

The Game of GO

The art of strategy

Neil Kolban

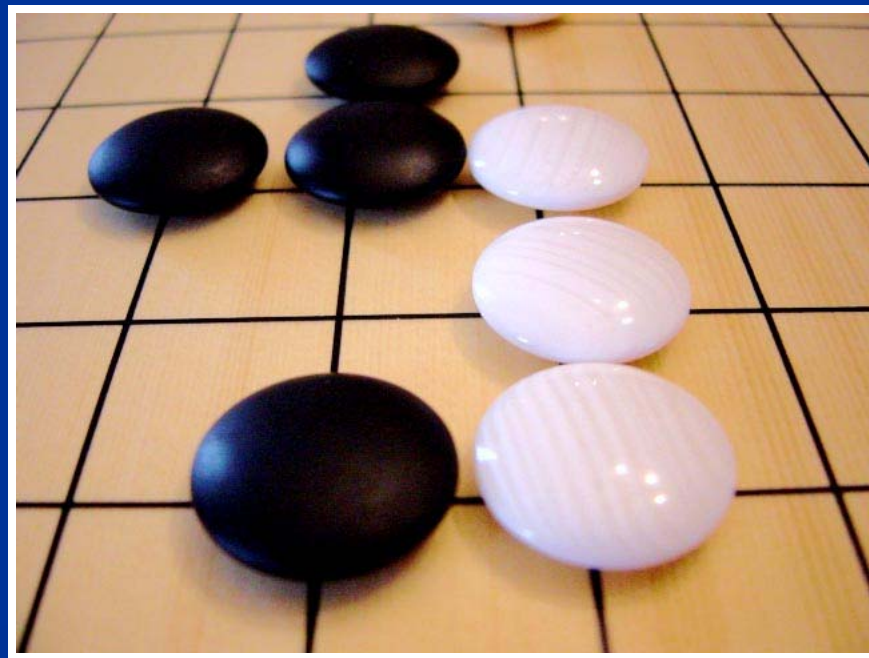
Warning...!!!

The game of GO will stimulate your mind!!

Please do not play if you do not like to exercise your brain **or** do not wish to have fun and challenge yourself to learn something new.

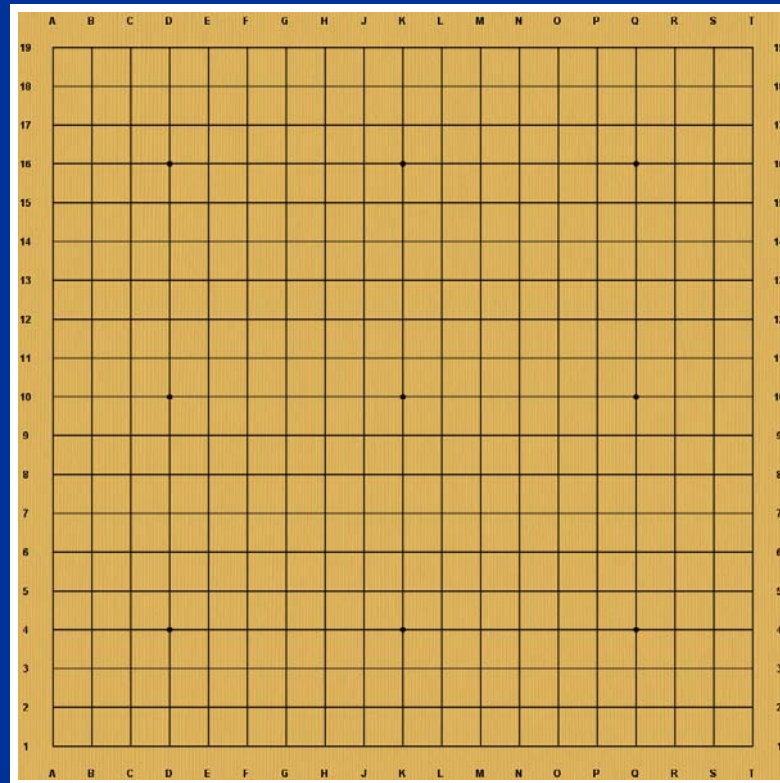
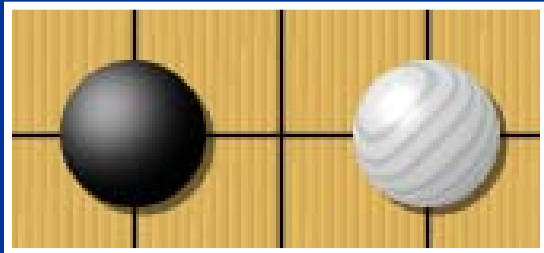
History ...

