

Rules of Go

1. Black starts the game.
2. Once a stone is played on a vacant point (intersection), it cannot be moved.
3. Vertically and horizontally adjacent stones of the same colour form a chain and can not be subdivided. This, in effect forms a single larger stone.
4. A vacant spot adjacent to a stone is called a liberty of that stone. Stones in a chain share their liberties.
5. A stone must have at least one liberty to remain on the board.
6. When a chain (or single stone) is surrounded by opposing stones so that it has no liberties, it is captured and removed from the board.
7. A player also may not place a stone in a place that has no liberties, unless doing so immediately deprives an enemy group of its final liberty.
8. Players are not allowed to make a move that returns them to the previous position. This is called the *ko rule* (see image 1), and it prevents unending repetition.

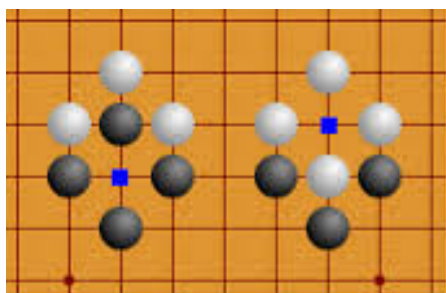


Image 1: *Ko rule* - It is illegal for the player with the black stones to play a stone at the vacant spot where the blue square is on the right half of the picture, because that would return the game to its previous position.