TactiGo

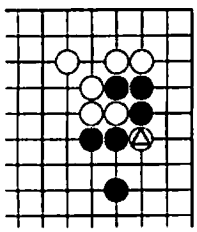
Numéro 2
FÉVRIER 1992

FEUILLE MENSUELLE SUR LES TECHNIQUES DU JEU DE GO

Premier niveau

TECHNIQUES ELEMENTAIRES

Trouver la séquence permettant à noir de capturer les pierres marquées Δ



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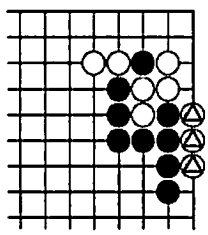

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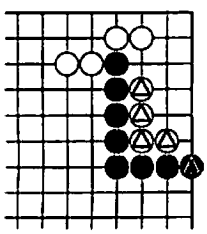

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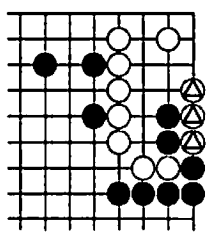

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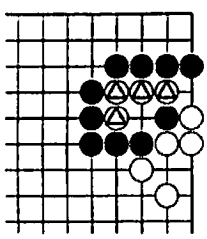

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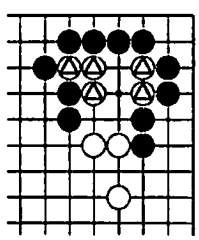

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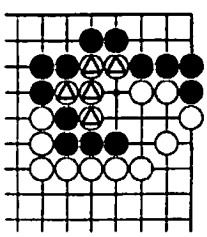

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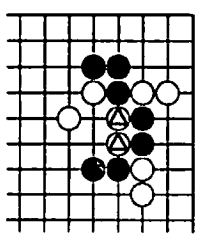

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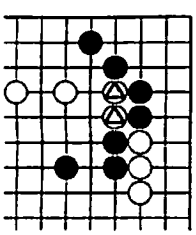

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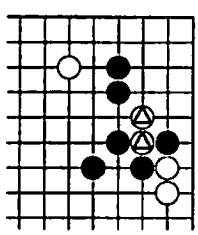

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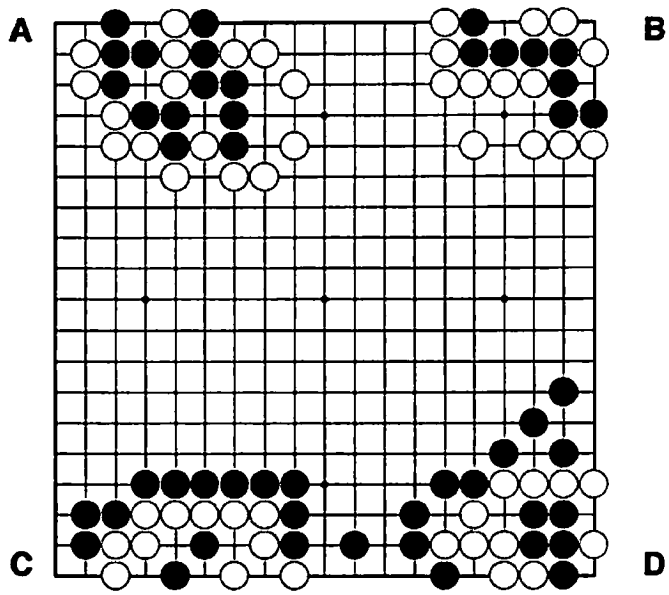


TSUME GO

FORMES DE VIE ET DE MORT

Problèmes A & B :
Le groupe noir encerclé est-il mort ou vivant ?

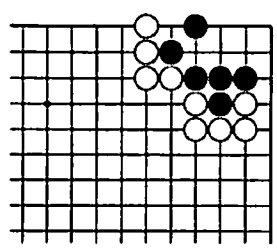
Problèmes C & D :
Le groupe blanc encerclé est-il mort ou vivant ?

Deuxième niveau

TSUME GO

POINTS VITAUX

Noir joue et vit…



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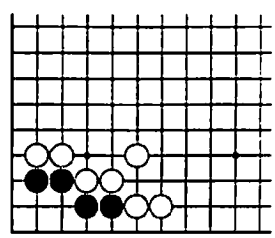

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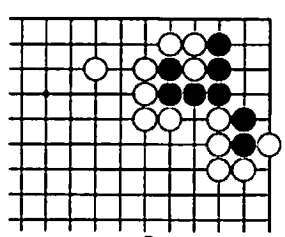

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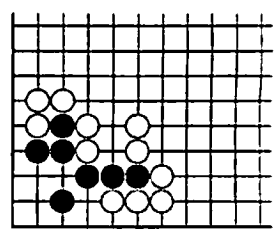
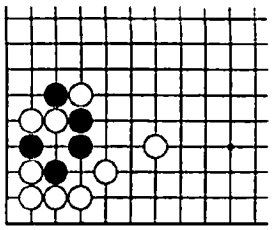


4

TESUJI

Noir utilise " intelligemment" une pierre perdue...



