



StoneSong

Find the Winning Move

A SPARK & ANVIL STRATEGY BOOK

Stonesong – Find the Winning Move

A *Story Time-style strategy puzzle workbook – every position is drawn from the app's shipped, engine-verified tactics bank. No position is made up.*

About this book

Part of the **Stonesong** Companion Book Program. Free to download and print under **CC BY-NC-SA 4.0**. Every puzzle is a real, engine-verified tactic – solve it, then turn the page to check your move and the reason it works.

Contents

1. Essential Shapes – Life & Death

How to use this book

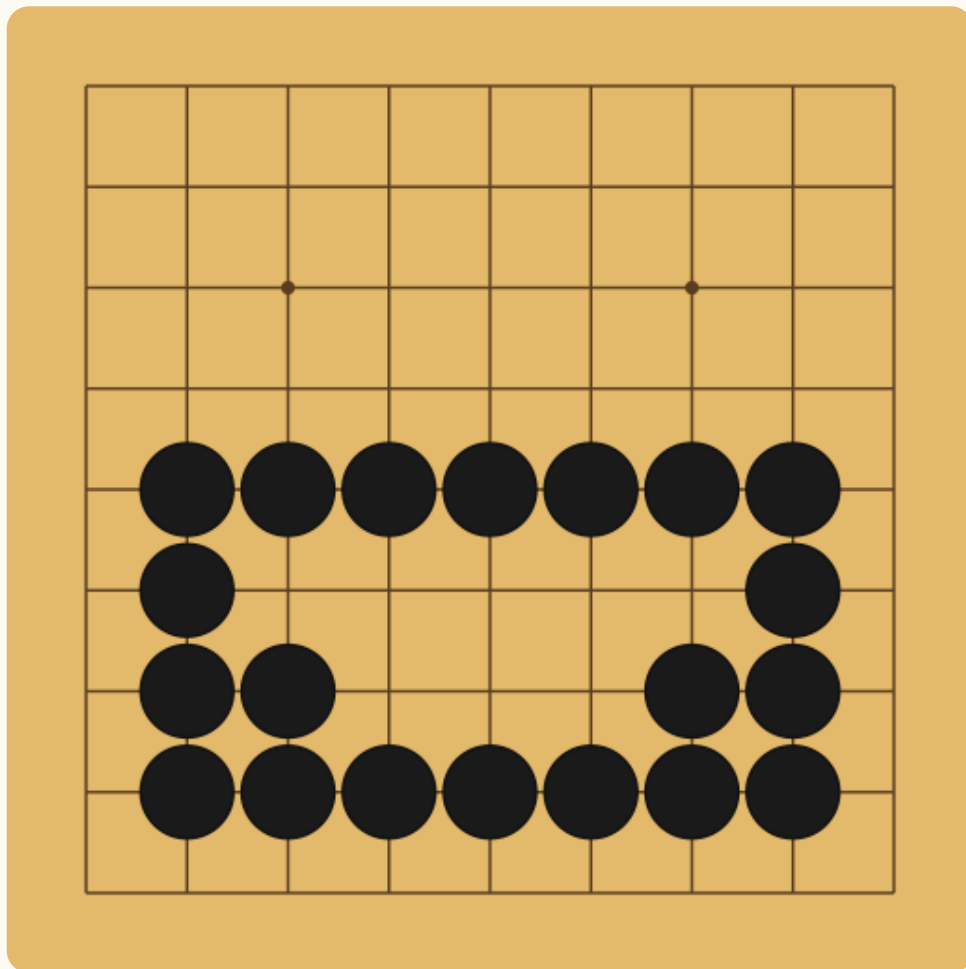
1. Look at the board. The side to move is written above it.
2. Find the strongest move – the winning tactic.
3. Say your move out loud, then **turn the page** to check it and read *why* it wins.
4. Puzzles get harder as you go. Take your time.

