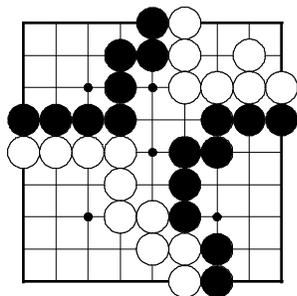


## Strategy and Tactics for Effective Play

Here are some guidelines for playing First Capture Go more effectively.

1. Keep your stones connected to each other; it makes them more difficult to capture.
2. Avoid making lots of groups; do not scatter your stones around.
3. Look for weak groups, that is, groups that are connected to relatively few empty intersections. Make your own weak groups stronger by attaching more stones to them. Attack the other player's weakest group.
4. Try to surround empty intersections with walls (make "forts") so as to have more safe places to play. In this diagram both players have made forts.



5. Play outside your forts as long as you can safely do so, saving your inside places for later.

After you have played First Capture Go for a while, you will enjoy learning about the slightly more complicated version of go that is played by more experienced players. Introductory books can be found at most bookstores or from the vendors listed on the Resources page on the AGA's web site at <http://www.usgo.org>. There are also a lot of resources on the Internet; for a good list of sites check out: <http://www.goban.demon.co.uk/go/main.html>.

To learn more contact your local go organization:

or the American Go Association : <http://www.usgo.org>

# An Introduction to GO

by William Cobb

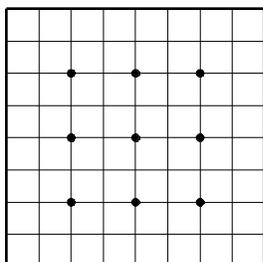
Go is a board game that was first played in China many thousands of years ago. Millions of people play this game in the Far East, and it is becoming more and more popular in Europe and in the United States. “Go” is one of the Japanese names for the game; it means “the surrounding game”. The Chinese name is “weiqi” (way-chee), with the same meaning. Koreans call the game “baduk” (bah-dook), “the pebble game”.

In the US there is a national organization that promotes go, the American Go Association. Lots of information about the game can be found on their web site on the Internet at <http://www.usgo.org>. Most states have at least one chapter of the AGA. You can find out about activities in your area at the AGA’s web site, or by writing to American Go Association, PO Box 397, Old Chelsea Station, New York, NY 10113-0397.

Go is a fun and challenging game, and its rules are easy to learn. There are actually several versions of the game, and it can be played on different sized boards. The best way to start is to learn the version called First Capture Go and to play on a relatively small board.

## The Rules of First Capture Go

1. The game is played on a board marked with a grid of intersecting lines. A grid of 7 by 7 or 9 by 9 lines is a good size to start on. Here is what a 9 by 9 board looks like.



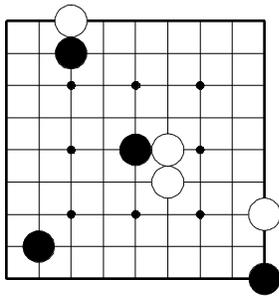
The dots on some intersections simply help you to keep your bearings while you are playing the game. They have no special meaning.

2. The round, somewhat flattened playing pieces are called stones, although they are usually made of glass or plastic. The traditional colors are black and white.

3. The game is for two players or two teams.

4. The players take turns playing a stone, and the one with the black stones goes first.

5. Stones are placed on the **intersections** of the grid, including on the edges and in the corners—not in the squares formed by the lines. There are 81 places to place a stone on a 9 by 9 board. Here is an example with all the stones correctly placed.



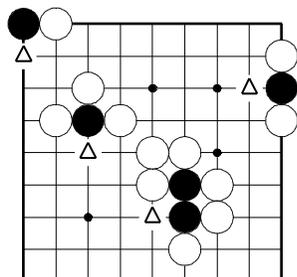
6. Once a stone is placed on the board, it does not move. A stone can be captured and removed from the board, however. (Rule 8 explains capturing.)

7. Stones of the same color that touch each other **along a line** form a group and are treated as a single unit.

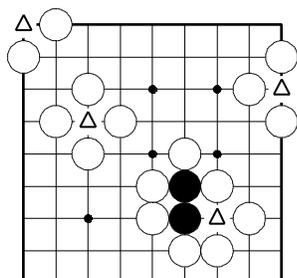
8. As long as a stone or a group of stones is connected **along a line** to at least one empty intersection, the stone or group remains on the board. Hence, if, during the game, a stone or group of stones is not connected to any empty intersections, the stone or group is captured and removed from the board. Note that you can in effect cause the immediate capture of your own stones in some situations—see the diagrams on the next page.

9. The winner is the first player to capture one or more stones.

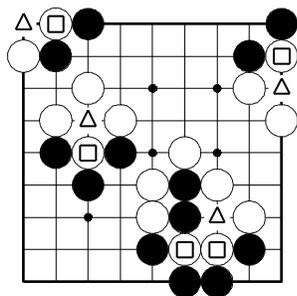
## Some Diagrams Explaining Capturing



White can make a capture by playing at any triangle. The black stones would then be removed from the board. Black can avoid being captured for the moment by playing at the triangles, since the black stones would then be connected to more than one empty intersection.



If Black plays at any triangle on this diagram, the black stone or group would be captured immediately because, after the play, the stone or group would not be connected to any empty intersections. Such a play amounts to self-capture, and the stone or stones would be removed from the board. White would win the game without having to make another play.



If Black plays at any triangle in this diagram, it would not be self-capture, because in each case the white stone or stones marked with a square would be captured and removed when Black plays. So the black stones end up connected to an empty intersection.