THE WAY TO GO

by

Kurt Baker

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Karl Baker

How to play the ancient/modern Oriental Game of Go

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Dedicated to Ann

INSPIRED
BY HUNDREDS
OF BAFFLED STUDENTS

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Roger B. White
with valuable assistance
from many go enthusiasts

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"All in good time there will come a climax
which will lift one to the heights,
but first a foundation must be laid,
broad, deep and solid..."

Winfred Ernest Garrison

PREFACE

The game of GO is the essence of simplicity and the ultimate in complexity all at the same time. It is taught earnestly at military officer training schools in the Orient, as an exercise in military strategy. It is also taught in the West at schools of philosophy as a means of understanding the interplay of intellect and intuition.

Learning go is easy. Mastering go is a delightful, never ending challenge.

In this little gem of a book, Karl Baker has created a masterpiece of simplicity and directness that should prove a great blessing to the interested, but as yet uninitiated, beginner. For all their simplicity, the rules of go are nevertheless strange to the neophyte. The beginner will find this step-by-step manual a tremendous help in understanding the basic principles, so he can quickly get on with the fun of the game.

As a home session primer for the beginner to prepare himself for his first game, this booklet will be invaluable. It will prove a godsend to both student and teacher.

Roger B. White
American Go Association

INTRODUCTION

Go is a game of strategy. Two players compete in acquiring territory by placing markers on a smooth wooden board with a simple grid drawn on it, usually 19 by 19 lines. Each player seeks to enclose territory with his markers, much like partitioning a field with sections of fencing. Further, each player may capture his opponent's markers. The object of the game is to enclose the most territory, a simple goal that leads to the elegant and fascinating complexities of go.

About The Game

Go originated in China about 4000 years ago. Japan imported go around 800 A.D. Players in eastern Asia have excelled at the game throughout modern times. Go reached the western hemisphere in the late 1800's. Completely logical in design, the game of go has withstood the test of time. Today go survives in its original form as the oldest game in the world.

Go is a game of skill involving no elements of chance. Each participant seeks to control and capture more territory than the other. The overall level of decision-making quality invariably determines the outcome of the game. All the play is visible on the board. Play begins on an empty board, except in handicapped games (the less-experienced player generally receives an equitable head start). The action of the game is lively and exciting, jumping from battle front to battle front as each contestant seeks an advantage of position.

From the first move each player builds a unique formation. In fact there is so much room for individual expression that it is believed no game of go has ever been played in the exact pattern of any previous one. Possibly there are over 10^{200} different patterns available. This number is vastly larger than the estimated number of atoms in the entire universe.

A game of go can achieve a wonderful artistic intricacy, born of an individual's intrinsic creativity and realized in the significance of the shapes that be creates on the board. Go is an aesthetic adventure of more importance than the mere winning or losing. However, in every game each player wins to some degree and necessarily loses to some degree, yin and yang. The runner-up can claim a gratifying share of the accomplishments in nearly every game of go.

Action on the go board reflects a personal effort toward balance and harmony within, a spiritual as well as practical ideal. Success on the board is related to success in this inner game. Go inevitably challenges and expands a player's ability to concentrate. The compelling dynamics of a game tend to become completely absorbing.

The situations that arise from the simple objectives of go are complex enough to have thwarted all attempts to program a competitive go-playing computer. Informed opinion doubts that a computer will soon, if ever, challenge the ability of a go professional. Effective go strategy is sublimely subtle. For example, a player may entice an opponent into taking a series of small victories, thereby ensuring a less-obvious but larger triumph for the strategist. Greed and headlong aggression usually lead to downfall. An easy solution may succeed immediately but later prove to be a severe liability. Miscalculations are rarely final; rather, success often hinges on effective recovery from adversity, a spirited willingness to roll with the punches. The combination of judgment and global-thinking capability necessary in high-level games is largely what reduces the most powerful existing computers and programs to virtual helplessness when faced with an experienced human opponent[1].

Go is a cooperative undertaking. Players need each other in order to enjoy the excitement of a challenging game. Unless an opponent offers a good tussle there is no game – no disappointment but then no opportunity either, no risk but no reward. Traditionally, go players value their opponents; a spirit of respect and courtesy ordinarily accompanies a game.

Perhaps most importantly, go is a means of communications between two people, a friendly debate, point-counterpoint. The play of each piece is a statement, the best statement that the player can make, and each is a response to the whole of the

composition. Each play may form a simple or subtle reply, expand on other statements, or begin exploring new areas. The potential intricacy of the interaction seems to be unlimited.

Players of any skill level can enjoy go. Two beginners playing together can experience as much excitement as two veteran players. A game of go can generate in the players an amazing range of emotions. Indeed, the promise of excitement is the motivation for working through these first chapters on The Way to Go.

[1]The fundamental arena of go is one person facing another. However, programmers are now enjoying another form of go – one computer program competes with another, computer versus computer.

"Go is a ballet of complementary patterns intertwining across the board."

CHAPTER ONE

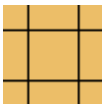
The Procedure For Playing Go

These chapters present example-questions designed to lead to an easy understanding of go. Use a cover sheet over each page and proceed by sliding the cover down to reveal each problem in turn. Try your best on each question. Review the appropriate explanation if your answer is incorrect. Pace yourself so that the material seems interesting and remains clear.

To Begin

Two players agree to a *contest* governed by the procedure of play as described herein. The playing field consists of horizontal and vertical lines that criss-cross. Each time one line touches another they form a *point*. There are 361 points on a full-size go board.

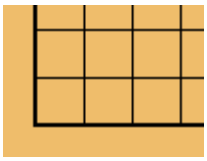
Problem: How many points show in the examples below? (Please note that some of the illustrations show board edges and some do not.)



Dia. 1

Answer:

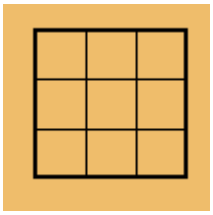
Four is correct.



Dia. 2

Answer:

Twelve. Remember to count the point in the corner.



Dia. 3

Answer:

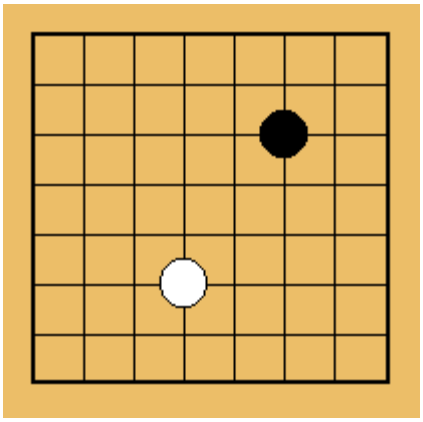
Sixteen.

