Go, learn in a few minutes!

*Stone counting method*

**Win**
The winner is the player who has more stones on the board.

**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.

**End**
When white passes after black, the game ends.

**Example Captures**
When black plays at "a", white loses one stone: two stones:
Play on a 7x7 board.

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

- [www.usgo.org](http://www.usgo.org)
- [wikipedia.org/wiki/Go_game](http://wikipedia.org/wiki/Go_game)
- [senseis.xmp.net](http://senseis.xmp.net)

Computer/phone: igowin

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The following rules should be used when familiar with the front page rules.

**AGA rules – territory scoring**

**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, add controlled empty intersections minus opponent-held captured stones.

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For more accurate scoring – when you’re ready for a 9x9 board

**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 *

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**A Brief Timeline, 4300 years of Go**

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The legend begins the First written evidence First archeological evidence 19x19 Imperial standardized Japanese Public dan/kyu rankings today

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A product of the Central Mississippi Go Club – [www.cmgo.org](http://www.cmgo.org)