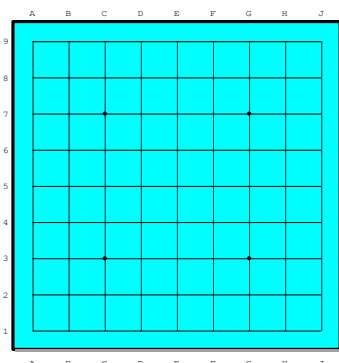
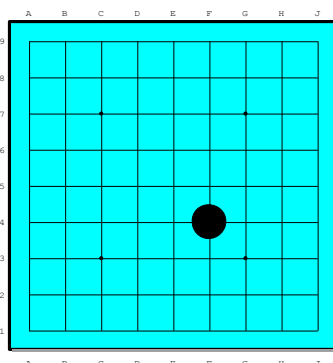


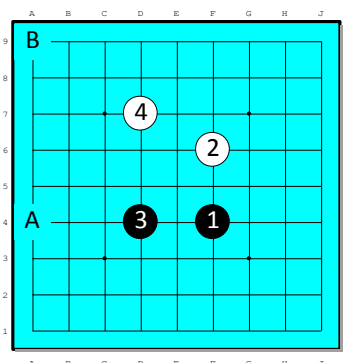
AYUDA MEMORIA DEL TALLER 1



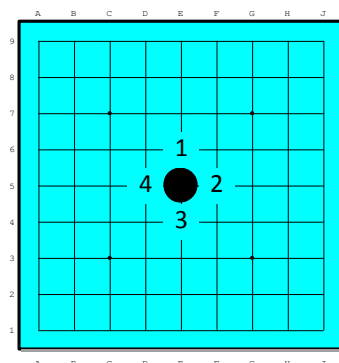
Tablero de 9 x 9 líneas.



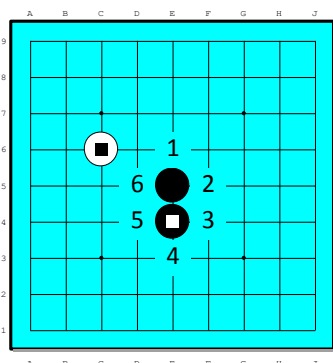
La jugada.



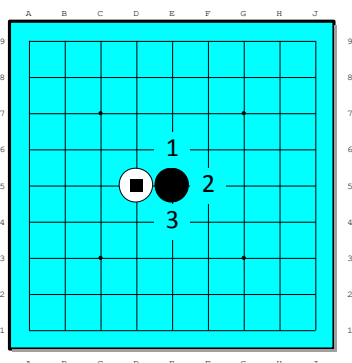
Alternancia de jugadas.



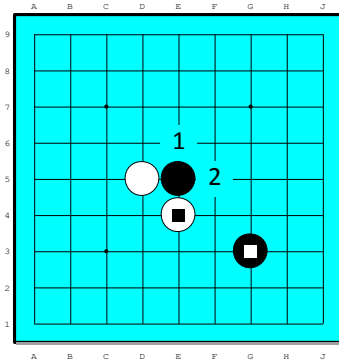
Libertades de una piedra.



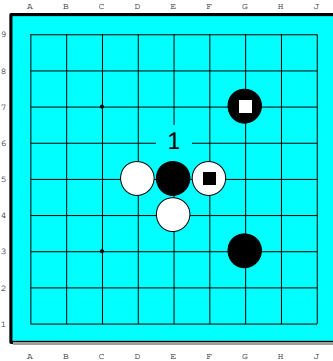
Cadena de dos piedras.



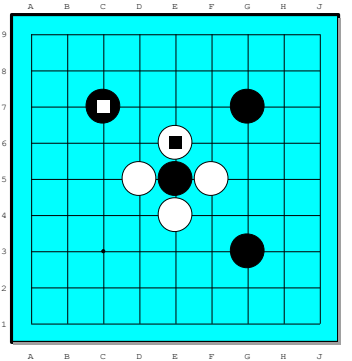
Restando una libertad.



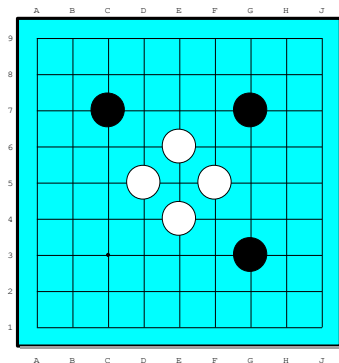
Restando libertades (II).



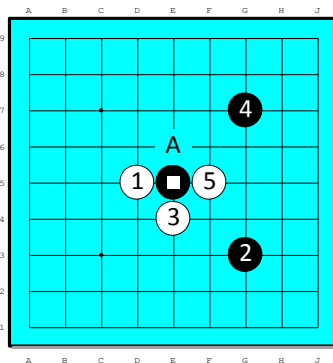
Atari.



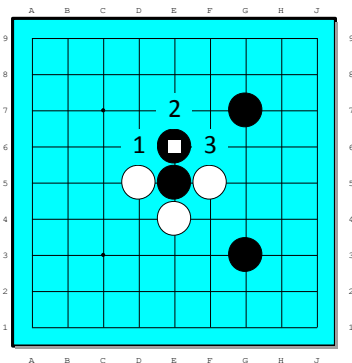
Captura.



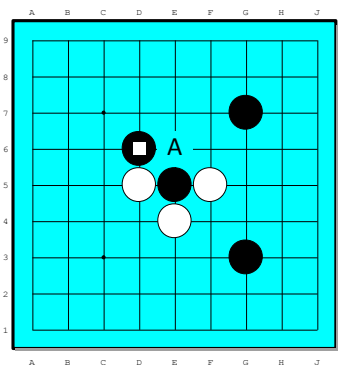
Retirar piedra capturada.



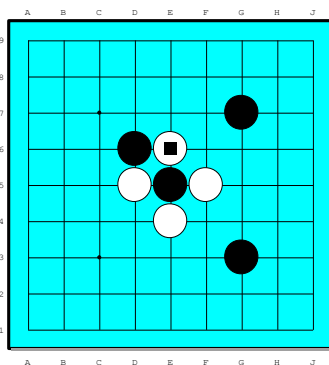
Secuencia del atari.



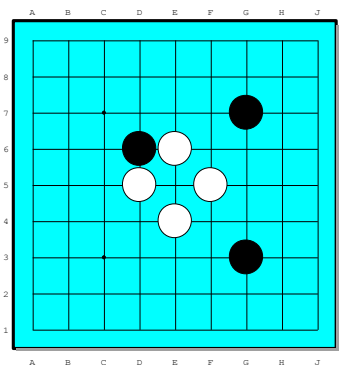
Defensa del atari.



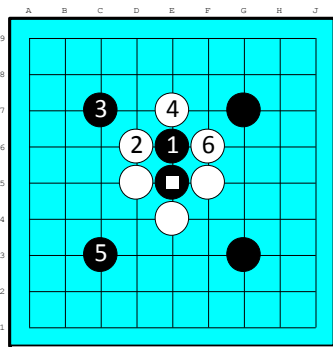
Defensa incorrecta.



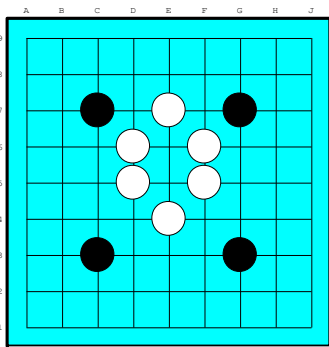
Captura de la piedra.



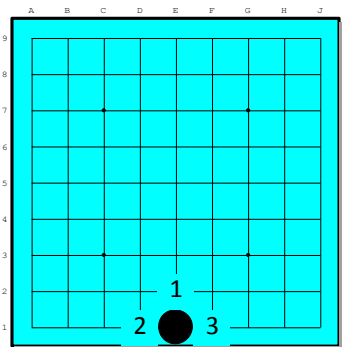
Retirar piedra capturada.



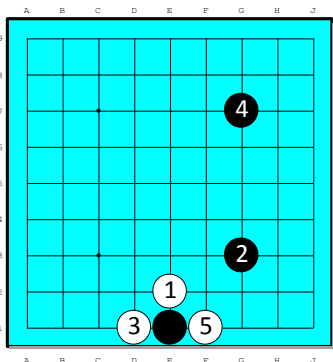
Captura de una cadena.



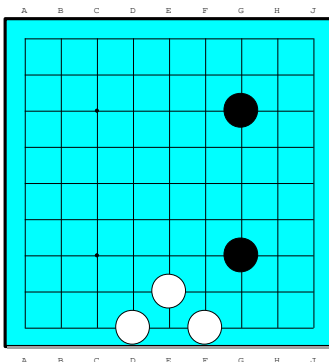
Se retiran ambas piedras.



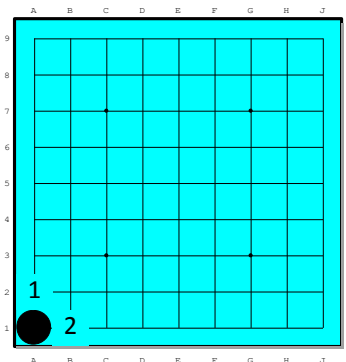
Piedra en el borde.



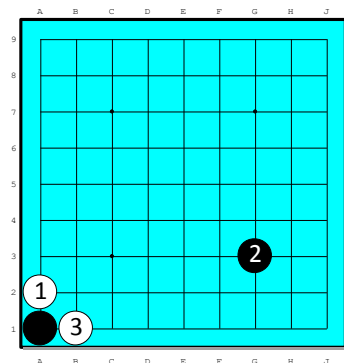
Captura de la piedra.



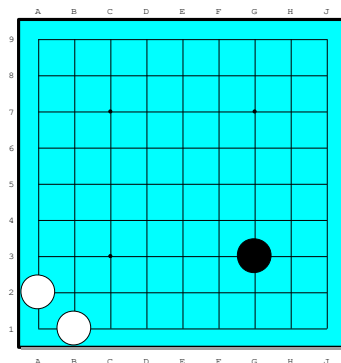
Retirar piedra capturada.