Essential Shapes – Life & Death

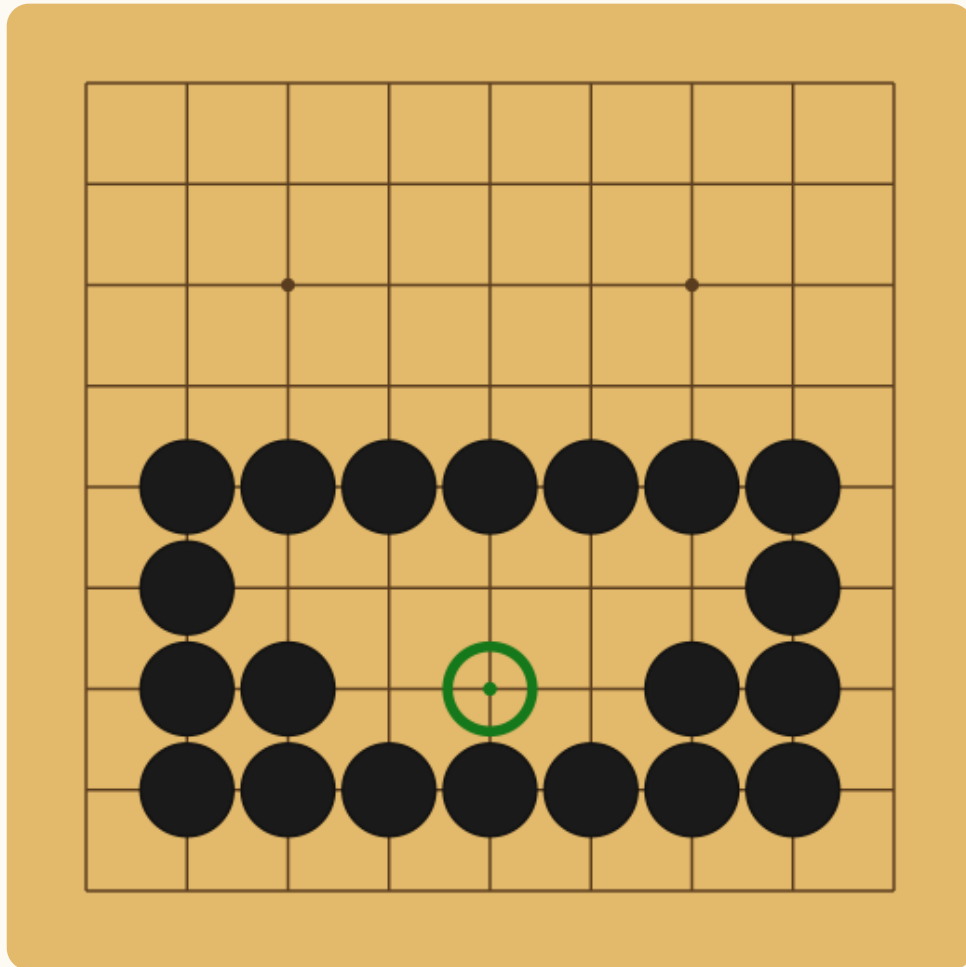
Puzzle 1

Black to move – find the winning move.

Black to play. Find the move that gives this group two eyes.



Puzzle 1 – Answer



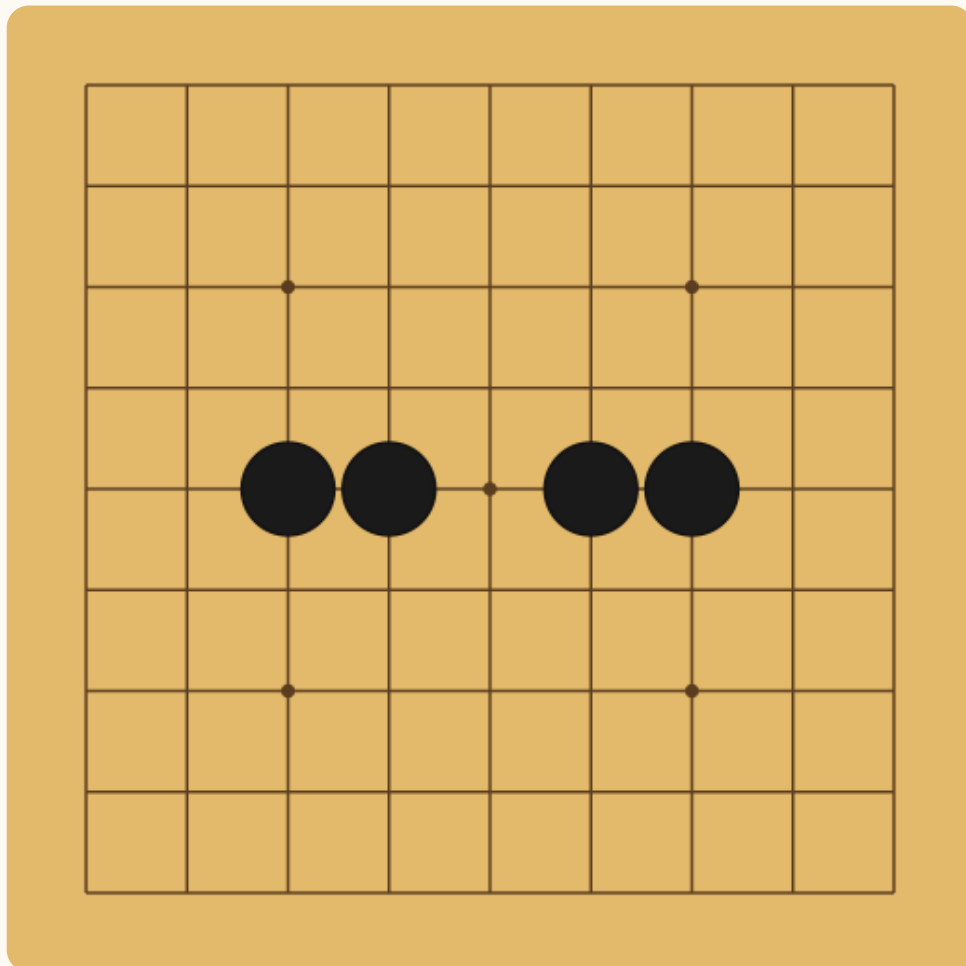
Play at the circled point (shown).