- Game of GO invented in China in 2300 BC!!
- Known to most peoples of
 - China
 - Japan
 - Korea



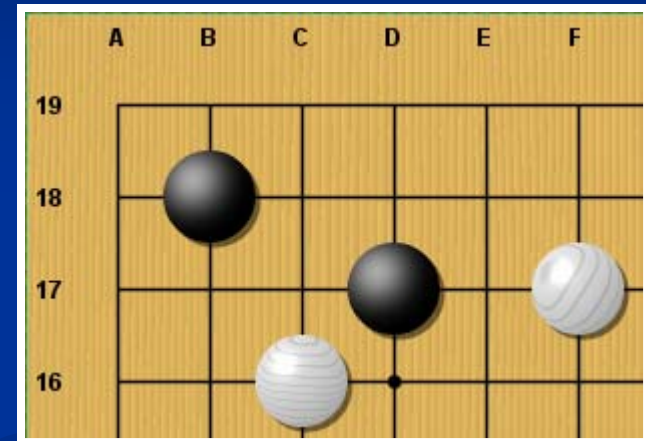
The Parts of GO ...

- Played on a 19x19 intersection board
- Black stones
- White stones



The Rules ...

- Game is played by two players
- One player takes black, the other white
- Each player takes a turn putting a stone on the board
- Stones are played at the **intersections** of the lines on the board
- Once a stone is played, it doesn't move

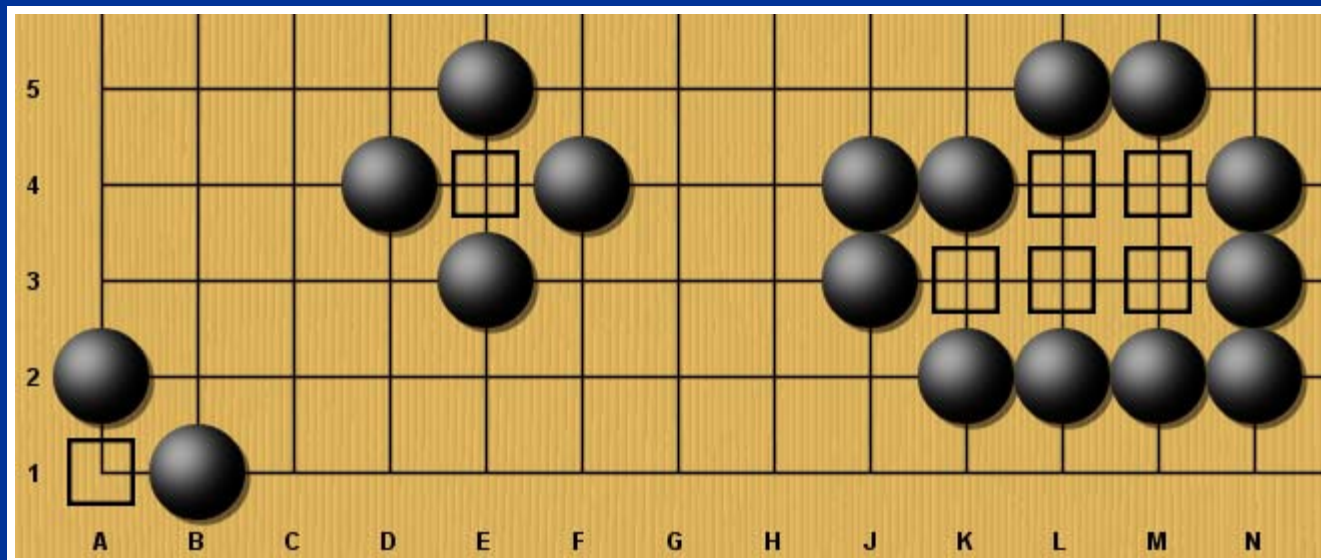


The Objective ...

