1

Capturing Game I

Liberty

The free intersections around a stone that are not occupied by other stones.

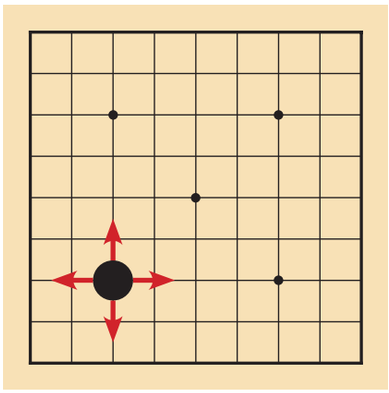
Capturing

Placing a stone to make the opponent's stones have no liberties.

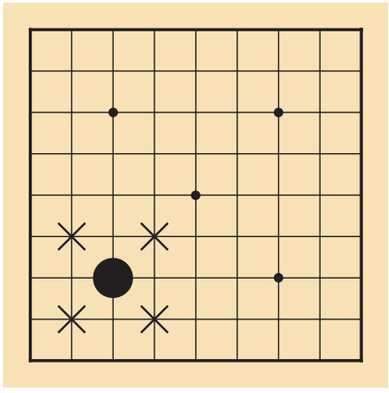
Saving

Placing a stone to increase the liberties of your own stones.