Playing the vital point splits the big space into two separate eyes. Two eyes = unconditional life.

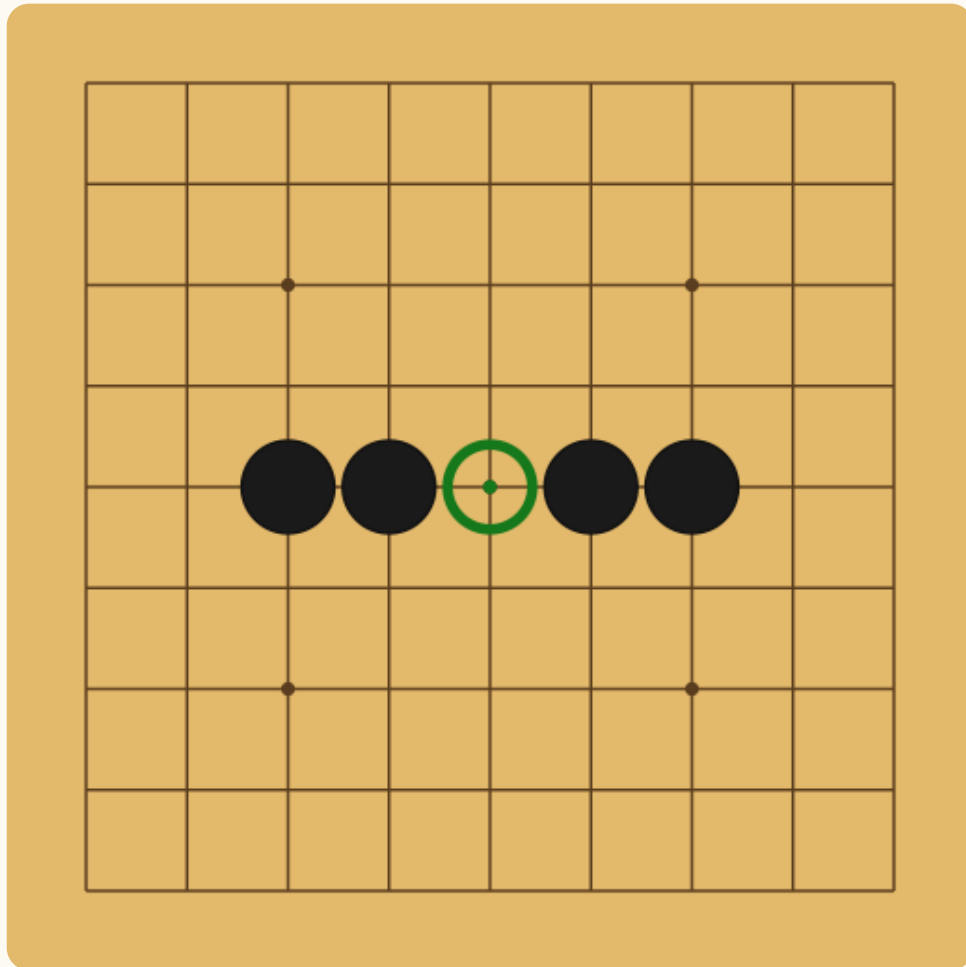
Puzzle 2

Black to move – find the winning move.

Black to play. Connect the two black groups into one dragon.



