

开始一局新游戏

新手教程

点击开始一局游戏后，  
相当于smart match一  
局9\*9，直接开局

# 新手教程

点击新手教程后，以空背景开始开始新手教程

Welcome to Go! We'll be learning on a 9x9 board (or “*goban*”) today. As you get better at the game, you'll play on 13x13 and 19x19 boards as well.

Go is a two player game. One plays as Black, the other as White. They take turns placing "Stones" on the board. Try placing a stone now.

done

点击done则结束新手教程

		●				●	
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start

captured

truly safe-two “eyes”

the Ko rule

finish game

scoring

吃子

活眼

提劫

结束

算分

# 新手教程

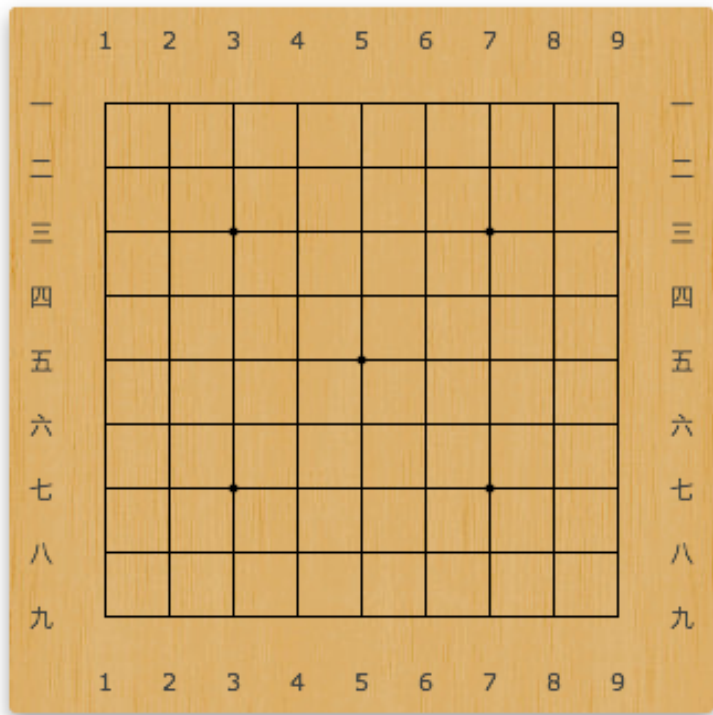
## 参考：

done

Welcome to Go! We'll be learning on a 9x9 board (or “*goban*”) today. As you get better at the game, you'll play on 13x13 and 19x19 boards as well.

Go is a two player game. One plays as Black, the other as White. They take turns placing "Stones" on the board.

Both double click and clicking "go" can place “stones”.



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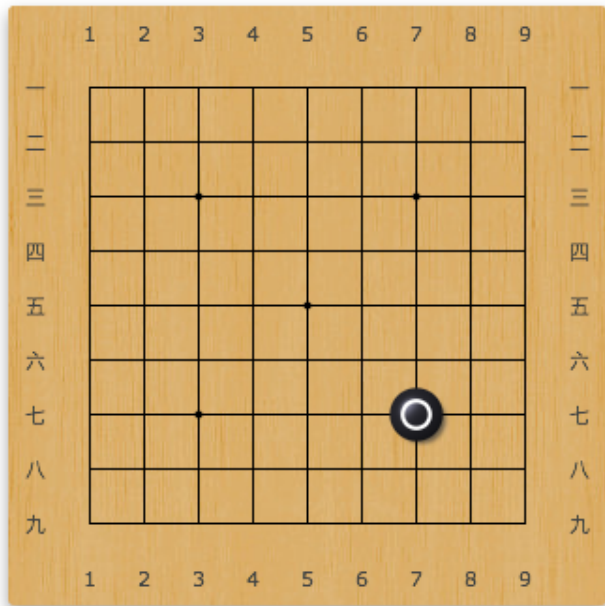
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参考：

done

Great! Once a stone is placed, it cannot be moved. Stones can however be captured...