In the game of go, as in these examples, ignore the spaces and pay attention to the *points*.

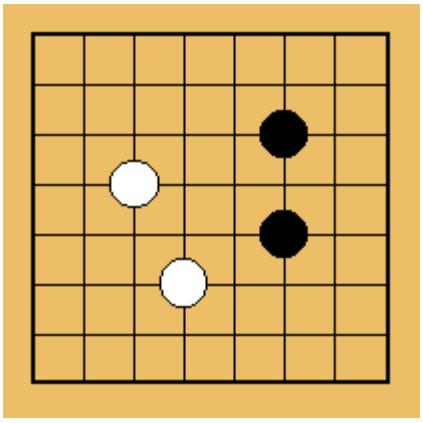
Play begins with the board empty of markers. Each point is a valuable piece of territory. The object of the game is to fence in completely (surround) more points of territory than your opponent surrounds. The markers of play are called *stones,* of which one set is black and one is white. The player who takes black plays first.

The players alternate placing stones, building their positions on the board by placing one new stone at each turn. The stones are placed on the points. Once a stone is placed it is *never moved* to another point.

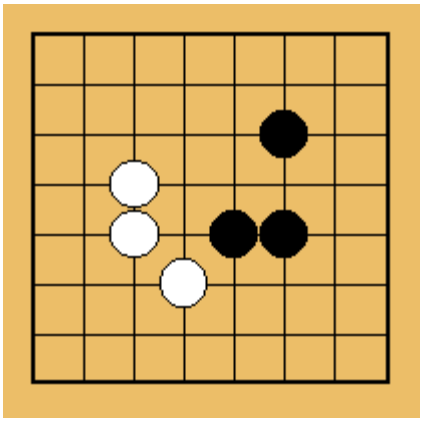
Following are three diagrams that show a game developing through six turns: black, white, black, white, etc.



Dia. 4



Dia. 5



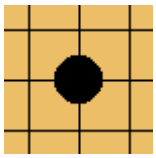
Dia. 6

Notice that the white stones begin to combine, just as the black stones begin to build upon each other. It is too early in this game for any points to have been surrounded, but black expects to enclose some territory on the right while white intends to enclose some on the left. The sequence continues from here until the game ends (illustrated in Chapter 3).

The Mechanics

Each point on the board has lines extending from it. The very next point along a line is an *adjacent poi*nt. Points are adjacent only along the lines Any point along a diagonal is not adjacent. Each empty point adjacent to a stone is a *liberty*.

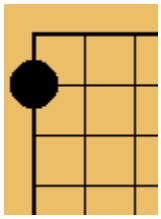
Problem: How many liberties does each stone have?



Dia. 7

Answer:

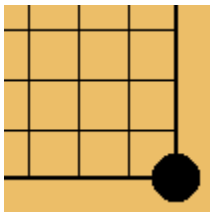
Four. Review the preceding paragraph if this is not clear.



Dia. 8

Answer:

Three.



Dia. 9

Answer

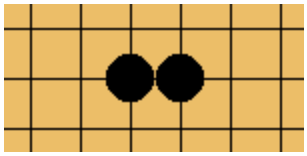
Two. Notice that stones along the edges and in the corners of the board have fewer liberties available.

Liberties are as important in go as breathing is in life. Ahead we will be concerned with liberties again and again.

Forming Connections

Once a Stone is placed on a point it is never moved to another point. When anther stone of the same color is placed on an adjacent point, the two stones are *connected*. Once connected, stones form an inseparable *unit*. A single stone or any number of connected stones can make up a unit.

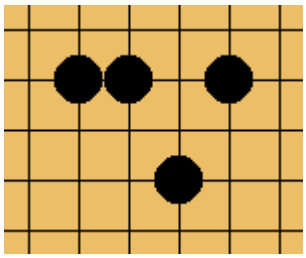
Problem: How many units are there in each of the following diagrams?



Dia. 10

Answer:

One unit.

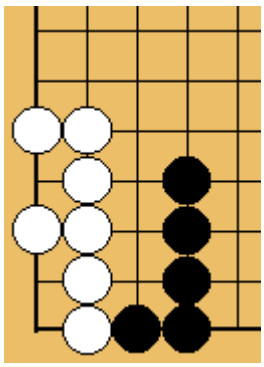


Dia. 11

Answer

Three units.

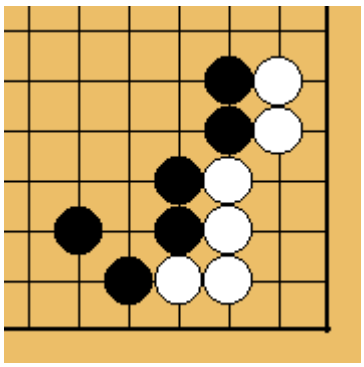
Notice that stones touch another of the same color when they are connected. To check connections at a glance look for stones that touch. A gap between stones announces a separate unit.



Dia. 12

Answer:

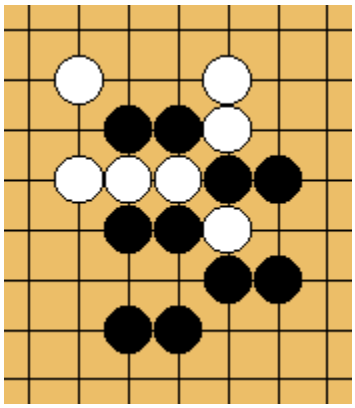
Two units, one black and one white.



Dia 13

Answer:

Six units, two white and four black. Remember that stones connect only along lines, they do not connect along diagonals.



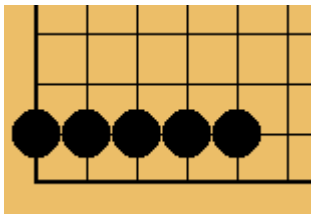
Dia 14

Answer

Nine units, four white and five black.

Connected stones share liberties, so they have as many liberties as there are unoccupied points adjacent to the *entire unit*.