Puzzle 2 – Answer



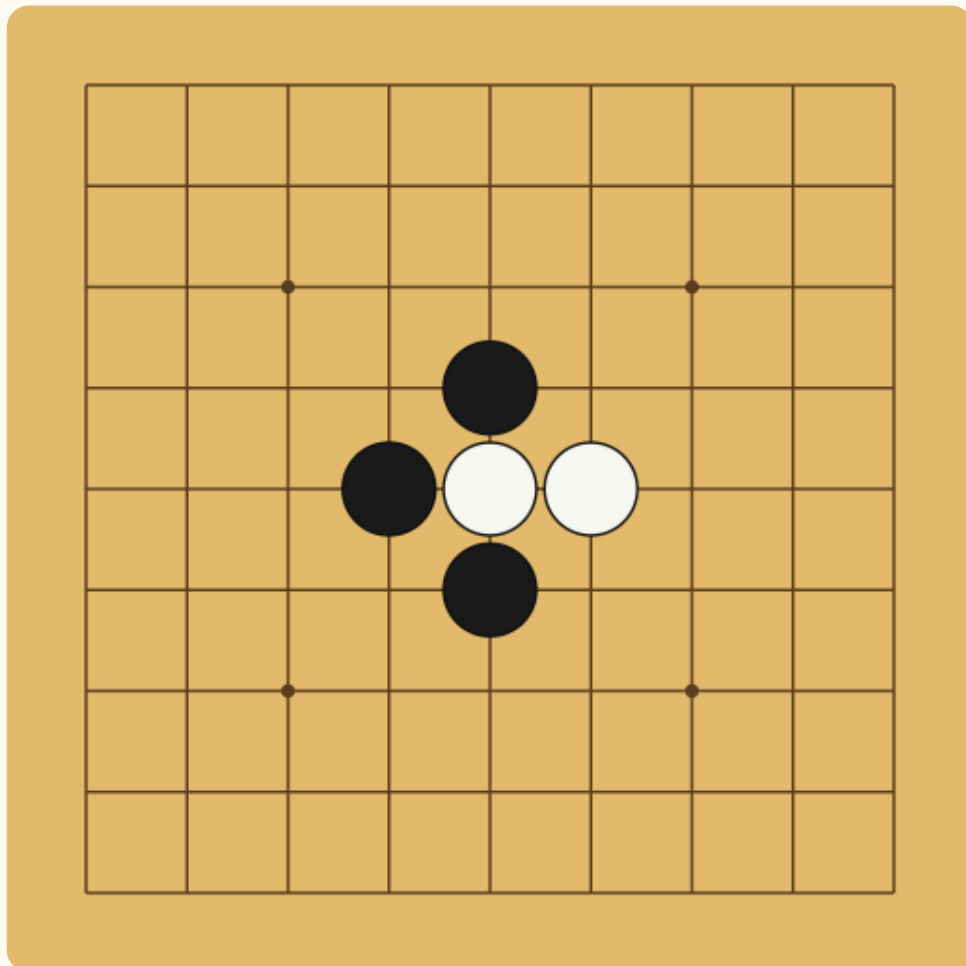
Play at the circled point (shown).

Filling the gap joins the two groups into one – a single connected dragon shares every liberty and is far harder to attack.

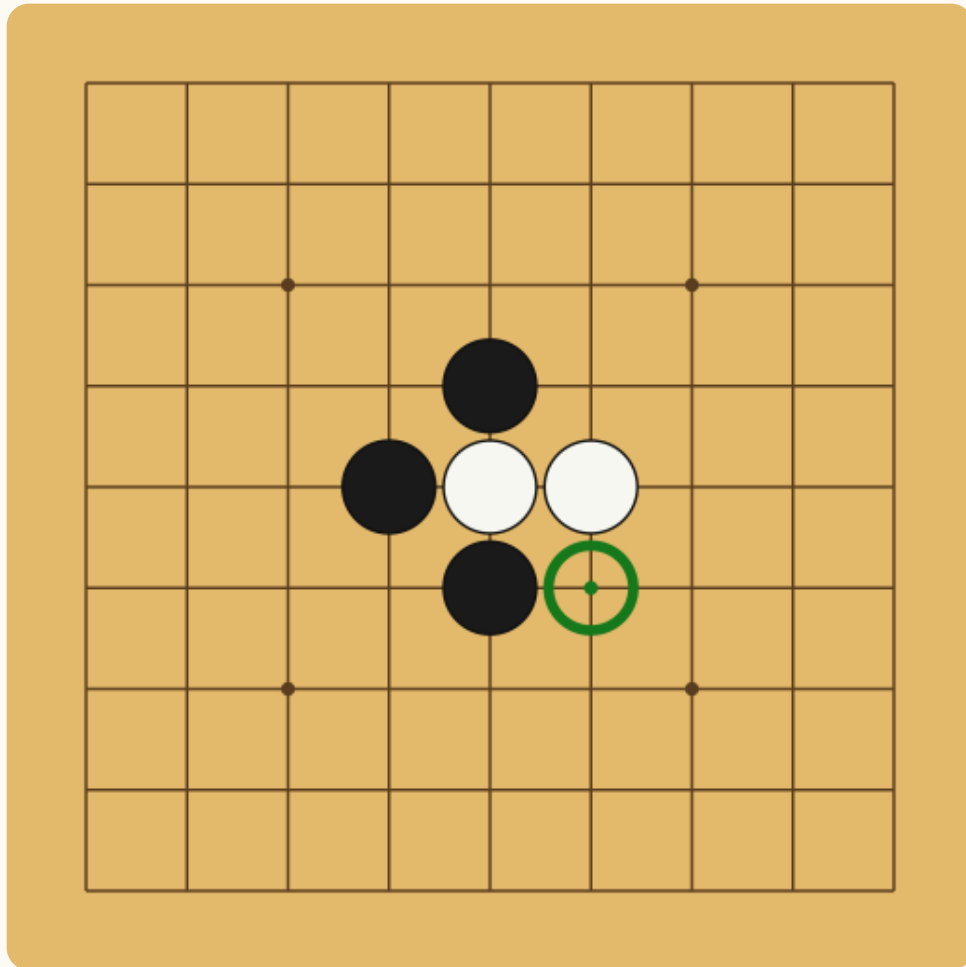
Puzzle 3

Black to move – find the winning move.

