

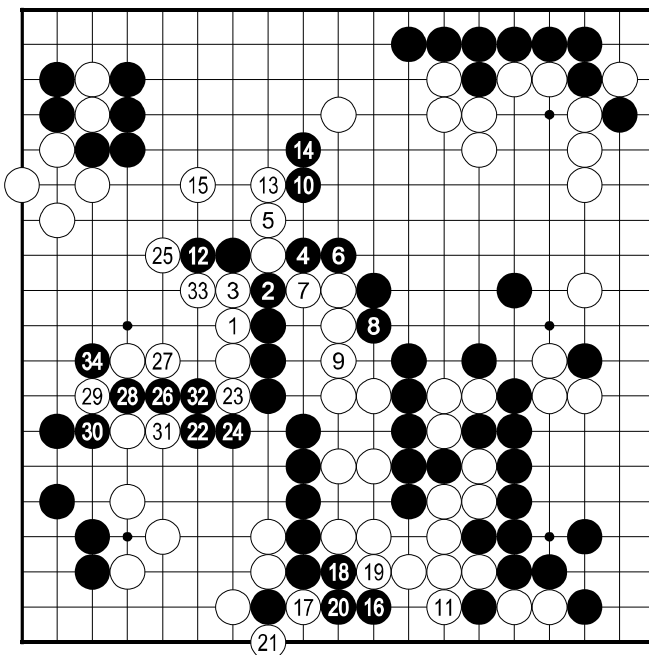
## 4 Killing

Killing the opponent's group is an attractive aim but we have to avoid greed, carelessness, laziness, wishful thinking, not thinking at all and meaningless attacks. When a player's killing attempt fails, his own territory might vanish or his own group might die. If you really want to kill, verify your plan, read any capturing race carefully and find the correct first move.

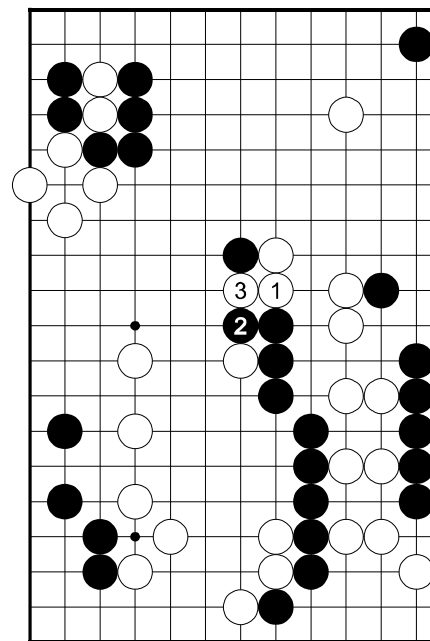
### Verify if killing works.

Instead of a killing attempt involving too complex tactical reading, control your psychology and overcome your desire of killing necessarily. Consider a simple and reasonable move, profit from attacking gently or choose a calm strategy.

### Example 1



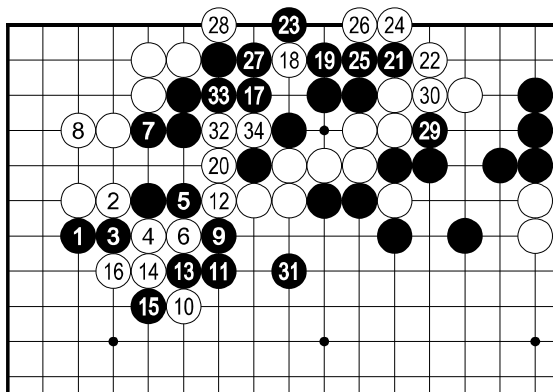
*Dia. 1: failure*



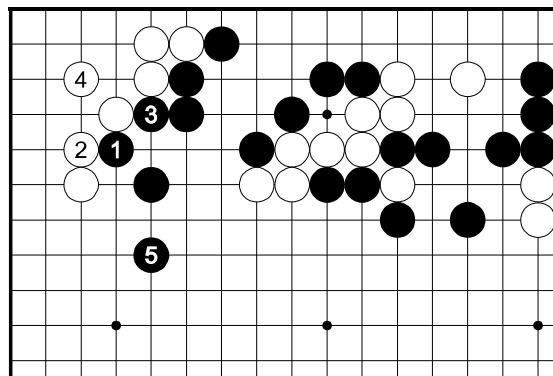
*Dia. 2: correct*

In *Dia. 1*, White is greedy, careless and too lazy to verify if killing works. As a consequence, his own group dies while he tries to kill the opponent's group. White should play the simple sequence in *Dia. 2*; cutting is already a success.

## Example 9



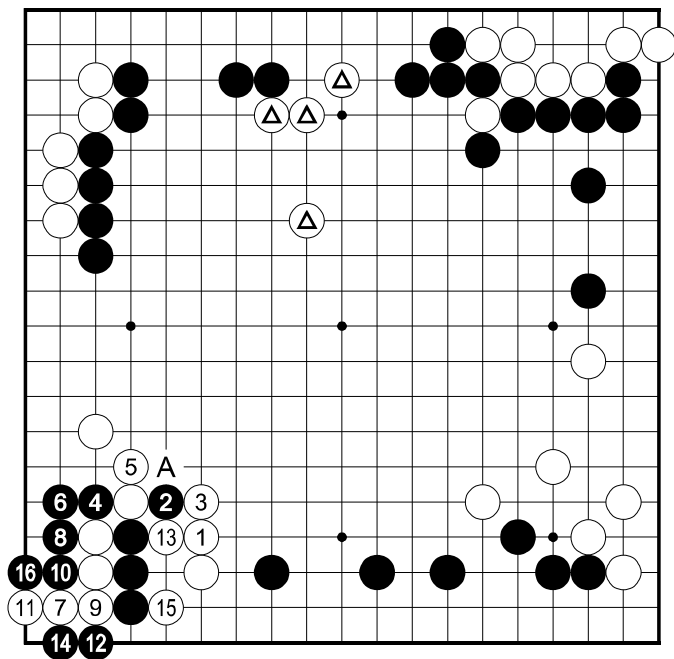
*Dia. 1: failure*



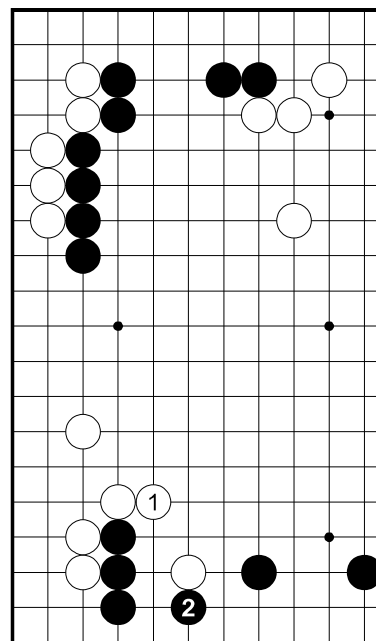
*Dia. 2: correct*

Black 1 in *Dia. 1* is supposed to be a double attack with the aim of killing either white group. However, the overplay results in a dead black group. Instead of losing control of his psychology, Black must maintain connection and attack the upper white group gently without a desire of necessarily killing it.

## Example 10



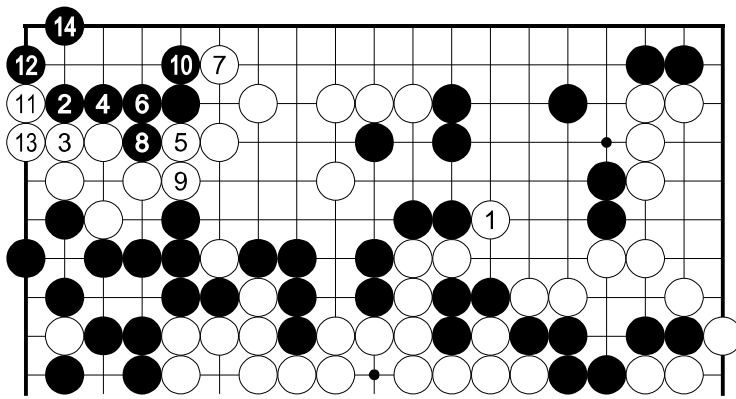
*Dia. 1: failure*



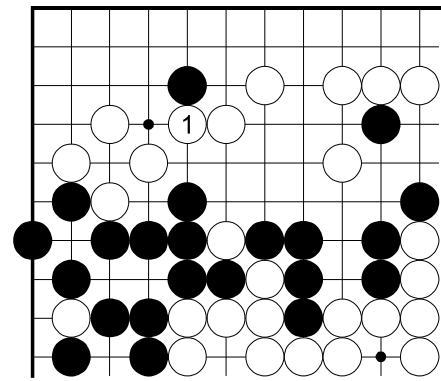
*Dia. 2: correct*

In *Dia. 1*, White is greedy and tries to kill the black group in the lower left corner. He does not read the capturing race carefully and loses it. As a consequence, his outer stones have the weakness A and his marked group is also weak. Of course, White should play the simple, strong move 1 in *Dia. 2* in sente so he can reinforce his upper group.

