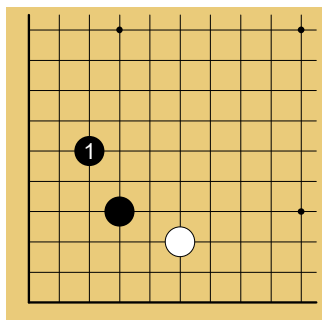
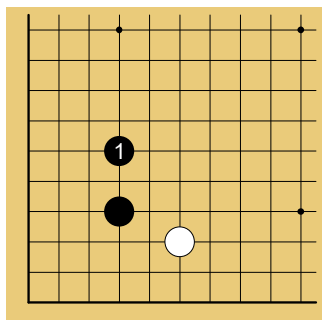


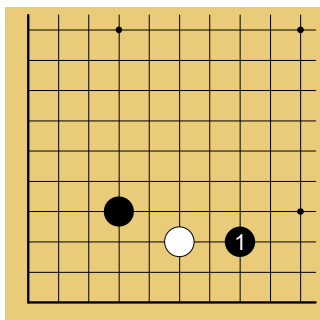
星→小飞挂角



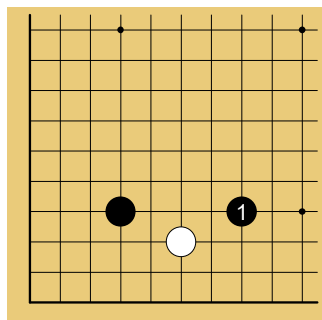
小飞守角 (11)



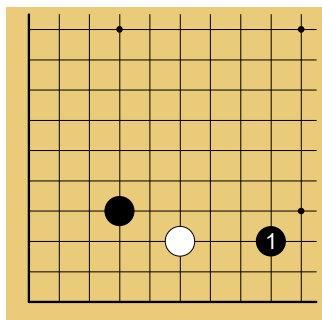
单关守角 (183)



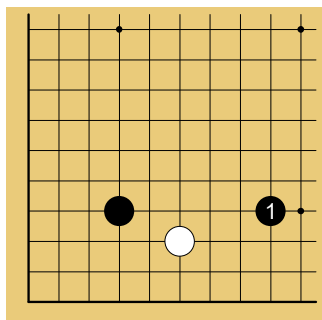
一间低夹 (285)



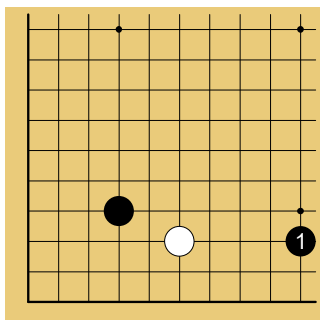
一间高夹 (441)



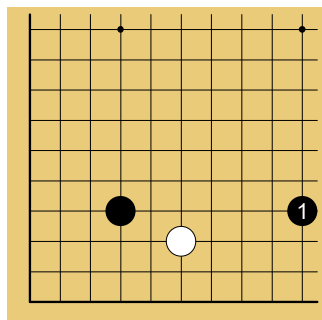
二间低夹 (467)



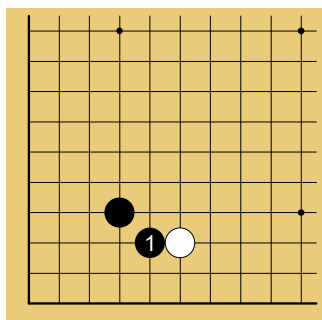
二间高夹 (567)



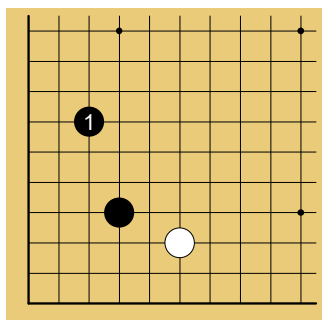
三间低夹 (655)



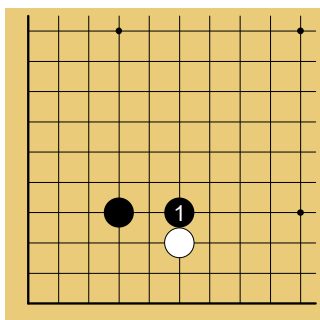
三间高夹 (735)



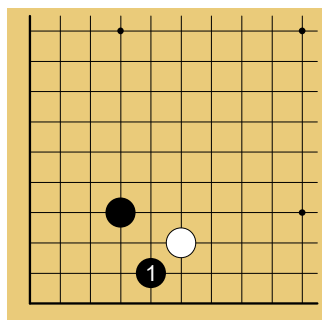
尖顶 (808)



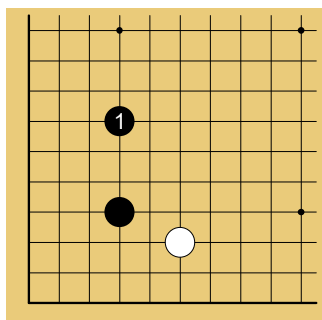
大飞守角 (888)



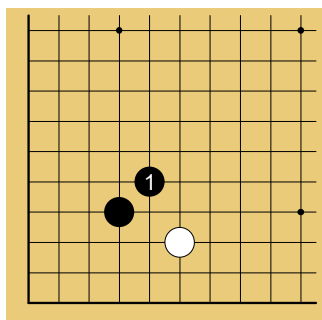
靠压 (911)



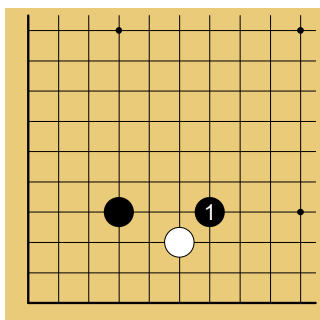
二路飞 (971)



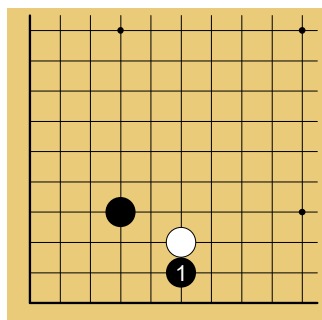
大跳守角 (993)



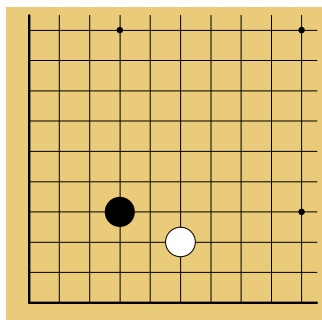
小尖 (999)



肩冲 (1008)



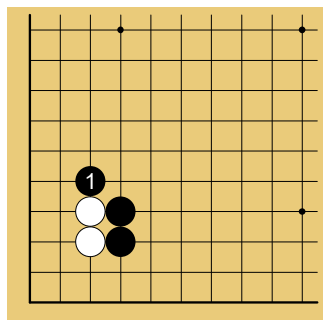
二路托 (1025)



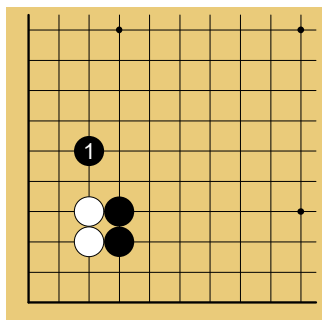
脱先 (1033)

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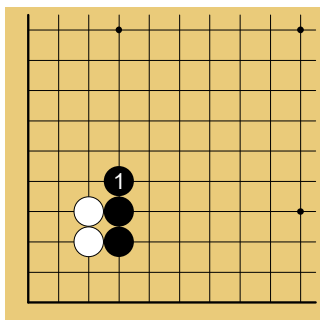
星→点三三



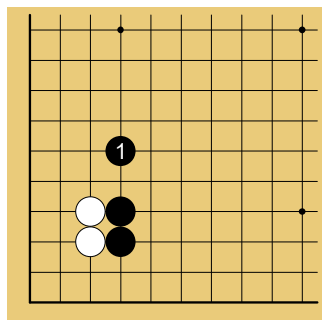
扳 (1155)



飞 (1174)

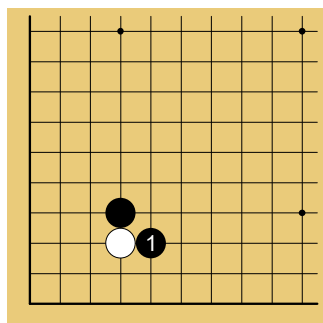


长 (1368)

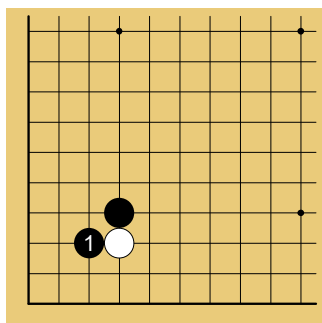


跳 (1435)

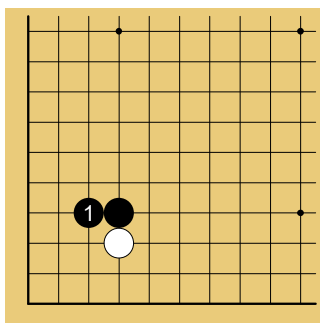
星→托角



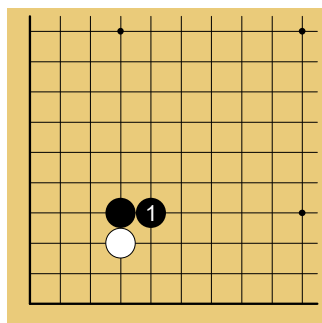
外扳 (1440)



内扳 (1446)

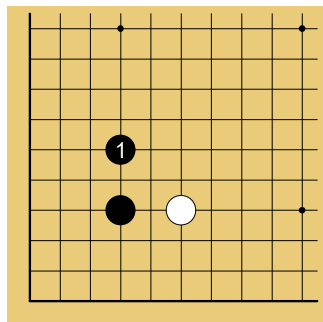


内长 (1456)

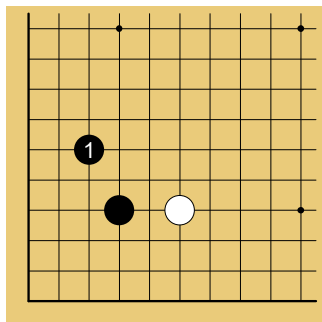


外长 (1458)

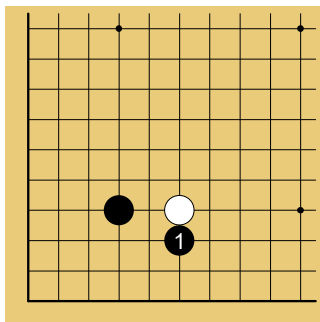
星→一间高挂



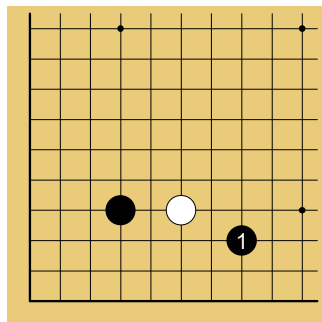
跳 (1462)



