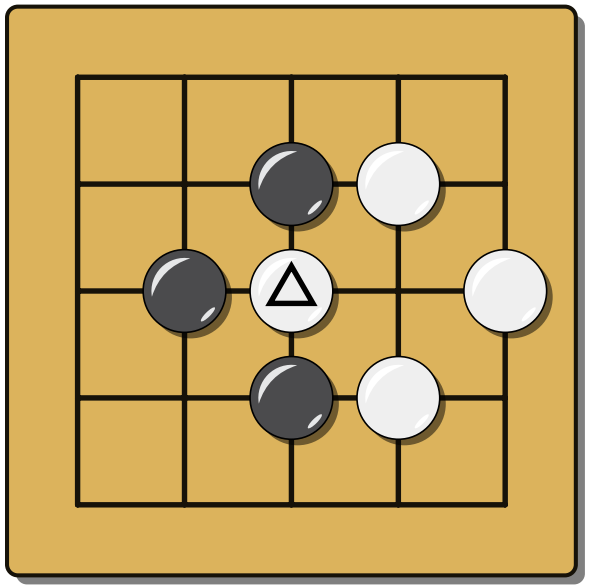
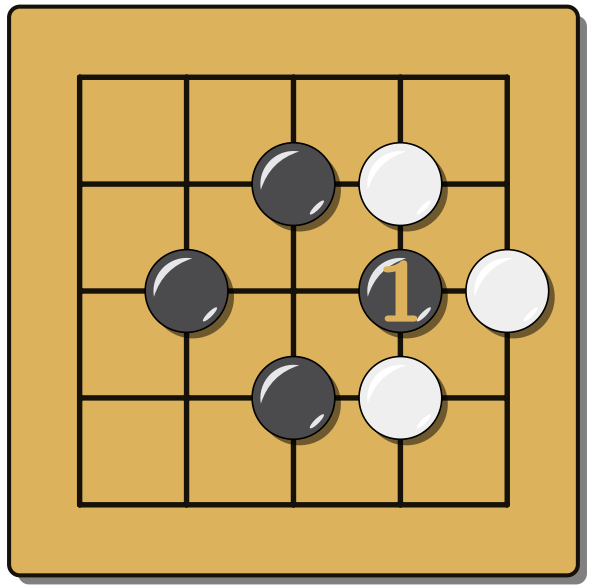
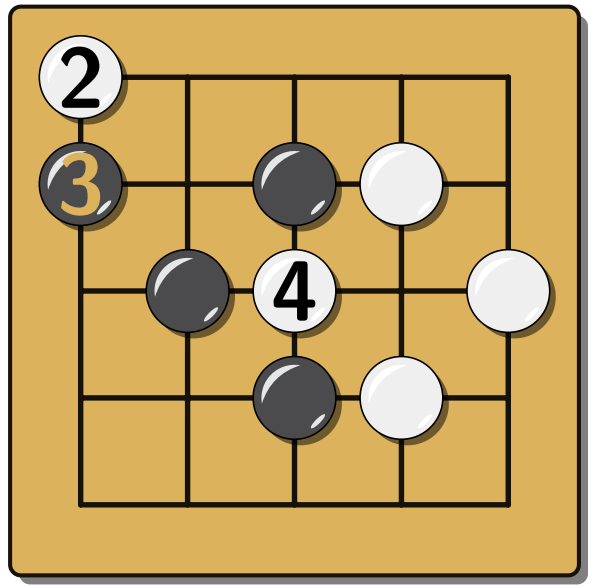
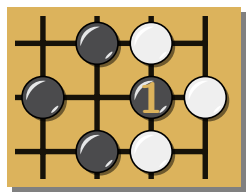
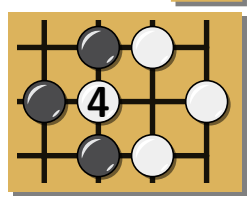
The ko







The white stone △ has three black neighbours, , , and . Black plays 1 and takes it: now the shape is 

. White cannot take back at once, because the same position would come again. White plays a threat first, 2 , Black answers with 3 , and only then White retakes with 4 : 

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\documentclass[border=0.5cm, varwidth=12cm]{standalone}
\usepackage[kernel = lua]{../../latex/pgf-go}


\pgfgoset{profile = pgfgo}


\begin{document}
    \section*{The ko}
    \begin{pgfgolayout}[columns = 3, fit]
        \begin{goban}[5, name = before]
            \stones[b]{B3, C2, C4}
            \stones[w]{C3, D2, D4, E3}
            \mark[triangle]{C3}
        \end{goban}
        \begin{goban}[5, name = capture, captures]
            \stones[b]{B3, C2, C4}
            \stones[w]{C3, D2, D4, E3}
            \moves{D3}
        \end{goban}
        \begin{goban}[5, name = retake, captures]
            \stones[b]{B3, C2, C4}
            \stones[w]{C3, D2, D4, E3}
            \moves{D3, A5, A4, C3}
        \end{goban}
    \end{pgfgolayout}

    \medskip
    The white stone \pgfgostone[w, mark = triangle] has three black neighbours,
    \pgfgoview{before}{B3, C2, C4}.
    Black plays 1 \pgfgoview{capture}{D3} and takes it:
    now the shape is \pgfgoview{capture}{B2:E4}. White cannot take back at once, because the
    same position would come again. White plays a threat first, 2 \pgfgoview{retake}{A5},
    Black answers with 3 \pgfgoview{retake}{A4}, and only then White retakes with 4
    \pgfgoview{retake}{C3}: \pgfgoview{retake}{B2:E4}.
\end{document}
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