Black to play. Continue the ladder to capture the white stones.



Puzzle 3 – Answer



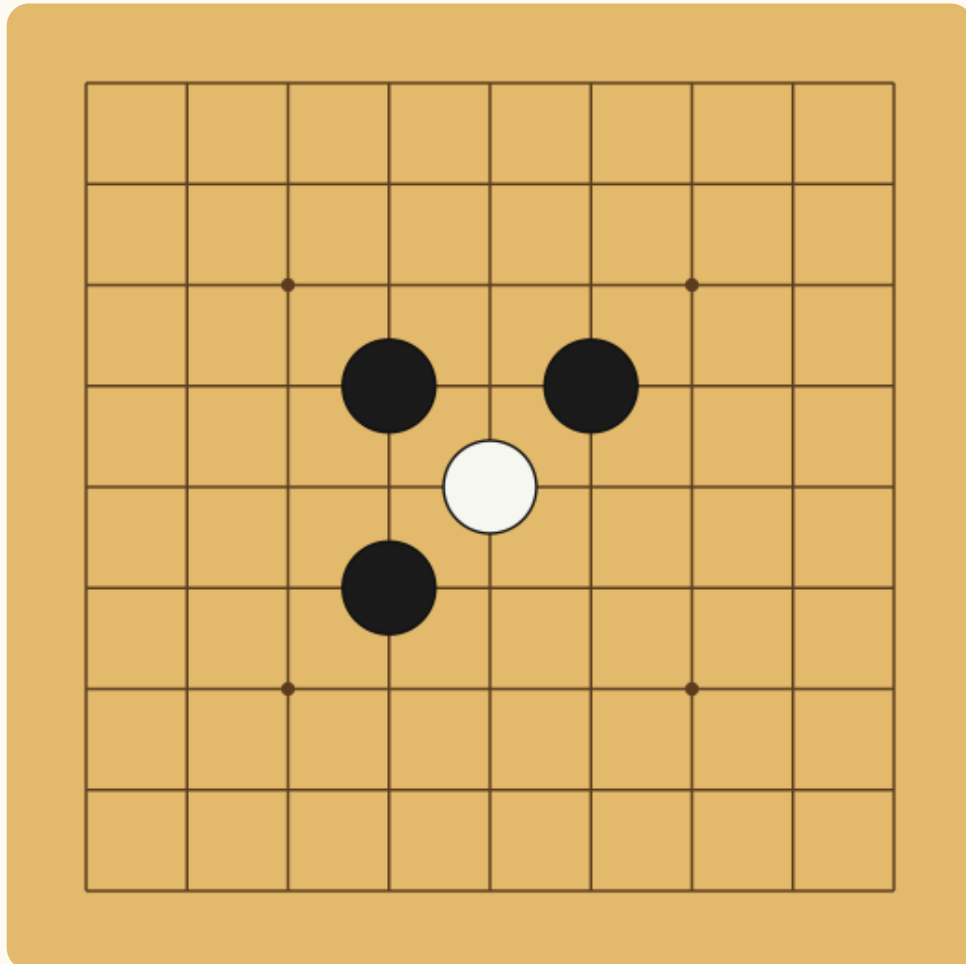
Play at the circled point (shown).

Keep the white group in atari from the right side; each move leaves it just one liberty until it runs into the edge.