下一题

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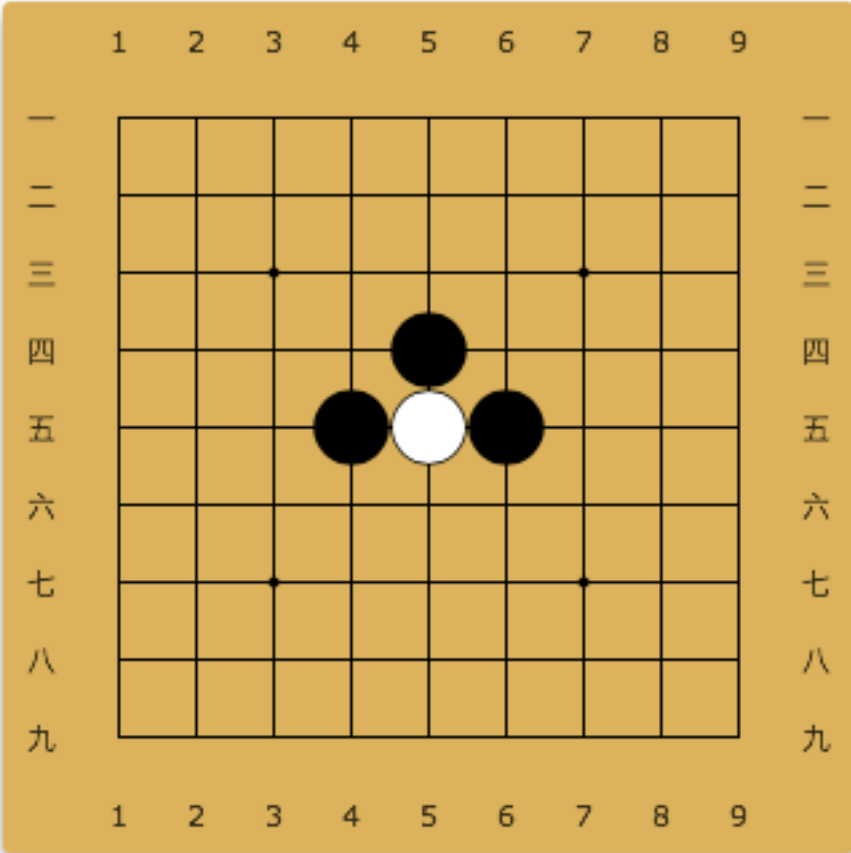
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参考：

done

Stones are captured by completely surrounding them.  
Capture the white stone by placing a black stone at E4.



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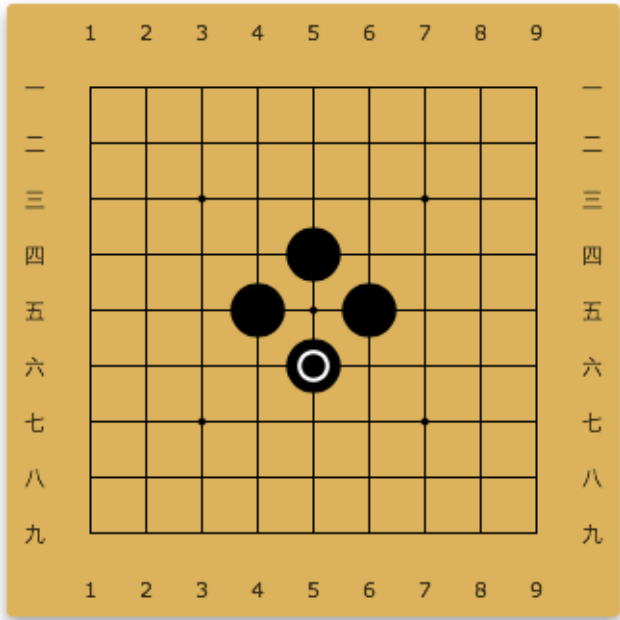
scoring

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参考：

done

Excellent! Captured stones are taken as “prisoners” and are removed from the board.



下一题

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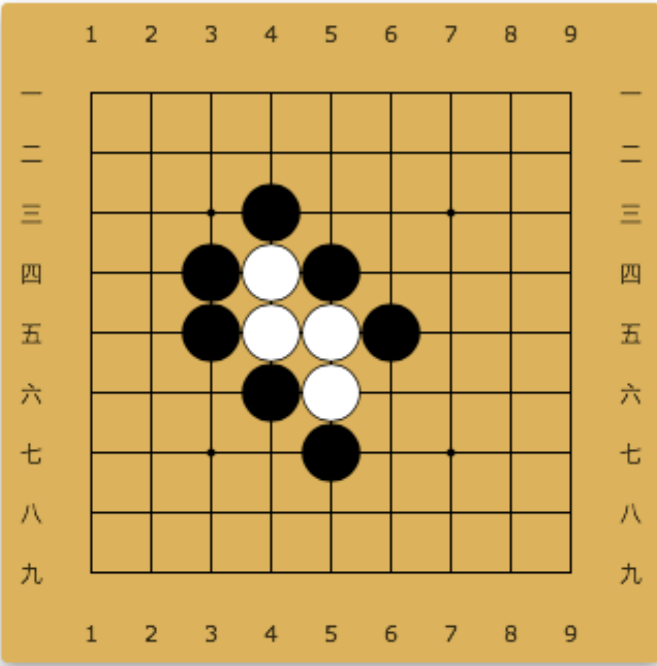
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参考：

done

Groups of stones can be captured all at once if the entire group is surrounded. Capture the white group.



