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 $0

Tsumego Pro $0

SmartGo Player $3

Champion Go ~ Crazy Stone ~ $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**

life & death puzzles
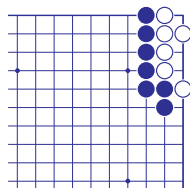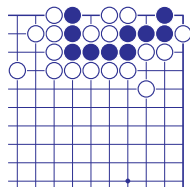### a.k.a. *tsumego*

Puzzles like this are a great way to get stronger.
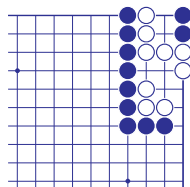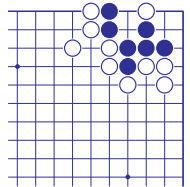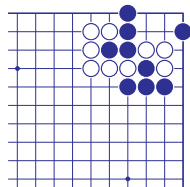

Black to kill

Black to kill

Black to live

Black to live

Black to live

ELEGANT SIMPLICITY

the ancient game of GO

PROFOUND COMPLEXITY

Go

Go is the most popular game in the world you've never heard of — played by millions in China, Japan, and Korea — it's western popularity grows every day. Around the world, hundreds play professionally as a way of life, with the top players earning millions.

This game is for you if you enjoy strategy, tactics, epic conflict, and poetic justice. 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 captured or successfully invaded. When no useful moves remain, a player may pass. The game ends when one player resigns, or both pass, one after the other.
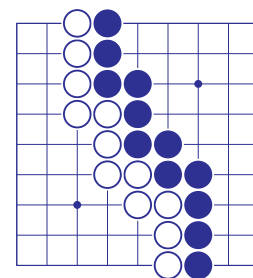
This 9x9 board shows a finished game. Black has 41 points, and White has 40 points. Black wins! But what if the players had fearlessly invaded the empty corners?
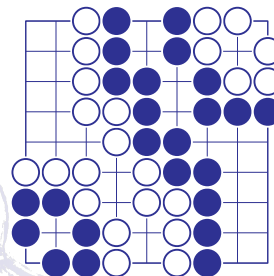
The board looks like this, if we imagine the corners invaded. Of course, during a game players can invade only one stone at–a–time. Doing so without casualties can be risky, or futile..
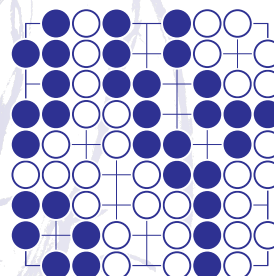
This final example imagines two more narrow invasions, each worth 9 points. Neither player is willing to resign, but there is nowhere left to invade or expand, and none of the groups can be captured. Both players pass, and the one who occupies more of the board is declared the winner!
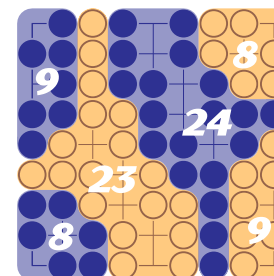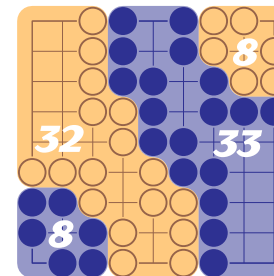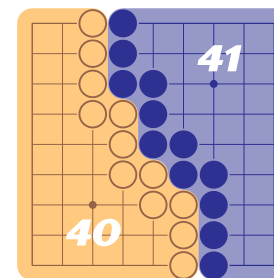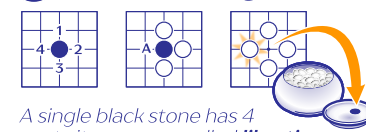
board & stones

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

The dots on the board are just for reference. One's caputured 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 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 △ .
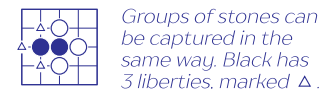
When White takes the last liberty, they are captured.

② suicide

A player may not kill their own group (playing a stone that leaves their own group with no liberties).

Black playing at A would be suicide. He cannot do it, because his group would have no liberties.
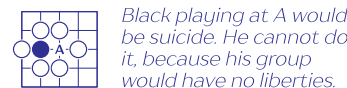
*White playing at A is **not** suicide, because liberties are gained by capturing Black's stones.*

③ ko "no repeats"

A player may not repeat a previous board position.

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