Multiverse Go

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April 3, 2021

1 Rules

Multiverse go is a variant similar but distinct from 3D go. Like 3D go, it is played on a 3D goban. However, the rules concerning stone liberties are different. The game is played on a 3D goban; in this document we will use the $5 \times 5 \times 5$ grid as an example. Rather than seeing it as a single $5 \times 5 \times 5$ game of go, it should be seen as 15 separate (but connected) 5×5 games. Each 2D "slice" of the 3D goban represents a separate "flat" game.

Each intersection can be identified by using 3D coordinates which range from A1a to E5e. These coordinates can be used to uniquely identify both the 2D sub-boards in which the moves are being played, and the coordinates within those sub-boards. Each 2D board has a unique name; in $5 \times 5 \times 5$ multiverse go, the names are A, B, C, D, E, 1, 2, 3, 4, 5, a, b, c, d, and e. As an example, move B4c represents three moves:

- Move 4c on board B;
- Move Bc on board 4;
- Move B4 on board c;

In each turn, one of the players plays a stone in the 3D grid

$5 \times 5 \times 5$ Template