start

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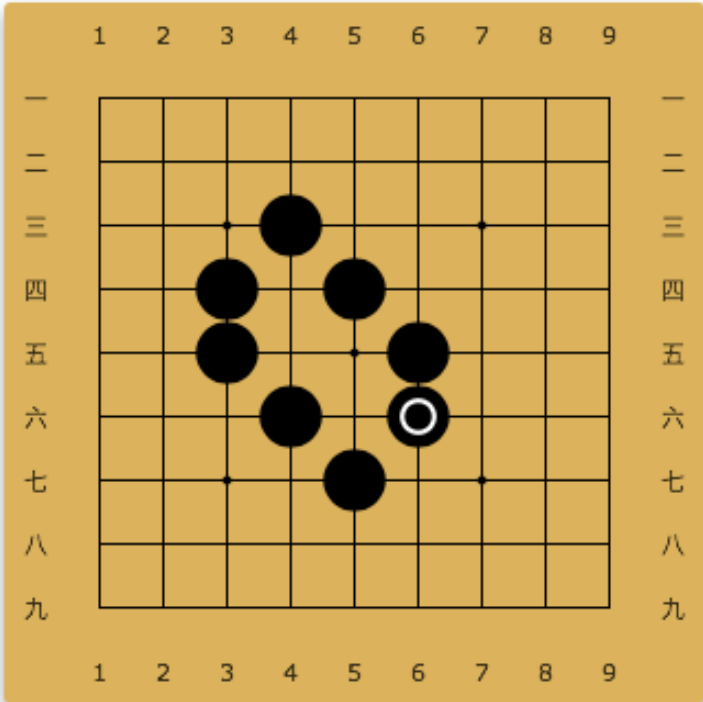
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参考：

done

Well done!



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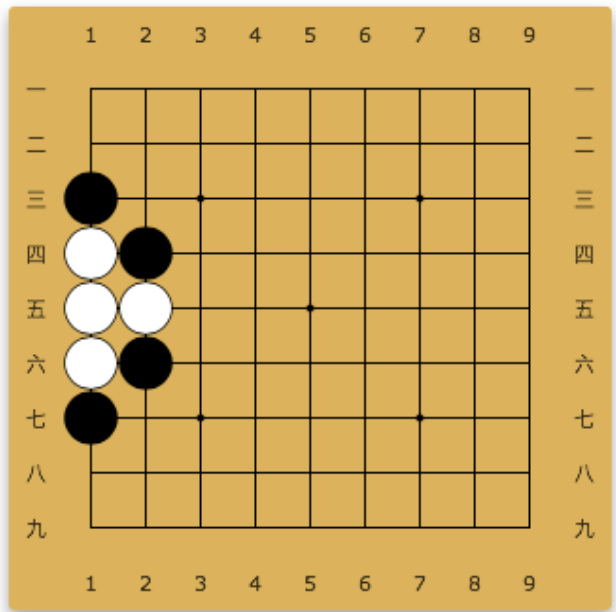


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Stones along the edge of the board only need to be surrounded by space on the board. Capture the white group



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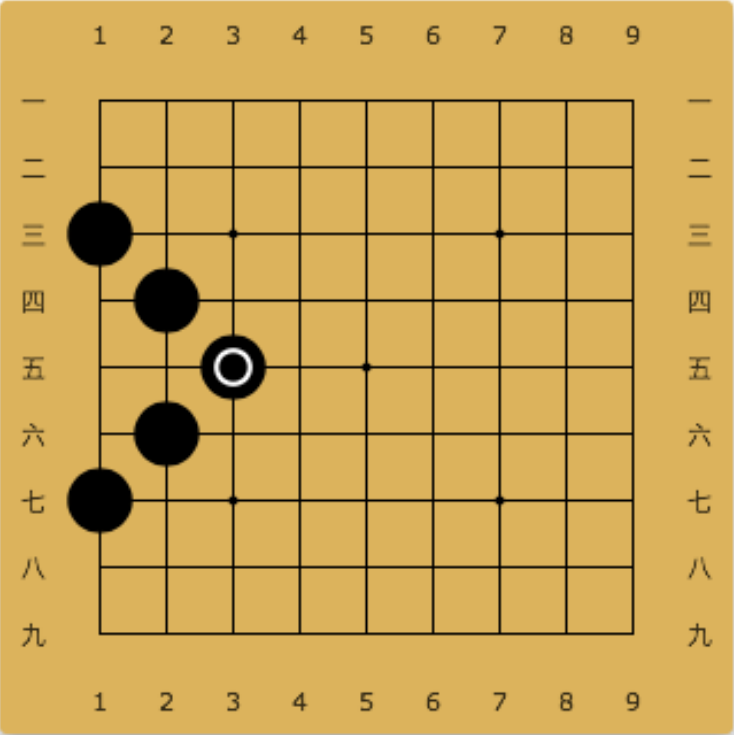
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参考：

done

Great!



