1 Introduction

While we assess basic semeais by counting and comparing liberties (see *Volume 1*), we solve advanced semeais by tactical reading. Although we can occasionally transform advanced to basic semeais or accelerate reading by techniques, we must apply the following principles to almost all advanced semeais:

Tactical reading includes all mandatory variations and choices.

We do not solve the problems by guessing, or considering one random variation and its resulting status. Instead, we perform proper tactical reading by analysing all mandatory variations, and making decisions relating and verifying their results.

Avoid all mistakes in tactical reading.

Mistakes can occur early or late during tactical reading. Each mistake can reverse the result of a semeai and change the winner of a game. Although diligent kyus can solve the problems, even amateur dans would make at least one important reading mistake in about every second problem of this book if it occurs during their games. Since each misread semeai loses one rank, we use tactical reading carefully and practise with problems to overcome our weakness.

For a decade, I have collected the most interesting semeais from actual games, excluded those complicated semeais requiring the reading skill of top amateur or professional players, and suitably modified the eligible semeais to create the problems. Their answers cover all relevant variations and decision-making. Therefore, readers can always identify their mistakes and gaps in tactical reading.

First, we recall or learn the theory essential for solving the problems. They are grouped by reading levels of increasing difficulty, numbers or lengths of variations.

A problem is neither solved by only claiming a correct first move and result of life and death status, nor by only considering the most exciting sequence. Instead, we have the discipline to solve each problem by reading **all** mandatory variations and making all necessary choices to verify that the result is correct. In the answers, bold font or commands, such as *"We read all variations.",* distinguish the mandatory variations we have to read from the optional variations.

2 Conventions

Dia. 1 = diagram *1* of the current problem and its answers

Dia. 2.1 = diagram *1* of *Problem 2* and its answers

*Problem** = subproblem / related problem in a list of problems

Dia. = mandatory tactical reading of all alternative variations

Dia. = mandatory tactical reading of at least one of alternative variations, or a group of alternative variations

Dia. = optional tactical reading, resulting position or other text

Black 1 - 2 - 3... = Black 1 - White 2 - Black 3...

White 1 - 2 - 3... = White 1 - Black 2 - White 3...

A letter before a problem number denotes the following range of the minimum number of variations whose reading is mandatory:

A = 1 - 3	D = 20 - 29	G = 100 - 199
B = 4 - 9	E = 30 - 49	H = 200 - 299
C = 10 - 19	F = 50 - 99	

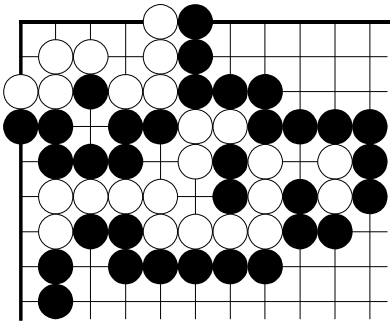
A *semeai* is a capturing race. — 'Reading' a diagram means tactical reading of its variation. 'We read all variations / diagrams' abbreviates the following command: 'Tactical reading of all variations / diagrams is mandatory. We also consider the decision-making.'

Many easy variations are not shown. Reading and decision-making also include variations in texts, although they are often not mentioned in reading summaries. Some techniques mentioned for particular moves also occur for other moves or in other diagrams. If a first move achieves a purpose, further moves are sometimes only shown for explanation; in an actual game, they might better be delayed or not played at all. Status reading sometimes ignores endgame details.

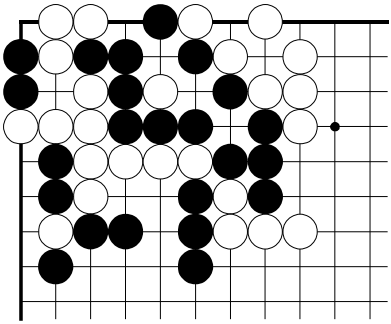
For the problems, consider local moves or imagined plays 'elsewhere'. Either might be correct.

We analyse local kos by emulating global ko fights. After a local ko capture, a play 'elsewhere' is a ko threat. A next play 'elsewhere' is an answer to the ko threat. Two successive plays 'elsewhere' are a shorthand for a ko threat and answer sequence, which might comprise a larger, even number of plays.

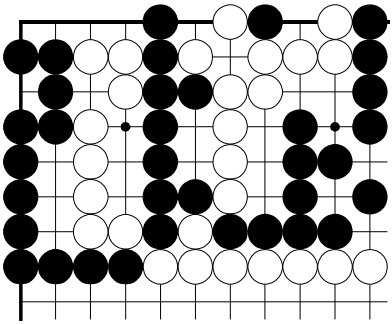
Charles Leedham-Green and Stephen Bashforth have corrected the author's English. The diagrams have been created with Lauri Paatero's GoWrite.



