



# Жизнь и смерть

Задачи по игре Го  
30-25 кю

Николай Придачин

Nikolai Pridachin

Life and Death  
Go Problems 30-25 kyu

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# Introduction

Many Go problem books and apps on the game of Go make it possible to solve a large number of problems. Tasks in them are always sorted by complexity, but much less often by the type of technique. Explanations for tasks and any reference diagrams for tasks are attached much less often. Readers have to independently identify typical techniques through a large number of tasks.

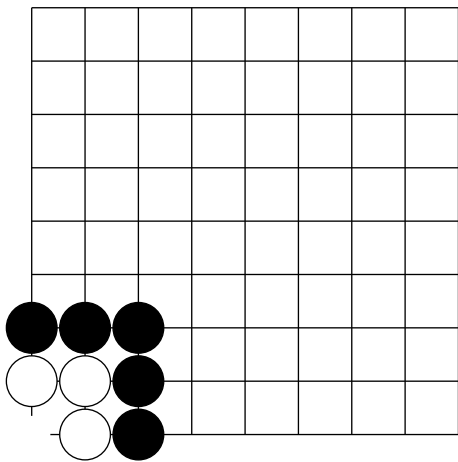
The book in front of you opens a series of problems on the game of Go on the topic "Life and Death". In it we will try to highlight and analyze in detail the basic techniques. I'm sure it will help you improve your counting skills and better understand the logic of finding the right moves. We wish you success in learning the game of Go.

Worked on the book:

Pridachin Nikolai - Text, diagrams, problems, layout.

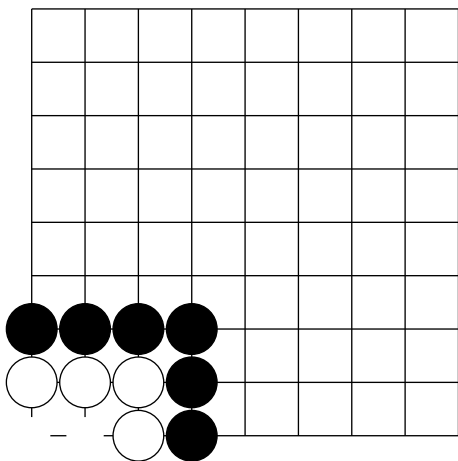
Veretina Maria - Cover design. ( [vk.com/yu\\_mis](https://vk.com/yu_mis) )

# Two eyes



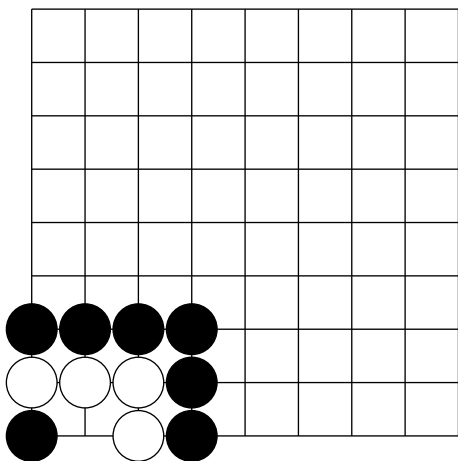
d. 1

The white group in the corner cannot live. It has only 1 liberty and can be captured with move at A. If the surrounding black stones are not in danger, then there is no reason to spend moves to capture this group.



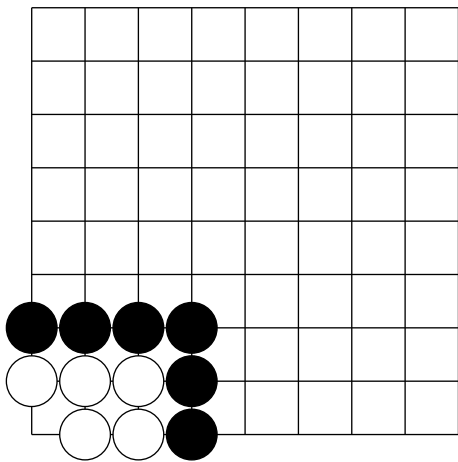
d. 2

White's form on d.2 has more inside space than previously, but it still cannot live. White can be capture with a move at A or B.



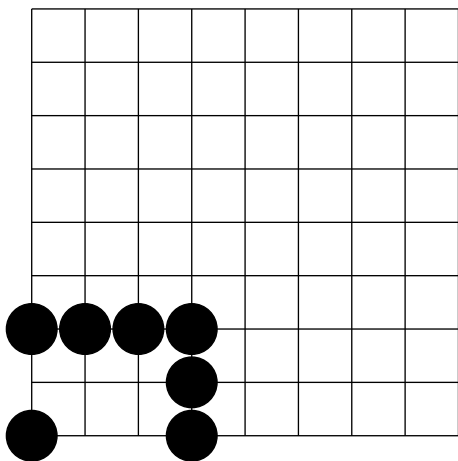
d. 3

Suppose black on d.2 played at A. After this move white has only one liberty. They can be captured on the next move.



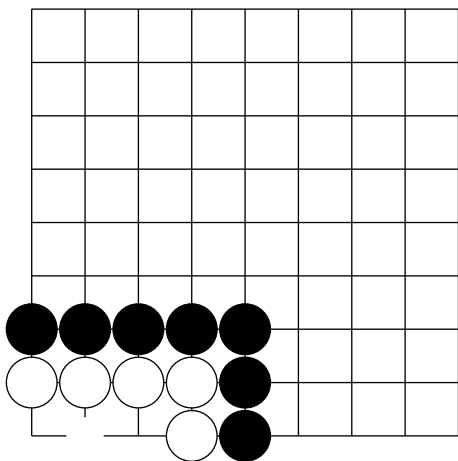
d. 4

Capturing the black stone on d.3 is not helpful for white. Now white has one liberty and can be captured same way as on d.1.



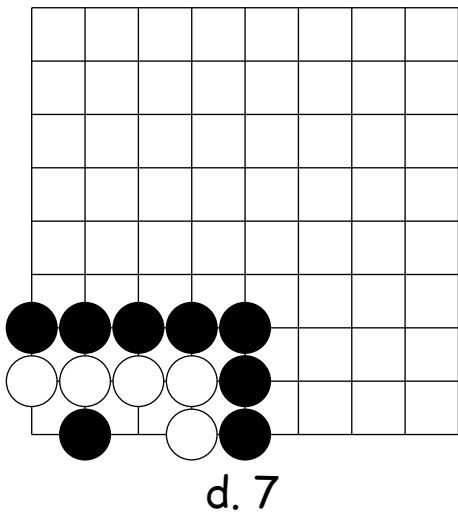
d. 5

Black fills the last liberty of the white group on the previous diagram and takes white off the board.

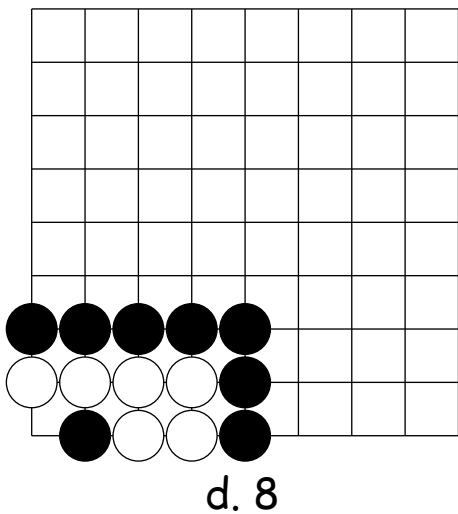


d. 6

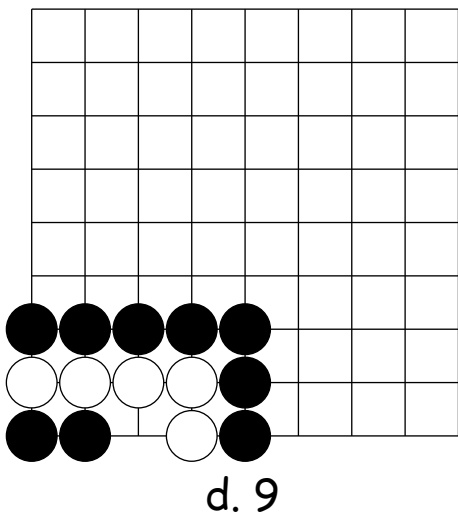
In case white's form has 3 inside points, it becomes more interesting. A key point A appears. The one who plays there first is going to win.



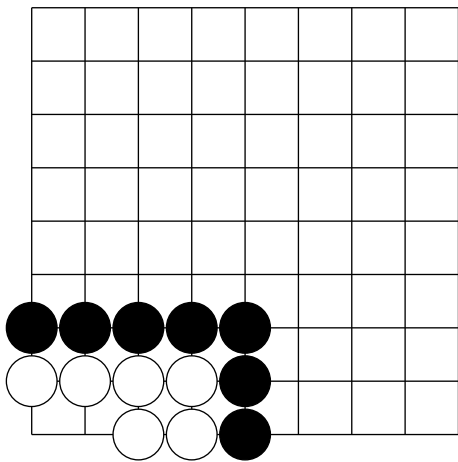
If black plays first at A on d.6, then the white group can no longer live.



If white tries to approach black from any side, they are going to be left with one liberty and be captured.

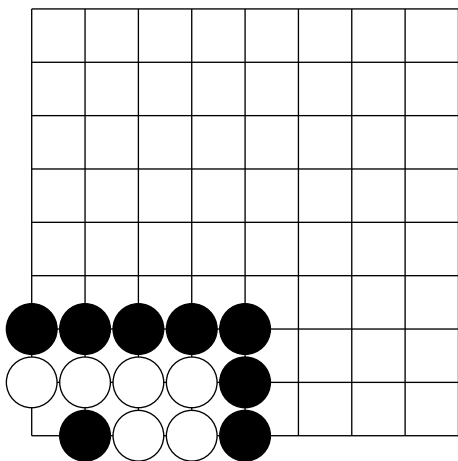


White passes, then black fills in one more liberty threatening to capture the group on the next move.



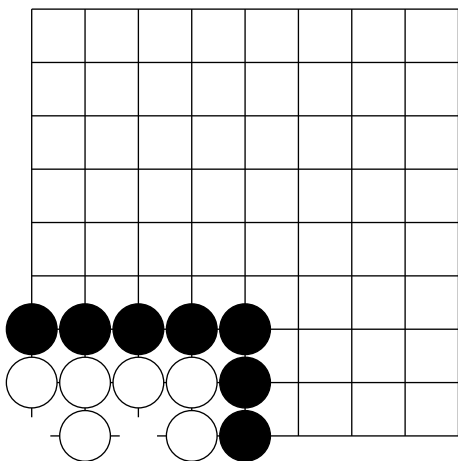
d. 10

White's resistance is futile. If they capture the two stones, they will get the result on d.3. White cannot live.



d. 11

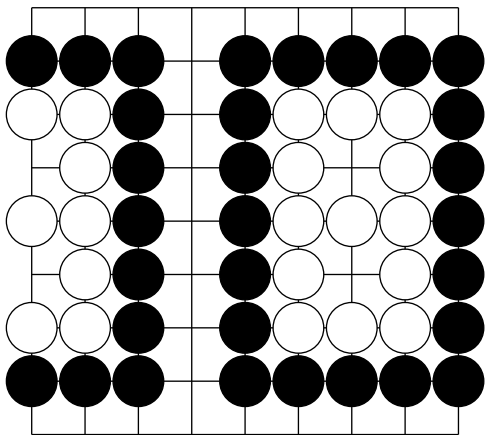
If white tries to approach the black stone from either side, they will have only one liberty and will be captured.



d. 12

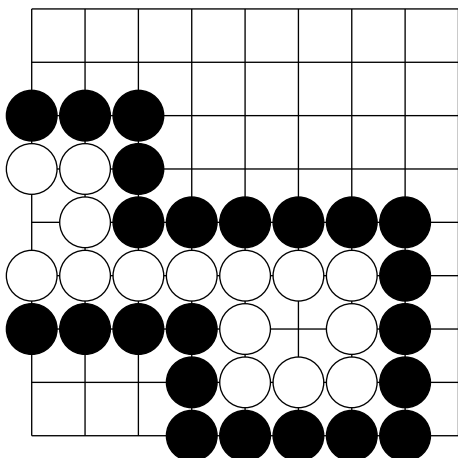
If on d.6 white first goes to A, the situation is different. White's group has two liberties but black cannot play there. Those two liberties are called 'two eyes'. If a group manages to create two eyes, it becomes immortal.





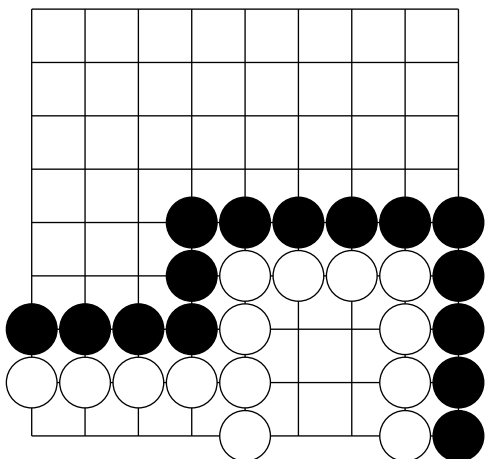
d. 13

Two eyes can be build not only in a corner but also on the side or in the center.



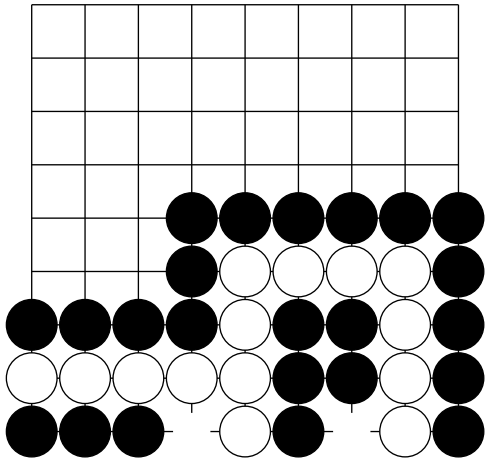
d. 14

Form of a group with two eyes can also be different.



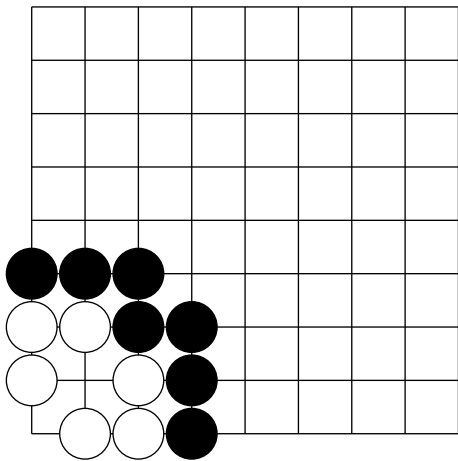
d. 15

Eyes can consist of several points inside but nevetherless it is still called one eye. For example, inside space of this group consists of 10 points but this group still has two eyes.



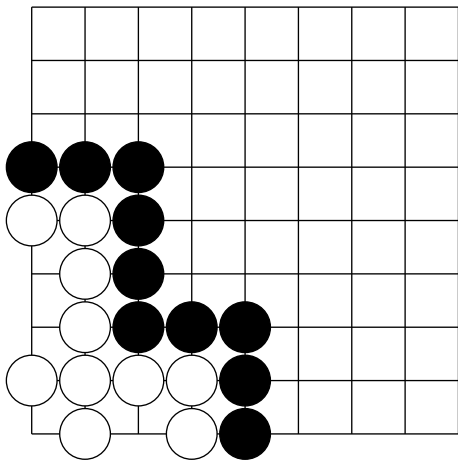
d. 16

If black starts to attack white's group on d.11, black will not achieve anything. They made 8 moves but the last two moves at A and B are forbidden. White is out of reach.



d. 17

Form of white in the corner may seem strange. This group also has two eyes.

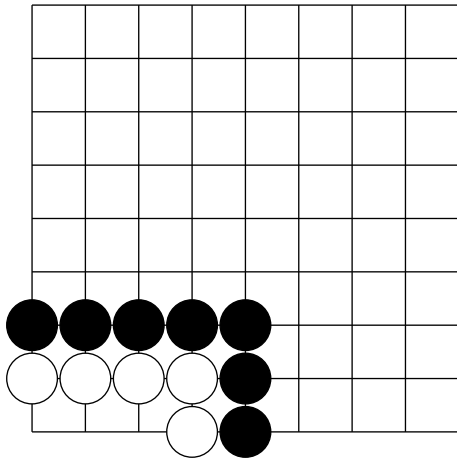


d. 18

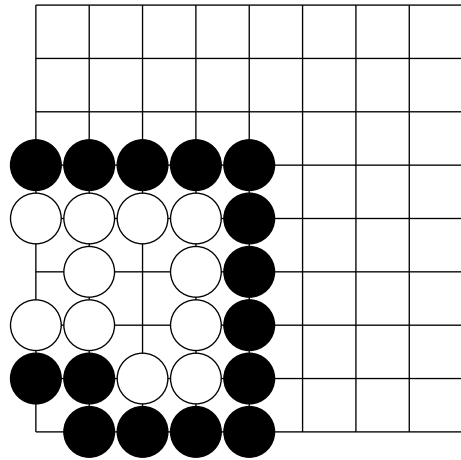
And this group has three eyes. For survival it is redundant.

# Control tasks

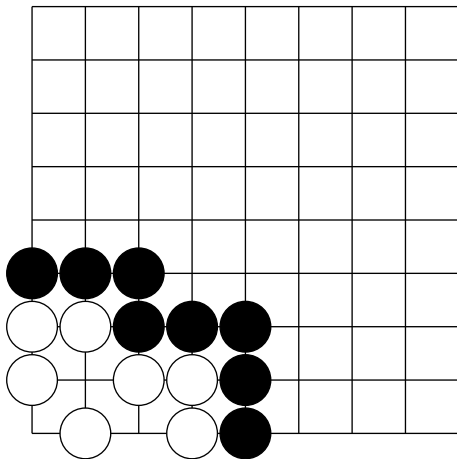
How many eyes does the white group have? Write your answer in brackets.