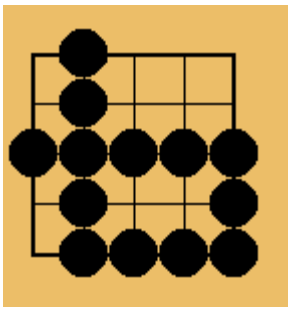
Problem: How many liberties do the connected stones have, below?



Dia. 15

Answer.

Eleven.



Dia. 16

Answer:

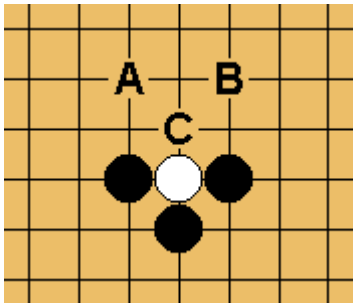
Ten.

Reread the explanation above if this is not clear.

Capture

Placing stones so as to occupy all the liberties of an opposing unit results in the denial of a liberty for that unit and it is *captured*. Captured stones are removed from the board immediately and retained by the captor as *prisoners*.

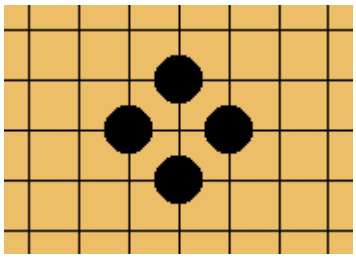
Problem: On which point must black place a stone in order to capture white and remove the unit from the board?



Dia. 17

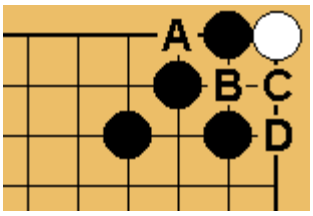
Answer:

C. It may help to think of a liberty as a breathing space. Without a breathing space stones smother and die. A black stone on point C produces the following position:



Dia. 18

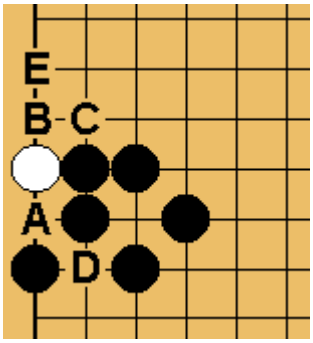
one prisoner.



Dia. 19

Answer:

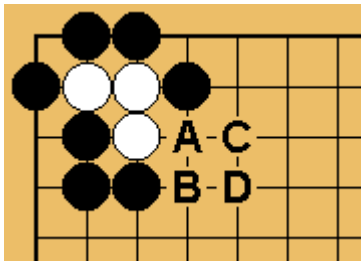
C.



Dia. 20

Answer:

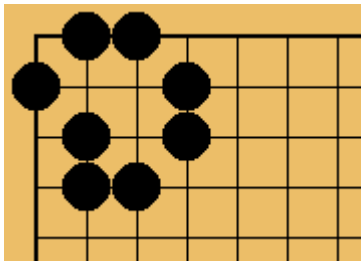
A and B. In this example, two liberties would have to be filled before the white stone could be removed.



Dia. 21

Answer:

A. The following diagram shows the position after black plays at A. Notice that the capture opened new liberties for the black units.



Dia. 22

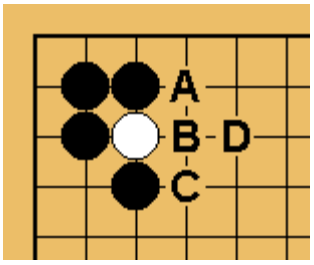
three prisoners.

Whenever connected stones lose their last liberty, they are all captured.

No matter how many stones in a unit, *the more liberties it has the stronger and safer it is*. In Diagram 22, black gained liberties by capturing white. The other way for a unit to gain liberties is by *extending*.

Problem: On which point can white play to increase the number of liberties for his nearly enclosed units below?

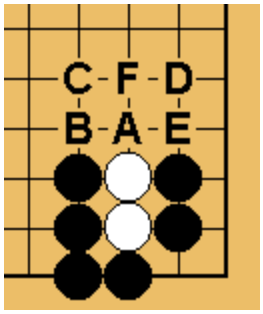
Hint: Count the liberties before and after an added stone.



Dia. 23

Answer:

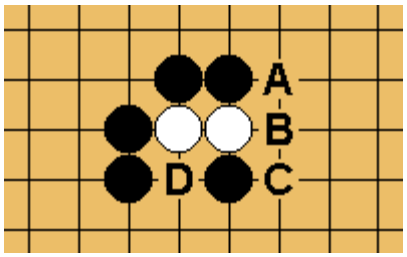
B. White has one liberty now; a white stone at B will result in three liberties for white, one at A, one at D, and one at C.



Dia. 24

Answer:

A. White has one liberty at A; a white stone added at A will result in three liberties for white, points B, F, and E.

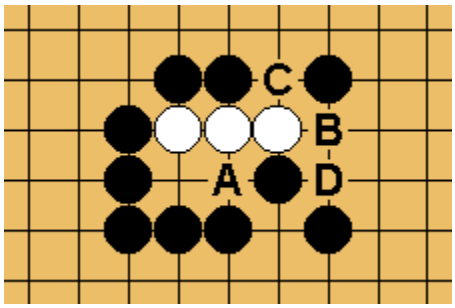


Dia. 25

Answer:

B. Adding a white stone at B will increase the white liberties from two to four. Confirm that a white stone on D will not increase the number of white liberties.

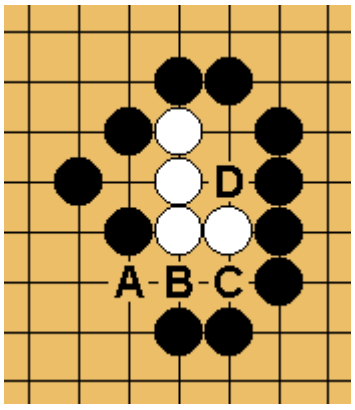
This one is trickier; count carefully.



Dia. 26

Answer:

B increases the count from four liberties to five.



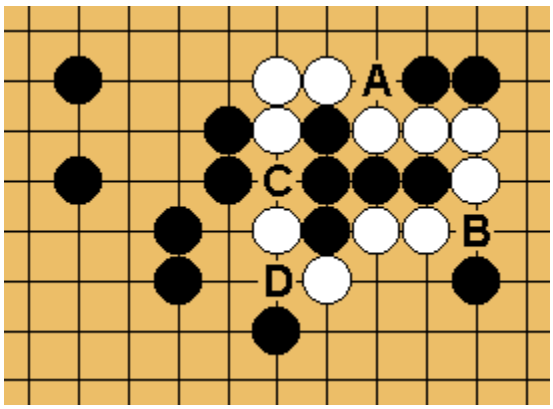
Dia. 27

Answer:

None of these points will increase the number of white liberties.

