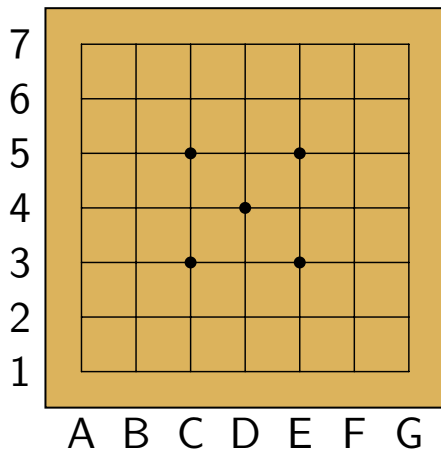
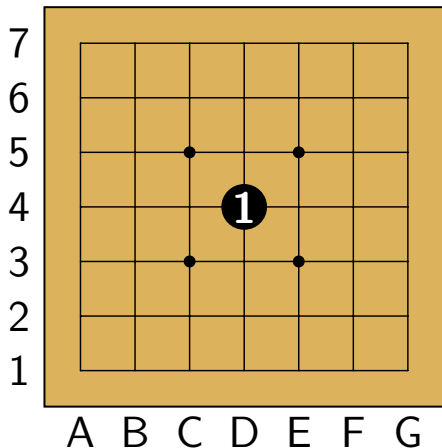


A short game



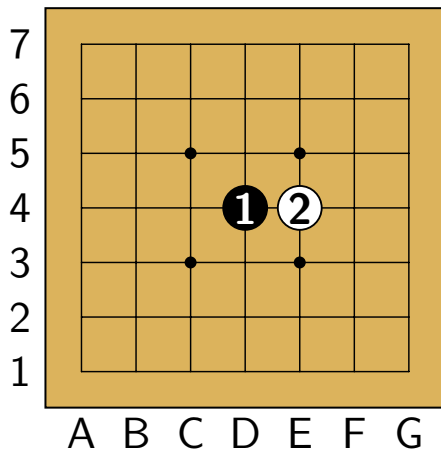
A game on a 7x7 board, with comments.

A short game

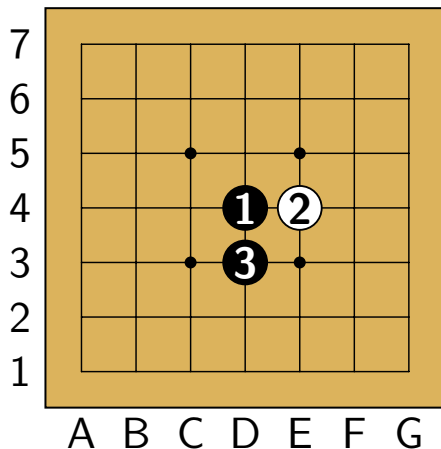


Black takes the middle line.