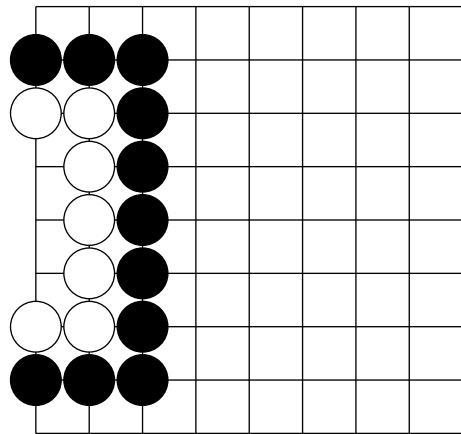
1 ( )



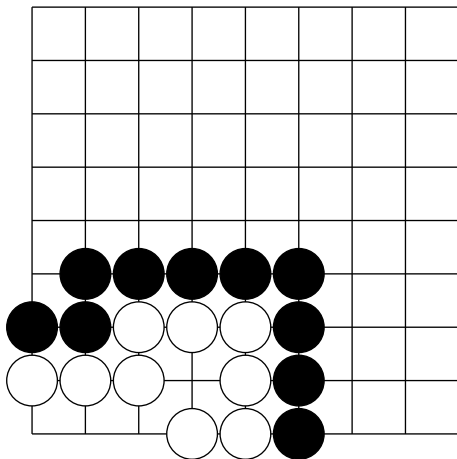
2 ( )



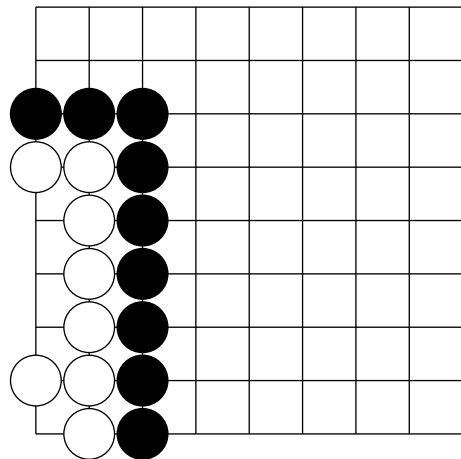
3 ( )



4 ( )

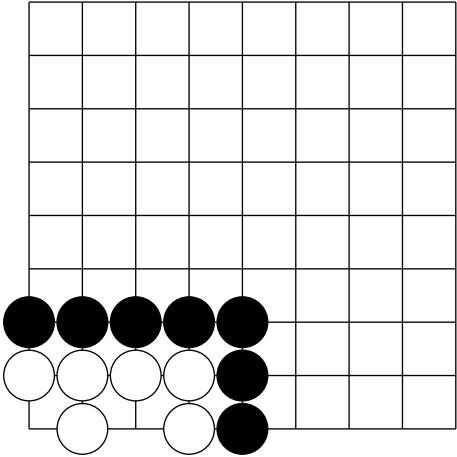


5 ( )

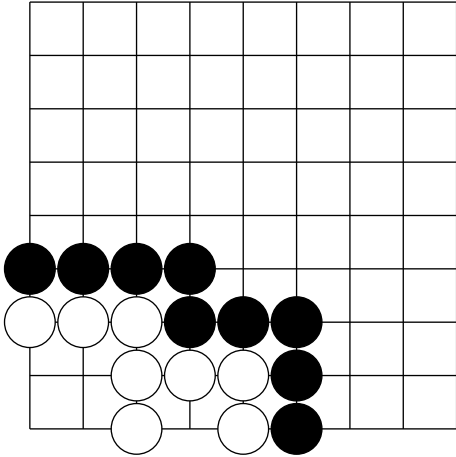


6 ( )

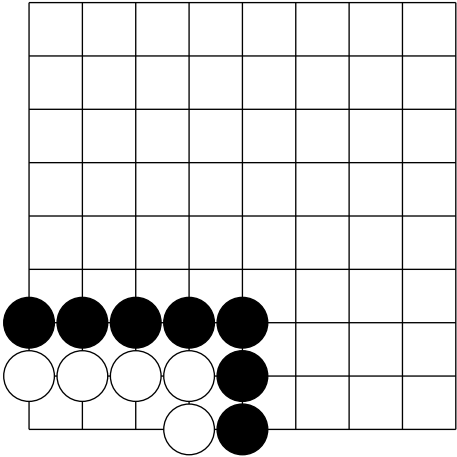
Is the white group immortal? Write 'yes' or 'no'.



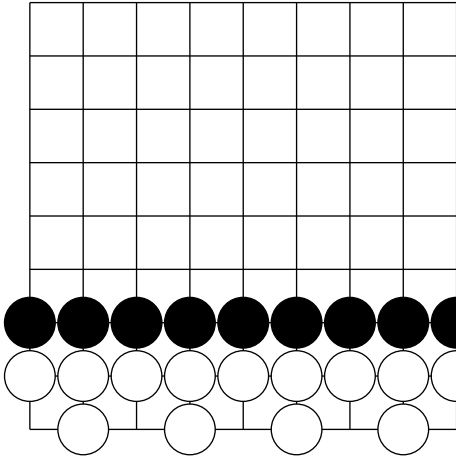
7 ( )



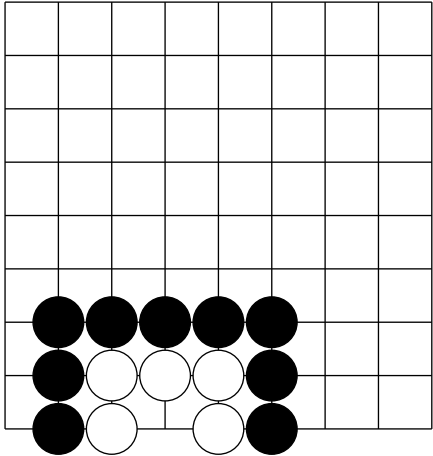
8 ( )



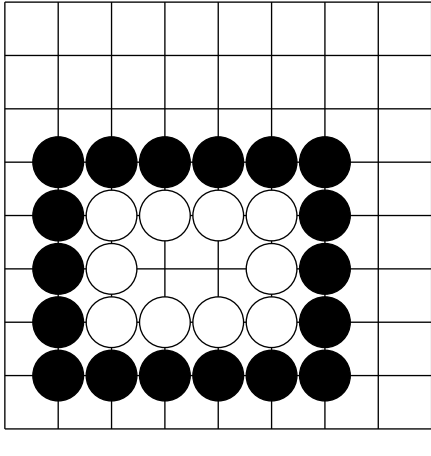
9 ( )



10 ( )

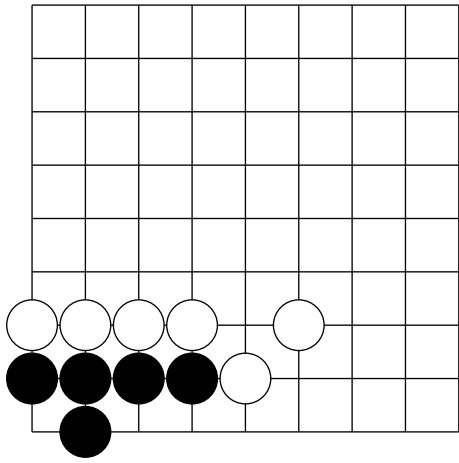


11 ( )

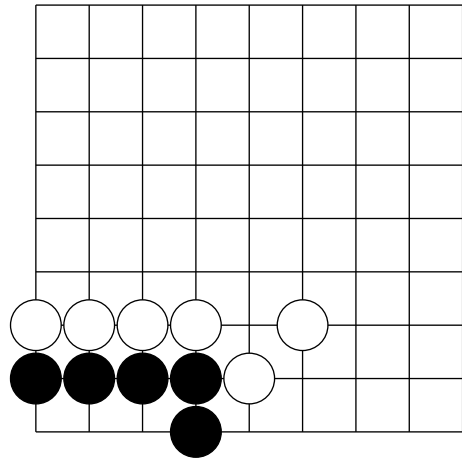


12 ( )

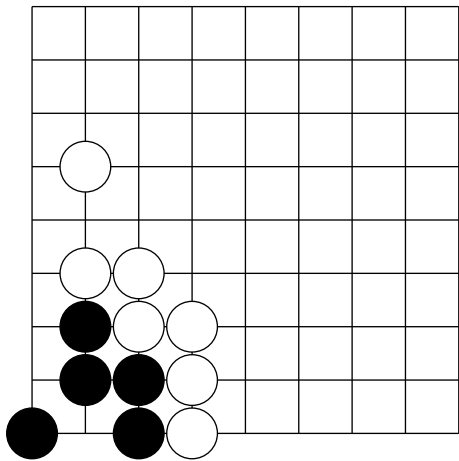
Black's move. Build two eyes. Specify one move.



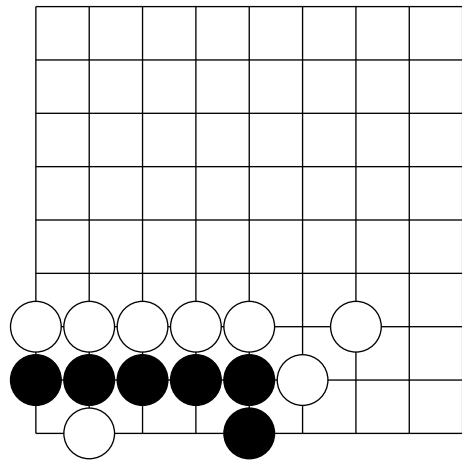
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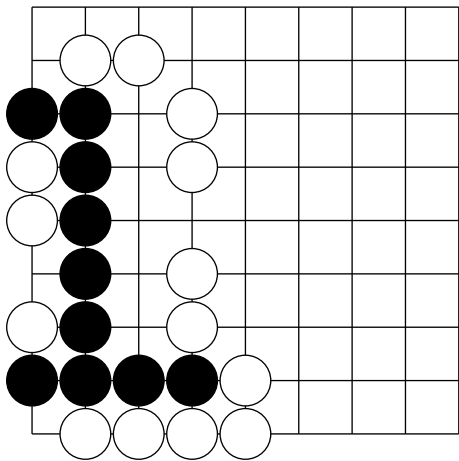
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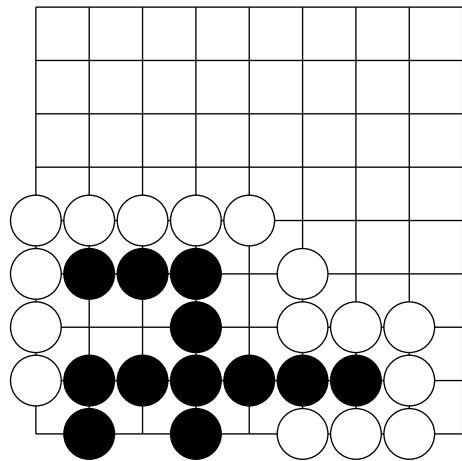
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16

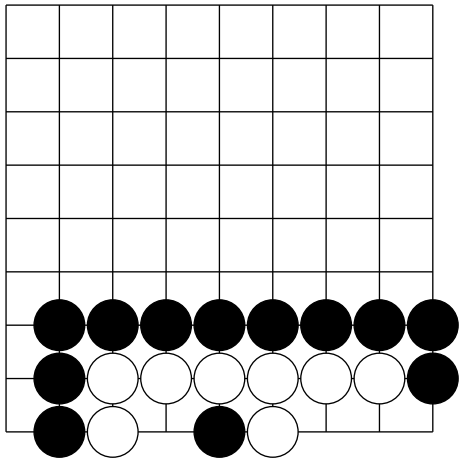


17

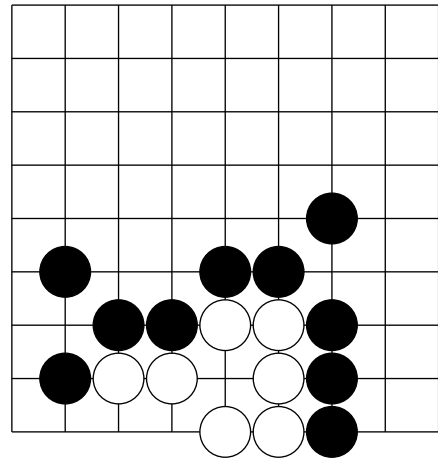


18

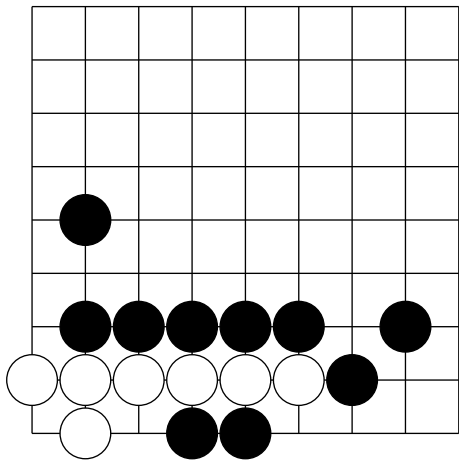
Black's move. Don't let white build two eyes. Specify one move.



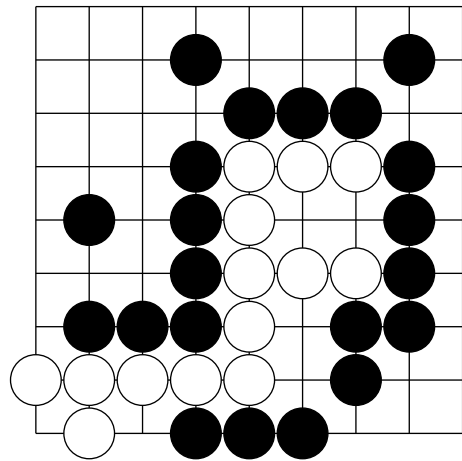
19



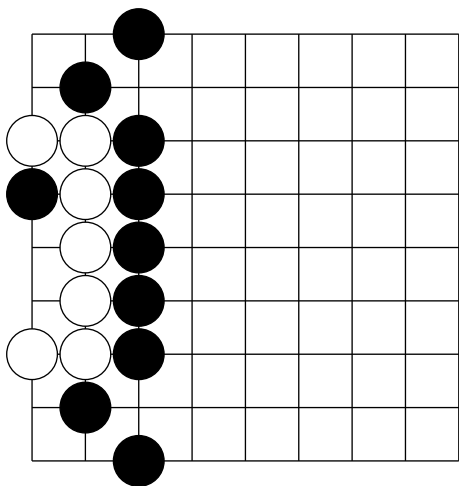
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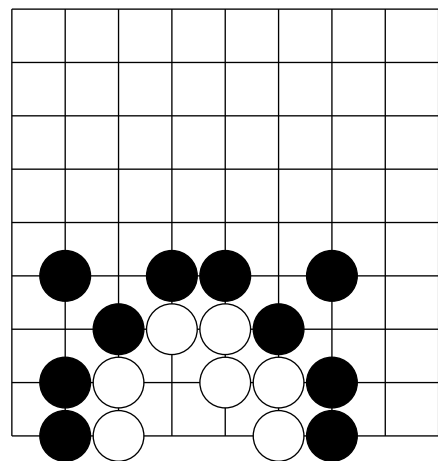
21



22

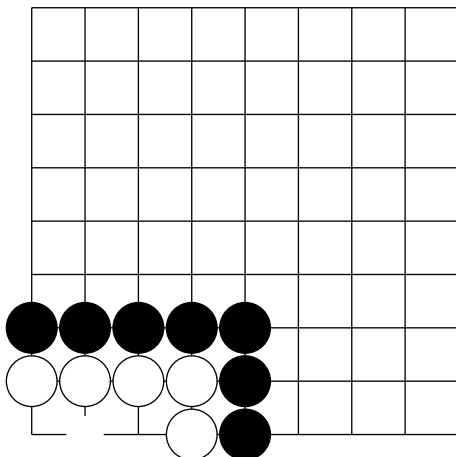


23



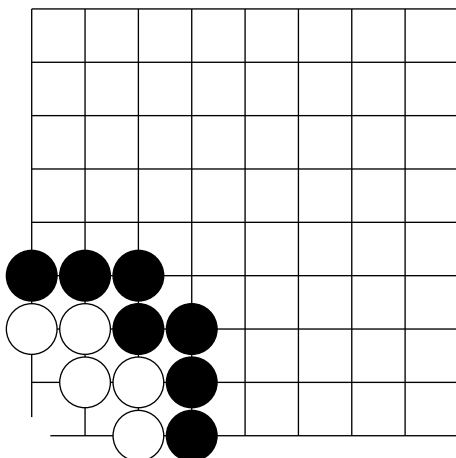
24

# Three point nakade forms.



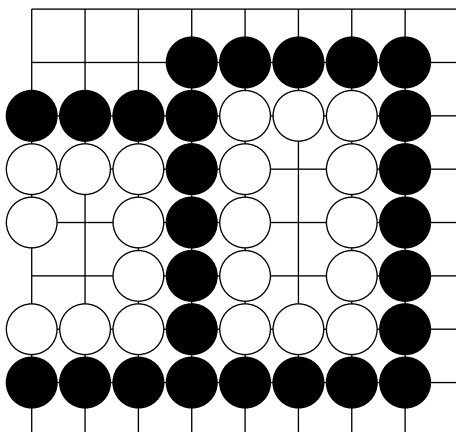
d. 19

Nakade shapes are shapes formed by empty points within a group. This diagram shows the shape of a three-point nakade. In the last chapter (D.6 - D.12) we found out that White needs protection in point A.



d. 20

This is another form of three-point nakade. It also has the key point A. If the opponent moves to A first, then the white group will not be able to build two eyes.

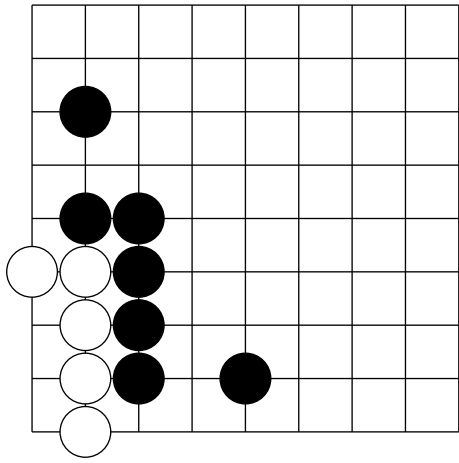


d. 21

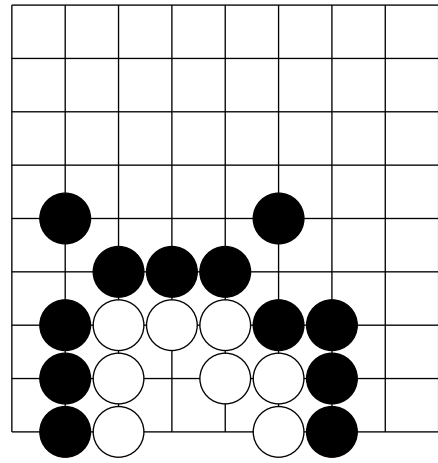
These forms can also be on the side or in the center which does not change the life and death status of the group.

# Control tasks

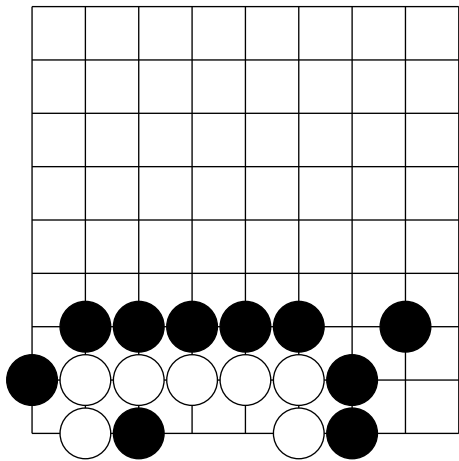
Black to play, capture the white group. Choose one move.



