

About this Booklet

How to Print:

This booklet will print best on card stock (110 lb. paper), but can also be printed on regular (20 lb.) paper.

Do not print Page 1 (these instructions).

First, have your printer **print Page 2**.

Then load that same page back into your printer to be printed on the other side and **print Page 3**.

When you load the page back into your printer, be sure that the top and bottom of the pages are oriented correctly.

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When a player feels there is no more territory worth disputing, he may **pass**, choosing not to play. When both players pass, the **game is finished**.

In order to determine the **winner**, each player examines the **difference** between the stones he has **captured (prisoners)** and the **territory his opponent has won**. First, each player picks up all the opponent's stones left in his own territory (such as the white stone in point **U**) and adds these to his **prisoners**. Then, each player places all of his prisoners onto the **empty points** of the opponent's territory. The player with the most empty points of territory remaining has **won the game**.

The Handicap System

Notice that there are **nine small dots** on the board (one covered by the stone on point **V** in the diagram). Normally, the stronger player to gives a handicap (or "**odds**") to the weaker player by allowing the weaker player to begin with a few stones already on the board. These stones will be placed on the board on particular dots, depending on how many are given as a handicap:

Handicap of 2: upper right and lower left dots

Handicap of 3: upper right, lower left, and lower right dots

Handicap of 4: the four corner dots

Handicap of 5: the four corner dots, plus the center dot

Handicap of 6: the three dots on the left side and the three on the right side

Handicap of 7: three on the left, three on the right plus the center dot

Handicap of 8: all except the center dot

Handicap of 9: all nine dots

The player with the extra stones plays black and starts by placing them in the positions described above. The player with the white stones then plays at any point, and the game proceeds normally.

Further Study

You can see that the basic rules are quite **simple**. But you will soon find that the game itself becomes marvelously **complex**. There are many points of **strategy** you will want to learn, and a few **minor variations in rules, scoring and etiquette** that you will learn as you get more involved in the game. A good online resource is:

[http://en.wikipedia.org/wiki/Go_\(board_game\)](http://en.wikipedia.org/wiki/Go_(board_game))

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The Game of Go

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Known as "Go" in the West

also known as

I-Go (Japanese) 囲碁

Baduk (Korean) 바둑

and Weiqi (Chinese) 圍棋 or 围棋

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The Game of Go

Go, known as *weiqi* in China, *baduk* in Korea and *go* or *i-go* in Japan, is the oldest popular board game in the world. It is mentioned in 4th century BC literature, and is probably much older. In China, where it originated, go is the game of the intellectual elite; whereas Chinese chess (*xiangqi*) is the game of the common people. In Japan, go has developed a high level of mastery, and from there has spread to the western world.

The Board and Pieces

Go is played on a board of 19 x 19 intersecting lines, as shown at the right. Boards of other sizes (9 x 9, 13 x 13 etc.) still make for a very good game. Each player has a dish of squat round “stones.” One player plays the white stones; the other plays the black stones.

