

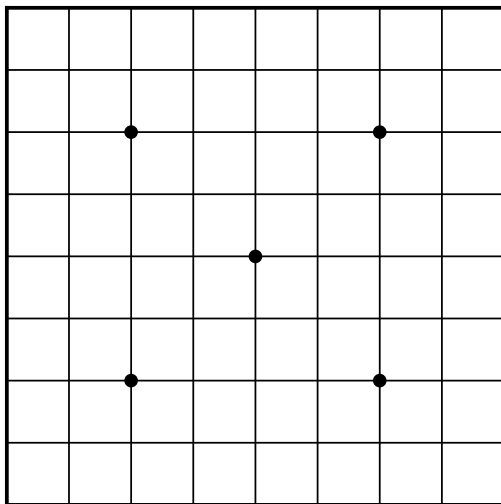
## Let's make a go set.

In this book, our board is a 9x9 grid. You can either buy one, or make one yourself. For the playing pieces, create forty of each color, usually black and white, but any two colors will do.

You can put round, self-adhesive stickers on pennies (you can find the stickers in office supplies stores), for example, or use buttons as the playing pieces, which we call stones.

Draw a 9x9 grid on paper, cardboard, or plywood. A laminated paper board is very durable.

Please be sure the grid and the playing pieces are of a compatible size. The distance between the lines of the grid should be just a little more than the diameter of the playing pieces.



This is a 9x9 grid. The dots on some intersections are just to help you see where you are on the board.

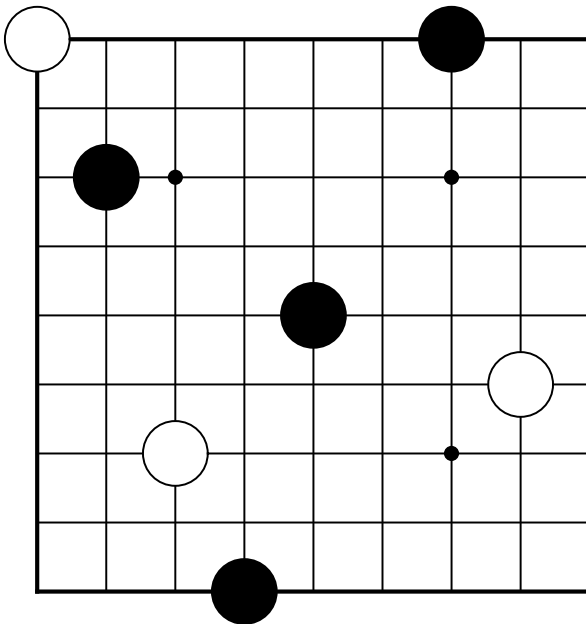
A full sized board has a 19x19 grid. Master board makers draw the lines on a board with a Japanese sword dipped in lacquer. A board made by a master can cost as much as a house.

# STAGE 1: STARTING TO PLAY

Now, it is time to begin a fun game of go.

Even five year old children can participate in a game after a one minute explanation of the following rule. Are you ready with a board and stones? Here we go!

Stones are placed where two lines cross. You can imagine that they are road intersections.



## Question

Are all the stones in this diagram placed correctly?

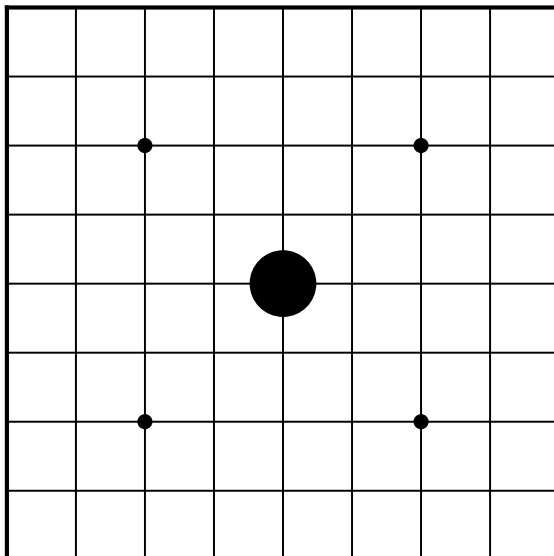
**Answer:** Yes

Unlike many other games, such as chess and checkers, you should ignore the square spaces in the game of go. However, it is interesting to note that almost all two year old kids place a stone in a square by instinct.

## Problem

Go is usually called *Igo* (ee-goh) in Japan. The “I” in Igo means “to surround” and the “go” means “game”, so the name means “the surrounding game”. “Go” is a shortened version of the Japanese name. The basic rule of a game of go is to surround and capture.

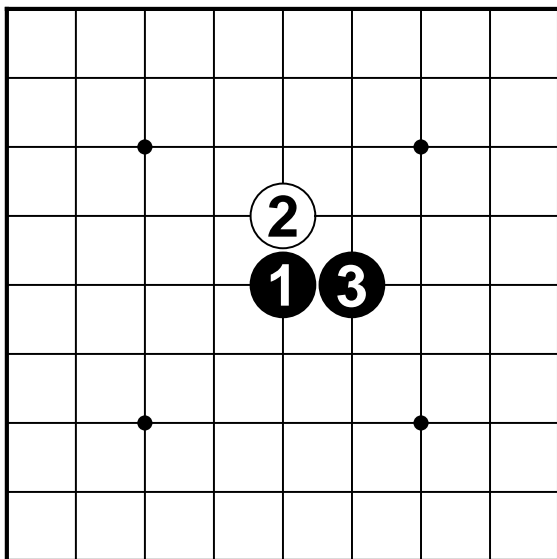
Now, please surround the black stone on this diagram with white stones. Hint: Use four white stones.



## STAGE 3: DISCOVERING TERRITORY

The best and quickest way to get stronger at go is to play many games. As you become good at capturing and protecting stones, increase the number of stones that must be captured in order to win a game. The number can be three, five, even ten.

This is the start of another game between the four year old boy and his mother, one of whose games we saw earlier.



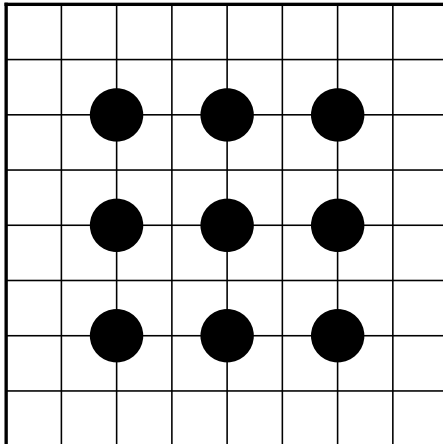
③ is a solid move, making a group of black stones that is harder to capture.

## STAGE 4: AN EXPLANATION OF TERRITORY

Now that you have learned the basic techniques for capturing and protecting stones, we can move on to an explanation of territory.

Regular go can be said to be a game of territory. Your territory is an area in which the other player cannot place stones without their being captured.

This game is between myself, a top level professional, and a girl who is a beginner. So that she would have a chance to win, I had her place nine stones on the board in this pattern as a help, which we call giving handicap stones.



One of the interesting things about go is that it has a handicap system that allows players of quite different strengths to play a game. Even a beginner can beat a professional.

① is the play that enables Black to capture the white stones in each case. White now cannot make two eyes, so the white groups are dead.