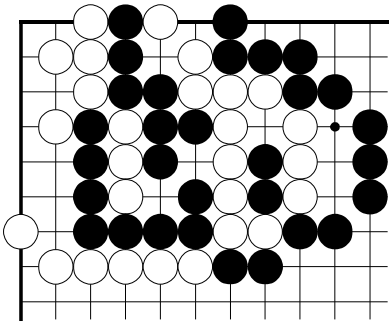
Problem B36: White to move



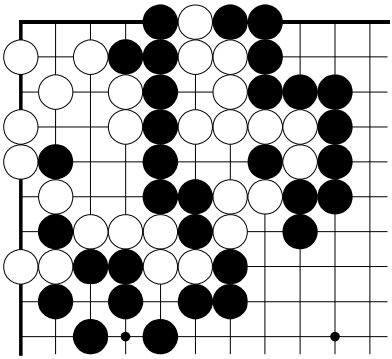
Problem A37: White to move



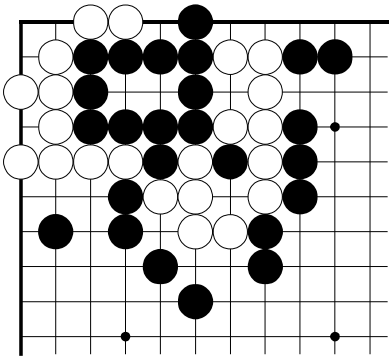
Problem B38: Black to move



Problem B39: Black to move



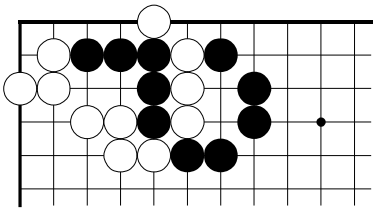
Problem A40: White to move



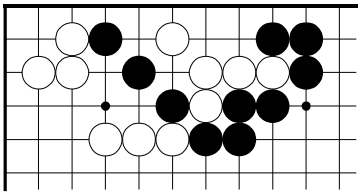
Problem A41: White to move

5 Reading Level II: Problems 48 - 78

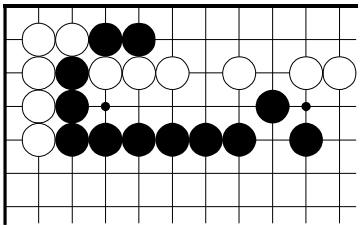
5.1 Ordinary Problems



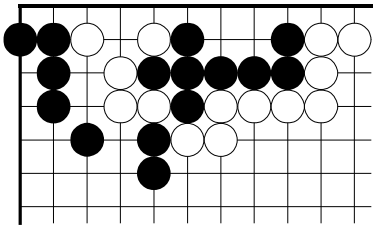
Problem A48: White to move



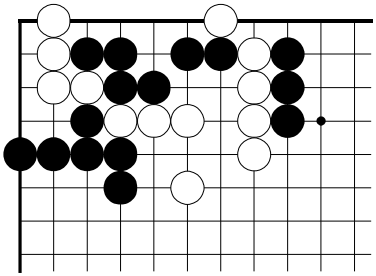
Problem B49: Black to move



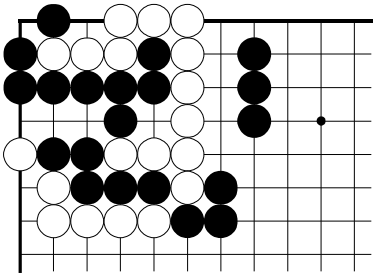
Problem B50: Black to move



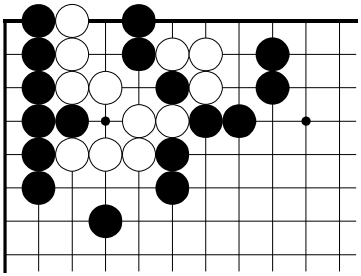
Problem D51: Black to move



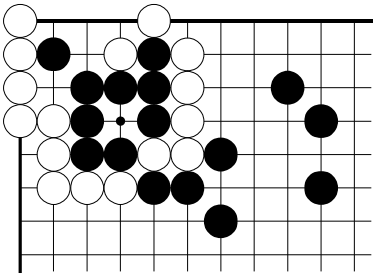
Problem F52: Black to move



Problem B53: White to move



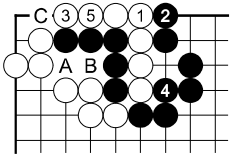
Problem C54: Black to move



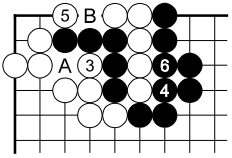
Problem B55: White to move

All: Apply tactical reading. Read all mandatory variations.