Piedra en el rincón.

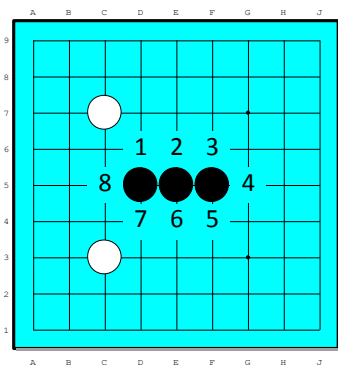


Captura de la piedra.

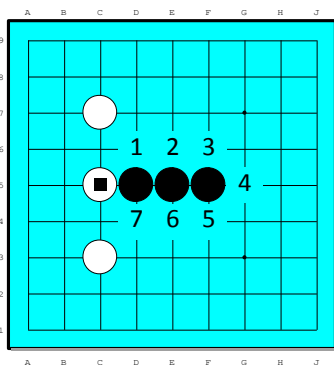


Retirar piedra capturada.

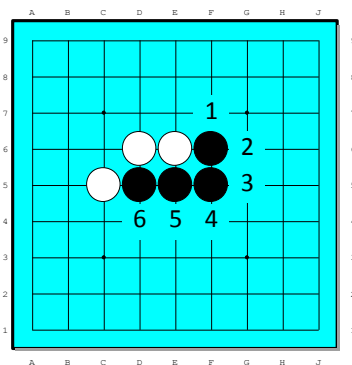
ATARI-GO: Gana el primero en realizar una captura.



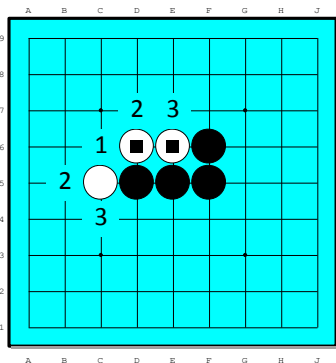
Libertades de una cadena.



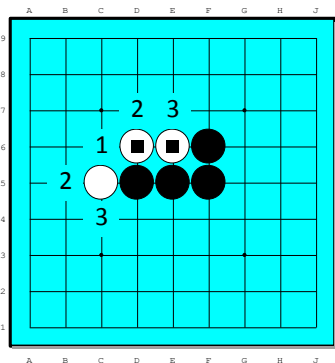
Restando una libertad.



Libertades de cadenas (II).



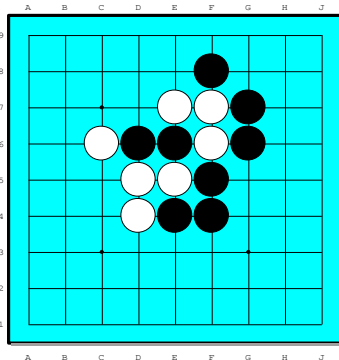
Libertades de cadenas (III).



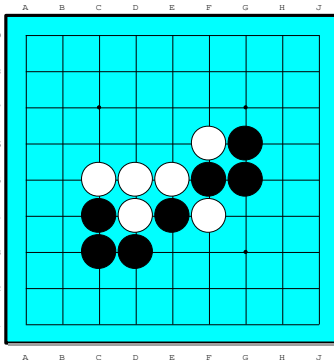
Libertades de cadenas (IV).

ATARI-GO: Gana el primero en capturar 5 piedras.

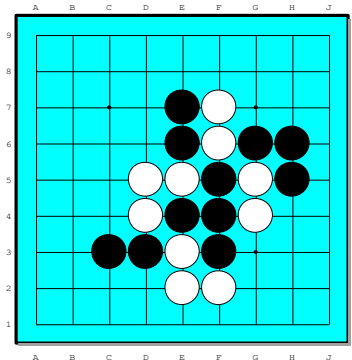
PROBLEMAS:



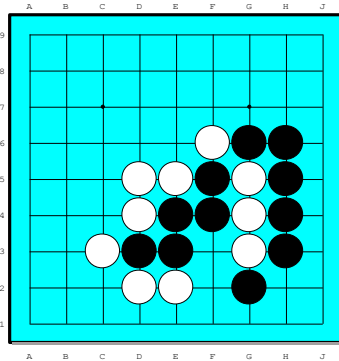
P1.



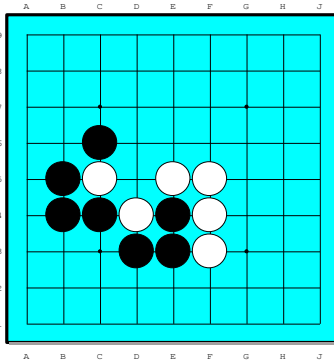
P2.



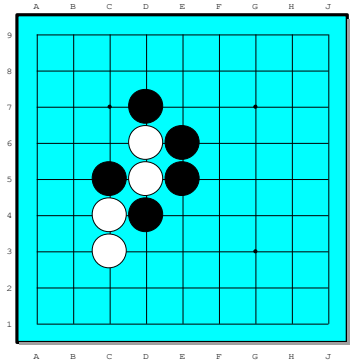
P3.



P4.

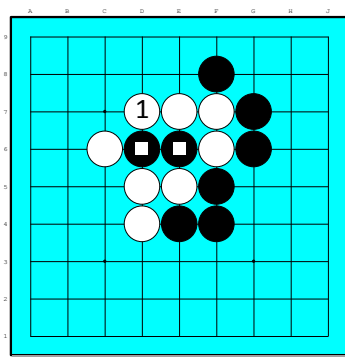


P5.

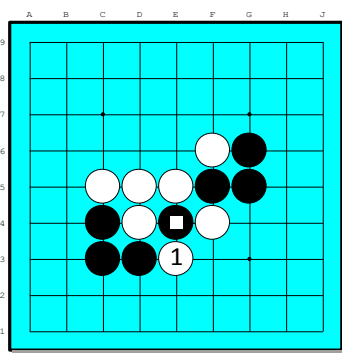


P6.

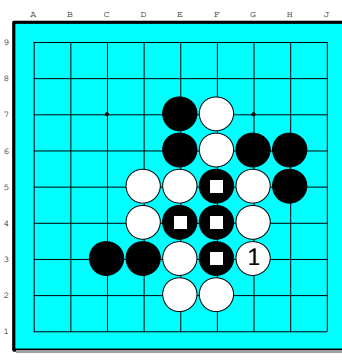
SOLUCIONES:



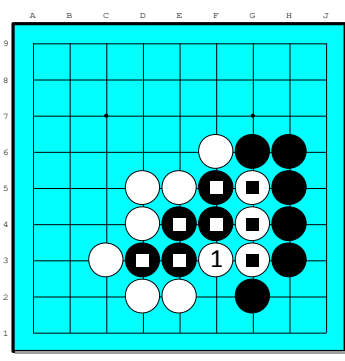
S1.



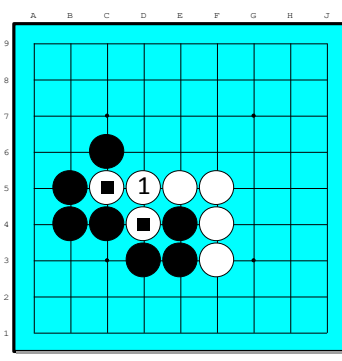
S2.



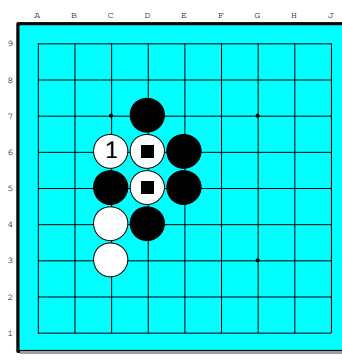
S3.



S4.

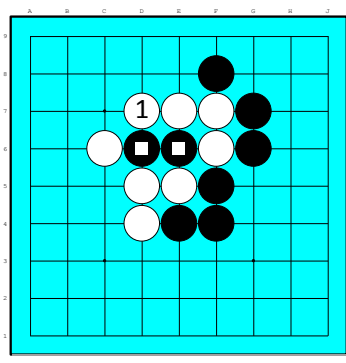


S5.

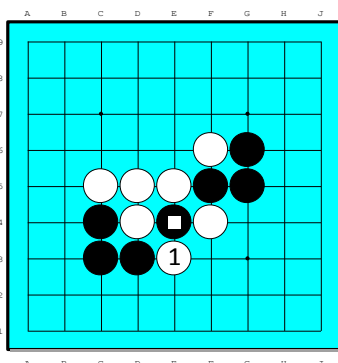


S6.

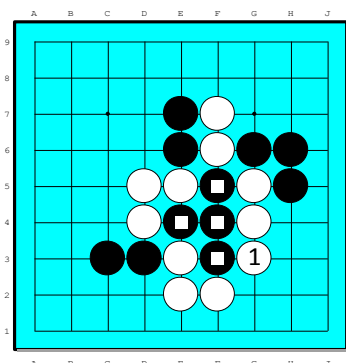
AYUDA MEMORIA DEL TALLER 2



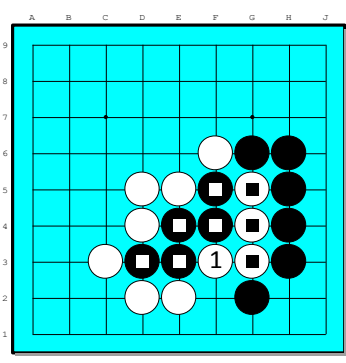
S1 (T1)



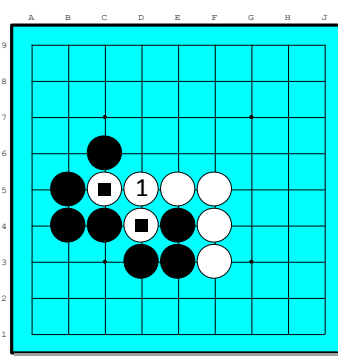
S2 (T1)



