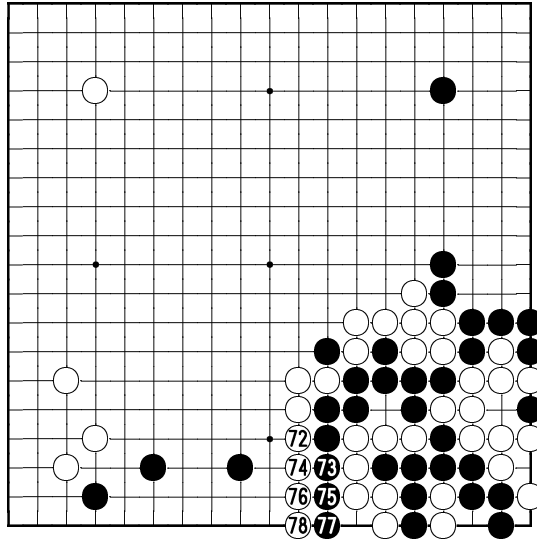

RZ: Now this seems dangerous for both sides...

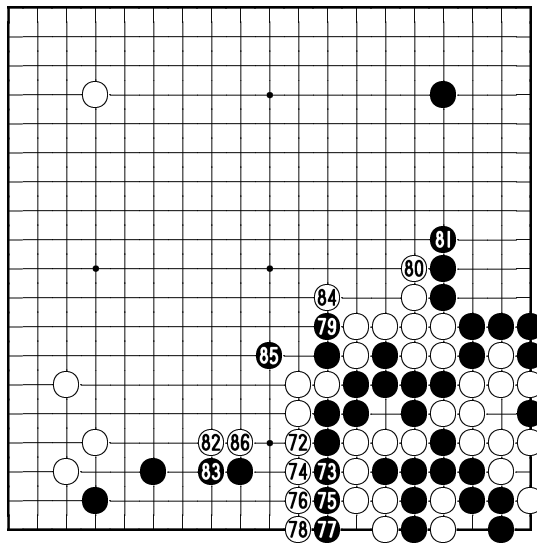RZ: White missed a good chance here...

5.1 Fork: Move 72

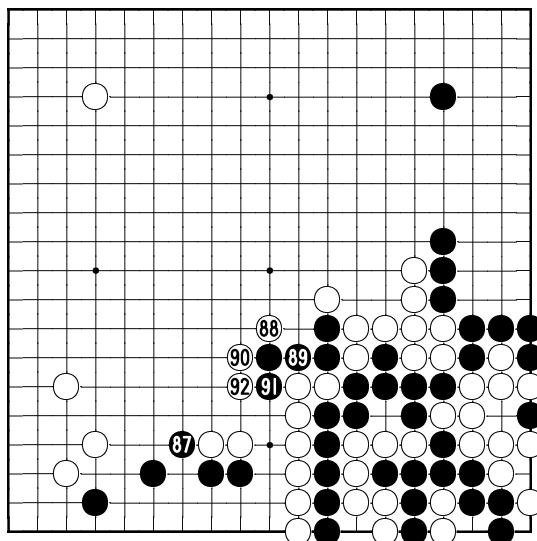RZ: White can cast a net and capture the black stones

6 Game: Move 86

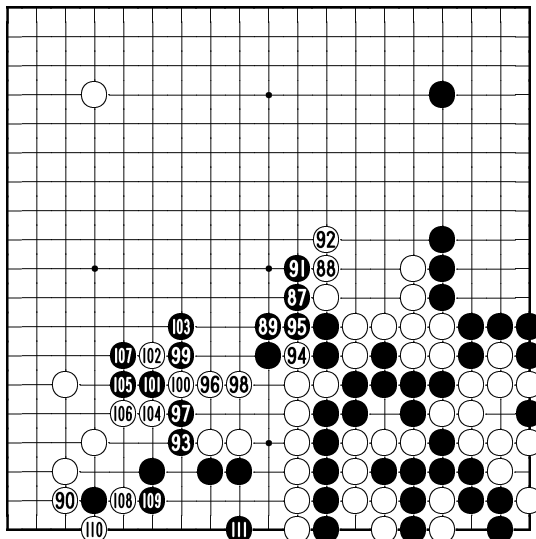RZ: At this point, there are FOUR groups in seki.

RZ: There is a hidden threat here.