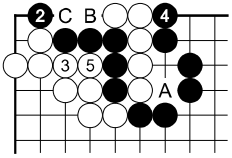
Answer 48: We verify the success of either White 1 in *Dia. 0* (reading the variations of *Dias. 0* and *2*) or *Dia. 3* (reading its variations). Afterwards, we need not assess White 1 in *Dias. 4* and *5*. Initially, it is not obvious which moves are correct and require the least reading so we solve the problem by disciplined reading.



Dia. 0: *correct, Black dead*



Dia. 1: mistake 3, White dead



Dia. 2: *Black dead*

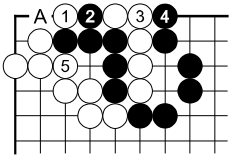
Dias. 0 - 2 conclusions: White chooses move 3 in *Dia. 0* resulting in 'Black dead' but, in *Dia. 1,* discards move 3, 3 at A and 3 at B resulting in 'White dead'. Therefore, Black 2 in *Dia. 0* results in 'Black dead'. Since Black 2 in *Dias. 0* and *2* result in 'Black dead', White 1 in *Dia. 0* results in 'Black dead'.

Dia. 0: We verify that Black 2 at 3, 2 at 5, 4, and 4 at 5 fail. Black 4 at 5 - A followed by 4 - B or C - B fails. — *Dia. 1:* White 3 at A - 4 and 3 at B - 5 fail.

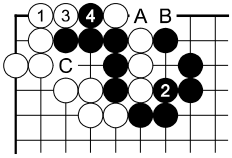
Dia. 2: Move 4 results in 'Black dead' because the continuations A and C fail. Since also move 4 at C results in 'Black dead', Black 2 results in 'Black dead'. Black A - B, C - B and 4 at C - 5 - 4 - B fail. — **Dia. 3:** White 1 results in 'Black dead' because this is the result of Black 4 and 4 at A - 5.

Dia. 4: White 1 results in 'White dead' as this is the result of the continuations White A - B and C - A.

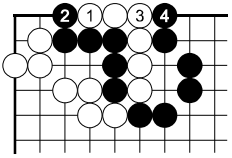
Dias. 5 + 6: White 1 in *Dia. 5* results in 'White dead' because this is the result of White 3 in *Dias. 5* and *6.*



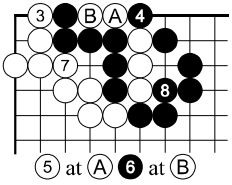
Dia. 3: *correct, Black dead*



Dia. 4: mistake 1, White dead

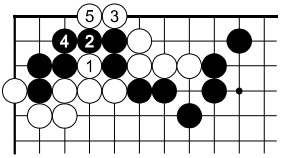


Dia. 5: mistake 1, White dead

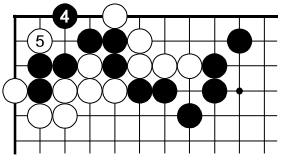


Dia. 6: White dead

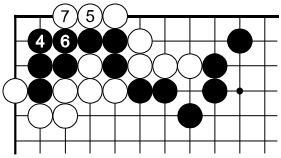
Answer 103: White 1 succeeds because each move 4 fails.



Dia. 0: *Black dead*



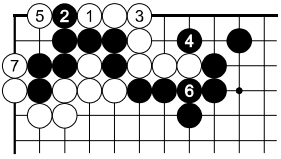
Dia. 1: *Black dead*



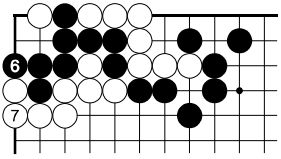
Dia. 2: *Black dead*

Dias. 0 + 1: See *Problem 104* or *105* for the continuation, respectively.

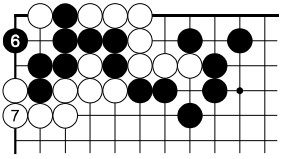
Answer 104: For White's moves shown, all possible black replies fail. If we read these successful white moves, it is mandatory to read all these variations. If we want to verify the success of some alternative white moves, it is mandatory to read all the variations of all their possible, failing black replies.