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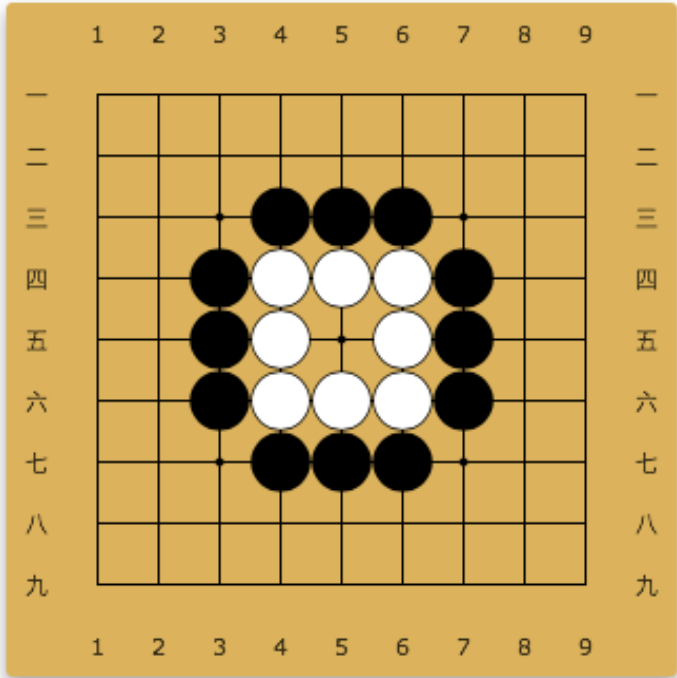
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done

Simply surrounding a group on the outside isn't enough to capture a group, all “*liberties*” (empty spaces next to the group) must also be filled in. Capture white by placing a stone at E5



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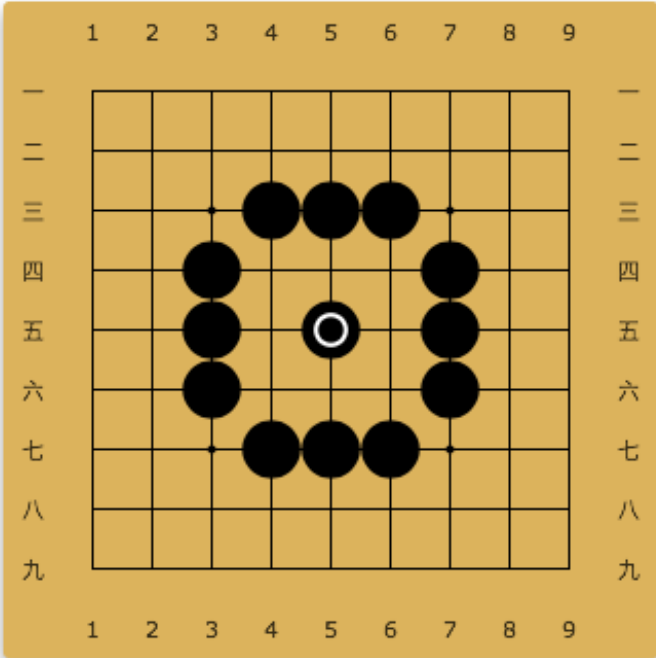
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done

Very good!



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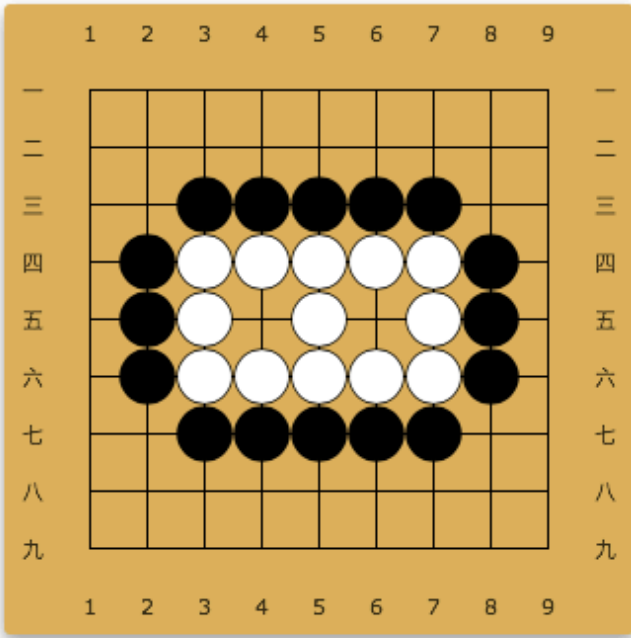
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参考：

done

A group is only ever truly safe if it has at least two “eyes”. For example, it is impossible to capture white here (unless white foolishly fills in one of the eyes!)