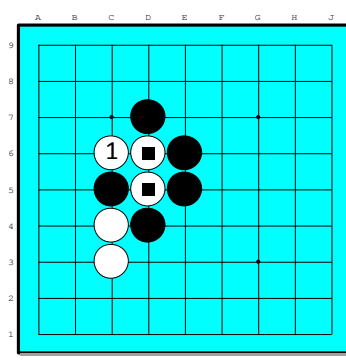
S3 (T1)

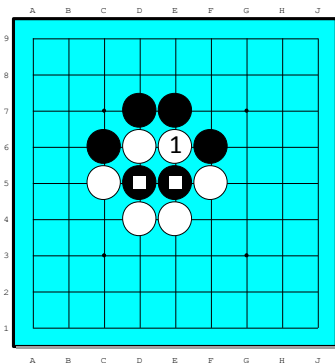


S4 (T1)

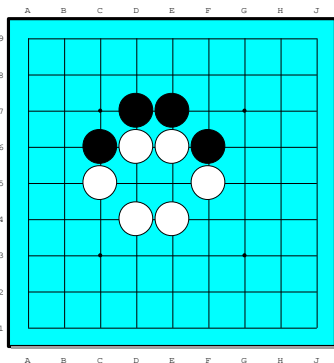


S5 (T1)

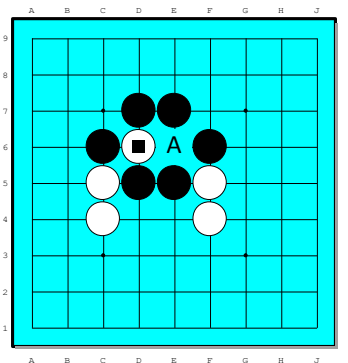




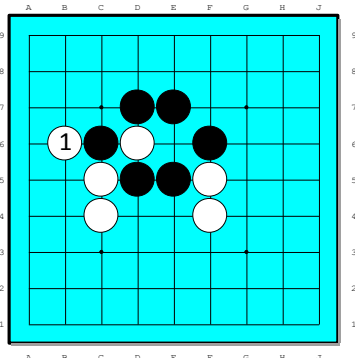
Captura.



Queda con libertades.

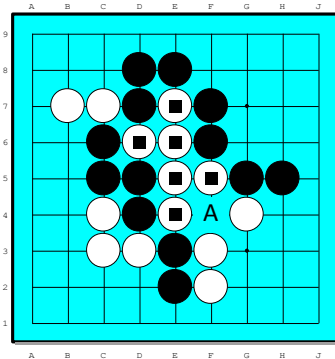


No tiene libertades.

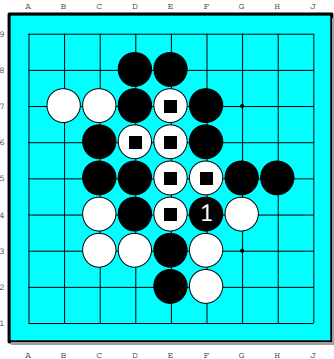


Juega en otra parte.

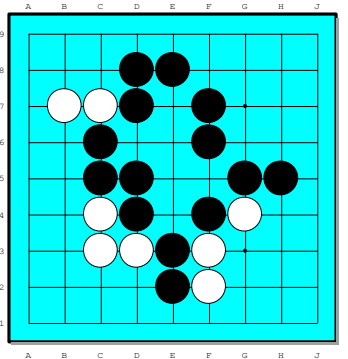
ATARI-GO: Gana el que ha capturado más piedras en 5 minutos de juego.



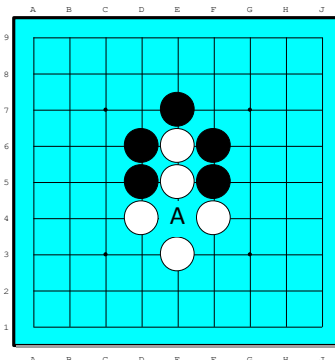
Atari (grupo complejo).



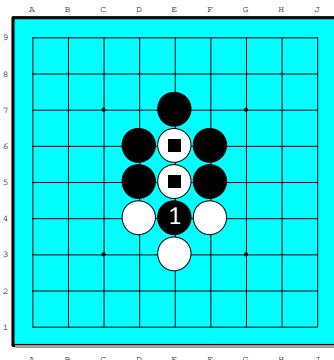
Captura.



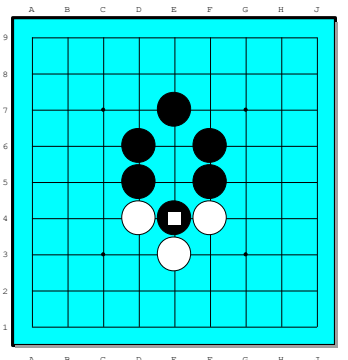
Posición final.



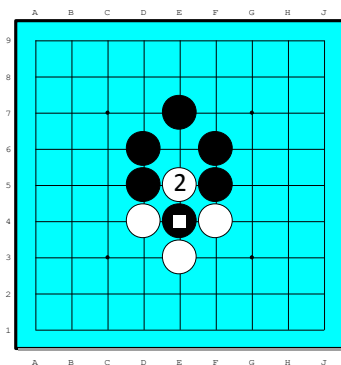
Atari.



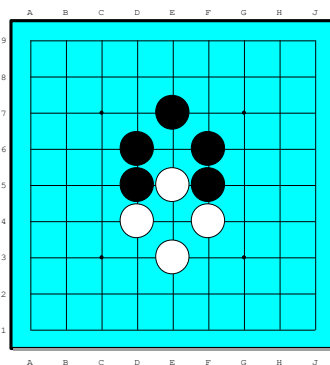
Captura.



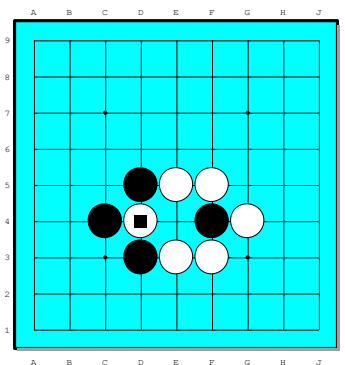
Queda en atari.



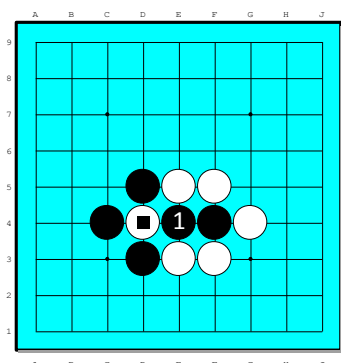
Blanco captura.



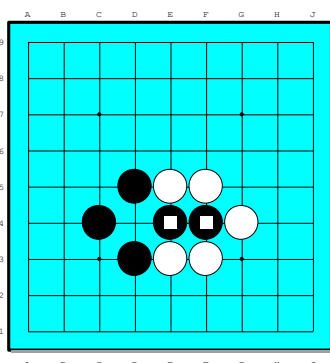
Posición final.



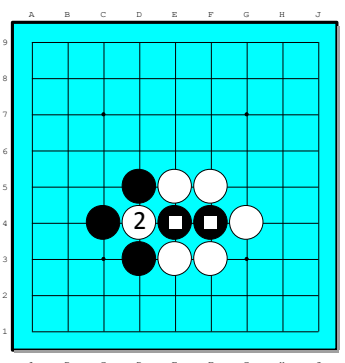
Atari.



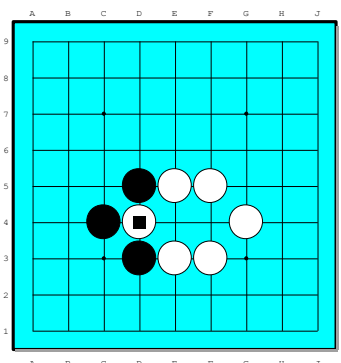
Captura.



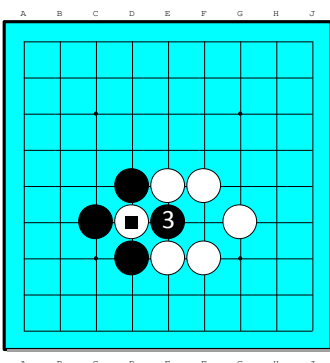
Queda en atari.



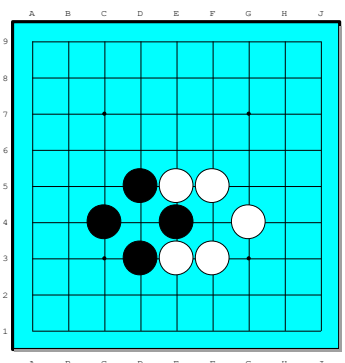
Blanco captura.



Queda en atari.



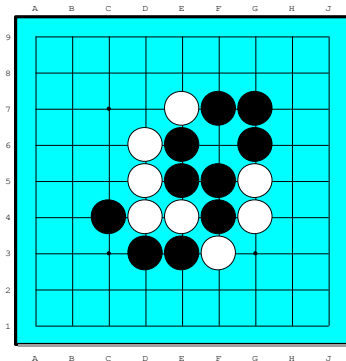
Negro recaptura.



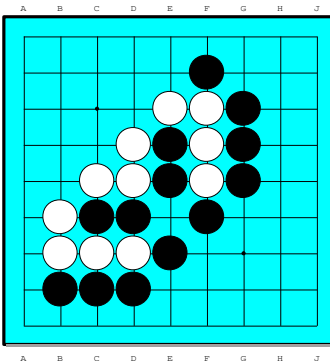
Posición final.

ATARI-GO: Gana el primero que captura 15 piedras.