Players often extend in order to avoid capture. The added stone itself may reach to new liberties, as in the preceding diagrams, *or* the new stone may connect the unit to another unit.

Problem: On which point can black play in order to rescue the five-stone black unit, below?



Dia. 28

Answer:

Black's endangered unit will be saved, and strengthen to four liberties (and gain access to even more), if back joins his stones by playing at point C.

Whenever a unit has only *one liberty* remaining, it is in *atari* (ah tah ree).

Problem: Look again at each of the preceding six diagrams. In which of them are there stones in atari?

Answer:

Diagrams 23, 24 and 28.

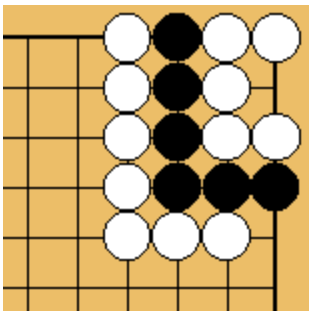
A player who has just had a unit put into atari is *not required* to try to protect that unit. Neither is the other side ever required to capture. Stones may remain in atari indefinitely.

As you begin to play go, it is instructive and courteous to warn your opponent as soon as a unit comes into atari. *Atari* is to go as *check* is to chess. Saying "atari" means: "As it stands, I can capture that unit on my next play."

Race to Capture

In each game, the players spend much of the time trying to arrange escape for friendly stones and trying to prevent the escape of enemy stones. Points that lie under captured stones are the territory of the captor. Therefore the question of capture or escape is vitally important

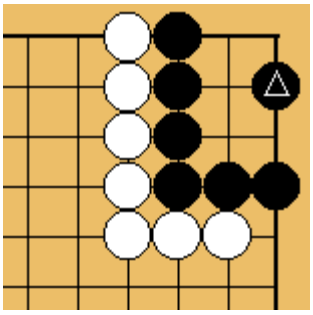
Problem: Where will black play in the following situation?



Dia. 29

Answer:

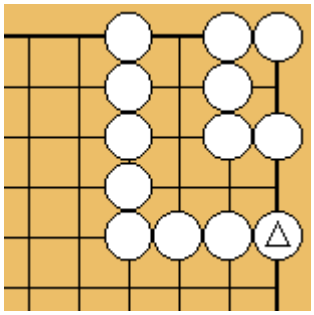
Black will fill the last liberty of the white stones in the corner and remove them from the board, simultaneously opening new liberties for the endangered black stones.



Dia. 30

five white prisoners.

If white gets the first play, white will take black's last liberty, capturing black and saving the cornered white stones.



Dia. 31

six black prisoners.

*"The power of stones is **always** measured by the number of liberties they can keep."*

CHAPTER TWO

Life And Death

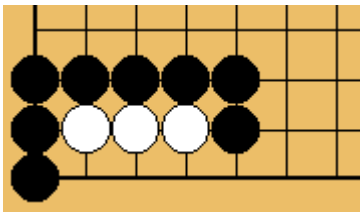
In this chapter we will examine safe enclosures and some enclosures that are unsafe.

Safe and Secure

In go, the players always seek to encircle territory, often the same territory at the same time. Sooner or later opposing stones meet and begin to push against each other. Liberties appear and disappear with each play. The conscientious player keeps track of the security of each unit involved in a battle.

Since stones are captured when opposing stones occupy all their liberties, then it follows that stones *cannot* be captured if the enemy stones cannot occupy all their liberties. Stones with safe liberties always have these liberties *surrounded*. Therefore safe liberties *must* lie inside an enclosure.

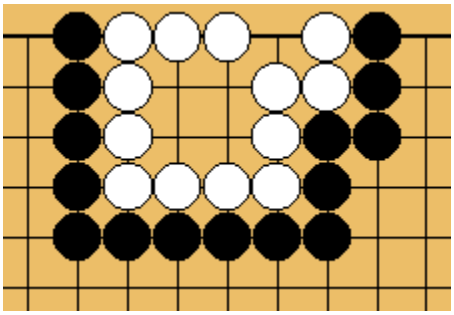
Problem: Can black occupy all the white liberties in each of the three diagrams below?



Dia. 1

Answer:

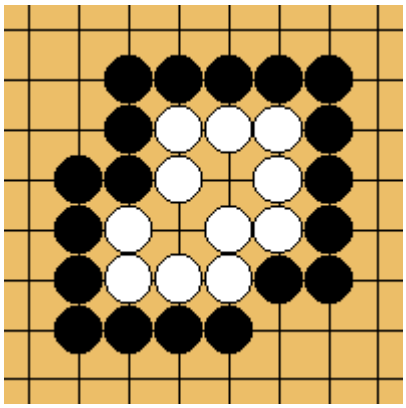
Yes. White has failed to surround territory and thus has no safe liberties here.



Dia. 2

Answer:

No. White has succeeded in surrounding territory. Imagine that black begins to place stones inside this white enclosure. Notice that the invading black stones will always run out of liberties before white does. Therefore white cannot be captured.



Dia. 3

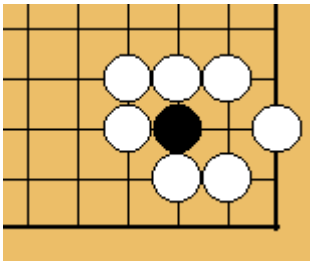
Answer:

No. White has completely surrounded two separated liberties. If black attempted to play on either point inside the white enclosure his stone would have *no liberties*, while white would still have one liberty. The invading black stone would be smothered as soon as it touched the board. The white stones cannot be surrounded completely (outside *and* inside) because black cannot occupy white's inside liberties.

To Escape or Not to Escape...!

Stones that retain one or more liberties but have no hope ultimately of keeping any liberties are said to be *dead as they stand,* or simply *dead.* Stones that are dead as they stand remain on the board as long as they retain even one liberty (unless the game is finished, in which case dead stones will be removed as prisoners).