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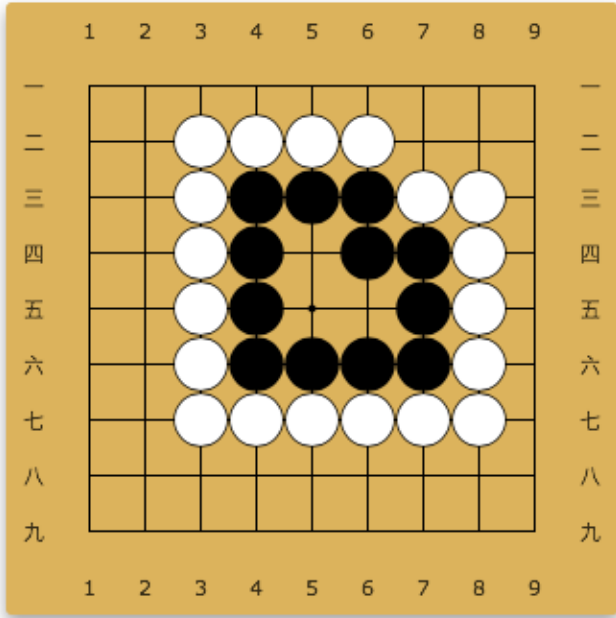
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done

To protect your group from capture, form two eyes for black.



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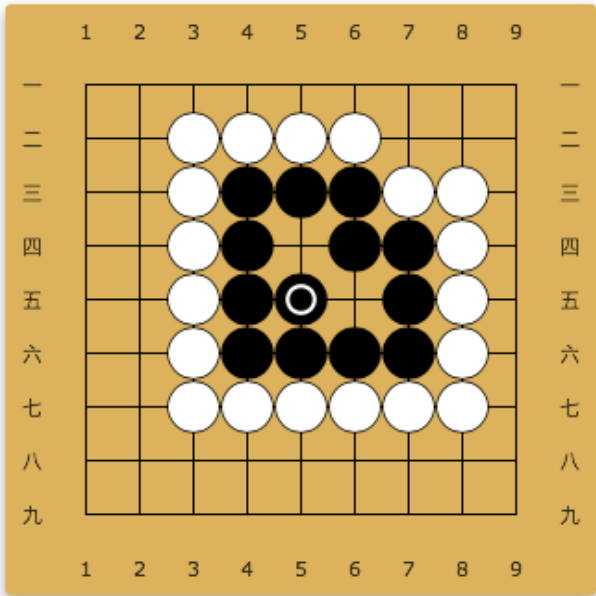
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done

Very good! Now there is nothing that white can do to capture black.



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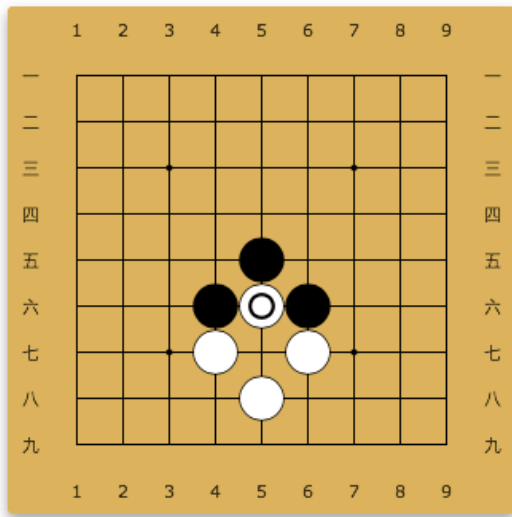
## 参考：

done

Just a couple more things to know and you'll be ready to start playing.

There is a special rule called the *Ko* rule which prevents endless loops of capturing each others stones. The rule is simple, you can't loop. If black were to take (6,5) by placing a stone at (7,5), white cannot play at (6,5) right away, instead white must play somewhere else. If black does not fill the hole at (6,5), then next turn white may then place at (6,5) (and then black must play somewhere other than(7,5)).

Try taking (6,5) then immediately retaking the stone now.



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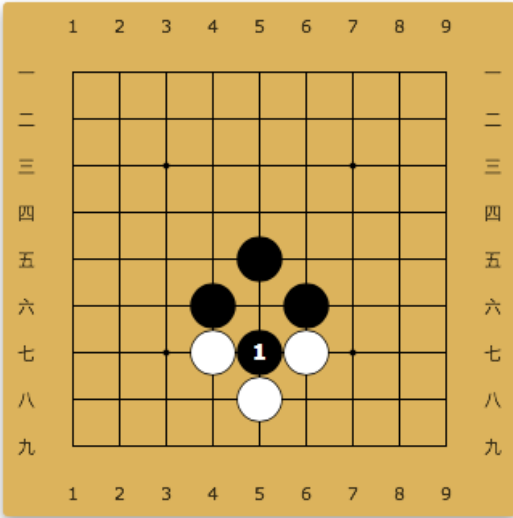
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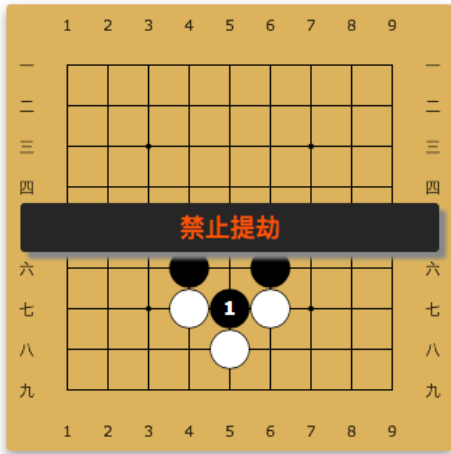
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参考：

done

Good.