### Example 3



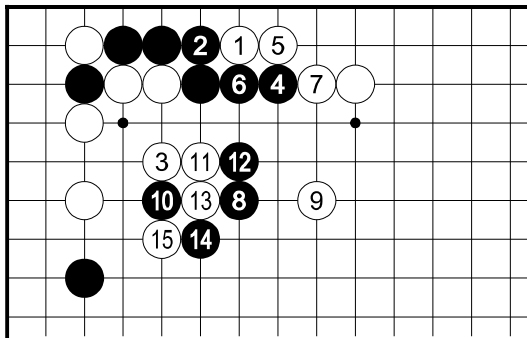
*Dia. 1: failure*



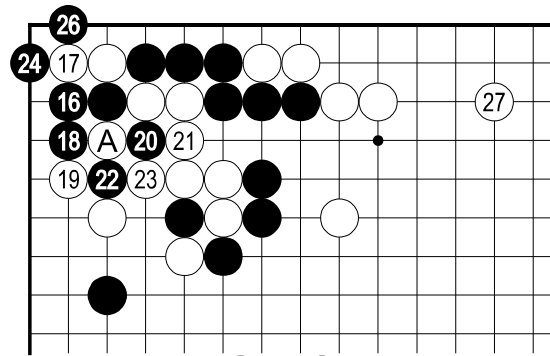
*Dia. 2: correct*

In *Dia. 1*, White is too lazy to analyse the aji in the upper left corner. On move 3, White wants to keep everything but the black invasion group lives. *Dia. 2* shows the correct defense of the white territory against aji.

### Example 4

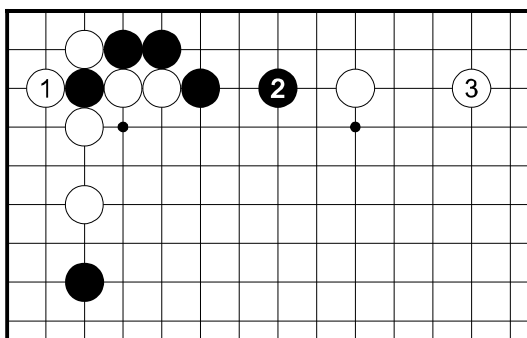


*Dia. 1: failure*



Ⓜ at A

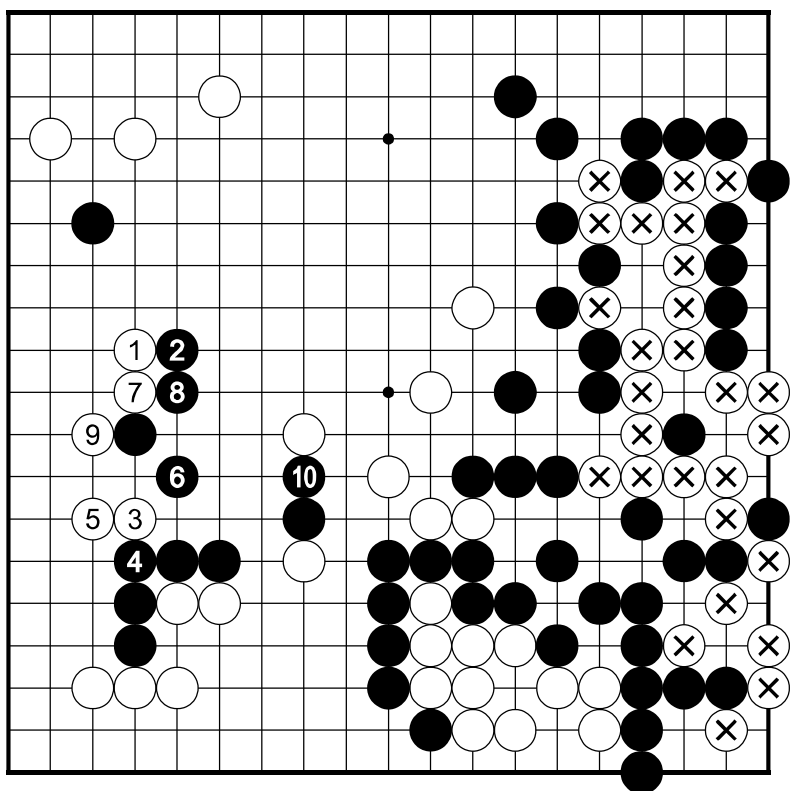
*Dia. 2: continuation*



*Dia. 3: correct*

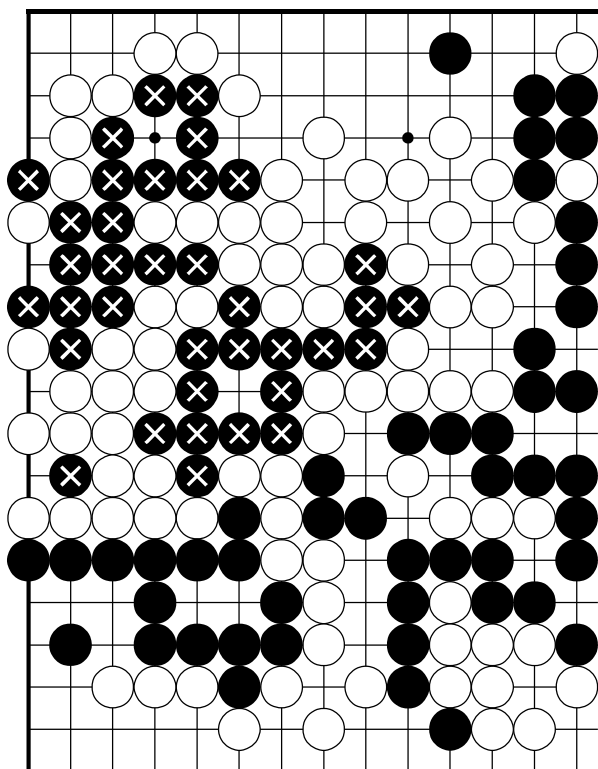
White's harsh but greedy attack in *Dias. 1* and *2* neglects the weakness of the white shape in the corner. Black exploits it to live there. The defensive move 1 in *Dia. 3* is necessary. White keeps his territory and the black group remains weak. This sequence is easy to find if only he controls his psychology.

## Example 5

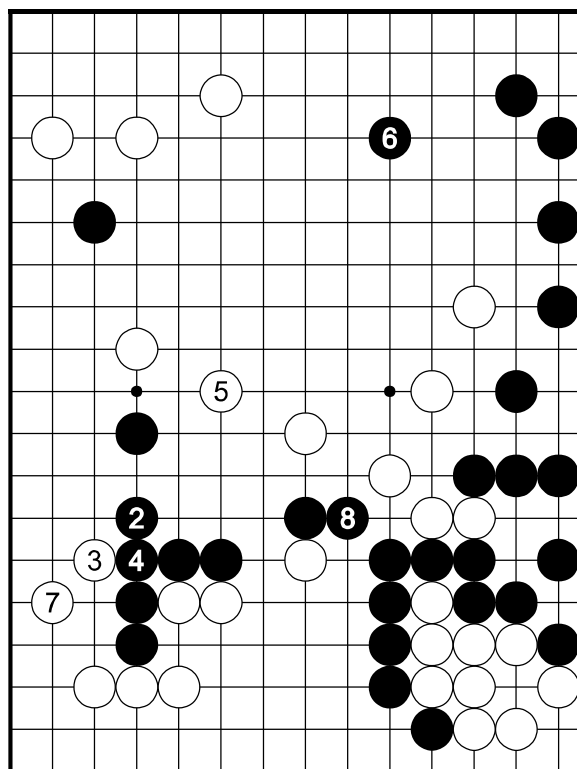


*Dia. 1: Black's failure*

Black has killed the marked group in *Dia. 1* and apparently won the game. Since White's only chance is to kill a larger group, he attacks fiercely and invites Black to make psychological mistakes. Black obliges by leaving behind cutting aji. After a ko fight, White wins by killing the marked groups in *Dia. 2*. Black must connect safely in *Dia. 3*.

