

# 圍棋 GO 圍棋

## INSTRUCTIONS

### Players: 2

**Contents:** Go is played between 2 players on a 19x19 grid. The two opponents, Black and White, are each given about 180 stones. These are enough stones so that neither player runs out of stones. The board is marked with 9 small dots. These are referred to as 'stars' and used for handicap purposes (please see handicap in the rules). For a shorter and easier game play, players may limit the size of the board to the perimeter created by these 9 stars. Play would be exactly the same as on the 19x19 grid, but would take place only on a 13x13 grid.

**Objective:** Score the most points by capturing opponents stones and surrounding territory on the board. Points are counted for each opponent stone captured and for each empty intersection surrounded. The empty intersection next to a stone is referred to as a 'liberty.'

**Play:** Black begins the game first. Players alternate turns by placing one stone on the grid per turn. Players may place stones at any intersection on the board. Players may pass instead of placing a stone. If a player passes on their turn, they must give their opponent one of their stones when they say 'pass'. Stones are never moved after they are played – unless captured by the opponent. (Please note Capturing)

**Groups:** Stones are considered to be a group when they connect vertically or horizontally. Stones are not able to connect diagonally. In **Diagram 1** there are 3 groups. A single stone can be considered to be a group unto itself, like stone 1. Even though there is a white stone diagonal to stone 1, the two are not considered to be part of the same group. Group 2 and Group 3 both have two stones each in their groups. It is important to think in groups because the way that stones are connected affects the number of liberties that a group possesses. Liberties are important because they are the life of a stone or group of stones.

**Liberty:** Any opening adjacent to a stone is referred to as a liberty. As long as a stone or a group of stones has 1 liberty, the stone, or group of stones are considered to be alive. If a stone or group of stone has zero liberties, they are considered dead and captured. In **Diagram 2**, Stone 1 has no liberties left and should be removed from the board. Stone 2 has 4 liberties and Group 3 has 3 liberties total.

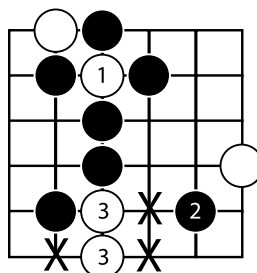


Diagram 2

**Capturing:** To capture an opponents stone, a player must occupy all adjacent liberties that surround a particular stone. Once a stone is considered captured it is immediately removed from the board. In **Diagram 2**, Stone 1 is considered to be captured. If black were to play in the areas marked with X, then Group 3 would be considered to be captured as well.

Stones do not necessarily have to be completely smothered to be considered dead. Even if a stone has one liberty left, it is considered dead if it cannot escape. In **Diagram 3** Black has one liberty left so it is alive. However, it has no way to escape so it is considered dead.

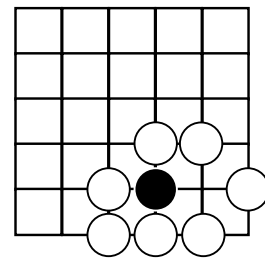


Diagram 3

**Even Play:** The player who takes on the black stones gives the white stone player a 5.5 point advantage. This provides for an even game as the player with the black stones has the advantage of being the player who goes first.

**Handicap:** Go is a very flexible game of strategy that allows for varying levels of Go players to fairly compete against each other. (Tradition requires that a player take enough of a handi-cap to win about half of the games played against the opponent.)

In a 1 stone handicap, the weaker player would take the black stones and only give the player of the white stones a .5 point advantage.

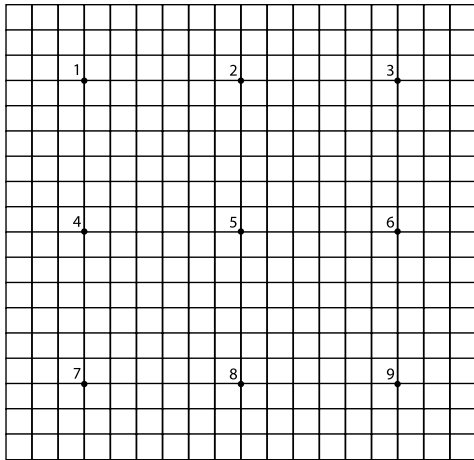
In a 2-9 stone handicap the weaker player places a set number of stones on the board before the start of the game. The stones are placed on the specified number of the 9 stars.

Please follow the chart below for stone placement.

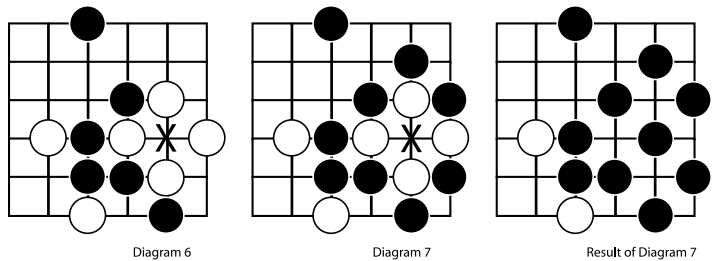
Number of Stone Advantage	Location of Stones on stars
2	3 and 7
3	3, 7 and 9
4	3, 7, 9 and 1
5	3, 7, 9, 1 and 5
6	3, 7, 9, 1, 4 and 6
7	3, 7, 9, 1, 4, 6 and 5
8	3, 7, 9, 1, 4, 6, 8 and 2
9	1 stone on each black star