飞 (1464)

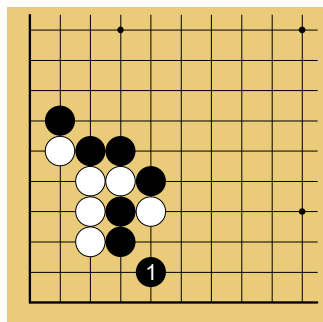


托 (1469)

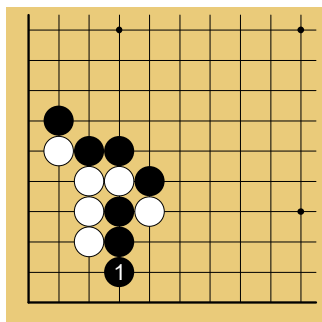


夹击 (1470)

星→星位飞刀



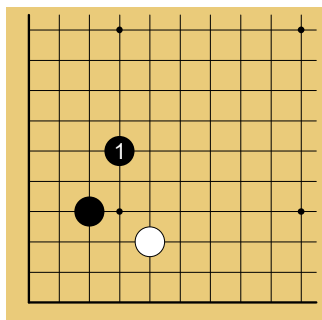
尖 (1472)



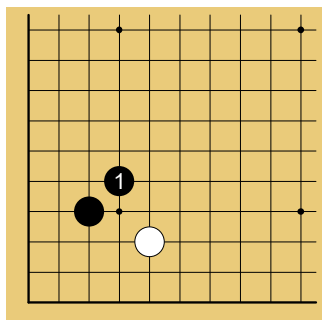
立 (1639)

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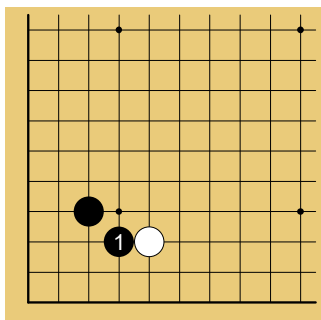
小目→小飞挂角



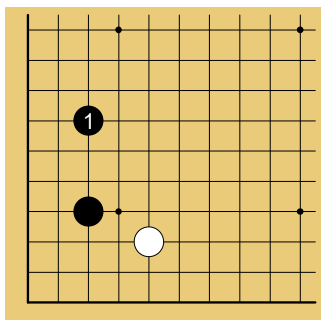
小飞 (1663)



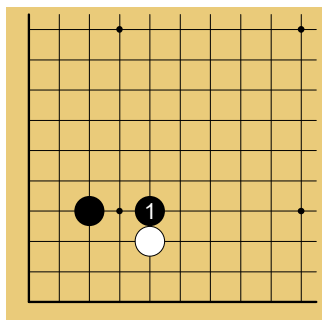
小尖 (1696)



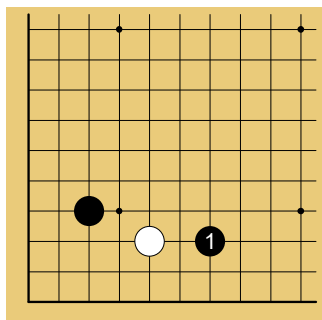
尖顶 (1719)



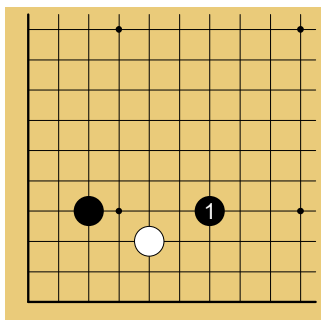
拆二 (1733)



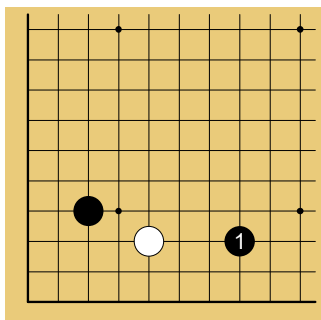
靠压 (1754)



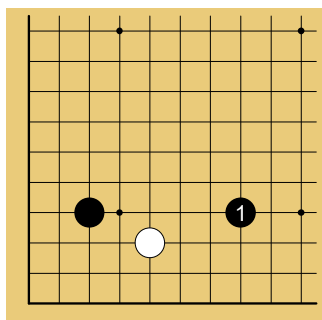
一间低夹 (1778)



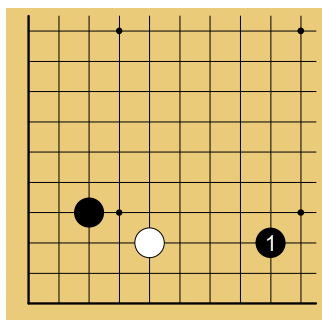
一间高夹 (1825)



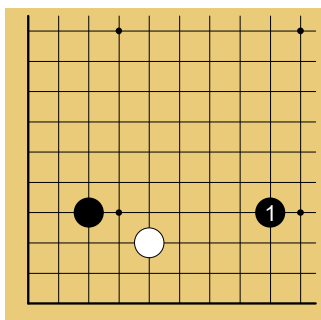
二间低夹 (1900)



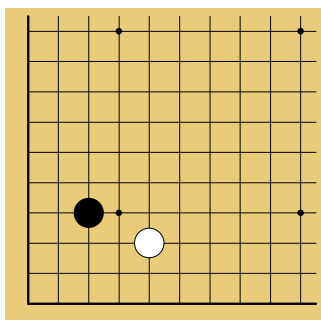
二间高夹 (2079)



三间低夹 (2272)

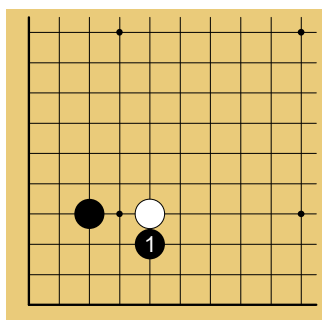


三间高夹 (2358)

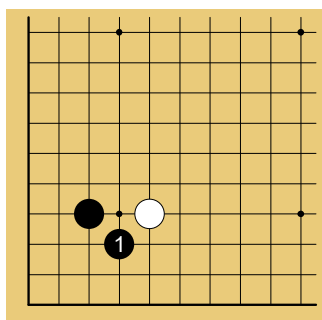


脱先 (2422)

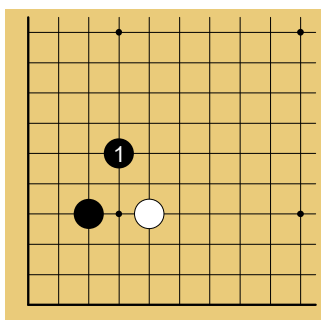
小目→高挂



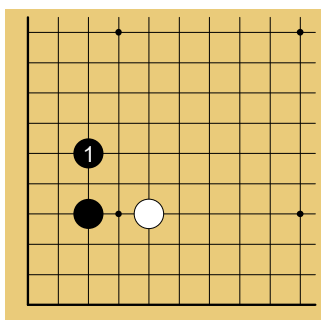
托 (2438)



小尖 (2542)

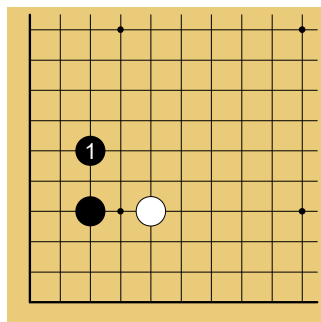


小飞 (2551)

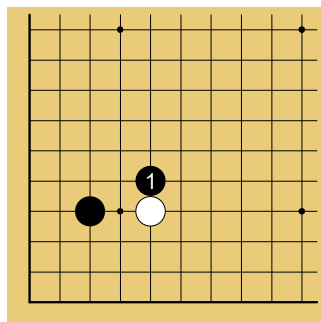


跳 (2558)

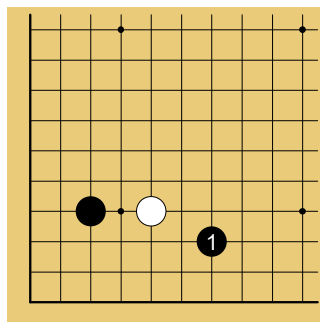
AI 围棋定式大全



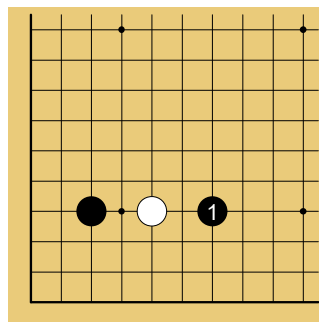
拆二 (2573)



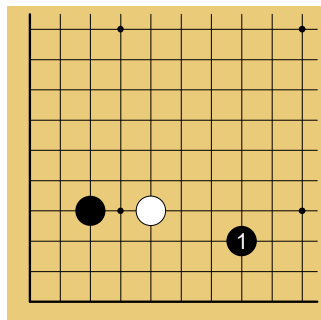
外靠 (2593)



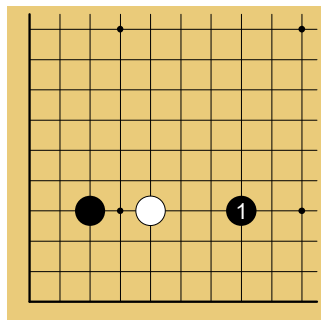
一间低夹 (2645)



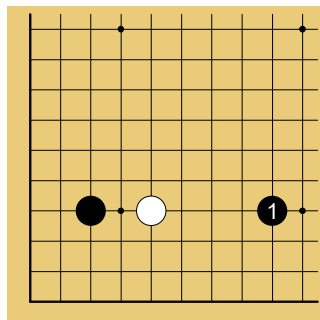
一间高夹 (2735)



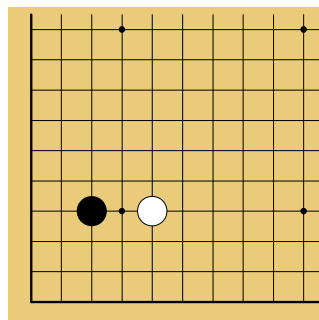
二间低夹 (2782)



二间高夹 (2826)

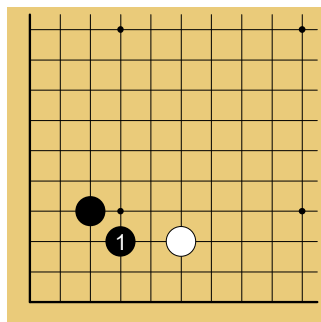


三间高夹 (2905)

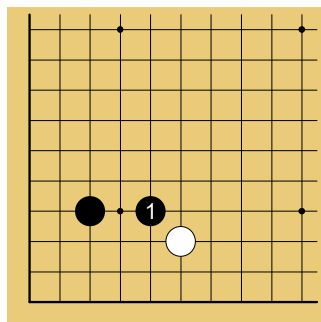


脱先 (2953)

