

Go, learn in a few minutes!

Stone counting method

Win

The winner is the player who has more stones on the board.

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

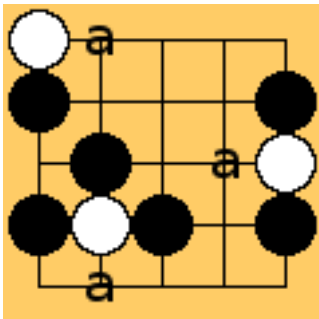
As long as a stone or a *chain* is connected **along a grid line** to at least one empty intersection (called a *liberty*), it remains on the board. Thus, if a stone or chain becomes completely surrounded by stones of the other color (i.e. "has no liberties"), it is *captured* and removed from the board.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

End

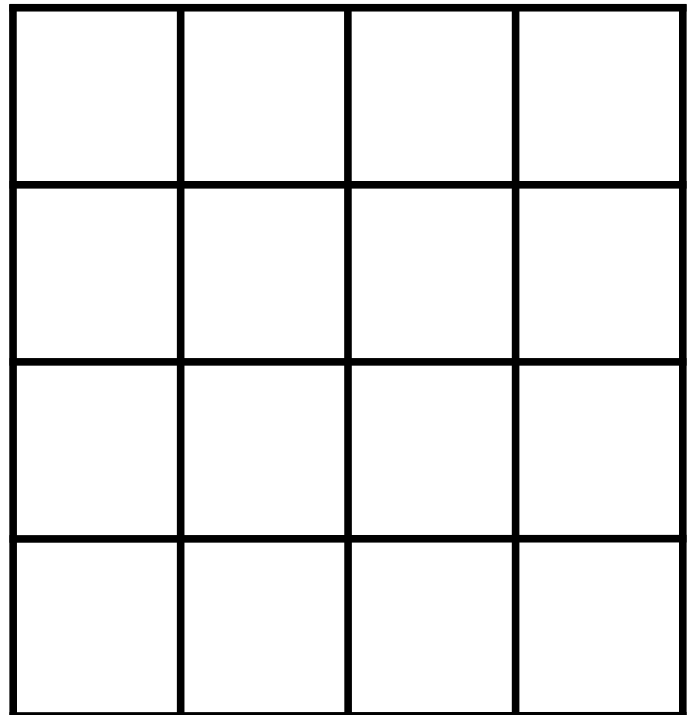
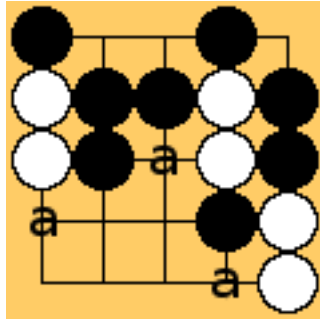
When white passes after black, the game ends.

