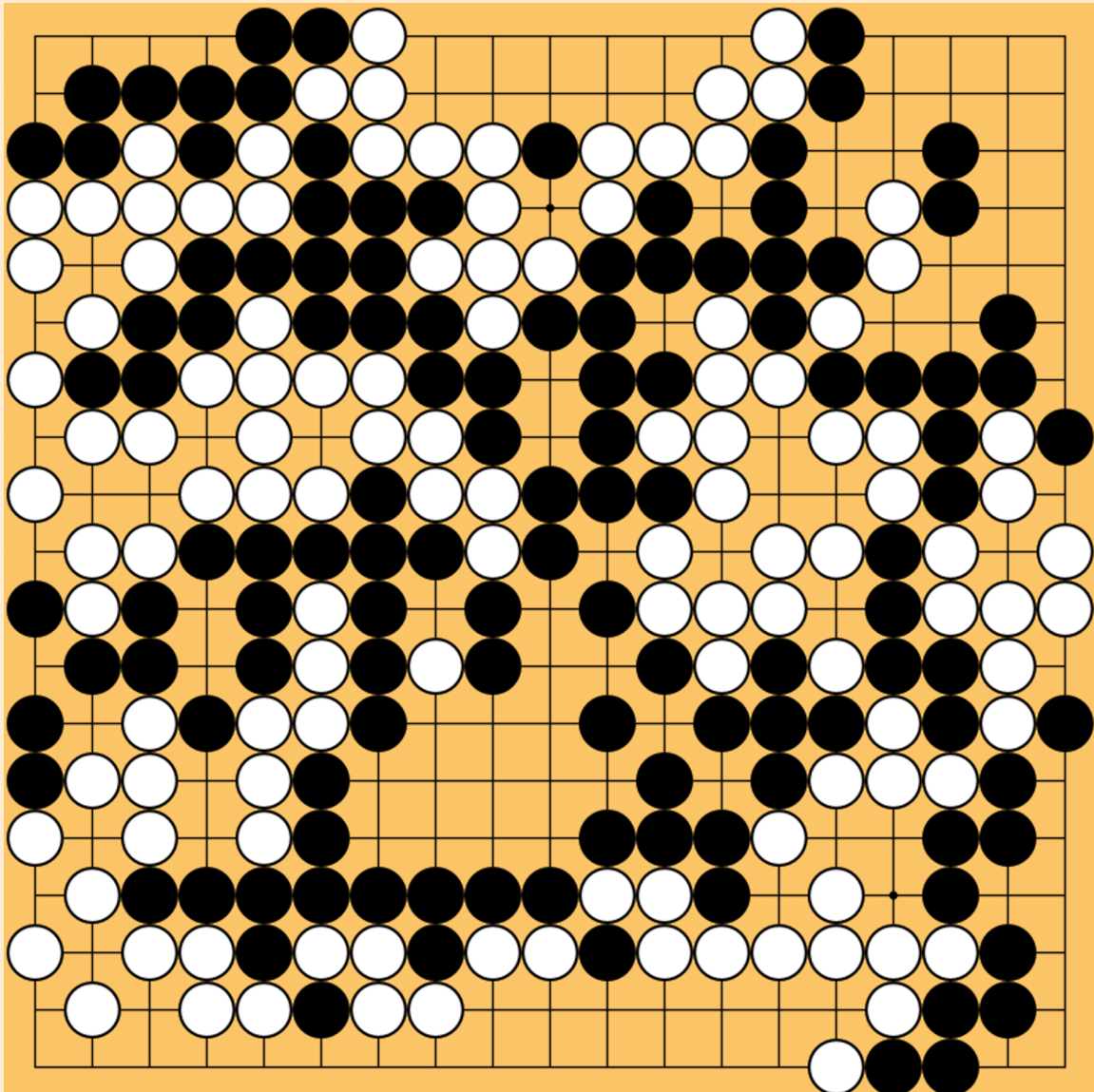# - HOW TO PLAY -

GO

The game of Go is the oldest game still played in its original form and is enjoyed by millions of people around the world. You can learn the rules in about two minutes!