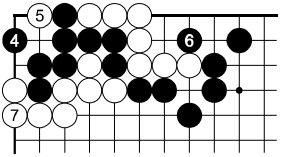
Dia. 0: *Black dead*



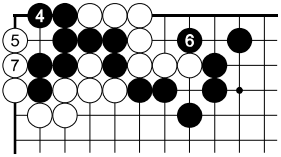
Dia. 1: *Black dead*



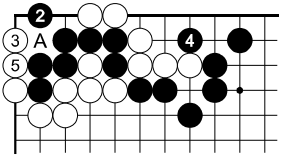
Dia. 2: *Black dead*



Dia. 3: *Black dead*

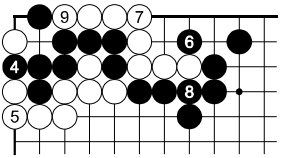


Dia. 4: *Black dead*

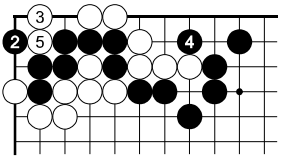


Dia. 5: *Black dead*

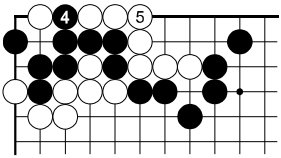
Dia. 5: The alternative White 5 at A also succeeds.



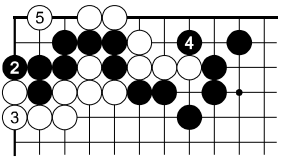
Dia. 6: *Black dead*



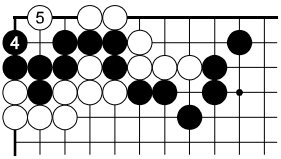
Dia. 7: *Black dead*



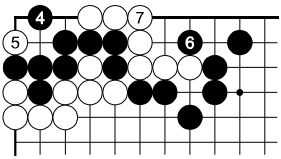
Dia. 8: *Black dead*



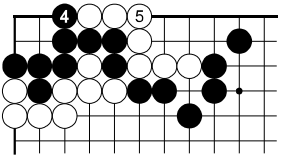
Dia. 9: *Black dead*



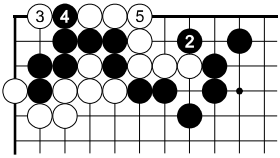
Dia. 10: *Black dead*



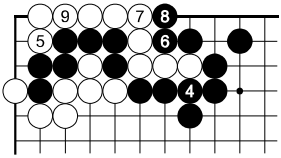
Dia. 11: *Black dead*



Dia. 12: *Black dead*

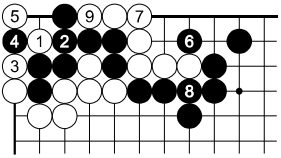


Dia. 13: *Black dead*

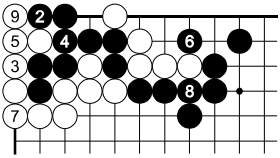


Dia. 14*: Black dead*

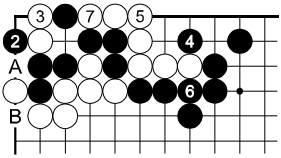
Answer 105: For White's moves shown, all possible black replies fail.



Dia. 0: *Black dead*

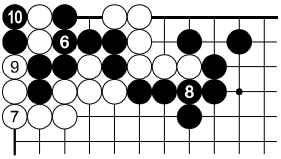


Dia. 1: *Black dead*

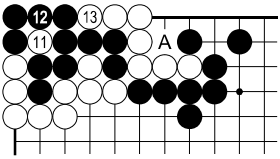


Dia. 2: *Black dead*

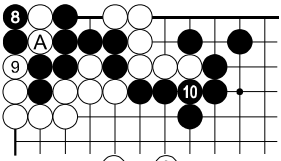
Dia. 2: Black 4 at A - B - 4 - 5 fails. — ***Dia. 3:*** Black 6 at 9 - 7 fails.



Dia. 3: *variation*



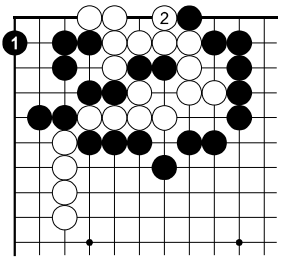
Dia. 4: *continuation, Black dead, Black 12 at A - 12 fails*



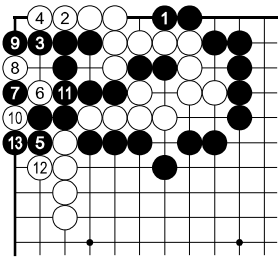
11 at A

Dia. 5: *Black dead*

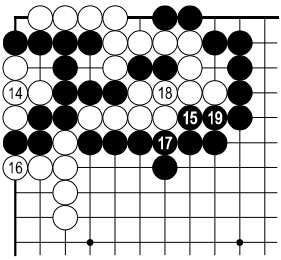
Answer 106 *reading:* Black avoids the failure to read at all and must not accept the result 'both live' in *Dia. 0.* In theory, we need not read the variations evolving from Black's mistakes. In practice, however, it can be difficult to first consider his correct moves. We also read *Problem 107.*