6.1 Fork: Move 92
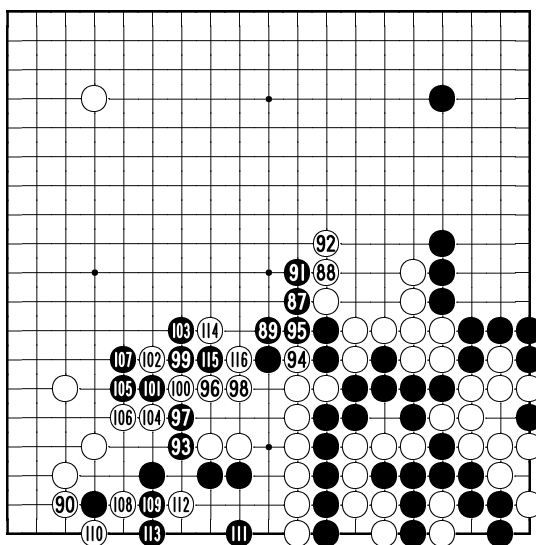

RZ: If black responds locally, white can capture the black stones in a
    loose ladder.

7 Game: Move 116

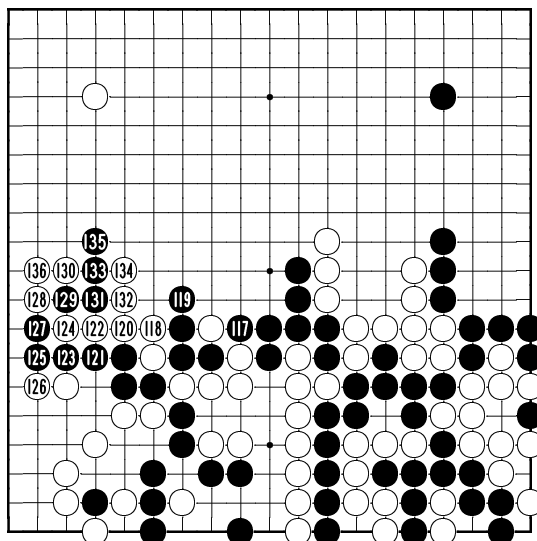
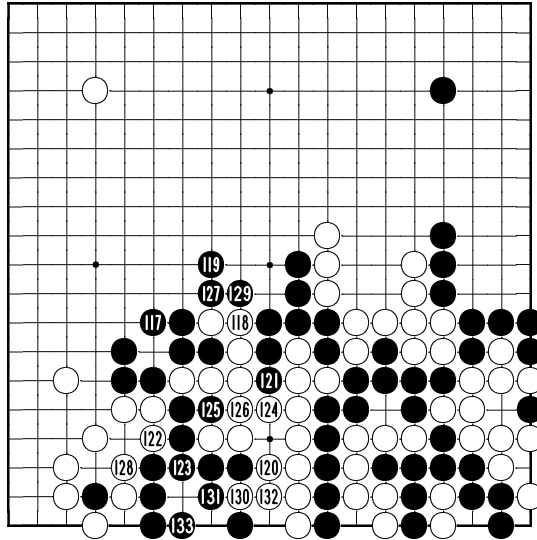RZ: Neither the black stones or the white stones have eyes yet...
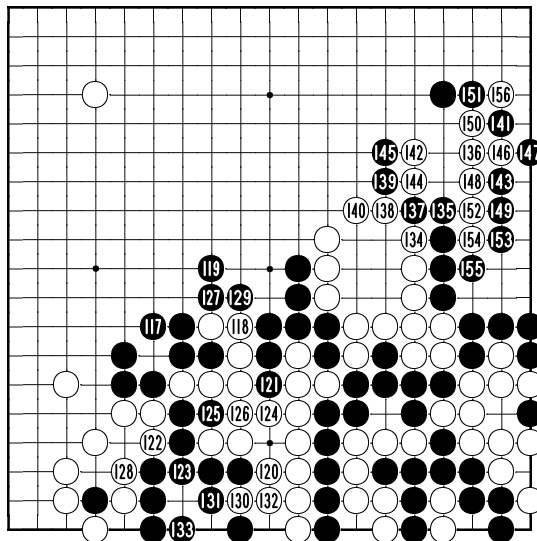

RZ: Can black cut?

7.1 Fork: Move 136

RZ: White wins the capturing race
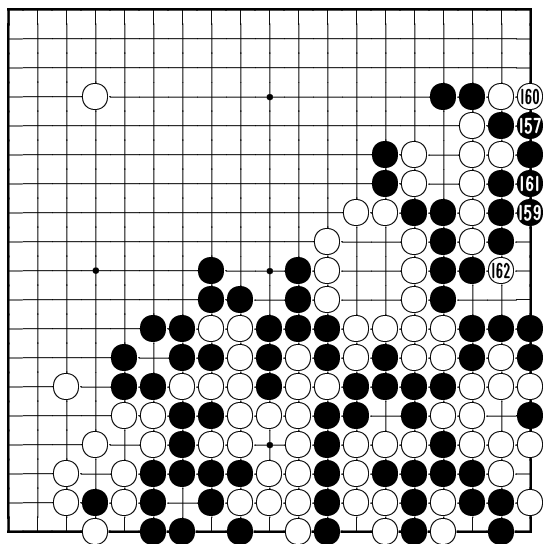
8   Game: Move 156

RZ: At this point, there are SIX groups in seki.