# 圍棋 GO 圍棋

INSTRUCTIONS

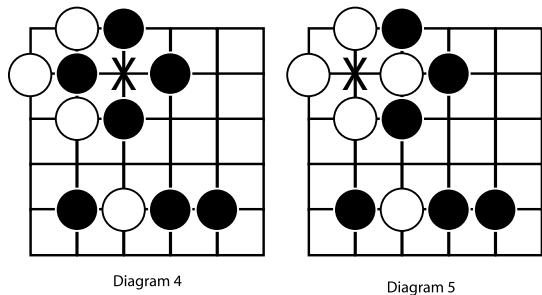


**Suicide Moves:** A Suicide move is considered an illegal move. A player may not move into a location that would give their stone zero liberties. A move to a location without any liberties is considered a suicide move and is illegal. The only exception to this rule is if the suicide results in the capture of the opponents stones and releases some intersections to create liberties for that player. In **Diagram 6**, Black cannot play at X, as the move would give the black stone played no liberties, and therefore the stone would be considered dead. However, Black can play at X in **Diagram 6** as this would capture the white stones giving the black stone liberties.



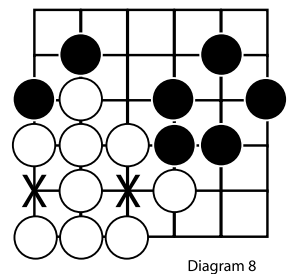
**Illegal Moves:** If the move violates the rules it is illegal. If a player makes an illegal move, their stone will be removed, the turn treated as a pass and the stone given to the opponent.

**Repeated Board Position (Ko):** The situation of Ko is considered an illegal move. Players are not allowed to play into a repeating pattern on the board. For instance if a player placed a stone that resulted in the capture of their opponents stone, the opponent is not allowed to immediately regain that space by placing their stone – even if it would be capturing the other players stone. This is the most common example of Ko, when players can each alternately capture and recapture a single stone. After the first stone is captured, the next player must play elsewhere on the board. After playing elsewhere on the board, on their next turn they may attempt to reclaim the area lost – if they feel it necessary. Please see **Diagram 4**. If the white player plays at the X and takes the black stone, then black on their next turn may not play at the X on **Diagram 5**. They must play elsewhere and then on their next turn play at this location.



**Strategy:** Players begin the game by trying to occupy as much area as possible. However there is a fine line between being too ambitious and attempting to take on too large of an area, and being overly cautious. Players try to use the smallest amount of stones to stake out their territory, but enough stones to protect it.

**Eyes:** One piece of strategy that a player can use to maintain his group is to create eyes within their group of stones. These eyes maintain the liberties within the group, which keeps the group the alive. By creating eyes, the opponent cannot kill the group, as they are not allowed to make a suicide move. In **Diagram 8**, Black cannot play at the two X's. These are the eyes of the White group.



**Finishing the Game:** If one player passes and the next player passes as well, the players may decide to end the game. Two consecutive passes usually signifies the end of the game. Any stones on the board that could not escape capture, if the game continued are considered dead stones – even if they have not been captured. After the players agree to the status of these dead stones, they are removed from the board.

# 圍棋 GO 圍棋

INSTRUCTIONS

**The Last Move of the Game:** White always takes the last turn. This may be a pass, with one stone passing to the opponent as in a normal pass.

**Counting the Score:** Generally, points are counted in the following order. Dead stones are removed from the board. Dames (please see dames) are filled in with the stones left over. Then players count the liberties that they have surrounded and subtract the number of their stones captured from the number of liberties surrounded. Some players will take the captured stones and fill in their surrounded territory with their own captured stones. This is merely to ease counting, players are physically subtracting the number of captured stones from their surrounded territory by placing the captured stones on their surrounded liberties.

**Territory:** Empty intersections on the board that are completely surrounded by live stones of one color are considered to be part of the territory of that color of stones. There may be rare situations where there are empty points on the board that neither player may claim. These are referred to as Dames. (Please see Dames). Players count their stones on the board, plus their territory claimed, from this they subtract the number of stones lost to their opponent. The result is their final point total.

**Dames:** Dames (dah may) are areas that are neutral to either side. At the end of the game the players remove all dead stones from the board and add these to the other dead stones. In **Diagram 9** the stones marked with X's are considered dead. These stones will be removed from the board. The players then agree as to which liberties are neutral. Leftover stones, not prisoners or dead stones, are placed on these Dames locations. Placing stones in the Dames locations should not affect the number of liberties that a player has surrounded. If it does, than it isn't a Dames.

Players then count the number of open spaces contained within their groups. Players reach their score by subtracting the number of prisoners that were taken from the total of their open spaces. **Diagram 10** shows neutral spaces at X. **Diagram 11** shows spaces filled in with leftover stones (marked with an 'X'); 1 black and 2 white - because black went first. **Diagram 11** shows Black 7 and white 6. Black wins by one point

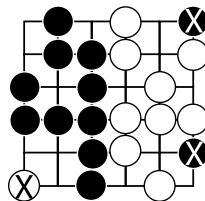


Diagram 9

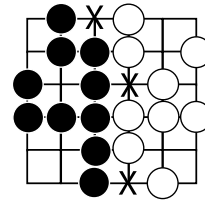


Diagram 10

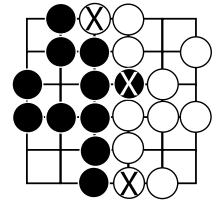


Diagram 11

