First Capture Go, learn in a few minutes!

Play
Go is played on intersecting grid lines. Two players--first with black stones, the stronger with white--play alternately one stone at a time each on an empty intersection. Common sizes are 9x9 (beginner/short), 13x13 (intermediate/medium), 19x19 (advanced/long).

Stones do not move
Once placed, a stone does not move, but it can be captured and removed.

Connect
Stones of the same color that touch each other along a grid line (not diagonal) form a chain.

Capture
As long as a stone or a chain is connected along a grid line to at least one empty intersection (called a liberty), it remains on the board. Thus, if a stone or chain becomes completely surrounded by stones of the other color (i.e. "has no liberties"), it is captured and removed from the board. You can place any stone that itself or as part of a chain has or creates (through capture) at least one liberty.

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

Now Try Regular Go! Played by millions of people worldwide

* Now a capture does not end the game, it's a tactic used in playing the game. *

End: Game ends on white pass after black. Each pass, the passer gives a "pass stone" for capture.
"Ko Rule": You cannot play a stone if it would repeat a previous identical situation on the board.
Score: Remove dead stones for capture, place captured stones in same-color territory. Each score the number of their controlled empty intersections.

The above rules are known as "AGA rules – territory scoring"

Komi: amount to add to white score to equalize black starting first. Combined with optional handicap.
Handicap: black stones added to board and/or modify white score if players are not the same level.

* For 9x9 Komi is 5.5. Handicap is minus 3 from white per level OR add stones on numbers, 5/7 use center, Komi 0.5 *

A Brief Timeline, 4300 years of Go

Free Online Resources - Learn Strategy, Tactics, Rules, History

www.usgo.org, wikipedia.org/wiki/Go_game, senseis.xmp.net

A product of the Central Mississippi Go Club – www.cmgo.org