

ABOUT THE AGA

The American Go Association, founded in 1935, is the national association promoting Go in the United States, and working with other national organizations worldwide through the International Go Federation and the World Mind Sports Confederation to promote Go throughout the world. In addition:

The American Go E-Journal, published twice a week, brings you news, product reviews, columns on every subject under the sun and more, for free! Subscribe at <http://www.usgo.org/e-journal.asp>. AGA members and EJ subscribers also receive commented games and other valuable teaching material.

www.usgo.org: The AGA web site is one of the most comprehensive sources of information, links, downloads and more on the Internet! Look at or download an instructional video; find out how to join the thousands of people playing Go on the Internet right now; download a free program that will play 9x9 Go against you; look at hundreds of fascinating links, original publications, product reviews and much more!

AGA Rating System: AGA ratings are based on sophisticated statistical analysis of results of AGA rated tournaments. Learn more at <http://www.usgo.org/ratings/default.asp>.

US Go Congress. The US Go Congress is eight days of non-stop Go every August. It includes the US Open, the North American Pairs Championship, Crazy Go, Lightning Go, a week-long self-paired handicap tournament, and professional lectures and clinics. The Children's Program offers professional lectures and fun events for young players.

AGA Go Summer Camp. The only summer camp program featuring serious Go instruction anywhere in the world! Games, lectures and special Go events are mixed in with a full complement of sports and other traditional camp activities. Scholarships are

available. For more information, see a video and other stuff about the camp at <http://www.usgo.org/gocamp/index.asp>.

American Go Foundation (AGF). The AGF is a non-profit organization that provides financial support to Go educational projects. Donations to the AGF are tax-deductible. For more information, contact the AGF President, Terry Benson, at terrybenson@nyc.rr.com.

Support for Teachers. The AGA offers educational and promotional support in the form of books, equipment, and information. The AGF provides educational grants. For more information, write to the AGA.

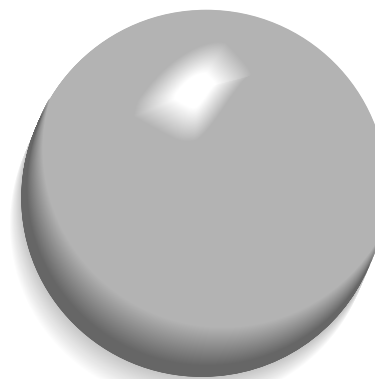
Joining the AGA. You can join the AGA online from the web site or download an application form you can mail or fax at <http://www.usgo.org/org/application.asp>. Full memberships are \$30. Youth memberships (age 17 and under) are \$10.

AGA Chapters. AGA Chapters can be found in many US cities. They are local centers of Go activity and information, and they sponsor tournaments, lectures, and demonstrations. For a listing of AGA Chapters and US Go Clubs, please visit the web site at <http://www.usgo.org/usa/chapters.html>, or write to the AGA.



GO

AN AGELESS GAME FOR ALL AGES



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WHAT IS GO?

"If there is intelligent life elsewhere in the universe, possibly they have discovered chess — certainly, they have discovered Go."
- CHESS GRANDMASTER EMANUEL LASKER

Go is the world's oldest strategy board game and one of the most widely played in the world today. It originated in China many thousands of years ago and may have been used for religious purposes. The earliest boards were 17x17 lines in size. Around 600 AD, Buddhist scholars spread the game to Korea, and then to Japan. The West learned about Go from the Japanese in the late 19th century. Today, it is extremely popular in the far east where it is played by millions and receives regular newspaper and TV coverage.

"Go" is one of the Japanese names for the game. The more common name in Japan is "Igo" ("surrounding game") of which "Go" is a shortened version. Since Japan has been the leading exponent of the game, Japanese terminology is extensively used. In China, the game is called "weichi". In Korea, it is known as "Baduk" ("the pebble game").

PLAY FIRST CAPTURE, THEN GO

"First Capture" is a simplified version of Go and offers a quick and easy introduction. It is a recommended first step for beginners.

1. First capture requires a grid of intersecting lines. 9x9 is a standard size, but larger grids can also be used.
2. Players take turns placing round markers known as stones on the intersections, one at a time. Black plays first.
3. A stone once played is never moved, unless it is captured and removed from the board.
4. Liberties are vacant intersections connected to stone or group of stones by the lines of the board. Stones that touch each other are considered to be a group, and share all liberties in common.

5. Stones "live" or "die" by their access to vacant intersections. If the opponent occupies all intersections adjacent to a stone or group, it is removed immediately from the board.

6. The game ends when either player has captured a stone or group of the other color.

7. You can also try "Most Capture" -- keep playing till neither player can find a useful move. The winner is the one who has captured the most stones.

8. To play Go, count each player's captured territory as well as prisoners.

These eight sentences tell you everything you need to know, but questions will come up that are beyond the scope of this brochure. Here are some beginners' books that will answer many of these questions. All of these books are available on the Internet.

BOOKS FOR BEGINNERS

The Book of Go by William Cobb (Sterling)
Includes plastic stones and a board.

The Magic of Go by Cho Chikun Pro 9-Dan (Kiseido). Tells of the fascinating role the game has played throughout Asian history.

Learn to Play Go (4 Vols), Janice Kim Pro 3-Dan (Samarkand). An American pro explains how to become a strong player.

The Second Book of Go by Richard Bozulich (Kiseido). What to do next when you've learned the basics.

The Elementary Go Series -- 7 volumes (Kiseido). Fundamentals of every aspect of the game.

Get Strong at Go -- 10 volumes (Kiseido). The sky's the limit when you have mastered this material.

To learn more about dozens of other valuable books, visit the "Go Books" page at www.usgo.org.

EQUIPMENT

The best sets are made in Japan, China and Korea. Basic sets are available online (see the vendor page at www.usgo.org), unless your local store carries imported equipment.

INTERNET GO

Thousands of people are playing Go online right now! You can join them at one of the five major servers.

Internet Go Server (IGS): First and biggest, IGS hosts over 1500 players at times

Kiseido Go Server (KGS): More extensive features in the client for teaching purposes.

Yahoo Games: 300-400 players at a time.

Internet Gaming Zone: A Windows-only environment averaging 100-200 players.

To connect with these servers, and with hundreds of other interesting resources, go to www.usgo.org.

AGA ACTIVITIES

Get involved with the AGA! Write to the officer in charge of what interests you.

Michael Lash, president@usgo.org

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