

Part 1 Fighting techniques

1. Overall practice	7
2. Pae (ko) threat	16
3. Ladder breaker	20
4. Capturing race	24

Part 2 Haengma

1. Basic Shape	31
2. One-space and knight's move haengma	36
3. Knight's move and large knight's move haengma	41
4. Cutting the knight's move haengma	46
5. Blocking the opponent's haengma	51

Part 3 Life and death

1. Making one eye or preventing one eye	57
2. Basic life and death problems in the corner	62
3. Basic life and death problems on the side	70
4. Throw-in	78
5. Self-atari	84
6. Life and death with pae (ko)	90
7. Key point of the shape	95
8. Synthesis of the life and death problems	100

Part 4 Fuseki

1. Stability of the stones	107
2. It is not good to be closed in	112
3. Taking the vital point	118

Part 5 Joseki

1. Star point joseki	125
2. 3-4 point joseki	130
3. 3-5 point joseki	135
4. 4-5 point joseki	140

Part 6 Value of the moves and endgame

1. Counting	147
2. The gist of the endgame	150
3. Big move and small move	157

Level Testing

● 1st section	163
○ 2nd section	167
● 3rd section	171