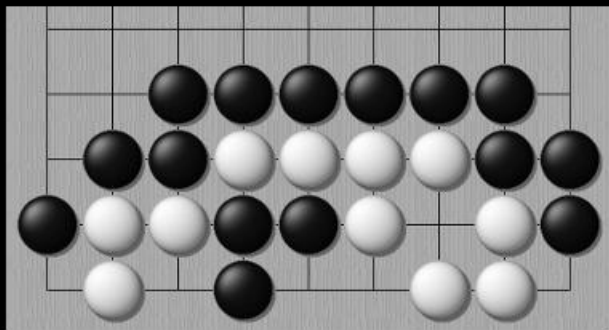


*You won't get dumber  
while thinking*

Life & death problems  
with answers  
for 3 kyu



Mateusz Surma

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**You won't get dumber  
while thinking**

Life & death problems  
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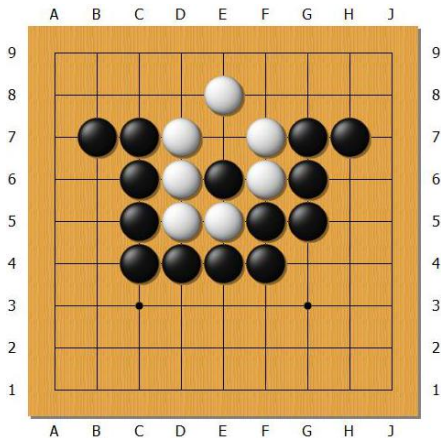
ISBN 978-83-950300-7-9



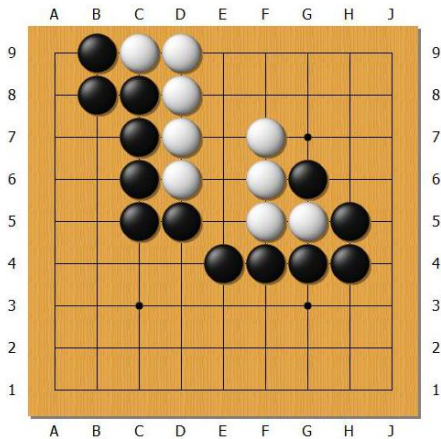
Sample version

*If you started thinking too early  
that you will not lose your match  
– you will lose.*

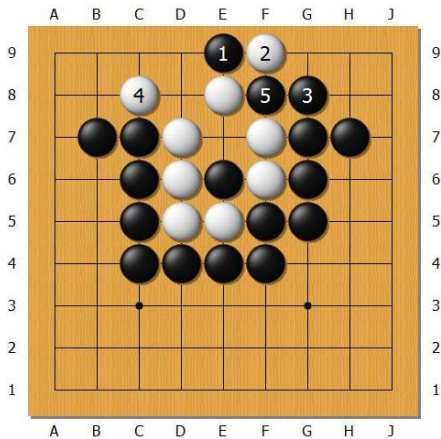
# 1. Kill the white group.



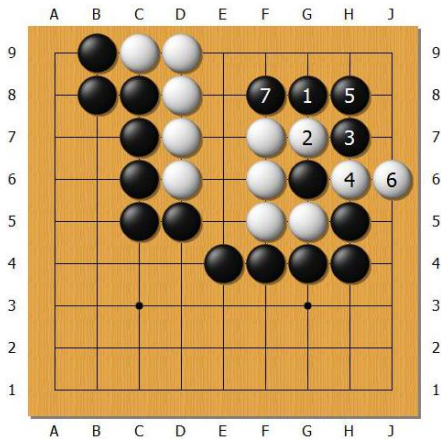
# 2. Kill the white group.