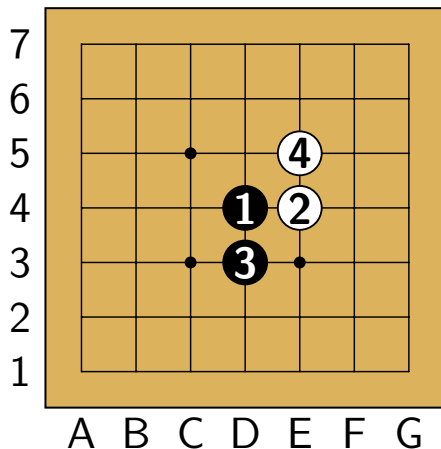
A short game



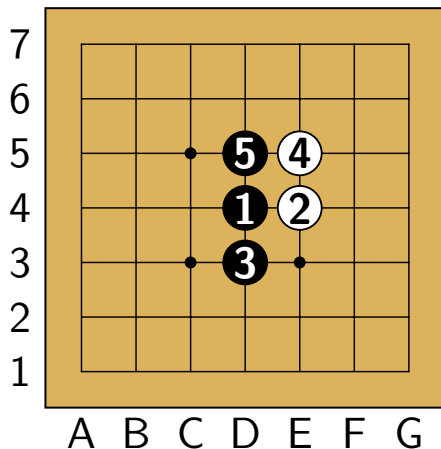
A short game



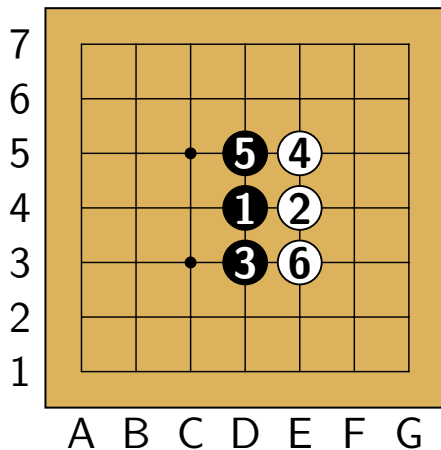
A short game



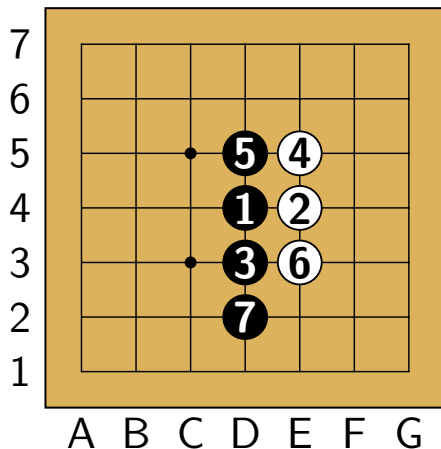
A short game



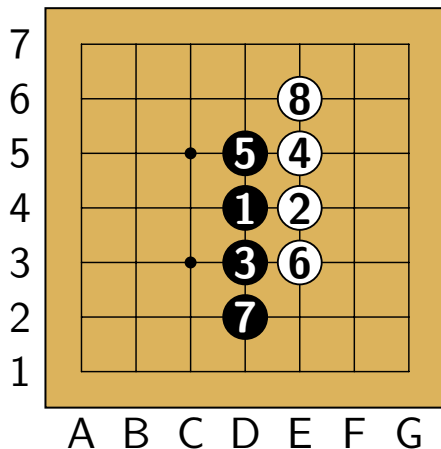
A short game



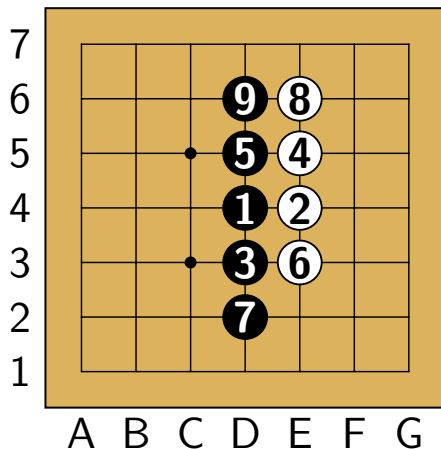
A short game



A short game

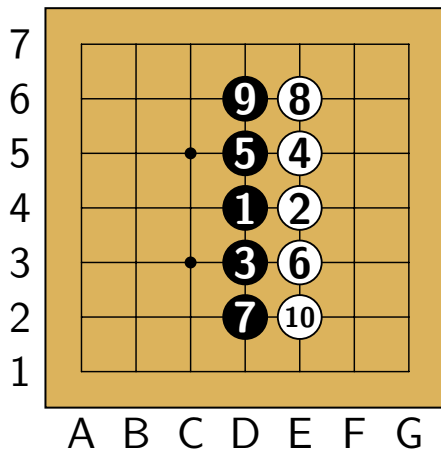


A short game

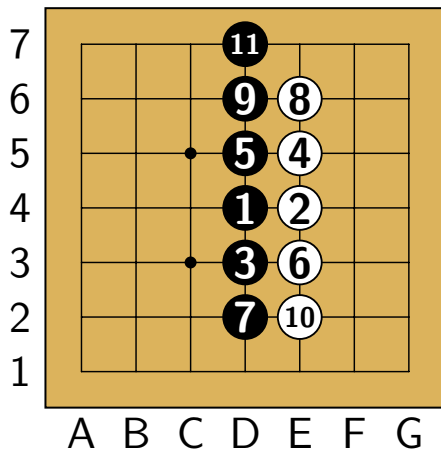


Black will have three columns,
White only two.