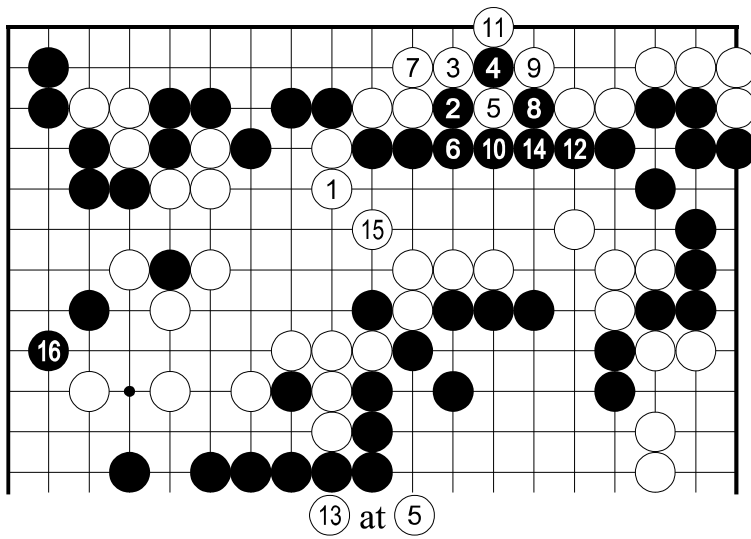


*Dia. 2: result*



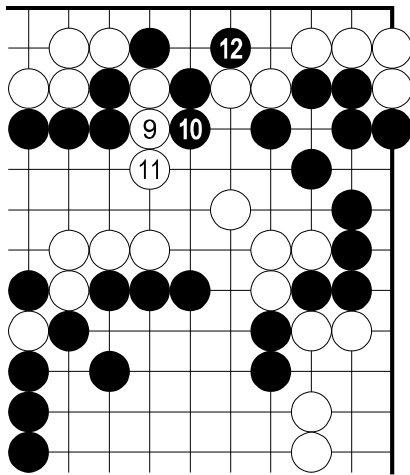
*Dia. 3: correct*

## Example 10

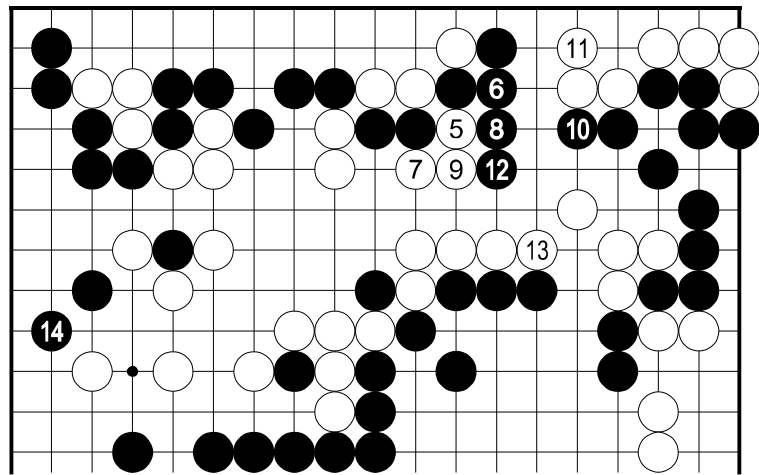


*Dia. 1: failure I*

*Dia. 1:* On move 1, White does not carefully consider gote and sente. To maintain good meaning of the stone 1, the reinforcement 15 is necessary. Black plays the large endgame move 16.

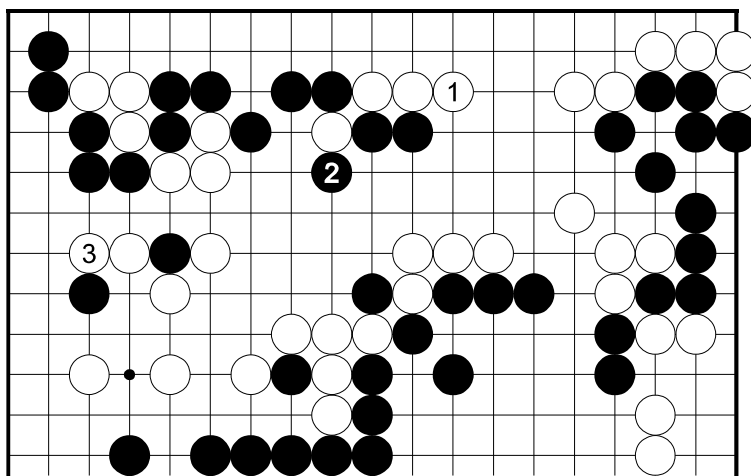


*Dia. 2: failure II*



*Dia. 3: failure III*

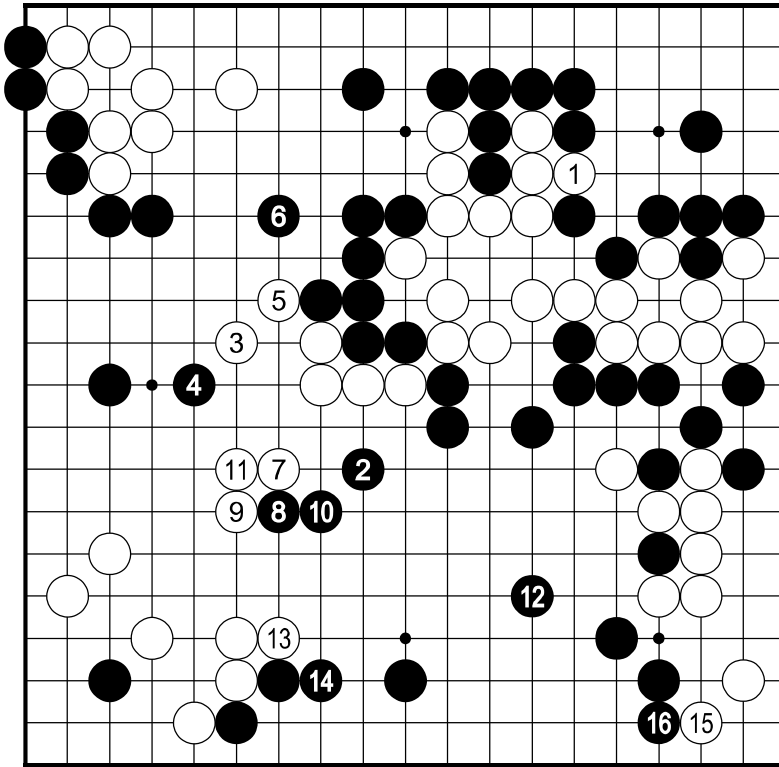
*Dias. 2 + 3:* Black killing the white group in the upper right corner or breaking through in sente is his success.



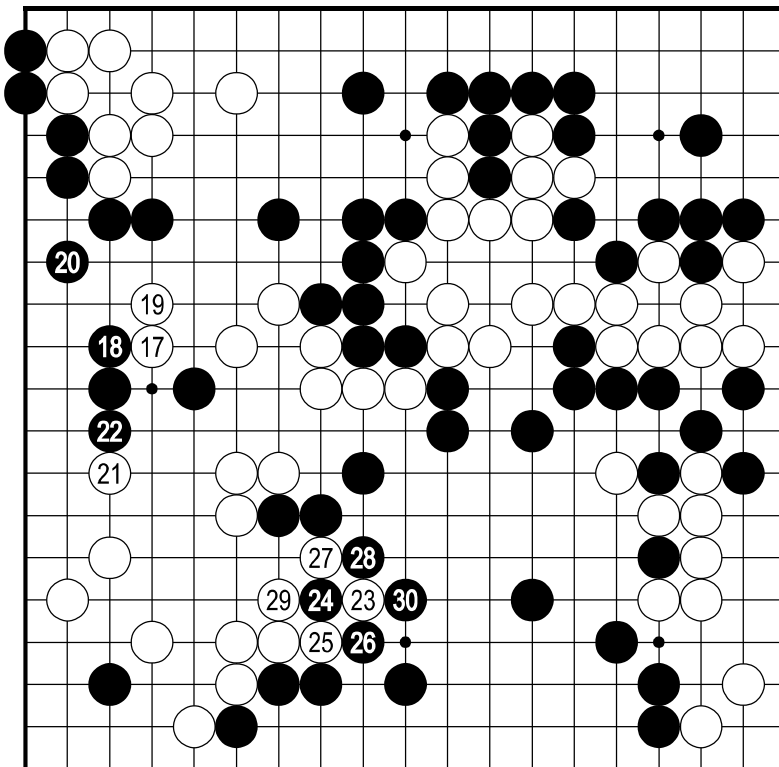
*Dia. 4: correct*

*Dia. 4:* White 1 is the appropriate sente move so White takes the left side.