Dia. 0: both live

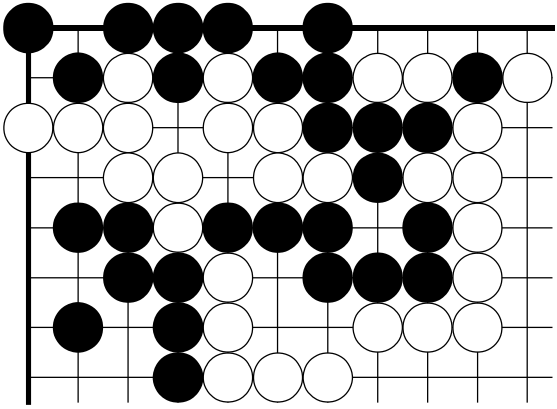


Dia. 1: *correct move 1*

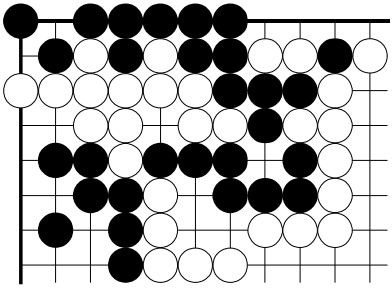


Dia. 2: *continuation*

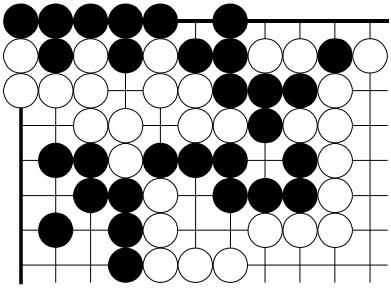
Dia. 1: Black 5 at 6 - 8 fails: the result is a seki or ko.



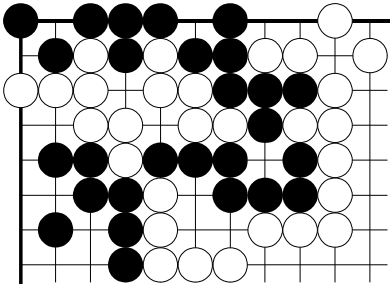
Problem F133: White to move



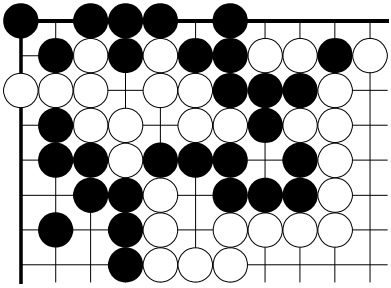
Problem D134: White to move*



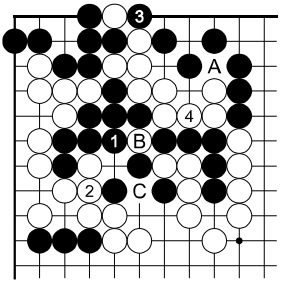
Problem B135: White to move*



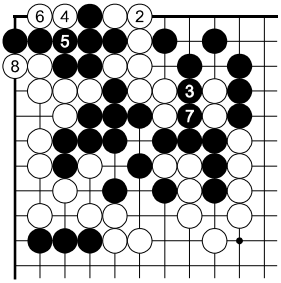
Problem B136: Black to move*



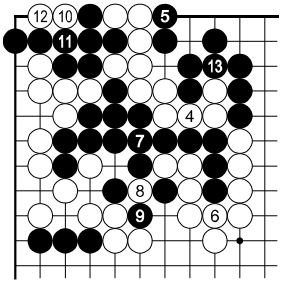
Problem C137: White to move*



Dia. 0: *correct, reduction, Black dead*

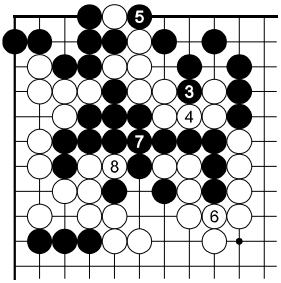


Dia. 1: *mistake 2, bad exchange*

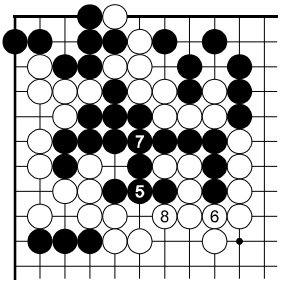


Dia. 2: *mistake 4, White dead*

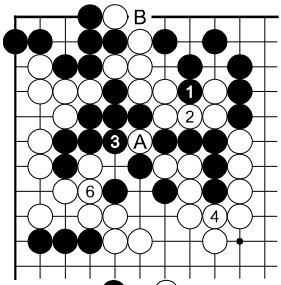
Dias. 1 + 2: White 2 and 4 in *Dia. 1* result in an exchange because White discards move 4 in *Dia. 2* resulting in 'White dead'. **— *Dia. 5:*** Black 4 at B fails as in *Dia. 2.* Black 1 at B - 3 fails.