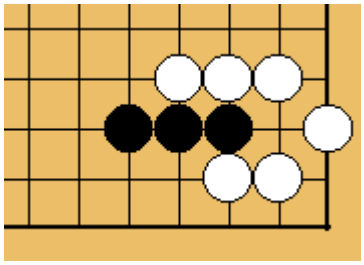
Problem: Do the black stones appear to be dead as they stand in the diagrams below?



Dia. 4

Answer:

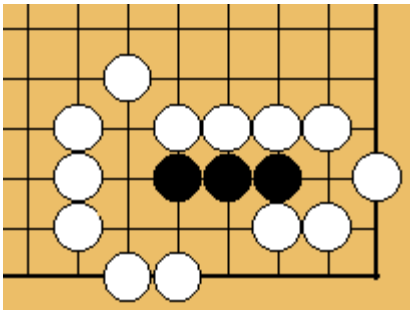
Yes. There is no escape for this black stone, yet it remains on the board because it has one liberty.



Dia. 5

Answer:

No. Black can add more stones to these connected stones in order to guide them toward the open area of the board, where they may be able to enclose territory. (With his turns, white may well attempt to block black's access to new liberties.)



Dia. 6

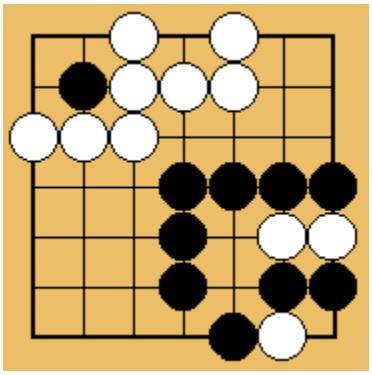
Answer:

Yes. These black stones are very well enclosed. Black cannot surround any points or capture any white stones. However, white can fill black's four liberties without endangering any white stones.

Thus, we see that stones can die from being loosely surrounded even if they are not absolutely smothered. Stones die when all their liberties *can* be taken, whether they are taken immediately or not.

Problem: How many black stones appear to be dead as they stand on the following abbreviated boards?

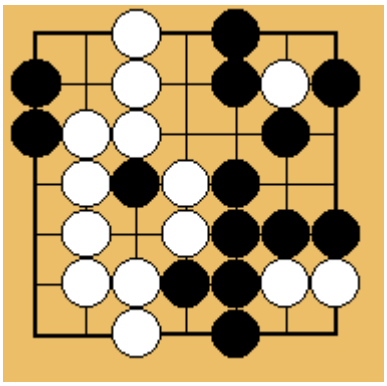
Hint: Count the liberties of each unit involved. The one with more liberties overpowers the one with fewer liberties.



Dia. 7

Answer:

One. The black stone in the upper left corner is trapped and white need only fill two liberties to remove it. Adding another black stone to it will not increase its liberties or help it escape.



Dia. 8

Answer:

Three. The two black stones in the upper left have no prospect either of escaping or of enclosing territory. Also, the black stone near the center of the board has only one liberty, while the two enclosing white stones beside it have two liberties.

Problem: In each of the two diagrams above, how many white stones are dead as they stand?

Answer, Diagram 7:

Three. The single white stone in the lower right corner has only one liberty. The two connected white stones in the lower right corner have only one liberty. Each black unit has more than one liberty.

Answer, Diagram 8:

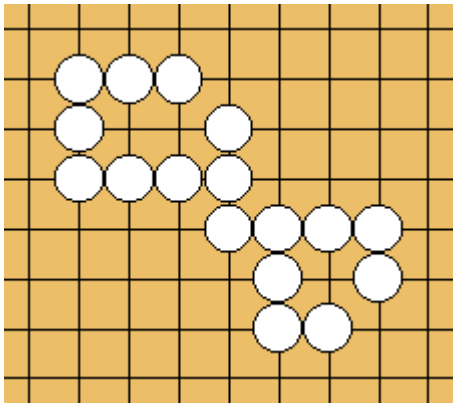
Three. Black's liberties overwhelm those of white in the lower right corner and in the upper right corner. White can neither escape nor surround safe liberties there.

Two Eyes

A point fully enclosed by one color is called an *eye*. A group of points fully enclosed by one color is also an eye. Stones live by shaping an enclosure of *two eyes;* stones that can form only one eye, or none at all, will eventually come into atari. Enclosures with two eyes always have at least two liberties and thus cannot be captured.

The following examples show some formations with two eyes and some without.

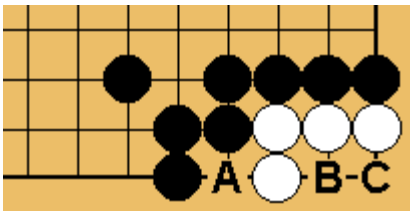
Problem: Is white alive or dead in each case below?



Dia. 9

Answer:

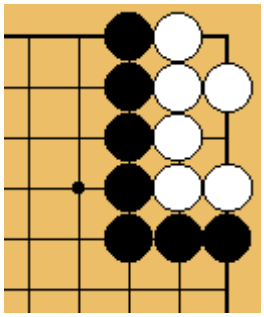
Alive. This formation has two eyes, one enclosed area of two points *and* one enclosed point in the lower right. Even if all the outside liberties are filled by black, white will never come into atari.



Dia. 10

Answer:

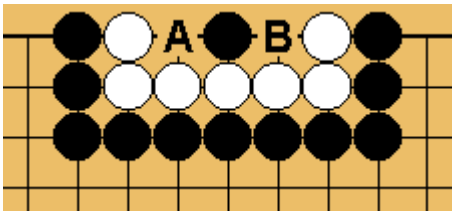
Dead as they stand. White has one eye and no escape route. If necessary black can fill points A, B, and C to remove the white stones.



Dia. 11

Answer:

Alive. White has two eyes; black cannot occupy either of the white liberties without placing a stone on the board that would have *no liberties* after the play is completed.

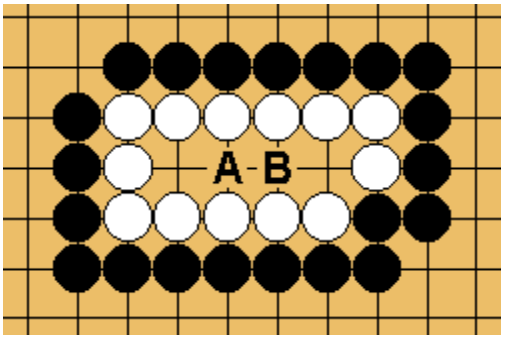


Dia. 12

Answer:

Dead. Black has wisely placed inside white's single eye a stone that occupies the only point by which white could have separated the enclosed area into two eyes. If white plays at either A or B he will leave his stones with only one liberty, in atari. Confirm that black can bring white into atari by adding another black stone at A or at B. If white then captured the two black stones, black would simply place another stone inside white's eye, finally leaving white inescapably in atari.