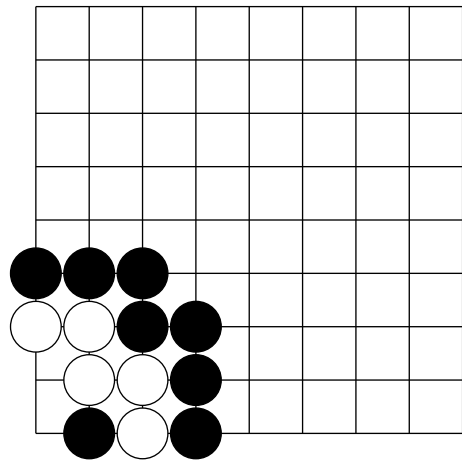
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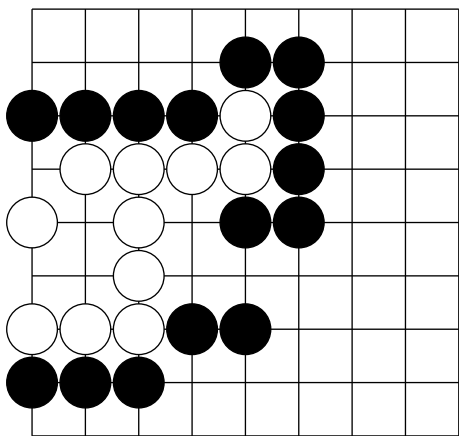
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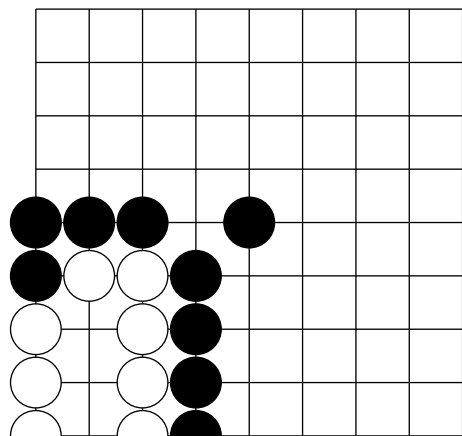
27



28



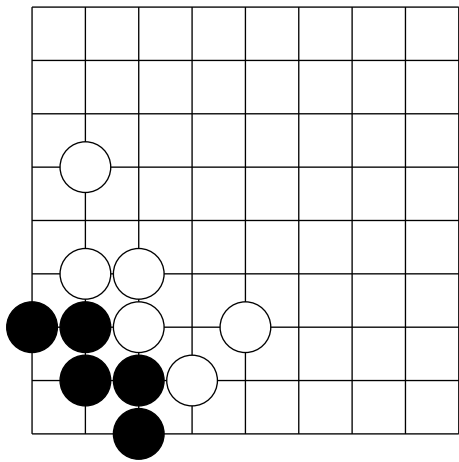
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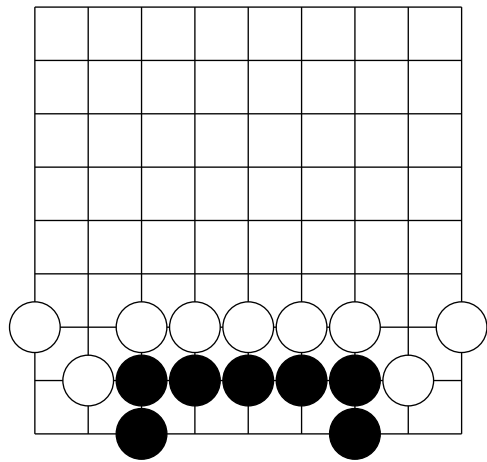
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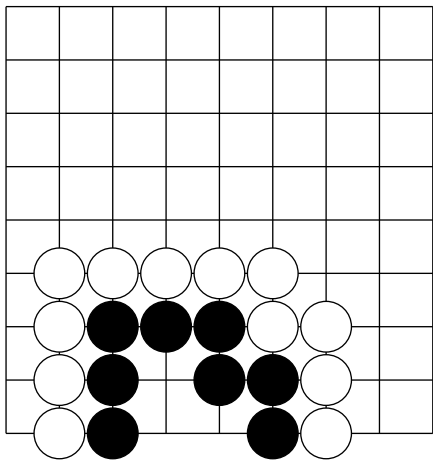
Black to play, save his group. Choose one move.



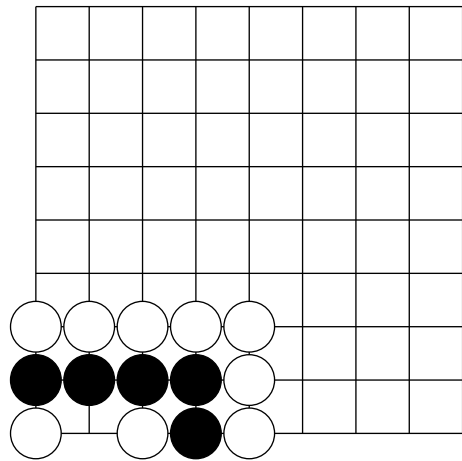
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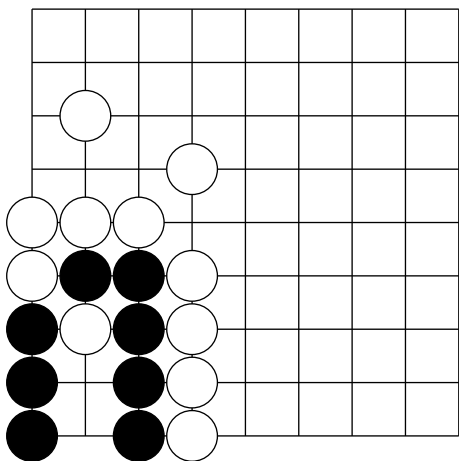
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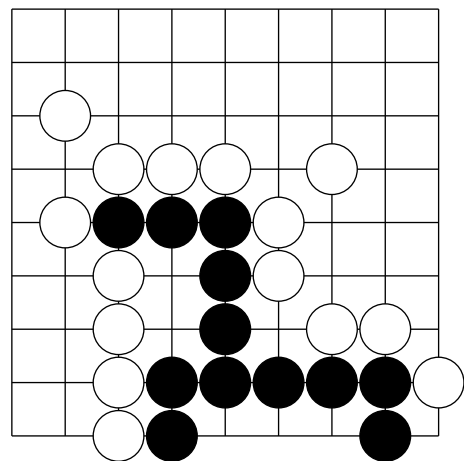
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34



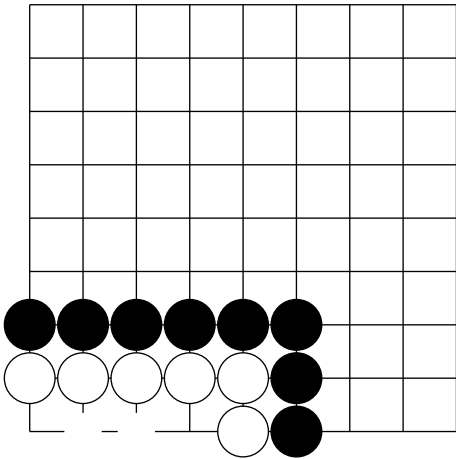
35



36

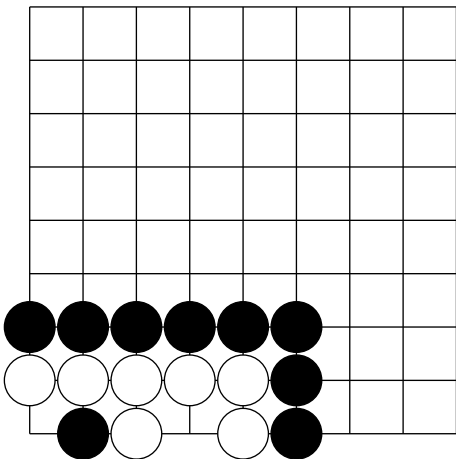


# Four point nakade forms.



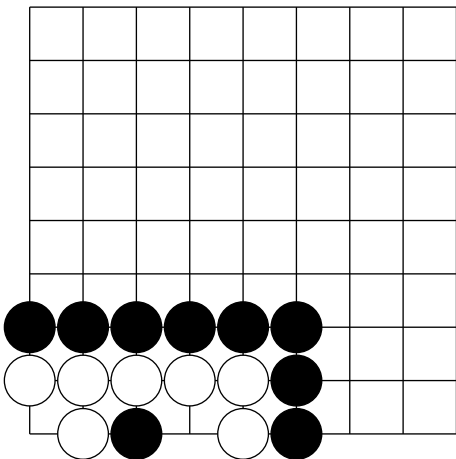
d. 22

The nakade form of this group consists of four points. In order to prevent this group from building two eyes, Black needs to occupy both key points A and B. This cannot be done in one move.



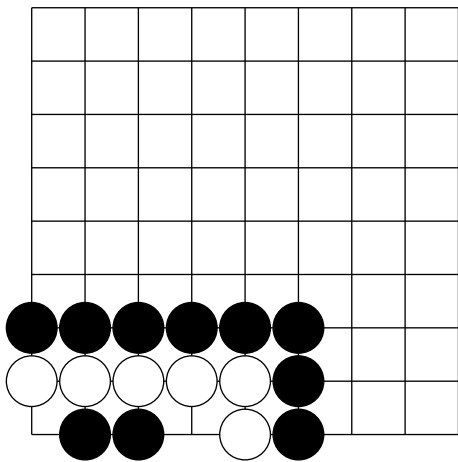
d. 23

If in d. 22 Black plays at A, then White plays at B and builds two eyes.



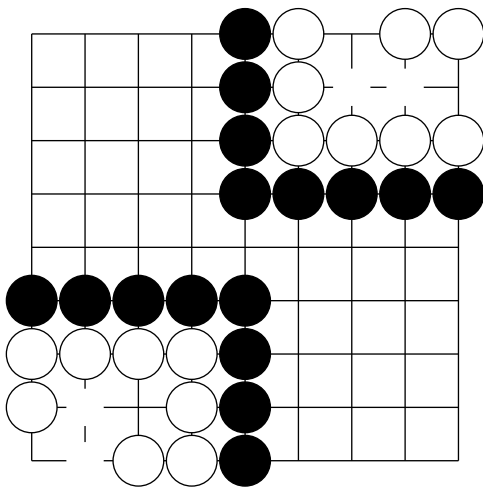
d. 24

Conversely, if Black plays at B, then White responds at A and builds two eyes again. Such paired points are called "miai".



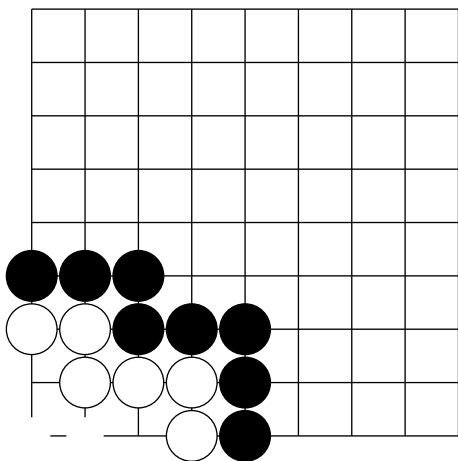
d. 25

The group in d. 22 can only be captured if Black can make two moves in a row. For example, this can happen as a result of a co-fight or in the event of an exchange.



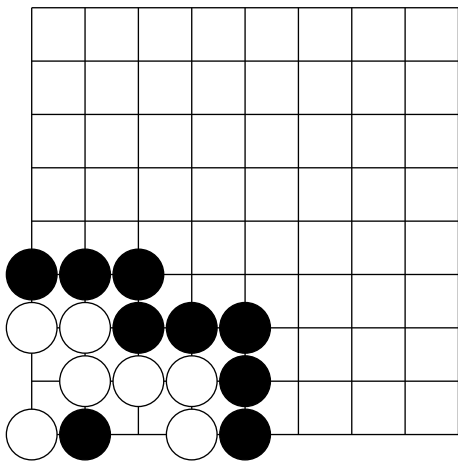
d. 26

These are two forms of four-point nakade. They also have two key points each, A and B, which are miai. These groups are also impossible to capture in one move.



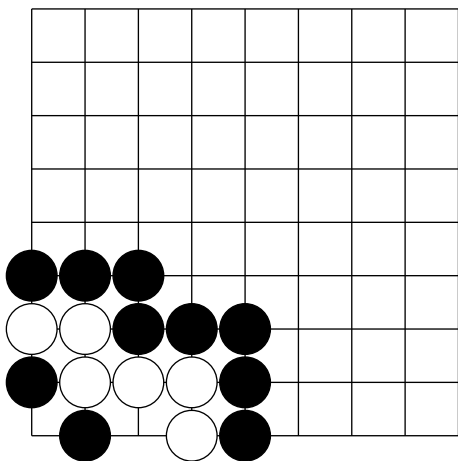
d. 27

An exception is the case when the shape of the nakade in the form of "bent four" is in the corner. Black can attack White with A.



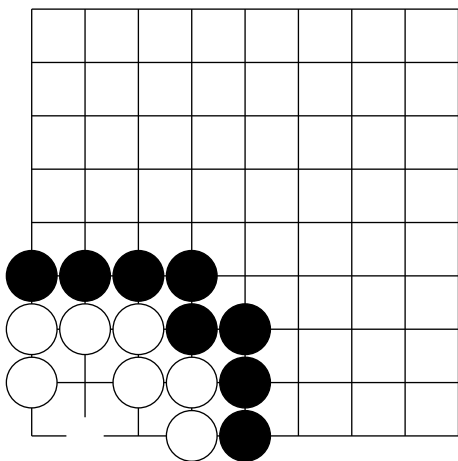
d. 28

White is forced to play B in response to Black's attack at A in the previous diagram. However, the stone in the corner has only one liberty.



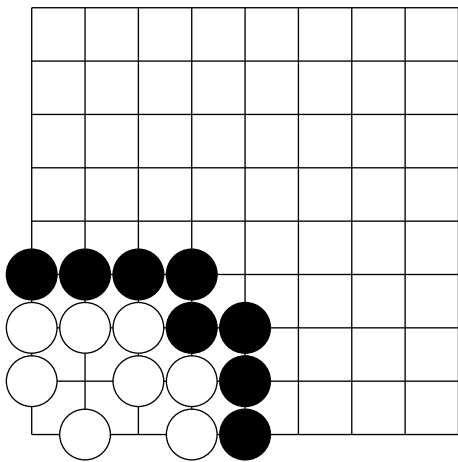
d. 29

Black takes the white stone and the ko-fight for the life of the white group begins. This material goes beyond 30-25kyu, but we can't skip it. The peculiarity of this form will be discussed in the topic "Magari Shimoku", in the next volume.



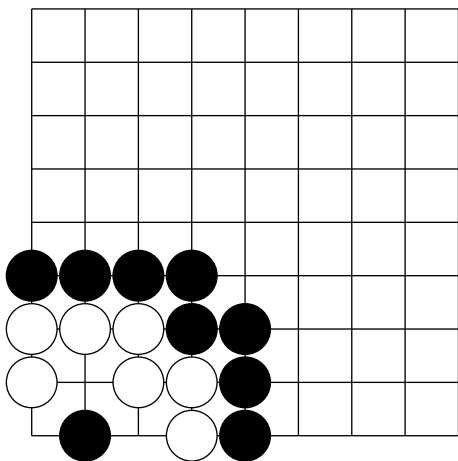
d. 30

The form on d.30 is called "Pyramid Four". It also consists of 4 points, but is less effective. There is only one key point A in this form, and White should hurry to take it.



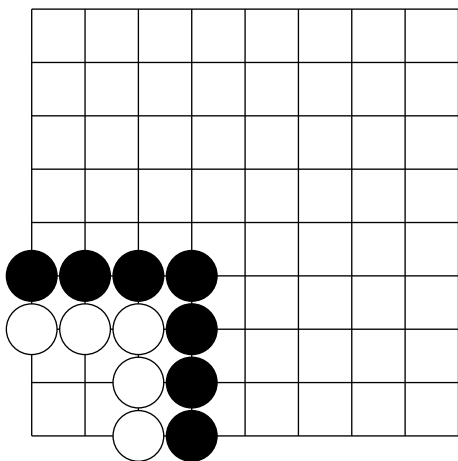
d. 31

If at d. 30 White managed to occupy a key point, then he had three eyes. An important difference from the forms in d. 22 and d. 26 is that here, in order to survive, White needed to spend an additional move.



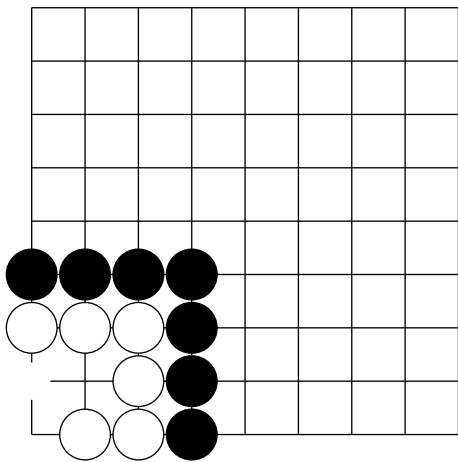
d. 32

Otherwise, Black can capture White's group by playing the same point. Now White will not be able to build two eyes.



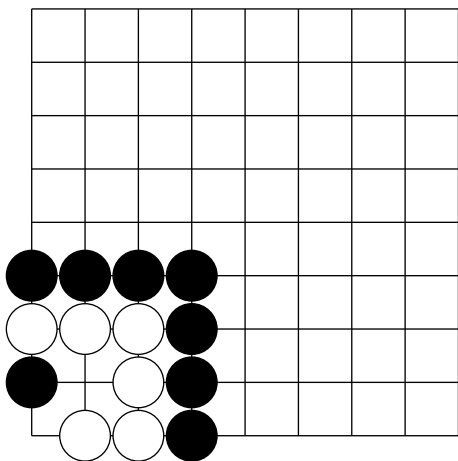
d. 33

The "square" shape is the most inefficient nakade shape of the four points. White cannot build two eyes in one move.



d. 34

If white on d. 33 makes a move in any of his internal points, then he will get the "triangle" form from d. 20. This form dies when the opponent moves.



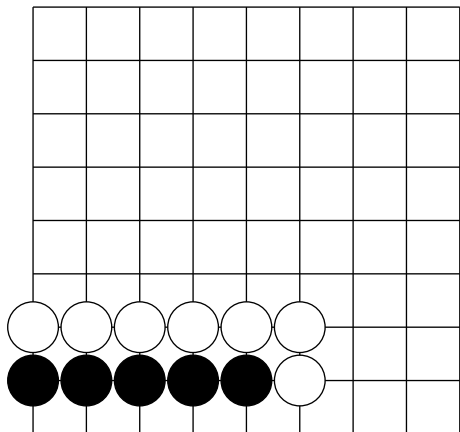
d. 35

Black plays at A in the previous diagram and prevents white from surviving.

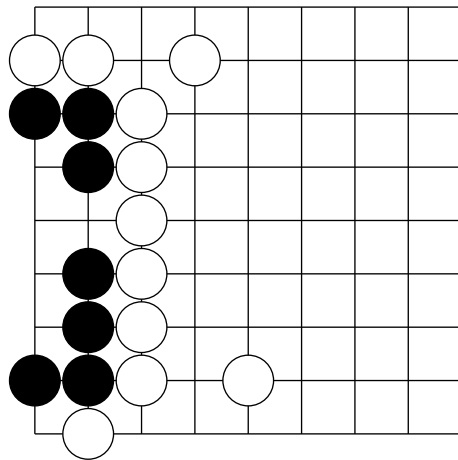
We have considered all possible forms of the four-point nakade. Forms "I", "Bent four" and the so-called "Tetris" are alive and do not require the addition of a move. The "Pyramid Four" shape only survives on its turn, and the "Square" shape can only survive if it succeeds in making two moves in a row.

# Контрольные задания

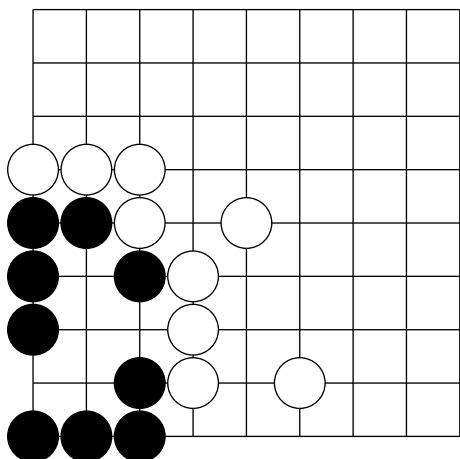
Black to live. Choose one move.