Dia. 3: *Black dead*



Dia. 4: *Black dead*

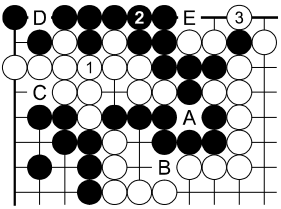


5 at A

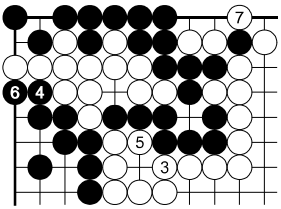
Dia. 5: *Black dead*

Answers 133 - 137: Since the move order is not obvious, we need discipline to read all mandatory variations.

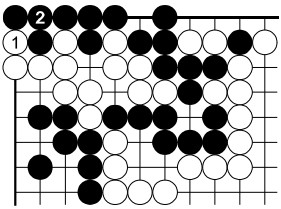
Answer 133:



Dia. 0: *correct move 1, becomes seki*



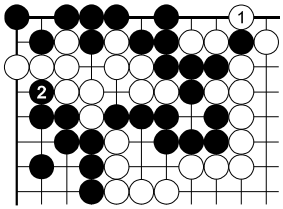
Dia. 1: *seki*



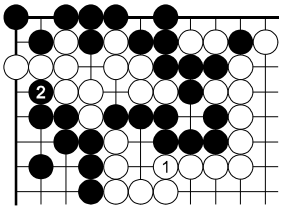
Dia. 2: *mistake 1, White dead*

Reading: Since the correct result 'seki' is a compromise, we read the variations of all diagrams and subproblems.

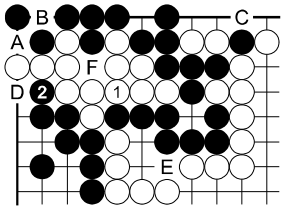
Choice: The correct White 1 (after move 3 continued by Black A - B, C - B or D - E) in *Dia. 0* results in a seki as White chooses either move 3 in *Dia. 0* or *1* with this result (see *Problem 134*). White discards each move 1 in *Dia. 2* (see *Problem 135*), *Dia. 3* (see *Problem 136*), *Dia. 4* (see *Problem 137*) and *Dia. 5* (after move 2 continued by White A - B, C to F or E - D) resulting in 'White dead'.



Dia. 3: *mistake 1, White dead*



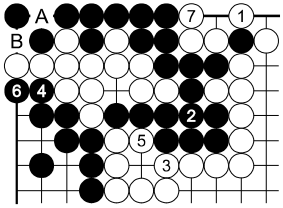
Dia. 4: *mistake 1, White dead*



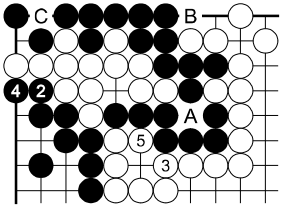
Dia. 5: *mistake 1, White dead*

Answer 134 *reading:* The correct result 'seki' is a compromise so we read all variations.

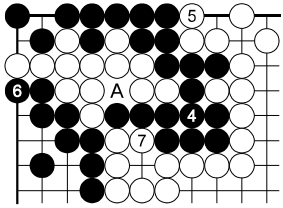
Choice: White avoids the mistake 3 in *Dia. 4*. White 1 in *Dia. 0* and the correct white moves in *Dias. 0 - 3* and *5* achieve a gote seki since no black reply prevents this. White chooses move 1 in *Dia. 0* or *6* resulting in a gote seki and discards move 1 in *Dia. 7* resulting in 'White dead'.



Dia. 0: *seki, correct move 1*



Dia. 1: *seki*



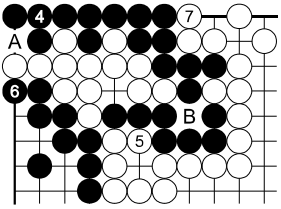
Dia. 2: *seki*

Dia. 0: The same result occurs after Black 2 at A - 3 - 4 - 5 - 6 - 7 or variations with other orders of the white moves. Due to the mistakes Black 4 at A - 7 - 4 - 5 - 6 and 6 at A - 7 - 6, White achieves a seki in sente.

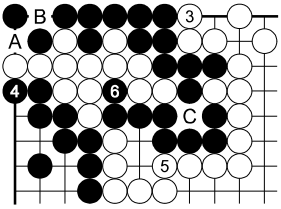
Dias. 0 - 3, 5, 6: White achieves a gote seki. **— *Dias. 1 + 6:*** Black A - B and C - B keep the seki.

Dia. 2: The mistake Black 4 at A - 7 - 4 - 5 results in 'Black dead'.