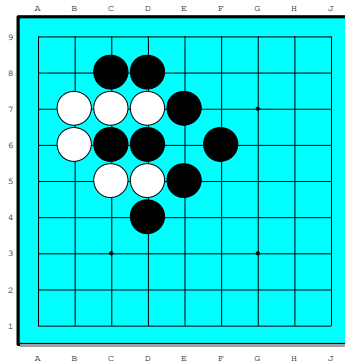
PROBLEMAS:



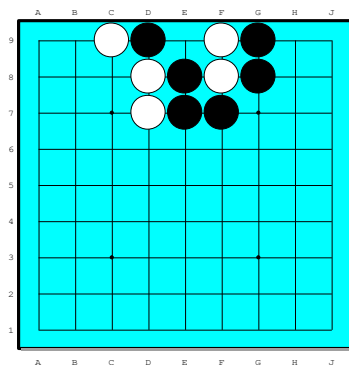
P1



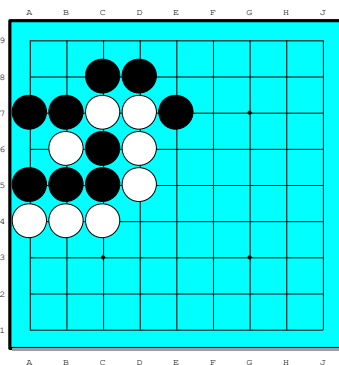
P2



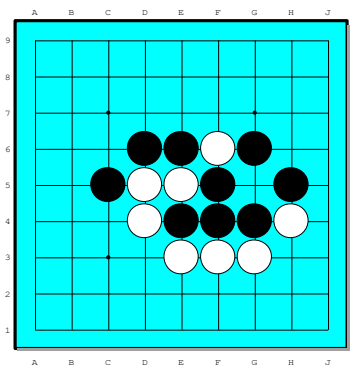
P3



P4

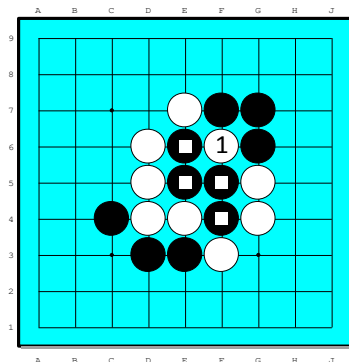


P5

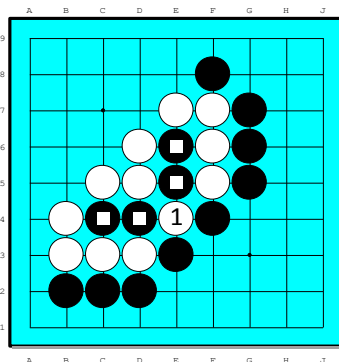


P6

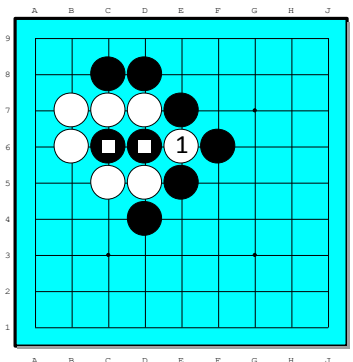
SOLUCIONES:



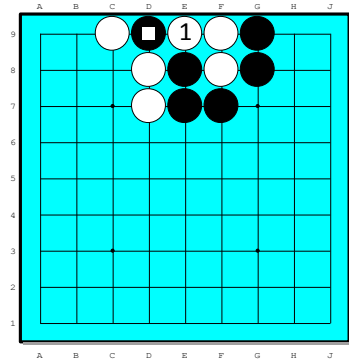
S1 (No).



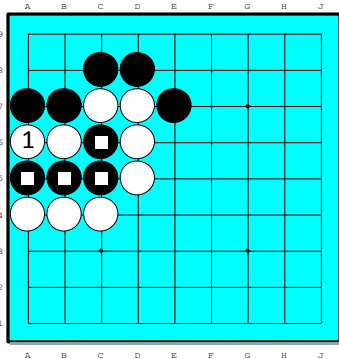
S2 (No).



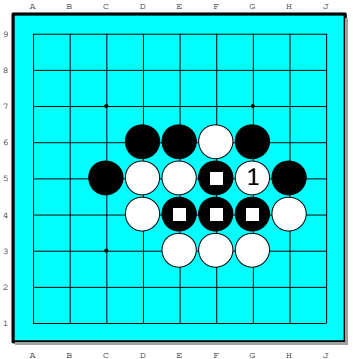
S3 (Sí).



S4 (Sí).

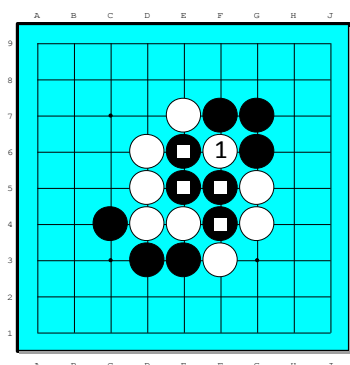


S5 (No).

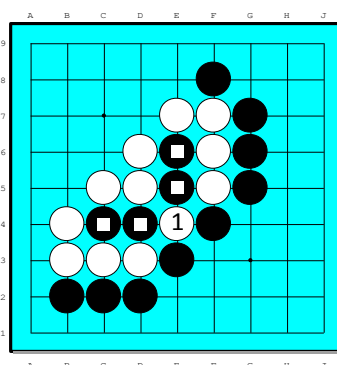


S6 (No).

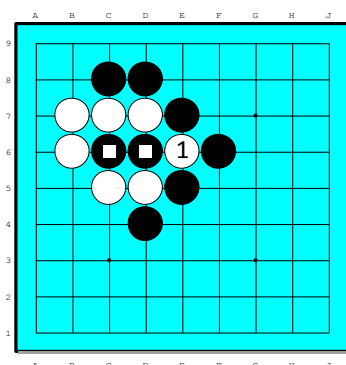
AYUDA MEMORIA DEL TALLER 3



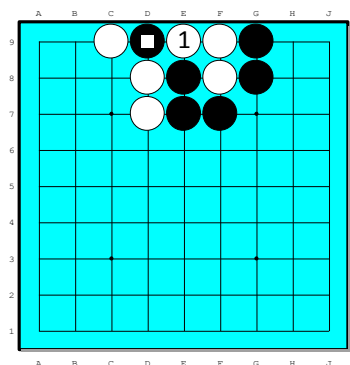
S1 – T2 (No)



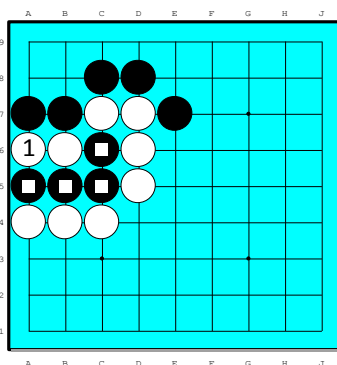
S2 - T2 (No)



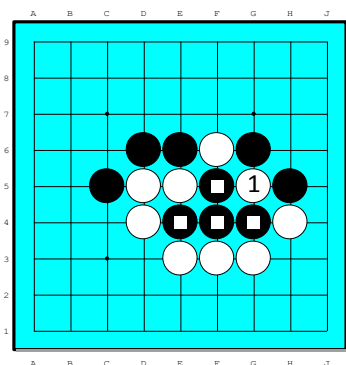
S3 –T2 (Si)



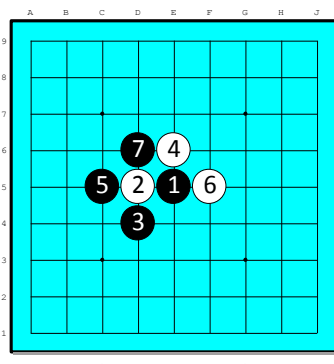
S4 - T2 (Si)



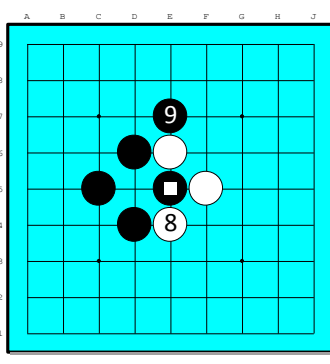
S5- T2 (No)



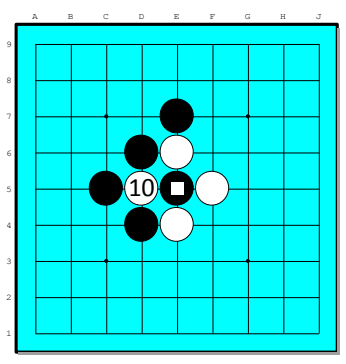
S6 – T2 (No)



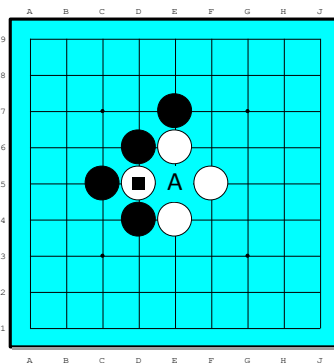
Ejemplo de ko (partida).



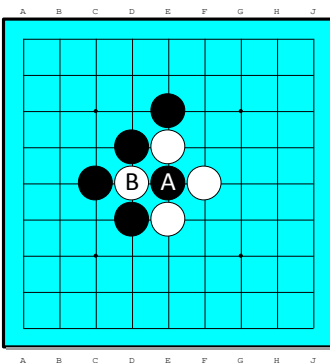
Atari.



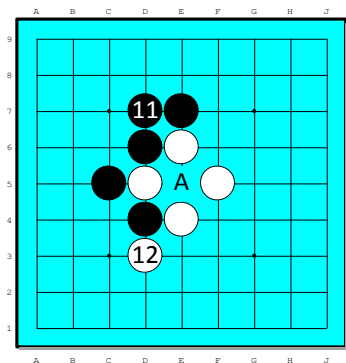
Captura.



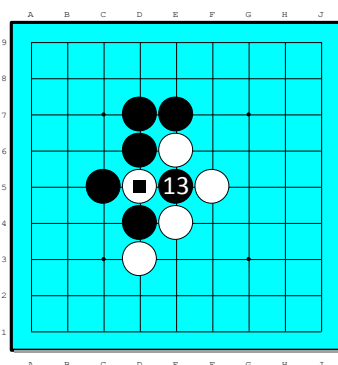
Queda en atari.



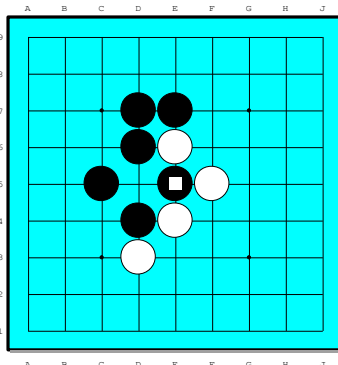
Situación de ko.