Of course, if white had played first on the point occupied by the single black stone, then white would have two eyes.

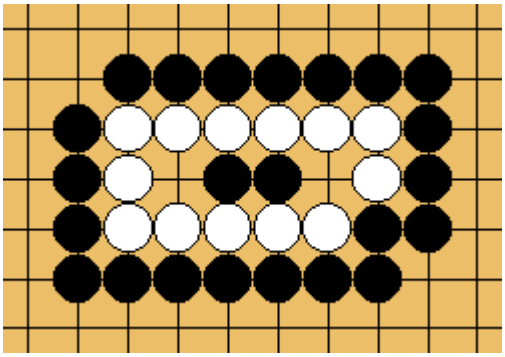


Dia. 13

Answer:

Alive. If an enclosed area is large enough, then it can be separated into two distinct eyes anytime it is necessary. In this case white has enclosed a single area that can be separated into two eyes with a white stone either at A or at B. If black took one of these points and white took the other, then black could not place another stone inside the white enclosure due to a shortage of liberties.

If, however, white allowed black to occupy both A and B, then white could no longer make two eyes and would die:



Dia. 14

In attempting to approach the two black stones now, notice that white would have to place his own stones into atari. Black can bring white into atari at any time by adding another black stone, allowing white to capture three stones, and then occupying white's vital point as in Diagram 12.

So we see that in order for his stones to keep liberties, a player must enclose at least two eyes, *or* enclose an area large enough to be separable into two eyes despite opposing effort. As you play, the concept of eyes will become clear.

Congratulations! You have now learned the alphabet of go. The principle of liberties is the basis for the whole game.

"Surround enough territory and eyes will take care of themselves."

CHAPTER THREE

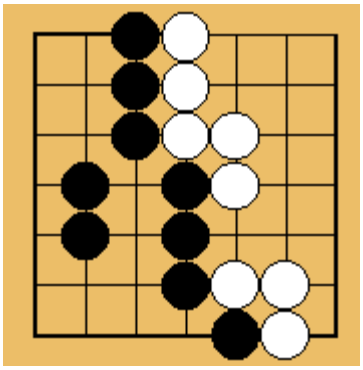
Ending The Game

There are four goals in go: (I) surround territory, (2) reduce your opponent's territory, (3) capture enemy stones, and (4) protect your own stones. The winner, on balance, has always accomplished these goals more efficiently than the loser.

Tying Up the Loose Ends

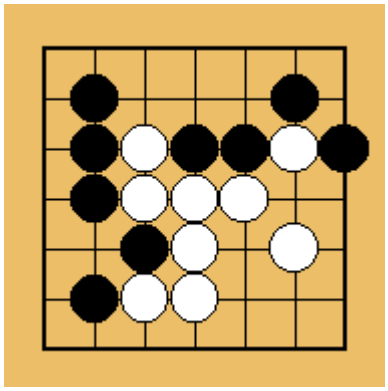
The game is ended by a pass of turn by each player *in sequence.* Saying "I pass" means that you see no opportunity to further any of the four goals above. Passing presumes that all the claimed territories are completely surrounded (all fence sections are in place), and no stones are in atari along the borders formed by the opposing stones.

Problem: Is black ready to pass in the following diagrams?



Dia. 1

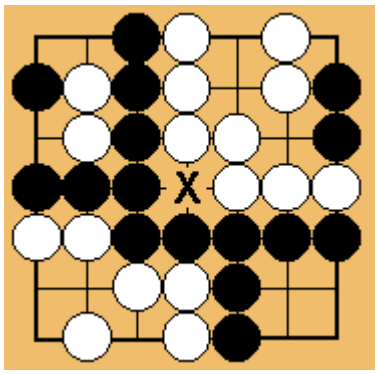
No. White's wall is incomplete. Black can push into white's territory through the gap in white's wall. Also, the lowermost black stone is in atari; black can save it from capture by connecting it to the neighboring black stones. Black must decide which of these two plays is more valuable.



Dia. 2

Answer:

No. Two stones are in atari, one white and one black, and the walls formed by the stones are incomplete.



Dia. 3

Answer:

Yes. This example may look confusing at first since it brings together all the concepts discussed so far. We will simplify it by looking at it one step at a time:

Look at the two white stones in the upper left corner. They have two liberties, no eyes, and no hope of capturing any black stones, so they are dead.

Next look at the two black stones in the upper right

corner They also have only two liberties, no eyes, and no hope of capturing white.

Black's living stones are connected through the middle of the board. Black has an eye area in the lower right corner and another in the upper left corner.

Notice that white has two enclosures, one in the upper right and one in the lower left. White's enclosures are *not* connected to each other through the middle of the board. Look to see that white has two eyes in each of these enclosures. In the upper right there is one eye in the area where the two dead black stones lie and one eye of two points just to the left of that. In the lower left corner, the single white stone divides that enclosure into two eyes.

Notice that no stones are in atari along the territorial borders. All the walls are complete, blocking out the opposing stones.

Problem: In each of the three diagrams above, is white ready to pass?

Answer:

Diagrams 1 and 2: No.

Diagram 3?

Yes. The game in Diagram 3 is finished. If either side decides to fortify its defenses further, it will merely occupy its enclosed points with its own stones, thereby reducing its surrounded territory.

As the game progresses, outside liberties become less and less important and enclosed points become all-important. Often there remain between the opposing stones some vacant points, called dame (*dah* meh), that neither side can exclusively enclose. Dame are neutral points, owned by neither side. The players continue filling dame in turn until all the points remaining on the board are completely enclosed by one side or the other.

Problem: How many dame are there in Diagram 3?

One. Neither side can surround point X completely.

