

HOW TO PLAY GO

Brief History



??? BCE - Thousands of years ago the Chinese developed the game Weiqi, the "encirclement board game".



475 CE - The first known mention of Weiqi in Korea, told in the Samguk-Sagi, where it is called Baduk.



715 CE - Kibi no Makibi returns from China and introduces Weiqi to Japan, where it is called Igo.



1612 CE - Honinbō is founded in Japan and rises to become the strongest Go school until its closure in 1940.



1884 CE - German chemist Oscar Korschelt takes Igo from Japan to Europe, where it is called Go.



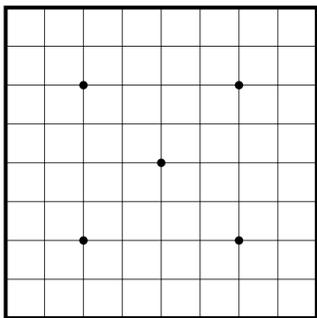
1998 CE - Hikaru no Go, a Japanese manga series, inspires a new generation of amateur and professional players.



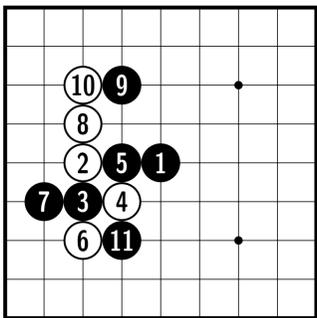
2016 CE - AlphaGo becomes the first ever computer to win against the top professional Lee Sedol.

Basic Rules

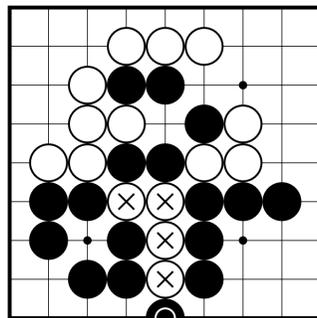
Go is generally played on a 19×19 board, but 13×13 and 9×9 are also used.



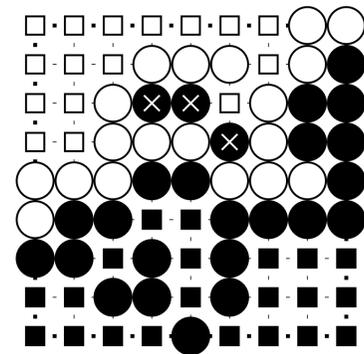
The game starts on an empty board. Black plays the first move.



Black and White take turns placing stones on empty intersections.



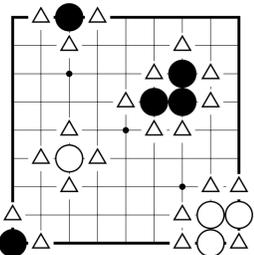
Stones are removed from the board when they are completely surrounded.



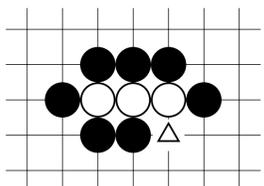
When the game ends, the player with the largest area wins.

Capturing Stones

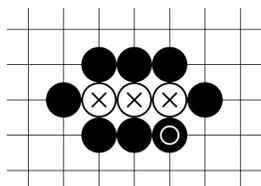
Stones of one colour form a group when directly adjacent. Liberties are empty intersections directly adjacent to a group. Groups are captured when they have no liberties.



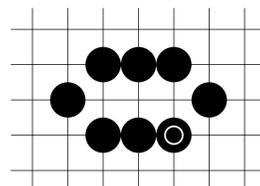
Stones of the same colour which are directly adjacent form a connected group. Every group must have at least one liberty Δ (adjacent empty spaces). The liberties of a group are the liberties of all the stones that make up the group.



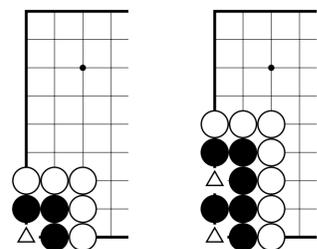
Liberties Δ can be removed by placing stones next to a group of the opposite colour.



When Black places a stone \ominus on the last liberty of the White group, Black captures the group.



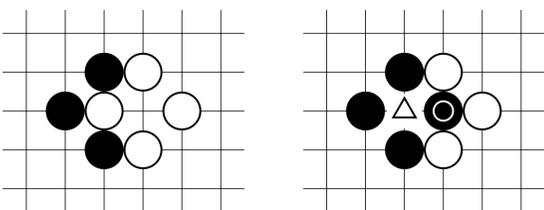
When captured, all of the stones in the group are removed and the turn is over.



A stone cannot be placed where it would be captured, unless it captures the opponent first. A group is "alive" if it has at least two separate internal liberties. The Black group on the left can be captured (dead), but the one on the right cannot (alive).

Ko Rule

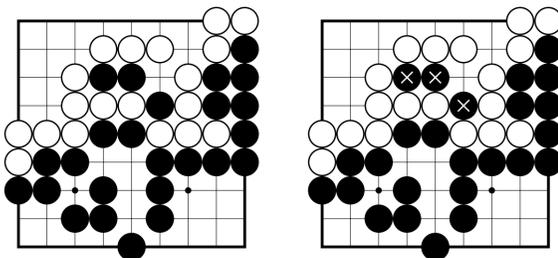
Moves cannot repeat a board state.



This rule is called Ko. When Black captures the White stone, White cannot immediately recapture the Black stone because this could lead to a never ending game. White has to play elsewhere first.

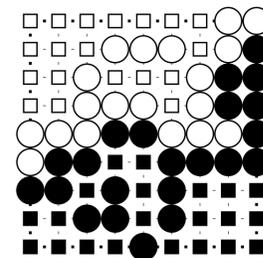
Ending a Game

The game ends when both players pass.



When a player believes they have no meaningful moves to play, they pass. The game ends when both players pass in succession. "Dead" stones are agreed upon and are removed. If an agreement is not reached, play resumes.

The player with the largest area wins.



| | | |
|----|-----------|----|
| 22 | Stones | 19 |
| 21 | Territory | 19 |
| | Komi | 7 |
| 43 | Score | 45 |

Territory needs to be completely surrounded before it can be scored. The total score for a player is the sum of stones on the board and the territory that they surround. White also receives additional points for playing second (Komi), which is about 7 depending on rule-set.