## Ans. 1



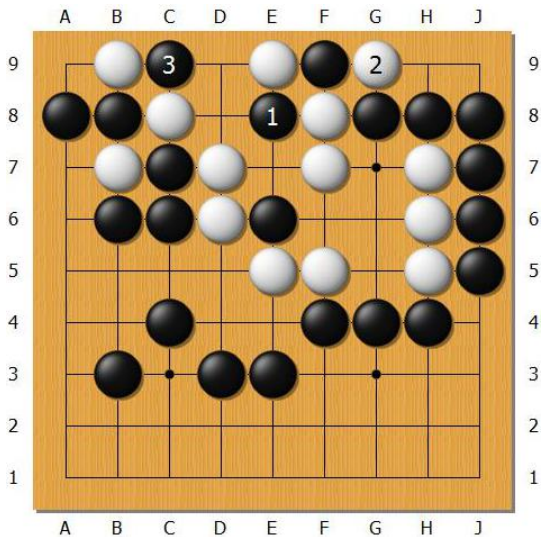
## Ans. 2



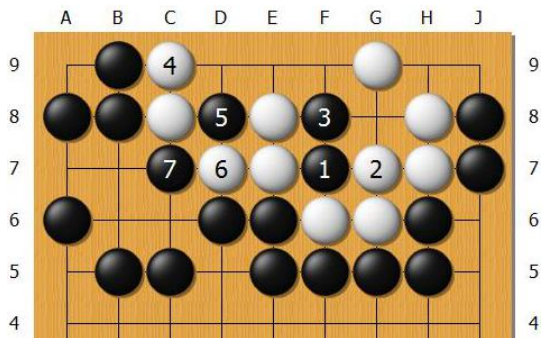




Ans. 3

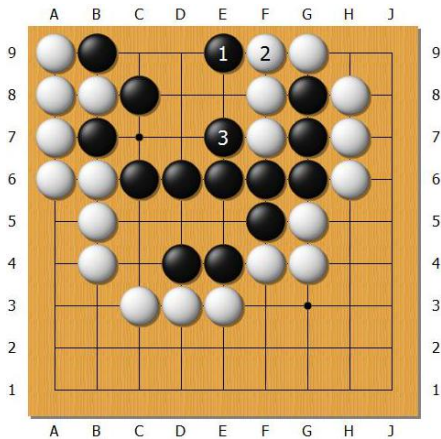


Ans. 4

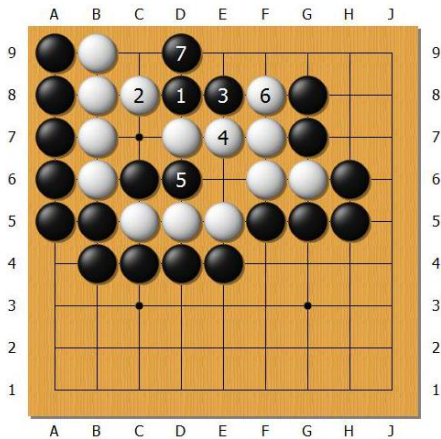




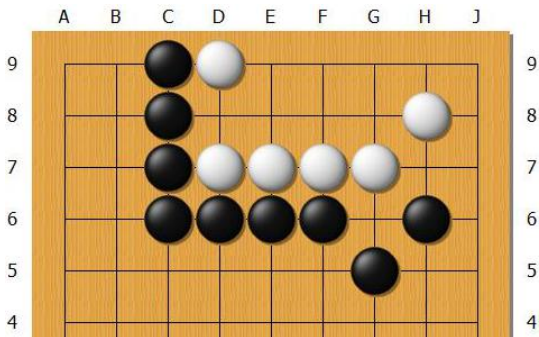
Ans. 5



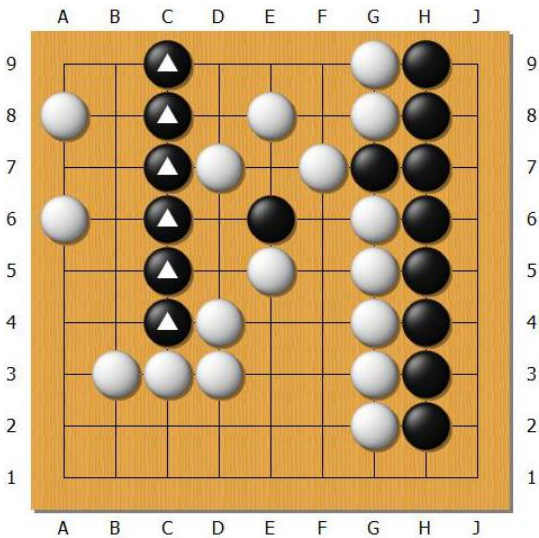
Ans. 6



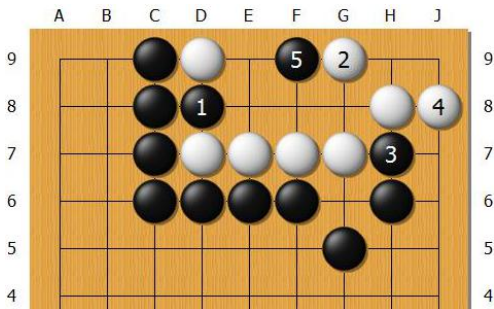
### 7. Kill the white group.



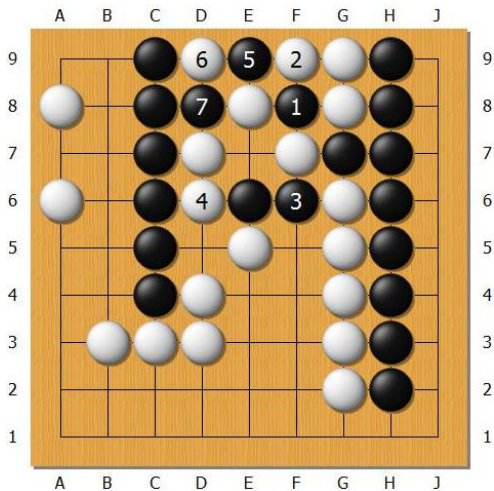