Reaching Agreement

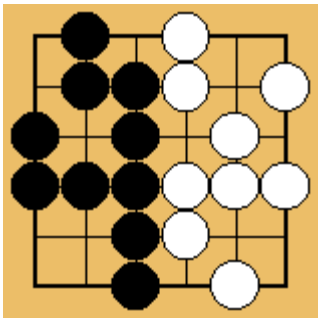
After one opponent passes, the other may still play, in which case the turns continue until both pass in sequence. Then the players must agree with each other about the status of each unit on the board (whether it is alive or dead as it stands). If they cannot agree, then the play resumes until the situation becomes completely clear to both. In every case continued play will resolve any questions by steadily reducing the number of liberties. Eventually each unit will either lose all its liberties or it will enclose only safe points.

Another way to end a game is by resignation. A player voluntarily resigns a game that has become lopsided and uninteresting to his opponent. If you lose too many stones, simply resign and begin another game.

Scoring

Verify that all dame have been filled (with extra stones, *not* with prisoners). To count the score, remove from the board all stones that are dead as they stand and add them to the prisoner collections. Now count each vacant point as *one point* for the side that has surrounded it. Subtract one point from black's score for each black prisoner and subtract one point from white's score for each white prisoner. The winner is the player who has the more points.

Problem: How many dame are there in the following completed games?

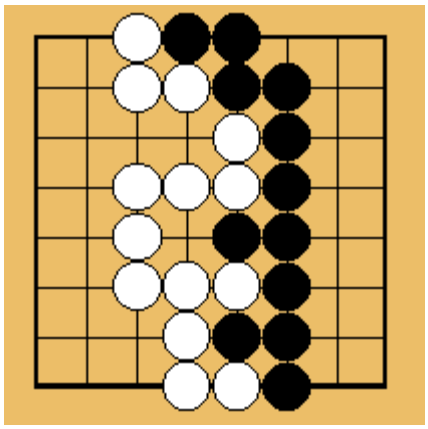


Dia. 4

one white prisoner.

Answer:

Three. Confirm that either black or white stones may occupy the dame here without affecting the number of points either side has surrounded.



Dia. 5

one white prisoner.
two black prisoners.
(note beginning of this game on page 5)

Answer:

One.

Problem: What is the final score in each of the two previous diagrams?

Answer, Diagram 4:

Black seven, white six. Black wins by one point.

Answer, Diagram 5:

Black fifteen, white nineteen. White wins by four points.

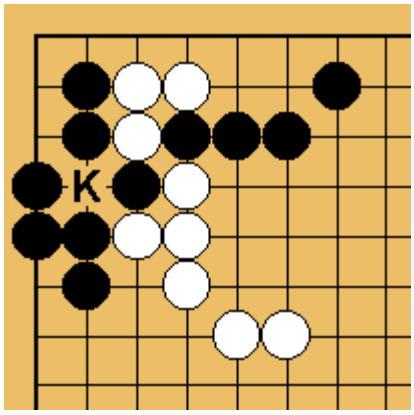
Now it is easy to see why enclosed points are vital – not only do they enable stones to live, *they determine the final score.*

"Action on the go board can take place anywhere at practically any time. Surprise plays a major role."

CHAPTER FOUR

The Rule Of Ko

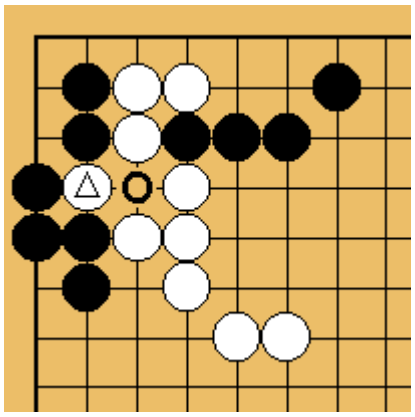
The word ko means *eternity*. In go, a ko refers to a common position that would allow an endless series of meaningless plays if there were no rule to cover the situation. The example below illustrates the ko position.



Dia. 1

Notice that the single black stone, separating the upper white stones from the lower white stones, is in atari. This situation is of considerable importance to both sides. The upper white stones are dead as they stand if they cannot connect to the lower white stones. However, if white can manage to connect, then black will relinquish three enemy stones and the points they occupy.

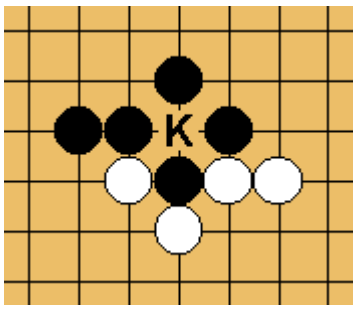
White can capture the single black stone by playing on point K and taking its last liberty:



Dia. 2

Now the single white stone is in atari and it is black's turn to play. It appears that black can recapture the white Stone by playing on point 0 immediately. Then white can recapture by playing on K (first diagram). Then black can recapture, then white, then black, and so on. In order to prevent this meaningless sequence, *a player may recapture in ko only after making at least one play elsewhere.* After he has played on another point he may then place a stone on the ko point. This simple rule prevents a possible stalemate.

Problem: In the diagram below, assume that black has just captured a white stone from point K.



Dia. 3

Problem: Can white recapture with his next move?

Answer:

No.

Problem: Where must white play?

Answer:

Someplace else on the board.

Problem: What could happen if the rule of ko were not in effect?

Answer:

The game could not proceed if both players insisted on capturing and recapturing and neither would play elsewhere.

The concept of ko will become clear as you play. Now you are ready to apply your knowledge of go in a real game.

Go for it!

"The go player must contend less with his opponent and more with conflicting impulses and emotions within himself."

CHAPTER FIVE

GO PROVERBS FOR BEGINNERS: WORDS TO LIVE BY

Go proverbs are general rules of thumb, guidelines to recall in the inevitable moments of doubt and uncertainty. These proverbs begin to introduce elementary concepts of go strategy and tactics. Often one or the other of them will provide excellent advice for the situation at hand, but sometimes they will be entirely inappropriate. In applying proverbs, as with all the decisions of go, use your best judgment.

"He Who Counts, Wins"

Each play makes important changes in the liberty count of adjoining stones, both friendly and enemy. Practice counting the liberties of each affected unit after each play. With experience counting liberties will take only a few seconds.

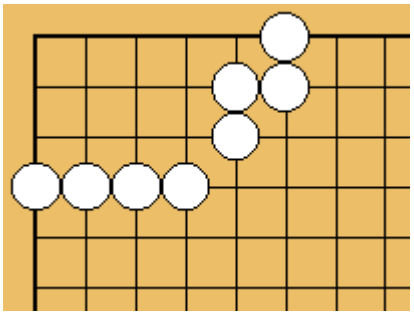
Corollary:

"He who doesn't count liberties will surely lose"

"Stake a Claim"

Outline territory that you intend to surround. Develop the corners first, then the sides. In the corner, the edge of the board provides two ready-made walls. The side provides only one.