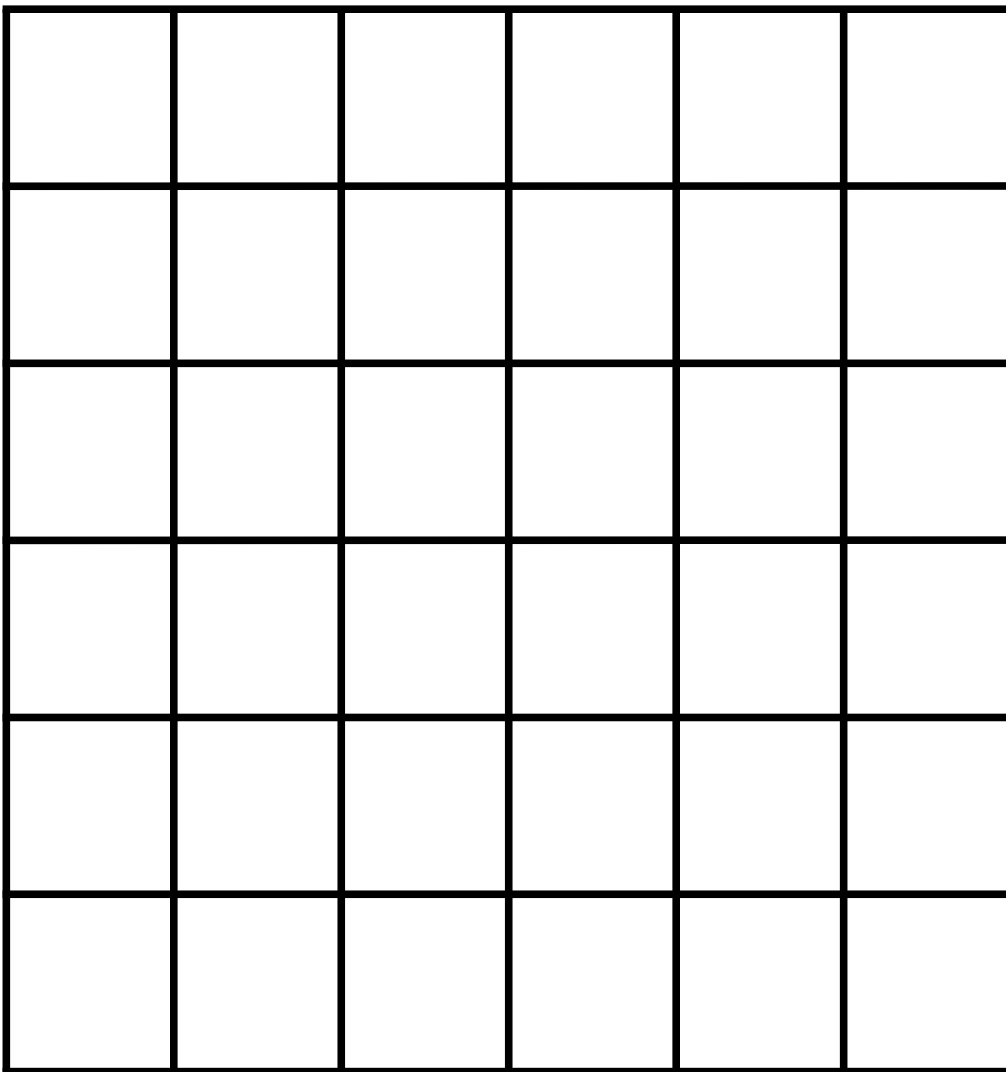
Example Captures

When black plays at "a", white loses one stone:



two stones:





Play on a 7x7 board.

Free Online Resources - Learn Strategy, Tactics, Rules, History

www.usgo.org

wikipedia.org/wiki/Go_game

senseis.xmp.net

Computer/phone: igowin

The following rules should be used when familiar with the front page rules.

AGA rules – territory scoring

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, add controlled empty intersections minus opponent-held captured stones.

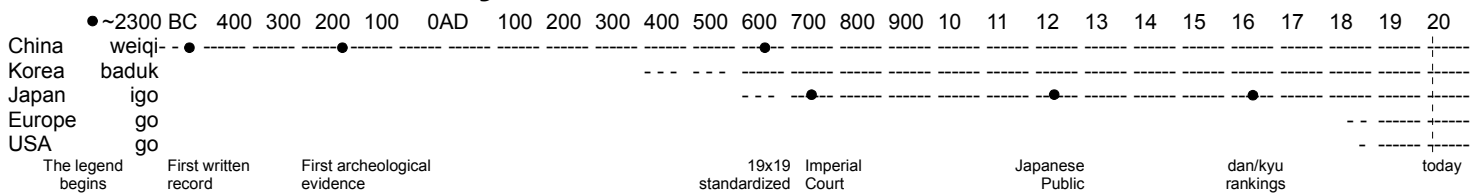
For more accurate scoring – when you're ready for a 9x9 board

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



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