You'll notice you can't endlessly retake stones, the other player must play somewhere else, however the next time it is their turn they may retake the stone if it is still available. This is commonly known as a *Ko threat* and clever players can use them to their advantage.



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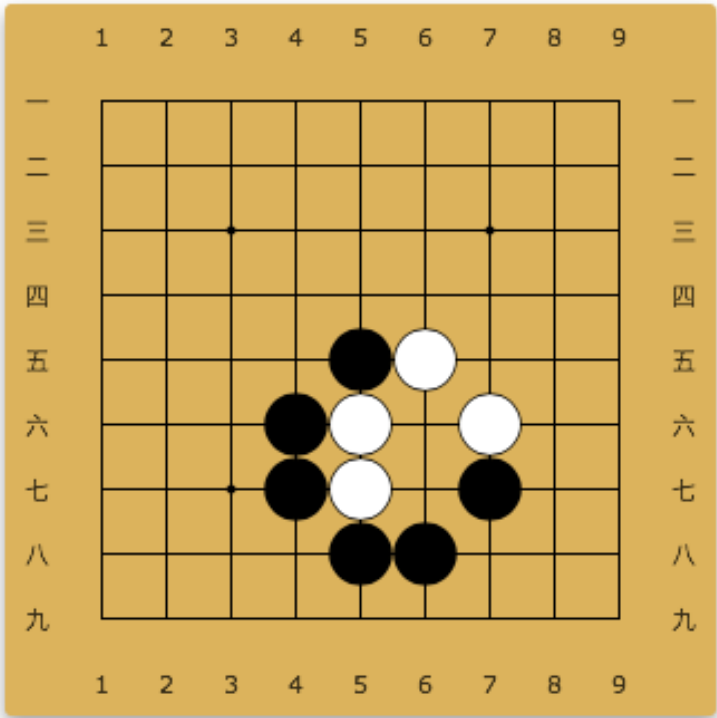
scoring

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## 参考：

done

Note that the *Ko* rule only applies to situations where the board would repeat. In the following setup, if black were to play at (6,6), white could immediately capture the stone by playing at (7,6), but then black can immediately recapture the three stones by placing at (6,6) again! (This is known as a *snapback*). Try this now.