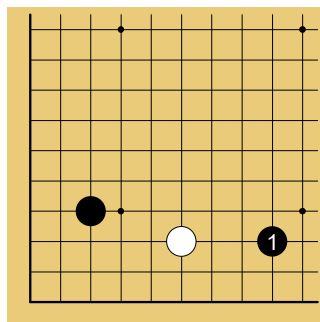
小目→大飞挂角



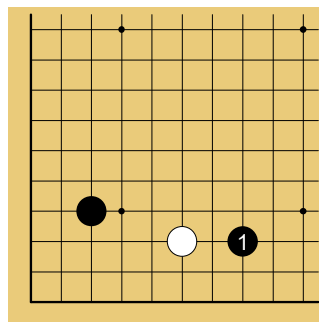
尖 (2987)



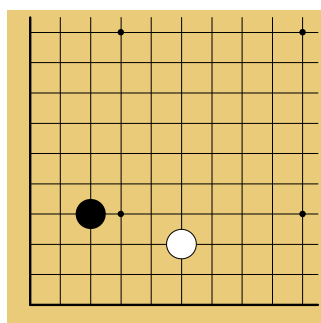
跳 (2993)



二间低夹 (3003)



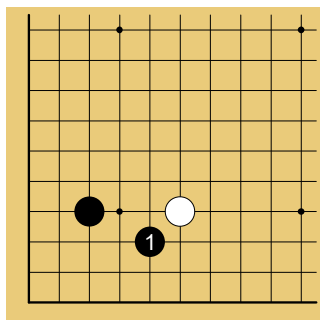
一间低夹 (3011)



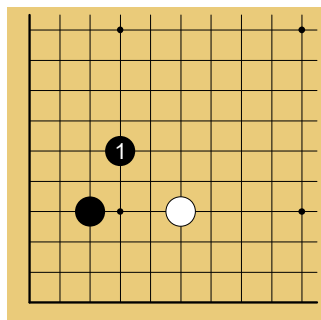
脱先 (3023)

AI 围棋定式大全

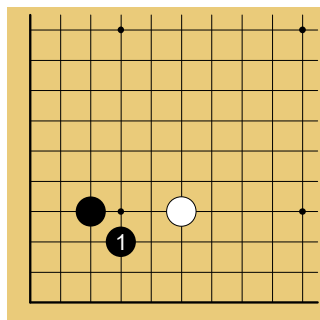
小目→二间高挂



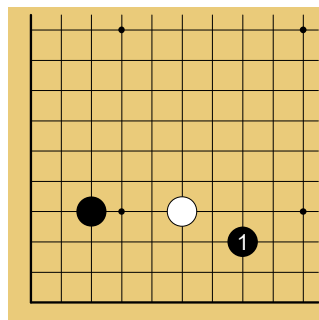
小飞守角 (3039)



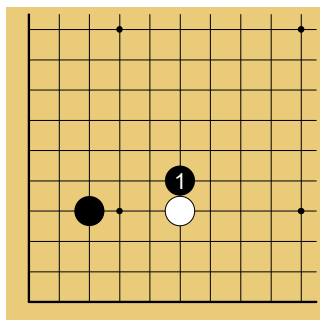
小飞 (3042)



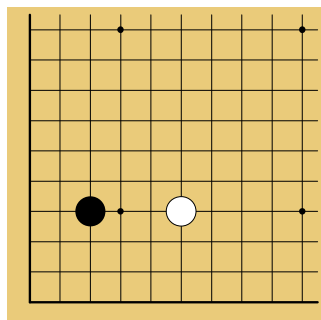
小尖 (3043)



反夹 (3044)

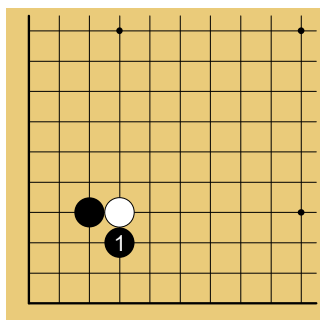


上靠 (3050)

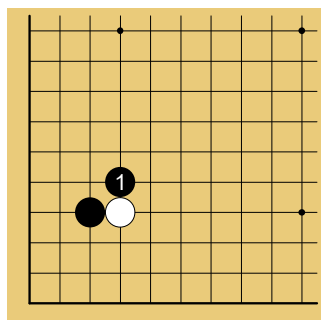


脱先 (3059)

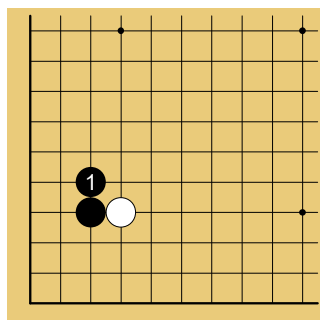
小目→星位碰



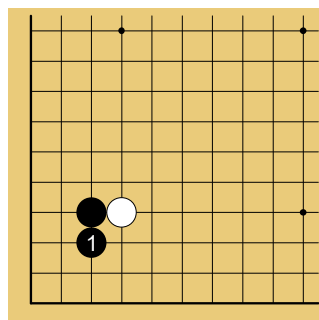
下扳 (3083)



上扳 (3097)

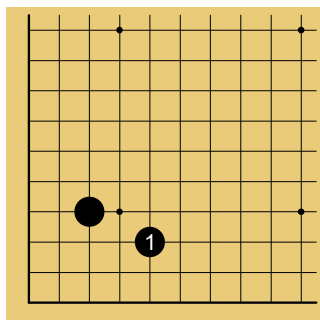


外长 (3102)

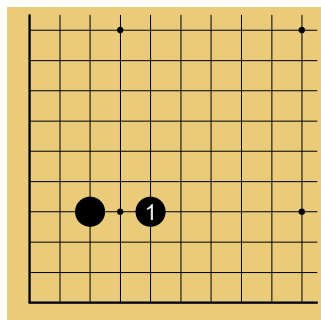


内长 (3106)

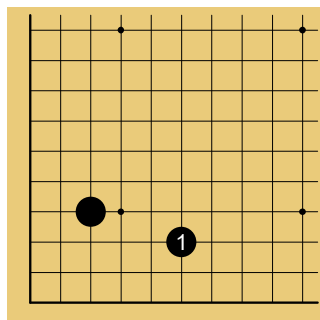
小目→小目守角



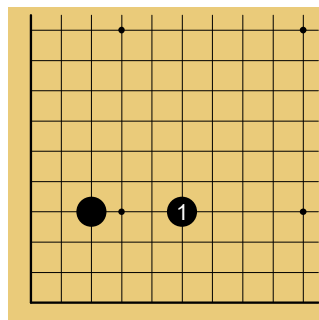
无忧角 (3108)



单关守角 (3130)



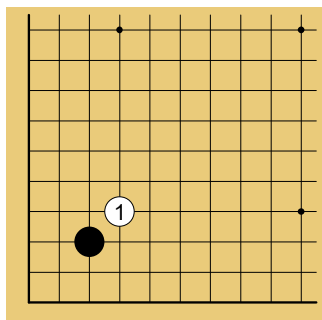
大飞守角 (3171)



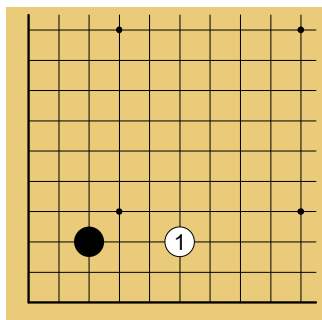
二间跳守角 (3243)

AI 围棋定式大全

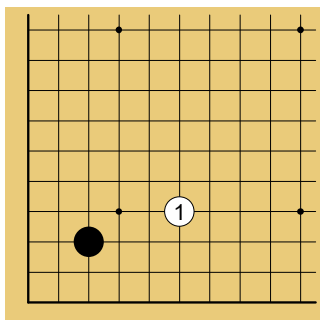
三 三



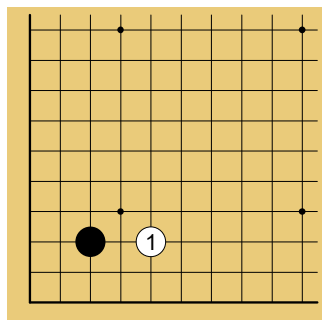
肩冲 (3307)



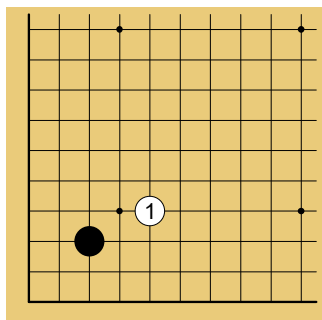
二间低挂 (3322)



大飞挂角 (3338)

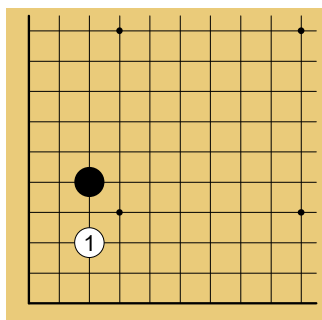


一间低挂 (3346)

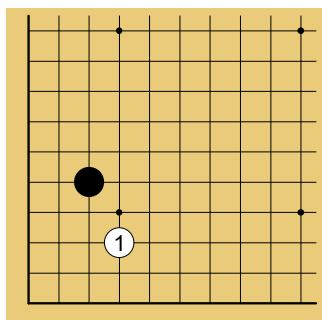


小飞挂角 (3349)

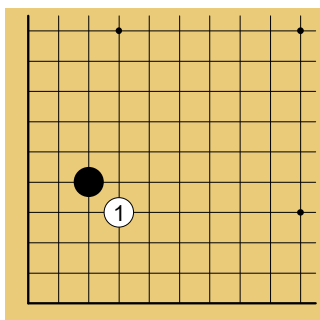
目 外



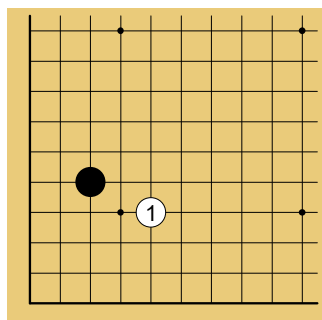
三三挂角 (3353)



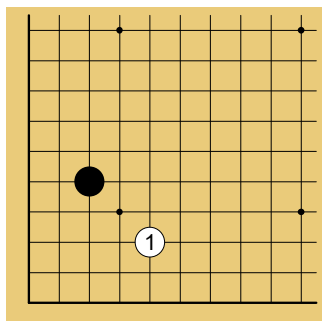
小目挂角 (3385)



星位点 (3491)



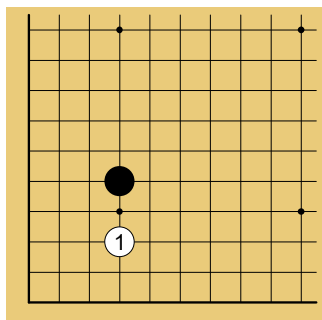
高目挂角 (3494)