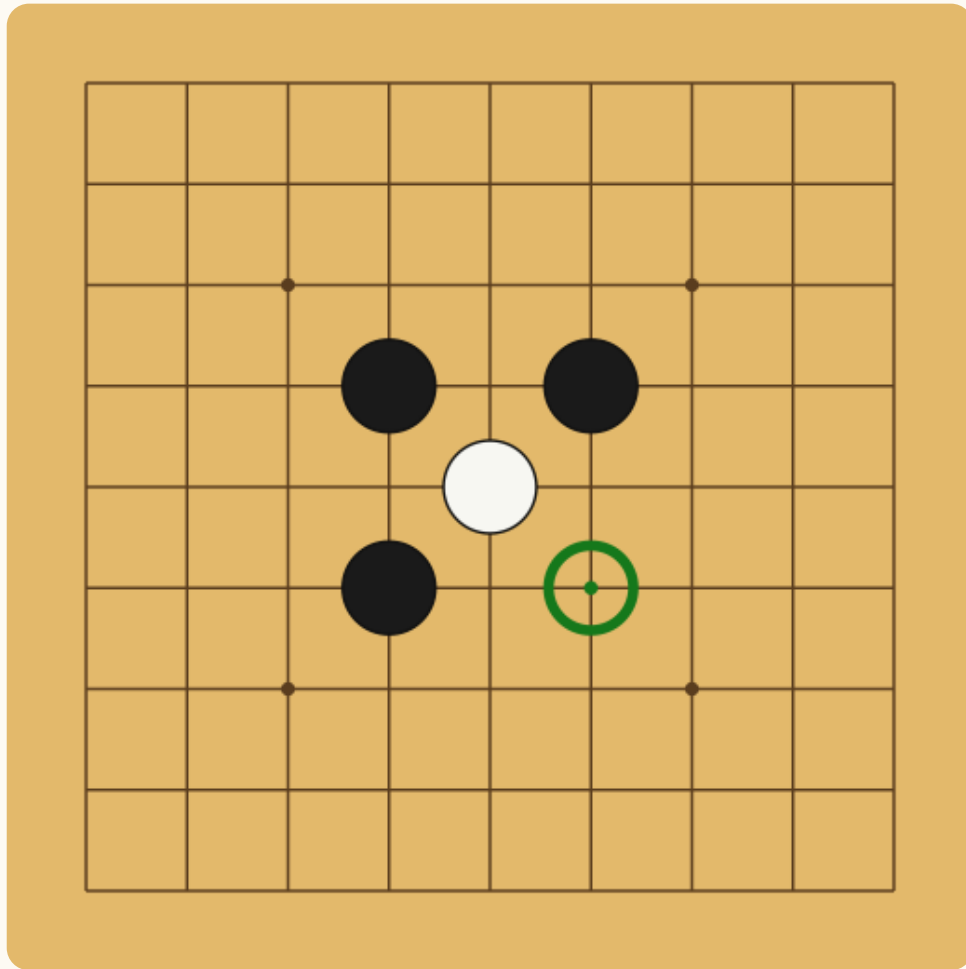
Puzzle 4

Black to move – find the winning move.

Black to play. Cover the escape square – every diagonal counts.



Puzzle 4 – Answer



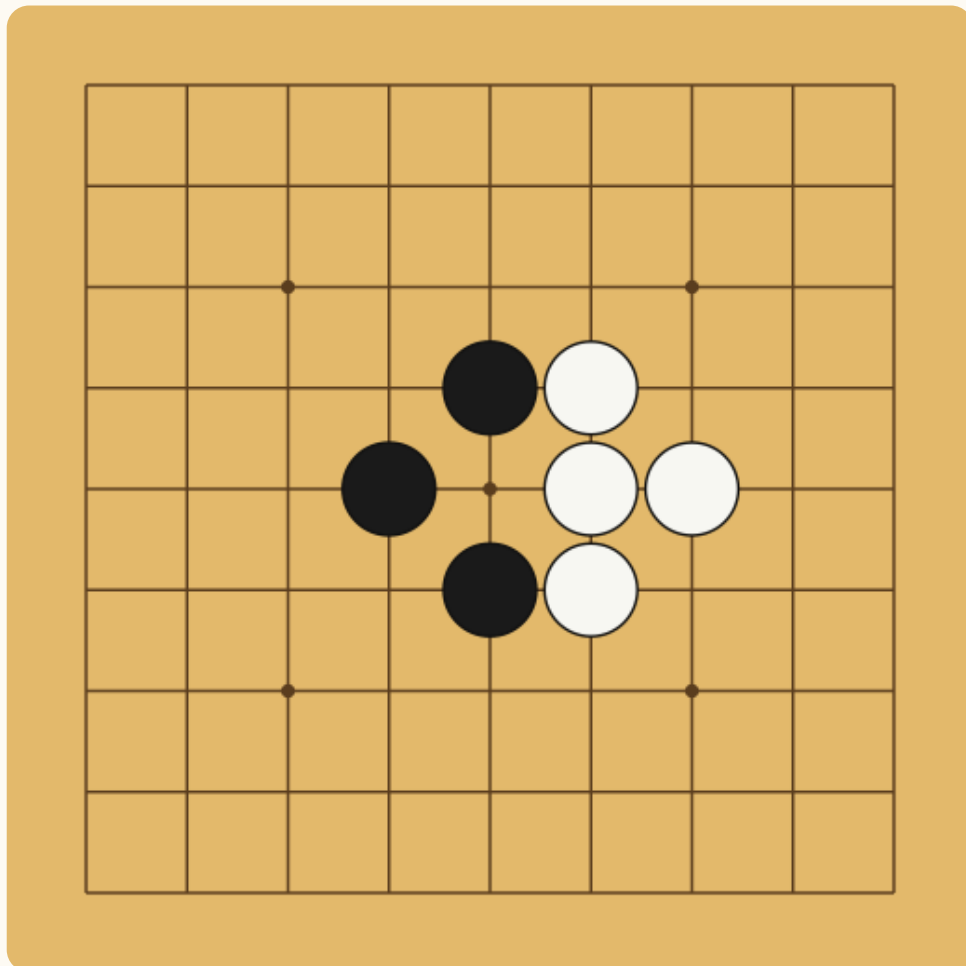
Play at the circled point (shown).

The net (geta) seals the last escape diagonally – the stone can't run, no chase required.