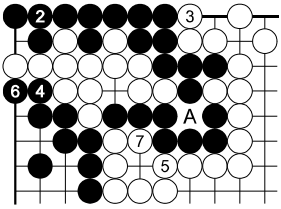
Dia. 3: With the mistake Black 6 at B - 7 - 6, White achieves a seki in sente.



Dia. 3: *seki*

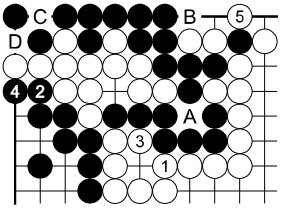


Dia. 4: *mistake 3, White dead*

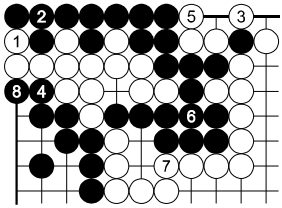


Dia. 5: *seki*

Dia. 4: White 3 at A - B - 3 - C - 5 - 4 fails.



Dia. 6: *seki, correct move 1*



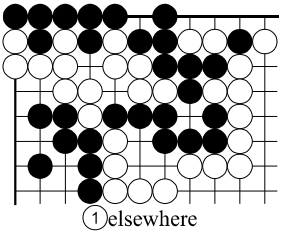
Dia. 7: *mistake 1, White dead*

Dia. 5: White 3 at 5 - 4 - 7 - 6 - 3 results in White's gote seki. — ***Dia. 6:*** White 3 at D - C - 5 - 4 fails. — ***Dias. 134.7 + 135.2:*** White 3 at 7 - 4 - 3 - 8 fails.

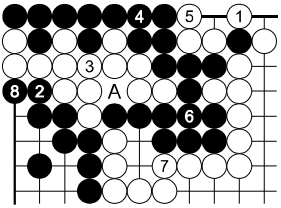
Answer 135: White's play 1 elsewhere in *Dia. 0* is correct because each significant play 1 in *Dias. 1 - 3* fails, whose variations we read.

Dias. 1 + 3: White 5 at 7 - A fails.

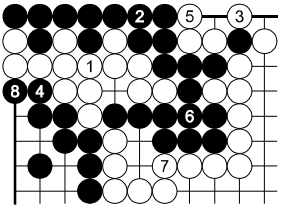
Dia. 3: After White 5 at 7, the mistake Black 8 - B results in a seki.



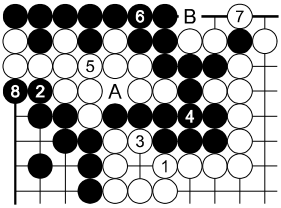
Dia. 0: *correct, White dead*



Dia. 1: *futile*

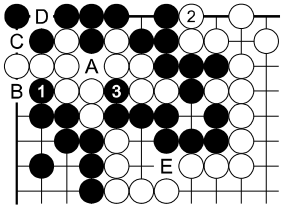


Dia. 2: *futile*

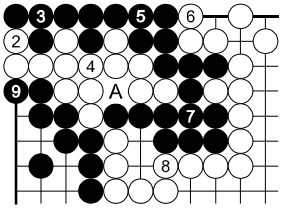


Dia. 3: *futile*

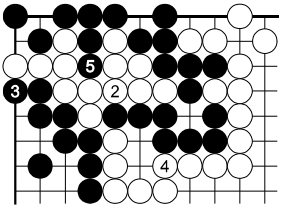
Answer 136: The correct Black 1 in *Dia. 0* results in 'White dead' because each move 2 in *Dias. 0 - 2* has this result. We read their variations. Black discards the inferior move 1 in *Dia. 3* resulting in White's partial life.



Dia. 0: *correct move 1, White dead*



Dia. 1: *White dead*

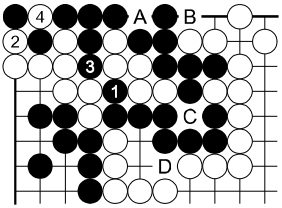


Dia. 2: *White dead*

Dia. 0: White A - B, C - D, 2 at E - 3 - A - B and 2 at E - 3 - C - D fail.

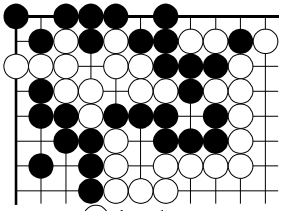
Dia. 1: The mistake Black 3 at A - 3 - 4 results in partial white life. — ***Dia. 1:*** White 4 at 6 - A and 6 at 8 - 9 fail. — ***Dia. 2:*** White 2 at 5 - 3 - 4 - 2 fails.

Dia. 3: The mistake Black 3 at 4 - 3 - A - B - C - D results in 'Black dead'.