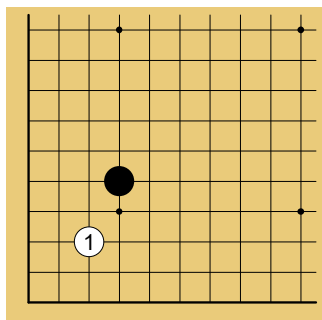
目外挂角 (3505)

AI 围棋定式大全

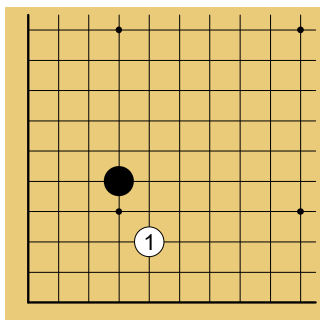
高 目



小目挂角 (3507)

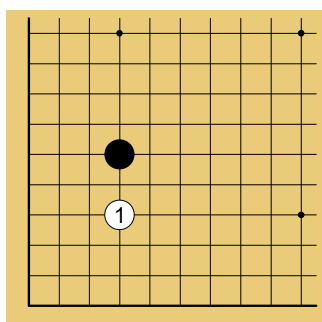


三三挂角 (3508)

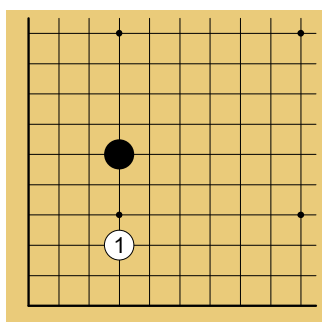


目外挂角 (3523)

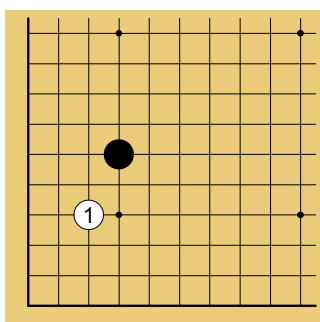
超高目



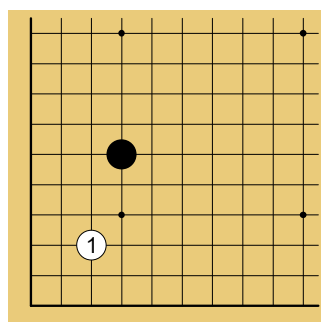
星位挂角 (3527)



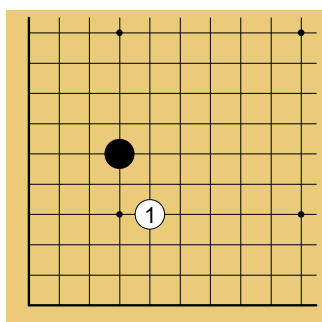
小目挂角 (3536)



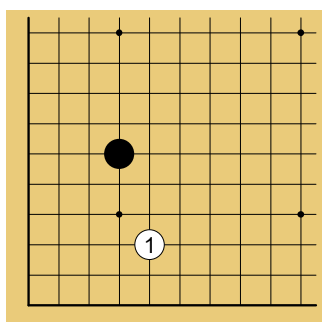
内小目挂角 (3537)



三三挂角 (3542)

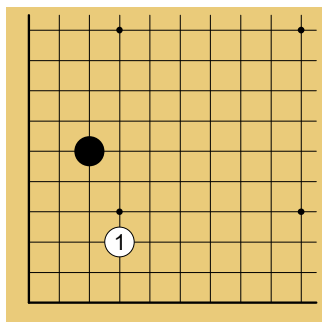


高目挂角 (3545)

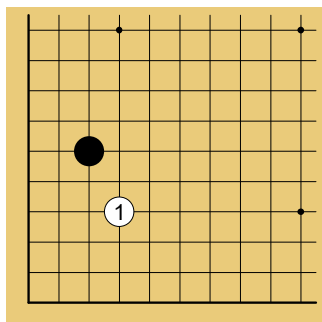


目外挂角 (3549)

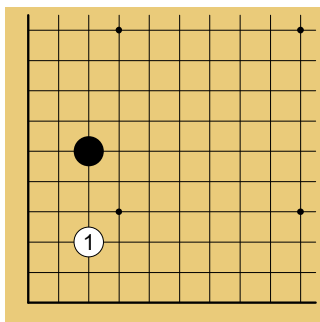
超目外



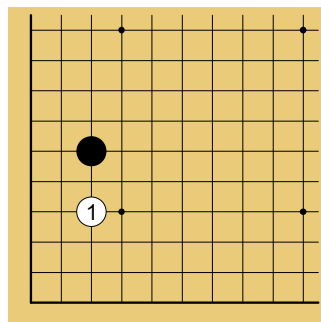
小目挂角 (3553)



星位挂角 (3554)

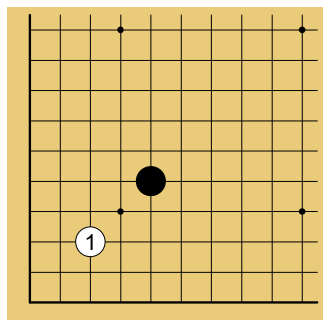


三三挂角 (3555)

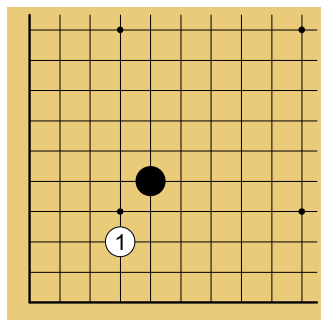


挂内小目角 (3557)

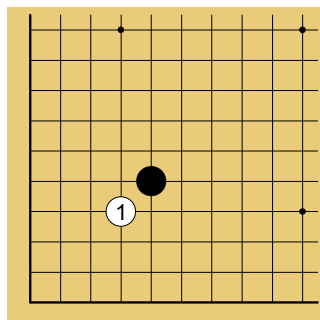
五 五



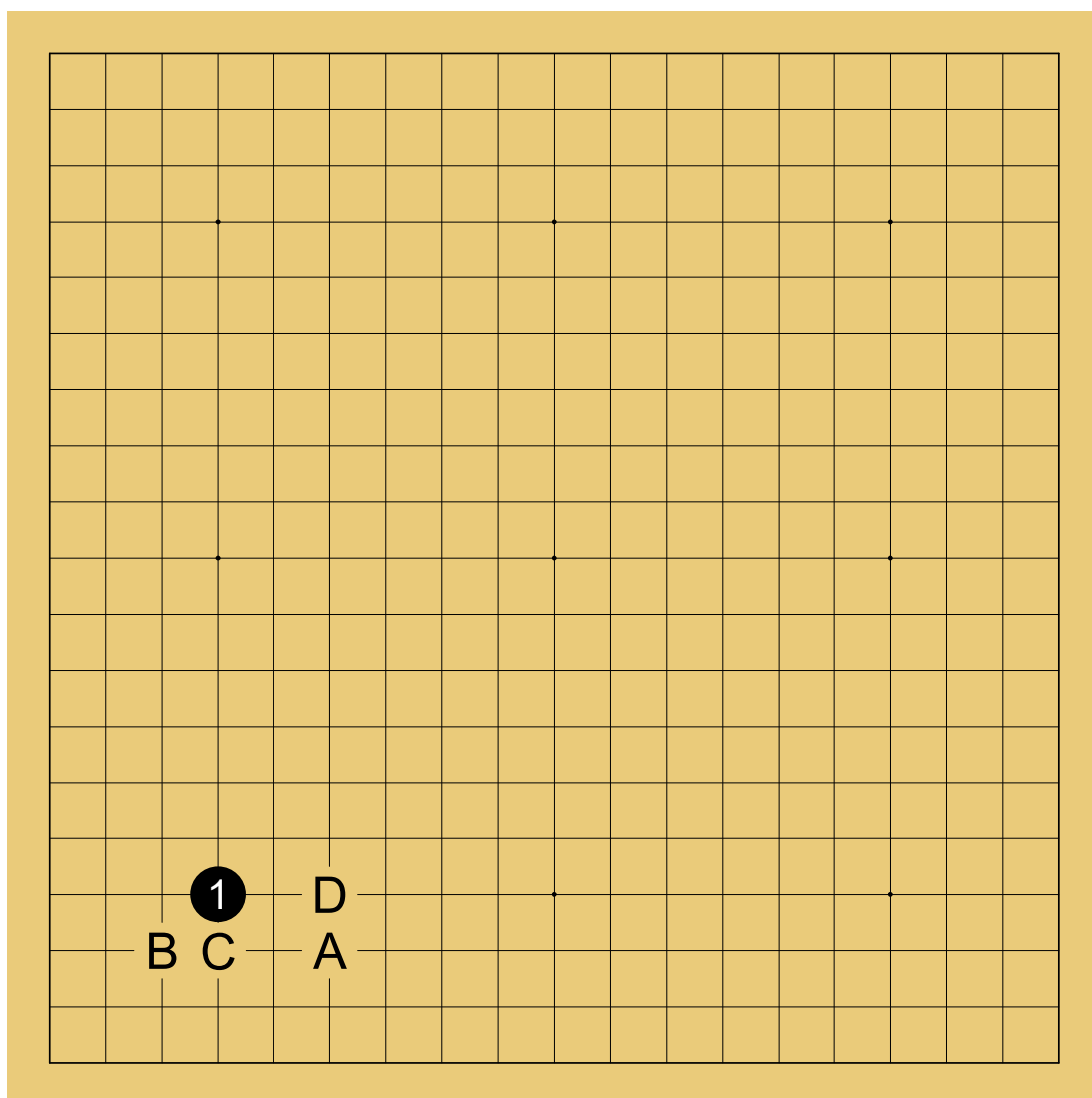
三三挂角 (3562)



小目挂角 (3566)