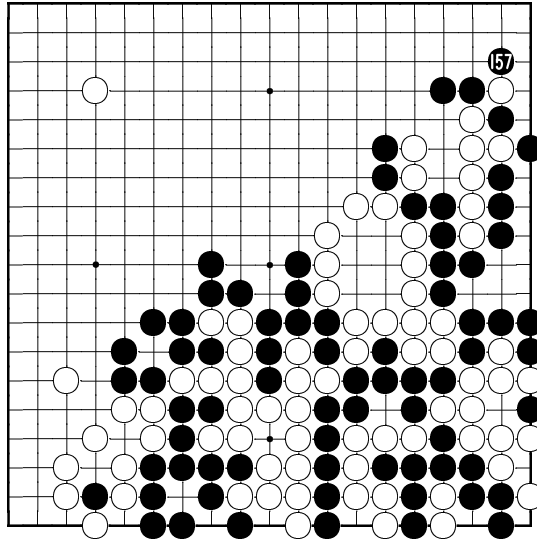

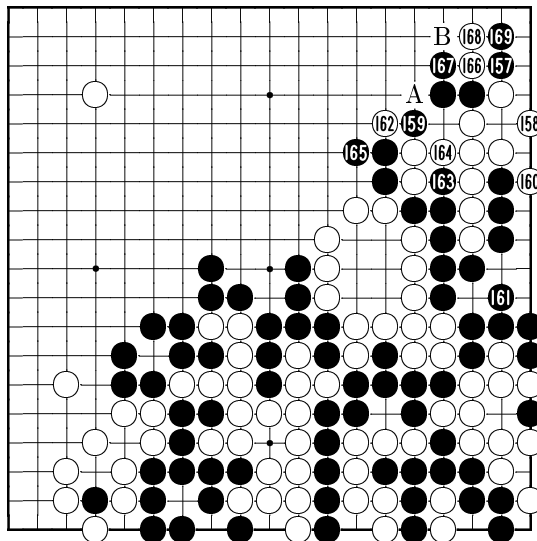RZ: White felt good cutting here...

8.1 Fork: Move 162

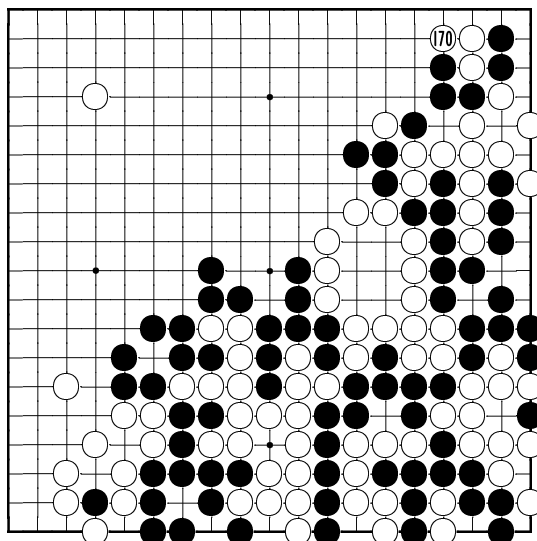RZ: White could capture some stones, but...