- Objective is to have more **points** at the end of the game than your opponent
- Two ways to make points:
 - Enclose (surround) an area of the board
 - Capture your opponents stones

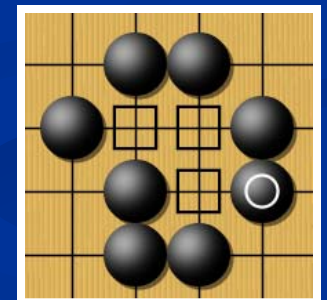
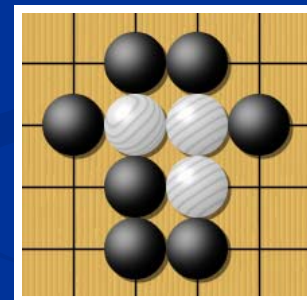
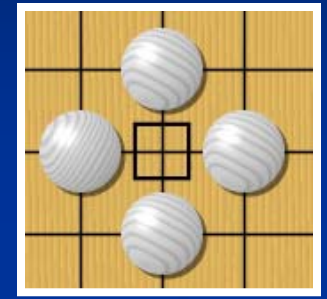
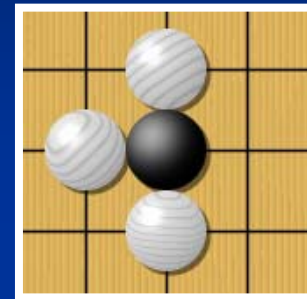
Making Territory ...

- Completely surround intersections
- Each intersection surrounded scores 1 point



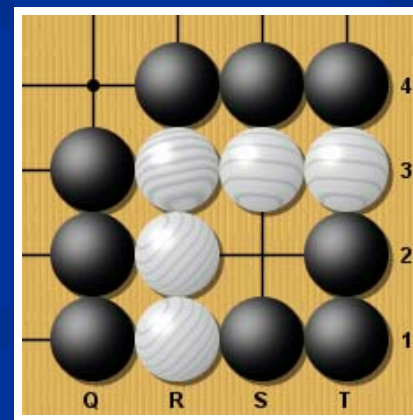
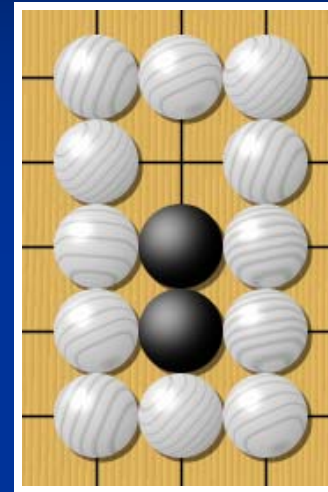
Capturing the Enemy ...

- Enemy stones are captured by being completely surrounded
- Connected stones must be captured as a group
- Open intersections are called **liberties**
- Capturing occurs when liberties are reduced to zero



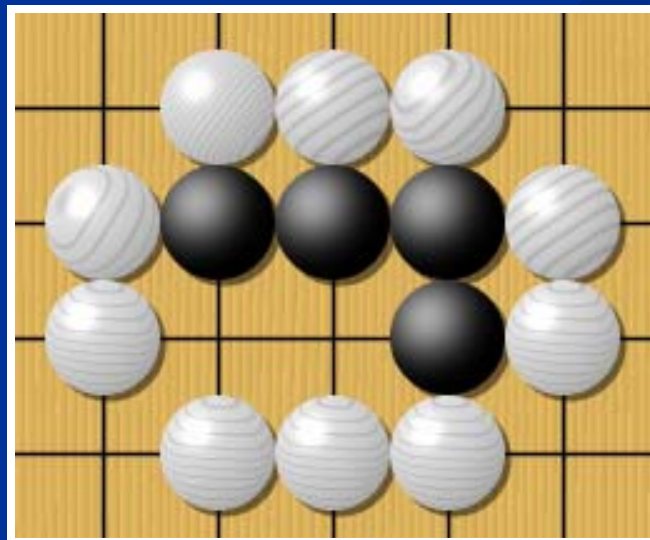
No Suicide ...