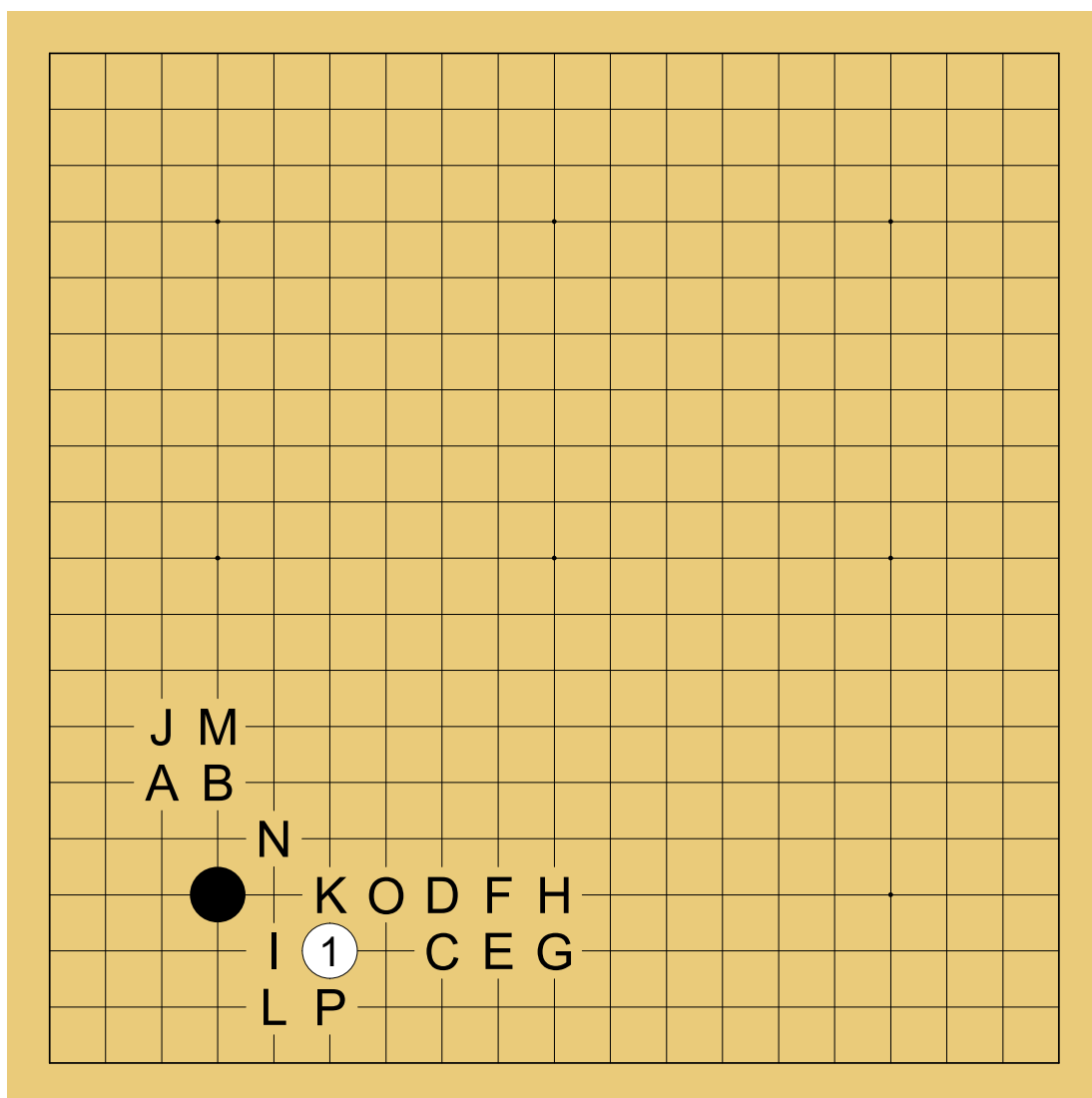


星位点 (3568)



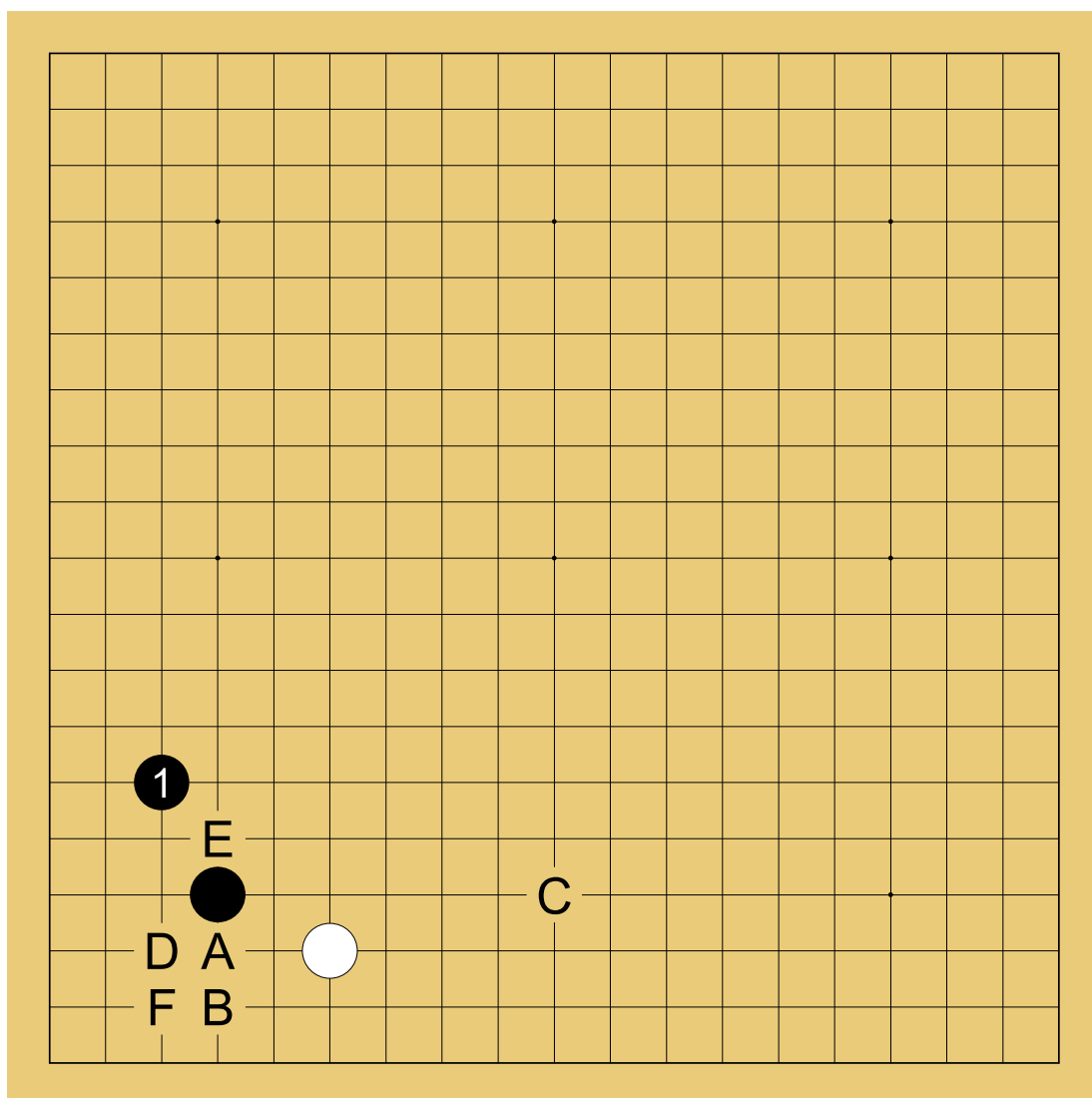
变化图 A

星位兼顾实地与势力，是较为均衡的占角手法。历经人类逾千年的雕琢与围棋 AI 的洗礼，侵分星位的招法愈发精炼。其中 A 位小飞挂角人类棋手已千锤百炼，亦是 AI 认可的正招之一。B 位点三三是 AI 的全新启迪，从起初难以理解，到现在已成为时代的标志性下法。C 位托角有强烈的方向性，用以侵入黑棋右边的阵势。D 位高挂是场合下法，意在防止对方靠压，配合己方外势展开。



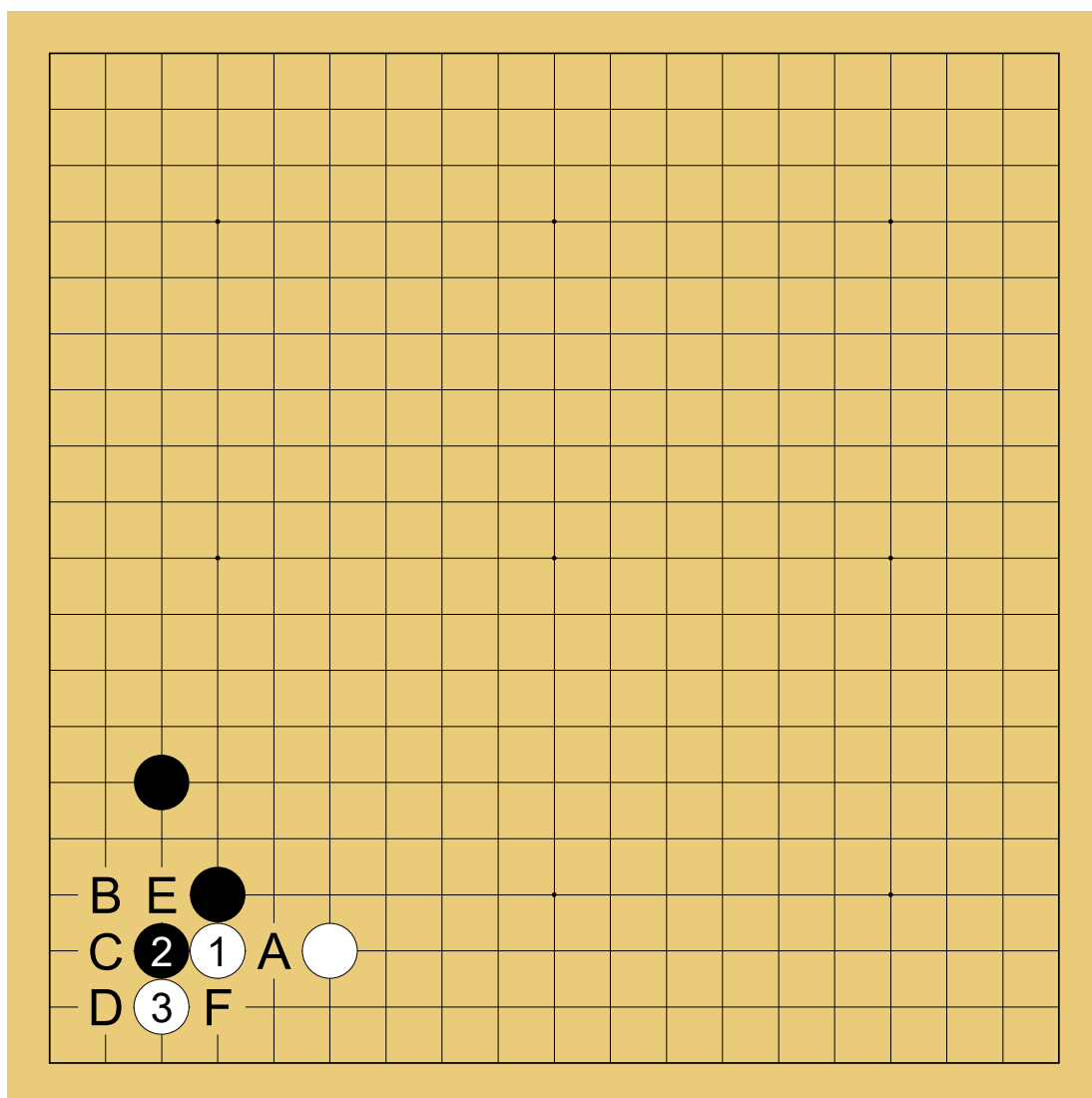
变化图 A-1

小飞挂角是正手之一，几乎适用于任何场合。黑棋应对方法繁多，A、B、J 位守角、C-H 位夹击、I 位尖顶、K 位靠压、L-O 位等场合下法以及 P 位骗招。此外，黑棋脱先它投也十分常见。



