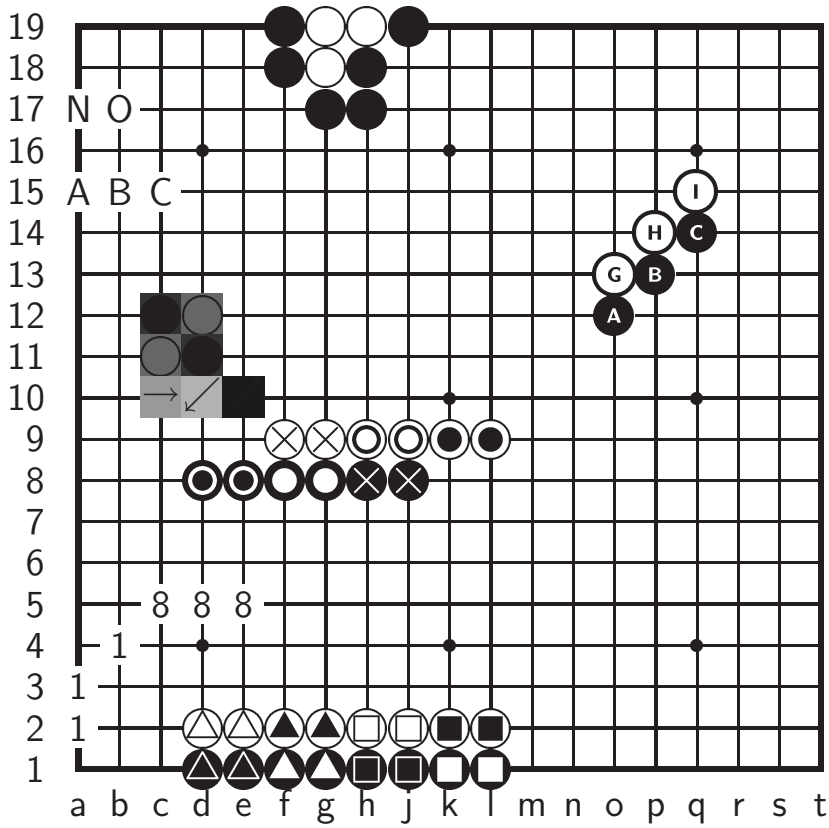


⑥pass ⑫@g18 ⓭@g19

The following stones are available within the text:

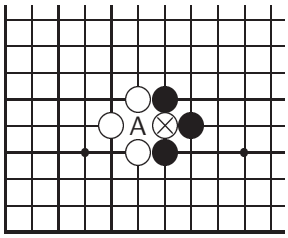
○ ● ④ ② Ⓐ Ⓕ

⊗ △ ▲ ▢ ■ ◎ ◉

⊗ △ ▲ ▣ ▢ ◉ ○

To identify commands and, for example, change the size of the board please see the comments in the file `test.tex`.

The following is an example how to arrange 2 diagrams next to each other, how they are automatically numerated and referred to.



● to move.

Diagram 1. Black can capture ⊗ by playing A, if this is the first move in a Ko.

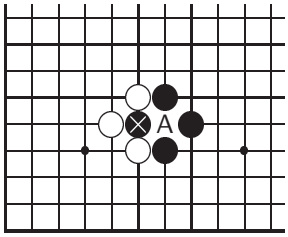
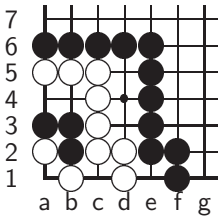


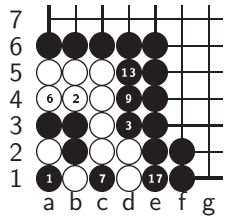
Diagram 2. White can not immediately afterwards play at A to capture ⊗.

See diagrams 1 and 2 for the ko-rule.



● to move first

Diagram 3.



④ @ a2 ⑤ @ ① ⑧ pass
⑩ @ b1 ⑪ @ ⑦ ⑫ pass
⑭ @ b1 ⑮ @ ⑦ ⑯ pass

Diagram 4.

The diagrams on the left show how to print a solution sequence with passing moves and how to set diagrams next to normal text.