

## Next Steps...

### Play Go in the UK

- Find a Go Club
- Pick up a Go Set & Books!
- Learn about Events & Tournaments

Join in at: [www.britgo.org](http://www.britgo.org)



### Interactive Way to Go

- Quick & simple problems to Learn the basics of Go.
- Great starter for beginners!

Try: [www.playgo.to/iwtg/en](http://www.playgo.to/iwtg/en)



### Play Go on the Go...

- Igowin for PC
- SmartGo Player app for Ipad
- Godroid app for Android

[www.smart-games.com/igowin.html](http://www.smart-games.com/igowin.html)  
Or search for the 'Go game apps'!



### Learn your Go!

- Unravel the world of Go!
- Learn your 'joseki' from 'tesuji'.
- A wiki devoted to everything 'Go'

Discover: <http://senseis.xmp.net>



Join our community :  

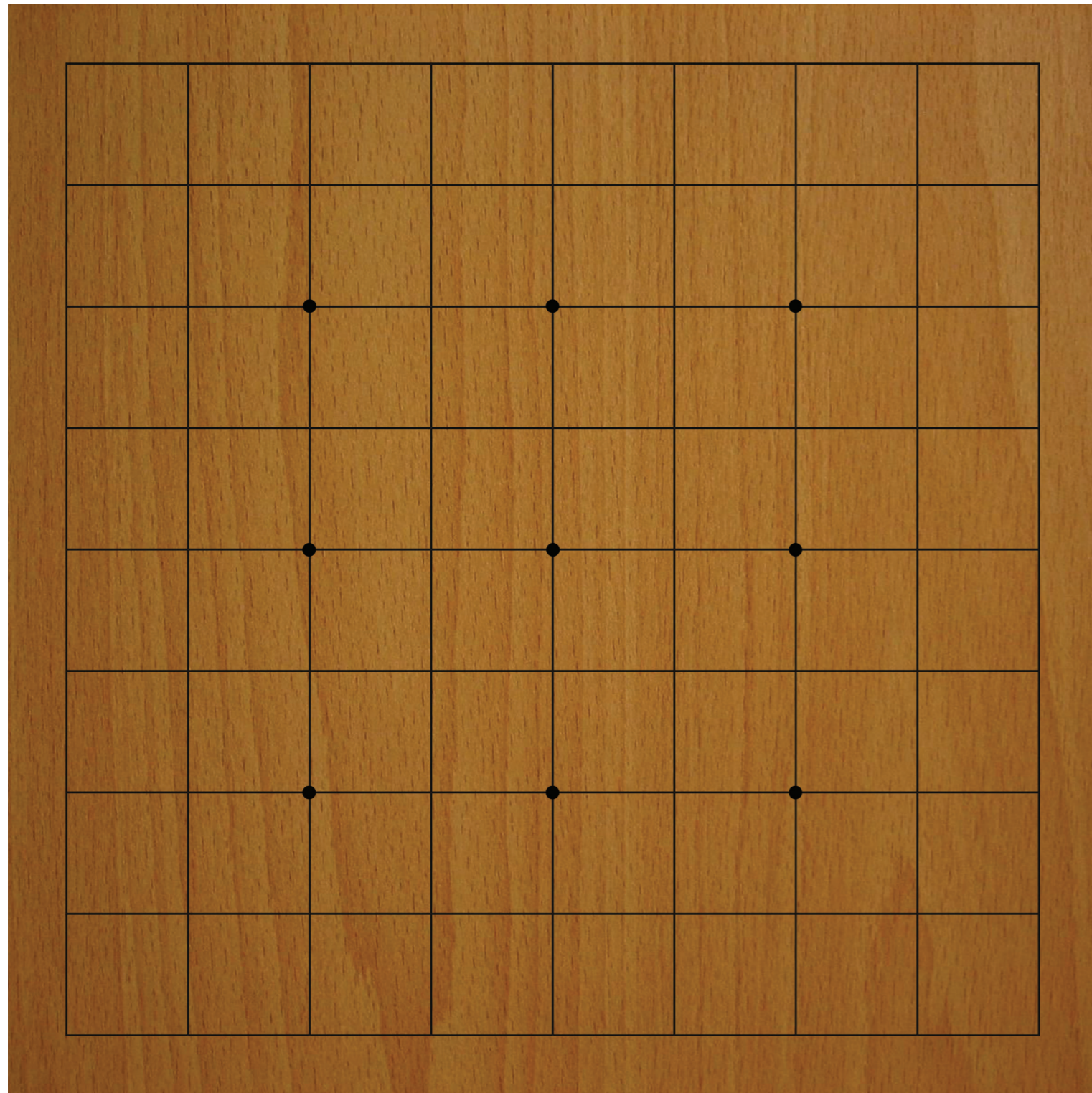
[www.britgo.org](http://www.britgo.org)

... A few simple rules... limitless possibilities!

**1** Age old game of strategy and tactics

**2** Builds logic, problem solving and intuition

**3** Fun for all ages and all skill levels!



## Rules of Go

... to help get you started...

1. The aim of the game is to surround more territory than your opponent; points are also scored for capturing pieces (called stones).
2. Start with an empty board. Black plays first. When there is a difference in strength, Black places between 2 and 9 stones on marked points of the board.
3. Players then take turns to place a stone on a vacant intersection. Once played, stones do not move.
4. A stone is captured and removed from the board when all intersections directly adjacent (not diagonally) are occupied by the opponent. Solidly connected strings of stones are captured as a whole. Captured stones are held by the player who made the capture for scoring at the end of the game.

**Example 1** shows four places where a black stone could be played to capture White. E.g. Three white stones are captured by **A** as they are a string connected by the lines. **B** and **C** show where one White stone can be captured.

5. Playing a stone so that your stone (or string) has no empty adjacent intersections is an illegal move, unless you capture some opponent's stones as a result. This means that a group of stones with one 'eye' can be captured, but a group with two or more 'eyes' is permanently safe from capture (a living group).

**Example 2** shows one living group with two eyes at **E** and a dead group with one eye at **F**.

6. Repeating a former board position is an illegal move; you must play elsewhere first.

**Example 1** also shows that after Black captures by playing **D**, White cannot recapture immediately.

7. When there are no useful plays left, you may pass, handing over a stone as a capture. When both players pass (and White must pass last), the game ends.
8. Stones that cannot evade capture, even if not totally surrounded, are removed from the board and treated like other captures. If you cannot agree which stones are in this state, just play on.
9. The player with the greater number of empty points surrounded, plus stones captured, is the winner.

**Example 3** shows the end of a game:

During which Black captured one stone at **X** and has surrounded 15 points of territory, 10 in the lower right (including **X**), and 5 at the top. Adding the capture and a pass stone, Black has 17 points. White has surrounded 17 points of territory, though adding a pass stone makes 18 points. **White wins the game!**

## About the Boards

... taking your game further...

9 x 9 is best for the first few games, to play several games through to the end, see the consequences and become familiar with tactics.

13 x 13 takes Go one step further. Gives the chance to build strategy into the game without it taking too long.

19 x 19 is the board on which full games are played. And here is the fullest opportunity for strategy as the smaller battles start to affect each other.

Go is not just a battle; Go is more like a war, where there are choices over which battle is most urgent.