The Game of the Century
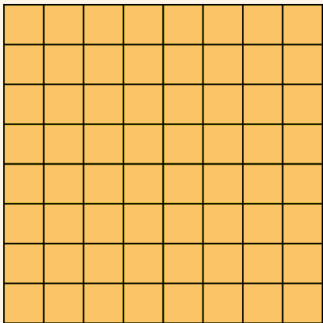Go Seigen vs. Honinbo Shusai (1933)

THE RULES OF GO

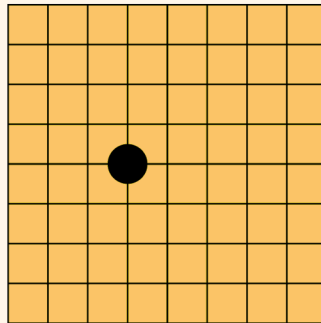<u>The goal of the game is to use your stones to surround more territory than your opponent.</u>

To start, you'll need two players, a Go board, and a set of stones for each player, one white and one black. We'll use a beginner-sized board below.
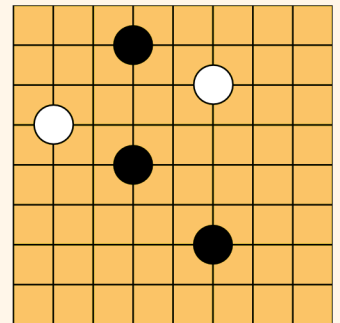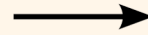
(1) **With black going first, players take turns placing stones on the board. Any open intersection is legal, including corners and edges.**
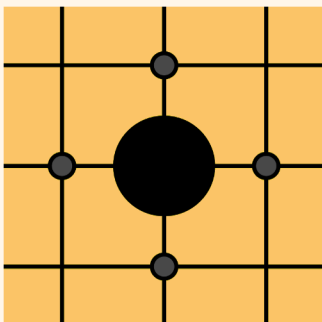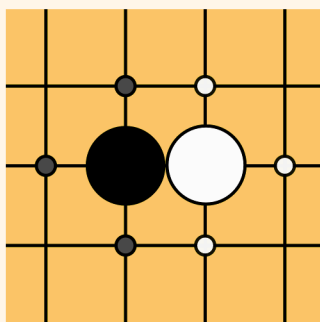
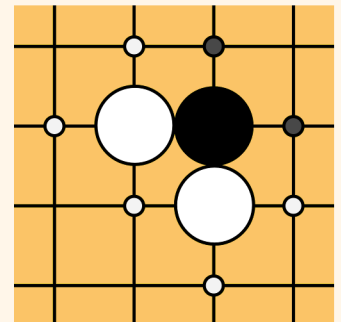Ready to start!   After move 1   After move 5

(2) **The empty spaces around each stone are its "liberties". Every stone needs to have at least one liberty to stay on the board.**
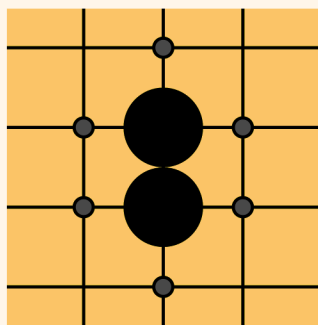
A stone with four liberties
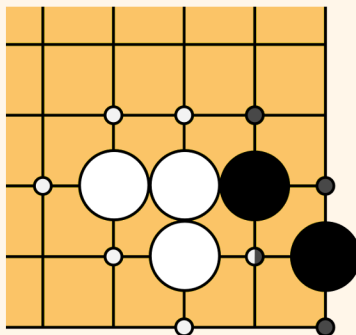
Each stone has three liberties

Two white stones with three liberties each and a black stone with two liberties
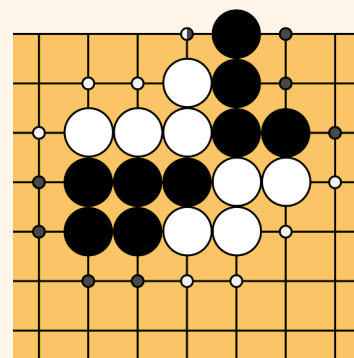
③ If stones are adjacent, they form a chain. All stones in a chain share liberties.
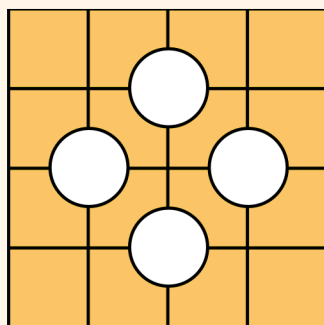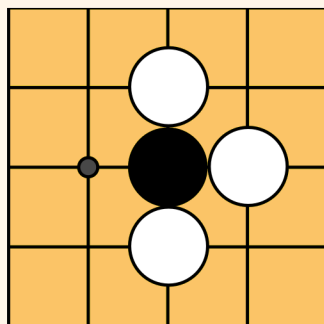
A black chain
with six liberties

