GO

workbook 1

rules of the game

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Contents

Foreword

You can learn **Go** best by playing a lot and doing many exercises. The exercises are mostly problems you have to solve.

The series of Go Workbooks contains a large amount of exercises, which increase in difficulty gradually. In every book new themes will be introduced. In the books a new subject will be explained shortly and after that exercises will be given about this subject.

The workbooks are part of the official curriculum of the Dutch Go Association. This curriculum has different levels; every level has one or more workbooks, an examination and a certificate.

Write the answers of the problems in the book.

In case of a multiple-choice question, just draw a circle around the right answer. If you have to choose between two moves, A and B, you draw a circle around one of them.

But mostly it is about playing the right move. You just have to draw a stone (a ◯) at the right place in the diagram.

If the solution is a sequence of moves, you place the numbers of the moves in the diagram.

To make a distinction between black and white you encircle the numbers of the black moves:
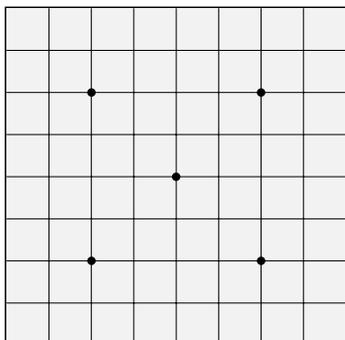①, 2, ③, ...

The answers of the problems can be found at the website of the Dutch Go Association: www.gobond.nl.

Workbook 1

This book is the first of the series. It is part of the first level of the curriculum. This book explains the rules and the basic principles of the game. That is enough to play a full game.

Board, stones and moves

Go is played with *stones* on a *board*. Go is a game for two players, one has the black stones, and the other has the white stones. The players are just called *black* and *white*. There are horizontal and vertical lines on the board. Sometimes there are dots on the board too. These are called *star-points* or *handicap points*.
These points have no importance in the game. The game starts with an empty board.

black

white

The players place stones on the board in turn. Black always begins. Each stone is placed on the intersection of two lines. Such an intersection is called a *point* on the board. You can see the first four *moves* of a game right here. You can play at any empty point; you can even play on the sides and in the corners. If you have placed a stone on the board you can't replace it.
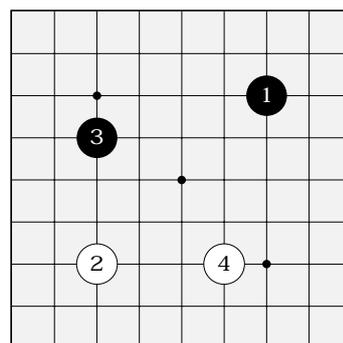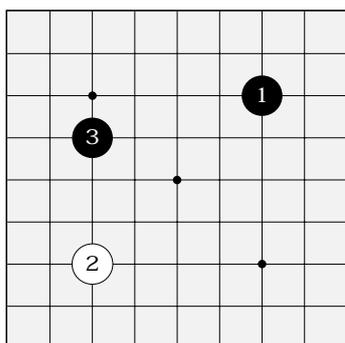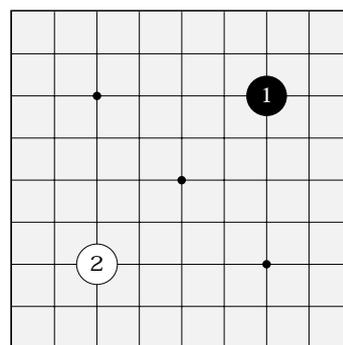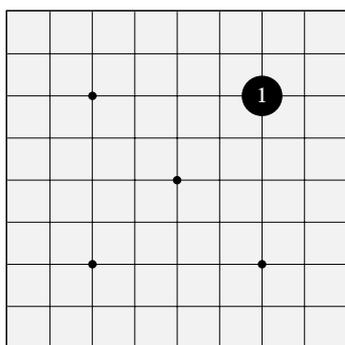
Chains and liberties

The *liberty (free point)* of a stone is an unoccupied point next to it that is connected with the stone by a line.

