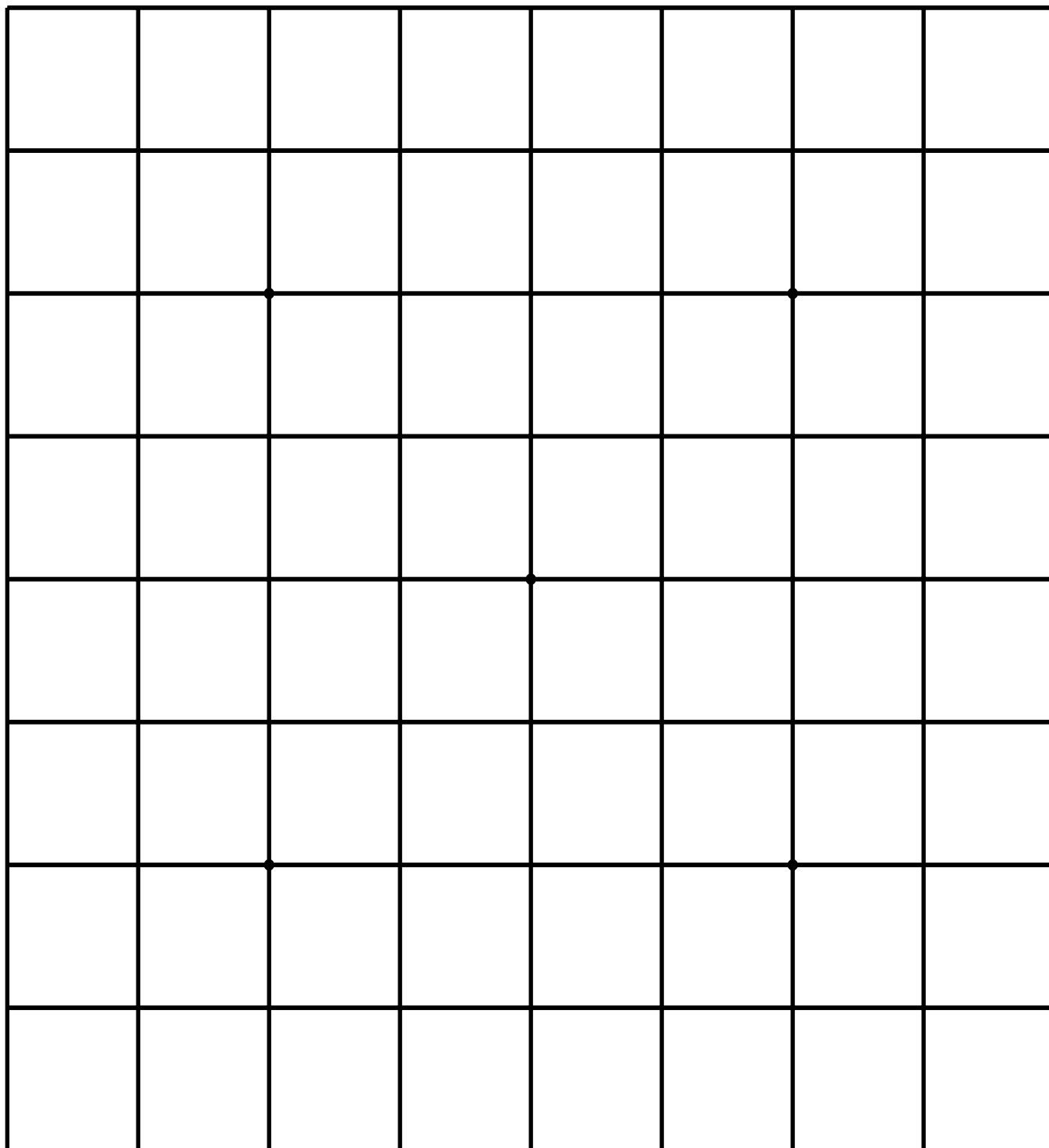


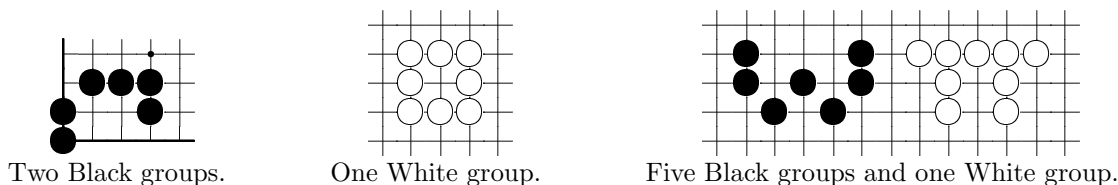
WPI Go Beginner's Night
7pm Friday, February 20, 2009
@ Campus Center, 2nd floor



Introduction

Go is a board game between Black and White; the two take turns playing on the intersections of the board. The board starts out empty, and the goal is not necessarily to capture the opponent's stone pieces, but to take majority control over the board. That being said, control of the board is intimately related to capture, so let's show how to capture stones.

Adjacent stones of the same color form a *group* that lives or dies as one. (Diagonals don't count!)



A group stays on the board as long as it's adjacent to a vacant intersection. But if the opposing player places a stone that occupies the last empty space of a group, that group is captured and removed from the board.

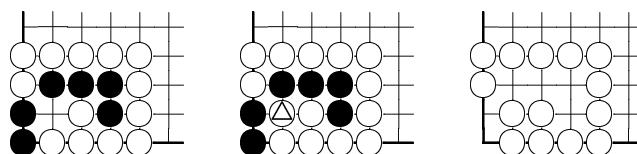


