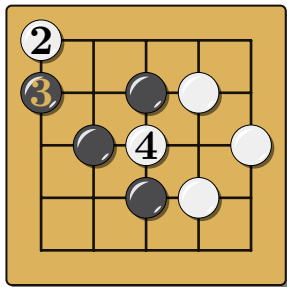
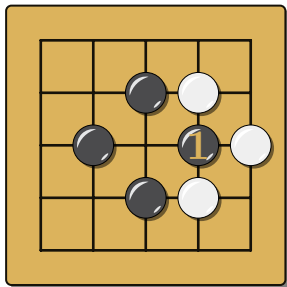
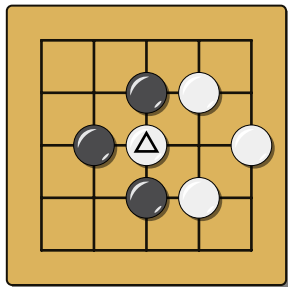
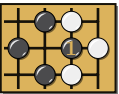


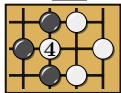
The ko



Black plays 1  and takes the white stone : 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
  Black plays 1 \pgfgoview{capture}{D3} and takes the white stone \pgfgoview{before}{C3}:
  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}

```