## Example 14

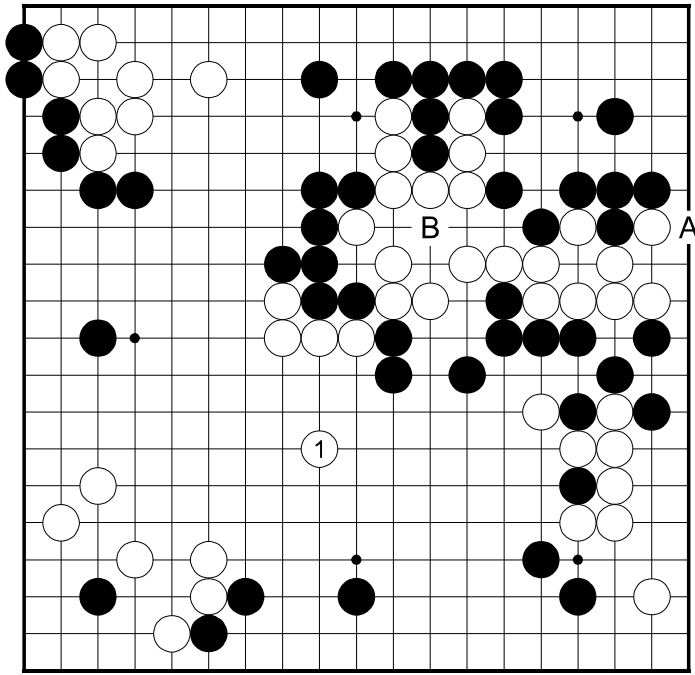


*Dia. 1: failure*



*Dia. 2: continuation*

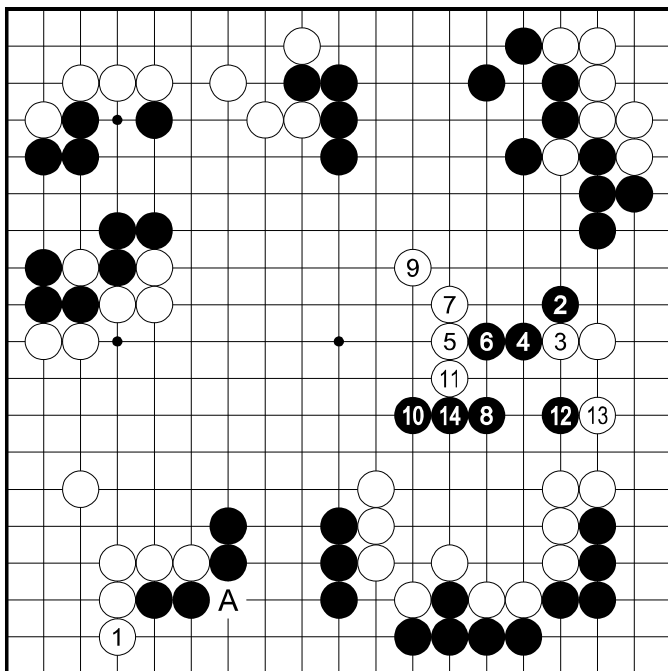
*Dias. 1 + 2:* White 1 is a psychological mistake. During the middle game, the move is not sente. Instead, Black plays the sente sequence 2 to 11 before move 12 enlarges his territory region on the lower side.



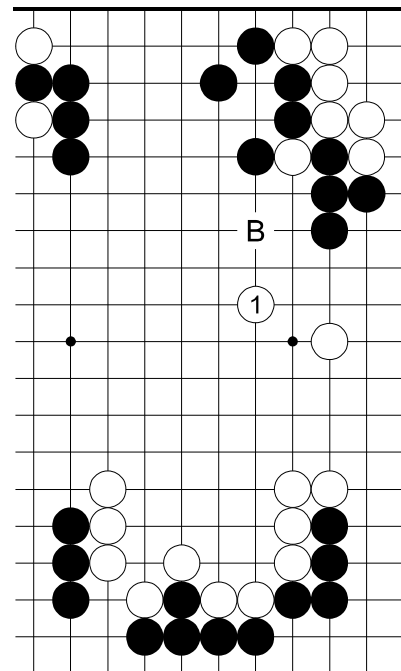
*Dia. 3:* White must defend his weak group in the center while preventing a huge black moyo. Note that the white group in the upper right quarter of the board is alive: Black cannot kill it with Black A - White B.

*Dia. 3: correct*

### Example 15



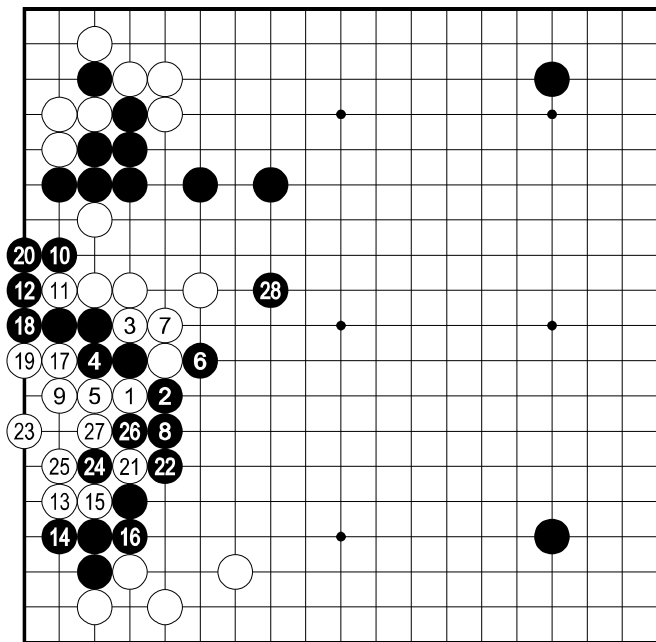
*Dia. 1: failure*



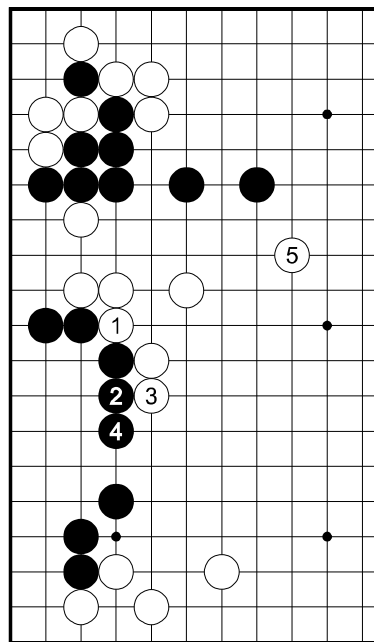
*Dia. 2: correct*

Unlike White thinks, move 1 in *Dia. 1* is not sente. Its follow-up at A of capturing two stones is too small. Black's moves are more valuable. White must play at 1 in *Dia. 2*, which is at the boundary of black and white moyos and has the good follow-up B.