Playing the Game

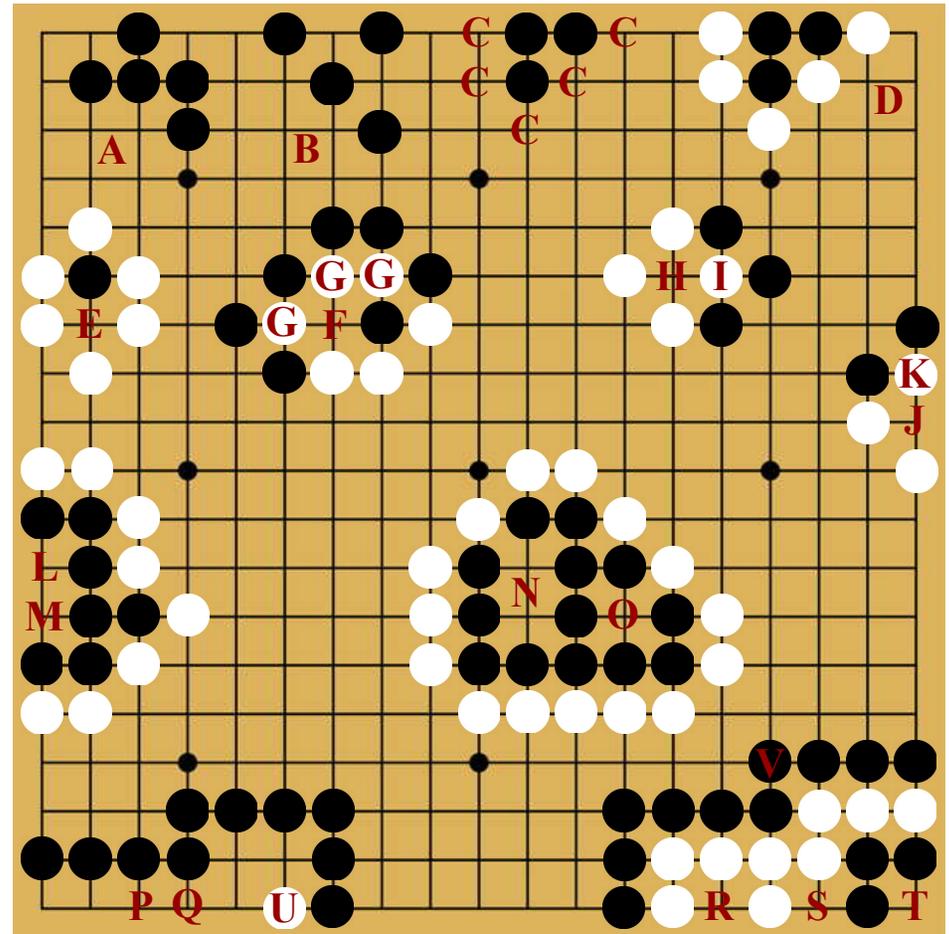
Players alternately place one stone at a time onto the points where lines intersect. Black goes first. **The object of the game** is to surround areas of the board, capturing the opponent’s stones and dominating the surrounded territories.

A stone standing alone, or several connected by the lines of the board (figure **A**), constitute a single **group**. Stones oriented diagonally (figure **B**) are **not** a single group. **Unoccupied points** immediately adjacent to a group (points **C**) are called **liberties**. By occupying all of the liberties in and around an opponent’s group, the entire group is **captured**. In figure **D**, white has just surrounded the black group; white immediately picks up all three black stones and keeps them as **prisoners**.

A stone **may not be placed** so that the player’s stone or group has no liberties (black may not play in point **E**), **unless** in so doing, stones of the opponent are captured. Black may play in point **F**, capturing the white stones on points **G**.

The exact same board position **may not be repeated**; this prevents perpetual attacks. If a black stone is played in point **H**, capturing the white stone on **I**, white may not re-capture immediately by replacing a stone on **I**; he must play elsewhere. However, on white’s next turn, the board position will have been altered and white may again play on point **I**, capturing the stone on point **H**. This little situation is known as a **ko** (Japanese, meaning “eternity”). A **ko** may also occur on the side of the board, shown in figure **J** and **K**.

The black formation surrounding points **L** and **M** is **not secure**. If white plays at point **L**, black may place a stone at point **M**, capturing the one white stone. But in the next turn, white would re-play a stone at point **L**, capturing the entire black formation.



But the black stones around areas **N** and **O** are **secure**. Although white completely surrounds the formation, white can not fill in the liberties provided by areas **N** and **O** both at once. It is said that this area has “**two eyes**” and the area has been **won** by black.

The area around **P** and **Q** is also **won** by black. At any time, a black stone may be placed on point **P** or **Q**, creating two eyes. There is no point in further play in this area. The white stone at point **U** is considered lost.

Occasionally, an impasse (Japanese “**seki**”) occurs. If white or black play on **R** or **T**, the other will capture by playing on **S**. But if either plays first on **S**, the other will capture by playing on **R** or **T**. The **seki** is left unresolved and the game continues.

Through **playing, analyzing** and seeking the **advice of experienced players**, you will learn to recognize areas that are securely won and those that can be successfully challenged.