Figure 1: White's play at \triangle will capture both black groups.

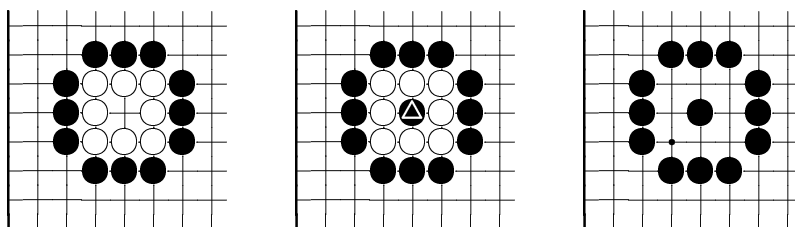
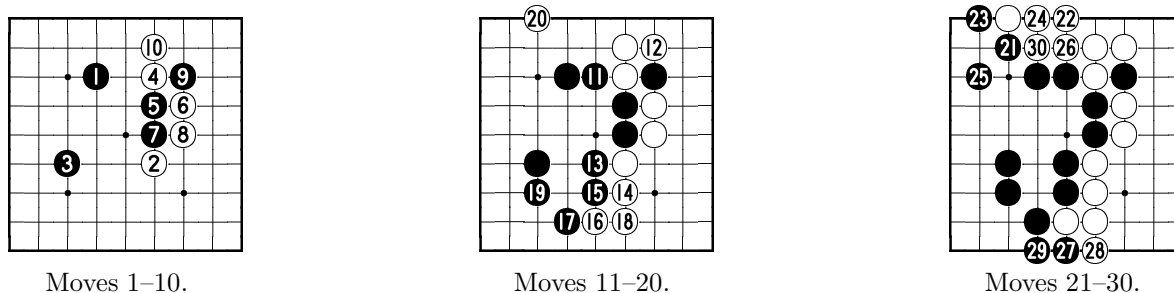


Figure 2: Black's play at \triangle will capture the white group.

Suicidal plays are disallowed, except for the special case where the play is a capturing one, as in Figure 2.

A 9x9 game

To help give a quick (but incomplete!) impression, here's an example of a 9x9 game.



Black and White jostle and push against each other. Black emphasizes the left side of the board, and White the right side. We'll talk about how to evaluate the score in a future handout. But as a teaser: at the end of the game, Black gets 26 points, and White gets 25 points, so Black wins.

For more information...

- *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.
- Come to the Beginner's Night! 7pm on Friday, February 20, in the Campus Center. We'll be on the second floor.