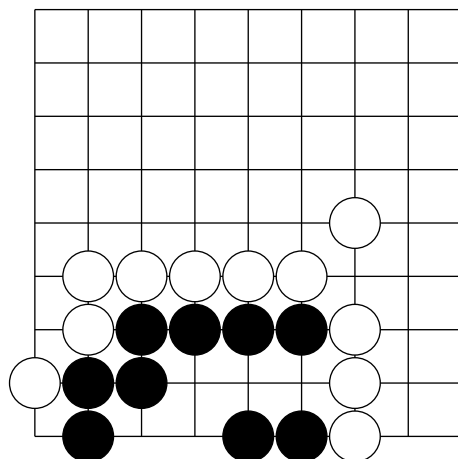
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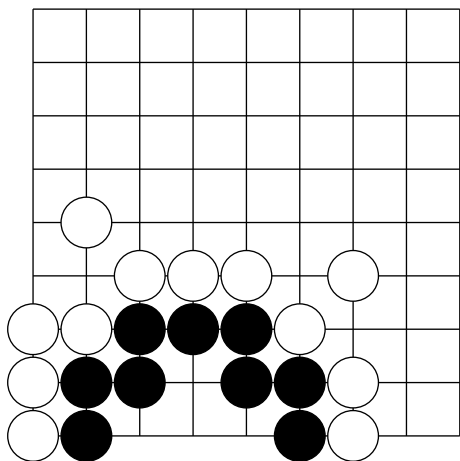
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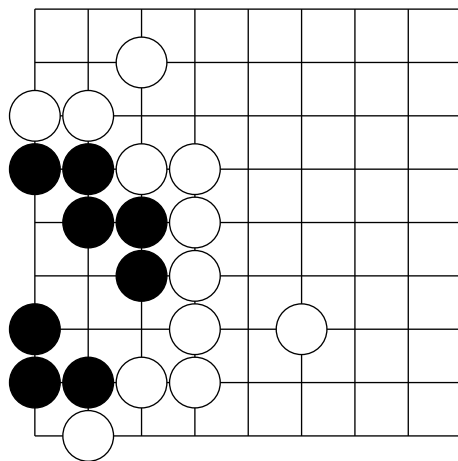
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46



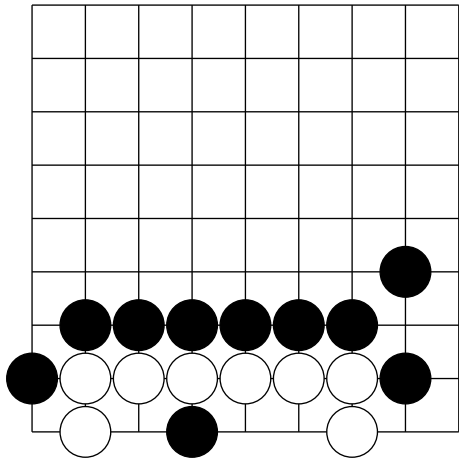
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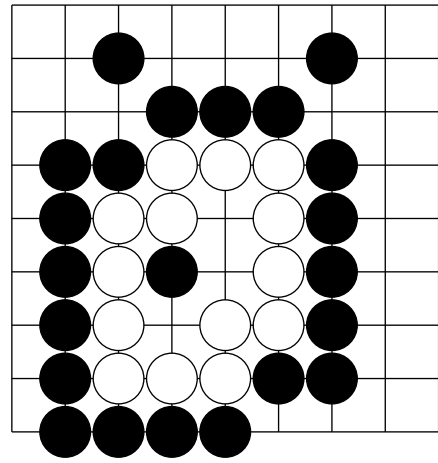
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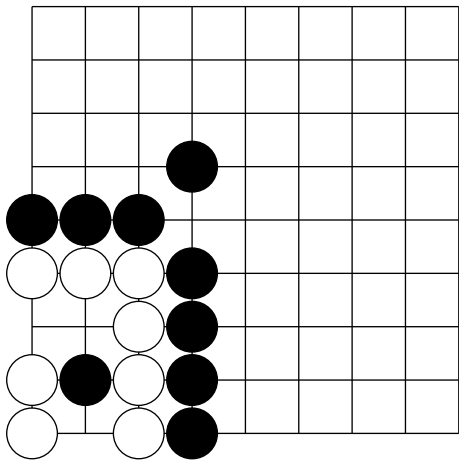
Black to play, capture the white group. Choose one move.



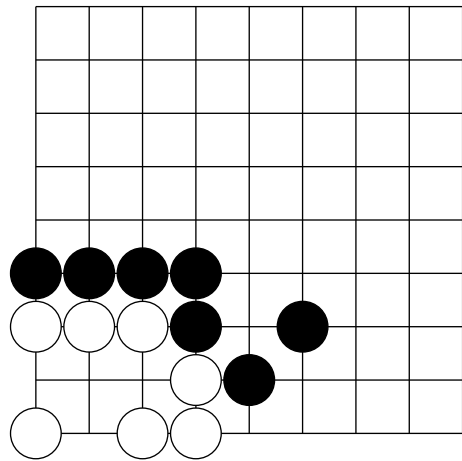
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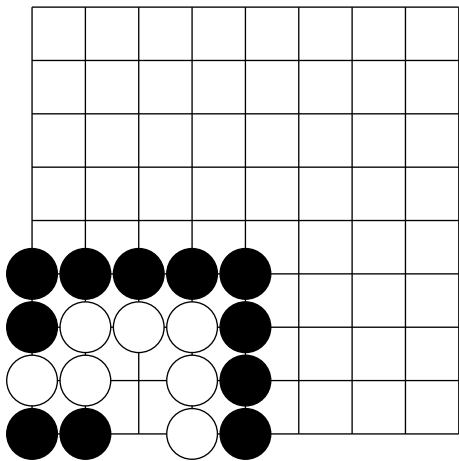
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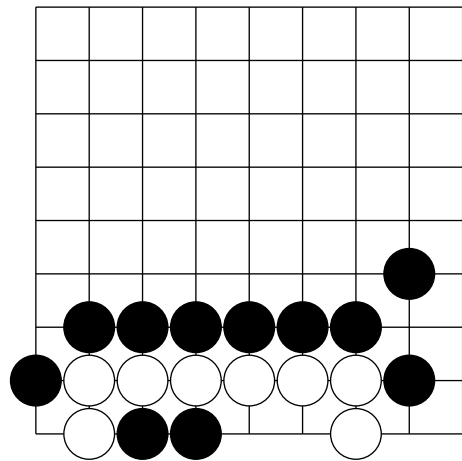
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52

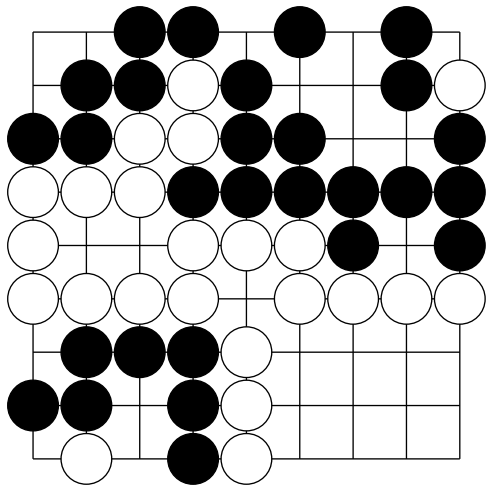


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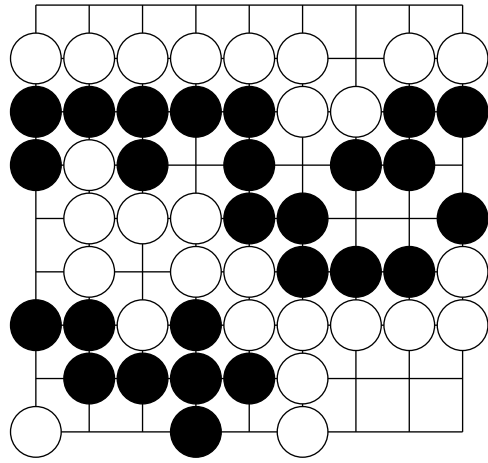


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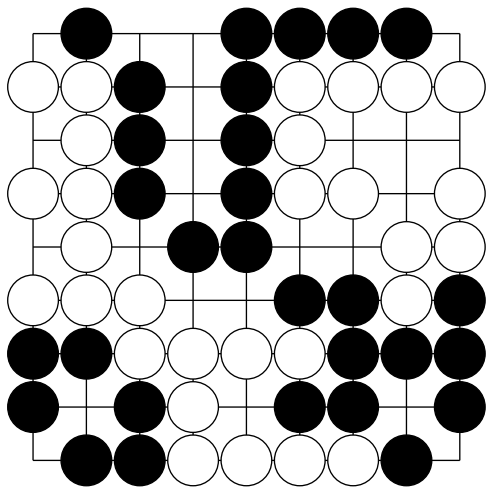
Black to play, find effective move.



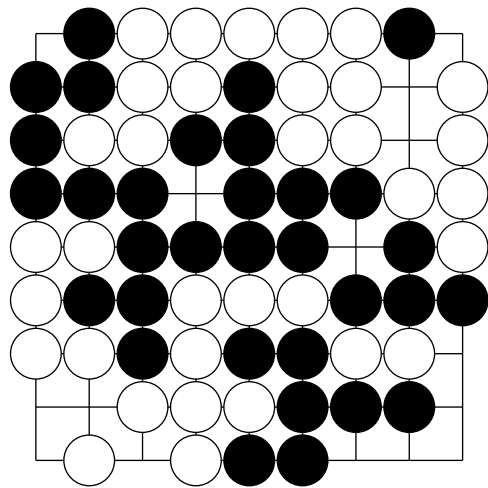
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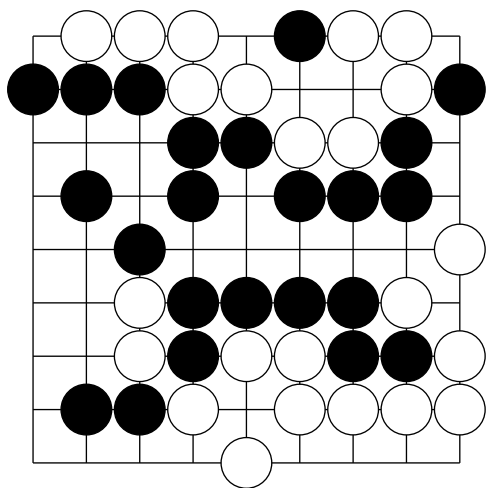
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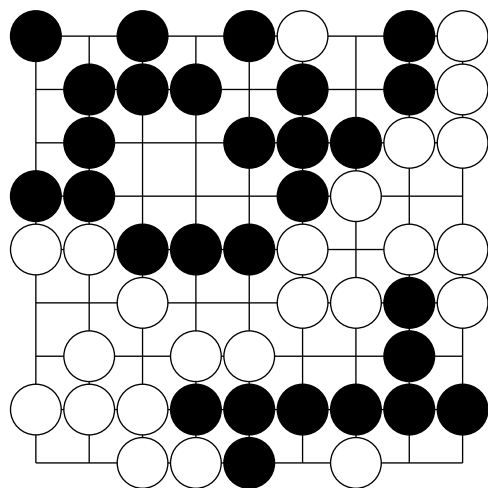
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58

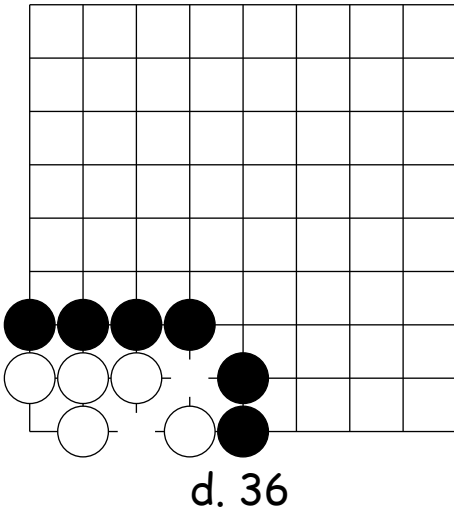


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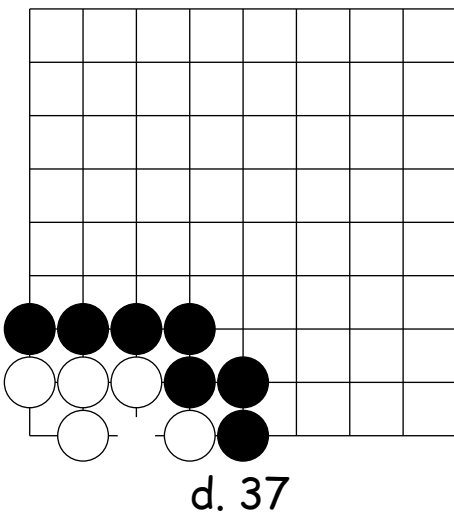


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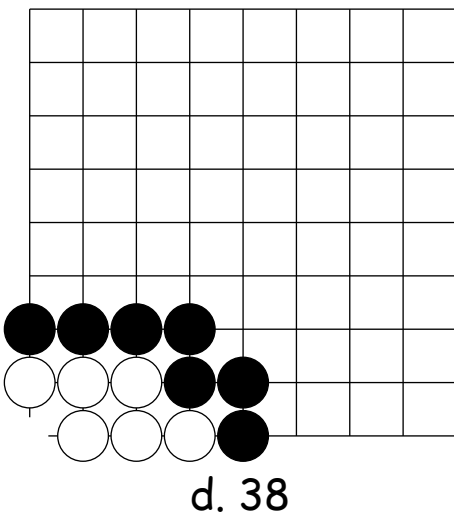
# False Eye.



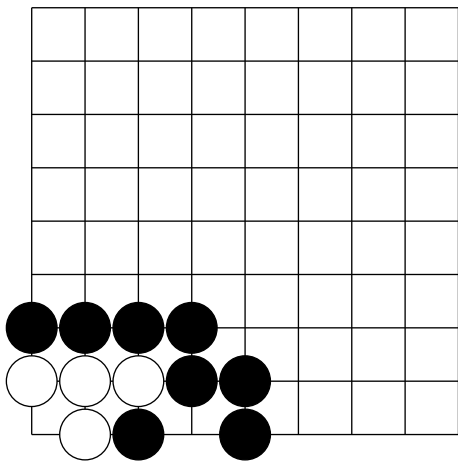
Look at the white group in the corner. It may seem that white has built two eyes, but this is not so. The eye at point A is not yet completed.



In d. 36, black played B first. White lost the opportunity to build a second eye at A. The white stone has only one liberty. A similar point that looks like an eye is called a "false eye". It doesn't help white survive.

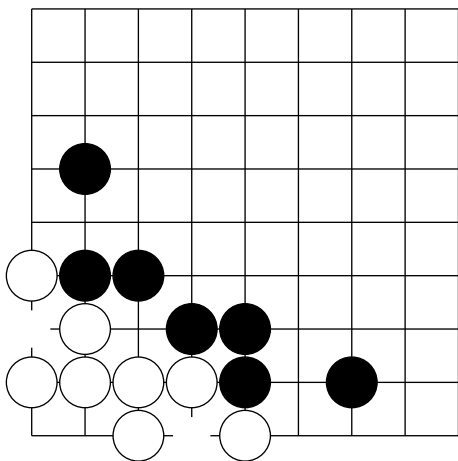


If White played at A in d. 37, then they "closed" their own eye. They have only one eye left, the white group is captured. Black can eat it up at any time by playing A, but there is no reason to do it right now.



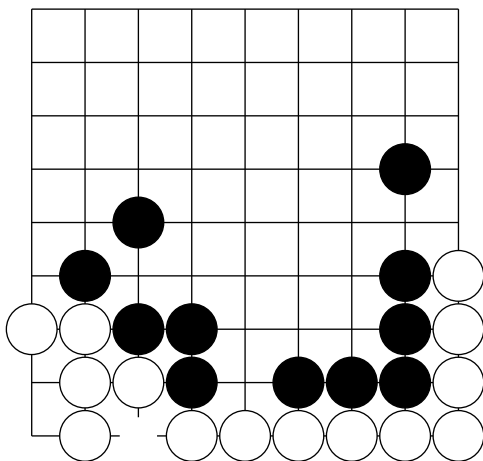
d. 39

Black on d. 37 eats the white stone. After that, the ko-fight begins. White cannot eat back for one move. But no matter how much this ko-fight is played, White's group does not have a continuation that allows them to survive.



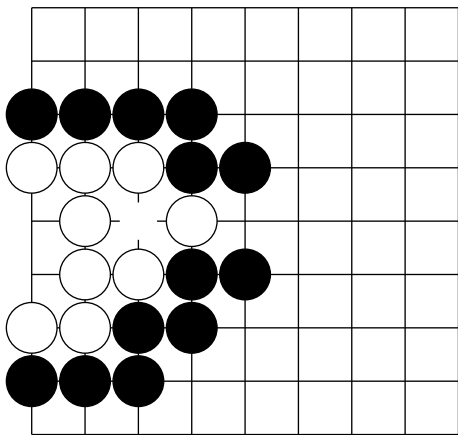
d. 40

A group may have multiple false eyes. For example, this white group has only one real eye. Points A and B are false eyes. This group cannot survive.



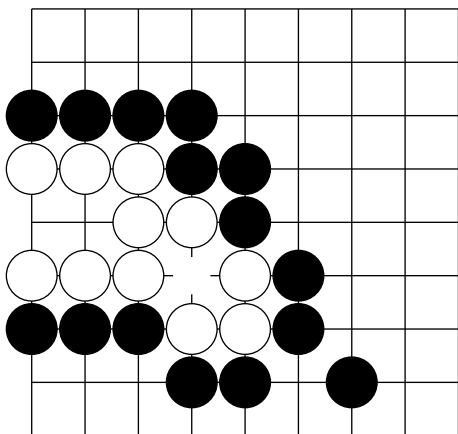
d. 41

Point A on this diagram is also false. After black adds some stones outside, white will be forced to connect at A, after which he will still be left with one eye.



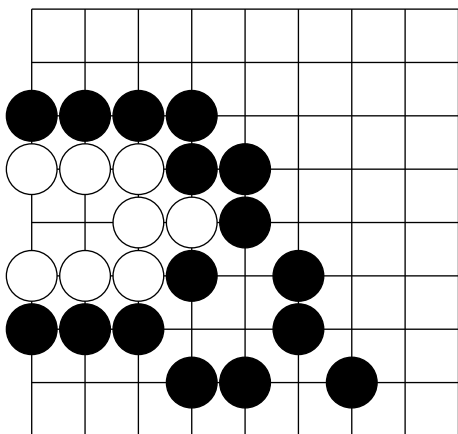
d. 42

White's eye in A is also false. White is unable to survive.



d. 43

And one more example. Black can capture three white stones at any time by playing at A. This eye also turned out to be false.

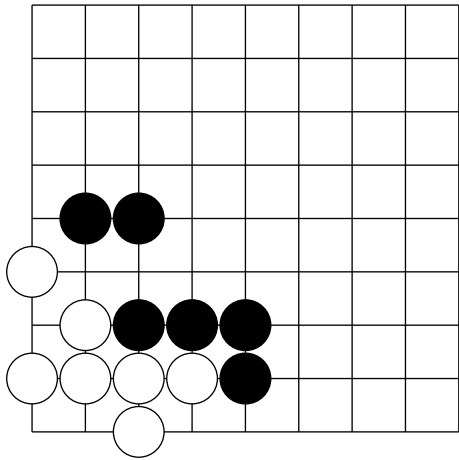


d. 44

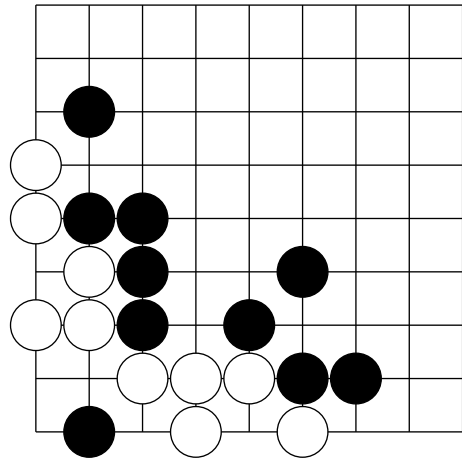
After playing at A in d. 43, the rest of the group has only one eye. The white group is completely captured.

