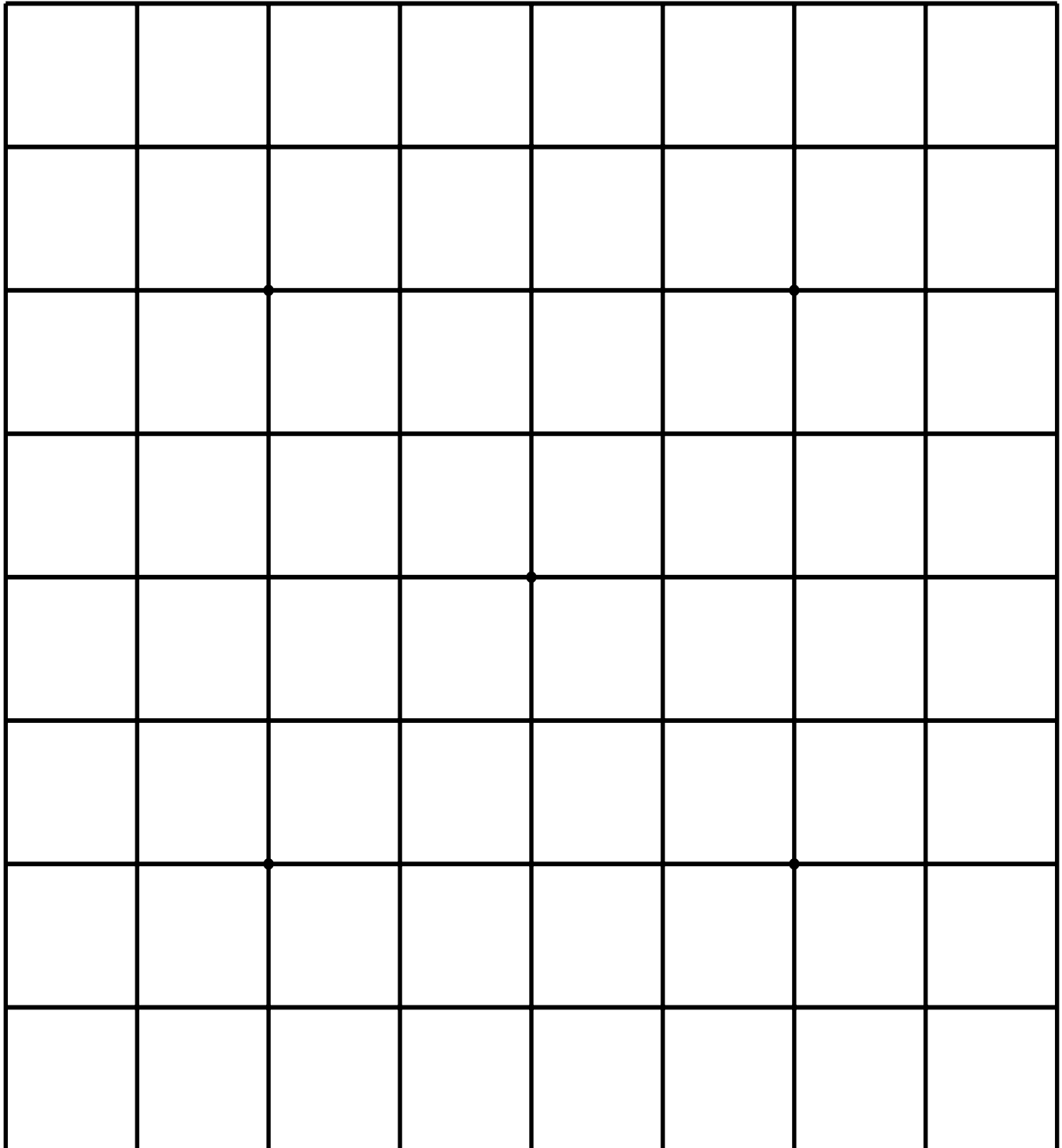
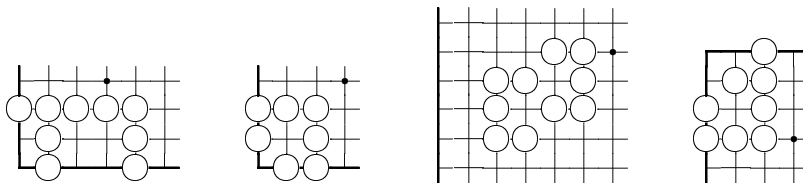


WPI Go Beginner's Night
7pm Friday, February 27, 2009
@ Campus Center, 2nd floor



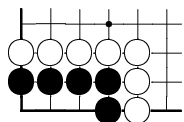
Eye, eye, eye, eye, stayin' alive, stayin' alive...

Go is often called the “surrounding game”, and for good reason! We surround stones to capture them. But another thing we surround on the board is empty space. Groups that surround a large amount of empty space resist capture. In fact, if we surround in a particular way, our groups become altogether immune.

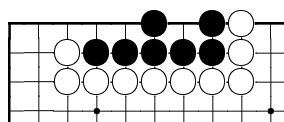


The distinguishing feature about these invincible groups is that they've surrounded two distinct empty areas; we call these areas *eyes*. Black can't capture because suicidal moves are prohibited. If a group can form two eyes, even despite the opponent's best resistance, then that group is *alive*.

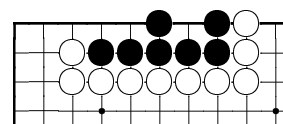
Puzzles



Black's move.
Where can Black form eyes?



Black's move.
Where can Black form eyes?



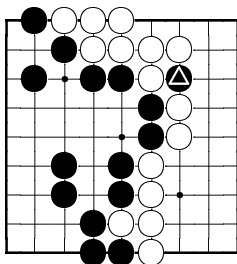
White's move.
Can White interfere with Black's eyes?
(Your opponent's good move is your good move.)

Scoring

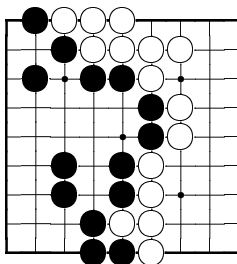
Once the borders between Black and White are solid, how do we score a game?

1. Groups that can't avoid capture are given to the opponent.
2. Each player tallies the empty space they've completely surrounded by his or her groups. This is *territory*; we add territory and the number of captures together to get the total score.

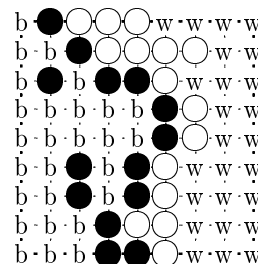
Here is an example of a game that's reached its end.



Both players agree that  is dead.



 is given to white.



Black and White count territories.

Black has 27 territories, and his score is 27. White has 25 territories, and since White received 1 captured stone, her total score is 26.

For more information...

- *WPI Go* (<http://go.hashcollision.org/>) is our homepage.
- *Sensei's Library* (<http://senseis.xmp.net/>), a wiki devoted to the game.
- *The Interactive Way to Go* (<http://playgo.to/interactive/>), which gives a more leisurely introduction.
- *Go Problems* (<http://www.goproblems.com>) is a database of puzzles, many which involve the life and death of groups.