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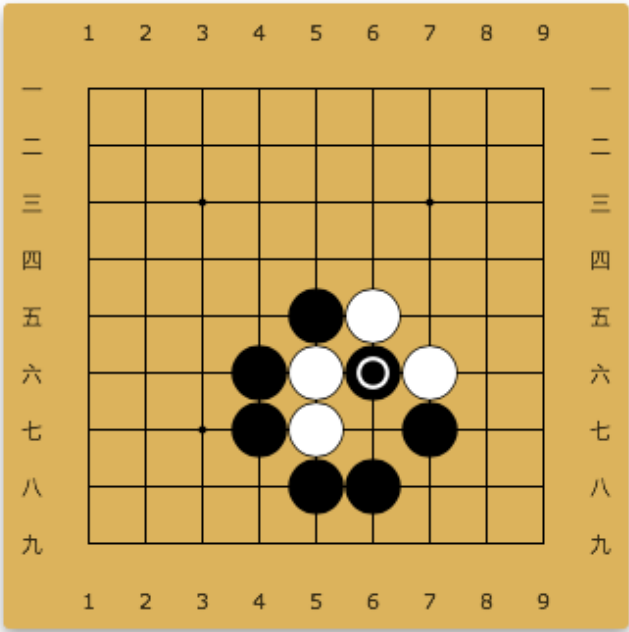
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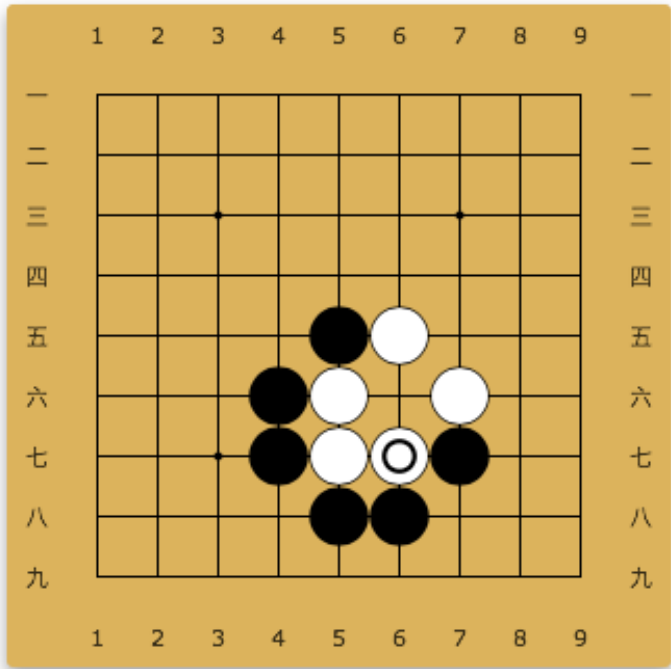
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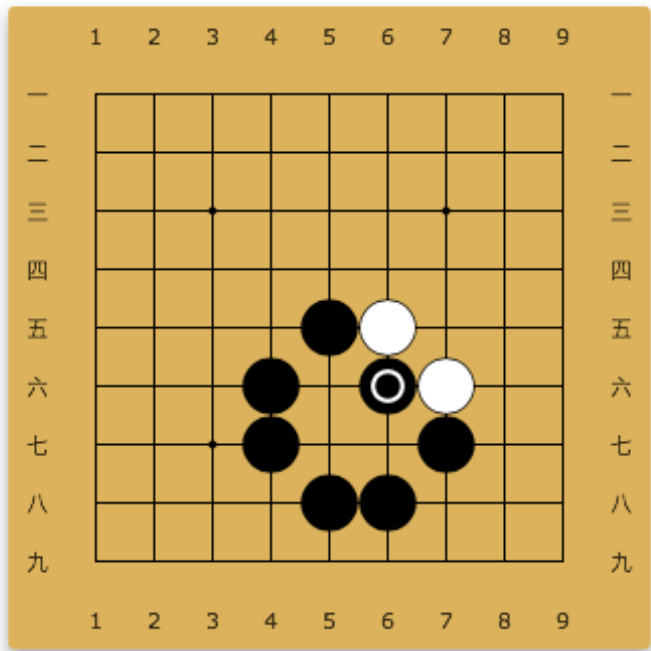
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done

Great, we're almost done! Next we'll learn about finishing the game and scoring.



下一题

start

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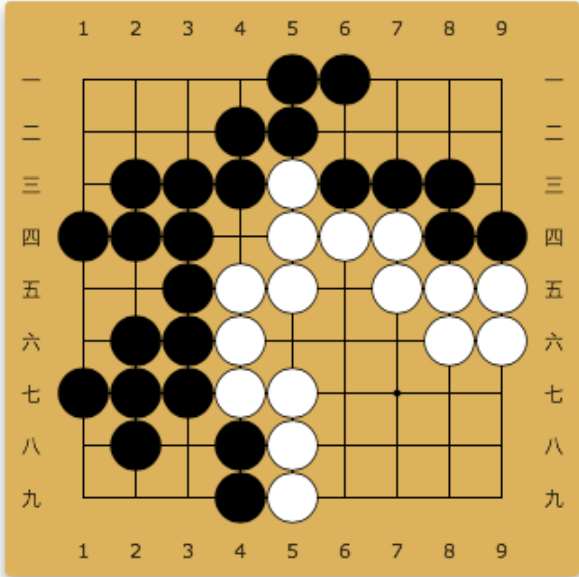
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## 参考：

done

When a player believes they have no where left to play meaningful moves, they pass. When both players pass consecutively then the game is over and the winner is determined by counting up all of the *territory* each player has and adding this to the number of prisoners they've captured. The player who played White (who goes second) gets a special bonus called *Komi*, which is usually 待定 points. (Note, by using 待定 points, there can never be a tie in Go!).



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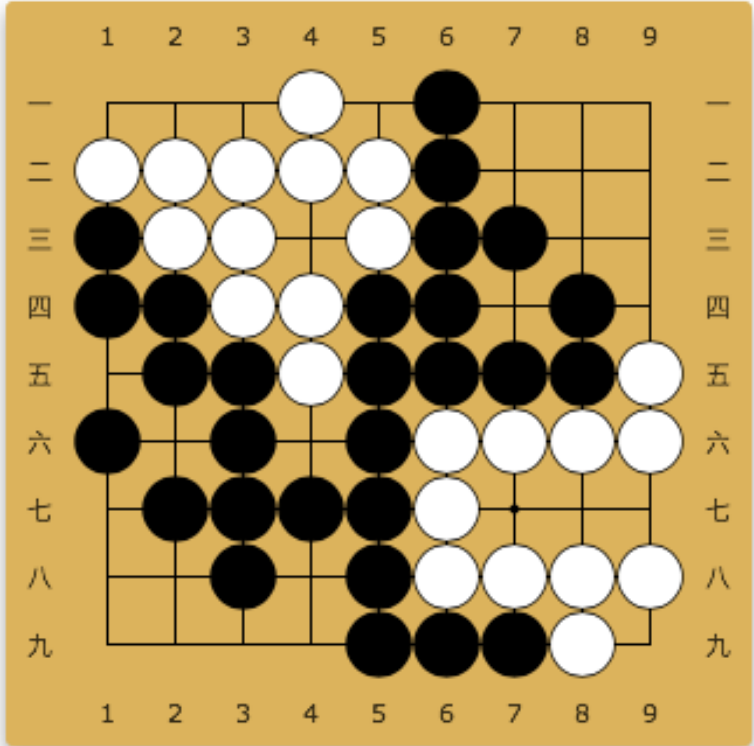
scoring

