

# Rules of Go

## Setup

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- I. Go is played between two players, White and Black.
- II. The board used is a plain grid of either 9x9, 13x13, or 19x19 size. One of these sizes is selected for use prior to beginning.
  - II.I. Where the horizontal and vertical lines come together is an intersection. An intersection is adjacent to another if it has one line in common with another.
- III. Each player has stones of their respective colour. These stones are the primary pieces of the game.

## Board Positions

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- I. Intersections can only be empty, occupied by Black, or occupied by White.
- II. Liberties are intersections that are adjacent to an occupied intersection.

## Play

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- I. Starting off, the board is empty unless a *handicap* is agreed upon.
  - I.I. A handicap allows one of the players to start with a certain amount of stones already placed on the board so to give them an advantage.
- II. White always moves first. After this, players alternate turns.
- III. On a turn, a player may place on stone at an unoccupied intersection **or** they may pass their turn, resulting in no stones being placed.
  - III.I. Once a stone is placed, it cannot be moved to another section at any point.
  - III.II. A player can never place a stone on an intersection if it would result in the board position being the same as it was on their previous turn, as this would form an infinite loop. (Rule of Repetition)

- IV. If a player surrounds an entire area (all adjacent liberties) with their stones, they occupy a *territory*.

## Capturing

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- I. If a stone of a colour, say White, has all of its liberties occupied by stones of the opposite colour, Black, then that stone is 'captured' by the other colour. It is then removed from the board.
  - I. If a stone is placed on an edge, then only the 'visible' liberties on the board need to be occupied by the opposing colour in order for it to be captured.
  - II. You cannot place a stone such that it will result in it committing suicide; that is, you cannot self-capture stones.
- II. If a chain of stones has all of its adjacent liberties occupied by stones of the opposing colour, then all of the stones in the surrounded chain are removed.

## Ending the Game

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- I. The game can only end if both players pass their turns consecutively.
- II. To determine who wins, each player must count their score. The player with the most score wins. If the scores are the same, the game is drawn.
  - I. To determine score, each player must count the number of intersections within their occupied territories and then subtract the number of stones the opposing player has captured throughout the game.