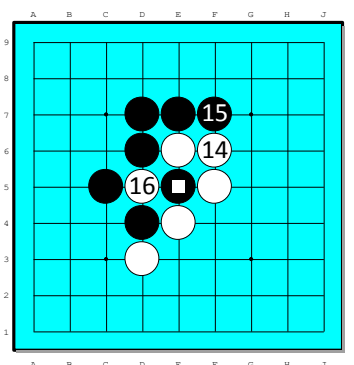
Juego en otra parte.



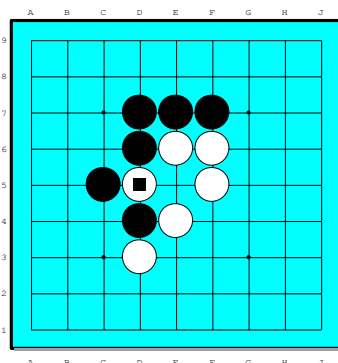
Retoma el ko.



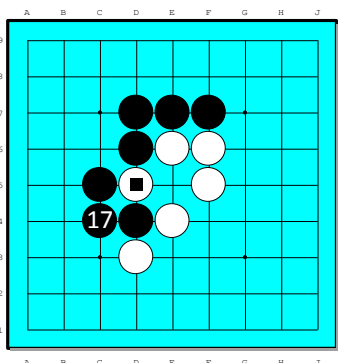
Queda en atari.



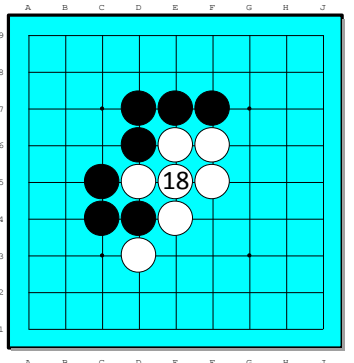
Retoma luego de un turno.



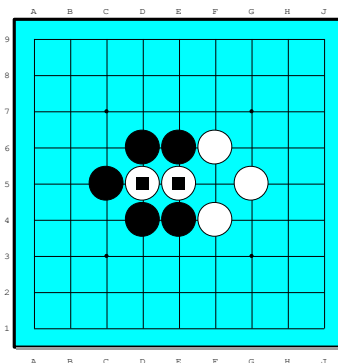
Queda en atari.



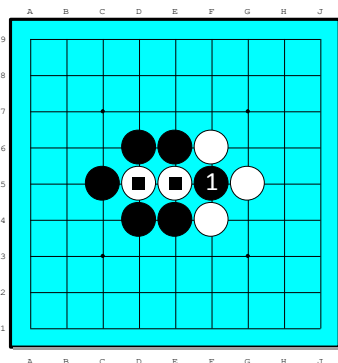
Juega en otra parte.



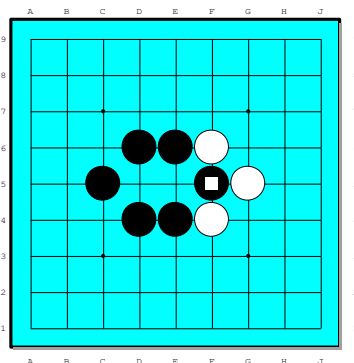
Termina el ko.



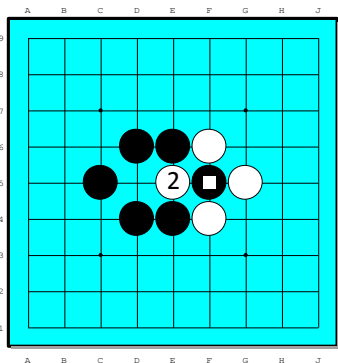
Caso comparativo.



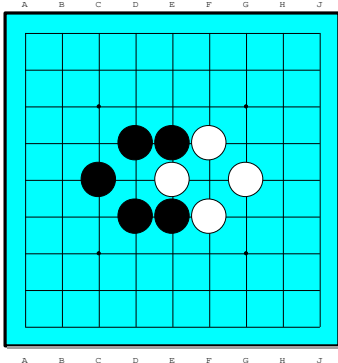
Captura dos piedras.



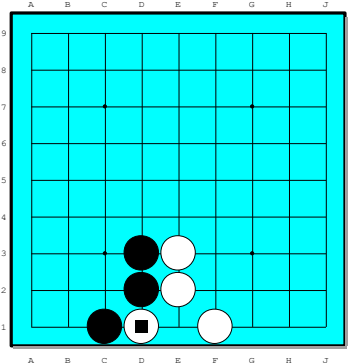
Queda en atari.



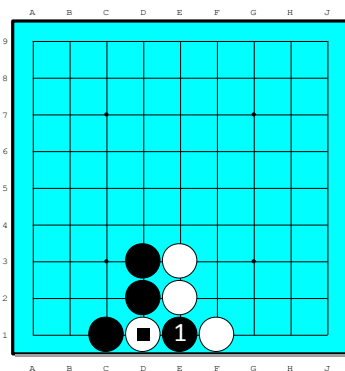
Puede retomar.



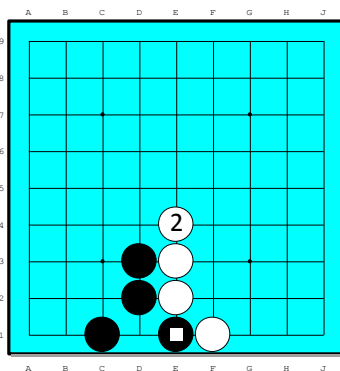
Posición final.



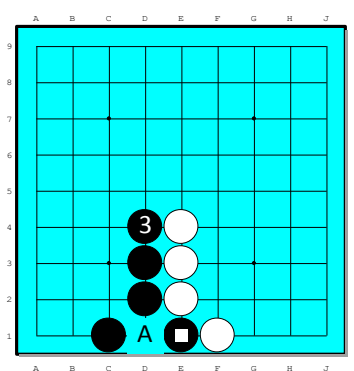
Ko en un borde.



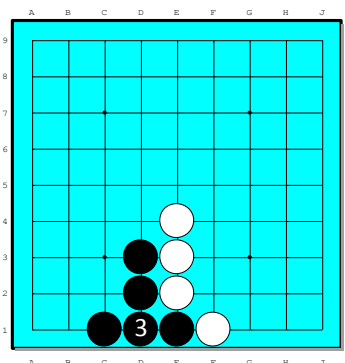
Negro captura.



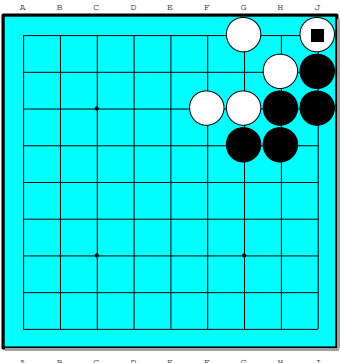
Blanco juega en otra parte.



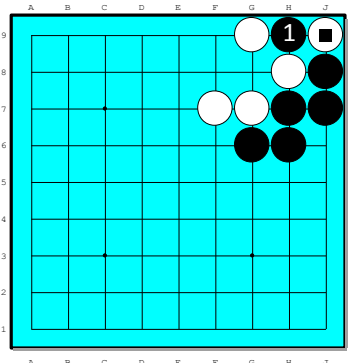
El ko sigue.



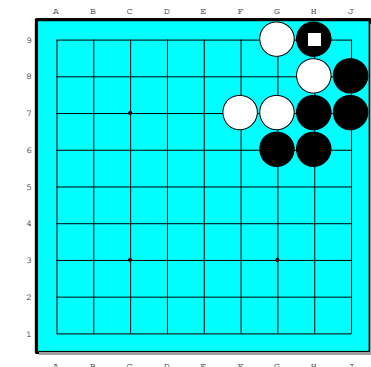
Negro termina el ko.



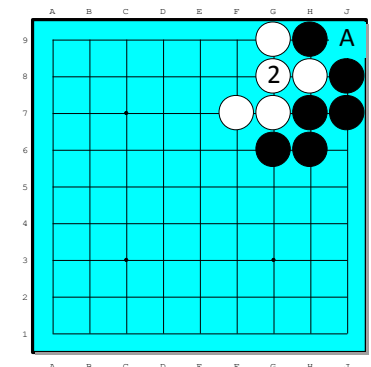
Ko en un rincón.



Negro captura.



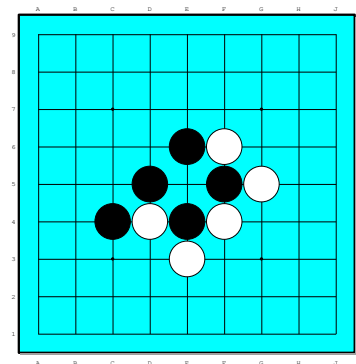
Blanco no puede retomar.



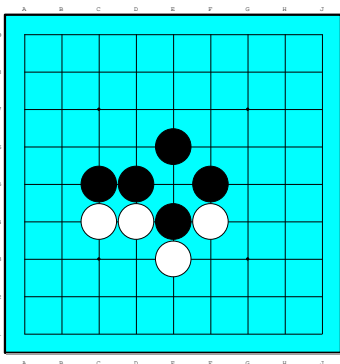
Juega en otra parte.

ATARI-GO: Gana el primero que captura 15 piedras.

