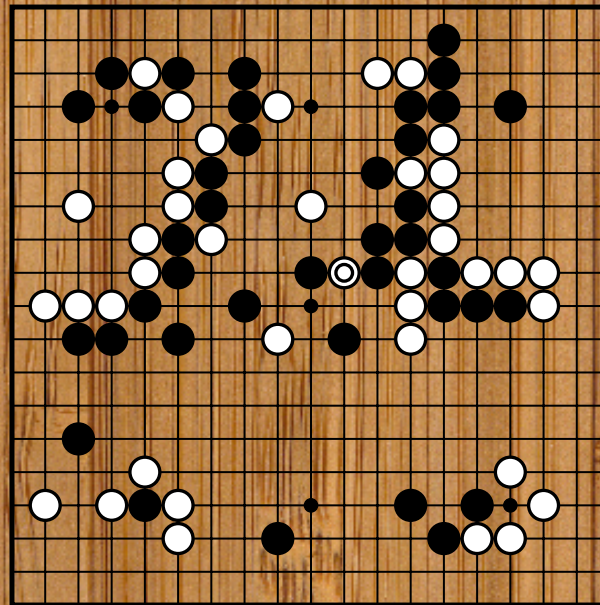## The Wellington Go Club

We are a small but active community in Wellington who cater to running games between members and teaching people of all skill levels, especially beginners. There is no membership fee. For more information about the club, feel free to get touch with us.

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What is Go?

Go is an abstract strategy board game created thousands of years ago in ancient China and is still one of the most played boards games in the world. It's a two-player game where players take turns placing black and white stones on the board with the aim to surround more territory than your opponent. It has simple rules that can be learned in minutes, but incredible complexity that takes a lifetime to master.
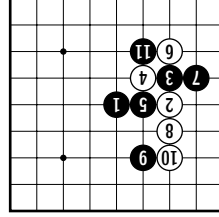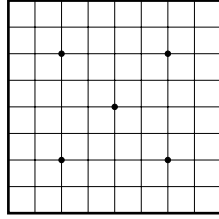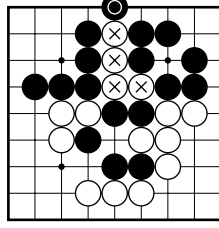
HOW TO PLAY GO

WELLINGTON GO CLUB

Basic Rules

Go is generally played on a 19×19 board, but 13×13 and 9×9 are also used. One player uses Black stones and the other player uses White.
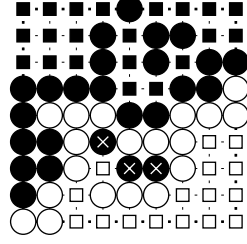
The game typically starts on an empty board. Black plays the first move.

Black and White take turns placing stones on empty intersections, including the sides and corners.
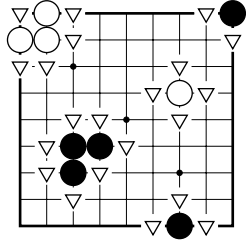
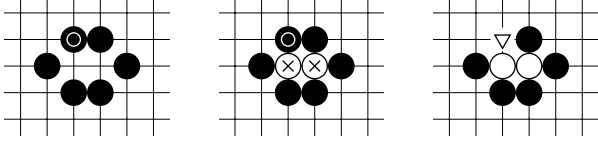Stones are captured and removed from the board when they are completely surrounded.

The game ends when both players pass, and the player with the largest area (stones and territory) wins the game.

Capturing Stones

Stones of the same colour form a group directly when they are adjacent. Groups are captured and removed when they have no liberties ▽ (adjacent empty spaces).
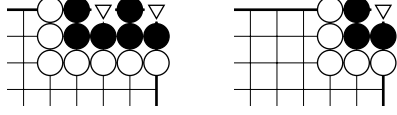
The liberties ▽ of a group are the liberties of all the stones that make up the group. Every group on the board must have at least one liberty, or it is captured.

Liberties can be removed by placing stones next to a group. When Black places a stone ◎ on the last liberty of the White group ▽, Black captures the group. When captured, all of the stones in the group are removed.
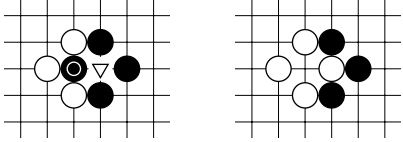
A stone cannot be placed where it would be captured, unless it captures the opponent first. This means a group is "alive" if it has at least two separate internal liberties.

The Black group on the left can be captured (dead), but the one on the right cannot (alive). Can you see why?
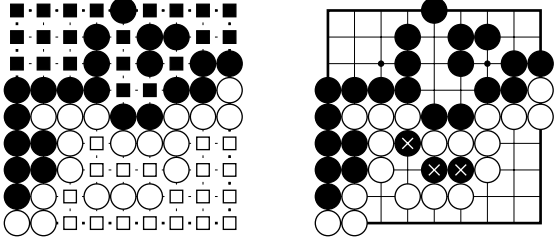
The Ko Rule

You can not make a move that immediately repeats a board state. This rule is called Ko.

When Black captures the White stone, White cannot immediately recapture the Black stone ◎, as this leads to a never-ending game. White has to play elsewhere.

Ending the Game

When a player can't play a meaningful move, they pass. The game ends when both players pass in succession. "Dead" stones are agreed upon and are removed.

Territory needs to be completely surrounded before it can be scored. The total score for a player is the sum of stones on the board and the territory that they surround. White also receives additional points for playing second (Komi), which is about 7 depending on the rule-set.

Stones	22	19
Territory	21	19
Komi		7
Final Score	43	45