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 $5 \times 5\times$ 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`;

$5 \times 5 \times 5$ Template