

## where to play

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



**mountain  
go club**

//mountaingo.club

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

Thursday  
6:30 to  
9:30 PM

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



Tsumego  
Pro



SmartGo  
Player



Champion Go  
~ Crazy Stone ~

## 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**

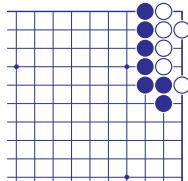
information design by:  
Mr Matt Sim @

 **mountain  
go club**

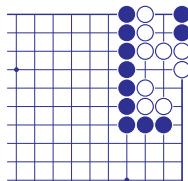
## life & death puzzles

a.k.a. tsumego

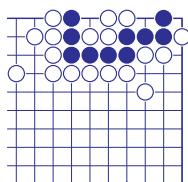
Puzzles like this  
are a great way  
to get stronger.



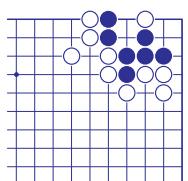
Black to kill



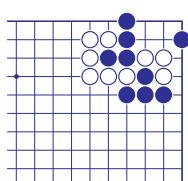
Black to kill



Black to live



Black to live



Black to live

# ELEGANT SIMPLICITY

the  
**ancient  
game**  
of

**GO**

PROFOUND  
COMPLEXITY

# Go

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.

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

圍碁

igo

圍棋

wéiqí

바둑

baduk

## 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  $7\frac{1}{2}$  points as compensation (called *komi*).

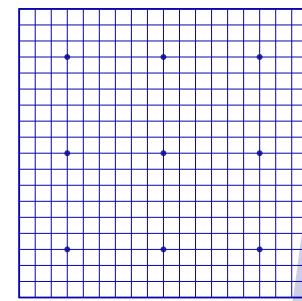
**Whoever occupies more of the board, wins!**

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.



## the stones

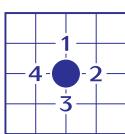
**361 stones, 2 bowls & lids**  
One's captured stones are conveniently placed in the lid.



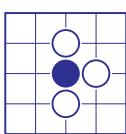
## the board

**19x19 lines — edges too!**

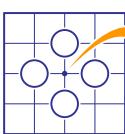
The dots on the board are just for reference. Often, boards with fewer lines are used for practice.



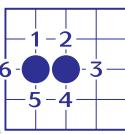
This black stone has 4 liberties.



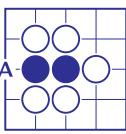
Now it has 1 liberty left!  
It's in *atari*.



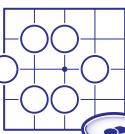
White can capture and places the captured stone in her lid.



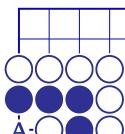
Here, Black has 6 liberties.



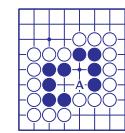
Now, if it's White's turn, she can capture by playing at A.



Similarly, in each of these examples, White can capture.  
Notice that it's not illegal suicide since White is capturing.



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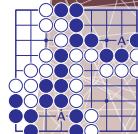
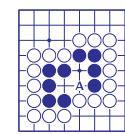
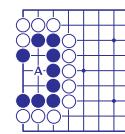
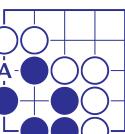
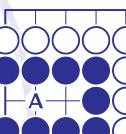
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## how to live "how to not get captured"

A group of stones is in danger of being captured if all its liberties can be filled. But if a group has **two eyes** (two separate spaces within the group) it can never be captured because the opponent cannot fill both eyes with one move.

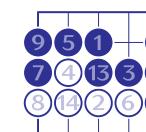


In these examples, Black will live if he plays at A. If White plays there first, Black's group will die.

## how to count

After both players pass, counting the score decides the winner. First, remove any dead stones, to avoid counting them by mistake. Then add up the total **area** occupied by each player. This includes surrounded space and stones on the board.

Many players prefer a different method, called **territory counting**, but it takes longer to explain.



The numbers above show the turn sequence.  
\* we've ignored komi for this tiny example

**Black = 13  
Black wins!  
White = 12**