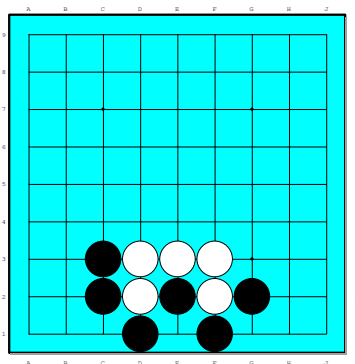
PROBLEMAS:



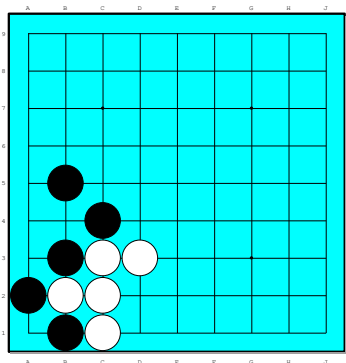
P1



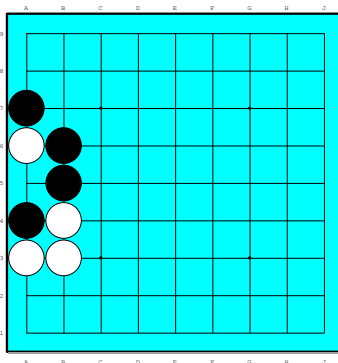
P2



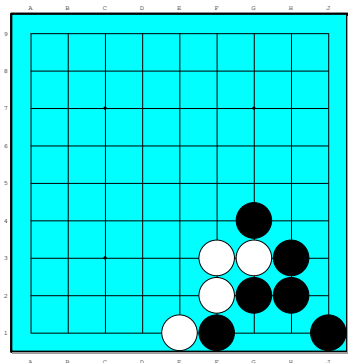
P3



P4

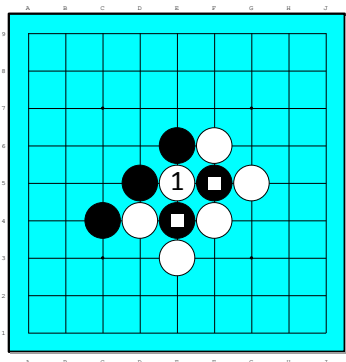


P5

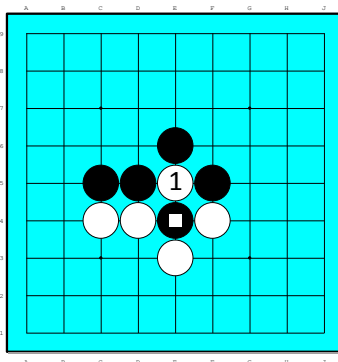


P6

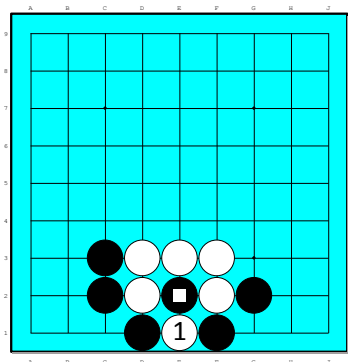
SOLUCIONES:



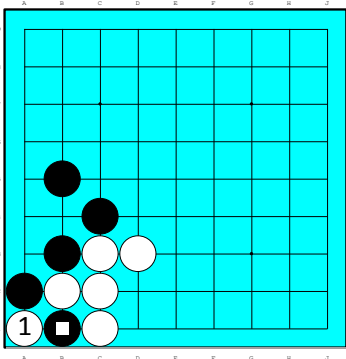
S1 (No).



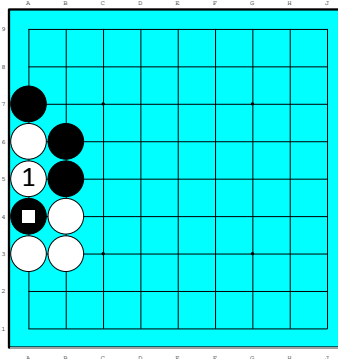
S2 (Sí).



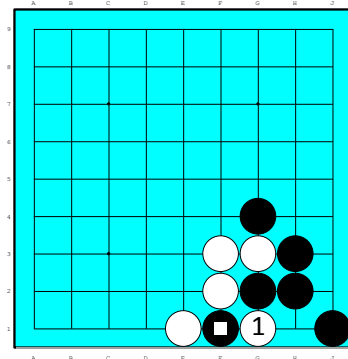
S3 (Sí).



S4 (Sí).

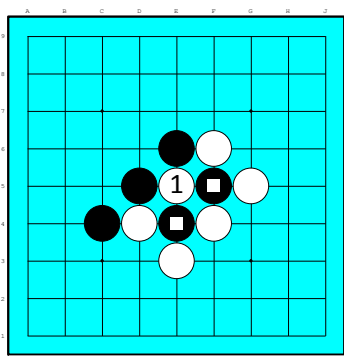


S5 (No).

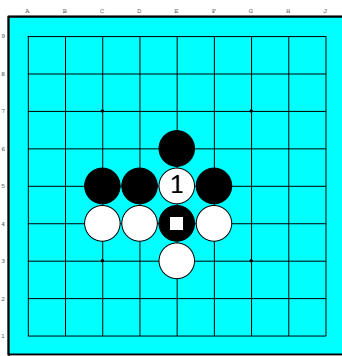


S6 (No).

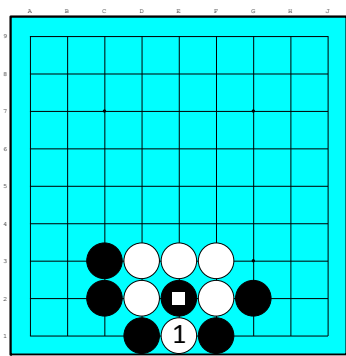
AYUDA MEMORIA DEL TALLER 4



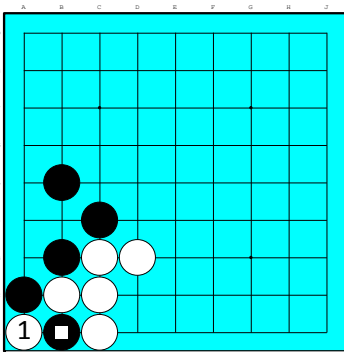
S1 – T3 (No)



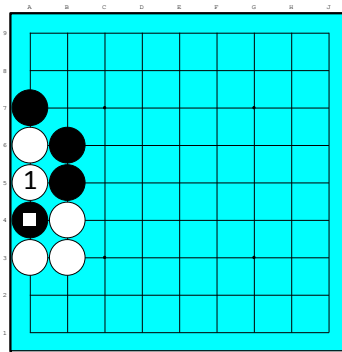
S2 – T3 (Sí)



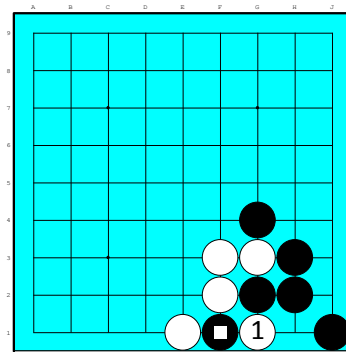
S3 – T3 (Sí)



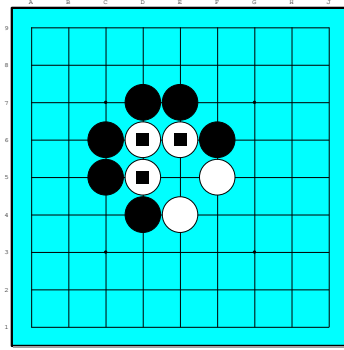
S4 – T3 (Sí)



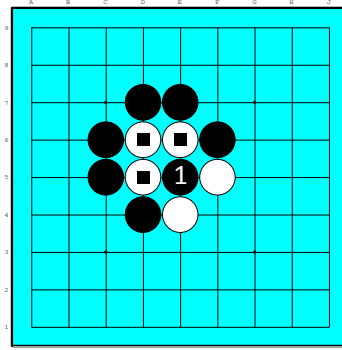
S5 – T3 (No)



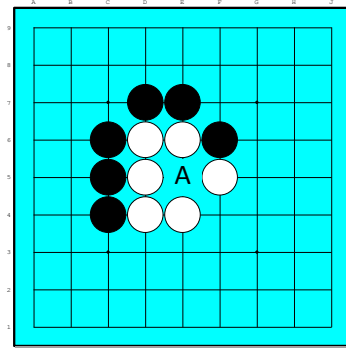
S6 – T3 (No)



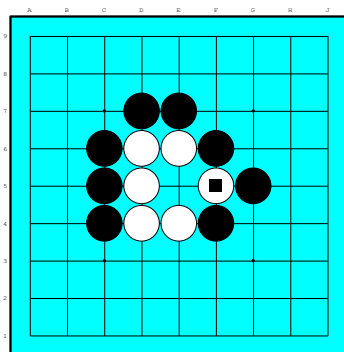
Ejemplo 1 (posición).



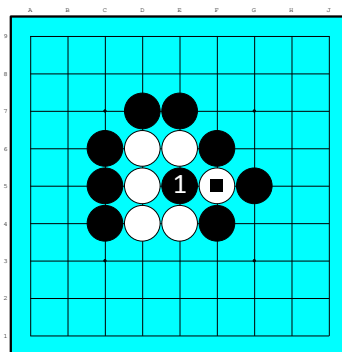
Captura.



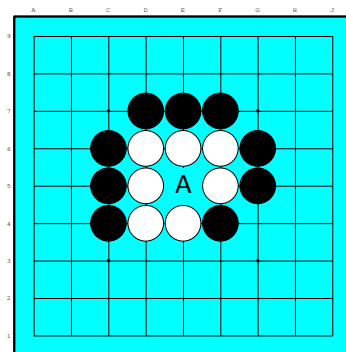
No hay captura.



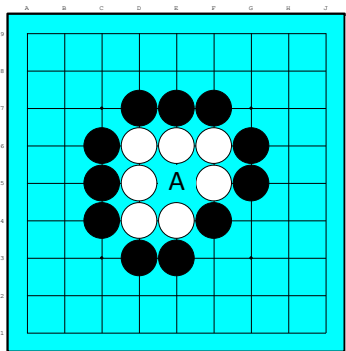
Atari.



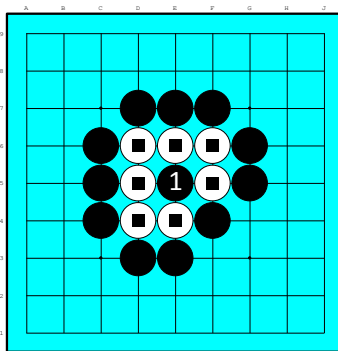
Captura en ko.