9 Game: Move 169
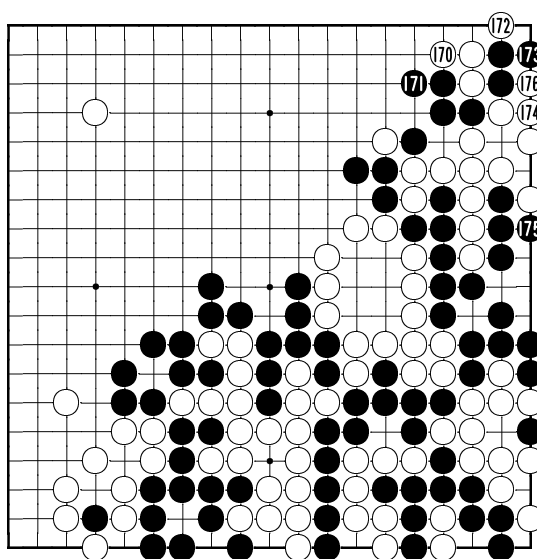

RZ: Black had something devious up his sleeve

RZ: Playing at A next is a mistake. White should turn at B

9.1 Fork: Move 176

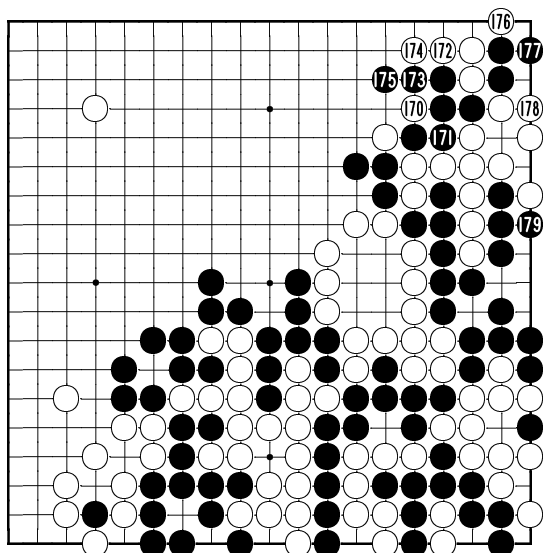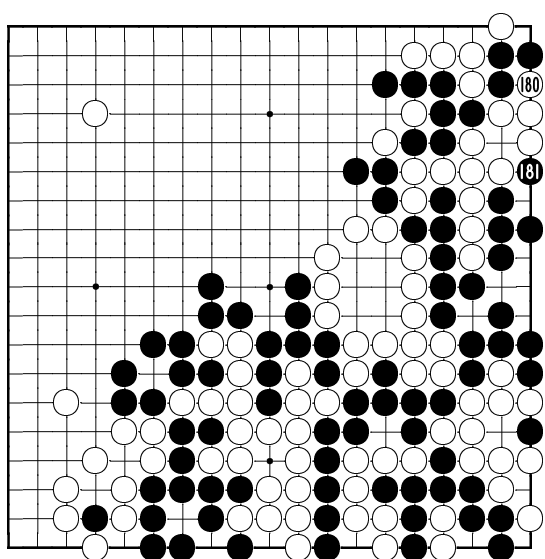RZ: White should turn first.

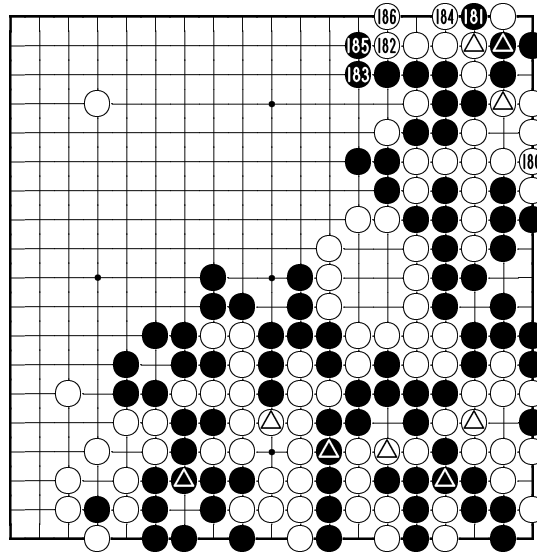
RZ: Now white lives unconditionally

10 Game: Move 179

RZ: White would love to capture the black stones in the corner...

10.1 Fork: Move 181
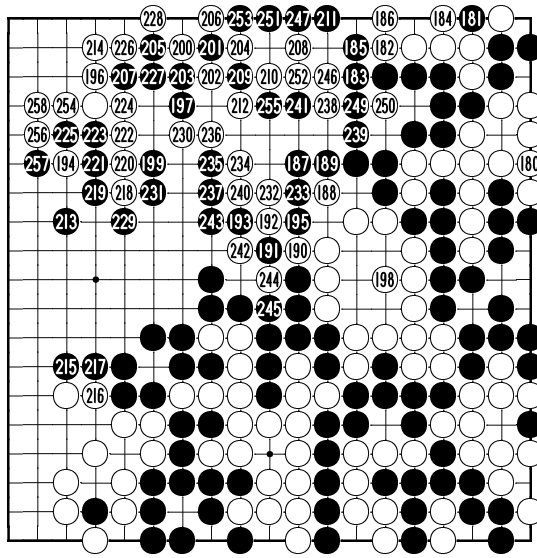
RZ: But white wants to avoid this ko.

11   Game: Move 258

RZ: At this point, there are NINE groups alive in seki. I put a triangle
   in each of the groups in question.

(Unfortunately, the LaTeX package igo does not allow you to label stones
   with letters... I can put symbols like squares and triangles on
   stones, or I can label empty intersections)

Anyway, thanks for looking! The rest of the game is not as exciting.
   White wins by resignation.

Full game.