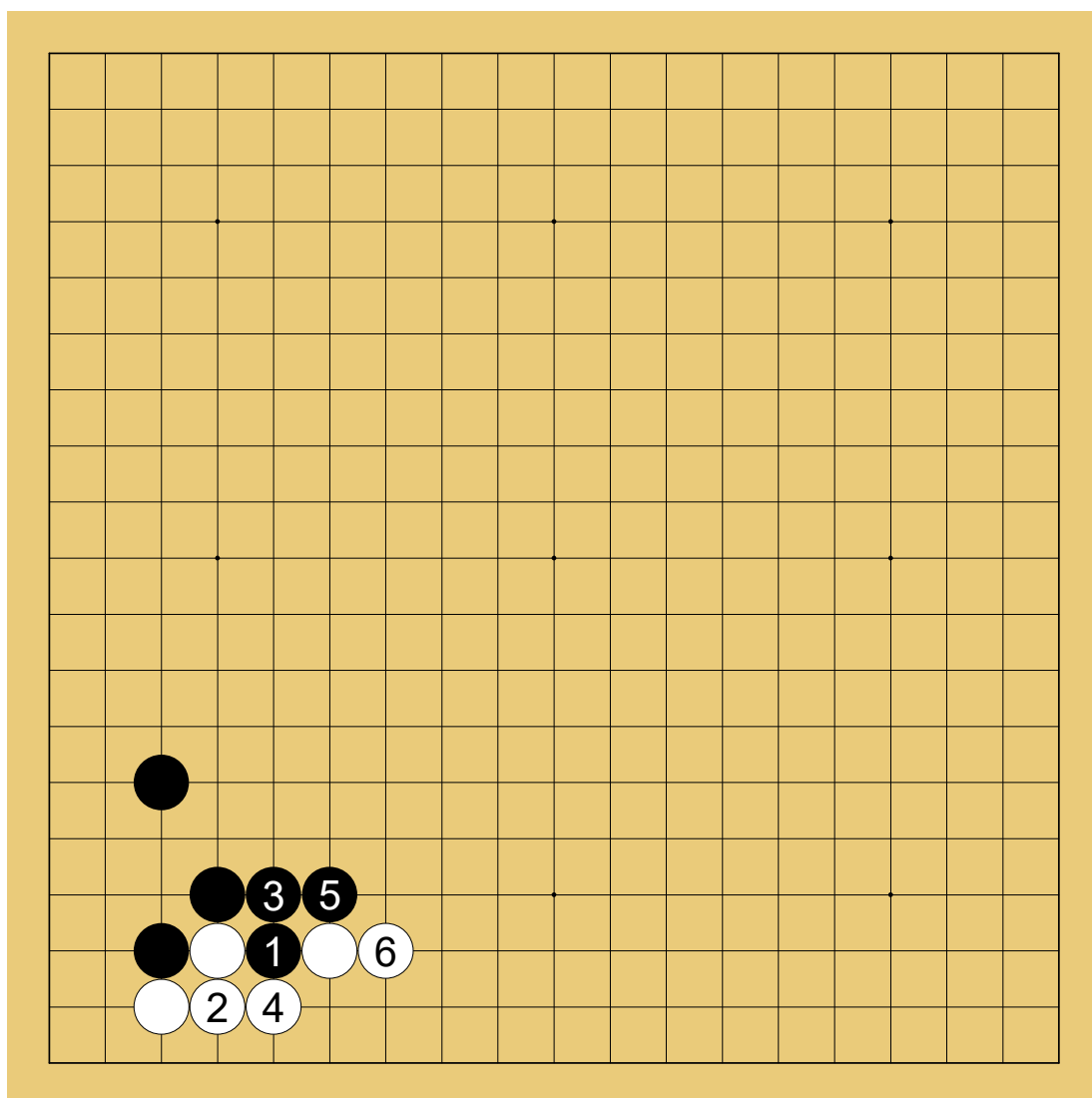
变化图 A-1-1

小飞守角是毋庸置疑的正手，人类与 AI 在此达成共识。在绝大多数场合下，A 位托角是最佳应对。人类棋手曾十分喜好 B 位飞角与 C 位拆边，但 AI 认为稍显松缓。D 位点三三意图转身，E 位靠是有夹击一子时的腾挪好手，而 F 位大飞带有浓厚的欺骗意味，因此以上三者皆属于场合下法。此外，右下是白棋时，脱先亦很常见。



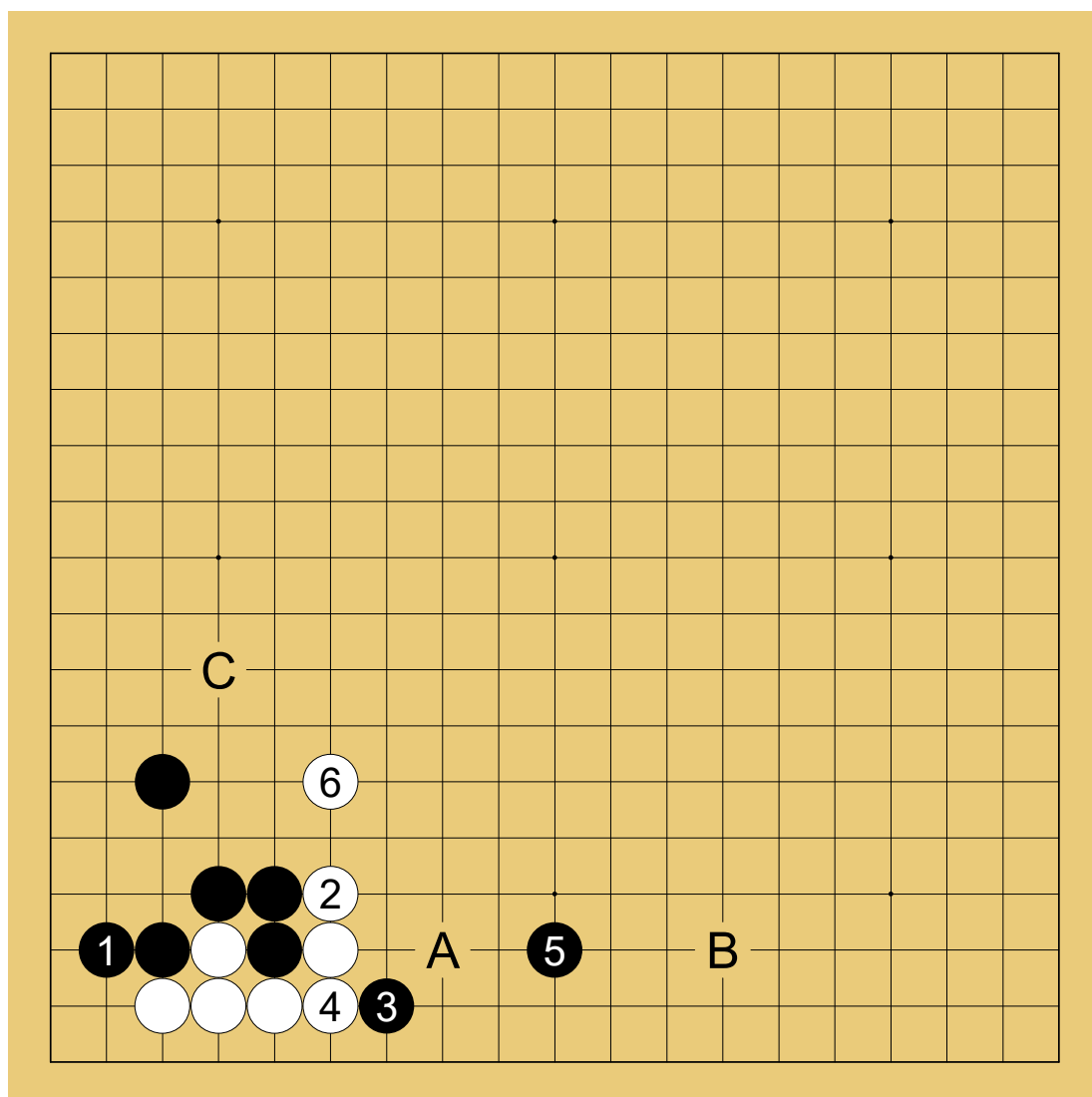
变化图 A-1-1-1

白 1、3 托了连扳紧凑有力，敦促黑棋立即定型。黑棋 A 位打吃普通，B 位倒虎与 C 位立是 AI 的新思路。D 位连扳与 E 位粘是传统的下法，F 位二路打吃一般不好。



