First Capture Go, learn in a few minutes!

Play

Go is played **on intersecting grid lines.** Two players--first with black stones, the stronger with white--play alternately one stone at a time each on an empty intersection.
Common sizes are 9x9 (beginner/short), 13x13 (intermediate/medium), 19x19 (advanced/long).

Stones do not move

Once placed, a stone does not move, but it **can be captured and removed**.

Connect

Stones of the same color that touch each other **along a grid line** (not diagonal) form a *chain*.

Capture

As long as a stone or a *chain* is connected **along a grid line** to at least one empty intersection (called a *liberty*), it remains on the board. Thus, if a stone or chain becomes completely surrounded by stones of the other color (i.e. "has no liberties"), it is *captured* and removed from the board. You can place any stone that itself or as part of a chain has or creates (through capture) at least one liberty.

Win

The winner is the first player to capture one or more stones.

Now Try Regular Go! *Played by millions of people worldwide*

* Now a capture does not end the game, it's a tactic used in playing the game. *
End: Game ends on white pass after black. Each pass, the passer gives a "pass stone" for capture.
"Ko Rule": You cannot play a stone if it would repeat a previous identical situation on the board.
Score: Remove dead stones for capture, place captured stones in same-color territory. Each score the number of their controlled empty intersections.

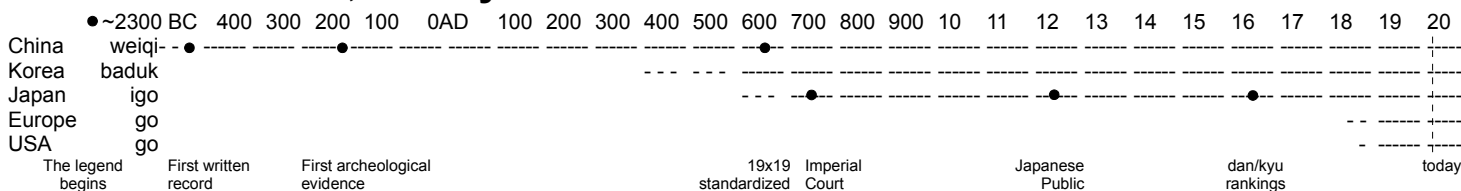*The above rules are known as "AGA rules – territory scoring"*

For more accurate scoring
Komi: amount to add to white score to equalize black starting first. Combined with optional handicap.
Handicap: black stones added to board and/or modify white score if players are not the same level.
* For 9x9 Komi is 5.5. Handicap is minus 3 from white per level **OR** add stones on numbers, 5/7 use center, Komi 0.5 *

A Brief Timeline, 4300 years of Go

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China	weiqi	● ----- ----- ----			●								●- -----														
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Europe	go																						-- -----				
USA	go																						- -----				

The legend begins	First written record	First archeological evidence	19x19 standardized

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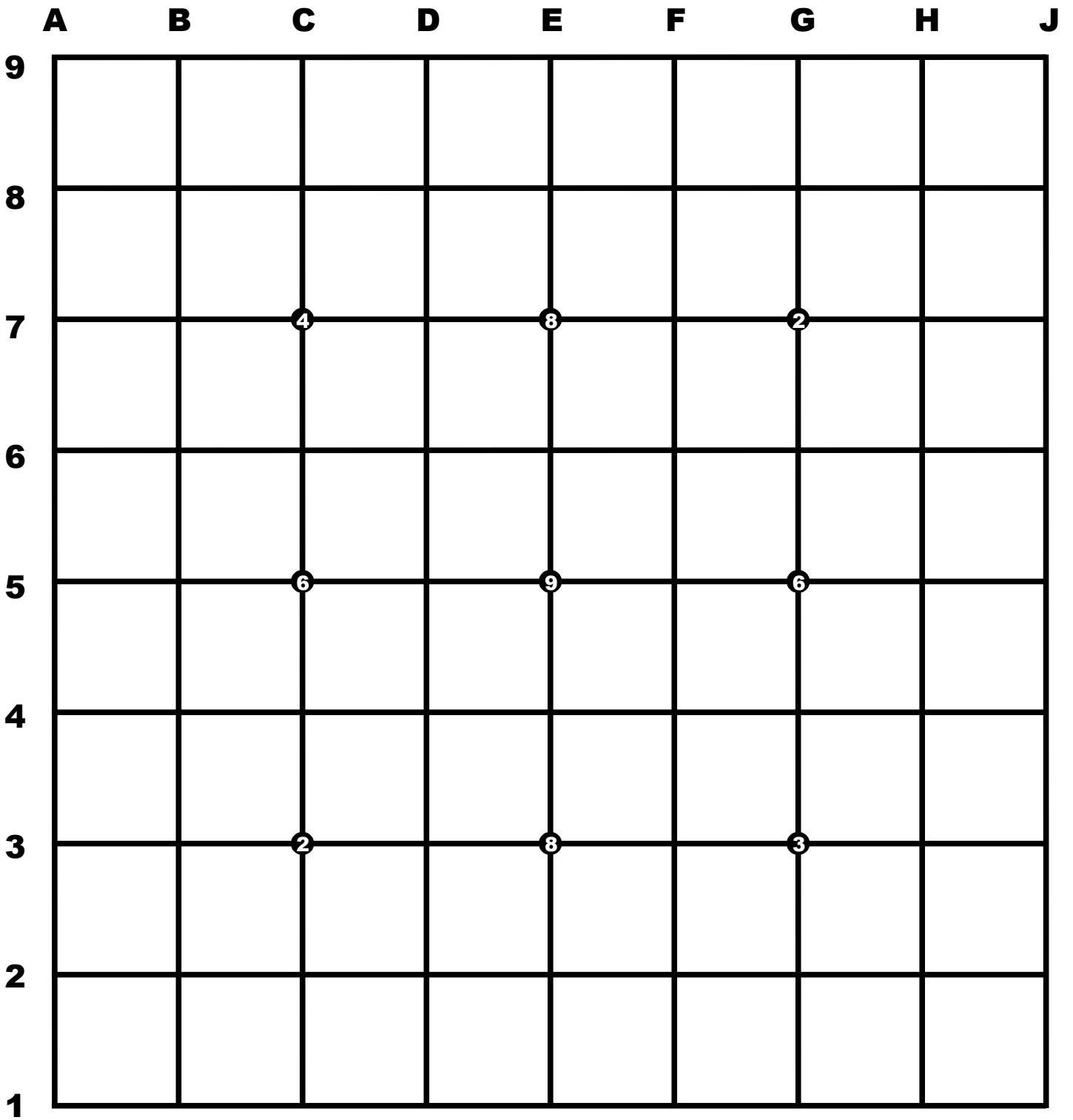www.usgo.org   wikipedia.org/wiki/Go_game   senseis.xmp.net   Computer/phone: igowin

A product of the Central Mississippi Go Club – www.cmgo.org

	A	B	C	D	E	F	G	H	J
9									
8									
7			4		8		2		
6									
5			6		9		6		
4									
3			2		8		3		
2									
1									

black