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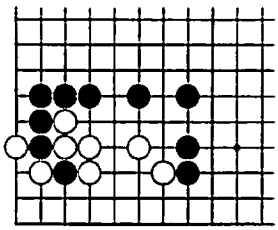

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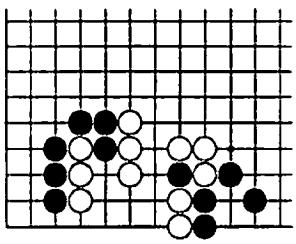

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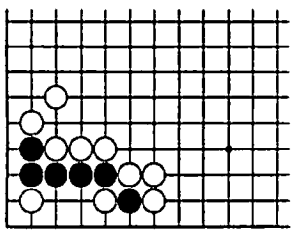

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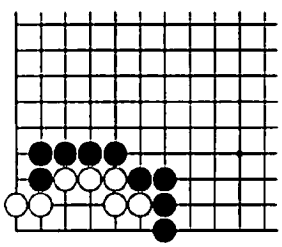
YOSE

A noir de jouer...



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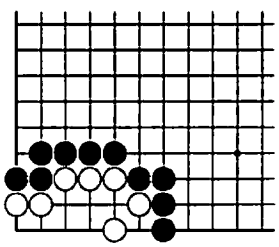

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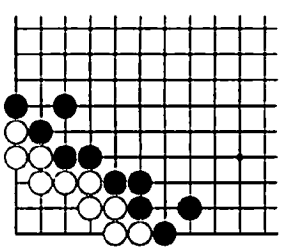

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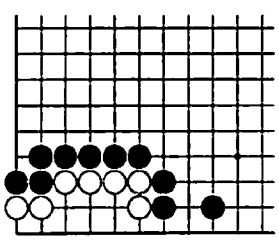
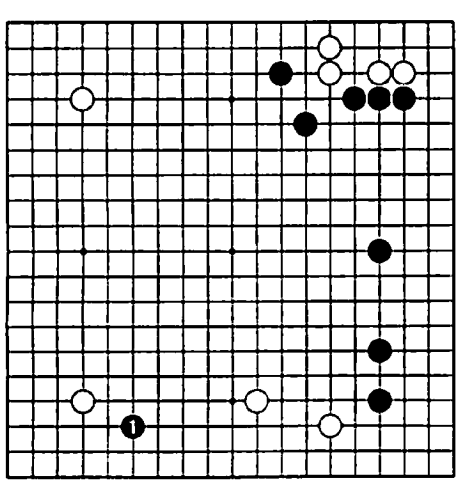


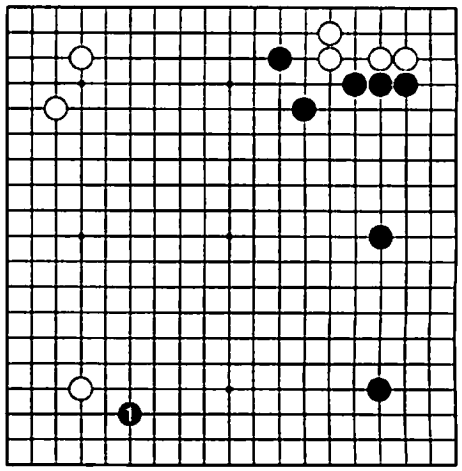
12

FUSEKI

Dans chacun de ces problèmes, noir 1 approche un hoshi (point 4-4) blanc. Comment blanc doit-il répondre ?



A



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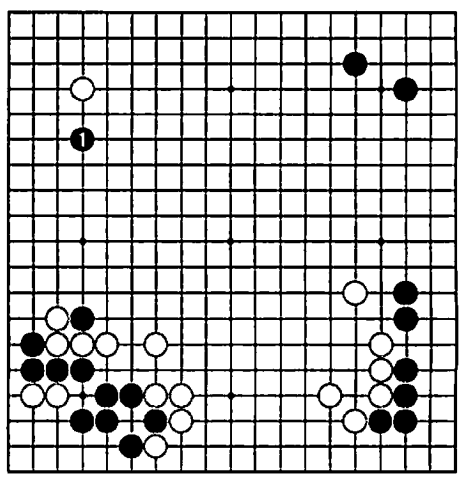
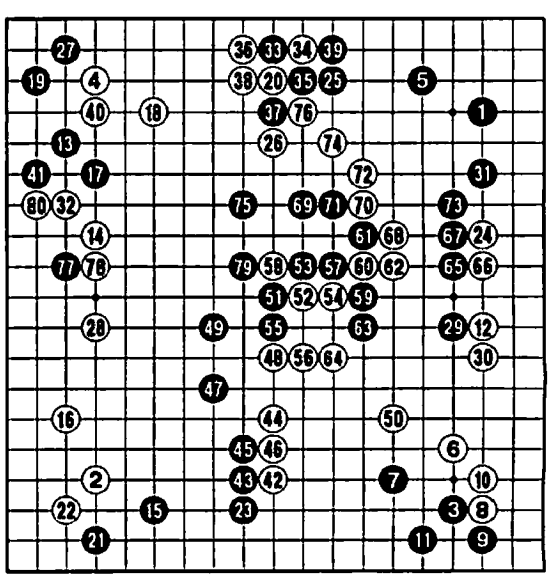


C

Troisième niveau



PARTIE À COMMENTER

Que pensez-vous du niveau des deux joueurs ?
Quels sont les coups les plus discutables ? Les bons coups ?
Cette partie sera commentée dans la prochaine revue.