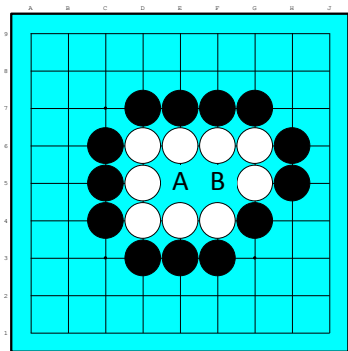
Cadena con un ojo.



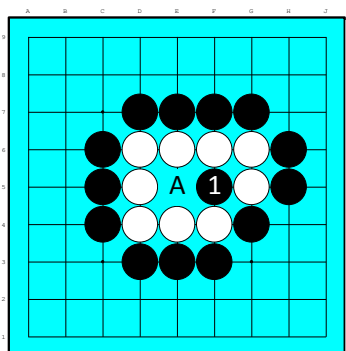
Atari.



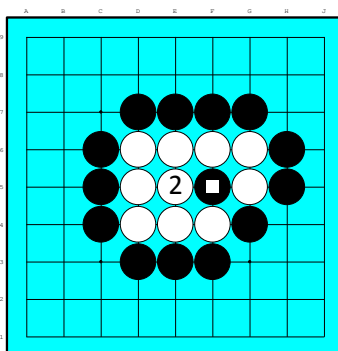
Captura.



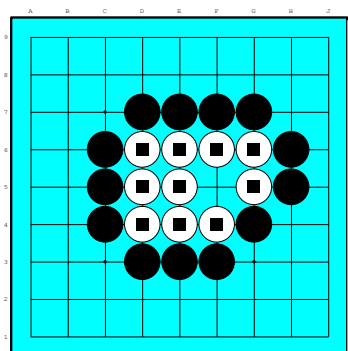
Ojo grande.



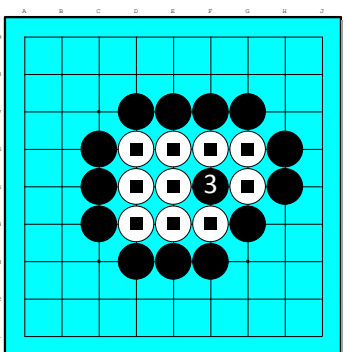
Negro puede jugar adentro.



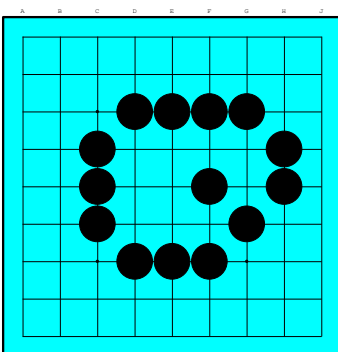
Blanco captura.



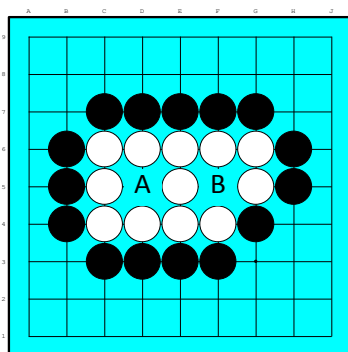
Queda en atari.



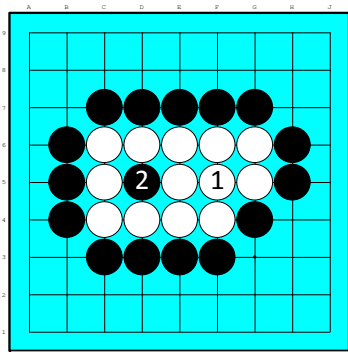
Negro captura.



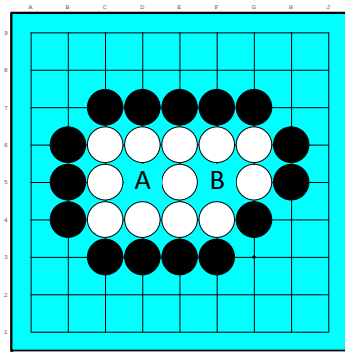
Posición final.



Dos ojos.



No tapan el ojo.

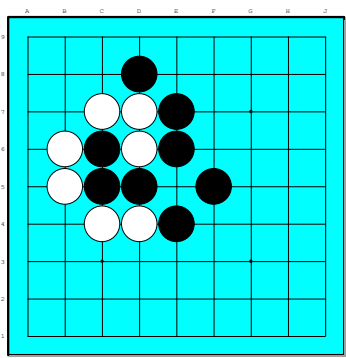


Blanco "no quiere" jugar.

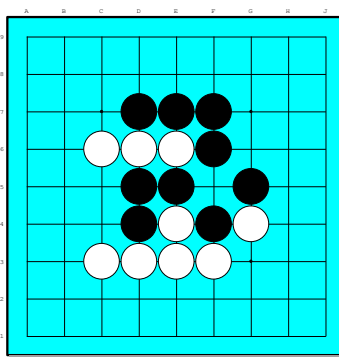
ATARI-GO: Gana el que ha capturado más piedras luego de dos pases consecutivos.

ACTIVIDAD GRUPAL: Juego contra el profesor.

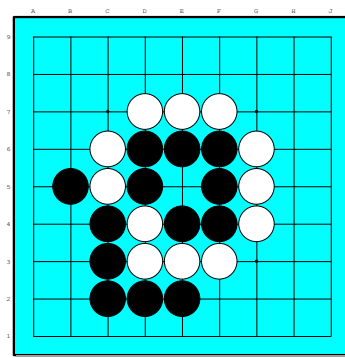
PROBLEMAS:



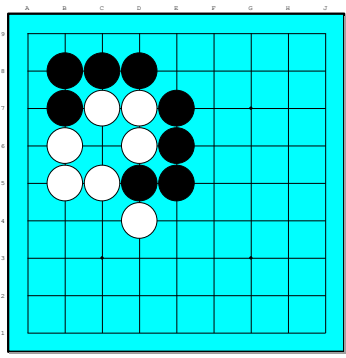
P1.



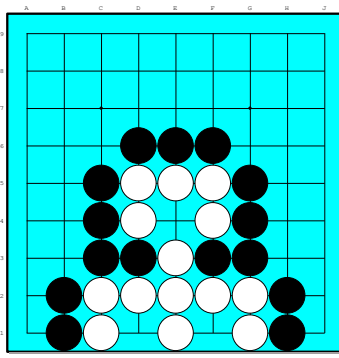
P2.



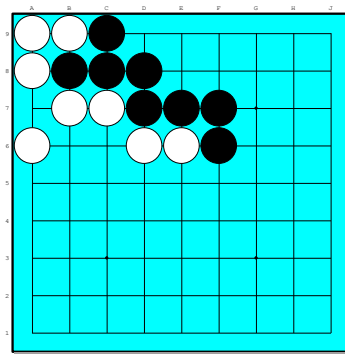
P3.



P4.

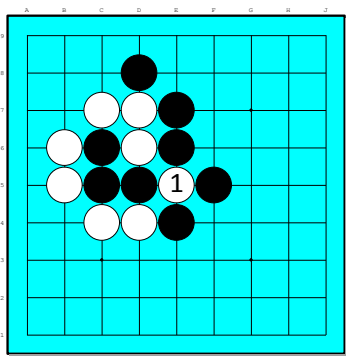


P5.

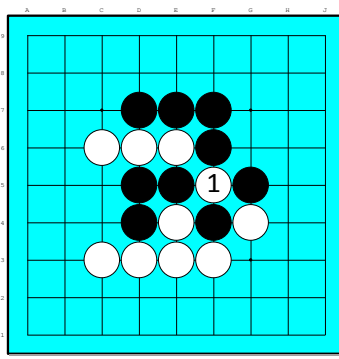


P6.

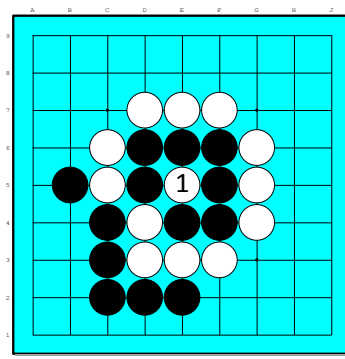
SOLUCIONES:



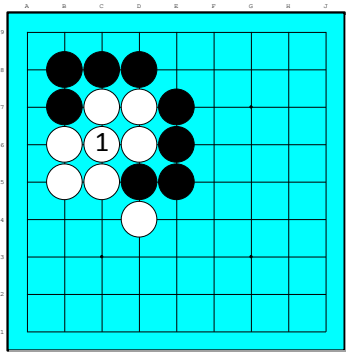
S1.



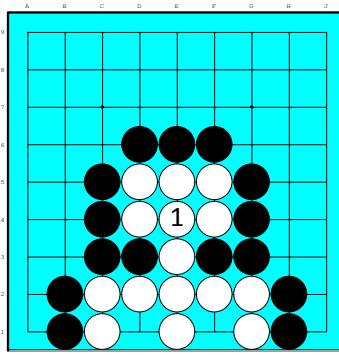
S2.



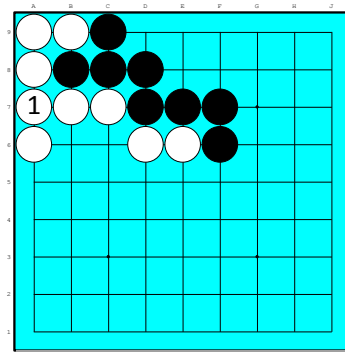
S3.



S4.

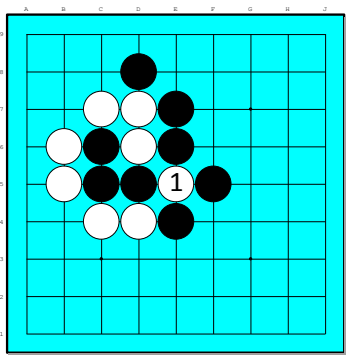


S5.