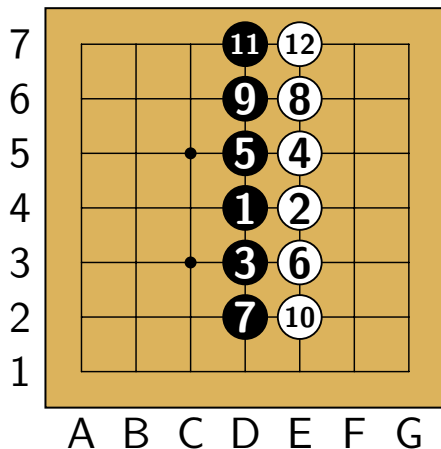
A short game



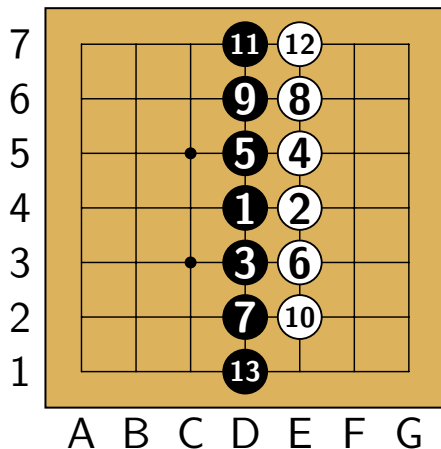
A short game



A short game

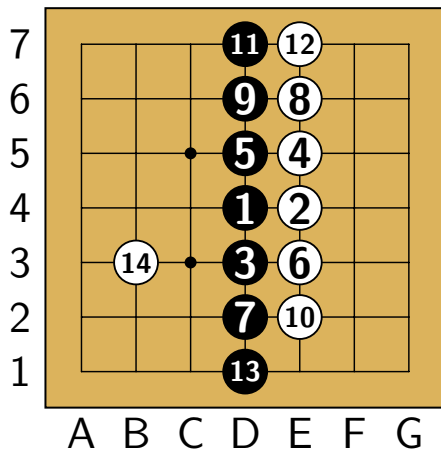


A short game



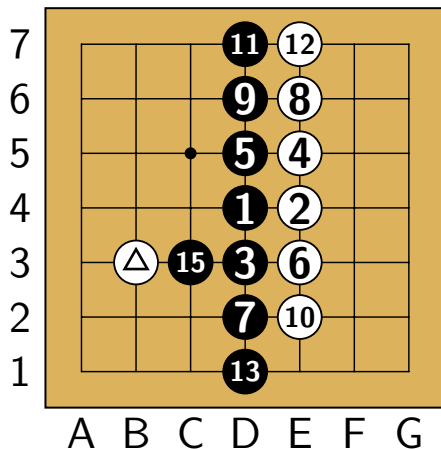
Tesuji. The last point of the wall.

A short game



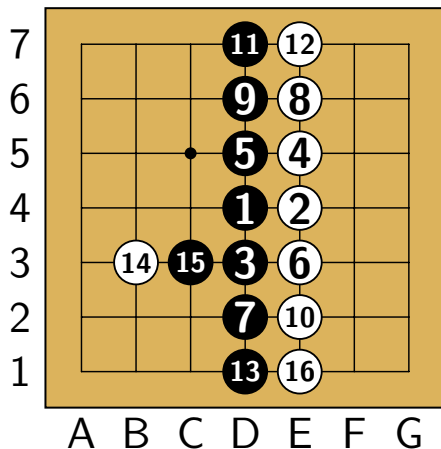
Bad move. White invades, but there is no room for two eyes.

A short game

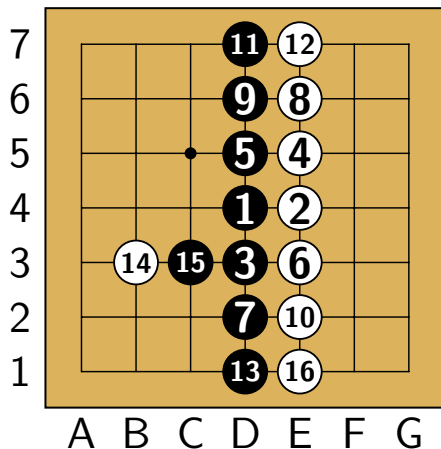


Black takes the vital point. The white stone is dead.

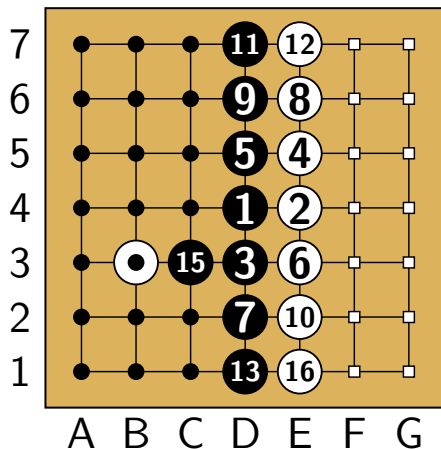
A short game



A short game



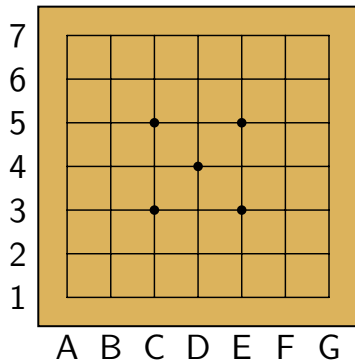
A short game



Black: 20 points and a prisoner.

White: 14 points and 6.5 of komi.

The same game with animate



A game on a 7x7 board, with comments.



The code of this presentation

```
\documentclass{beamer}
\usepackage{animate}
\usepackage[kernel = lua]{../..../latex/pgf-go}

\pgfcode definesgf{game}{commented.sgf}
\pgfgo set{goban = {background = {fill = {color = pgfgo}}, label = {at = {south, west}}}}

\begin{document}
  \begin{frame}[t]{\sgfinfo{game}{GN}}
    \begin{columns}[T]
      \column{0.5\textwidth}
        \foreach \k in {1, ..., 19} {
          \only<\k>{
            \begin{goban}[sgf size = game, captures, scale = 1.5]
              \sgf[to = \k - 1]{game}
            \end{goban}
          }
        }
      \column{0.45\textwidth}
        \foreach \k in {1, ..., 19} {
          \only<\k>{\small\sgfcomment{game}{\k - 1}}
        }
    \end{columns}
  \end{frame}

  \begin{frame}{The same game with \texttt{animate}}
    \centering
    \sgfanimation[comments = {true, height = 4em}, goban = {captures, scale = 1.2}]{game}
  \end{frame}
\end{document}
```