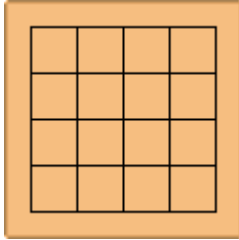


The Rules of Go



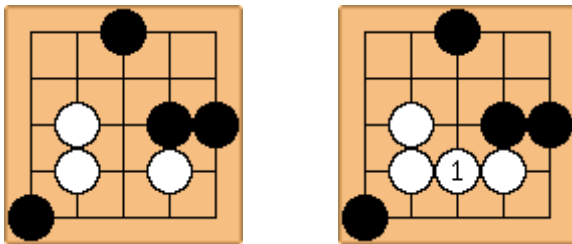
Notes

1. Starting with an empty board, players alternate turns, starting with Black.



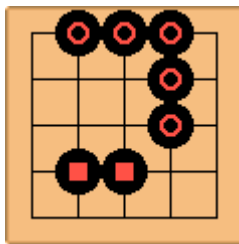
The standard board size is 19x19, but beginners often play on a smaller size (like 9x9 or 13x13). The board shown is 5x5.

2. A move is placing a stone on an empty point, or passing.



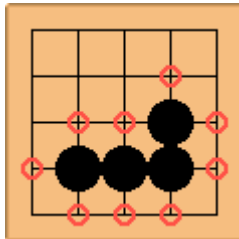
Note that stones are placed on the intersections of the lines, not in the spaces between them.

3. Stones which are adjacent along a line are considered to be in the same *group*.



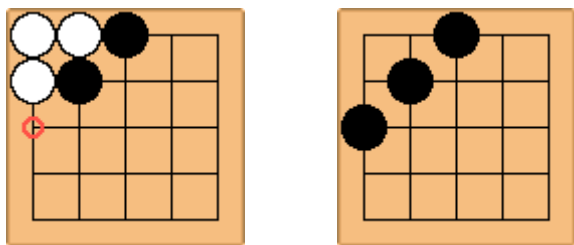
Here are two separate groups. Note that stones which are connected only diagonally are not in the same group.

4. A group's *liberties* are all the empty points adjacent to the group.

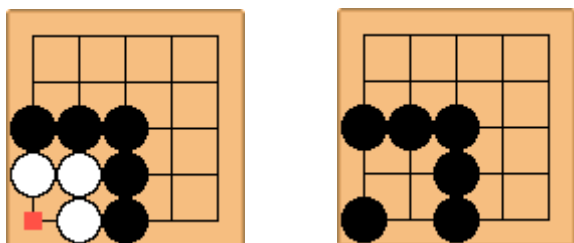


This group has nine liberties.

5. A move which occupies the final liberty of a group of the opposing color captures that group; the captured group is removed from the board.

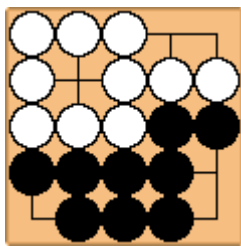


6. A move which removes the final liberty of a group of one's own color is illegal, unless it also removes the final liberty of a group of the opposing color, in which case the opposing group is captured and removed from the board.



7. The game ends after two consecutive passes.

8. Whoever controls the most intersections (by occupying or completely surrounding them) wins.



9. A move which exactly repeats an earlier board position is illegal.

As a practical shortcut on larger boards, players will agree that certain stones could be easily captured, and remove them from the board at the end of the game without actually capturing them.

The marked point would be illegal for white to play, because it would remove white's last liberty.

Players typically pass when all the intersections are controlled, either by being occupied or completely surrounded.

Typically a fixed amount is added to white's score to compensate for black's advantage of the first move. This is called *komi*, and can be a non-integer such as 6.5 to avoid ties.

The score here would be 13 for white and 12 for black, not counting *komi*.

This method of scoring is called *area scoring* and is used primarily in China. An almost equivalent result is reached by territory scoring where in addition to surrounded space we count opponent stones captured instead of own stones not captured.