

# Multiverse Go

## 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)  $5 \times 5$  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**;

# $5 \times 5 \times 5$ Template

A	e	1	2	3	4	5	e
	d						d
	c						c
	b						b
	a						a

B	e	1	2	3	4	5	e
	d						d
	c						c
	b						b
	a						a

C	e	1	2	3	4	5	e
	d						d
	c						c
	b						b
	a						a

D	e	1	2	3	4	5	e
	d						d
	c						c
	b						b
	a						a

E	e	1	2	3	4	5	e
	d						d
	c						c
	b						b
	a						a

1	e	A	B	C	D	E	e
	d						d
	c						c
	b						b
	a						a

2	e	A	B	C	D	E	e
	d						d
	c						c
	b						b
	a						a

3	e	A	B	C	D	E	e
	d						d
	c						c
	b						b
	a						a

4	e	A	B	C	D	E	e
	d						d
	c						c
	b						b
	a						a

5	e	A	B	C	D	E	e
	d						d
	c						c
	b						b
	a						a

a	5	A	B	C	D	E	5
	4						4
	3						3
	2						2
	1						1

b	5	A	B	C	D	E	5
	4						4
	3						3
	2						2
	1						1

c	5	A	B	C	D	E	5
	4						4
	3						3
	2						2
	1						1

d	5	A	B	C	D	E	5
	4						4
	3						3
	2						2
	1						1

e	5	A	B	C	D	E	5
	4						4
	3						3
	2						2
	1						1