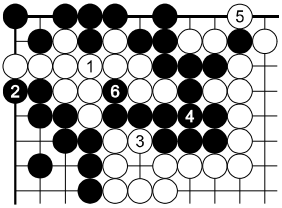


Dia. 3: mistake 1, White's partial life

Answer 137: Black avoids the mistakes in *Dias. 8* and *9*. We read all other variations. White's play elsewhere in *Dia. 0* is correct: Black's correct moves let all white plays fail in *Dias. 1 - 7* and *10*.

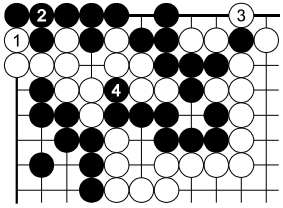


Dia. 0: *correct, White dead*

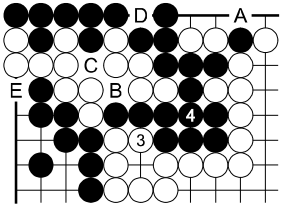


Dia. 1: *futile*

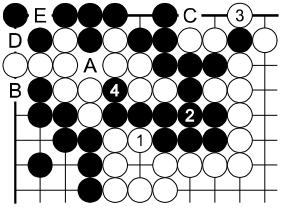
Dia. 1: White 1 at 6 - 2 - 3 - 4 - 5 - 1 fails. — ***Dia. 3:*** White A - B and C - D - A - E fail. — ***Dia. 4:*** White A - B, C - A and D - E - A - B fail.



Dia. 2: *futile*



Dia. 3: *futile*



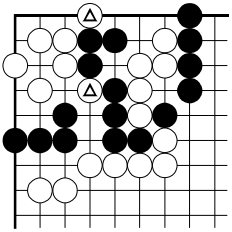
Dia. 4: *futile*

Dia. 7: White A to D and C - E - A - D fail.

Dia. 8: After White's mistake 3 at 4 - A - B - C, the whole white group is dead.

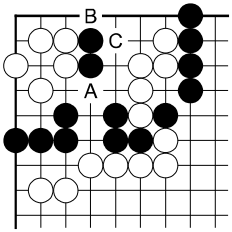
Answers 161 - 163: The problem looks simple but is complex. Therefore, read all mandatory variations with discipline.

Answer 161: Have you read a tesuji book with the shape of the two marked stones in *Dia. 0?* Do you think that just playing both solves the problem?

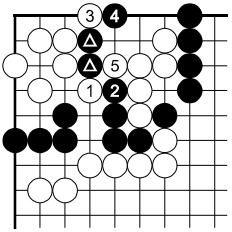


Dia. 0: shape

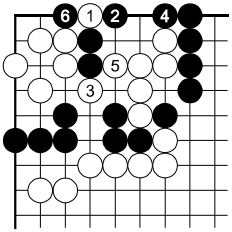
Dia. 1: White 1 at A, B or C results in 'most Black dead', 'ko' or 'White dead', respectively. White A has to be played first. Since the correct result 'most Black dead' is a compromise, we also have to verify by reading that White B or C are not better and cannot kill all black stones near the corner.



Dia. 1: first move

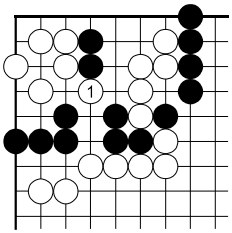


Dia. 2: simple capture

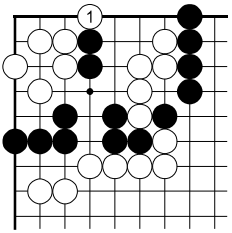


Dia. 3: no simple capture

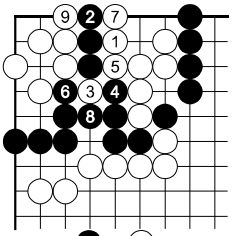
Dias. 2 + 3: The different order of the moves 1 and 3 has different consequences. In *Dia. 2,* White simply captures the marked black string. In *Dia. 3,* Black 4 prepares a ko. This difference is the main topic of the problem.



Dia. 4: *correct, becomes 'most Black dead'*



Dia. 5: *mistake 1, becomes a direct ko*



⓾ at ③

Dia. 6: *mistake 1, White dead*

Answer 161 reading: Since the correct result is a compromise, we read *Dias. 4 - 6* and *Problems 162* and *163.* — *Choice:* White chooses the correct move 1 in *Dia. 4* resulting in 'most Black dead' (see *Problem 162*) but discards move 1 in *Dia. 5* resulting in a direct ko (see *Problem 163*) and move 1 in *Dia. 6* resulting in 'White dead'. — ***Dia. 6:*** The reversion White 3 at 5 - 4 - 3 - 6 is also possible.