# Control tasks.

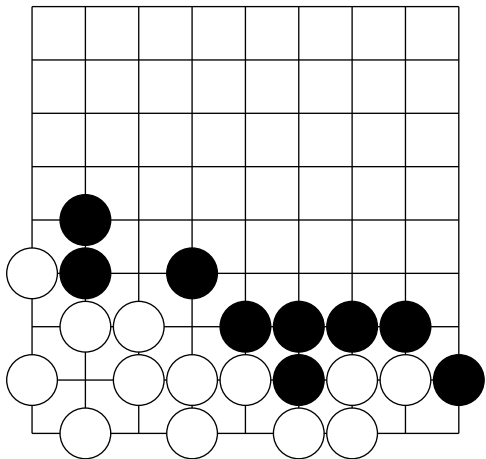
How many eyes does the white group have? Write the answer in parentheses.



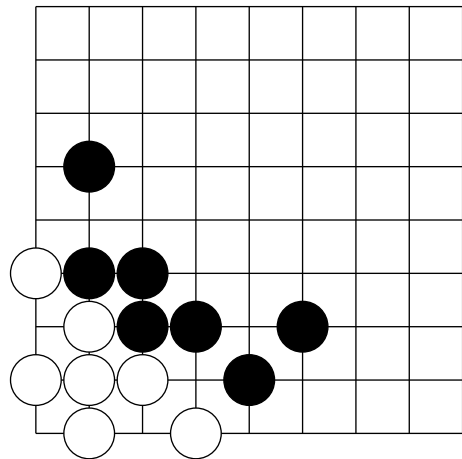
61 ( )



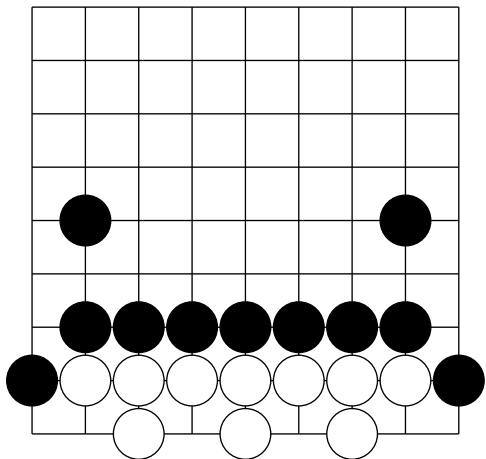
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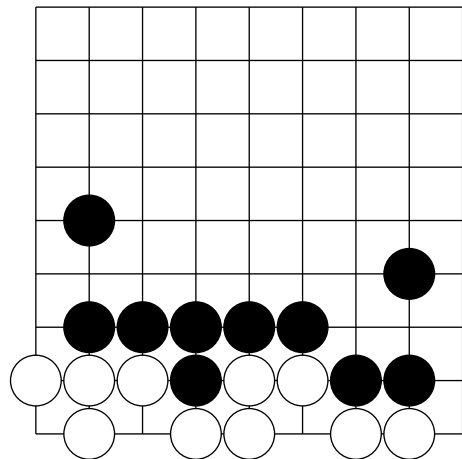
63 ( )



64 ( )

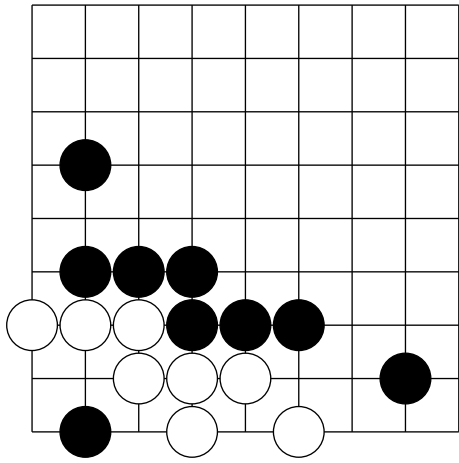


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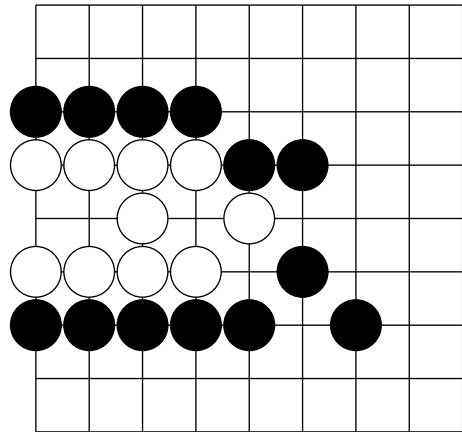


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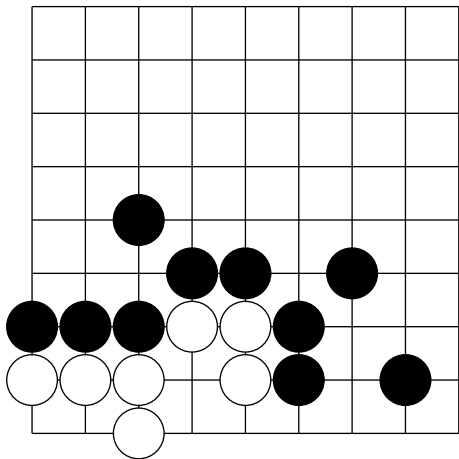
Black to play, capture the white group. Choose one move.



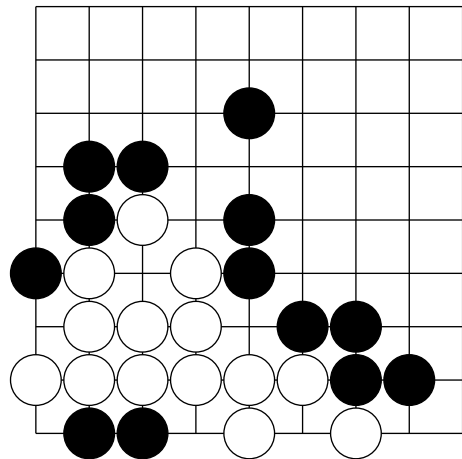
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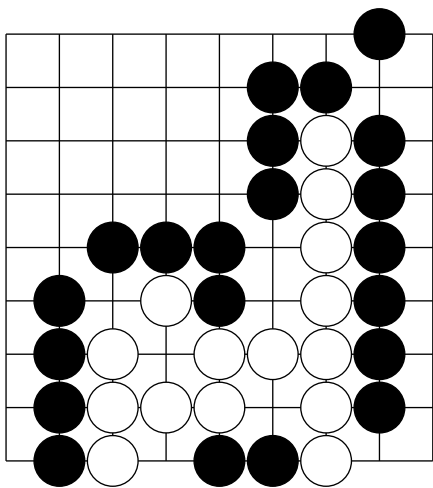
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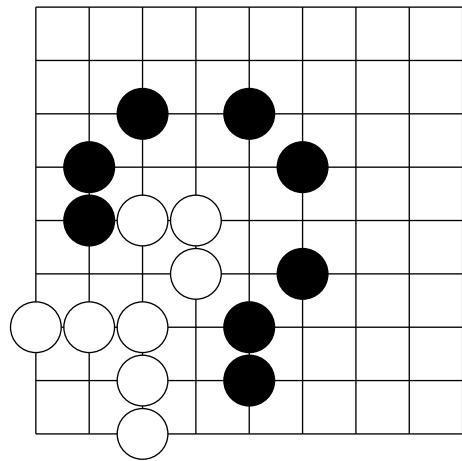
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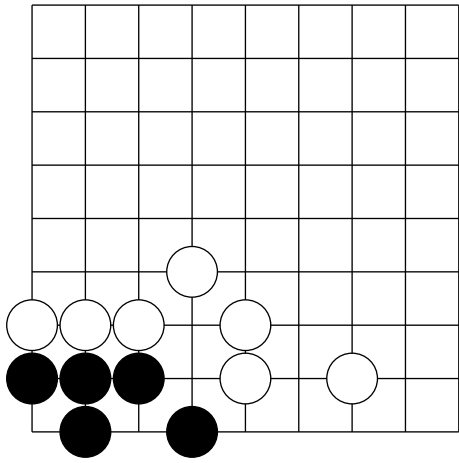


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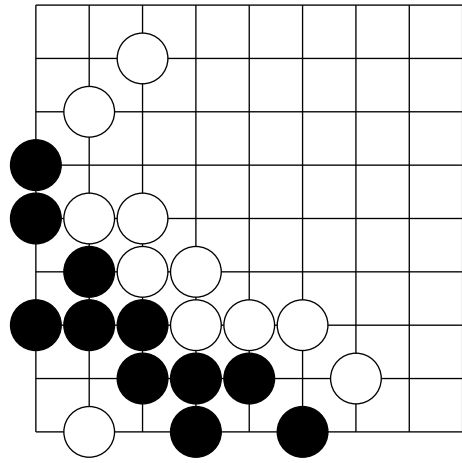


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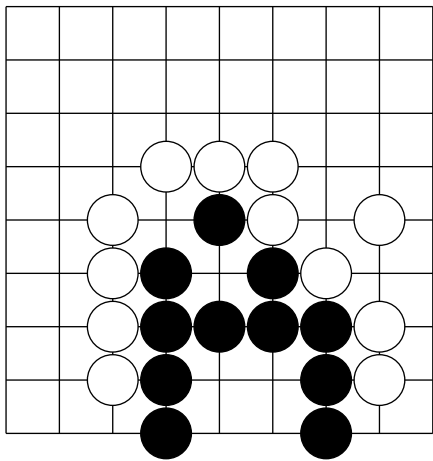
Black to play, make two eyes. Choose one move.



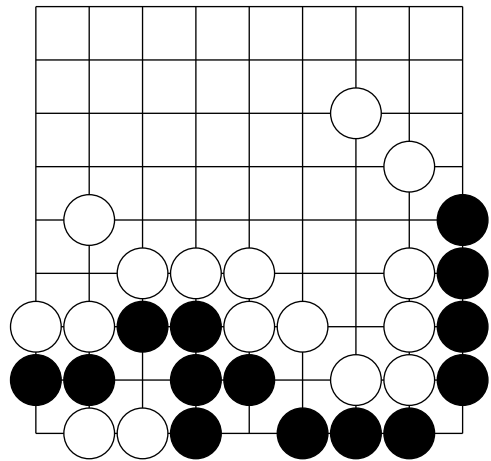
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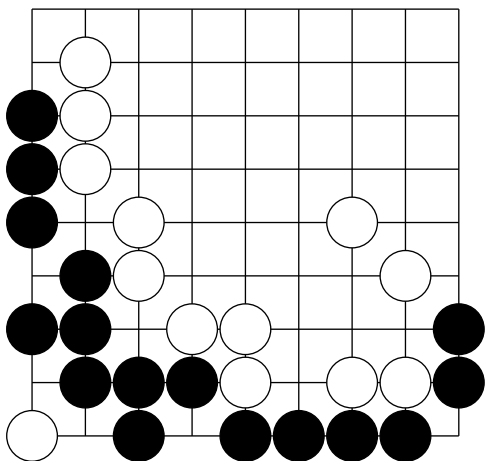
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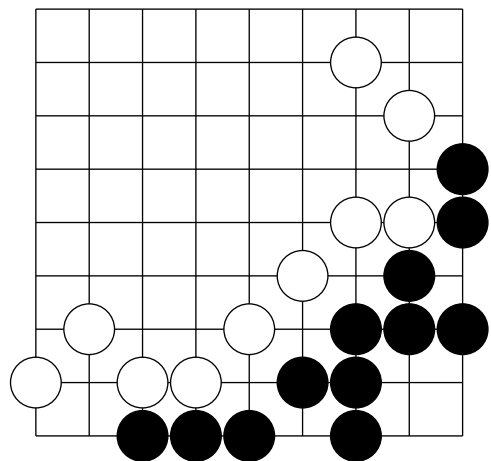
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76



77

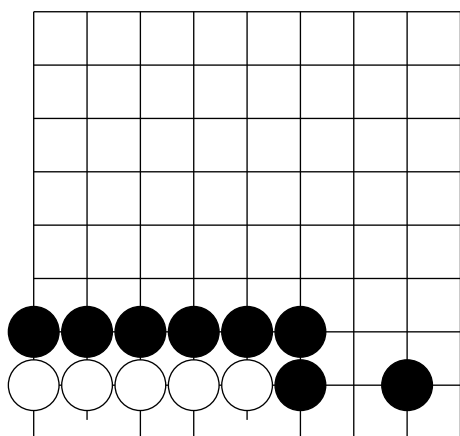


78



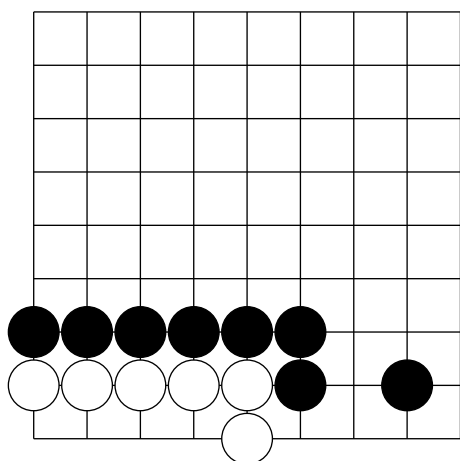


# Reducing move 'hane'.



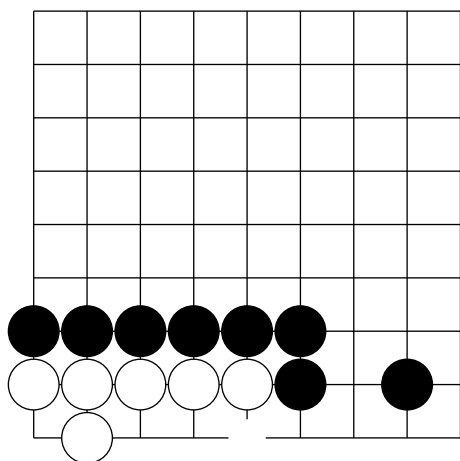
d. 45

You already know that the white group survives through A. White's move at B also allows white to survive, but it's a sloppy move.



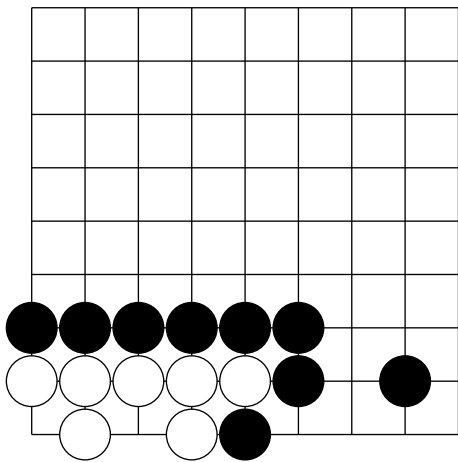
d. 46

After White's move at A in d. 36, white is guaranteed to earn 4 points.



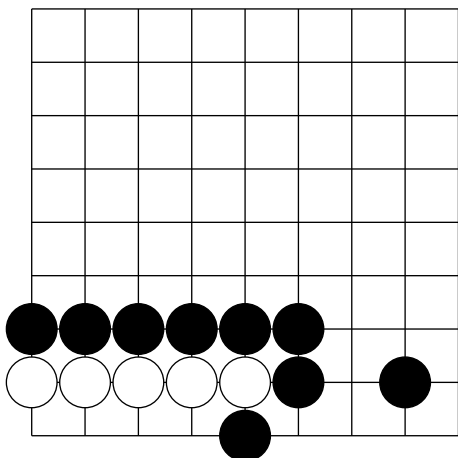
d. 47

If White chooses B in d. 36, then the move at A will only give him 3 points.



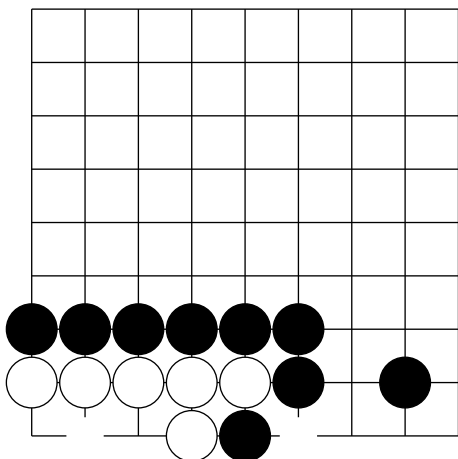
d. 48

If Black manages to get to point A in d. 38, then White will be forced to defend himself and only two points remain in the corner.



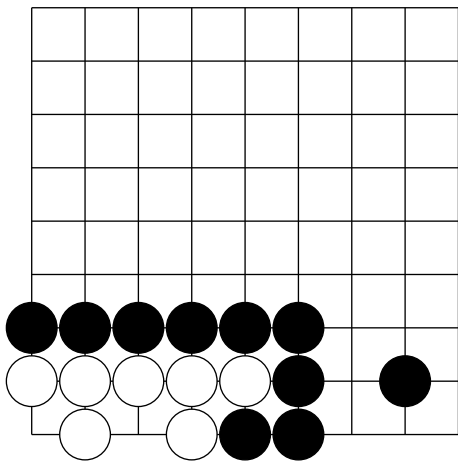
d. 49

If in d. 36 Black is the first to reach A, then White cannot survive. This move is called "hane" - a diaonal move that takes away liberty. Black has captured white, but they must be careful.



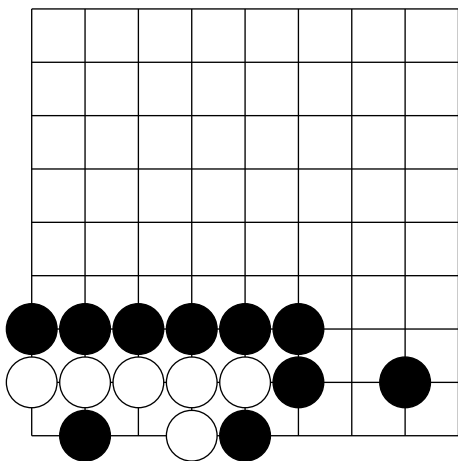
d. 50

White is trying to resist. Black cannot save his stone.



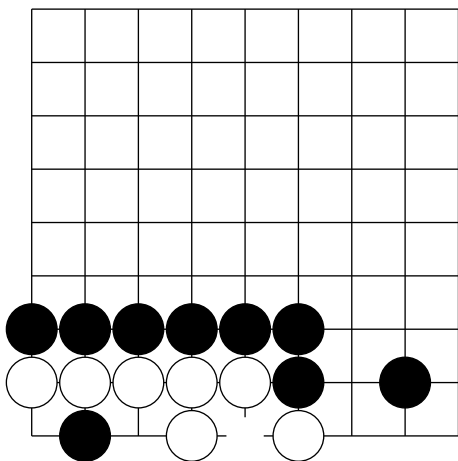
d. 51

If in d. 41 Black rushes to save his stone by playing B, then White will gladly build two eyes by playing A.



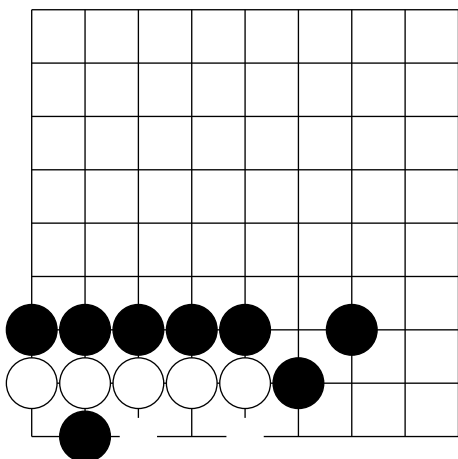
d. 52

In d. 41, Black has to hurry up to play the key point A, after which the White group cannot build two eyes.