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done

When scoring, territory needs to be *completely surrounded* before it can be scored. Place the missing stone so that black can claim the territory in the upper right corner.



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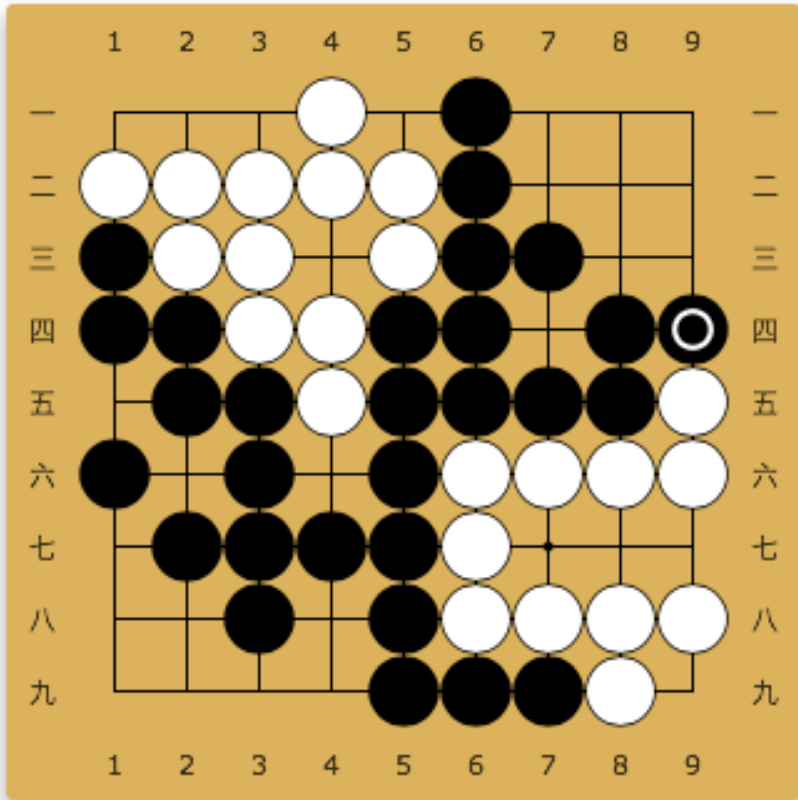


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done

Excellent!



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参考：

done

Congratulations, you now know how to play Go! From here, explore, enjoy, and welcome!

start

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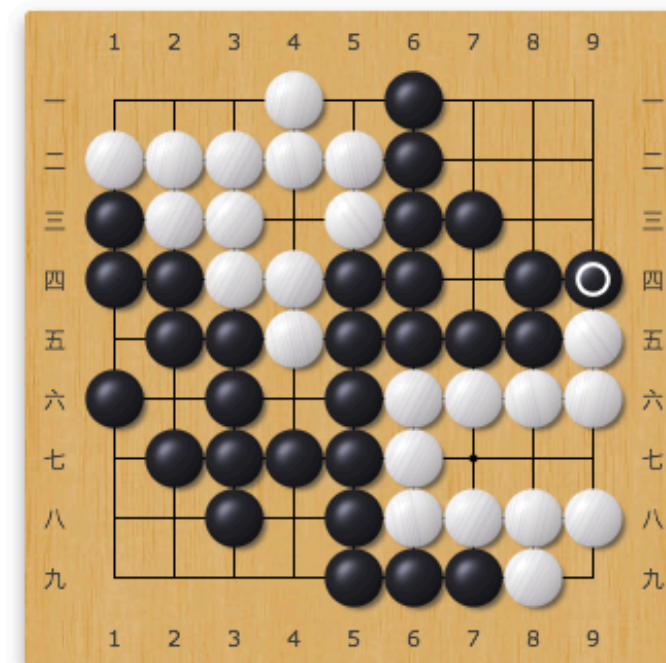
scoring

# 新手教程

**参考：**

done

Excellent!



下一题

start

**captured**

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the *Ko* rule

finish game

## scoring