- Not allowed to play a move that would be suicide ...
- Unless it results in the capture of some enemy stones



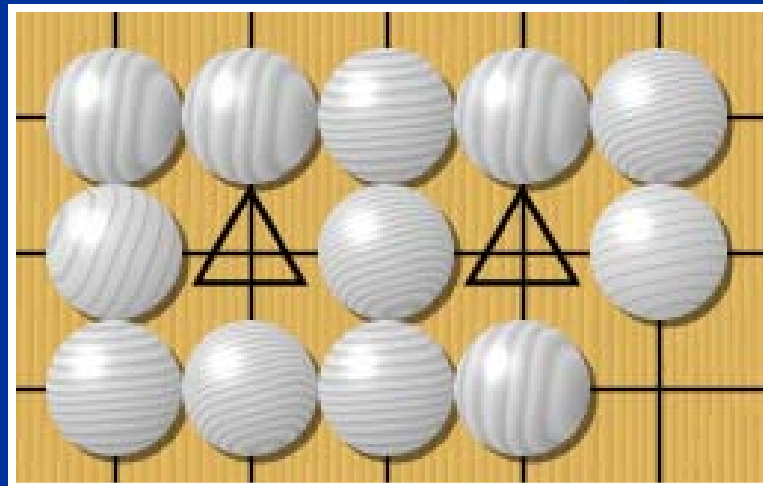
Dead Stones ...

- Stones that **can** be captured need not be
- They are called **dead stones**
- At end of the game, they are removed and given to capturer before final score count



Alive Groups ...

- They can **never** be killed
- Alive groups have two “eye spaces”
- Groups that are neither alive nor dead are considered unsettled



Ending the Game ...

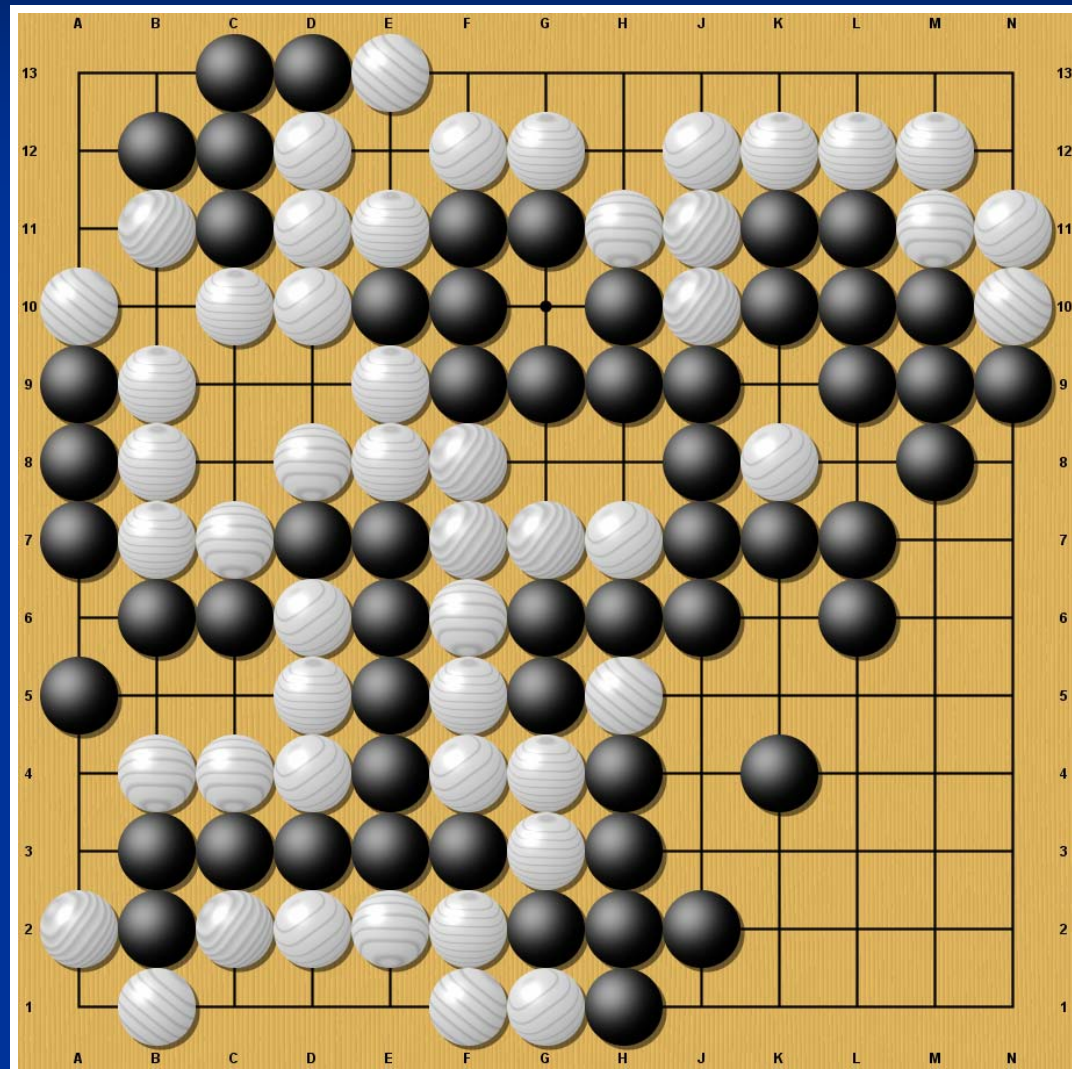
- The game ends when both players agree
- When a player has no further valuable moves he passes
- The other player can either pass or play
- If both pass, the game ends