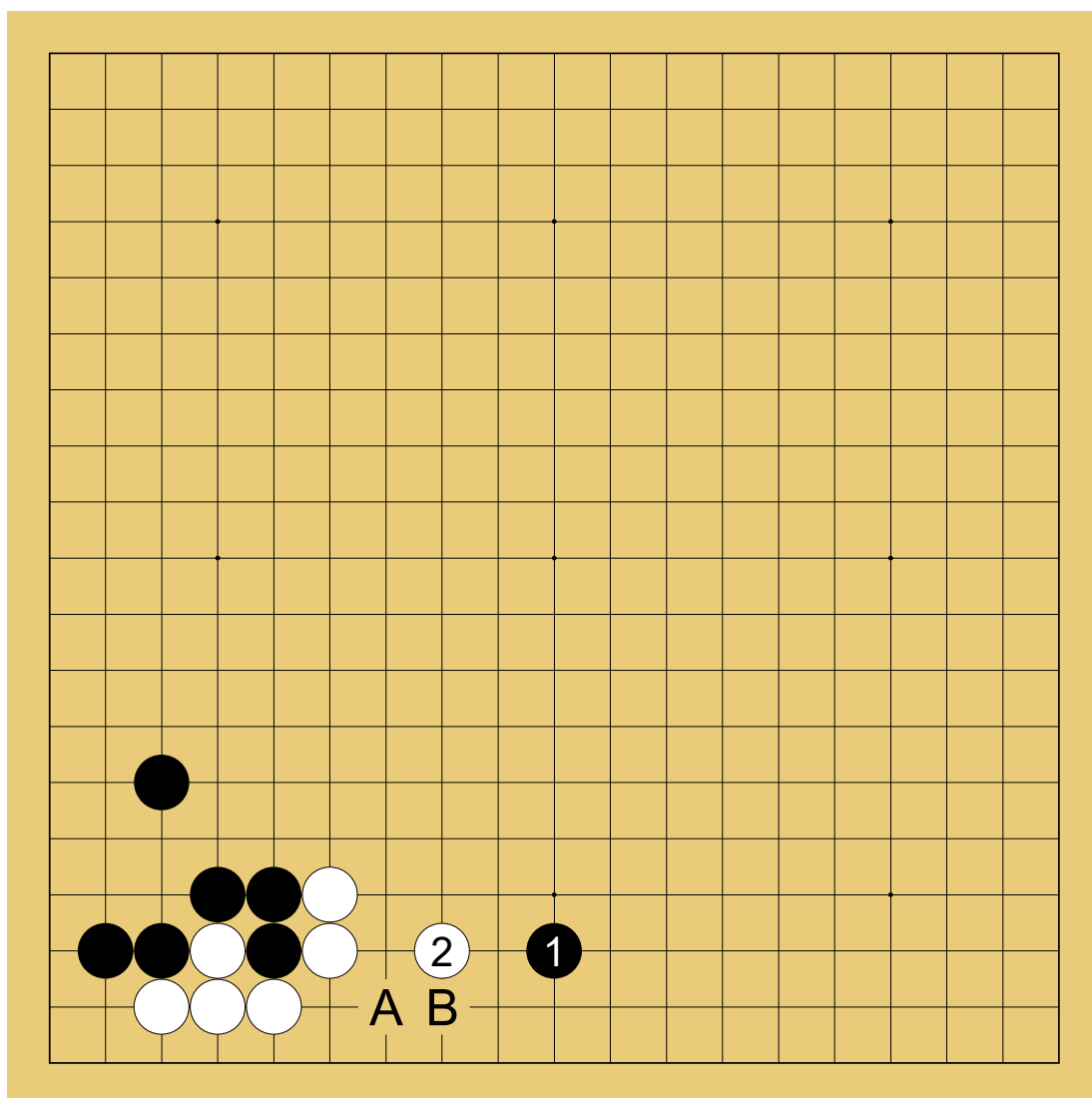
变化图 A-1-1-1-1-1

本图是当下热门变化之一。黑 3、5 先手取势，白棋则是收获了一定的实地，大致两分。



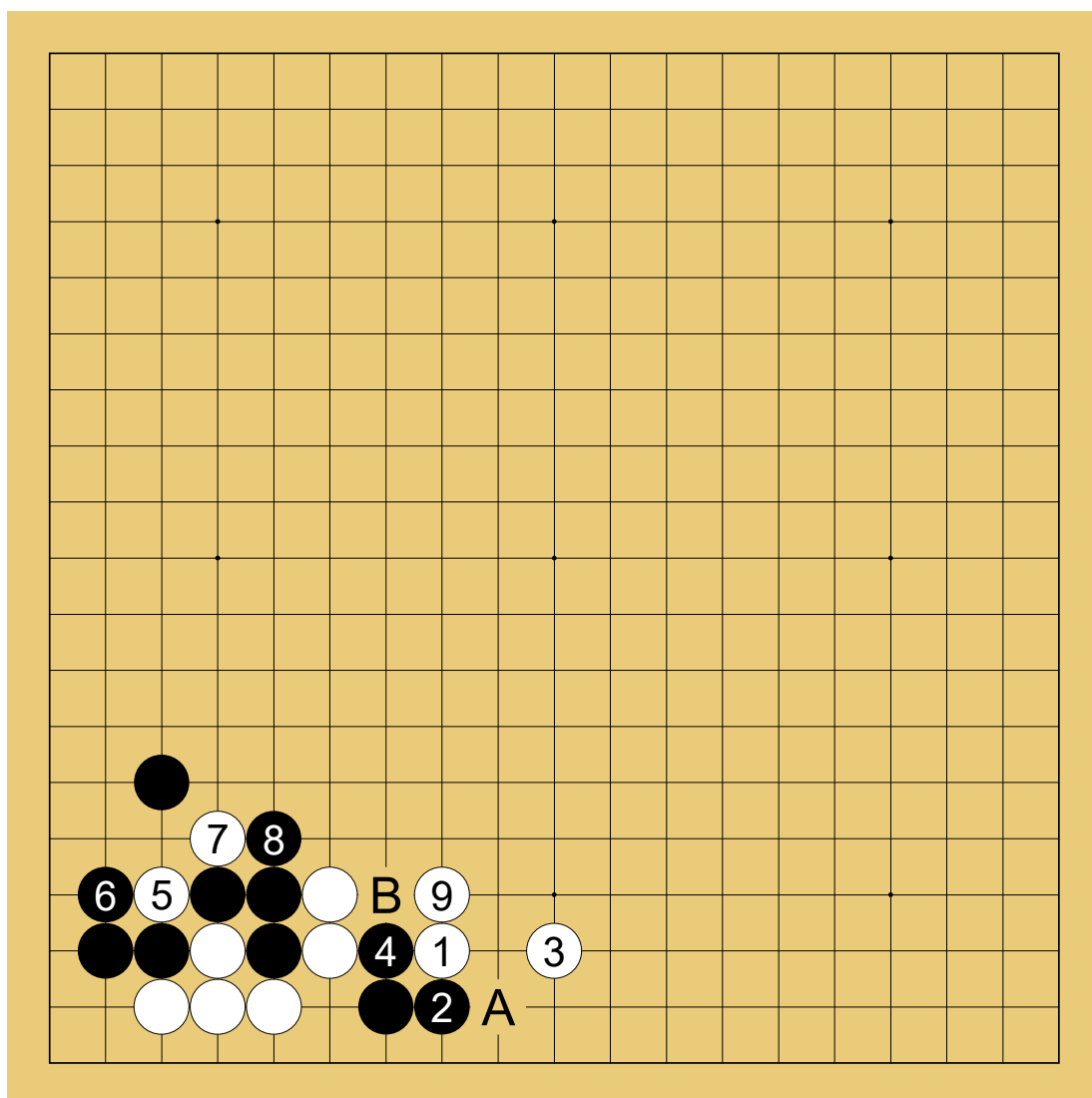
变化图 A-1-1-1-1-2

黑 1 立重视实地，白 2 贴强调黑棋气紧的弱点。征子有利时，黑 3 点犀利。白 4、6 简明处理是一法，以后黑棋可视场合选择 A-C 位的下法，皆是双方可战。



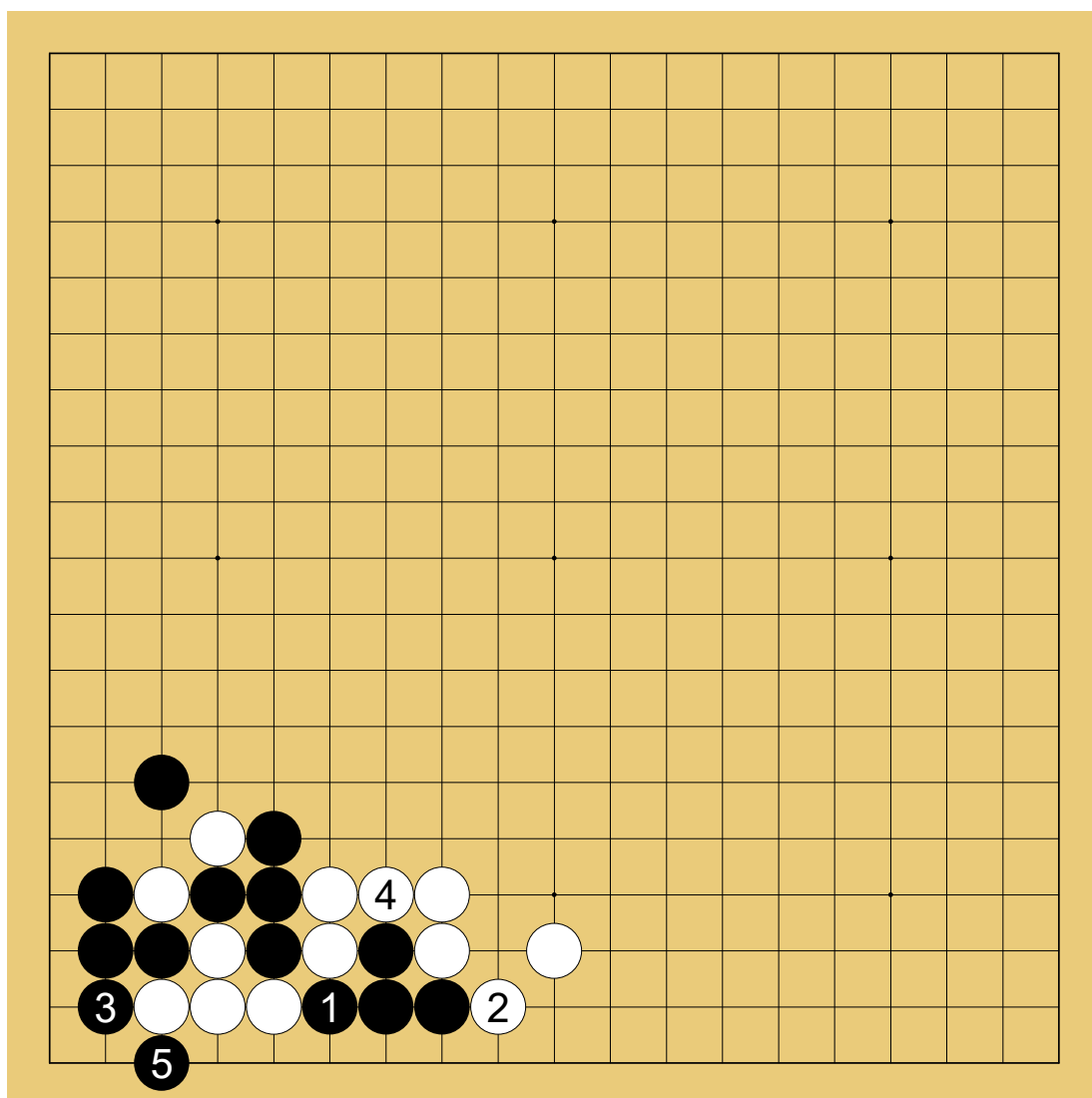
变化图 A-1-1-1-1-3

黑 1 若直接走在此处，与白 2 拆一交换黑棋稍损。此时黑棋 A 位就点不到了，白棋显然会 B 位挡下。



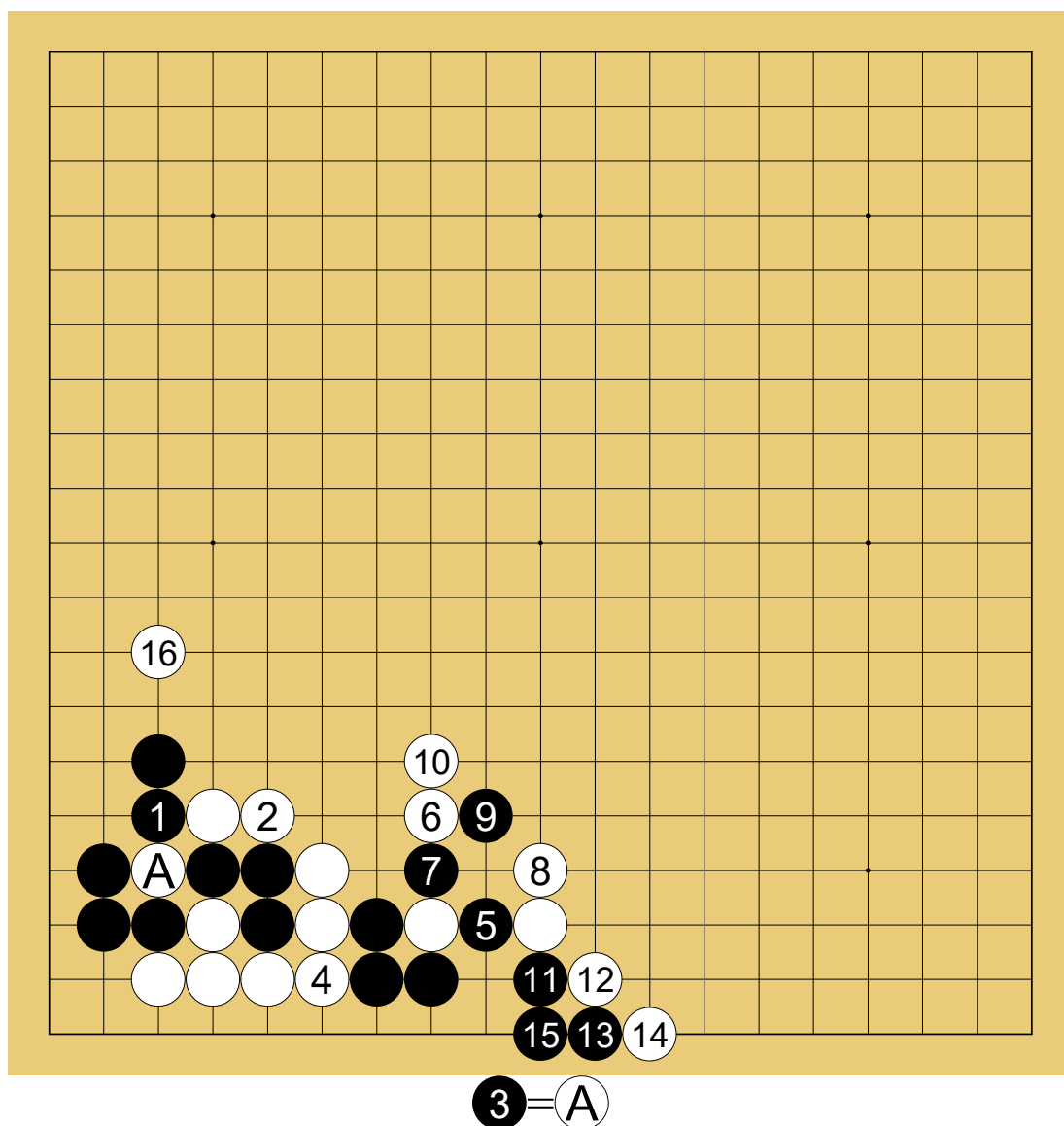
变化图 A-1-1-1-1-4

白 1、3 两跳凶狠，此型最早见于柯洁与 AlphaGo 三番棋第二局。
白 5、7 必要，如此白 9 方可成立，至此局部告一段落。将来黑棋可