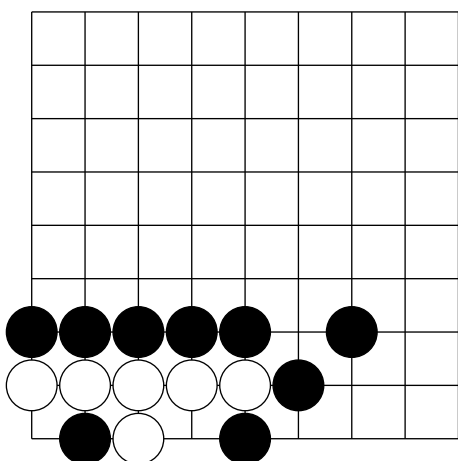
d. 53

If White eats Black's stone in d. 42, it won't help them. The white group has a false eye at point A.



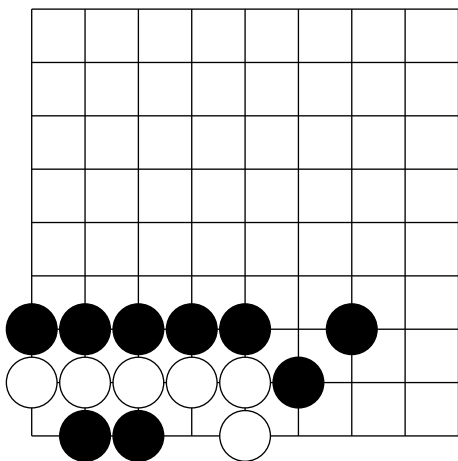
d. 54

If Black plays d. 45 first, instead of playing hane (point A), he can also immediately play B. After that, White also does not have the opportunity to build two eyes. Points A and B are now miai.



d. 55

If in d. 54 White plays at A, then Black does not allow to build an eye by playing hane at point B.

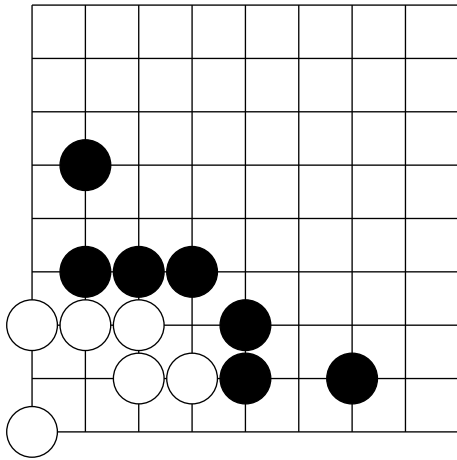


d. 56

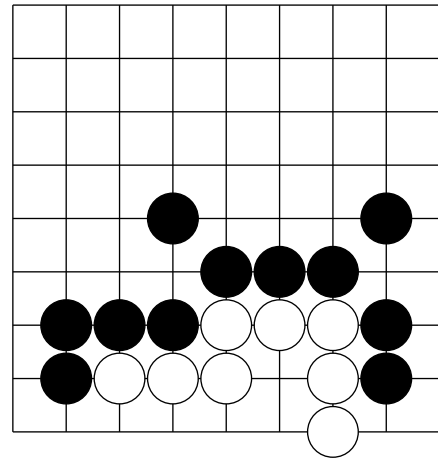
Conversely, if White in d. 54 plays B, then Black takes the second key point of the form by playing A. We have already solved such problems in the topic "Nakade Forms of Four Points".

# Control tasks.

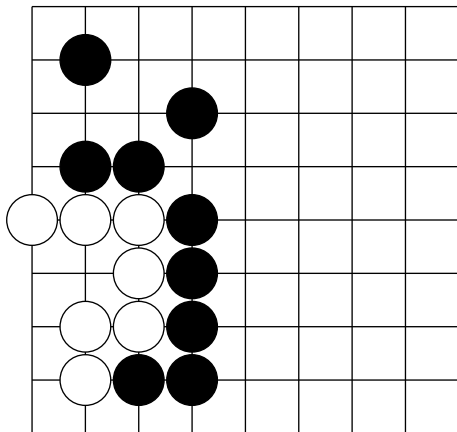
Black to play, capture the white group. Play three moves.



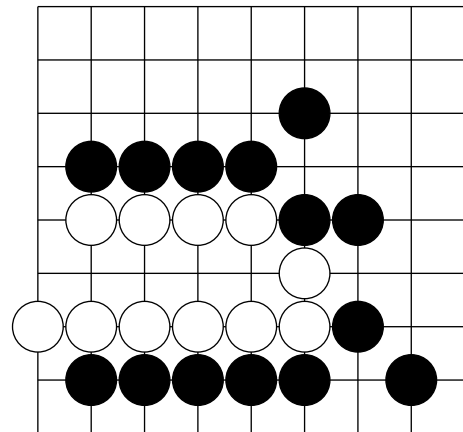
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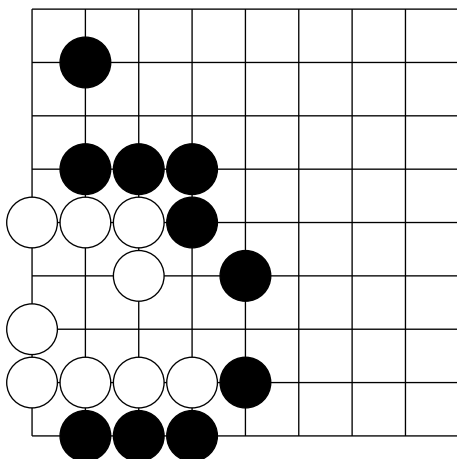
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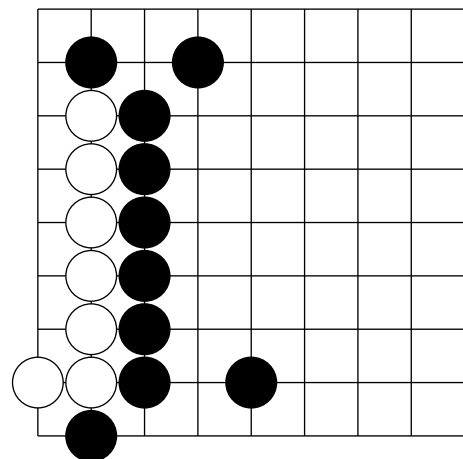
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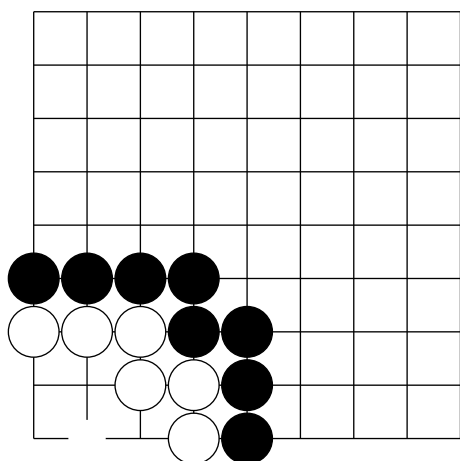


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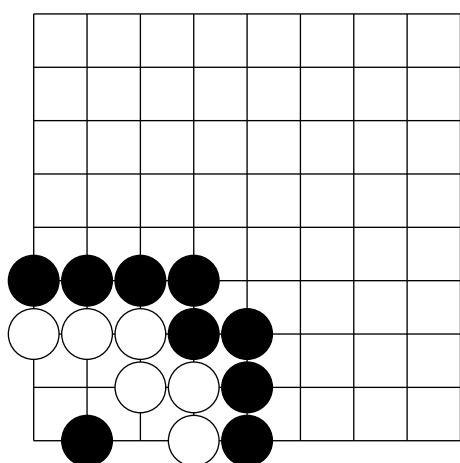
90

# Nakade forms of five and six points.



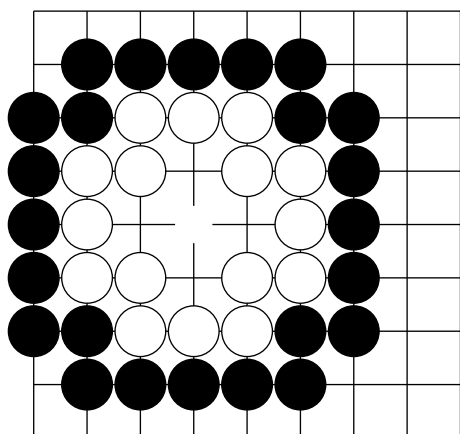
d. 45

This form of nakade is often referred to as "Bulky Five". The key point of this form is at A. White will build two eyes if he has time to play at A.



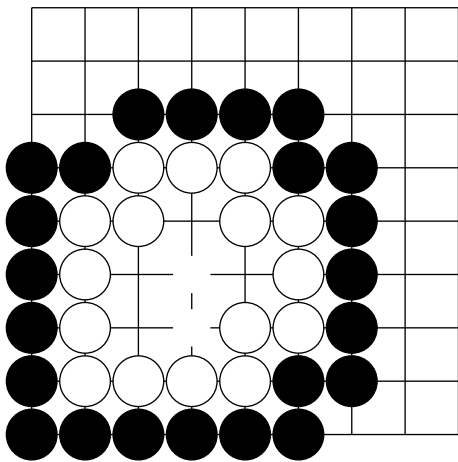
d. 46

If Black manages to make the move at A, d. 45, then White has lost his chance of survival.



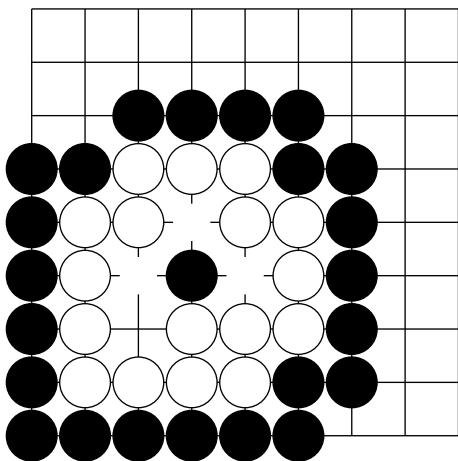
d. 47

The "Crossed Five" is another five-point nakade form that can be captured if the opponent has time to move to the key point A. White's move at A builds four eyes.



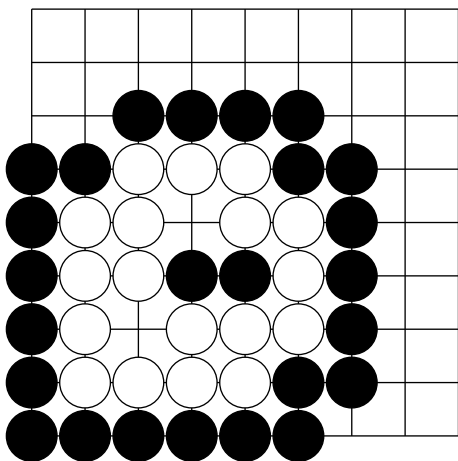
d. 48

The last form of nakade that we will cover in this book is called "Rabbit Six". It consists of as many as six internal points and is the largest form of nakade that can be captured by an opponent's move. Key point A is expected to be in the center of the form.



d. 49

Black in d. 48 played A, and White, trying to resist, answered B. To complete the capture of White, Black must urgently play A, and then continue at B and C. To force White to capture Black in the form of "Pyramid Four".



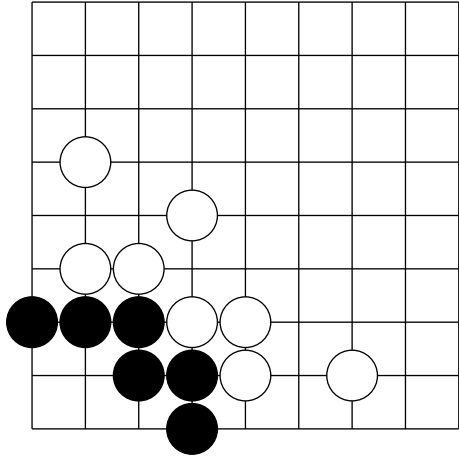
d. 50

If Black on d. 49 takes the points in the wrong order, then this mistake can lead to the survival of White, for example, as on d. 50. We invite you to analyze this form on your own, trying different moves by Black.

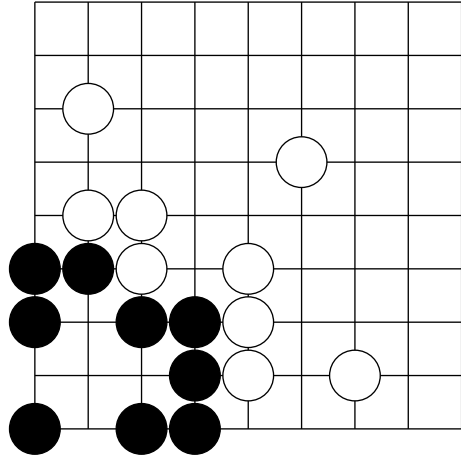


# Control tasks

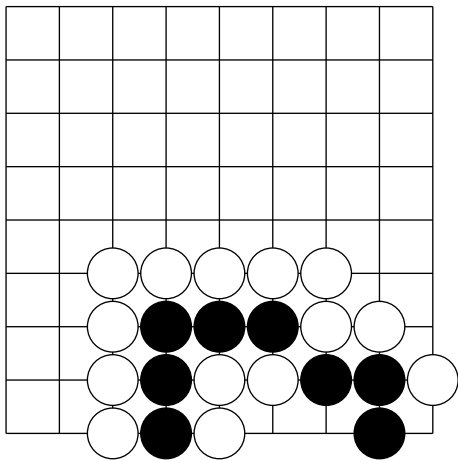
Black to play, make two eyes. Choose one move.



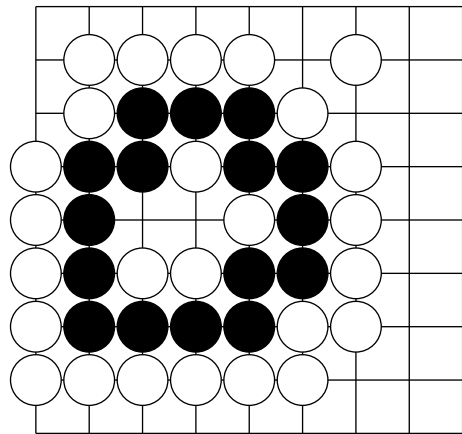
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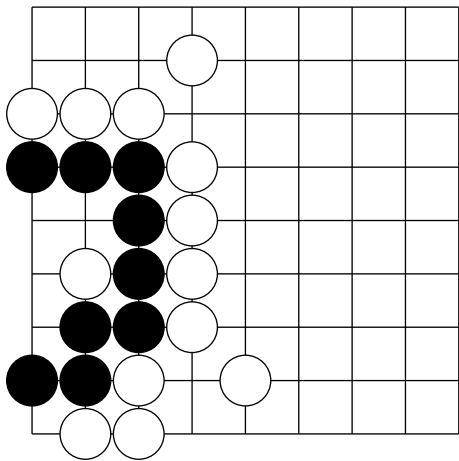
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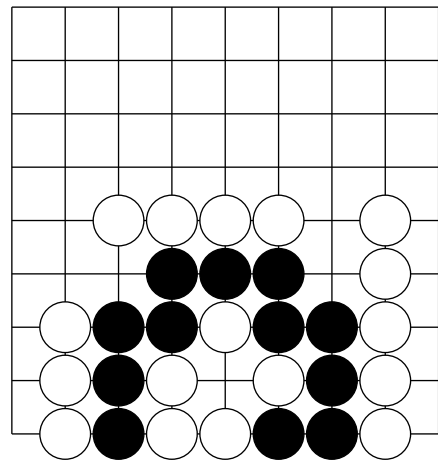
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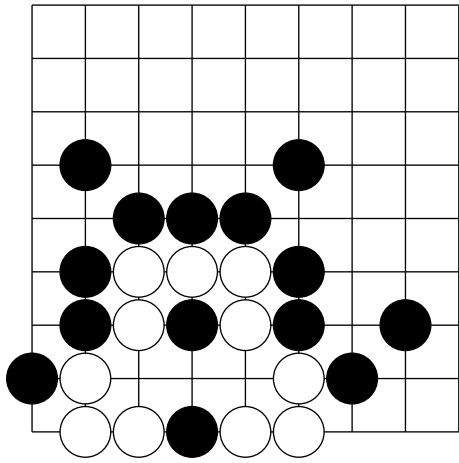


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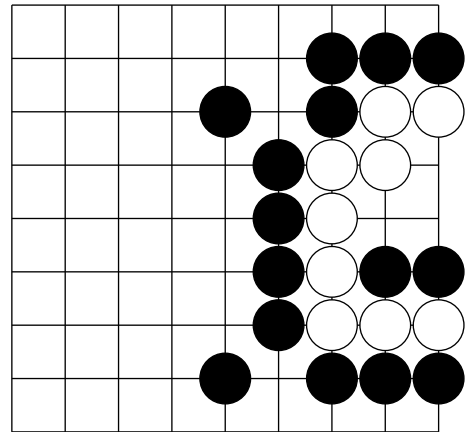


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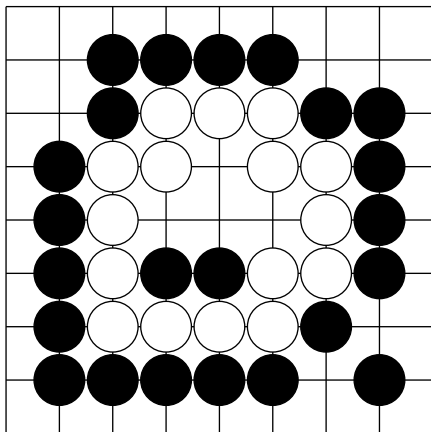
Black to play, capture the white group. Choose one move.



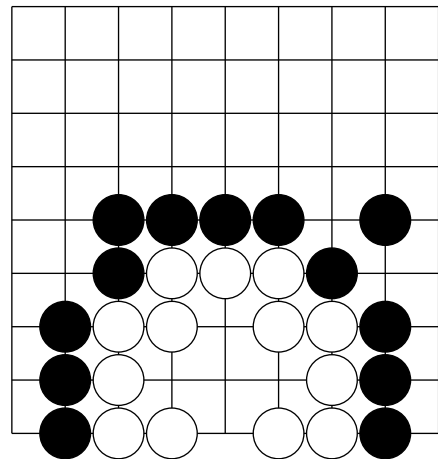
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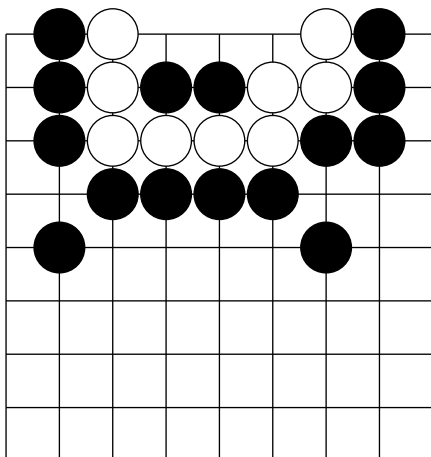
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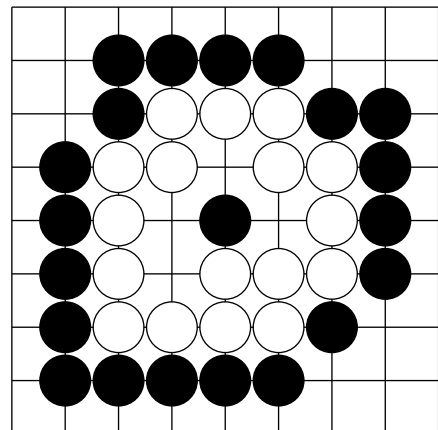
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100



101

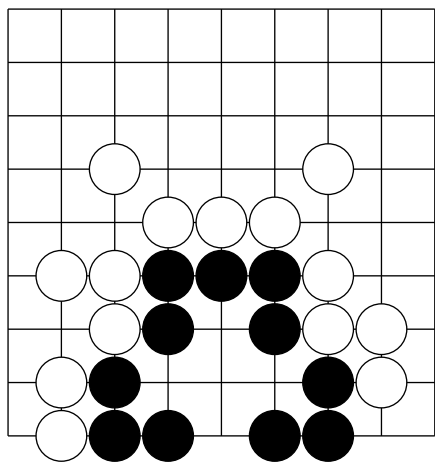


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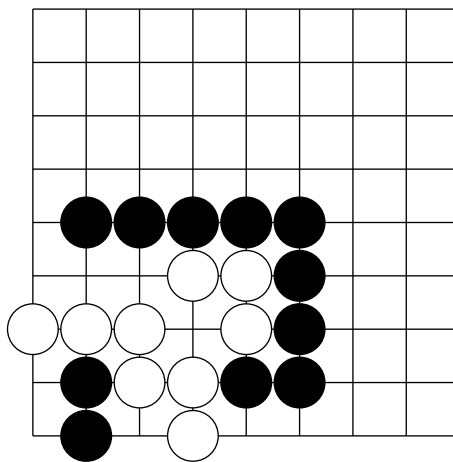


# Final control - Block A.

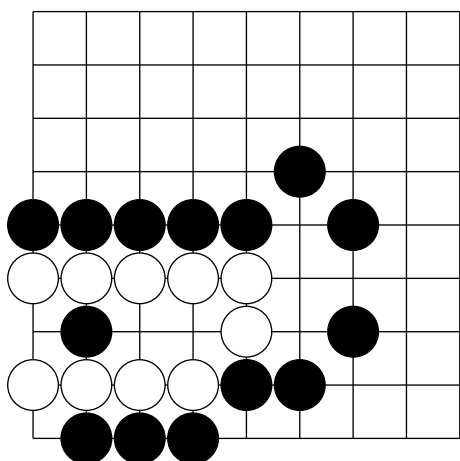
In all problems - Black to play, find an effective move.