- You pass when making further moves would not improve your score

Scoring ...

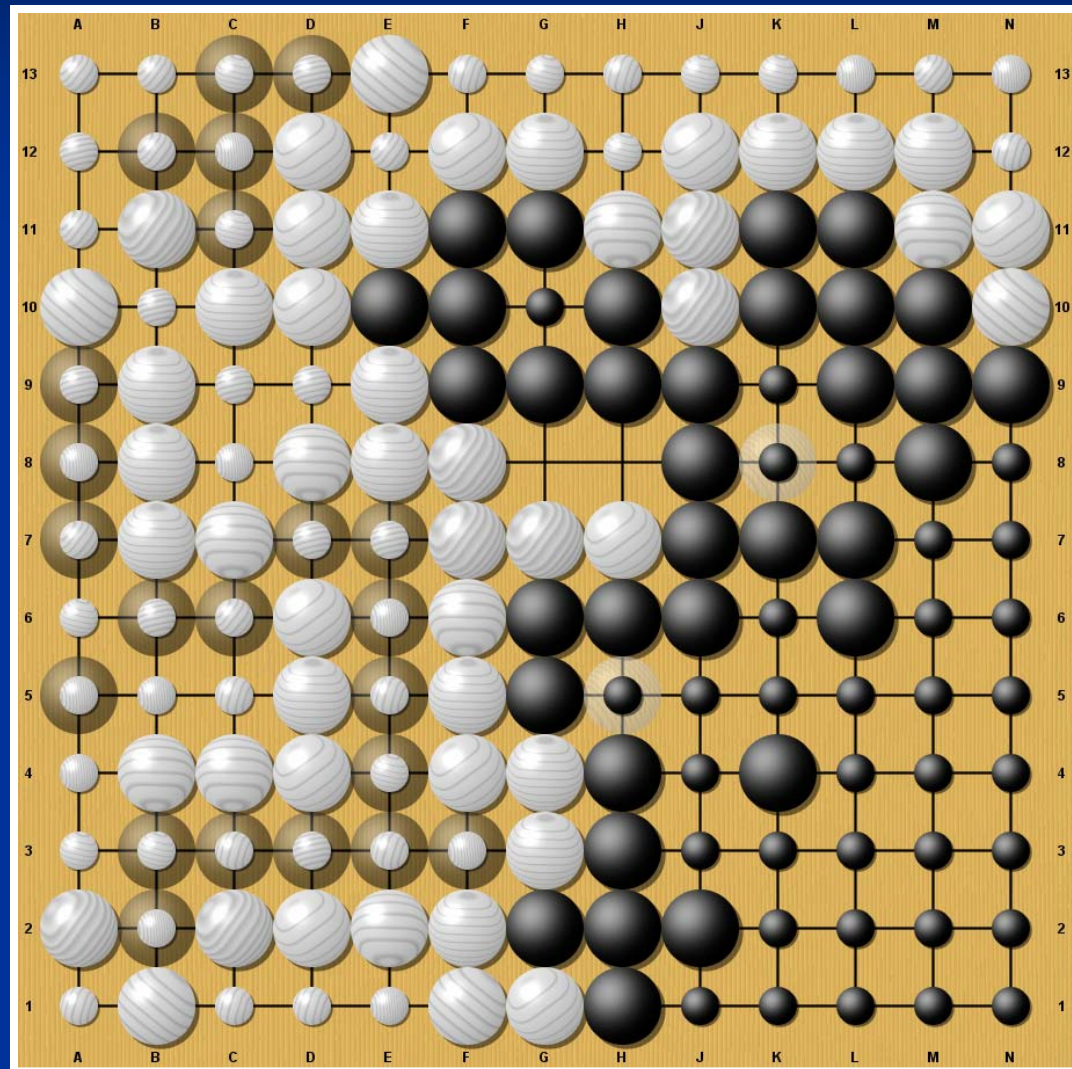
- Final score made by:
 - Dead stones removed and given to victor
 - Counting captured territory
 - Counting captured enemy stones
 - White gets extra $6\frac{1}{2}$ points for starting second
- Player with highest score wins!!