## Example 6



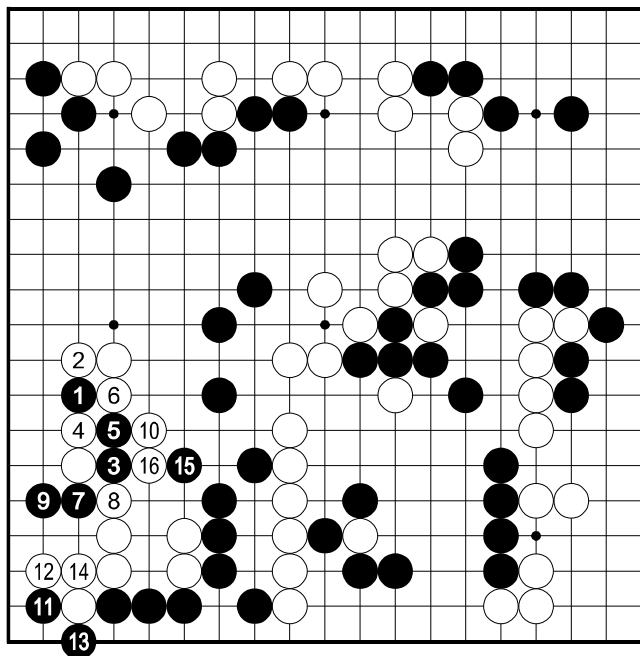
*Dia. 1: failure*



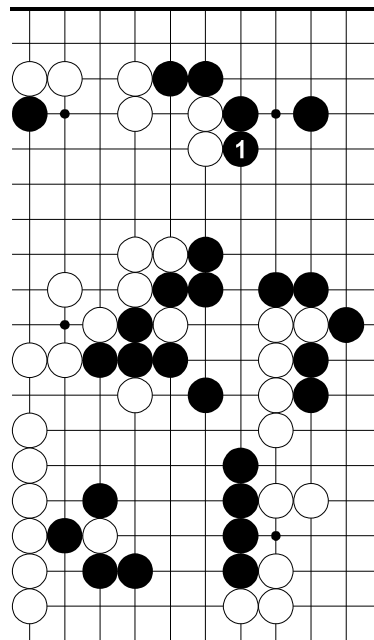
*Dia. 2: correct*

In *Dia. 1*, it is White's wishful thinking that Black answers passively with 2 at 5. However, move 2 starts a fight, in which Black has the initiative. Instead, the peaceful defense in *Dia. 2* is correct.

## Example 7



*Dia. 1: failure*

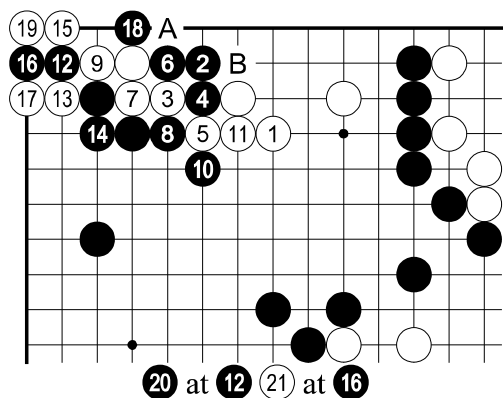


*Dia. 2: correct*

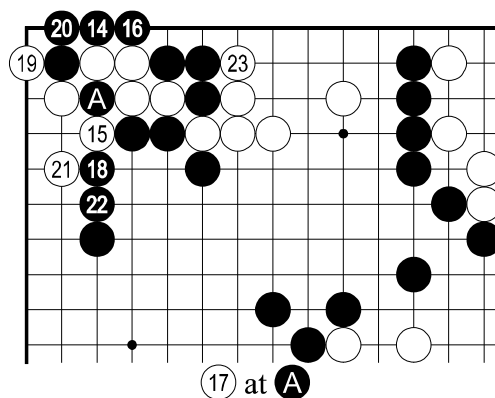
In *Dia. 1*, Black hopes to gain from exploiting aji. Instead, he loses five stones and strengthens the white group. He must simply protect the upper right corner in *Dia. 2*.



## Example 15

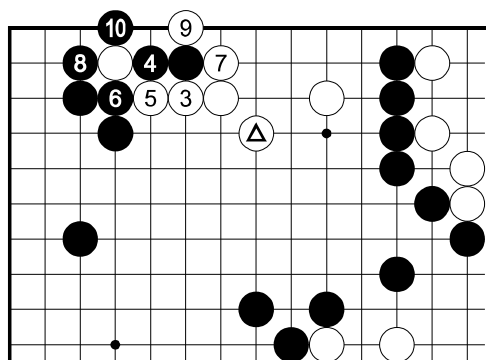


*Dia. 1: failure*

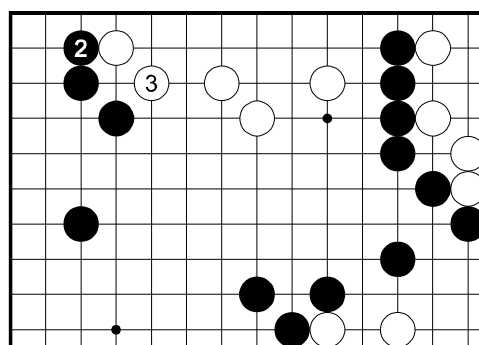


*Dia. 2: variation*

It is Black's wishful thinking that the standard joseki follow-up and end-game move 2 in *Dia. 1* works. After White's punishment, Black A - White B fails as Black cannot approach the white group in the corner.



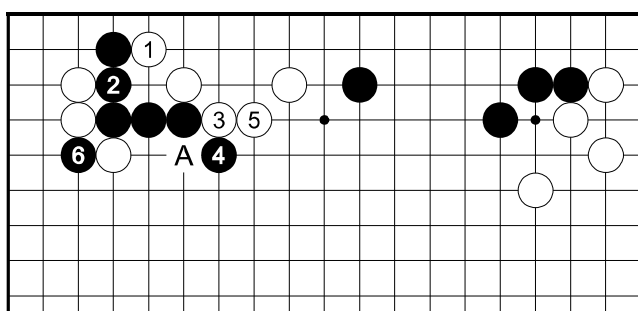
*Dia. 3: Black's dream*



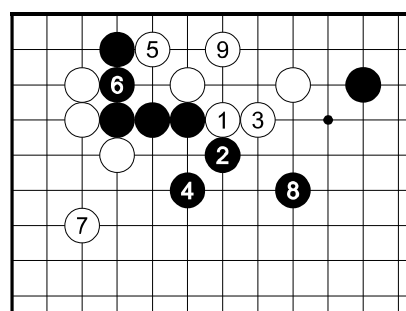
*Dia. 4: correct*

Black overlooks the local impact of the marked stone in *Dia. 3*. *Dia. 4* shows Black's correct reply, which is sente due to the strong black stones surrounding the white group.