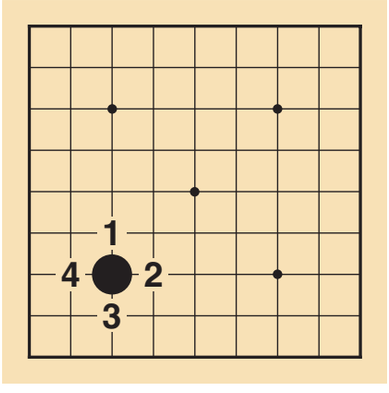
Liberty



01 Free intersections that a stone has and not occupied by other stones.

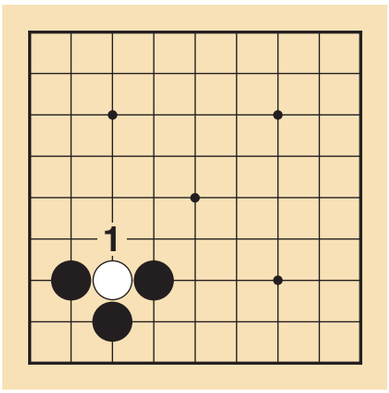


02 Free intersections not connected to a stone are not considered liberties.

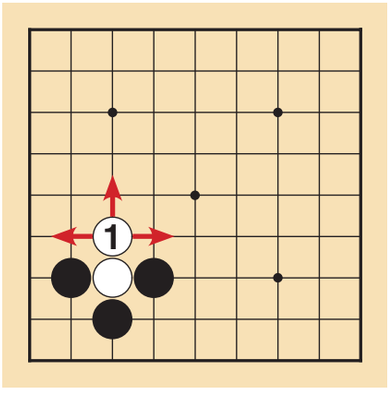


03 Count the number of liberties a stone has.

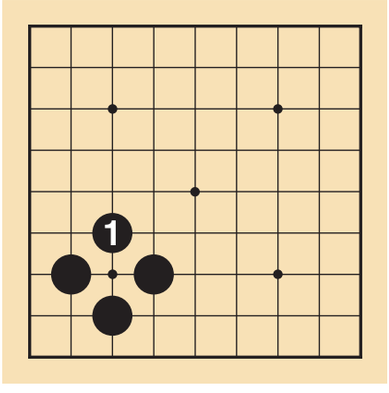
Capturing



01 A white stone has one liberty.

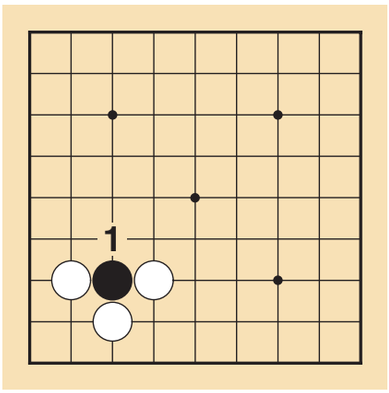


02 If white moves first, it gains more liberties.

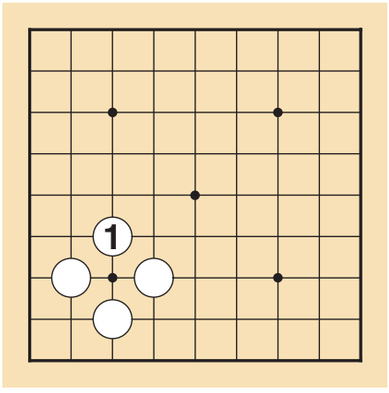


03 Place a black stone (Black 1) to capture the white stone by occupying its last liberty.

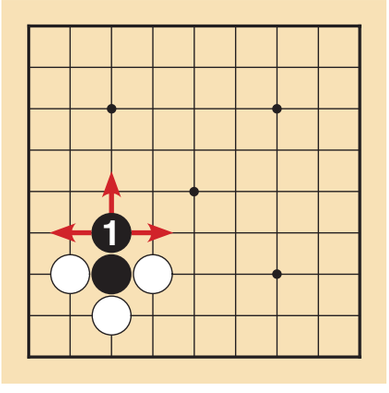
Saving



01 A black stone has one liberty.



02 If white places a stone (White 1) first, it blocks all liberties of the black stone, capturing it.



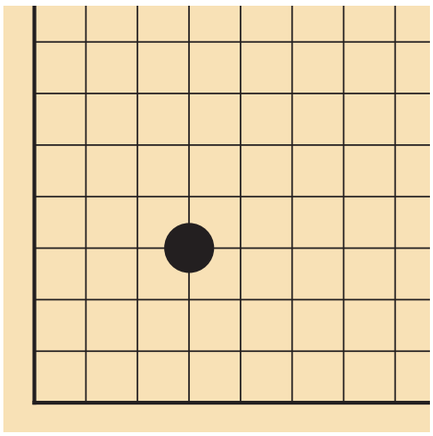
03 Place a black stone (Black 1) to save the black stone by increasing its liberties.

❶ Capturing Game I _ ❶ Liberty

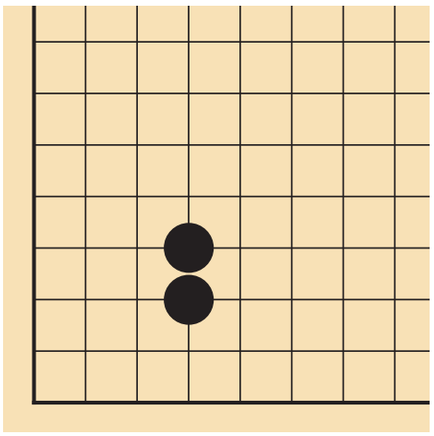
Black's Turn

? Find and count the liberties of black stones.