The Last Move ...



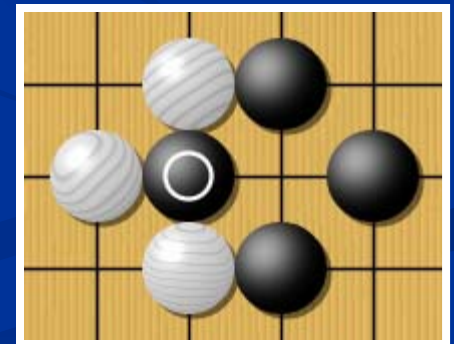
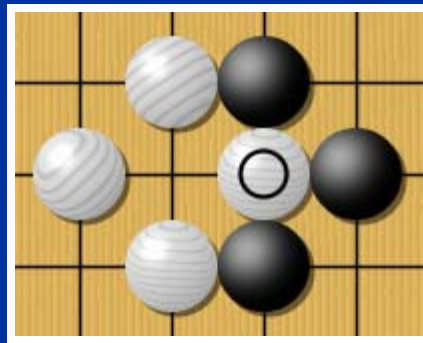
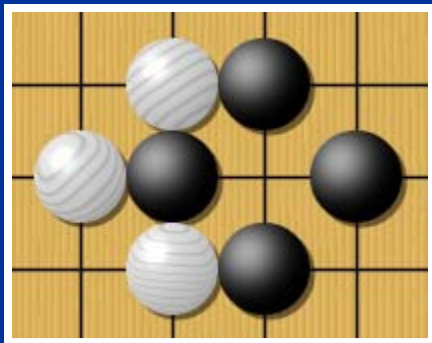
Final Score ...