A white chain with six
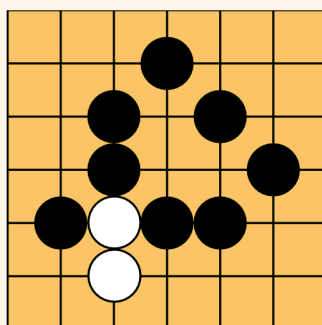liberties and two black
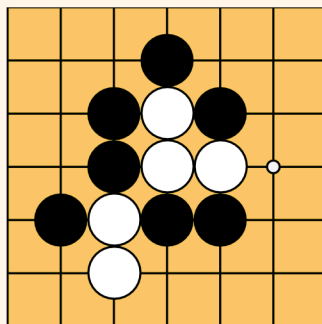stones with three each

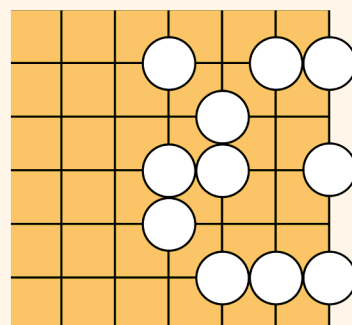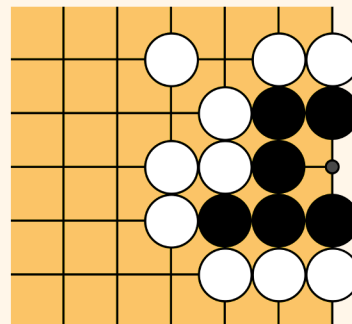Four chains, each
with four liberties

④ A stone or chain can be captured by taking away its last liberty.

White plays on black's
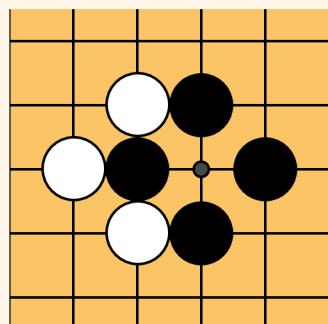last liberty and captures
the black stone
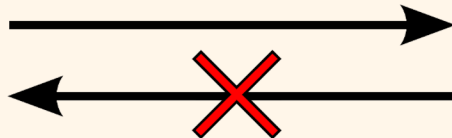
Black captures a
chain of white stones

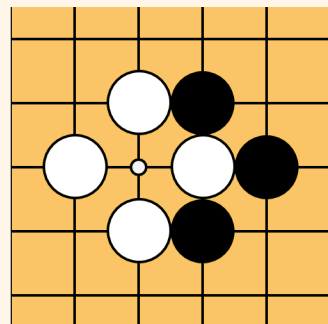White plays inside black's
chain and captures it

⑤ Any move that returns the board to a previous position is not allowed. In practice, this means no immediate recaptures!

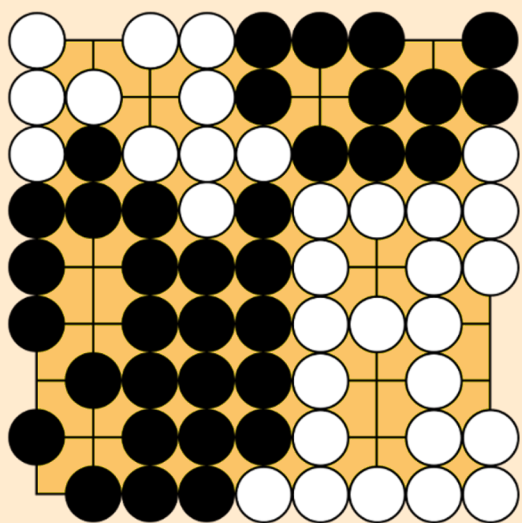White plays and captures a black stone...

✕

but black can't recapture on the next move because it would repeat the original position
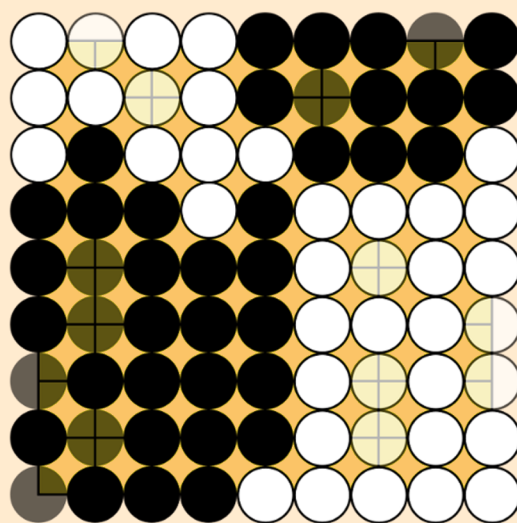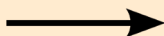
ENDING THE GAME

The game is over when both players pass. Each side counts up their territory (including their stones). If you're unsure who controls a given space, keep playing until it's clear. The player with the most territory wins!

At this point, both players decide to pass

Black has 42 points and white has 39. Black wins!