

3. Goal of the game

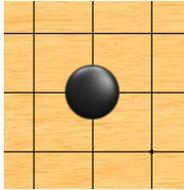
During the game, players gradually surround empty intersections with stones of their color and the edges of the Goban to form territories.

The goal of the game is to have more points than the opponent at the end of the game by making the largest possible territories with his/her stones and by capturing the opposing stones.

4. Capture rules

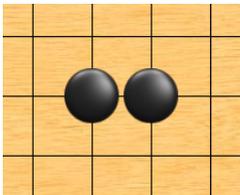
4.1 Single stone and chain of stones

A stone that is alone.

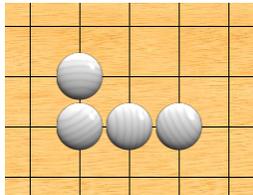


A stone that occupies an intersection next to one or more stones of the same color forms a chain of stones.

Chain of 2 stones



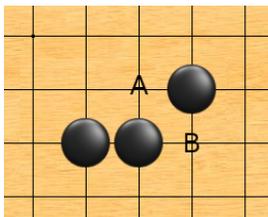
Chain of 4 stones



Note: Stones are connected horizontally or vertically, but never diagonally !

These 3 stones are not a chain of stones.

Black must still connect by playing A or B to get a chain of 4 stones.

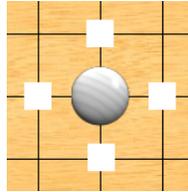


4.2 Liberties

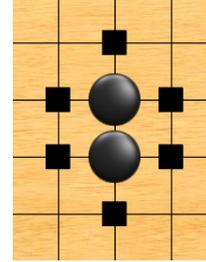
Each stone or chain of stones is surrounded by empty adjacent intersections called "liberties".

Note: Liberties are empty adjacent intersections vertically or horizontally, never diagonally !

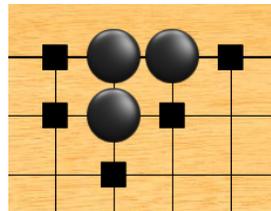
Single stone with 4 liberties.



Chain of 2 stones with 6 liberties.



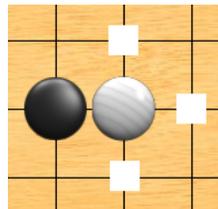
Chain of 3 stones at the edge of the Goban with 5 liberties.



4.3 Removing liberties and capture

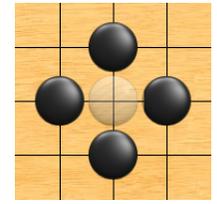
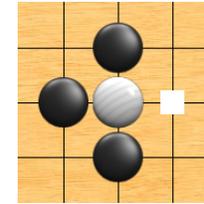
When a stone of opposite color occupies one of the adjacent intersection it removes 1 liberty.

This white stone has 3 liberties.

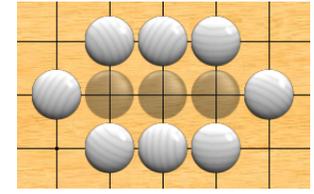
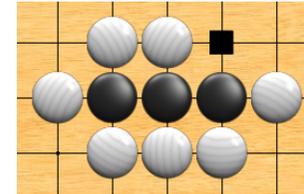


If, by placing a stone, a player removes the last liberty of a stone or a chain of stones of the opponent, this stone or chain of stones is captured and removed from the Go board.

This white stone has 1 liberty. Black removes the last liberty and captures the white stone.



White can capture the chain of 3 black stones by playing on its last liberty.

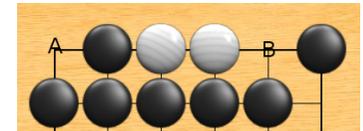


4.4 Special cases

4.4.1 Suicide is forbidden

Play a stone so that to get in a self-capture situation is forbidden.

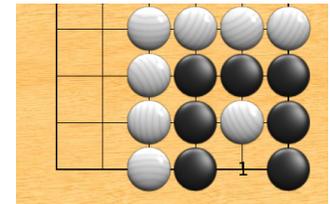
White is allowed to play neither in A nor in B.



Note: If the placed stone captures any opponent stone or chain of stones, it is not a suicide.

White is allowed to play in 1 to capture a chain of 7 black stones.

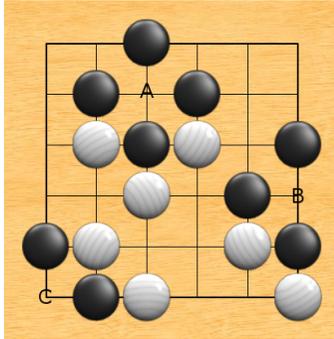
As well, Black can play in 1 to capture 1 white stone..



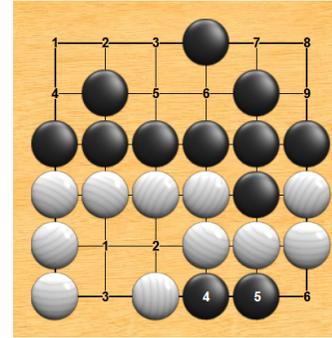
4.4.2 Repetition is forbidden (Ko)

It is forbidden to capture the stone that the opponent just have placed if this would make appear exactly the same position.

If White plays A, B or C, Black will not have the right to retake immediately the stone that White has just placed and will then have to play elsewhere.



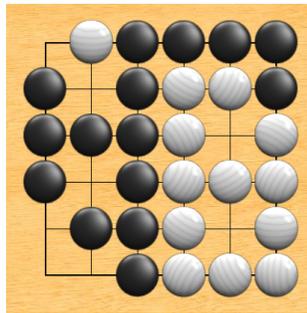
*Black has a territory worth 9 points.
White has a territory worth 6 points + 2 points for the chain of 2 stones that Black can't save.*



5. End of the game and counting of points

In Go, it is allowed to pass if it is estimated that there is nothing more to play. The game ends when both players pass their turn successively.

A finished game: there is no frontier left to close and the territories are clearly defined.



Each empty intersection within a player territory is worth 1 point.

Each captured stone and each stone that cannot avoid capture is worth 1 point.

Thus, count points for Black territories and captured white stones and compare with White territories and captured black stones: the player with the highest score wins the game.

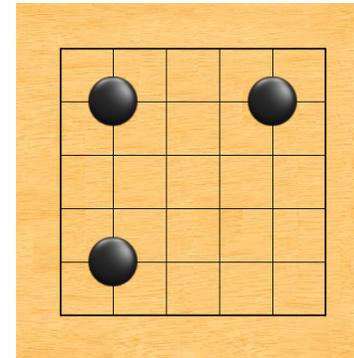
Handicap game

In Go, 2 players of very different strength can play with equal chances thanks to the handicap system.

To help Black, a few black stones may be placed on the Goban before the start of the game.

White (the stronger player) plays then the first move.

Game with 3 handicap stones.



Go

Rules of the game

1. Material

- A (wooden) game board called "Goban" on which is drawn a grid of 19 lines and 19 columns (19x19). The small game boards 9x9 and 13x13 are recommended for beginners or to play fast games.
- Black and white stones (usually made of glass).



2. Game flow

Set up

Go is for two players. One, Black, take the black stones. The other, White, take the white stones.

The game board is empty at the beginning of the game.

Stones placement

Black place a stone on any vacant intersection of his/her choice. Then likewise, White places a stone on a vacant intersection. Then Black, and so on.

Stones are never moved (but they may be captured).