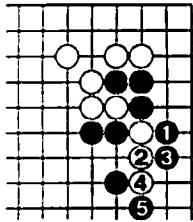
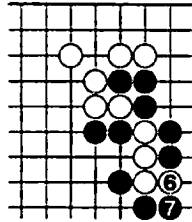


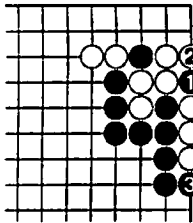
Premier niveau : solutions



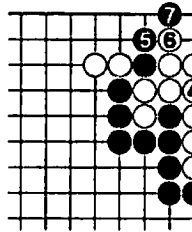
1



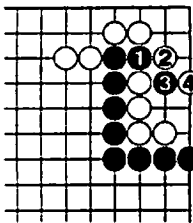
1 : Suite



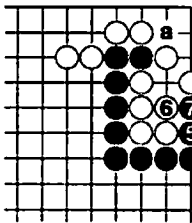
2 : Sacrifice



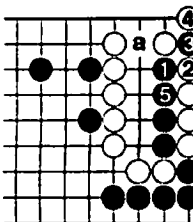
2 : Suite



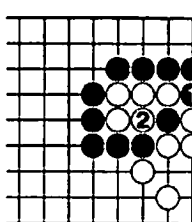
3 : Sacrifice



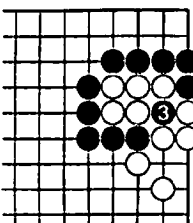
3 : Si blanc 8 connecte, noir prend en a.



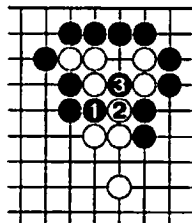
4 : Si blanc 6 connecte, noir prend en a.



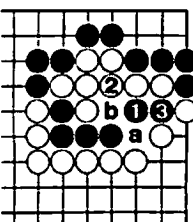
5 : Sacrifice



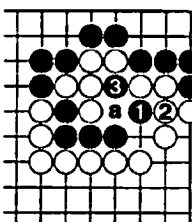
5 : Suite



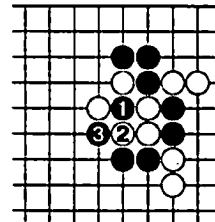
6



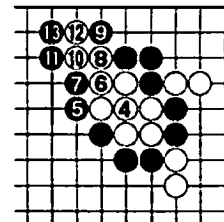
7 : Si blanc "a", noir prend en "b".



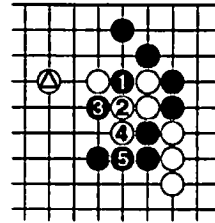
7 : Variante. Si blanc prend en "a", noir reprend en 3.



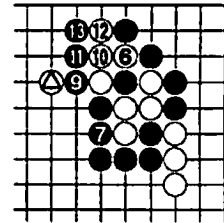
8 : Sacrifice



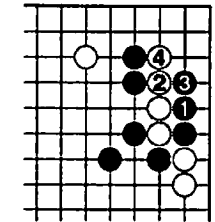
8 : Suite ; Shicho !



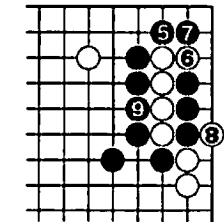
9



9 : 8 connecte et shicho !



10



10 : Suite

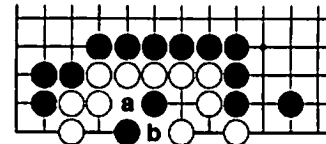
TSUME GO

FORMES DE VIE ET DE MORT

Problème A : Le groupe noir est mort (forme en 3).

Problème B : Le groupe noir est vivant (saki).

Problème C : Le groupe blanc est vivant (saki).

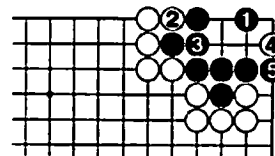


a et b sont miai (si noir joue l'un, blanc joue l'autre)

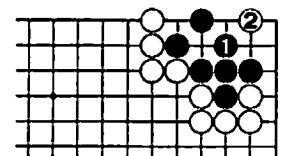
Problème D : Le groupe blanc est mort (forme en 5).

