**Concise statement**

1. The [board](https://en.wikipedia.org/wiki/Rules_of_Go#Board) is empty at the onset of the game (unless players agree to place a handicap).
2. [Black](https://en.wikipedia.org/wiki/Rules_of_Go#Players) makes the first move, after which [White](https://en.wikipedia.org/wiki/Rules_of_Go#Players) and [Black](https://en.wikipedia.org/wiki/Rules_of_Go#Players) alternate.
3. A [move](https://en.wikipedia.org/wiki/Rules_of_Go#Moving) consists of placing one [stone](https://en.wikipedia.org/wiki/Rules_of_Go#Stones) of one's own color on an empty [intersection](https://en.wikipedia.org/wiki/Rules_of_Go#Board) on the board.
4. A player may [pass their turn](https://en.wikipedia.org/wiki/Rules_of_Go#Moving) at any time.
5. A stone or solidly [connected](https://en.wikipedia.org/wiki/Rules_of_Go#Connected_stones_and_points) group of stones of one color is captured and removed from the board when all the intersections directly [adjacent](https://en.wikipedia.org/wiki/Rules_of_Go#Board) to it are occupied by the enemy. ([Capture](https://en.wikipedia.org/wiki/Rules_of_Go#Capture) of the enemy takes precedence over [self-capture](https://en.wikipedia.org/wiki/Rules_of_Go#Self-capture).)
6. No stone may be played so as to recreate a former board [position](https://en.wikipedia.org/wiki/Rules_of_Go#Positions).
7. Two consecutive passes end the game.
8. A player's [area](https://en.wikipedia.org/wiki/Rules_of_Go#Area) consists of all the [points](https://en.wikipedia.org/wiki/Rules_of_Go#Board) the player has either occupied or [surrounded](https://en.wikipedia.org/wiki/Rules_of_Go#Territory).
9. The player with more area wins.

### Reference statement

The basic rules are formulated here in a more detailed way to ease their presentation in [§ Explanation of the basic rules](https://en.wikipedia.org/wiki/Rules_of_Go#Explanation_of_the_basic_rules) below. (Each rule and definition links to a detailed explanation in that section.)

An optional rule prohibiting suicide is included as Rule 7A.

#### Players and equipment

* [Rule 1](https://en.wikipedia.org/wiki/Rules_of_Go#Players).[[7]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-7) **Players:** Go is a game between two players, called Black and White.
* [Rule 2](https://en.wikipedia.org/wiki/Rules_of_Go#Board).[[8]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-8) **Board:** Go is played on a plain grid of 19 horizontal and 19 vertical lines, called a *board*.
  + [Definition](https://en.wikipedia.org/wiki/Rules_of_Go#Board).**("Intersection", "Adjacent")** A point on the board where a horizontal line meets a vertical line is called an *intersection*. Two intersections are said to be *adjacent* if they are connected by a horizontal or vertical line with no other intersections between them.[[9]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-NZRules-9)
* [Rule 3](https://en.wikipedia.org/wiki/Rules_of_Go#Stones).[[10]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-10)[[11]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-11) **Stones:** Go is played with playing tokens known as *stones*. Each player has at their disposal an adequate supply (usually 180) of stones of the same color.

#### Positions

* [Rule 4](https://en.wikipedia.org/wiki/Rules_of_Go#Positions).[[12]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-12)[[13]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-13) **Positions:** At any time in the game, each intersection on the board is in one and only one of the following three states: 1) empty; 2) occupied by a black stone; or 3) occupied by a white stone. A *position* consists of an indication of the state of each intersection.
  + [Definition](https://en.wikipedia.org/wiki/Rules_of_Go#Connected_stones_and_points).[[14]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-14) **("Connected")** Two placed stones of the same color (or two empty intersections) are said to be *connected* if it is possible to draw a path from one intersection to the other by passing through adjacent intersections of the same state (empty, occupied by white, or occupied by black).
  + [Definition](https://en.wikipedia.org/wiki/Rules_of_Go#Liberties). **("Liberty")** In a given position, a *liberty* of a stone is an empty intersection adjacent to that stone or adjacent to a stone which is connected to that stone.[[9]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-NZRules-9)

#### Play

* [Rule 5](https://en.wikipedia.org/wiki/Rules_of_Go#Initial_position).[[15]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-15) **Initial position:** At the beginning of the game, the board is empty.
* [Rule 6](https://en.wikipedia.org/wiki/Rules_of_Go#Alternation_of_turns).[[16]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-16) **Turns:** Black moves first. The players alternate thereafter.
* [Rule 7](https://en.wikipedia.org/wiki/Rules_of_Go#Moving).[[9]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-NZRules-9) **Moving:** When it is their turn, a player may either *pass* (by announcing "pass" and performing no action) or *play*. A play consists of the following steps (performed in the prescribed order):
  + [Step 1](https://en.wikipedia.org/wiki/Rules_of_Go#Placing_a_stone_on_the_board). (Playing a stone) Placing a stone of their color on an empty intersection (chosen subject to Rule 8 and, if it is in effect, to Optional Rule 7A). It can never be moved to another intersection after being played.
  + [Step 2](https://en.wikipedia.org/wiki/Rules_of_Go#Capture). (Capture) Removing from the board any stones of their opponent's color that have no liberties.
  + [Step 3](https://en.wikipedia.org/wiki/Rules_of_Go#Self-capture). (Self-capture) Removing from the board any stones of their own color that have no liberties.
* [*Optional Rule 7A*](https://en.wikipedia.org/wiki/Rules_of_Go#Self-capture)*.*[[17]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-17) *Prohibition of suicide: A play is illegal if one or more stones of that player's color would be removed in Step 3 of that play.*
* [Rule 8](https://en.wikipedia.org/wiki/Rules_of_Go#Ko).[[18]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-18) **Prohibition of repetition:** A play is illegal if it would have the effect (after all steps of the play have been completed) of creating a position that has occurred previously in the game.

#### End

* [Rule 9](https://en.wikipedia.org/wiki/Rules_of_Go#End).[[19]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-19) **End:** The game ends when both players have passed consecutively. The *final position* is the position on the board at the time the players pass consecutively.
  + [Definition](https://en.wikipedia.org/wiki/Rules_of_Go#Territory).[[20]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-20)[[21]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-21) **("Territory")** In the final position, an empty intersection is said to belong to a player's *territory* if all stones adjacent to it or to an empty intersection connected to it are of that player's color.
  + [Definition](https://en.wikipedia.org/wiki/Rules_of_Go#Area).[[22]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-22) **("Area")** In the final position, an intersection is said to belong to a player's *area* if either: 1) it belongs to that player's territory; or 2) it is occupied by a stone of that player's color.
  + [Definition](https://en.wikipedia.org/wiki/Rules_of_Go#Score).[[23]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-23) **("Score")** A player's *score* is the number of intersections in their area in the final position.
* [Rule 10](https://en.wikipedia.org/wiki/Rules_of_Go#Winner).[[24]](https://en.wikipedia.org/wiki/Rules_of_Go#cite_note-24) **Winner:** If one player has a higher score than the other, then that player wins. Otherwise, the game is a draw.