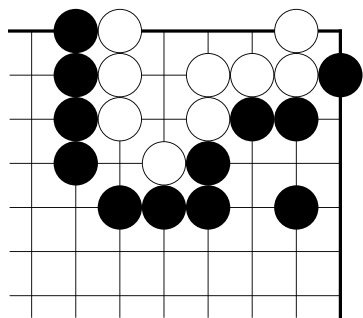
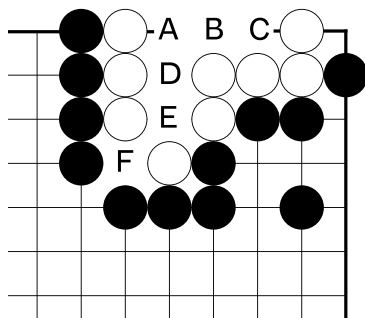


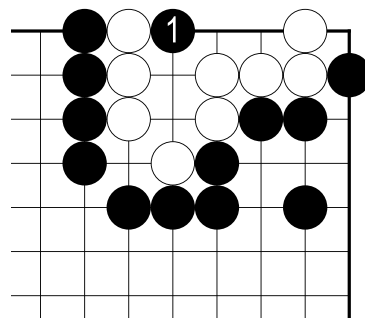
Example 2: black to kill



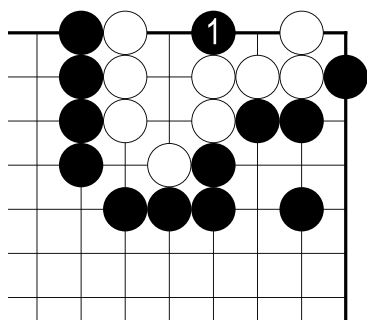
Possible Moves



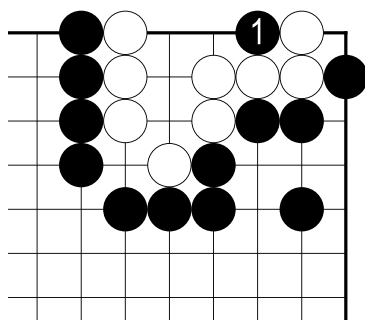
Sub-Puzzle A



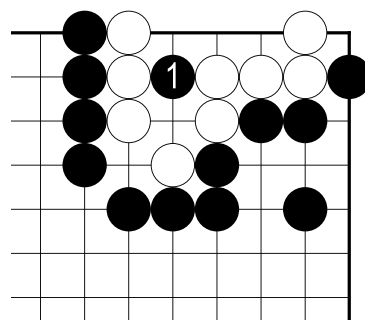
Sub-Puzzle B



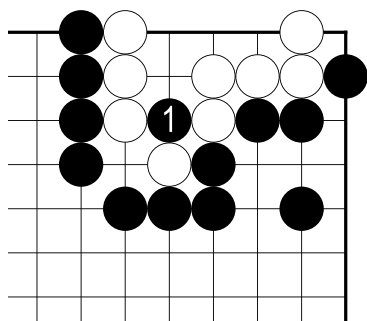
Sub-Puzzle C



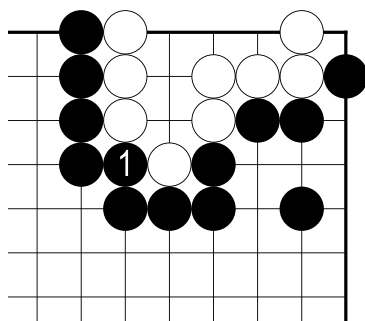
Sub-Puzzle D



Sub-Puzzle E

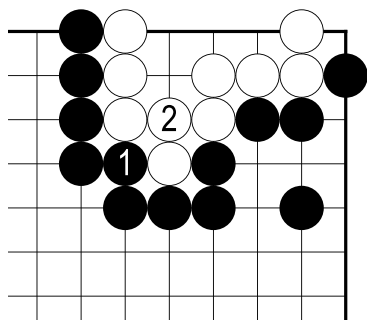


Sub-Puzzle F



This is a Tsumego with six possible starting points. This might seem more complex than example 1. But in most cases some of the sub-puzzles can be solved rather quickly.

Sub-puzzle F – short work



When white connects at 2, white's inside shape is alive.

So even if you have to 'exhaust' all possible moves, you stop at points that you find obvious. You have to figure out for yourself when this applies.