### 8. Create a ko for life of the marked stones.



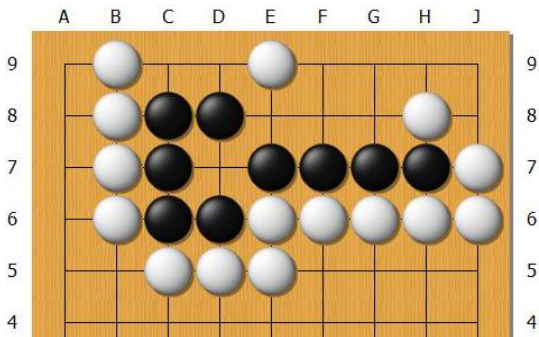
Ans. 7



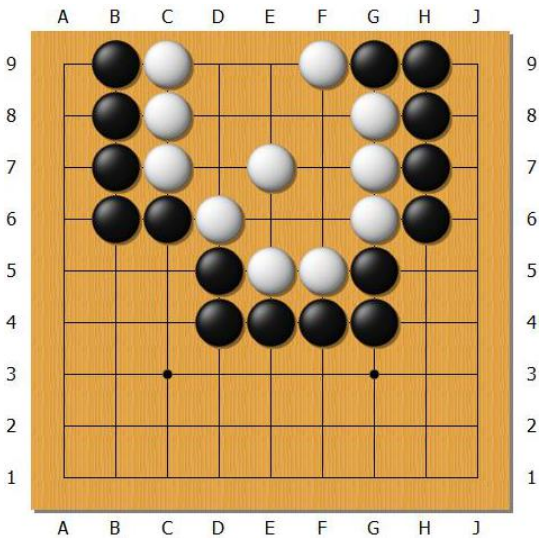
Ans. 8. If black plays move no. 3 at E9, white plays at D9. Later, after black's move at F6, white plays at D8.



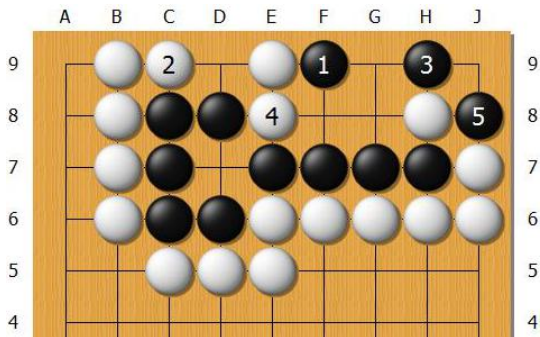
9. Create a ko for life of the black group.



10. Kill the white group.



Ans. 9. Move no. 2 can also be played at F8.



Ans. 10