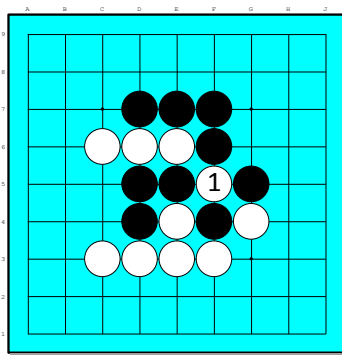


S6.

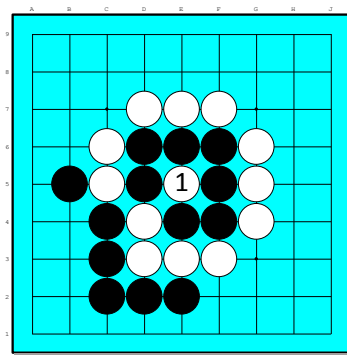
AYUDA MEMORIA DEL TALLER 5



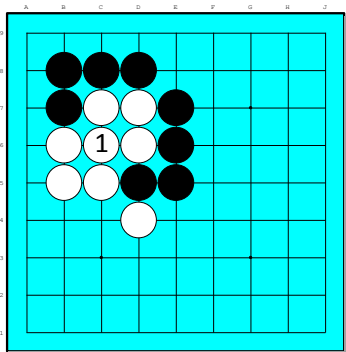
S1 – T4



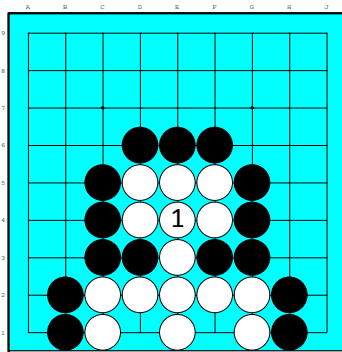
S2 – T4



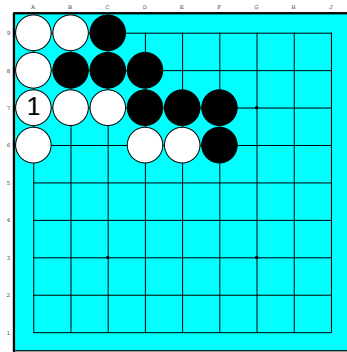
S3 – T4



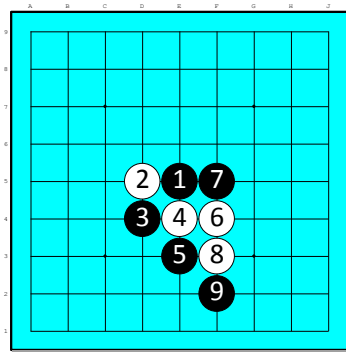
S4 – T4



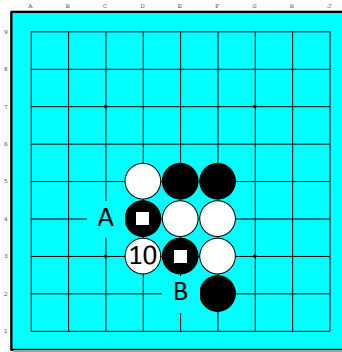
S5 – T4



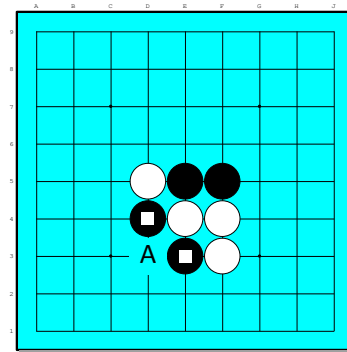
S6 – T4



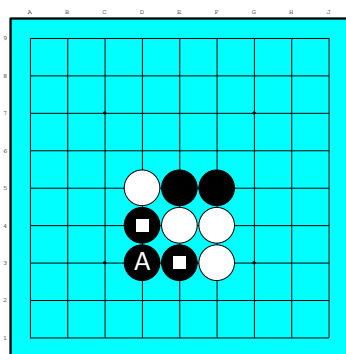
Estudio de técnicas (partida).



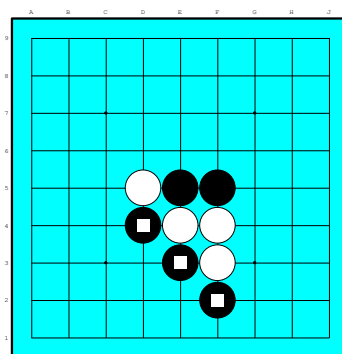
Atari doble.



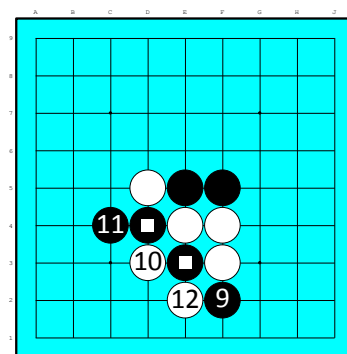
Posición previa.



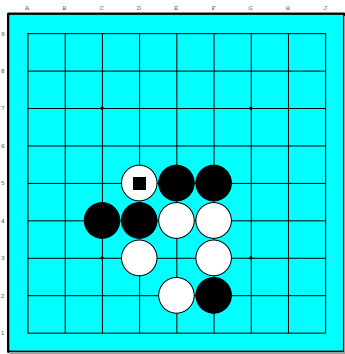
Conexión directa.



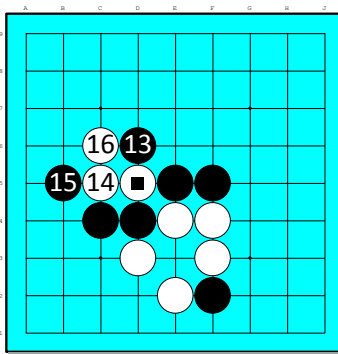
Los “tres cuervos”.



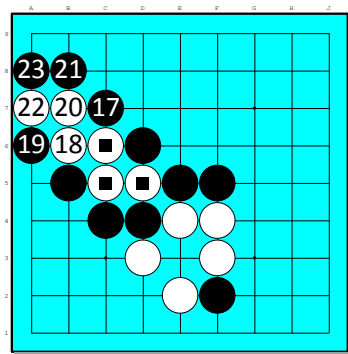
Blanco captura.



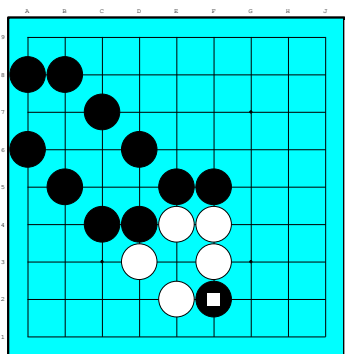
Posición resultante.



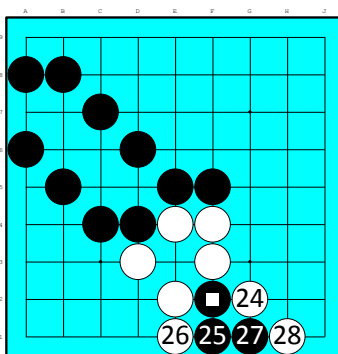
Escalera.



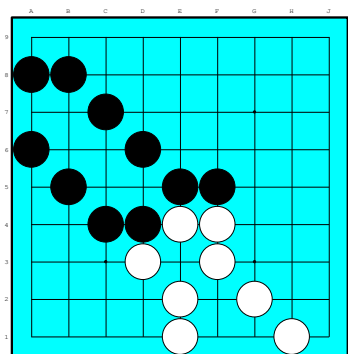
Continuación.



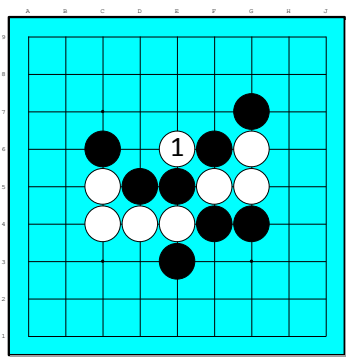
Posición resultante.



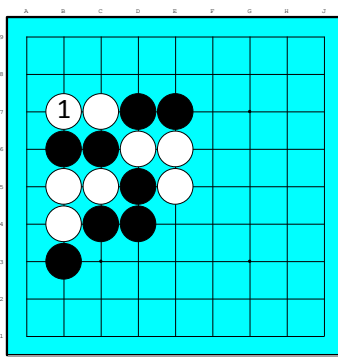
Atari contra el borde.



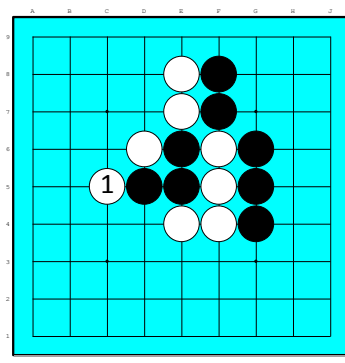
SOLUCIONES:



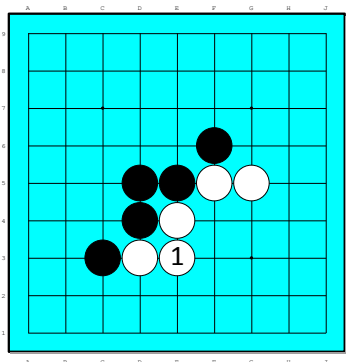
S1.



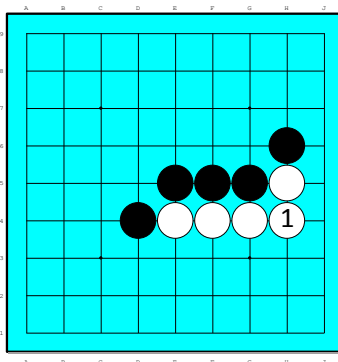
S2.



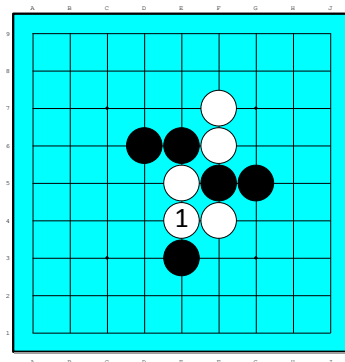
S3.



S4.



S5.



S6.