Deuxième niveau : solutions

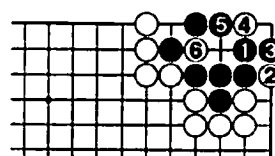
TSUME GO



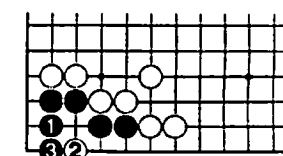
1 : Bon



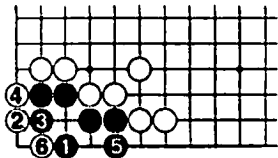
1 : Mauvais



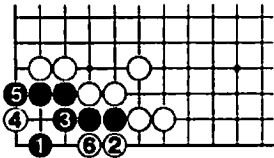
1 : Mauvais



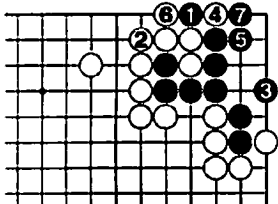
2 : Bon



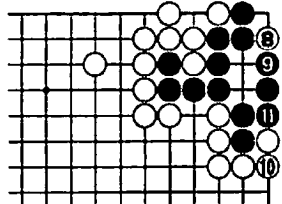
2 : Mauvais



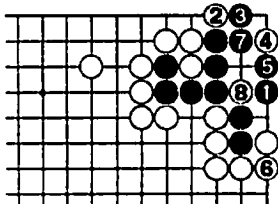
2 : Mauvais



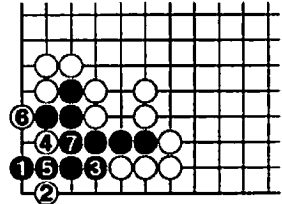
3 : Bon



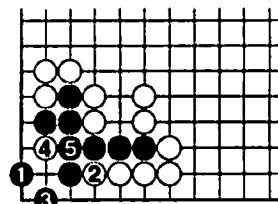
3 : Suite



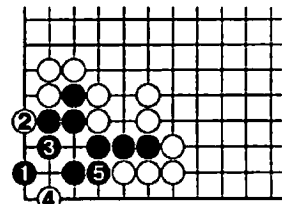
3 : Mauvais



4 : Bon

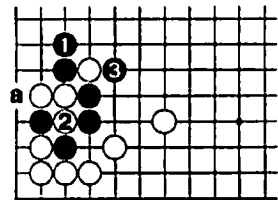


4 : Variante

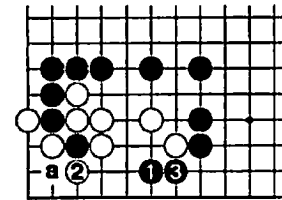


4 : Variante

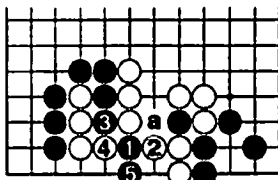
TESUJI



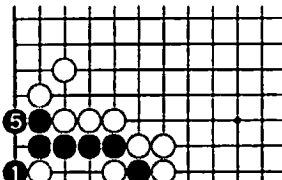
5 : Si blanc 2 en 3, noir "a".



6 : Si noir 1 en 2, blanc "a".

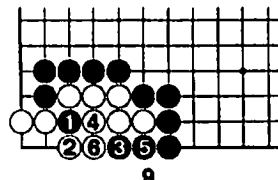


7 : Damezumari
Si blanc 2 en 4, noir "a".

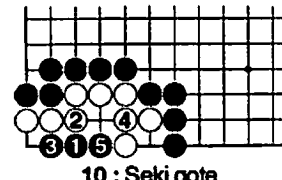


8

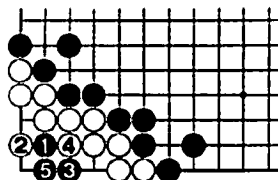
YOSE



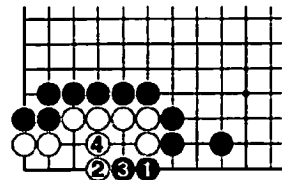
9



10 : Seki gote.

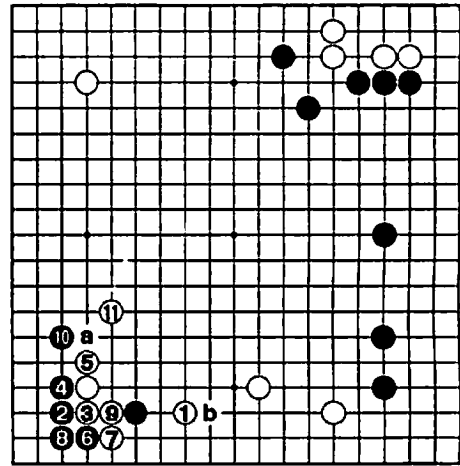


11 : Seki



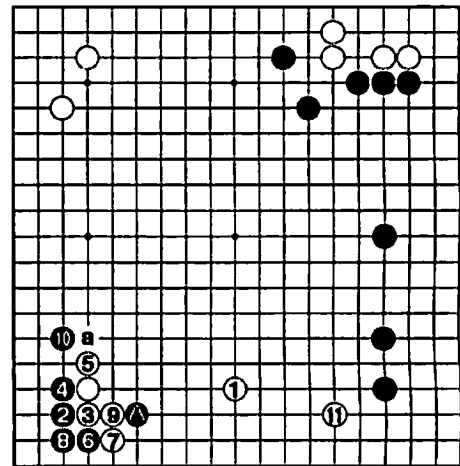
12 : Blanc a 3 pts de territoire.

FUSEKI



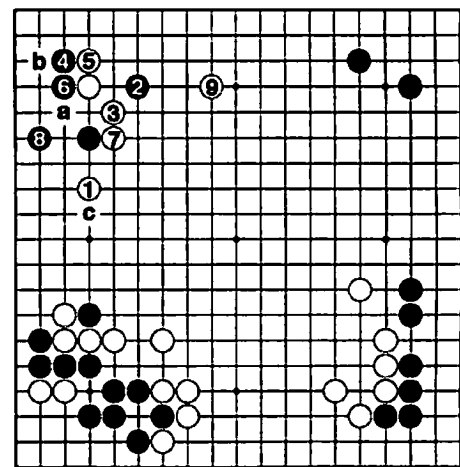
A

Si blanc 1 en "a", noir s'étend en "b" et est très satisfait. La tenaille en 1 est un "must" absolu.



B

Si blanc 1 en "a", noir s'étend en 1 et construit un magnifique moyo. Dans la séquence ci-dessus, blanc annule la puissance noire. Conclusion : noir Δ est une erreur. Ce coup devrait être simplement joué en 1.



C

Blanc doit jouer une tenaille haute. Si noir répond en 2, blanc peut suivre une séquence comme ci-dessus et mettre en place une stratégie "à grande échelle". Si blanc 1 en 2, noir 6, blanc 4, noir "a", blanc "b", noir "c" : le moyo blanc pâtit.