- White: $73\frac{1}{2}$
- Black: 42

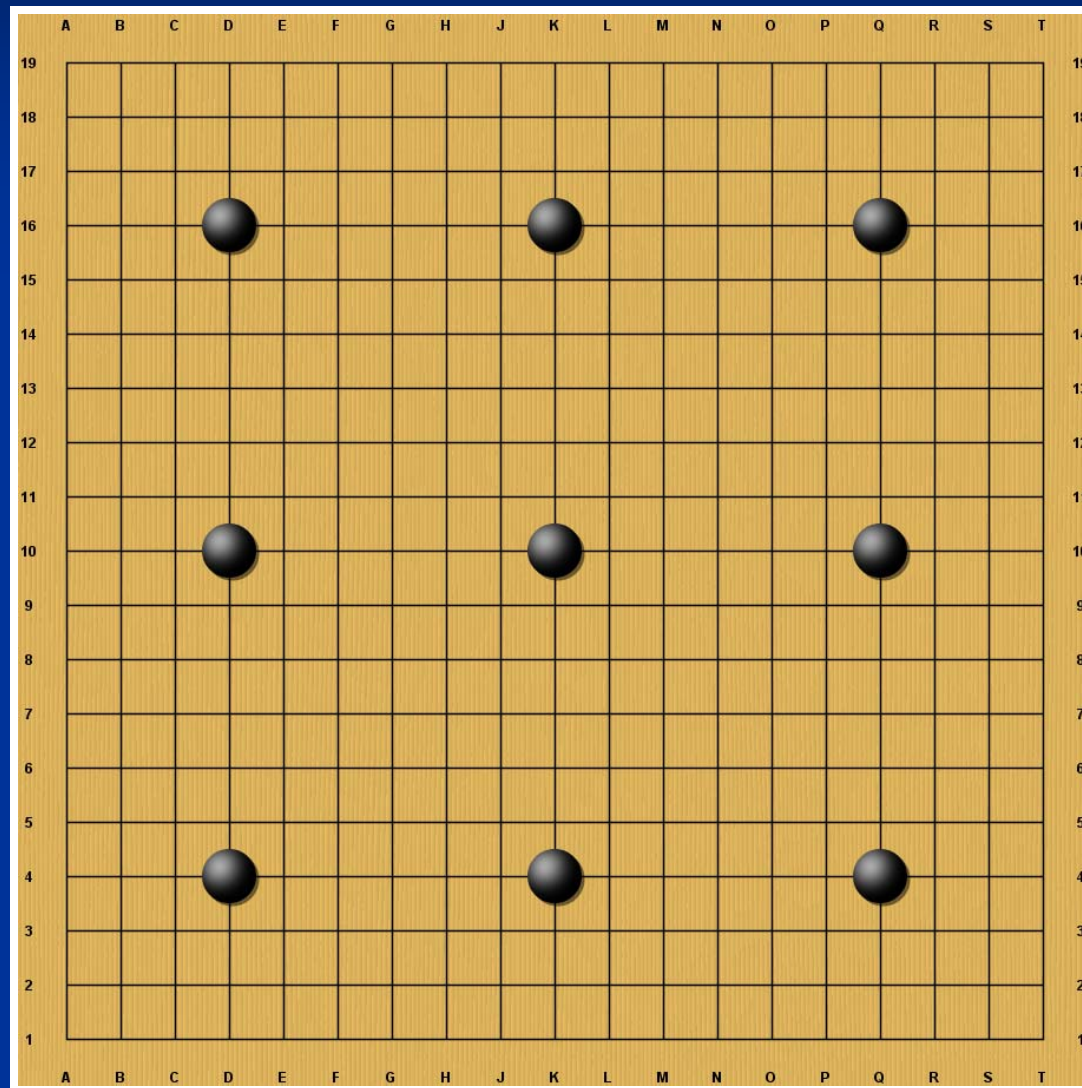


KO ...

- Special rule to prevent “loops”
- If a capture would result in an identical board layout as last move, player **must** play somewhere else first before possible recapture



Handicapping ...



Rankings ...

- Players are ranked according to skill
- New players are given a rank of 25 Kyu (25k)
- As you improve, your Kyu will fall ...
25k → 24k → 23k etc
- Final goal is to reach Dan level
1st Dan → 2nd Dan etc
- Ranking effects number of handicap stones

Strategies ...

- It is easier to capture territory at the edges
- Learn to recognize when a group of your stones is dead and don't add more stones to them to make a bigger dead group
- Learn to recognize when a group of enemy stones is alive and don't try to kill them – you won't, so don't try

Strategies ...

- Learn common patterns
- Don't get frustrated **when** you make a mistake or lose a game. GO takes 10 minutes to learn and several lifetimes to master
- Limit the number of games you play. This game has been found to be highly addictive

Basic Openings ...

- Take the corners ...
- Take the sides ...
- Play for the center ...

Where to Play?

- Internet has excellent places to play GO!
- Favorite:

Kiseido GO Server (KGS)

<http://kgs.kiseido.com>

Further Information ...

- Web sites:
 - Sensei's Library
<http://senseis.xmp.net/>
 - GO Problems
<http://www.goproblems.com/>

- Places to play:
 - The Kiseido GO Server (KGS)
<http://kgs.kiseido.com/>
 - Yahoo! GO
<http://games.yahoo.com/go>

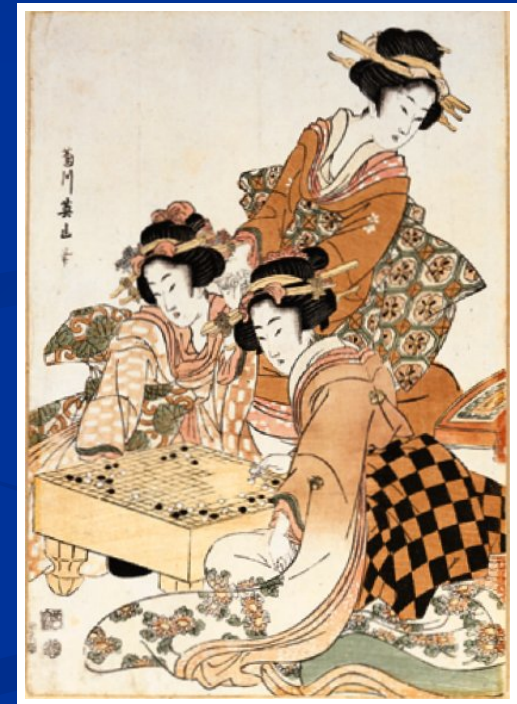
GO Play ...



GO Play ...



GO Play ...



Notes

- How long does a game last?
- As seen in “A Beautiful Mind”