A short game

Black against White, komi 6.5. A game on a 7x7 board, with comments.

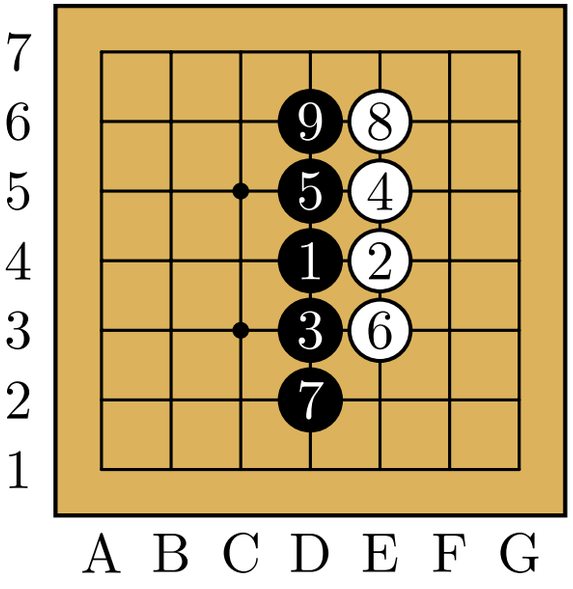

Diagram 1 (1–9)

1: Black takes the middle line.

9: Black will have three columns, White only two.

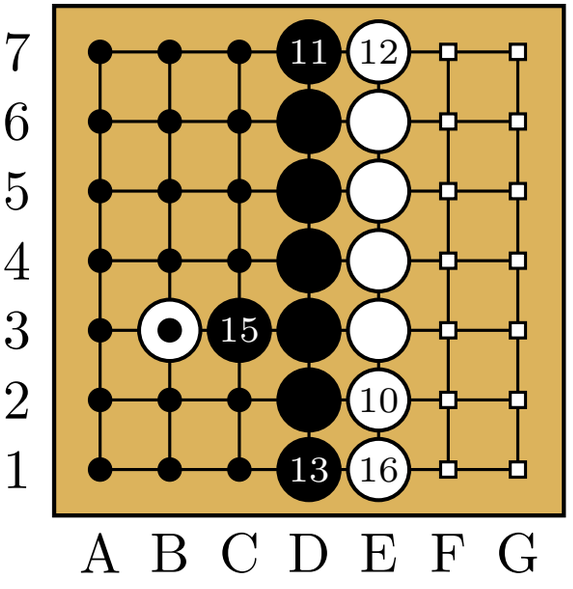

Diagram 2 (10–18)

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)

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    \sgfinfo{game}{PB} against \sgfinfo{game}{PW},
    komi \sgfinfo{game}{KM}. \sgfcomment{game}{0}

    \medskip
    \sgfdiagrams[step = 9, comments]{game}
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