## Example 16



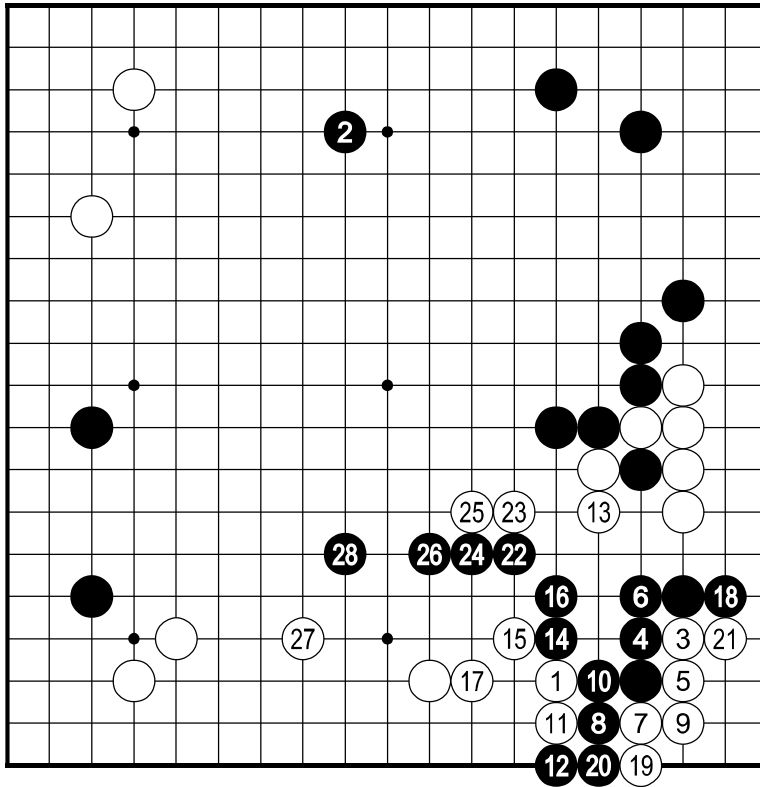
*Dia. 1: failure*



*Dia. 2: correct*

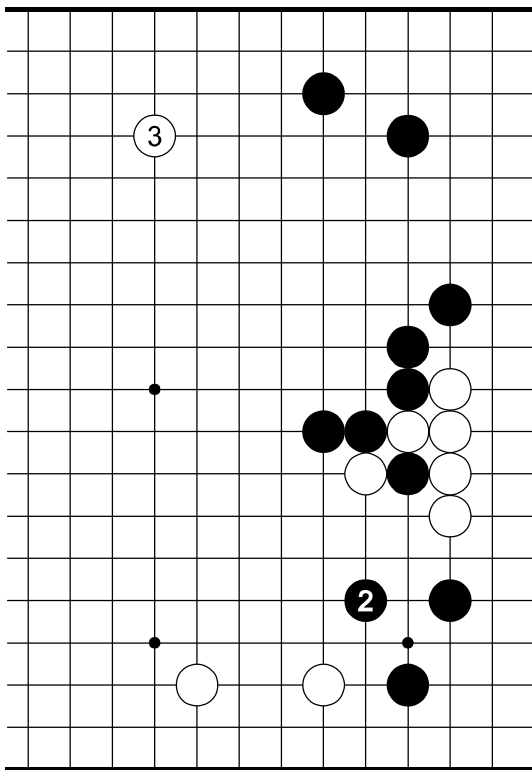
In *Dia. 1*, it is wishful thinking that White 1 attacks the black group. Black 2 fills a liberty of the adjacent white string so the cut 6 protects the cutting point A efficiently. White's peaceful defense in *Dia. 2* is correct.

## Example 19

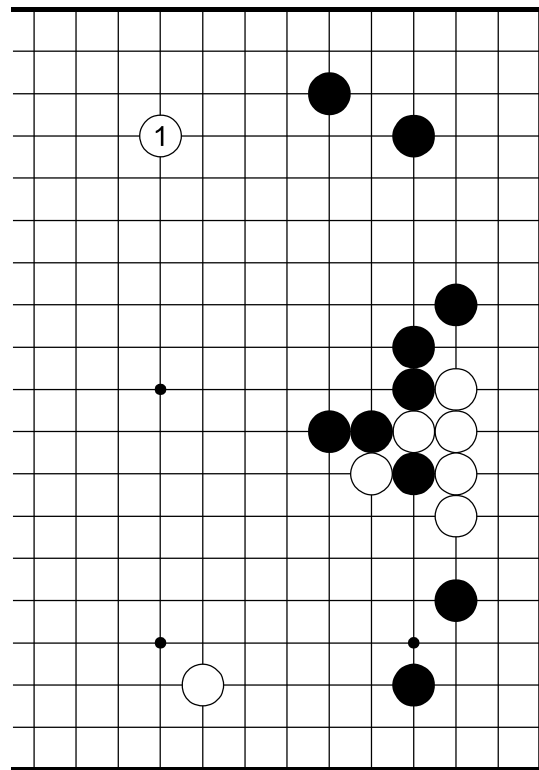


*Dia. 1: failure*

White 1 in *Dia. 1* is premature. It is not sente as Black has no problem to survive. He has a promising game. Only in White's wishful thinking, Black answers locally in *Dia. 2*. White's correct move in *Dia. 3* restricts Black's sphere of influence on the upper side and in the center.

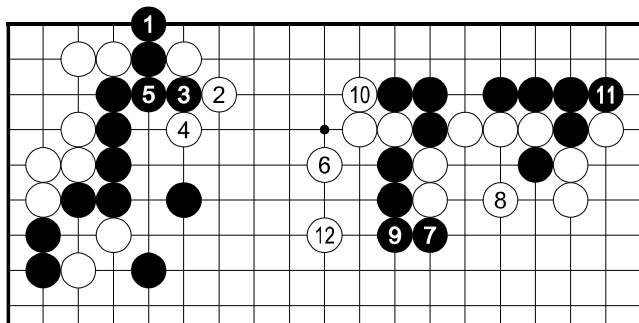


*Dia. 2: White's dream*



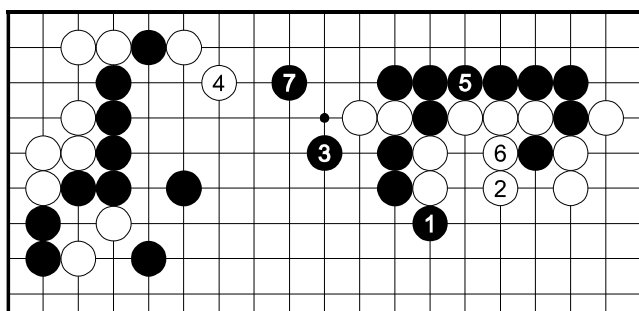
*Dia. 3: correct*

### Example 27



*Dia. 1: failure*

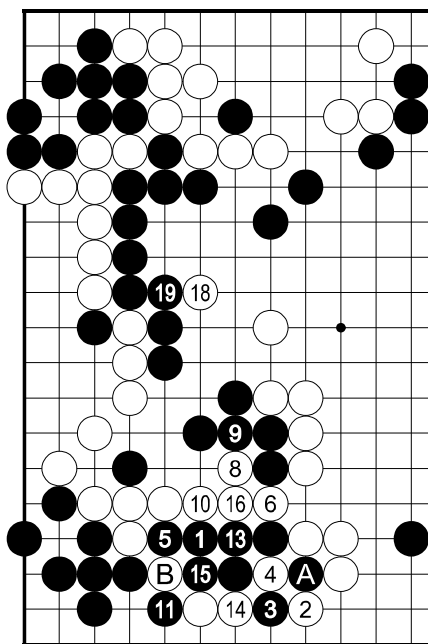
*Dia. 1:* With move 1, Black wants to maximise his territory but White destroys the pipe dream.



*Dia. 2: correct*

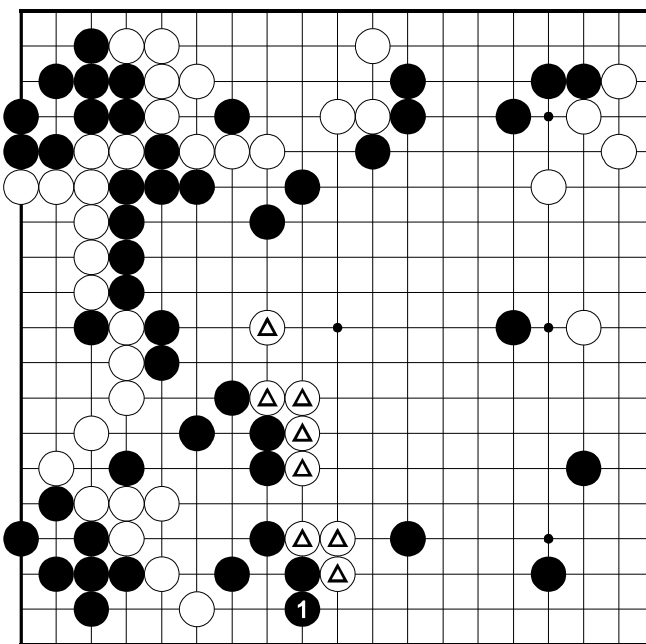
*Dia. 2:* Black should have the more realistic aim of getting territory in part of the upper region.