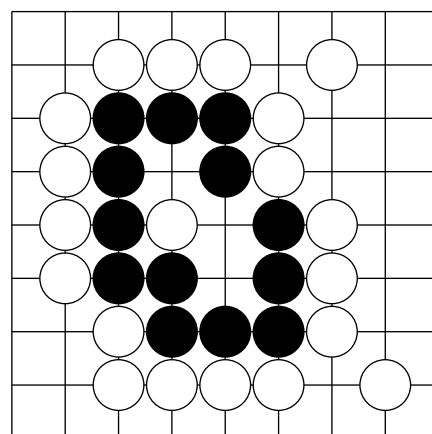
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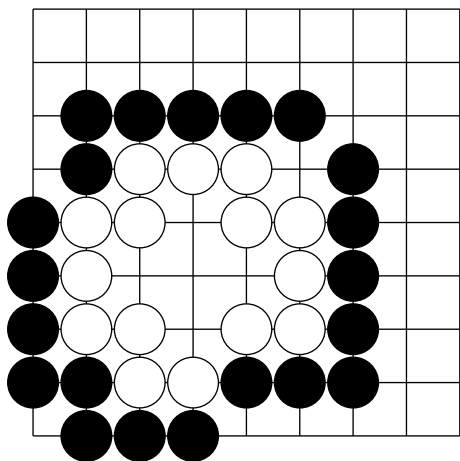
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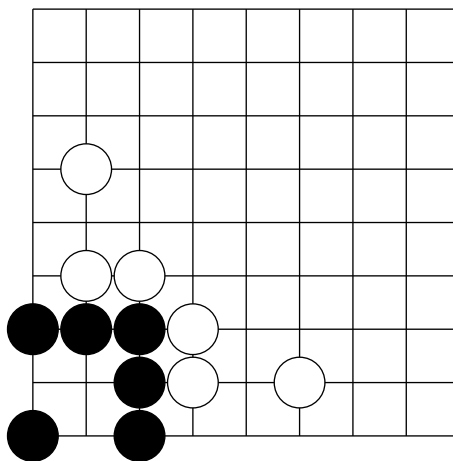
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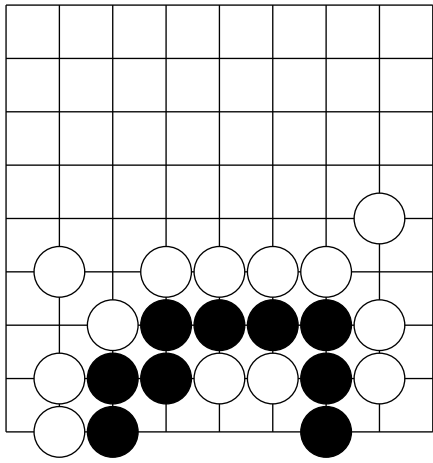
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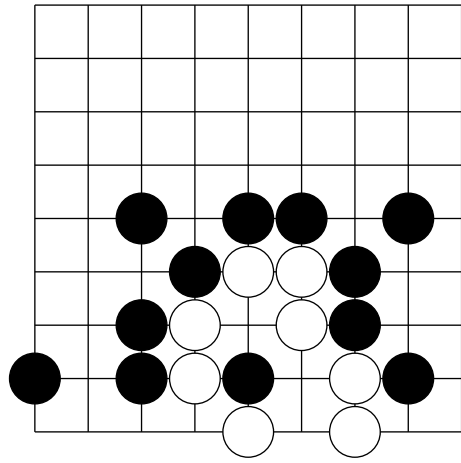
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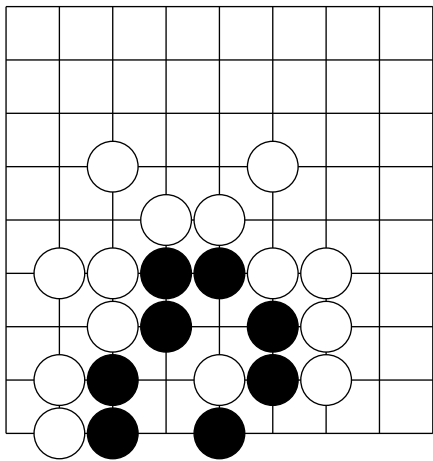
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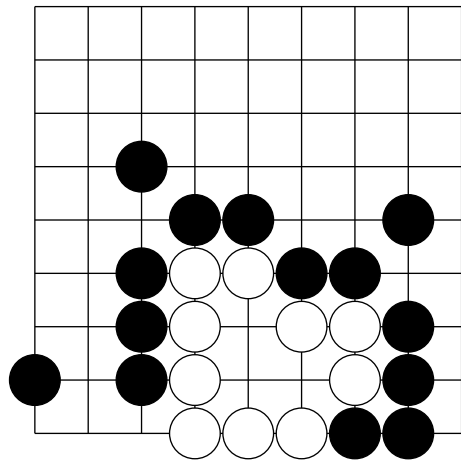
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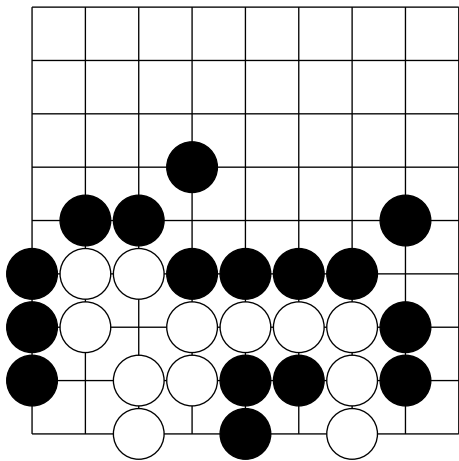
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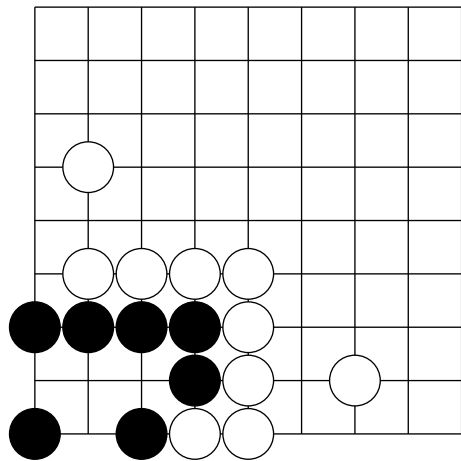
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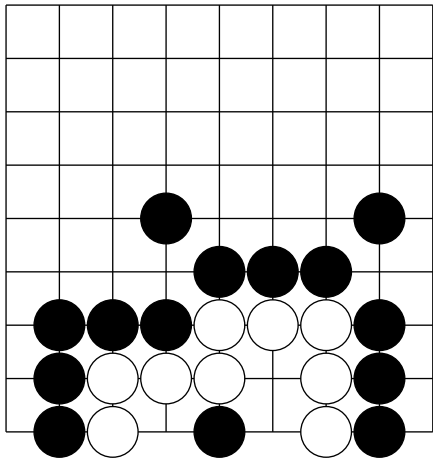
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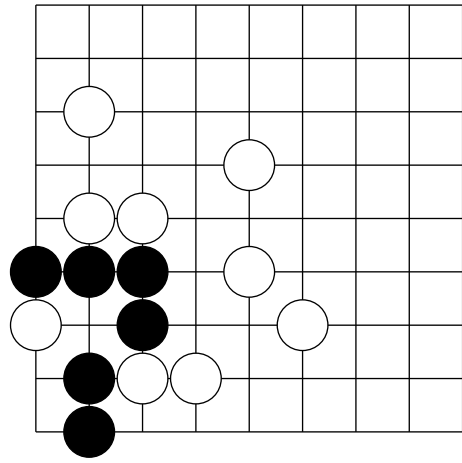
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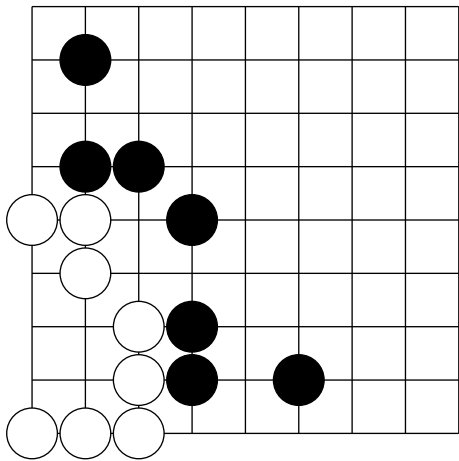
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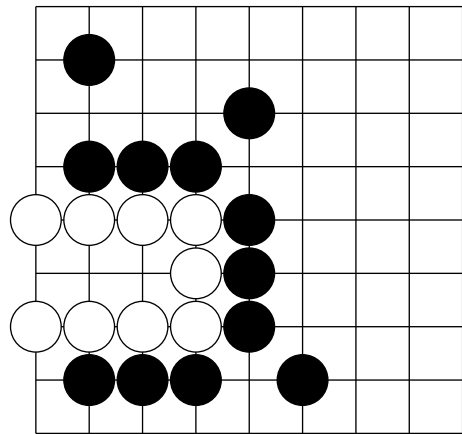
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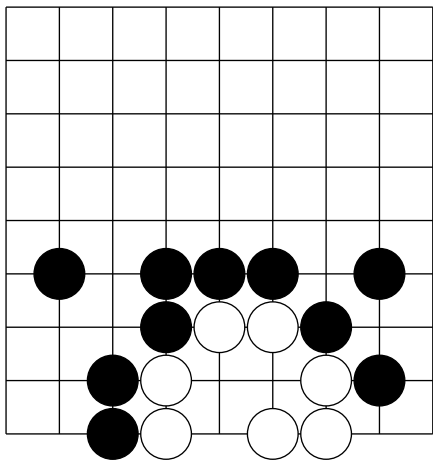
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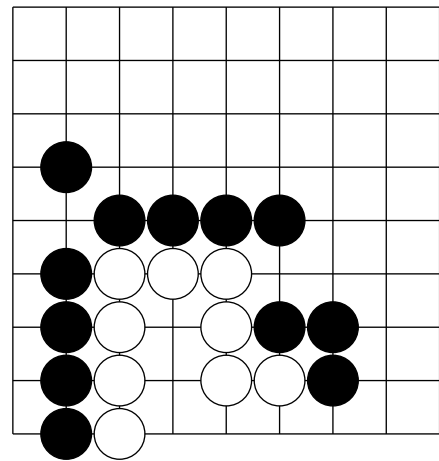
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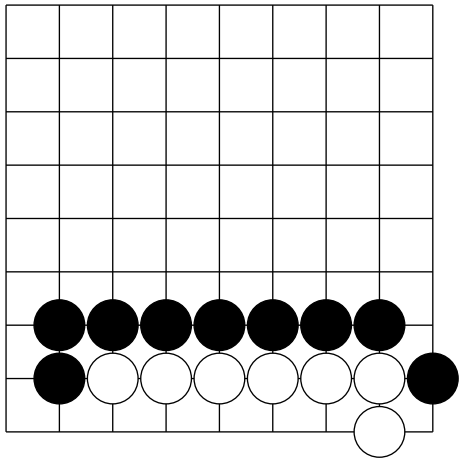
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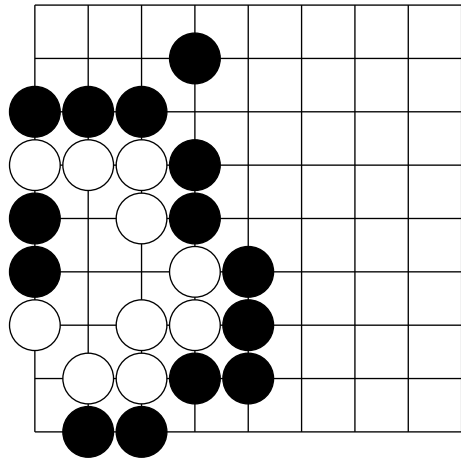
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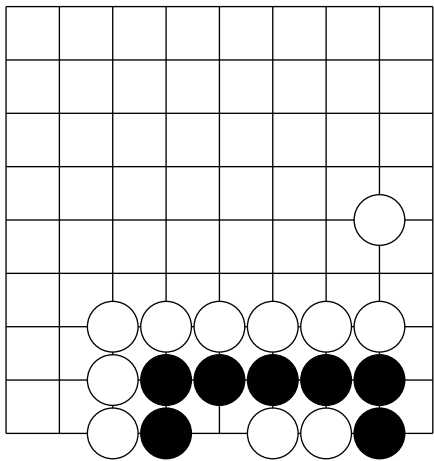
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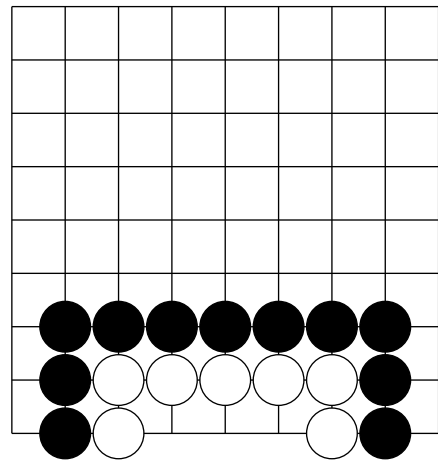
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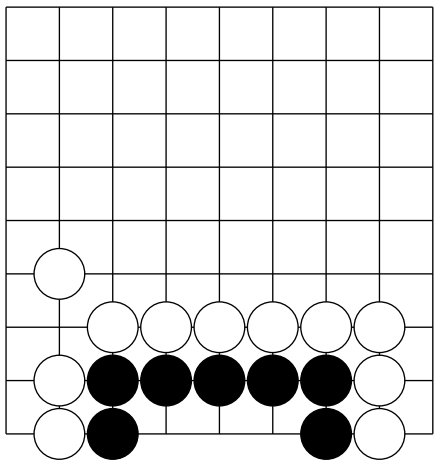
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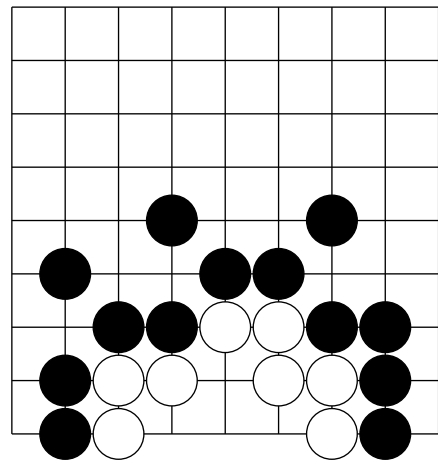
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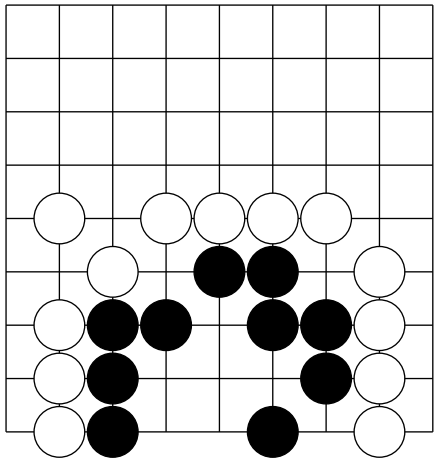
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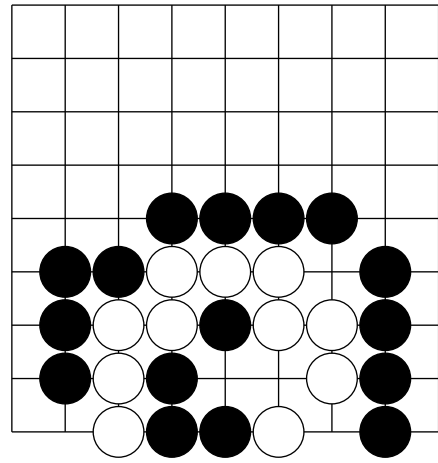
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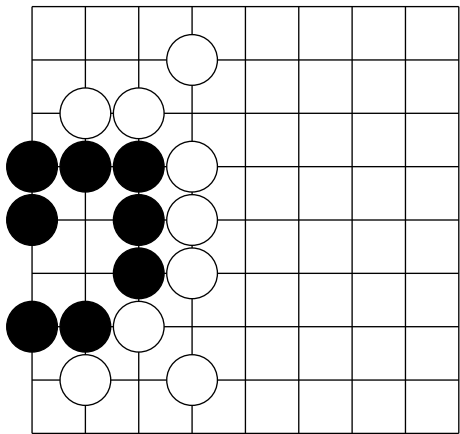
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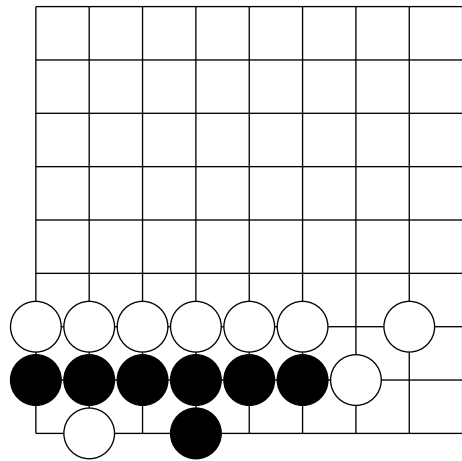
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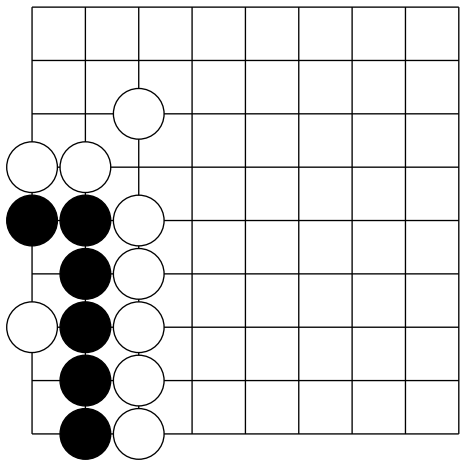
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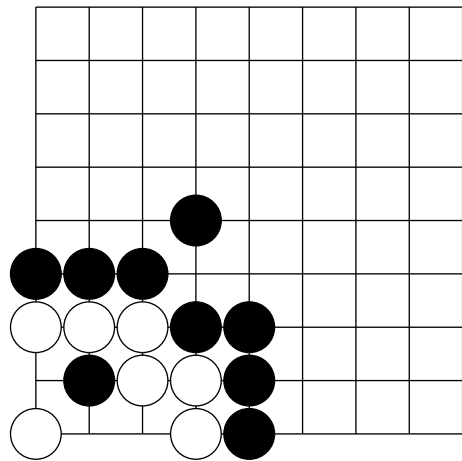
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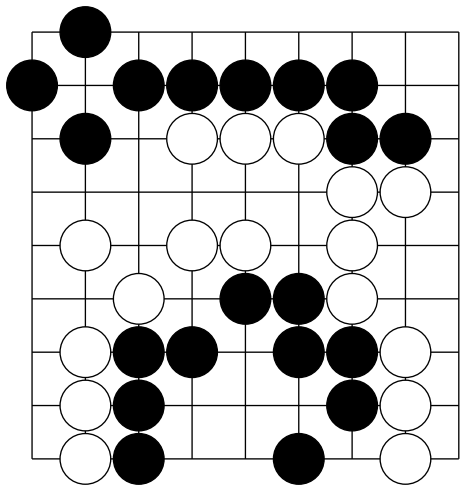
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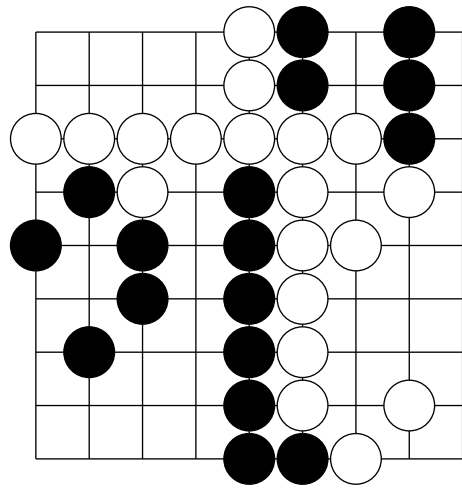
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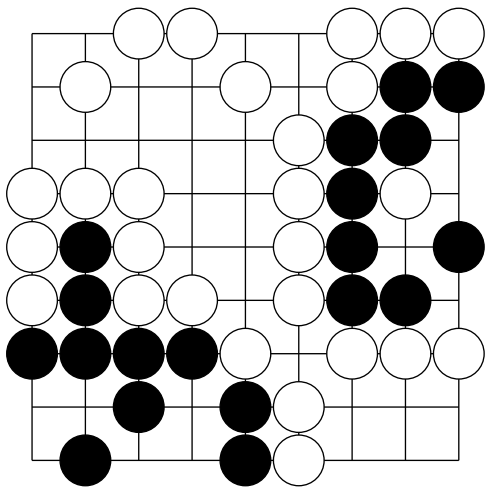