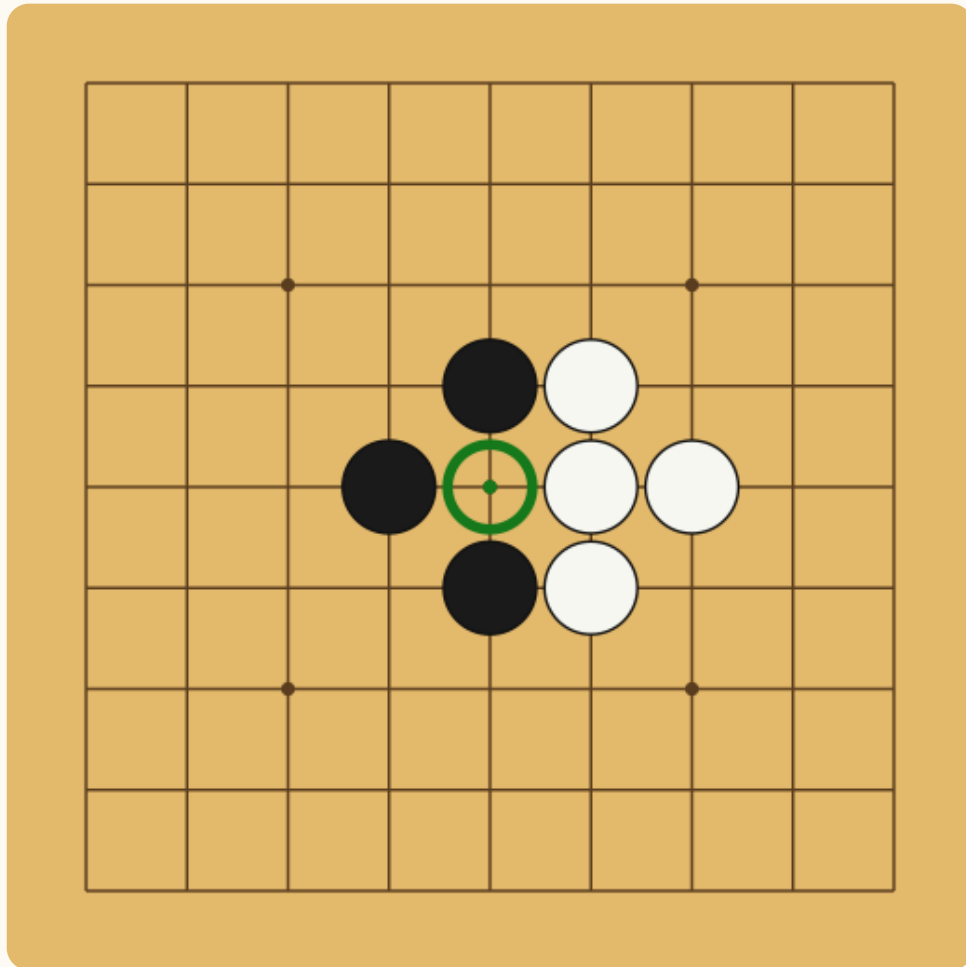
Puzzle 5

Black to move – find the winning move.

Black to play. Give one stone – take three back.



Puzzle 5 – Answer



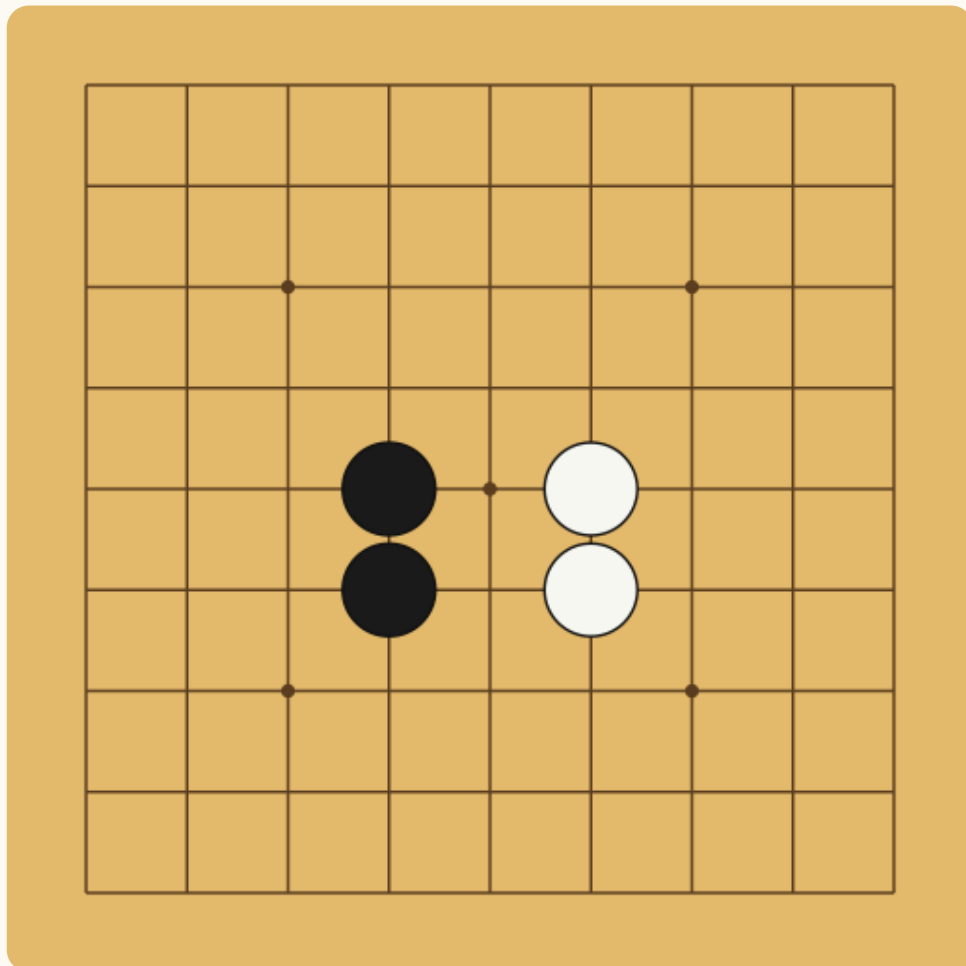
Play at the circled point (shown).