A、B 位寻求头绪，本图后续富有变化，是典型的 AI 式两分定式。



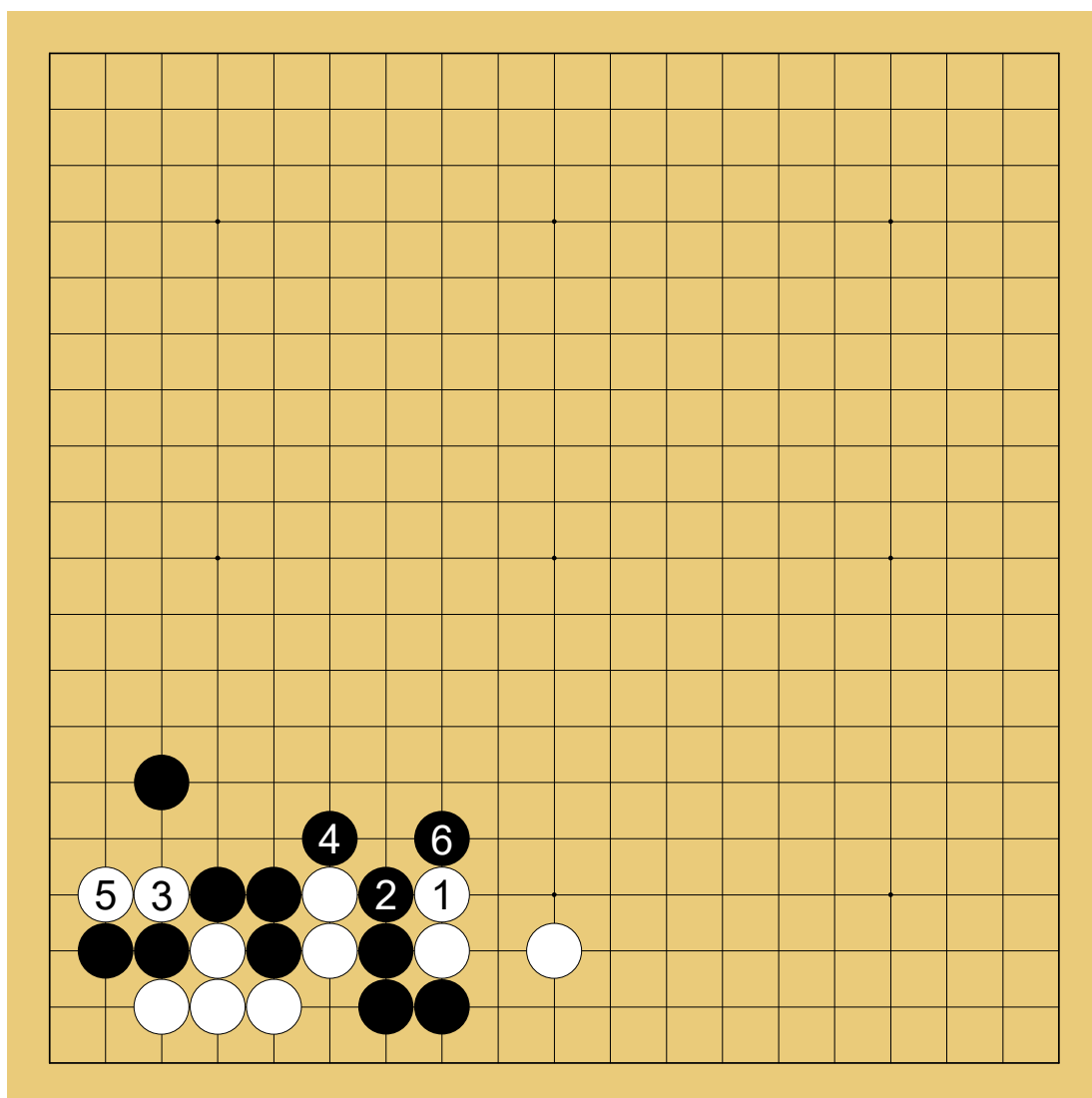
变化图 A-1-1-1-1-5

黑 1 断吃四子是价值约 20 目的后手官子，在序盘步调过缓，被白 2、4 先手成势，黑棋得不偿失。



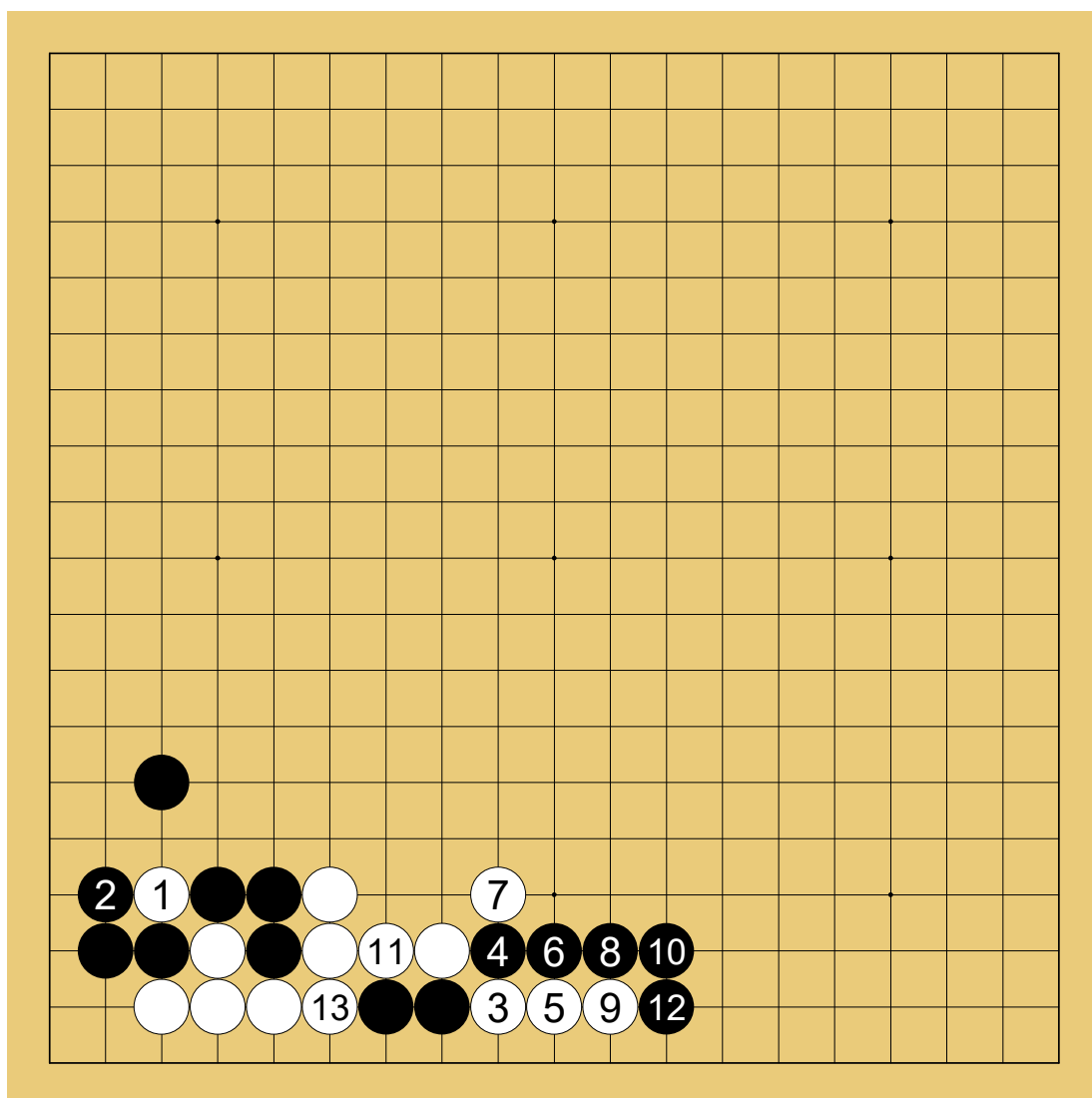
变化图 A-1-1-1-1-6

黑 1 提不好，白 2 打吃愉快。接着白 6 飞好手，由于 8 位与 11 位必得其一，因此黑 7 不妨单提。白 16 逼住严厉，黑棋左下角仍未活净，有陷入苦战之感。



变化图 A-1-1-1-1-7

白 1 先长次序错误，黑 2 冲时，白 3 再断已不是先手。黑 6 虎有力量，白棋外围损失惨重。



变化图 A-1-1-1-1-8

白 1、3 断完扳是强手，此处涉及到征子问题。征子有利时，黑 6 压出凶狠。白 7 扳是应急好手。黑 8 面临选择，如左上是白棋，黑 8、10 简单连长为好，结果大致两分。