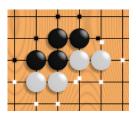
Rules of Go and Contest Specification

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Basic Rules [1]

Two players, *Black* and *White*, take turns placing a *stone* (game piece) of their own color on a vacant *point* (intersection) of the grid on a Go board. Black moves first.

Only stones connected to one another by the lines on the board create a chain; stones that are diagonally adjacent are not connected. A vacant point adjacent to a stone is called a *liberty* for that stone. Stones in a chain share their liberties (see examples on right side). A chain of stones must have at least one liberty to remain on the board. When a chain is surrounded by opposing stones so that it has no liberties, it is *captured* and removed from the board.





Most rule sets, except the Chinese rules, do not allow a player to place a stone in such a way that one of their own chains is left without liberties, subject to the following important exception. The

rule does not apply if playing the new stone results in the capture of one or more of the opponent's stones. In this case, the opponent's stones are captured first, leaving the newly played stone at least one liberty. (You might want to check a "snapback" example in Wikipedia)

Players are not allowed to make a move that returns the game to the previous position, this is also called the ko-rule. The ko-rule prevents unending repetition.

Instead of placing a stone, a player may pass. This usually occurs when they believe no useful moves remain. When both players pass consecutively, the game ends and is then scored.

Scoring Rules

Scoring rules: There are two basic scoring systems used to determine the winner at the end of a game; they almost always give the same result. *Territory scoring* counts the number of empty points your stones surround, together with the number of stones you captured. *Area scoring* counts the number of points your stones occupy and surround. (You might want to check a "seki" example in Wikipedia. Seki appears with neutral territory that does not belong to any player)

Contest Specification

- 1) The board size is 13*13 for our contest.
- 2) The komi (Black's compensation points for playing first) is 6.5, and we will use the Area Scoring rule.
- 3) The contest will be held in a double round-robin schedule. Teams will fight with each other

twice, once as Black and once as White. You get 1 point every time you beat an opponent, the program that has the highest points wins. We may also add some famous Go Al like GnuGo or Fuego into the contest.

- 4) Any illegal move might cause you to lose the game.
- 5) In our contest, in order to keep things simple, we ignore the super-ko situation. If the game repeats unendingly when superko occurs, the game ends in a draw.
- 6) Time Constraint: Go program is requested to make a move in three seconds. Overtime will cause lose of the game.

Please contact with the teaching assistant for any questions with regard to the project:

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