A short game

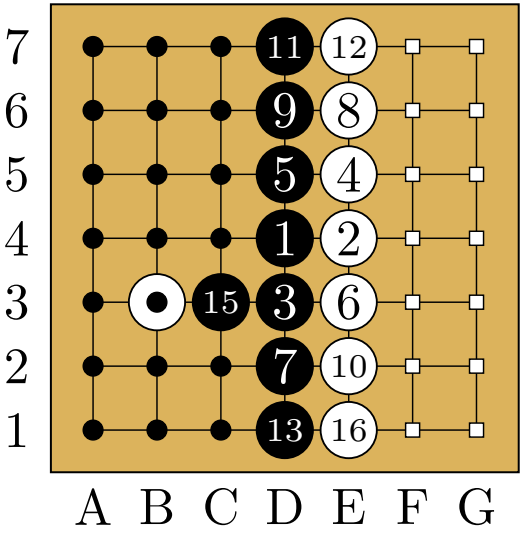

Diagram 1 (1–18)

1: Black takes the middle line.
9: Black will have three columns, White only two.
13: Tesuji. The last point of the wall.
14: Bad move. White invades, but there is no room for two eyes.
15: Black takes the vital point. The white stone is dead.
18: Black: 20 points and a prisoner. White: 14 points and 6.5 of komi.
Result: Black wins by 0.5 points (Black 21, White 20.5)

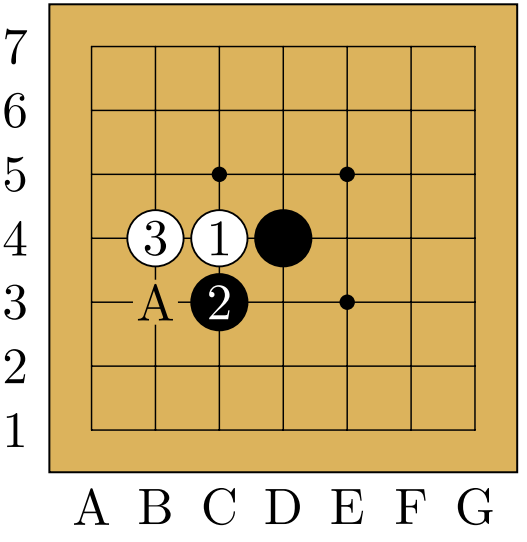

Diagram 1a (variation at 2)

1: Too close.

```
\documentclass[border=0.5cm, varwidth=14cm]{standalone}
\usepackage[kernel = lua]{../../latex/pgf-go}


\pgfgodefinesgf{game}{commented.sgf}
\pgfgoset{goban = {background = {fill = {color = pgfgo}}, label = {at = {south, west}}}}


\begin{document}
    \section*{\sgfinfo{game}{GN}}

    % The variations of the file get their own diagrams ("Diagram 1a"),
    %        after the diagram where they start.

    \sgfdiagrams[step = 30, variations = all, comments, layout = {columns = 2, fit}]{game}
\end{document}
```