### Example 28



7 at A 12 at 4 17 at A  
20 at 4 21 at B

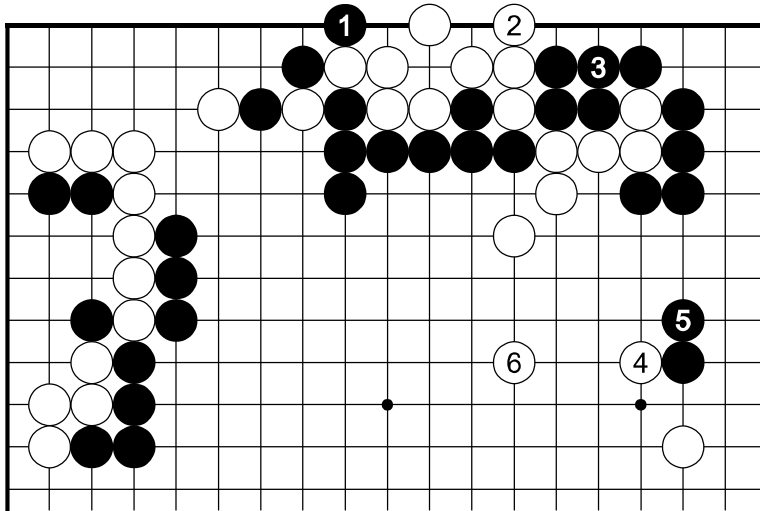
*Dia. 1: failure*



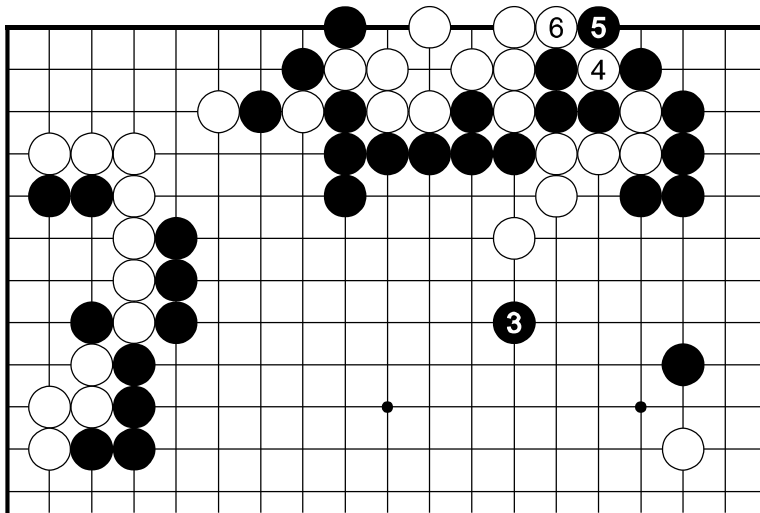
*Dia. 2: correct*

In *Dia. 1*, Black expects White 2 at 5. This, however, is wishful thinking. In the game sequence, White defends his weak group in sente. In *Dia. 2*, Black must attack the marked white group directly.

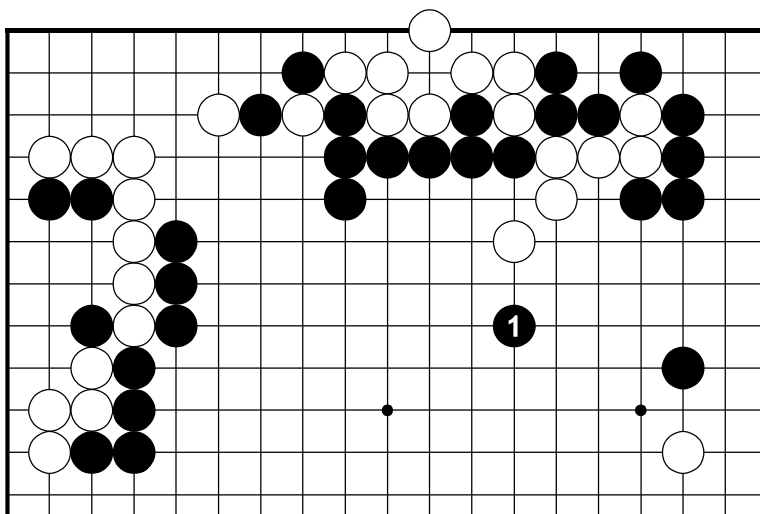
## Example 13



*Dia. 1: failure*



*Dia. 2: variation*

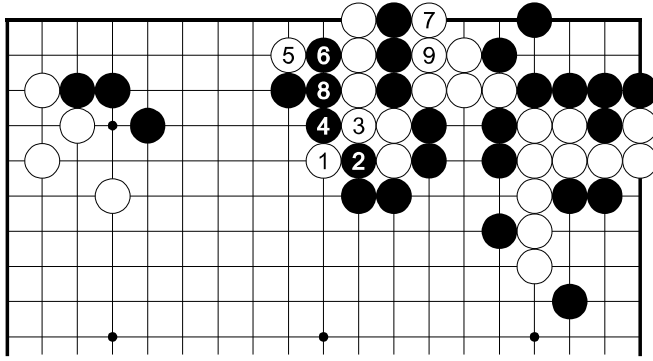


*Dia. 3: correct*

*Dia. 1:* Black plays move 1 thinking it is sente. However, Black 3 becomes necessary so that White cannot throw-in at 4 in *Dia. 2* capturing the cutting string.

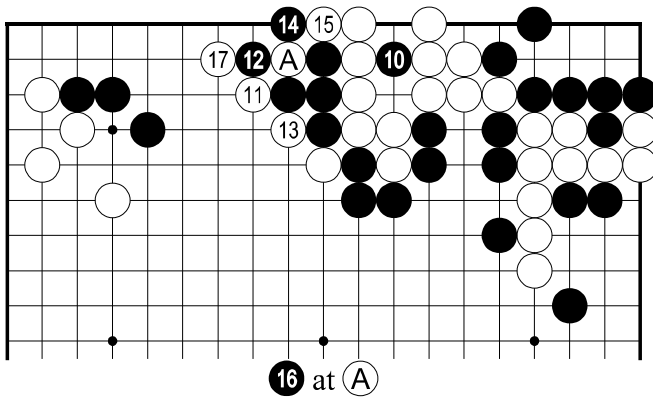
*Dia. 3:* This immediate attack is correct. Black must avoid premature endgame on the first row.

## Example 8



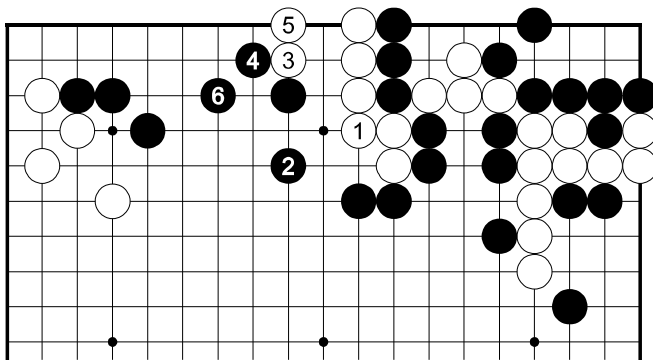
*Dia. 1: White's failure*

*Dia. 1:* Since White is lazy, Black punishes the first move.



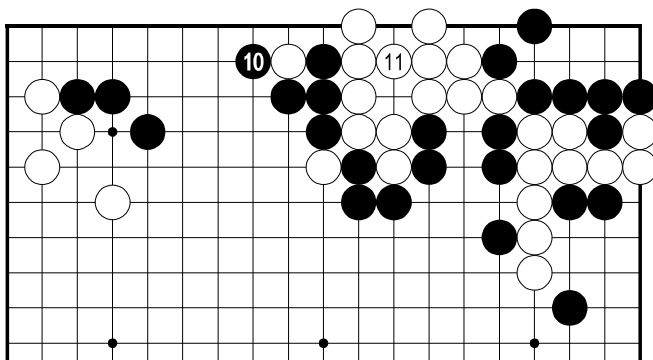
*Dia. 2: Black's failure*

*Dia. 2:* Black becomes greedy and lazy: he does not verify his move 10. White is lucky when squeezing the adjacent black stones.



*Dia. 3: correct move 1*

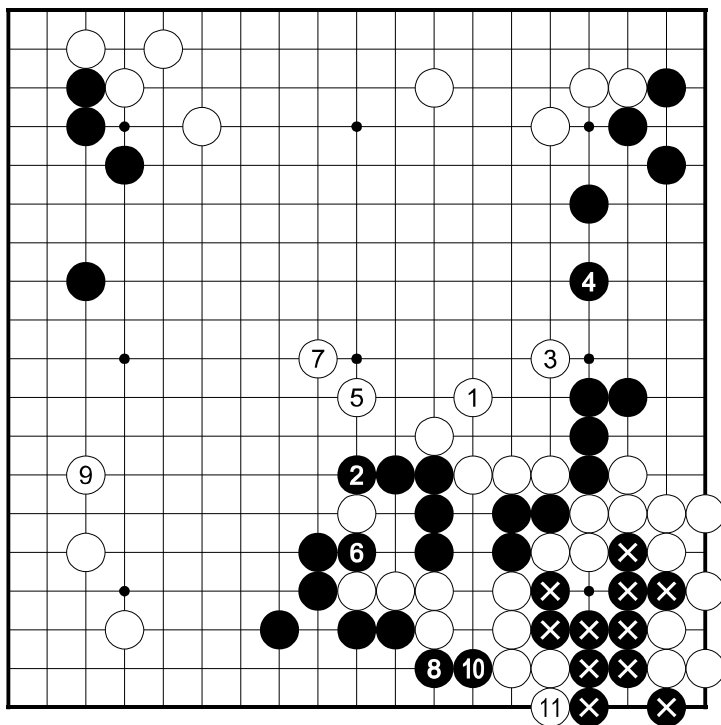
*Dia. 3:* The white group lives.