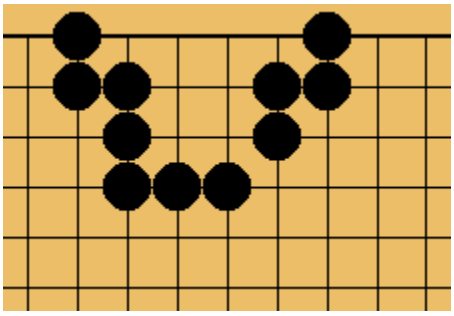
Corner Territory:



Dia. 1

Notice that it took only eight stones to surround thirteen points in this corner. Compare that result with the next diagram.

Side Territory:



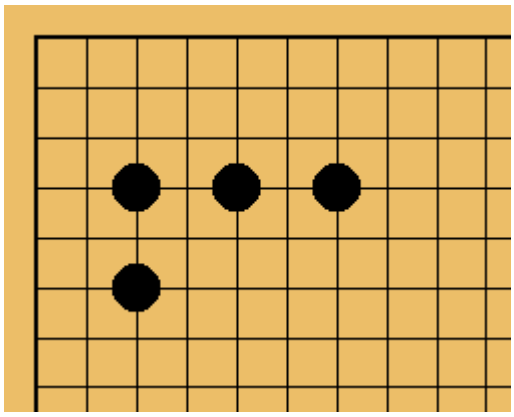
Dia. 2

Notice that more stones, which take more turns, surround fewer points on the side.

The middle of the hoard provides no walls; it takes a *large* number of stones to surround only *a little* territory in the middle.

"The One-point Jump Is Never Wrong"

Instead of connecting immediately, black plays more efficiently by extending one point (and often more) from his own stones.



Dia. 3

The diagram above shows a series of one-point extensions. Black will connect when white begins to approach this position. The one-point jump is a primary tool for outlining territory *and* for pushing into an opponent's outline in order to interfere with its development.

"Divide and Conquer"

Use some stones in an effort to keep enemy stones from connecting with each other. Unconnected stones are easier to chase and surround than are connected stones.

If an attempt to separate enemy stones fails, then apply the next proverb.

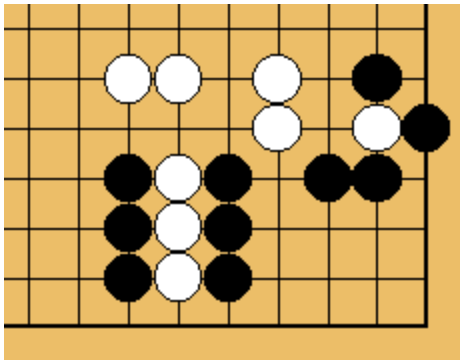
"Don't Throw Good Stones After Bad"

Abandon stones that seem to be pursuing a lost cause. Those stones may be useful later in the game if left alone, but they will be lost for certain if you push your opponent into smothering them and removing them from the board immediately. Stones that are dead as they stand, ironically, are in a much better position than prisoners. Dead stones are often useful, and sometimes they even escape to live again. Prisoners are gone forever.

"Play The Big Points"

As the board fills with stones, the game proceeds roughly from the larger questions of territory and capture to the smaller ones, until there are no points left unenclosed.

In the diagram below it is black's turn to play. Will black block and kill the three white stones at the bottom or capture the single white stone on the right?



Dia. 4

"Keep Your Stones Connected"

Staying connected means keeping your stones within connecting distance of each other. Even if they are not actually touching they may be considered to be connected *if they cannot be prevented from connecting*. Once they have been blocked from connecting, stones are in greater danger of being surrounded and captured.

In the previous diagram white has failed to keep his stones connected and will consequently lose his unit of three stones. Naturally black will place the three in atari while allowing the single stone to connect, not vice versa.

"A New Stone Makes a New Game"

Each stone radiates power and, to a greater or lesser degree, influences all the others on the board. Respect the power of enemy stones by reminding yourself that your opponent's last play just changed the situation on the entire board. Assume that he is trying his best (as you also are) to make the strongest available play.

"Quick Play Yields Experience"

Keep the game moving at a good pace. There is much to be gained from making many mistakes and learning from those mistakes as the results unfold. Beginners progress quickly by playing quickly and by playing many games. In addition, it is impolite to keep your opponent waiting. Most informal games proceed at a brisk, steady pace.

"If the Go Board Throws You, Jump Right Back On"

Determination is your best ally! Errors are entirely normal. As a beginner, appreciate and enjoy your privilege to make mistakes – the more you make the sooner you will excel!

Glossary

adjacent – refers to the next point along a line on the board.

alive – an enclosure of stones that has formed two eyes.

atari – announcement that an opposing unit has only one liberty.

capture – to occupy all the liberties of a unit and remove it from the board.

connection – stones of the same color lying on adjacent points. Joining one unit with another.

dame – a vacant point that neither side can surround exclusively.

dead – stones that cannot form two eyes, nor connect to other stones which could.

extend – to add a stone directly to a unit in order to reach more liberties. Also, to reach from one unit toward another without connecting directly.

eye – a point or area fully enclosed by one color.

ko – a situation of capture and recapture.

liberty – a vacant point adjoining a unit.

pass – announcement that a player relinquishes his turn.

point – a place where one line on the board touches another. Also, a unit of scoring.

prisoner – a stone that has been removed from the board because it lost all its liberties.

stone – a marker of play, either black or white.

territory – the points on the go board. Also, points that have been enclosed by one side.

two eyes – two separated points inside an enclosure of stones.

unit – any number of connected stones.

About The American Go Association*

The American Go Association is the national organization of U.S. go players, cooperating with similar national organizations around the world.

We:

- Publish the American Go Journal
- Maintain a computerized numerical rating system
- Maintain a web site (http://www.usgo.org)
- Sanction and promote AGA rated tournaments
- Organize the U.S. Go Congress and championships
- Distribute an annual club list and membership list
- Work to develop a strong national network of clubs
- Promote go and enhance public awareness

The AGA is working to introduce more people to this wonderful game.

*Editor's note: this information has been updated since the last print edition of "The Way To Go."