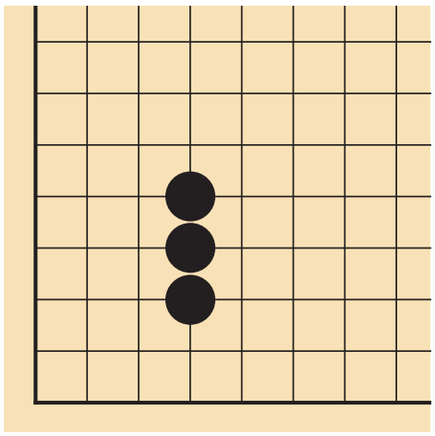
01



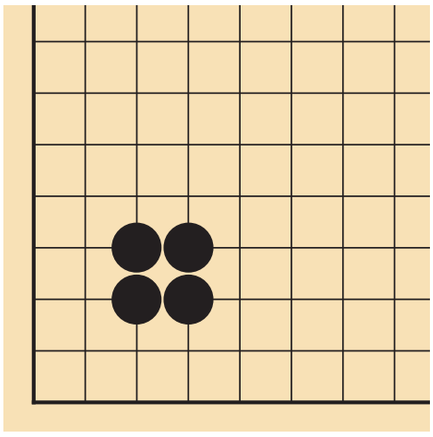
02



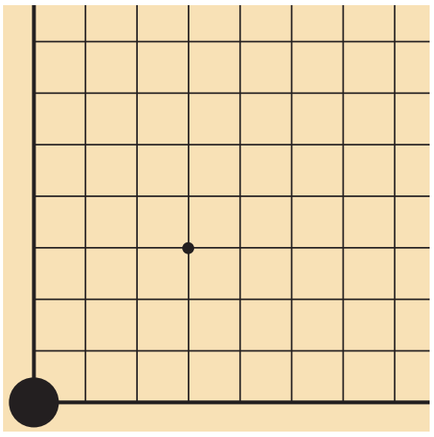
03



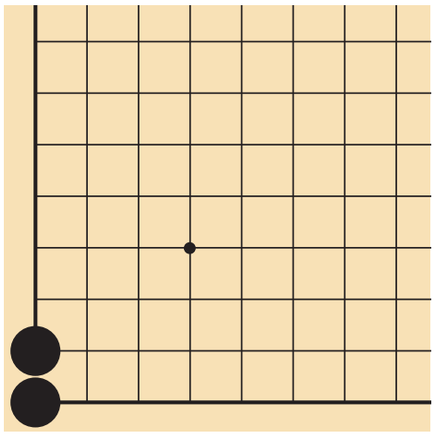
04



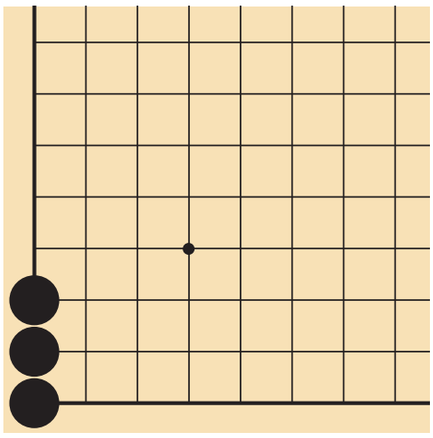
05



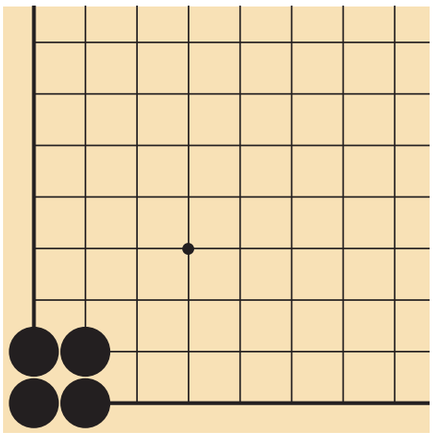
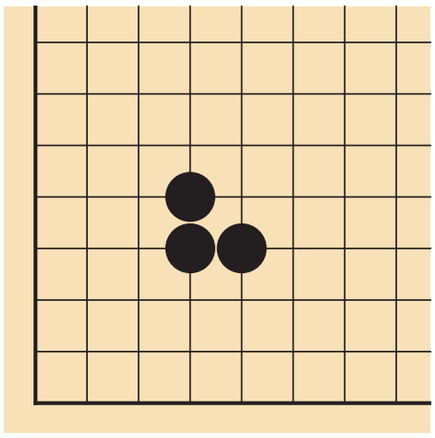
06



07



08



09