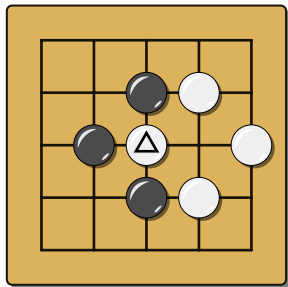
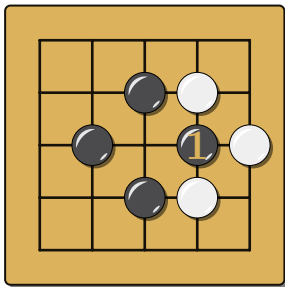
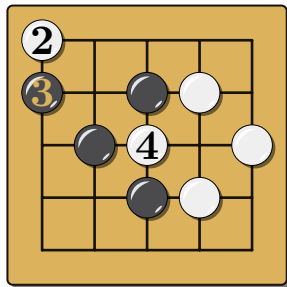
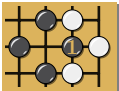


The ko

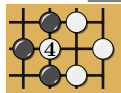


The white stone  has three black neighbours, ,  and . Black plays 1

 and takes it: now the shape is . White cannot take back at once,

because the same position would come again. White plays a threat first, 2 ,

Black answers with 3 , and only then White retakes with 4 .



```
\documentclass[border=0.5cm, varwidth=12cm]{standalone}
\usepackage[kernel = lua]{../..../latex/pgf-go}
```

```
\pgfgoset{profile = pgfgo}
```

```
\begin{document}
  \section*{The ko}
  \begin{pgfgolayout}[columns = 3, fit]
    \begin{goban}[5, name = before]
      \stones[b]{B3, C2, C4}
      \stones[w]{C3, D2, D4, E3}
      \mark[triangle]{C3}
    \end{goban}
    \begin{goban}[5, name = capture, captures]
      \stones[b]{B3, C2, C4}
      \stones[w]{C3, D2, D4, E3}
      \moves{D3}
    \end{goban}
    \begin{goban}[5, name = retake, captures]
      \stones[b]{B3, C2, C4}
      \stones[w]{C3, D2, D4, E3}
      \moves{D3, A5, A4, C3}
    \end{goban}
  \end{pgfgolayout}
```

```
\medskip
```

The white stone `\pgfgostone[w, mark = triangle]` has three black neighbours,
`\pgfgoview{before}{B3, C2, C4}`.

Black plays 1 `\pgfgoview{capture}{D3}` and takes it:

now the shape is `\pgfgoview{capture}{B2:E4}`. White cannot take back at once, because the
 same position would come again. White plays a threat first, 2 `\pgfgoview{retake}{A5}`,

Black answers with 3 `\pgfgoview{retake}{A4}`, and only then White retakes with 4
`\pgfgoview{retake}{C3}`: `\pgfgoview{retake}{B2:E4}`.

```
\end{document}
```