Offering the stone forces White to capture into a shape where Black snaps back and takes the whole group.

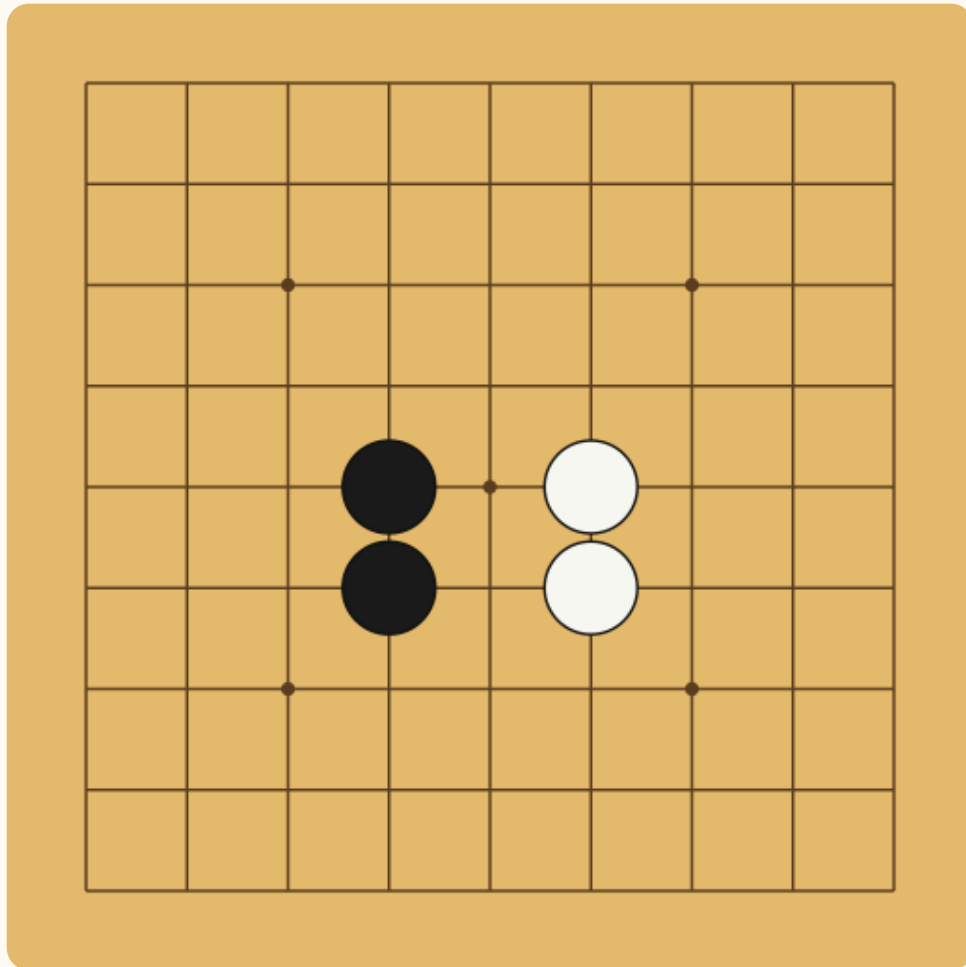
Puzzle 6

Black to move – find the winning move.

Black to play. Keep the seki – refusing to capture is also a move.



Puzzle 6 – Answer



Correct play: leave it – this is seki (mutual life).

Neither side can capture without filling their own last liberty, so BOTH groups live. Playing inside would kill your OWN group – the strong move is to play elsewhere.

Keep playing

Play the live tactics trainer at [**spark-and-anvil.org/play/stonesong**](https://spark-and-anvil.org/play/stonesong) and read the cast's strategy stories at [**spark-and-anvil.org/cast/stonesong**](https://spark-and-anvil.org/cast/stonesong).