

where to play

There are many local clubs, and meetups.
The nearest regular club is:



**mountain
go club**

//mountaingo.club

Thursday
6:30 to
9:30 PM

45 Hempstead Dr, Hamilton, Ontario
(across the street from Zarky's)

More clubs can be found online at:

Canadian Go Association club list

//canadiango.org/Club/List

Playing online

Pandanet IGS //pandanet-igs.com

Suggested apps



Pandanet
IGS Client

FREE \$0



Tsumego
Pro

FREE \$0



SmartGo
Player

FREE \$3



Champion Go
~ Crazy Stone ~

FREE \$5 \$8

where to buy

A basic set can usually be found at your
friendly local game shop:

Black Knight Games 864 Mohawk Rd East
Gameopolis 223 King St East
Board Games Central Jackson Square
Mancala Monk 1229 Cannon St East

For a larger selection and higher quality,
check out //gogameguru.com

produced by:



**CANADIAN GO
ASSOCIATION**

information design by:
Mr Matt Sim @



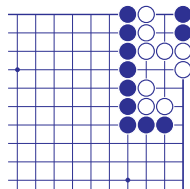
**mountain
go club**



life & death puzzles

a.k.a. *tsumego*

Puzzles like this
are a great way
to get stronger.



Go

is a strategic board game for two.

This game is for you if you enjoy head-to-head competition using strategy, tactics, and only the luck you can create.

There are very few rules in Go, making it easy to learn, but those simple rules create a complex universe of possibilities. The road to mastery in Go is one that takes years, but enjoyment starts at the very beginning.

囲碁



igo

圍棋



wéiqí

바둑



baduk

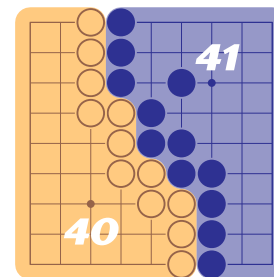
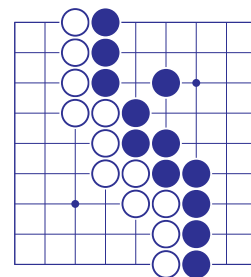
With more than 2500 years of history, Go is known by many names.

how to play

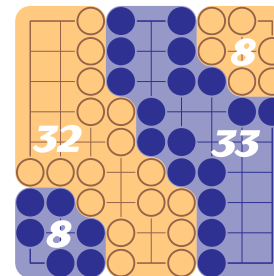
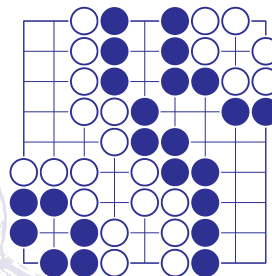
In the beginning the board is empty. Players take turns adding a single stone to the board on any of the 361 line intersections. Black always goes first, but White starts with 7½ points as compensation, called *komi*. For simplicity we'll ignore *komi* in the examples that follow.

Whoever occupies more of the board, wins!

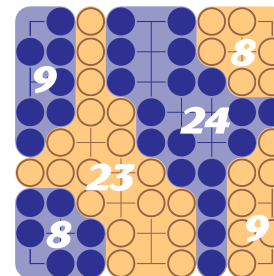
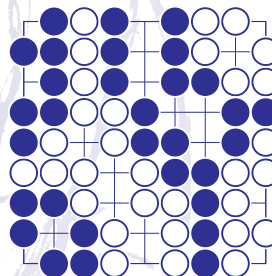
A player occupies territory that they surround only if it cannot be successfully invaded or captured. When no useful moves remain, a player may pass. The game ends when both players pass, one after the other.



This 9x9 board shows a finished game. Black has 41 points, and White occupies 40 points. Black wins (ignoring *komi*). But what if the players had invaded the empty corners?



The board looks like this, if we imagine the corners invaded. Of course, during a game players can invade only one stone at-a-time. Doing so without getting captured can be tricky.



This final example imagines two more invasions, each worth 9 points. None of the groups can be captured, and there is no room for more invasions. But you may have noticed that the final score is the same. Invading may not guarantee points, and a peaceful strategy can often be more successful.

Go is not a game of annihilation, but one of balance and compromise.



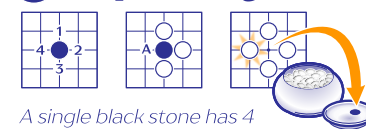
board & stones

19x19 lines — edges too!
361 stones, 2 bowls, and 2 lids

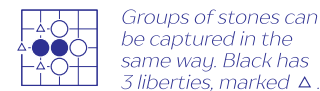
The dots on the board are just for reference. One's captured stones are conveniently placed in the lid.

three rules

1 capturing



A single black stone has 4 spots it can grow, called **liberties**. If White has taken 3 of the liberties, Black is in **atari**, and can be captured on White's next turn, by playing at A.



Groups of stones can be captured in the same way. Black has 3 liberties, marked Δ.



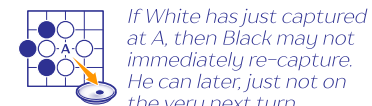
When White takes the last liberty, they are captured.



Black may not play at A in either example.



White playing at A is not suicide, because it would capture Black's stones.



Black may not play at A in either example.

2 suicide

A player may not play a stone that causes their own group of stones to have no liberties.

Black may not play at A in either example.

White playing at A is not suicide, because it would capture Black's stones.

3 ko "no repeats"

A player may not repeat a previous board position.

If White has just captured at A, then Black may not immediately re-capture. He can later, just not on the very next turn.