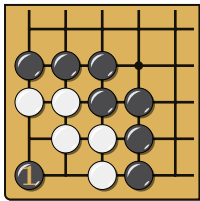
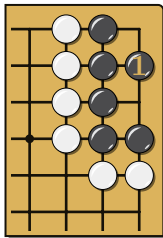
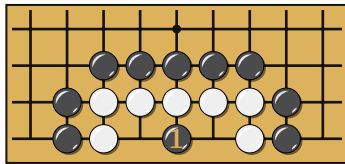


Answers

1. The eye space of White is a bent three, and its vital point is the one that touches the other two: Black plays at the corner, ①. **2.** Black lives with ①, which makes two eyes, at T17 and T19. **3.** The eye space of White is a straight three: Black plays in the middle, ①, and White has one eye at most.



```
\documentclass[border=0.5cm, varwidth=17cm]{standalone}
```

```
\usepackage{../../latex/pgf-go}
```

```
\pgfgoset{profile = pgfgo, goban = {19, partial = auto, scale = 1.1}, view = {background =  
↪ false, label = false}}
```

```
\begin{document}
```

```
  \section*{Answers}
```

```
  % The text shows parts of the diagrams that come after it: as with \ref, the views  
  % take them from the .aux file, so the document is compiled twice.
```

```
  \textbf{1.} The eye space of White is a bent three, and its vital point is the one that  
  touches the other two: Black plays at the corner, \pgfgoview{one}{A1}.
```

```
  \textbf{2.} Black lives with \pgfgoview{two}{T18}, which makes two eyes, at T17 and T19.
```

```
  \textbf{3.} The eye space of White is a straight three: Black plays in the middle,  
  \pgfgoview{three}{K1}, and White has one eye at most.
```

```
  \medskip
```

```
\begin{pgfgolayout}[columns = 3, width = natural]
```

```
  \begin{goban}[name = one]
```

```
    \stones[w]{A:B3, B:C2, C1}
```

```
    \stones[b]{A:C4, C3, D1:3}
```

```
    \moves{A1}
```

```
  \end{goban}
```

```
  \begin{goban}[name = two]
```

```
    \stones[b]{S16:19, T16}
```

```
    \stones[w]{R16:19, S:T15}
```

```
    \moves{T18}
```

```
  \end{goban}
```

```
  \begin{goban}[name = three]
```

```
    \stones[w]{H1:2, J:L2, M1:2}
```

```
    \stones[b]{G1:2, H:M3, N1:2}
```

```
    \moves{K1}
```

```
  \end{goban}
```

```
\end{pgfgolayout}
```

```
\end{document}
```