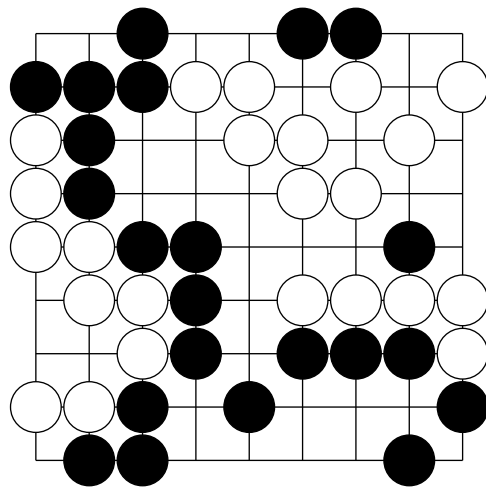
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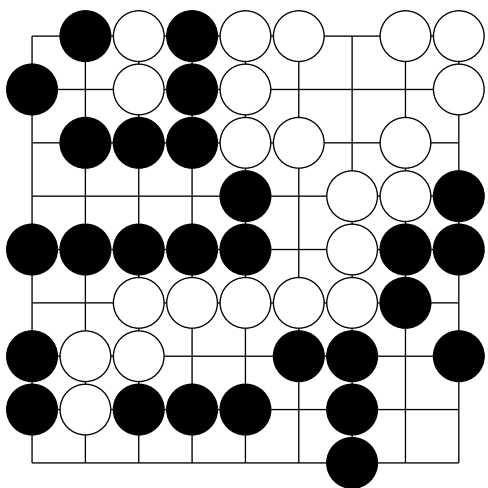
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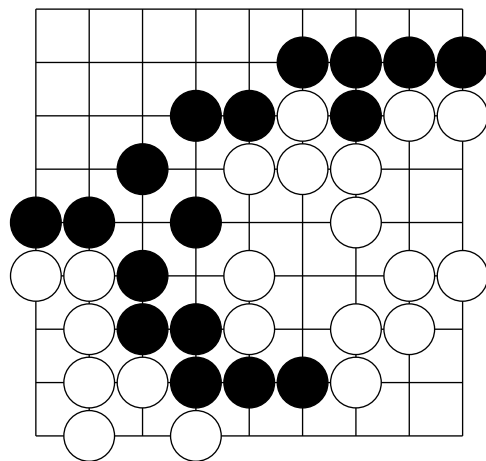
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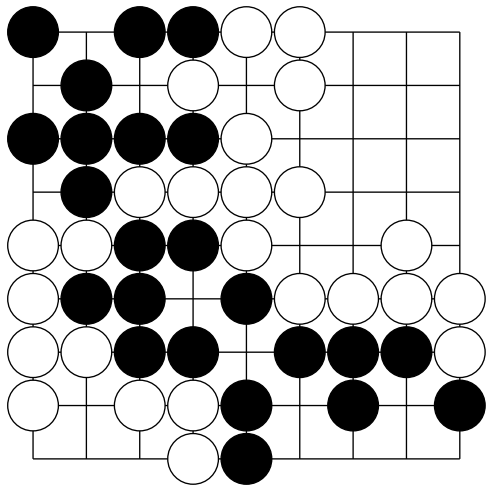
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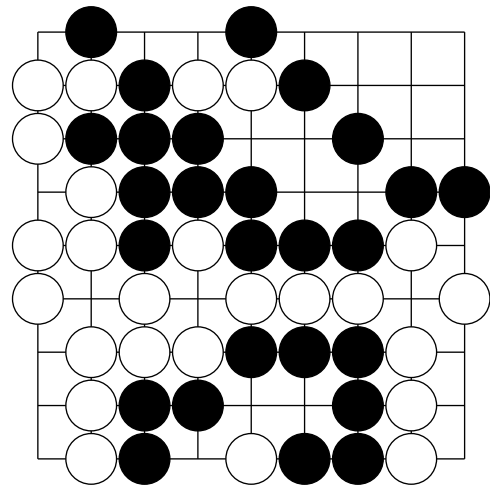
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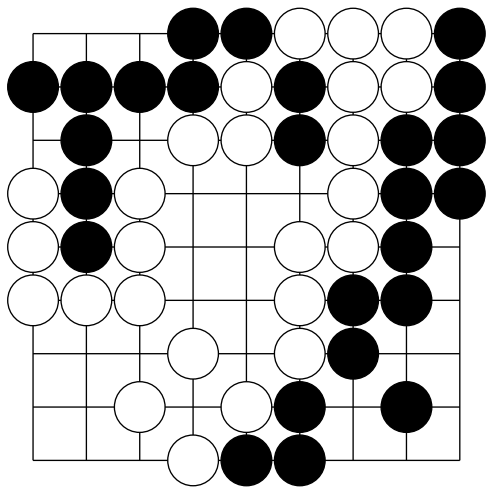
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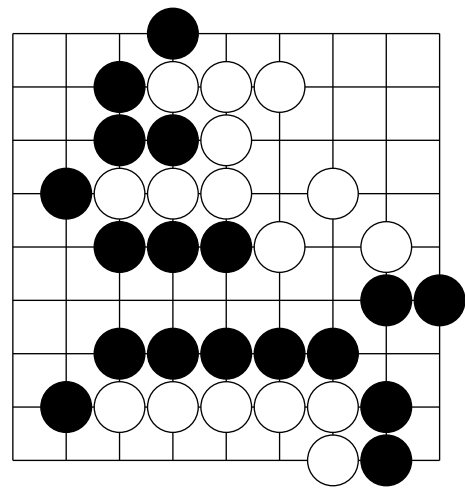
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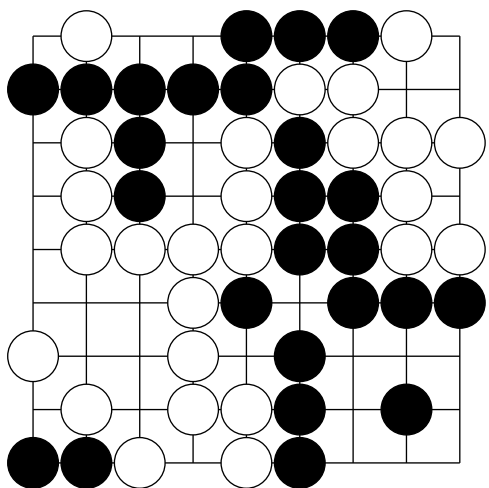
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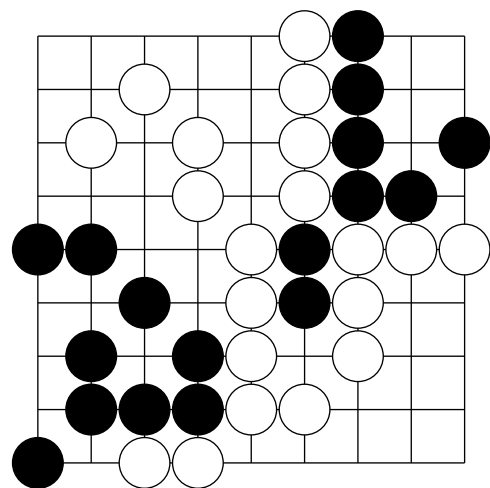
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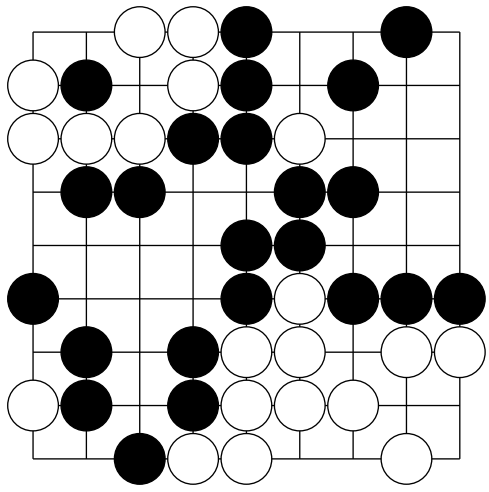
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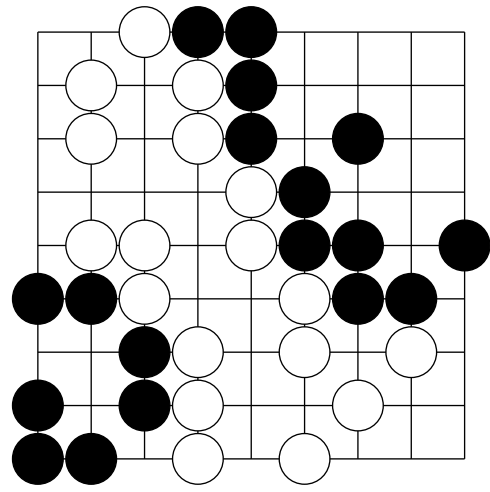
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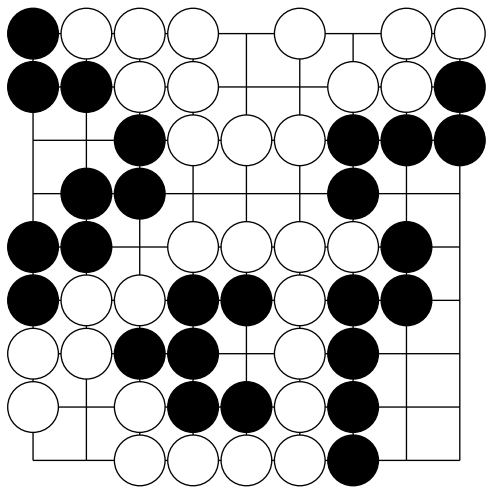
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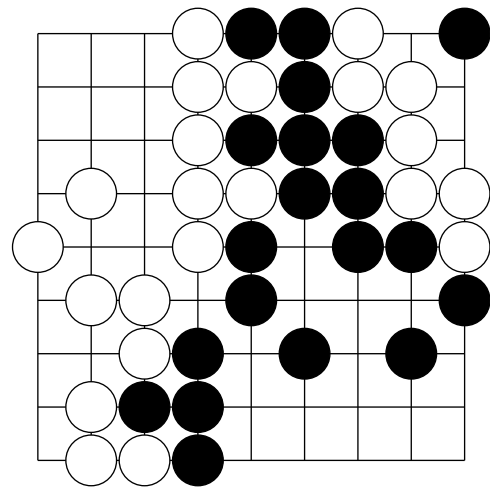
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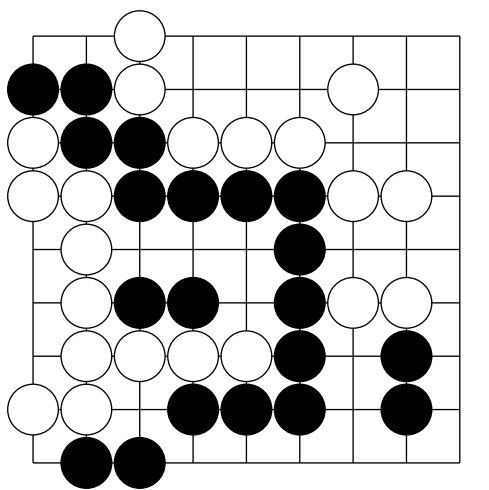
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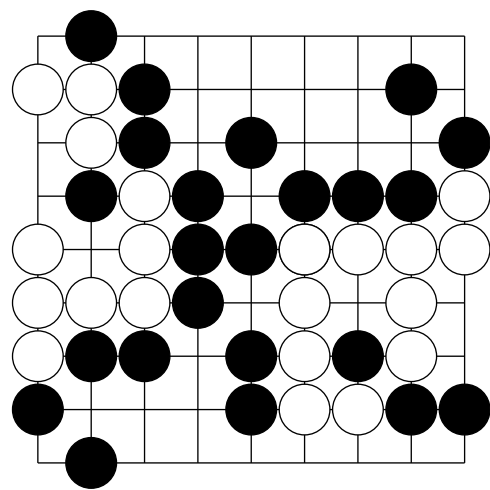
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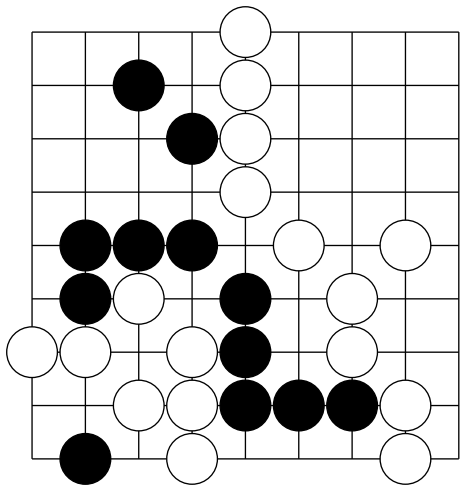
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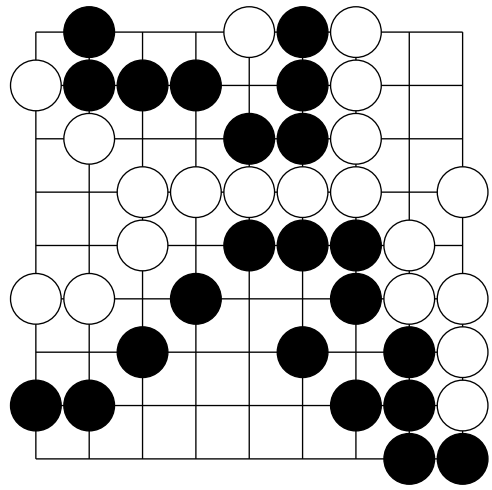
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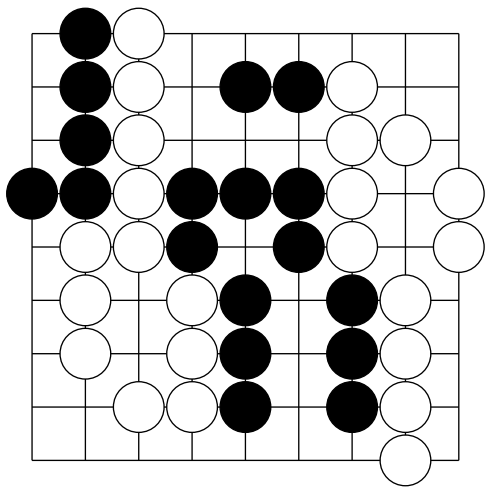
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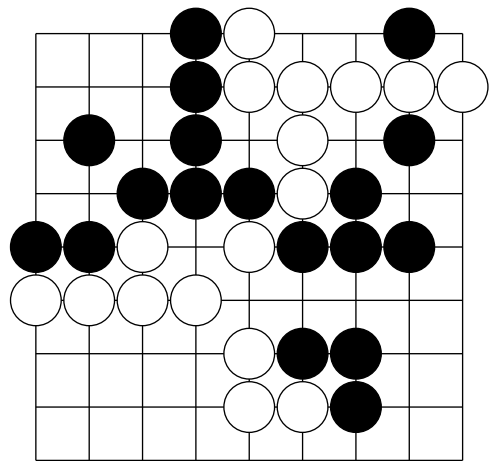
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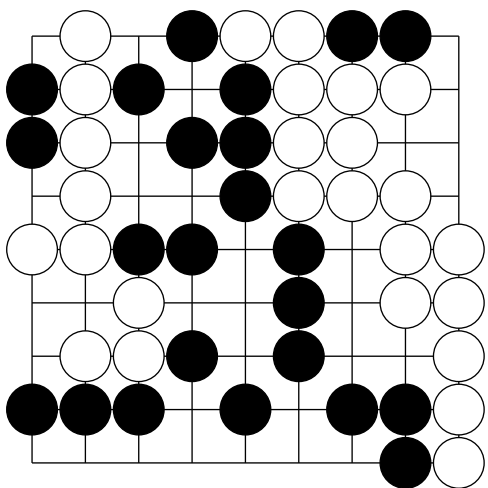
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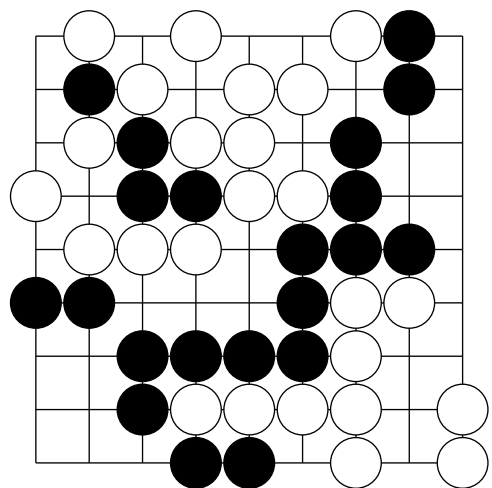
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# Answers