*Dia. 4: correct move 10*

*Dia. 4:* White has to live while Black establishes thickness on the outside. Next, Black reinforces the upper right corner or plays elsewhere.

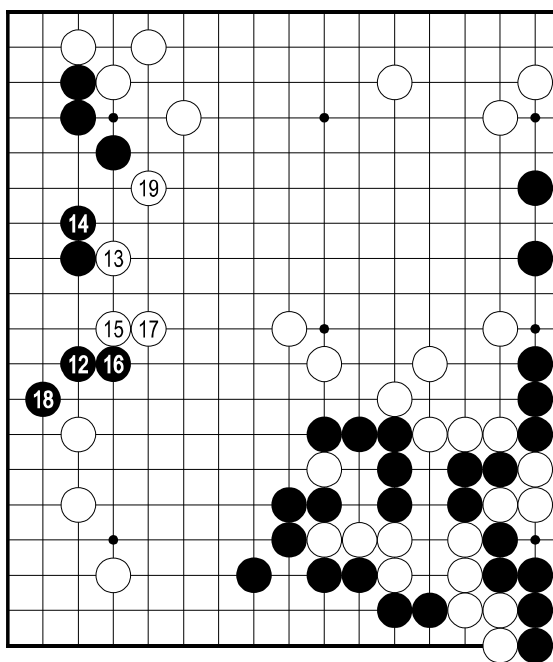
### Example 3



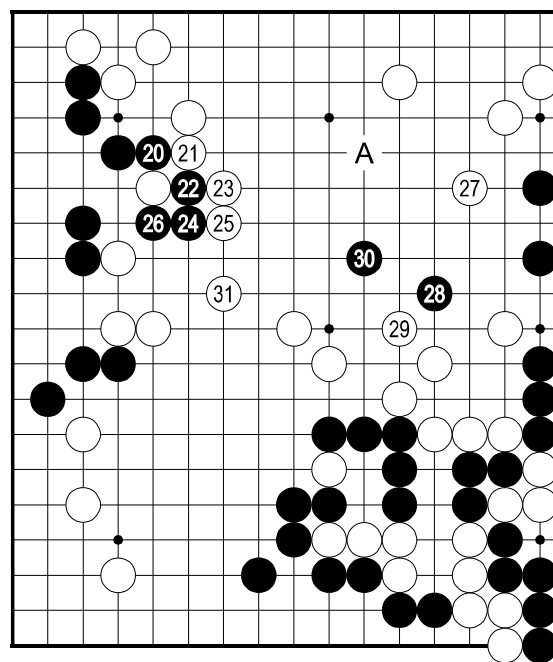
*Dia. 1: game sequence*

*Dia. 1:* Since White has killed the marked group, he needs to maintain a calm psychology to win the won game. Throughout the remaining game, he applies maximal simplicity whenever possible.

His moves 1 to 9 are the safest reinforcements in good shape. He ignores the trick play 8, which is gote, but plays the necessary move 11.



*Dia. 2: continuation*

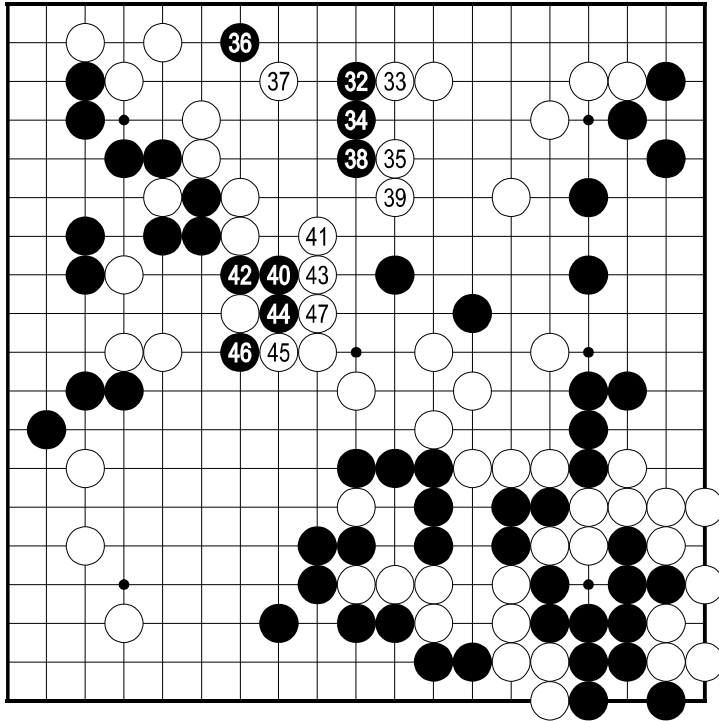


*Dia. 3: continuation*

*Dia. 2:* White reduces the left side cautiously while expanding his sphere of influence extending from the upper side to the center.

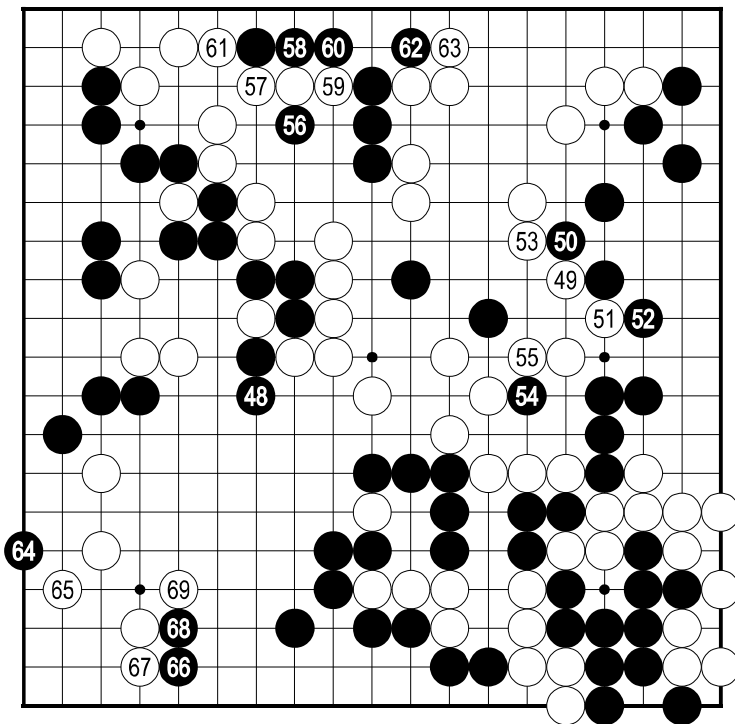
*Dia. 3:* White does not have the intention of transforming most of his sphere of influence into territory. It is sufficient to convert a moderate part into territory while maintaining the life of the white group in the

lower right center. Therefore, White simplifies with the sequence 21 to 26 and plays the most cautious defending moves 29 and 31. White 27 maximises the white sphere of influence making its reduction a difficult task. White 27 at A is a valid alternative.



*Dia. 4: continuation*

*Dia. 4:* Black's desperate deep invasion is an overplay. White punishes it calmly by avoiding any over-ambition. White simply kills the group, sacrifices immaterial stones in the left center and safely connects his group in the lower center.



*Dia. 5: continuation*

*Dia. 5:* When Black 48 completes a capture, White returns the favour with moves 49 to 55. The variation Black 52 at 53 - White 52 is also good for White. Black tests White's tactical reading on the upper side in vain. Finally, White chooses the safest and simplest replies 65 to 69 in the lower left corner. White's monumental psychology does not give Black any chance.