In the diagram the liberties of the black stones are numbered. The stone in the corner has only two liberties. **The stone** at the border has three liberties and the stone in the centre has four liberties. The white stone that lies next to the black stone takes a liberty from it. The black stone has three liberties left.
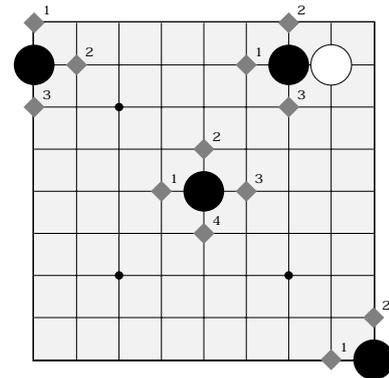
Stones of the same colour that are lying next to each other and are connected by a line form a *chain*. A chain has liberties too; those are the empty points next to the chain. **We call them the liberties of the chain.** In the diagram below you can see three black and two white chains.
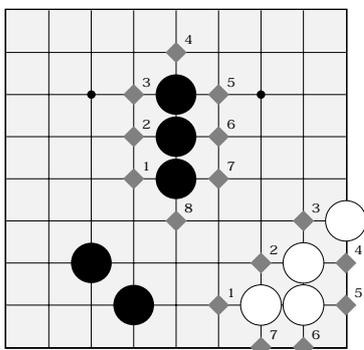
The three black stones are lying next to each other so they are forming a chain, which has eight liberties. The two lone stones are not lying next to each other, so they are not forming a chain. They are two chains of one stone each. They both have four liberties. The white chain of three stones has seven liberties. The lone white stone is not lying next to the chain of three stones; there is no line between them so the lone stone is called a chain of one stone with three liberties.

Chains

Stones with the same character are in the same chain.
Give every white chain a character: A, B, C...
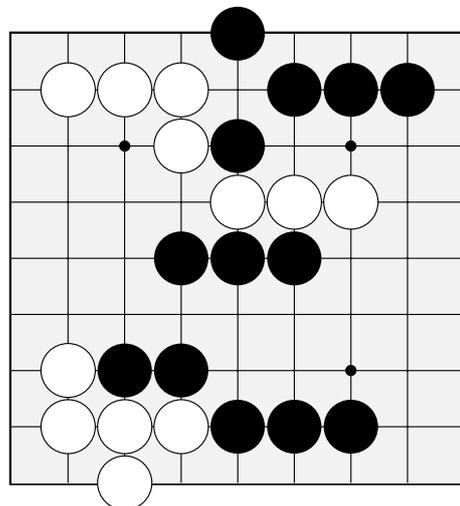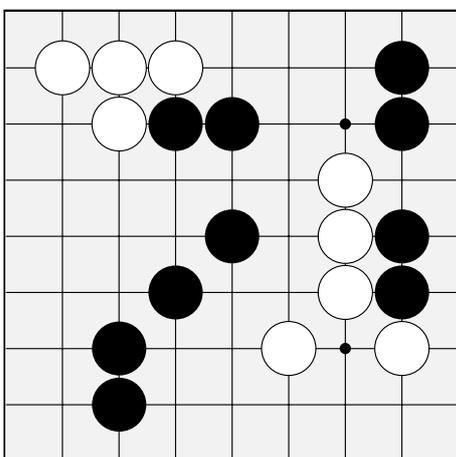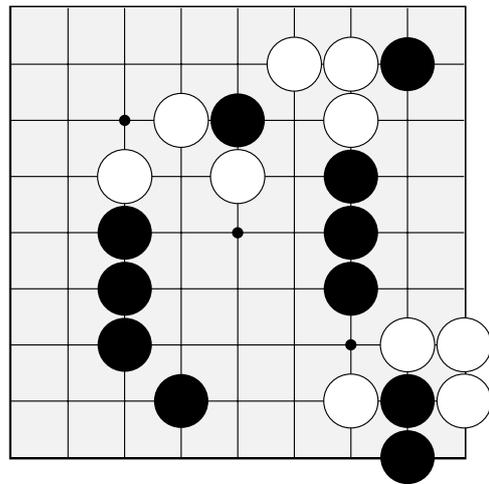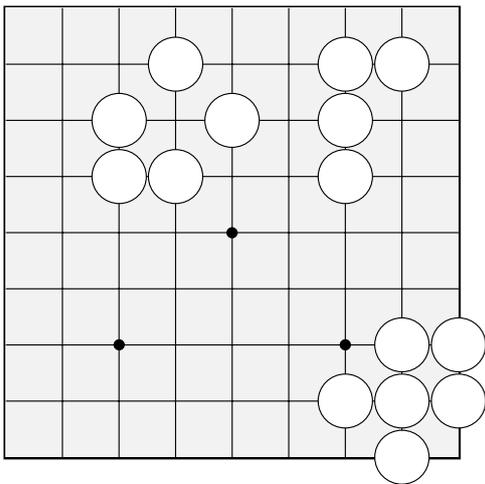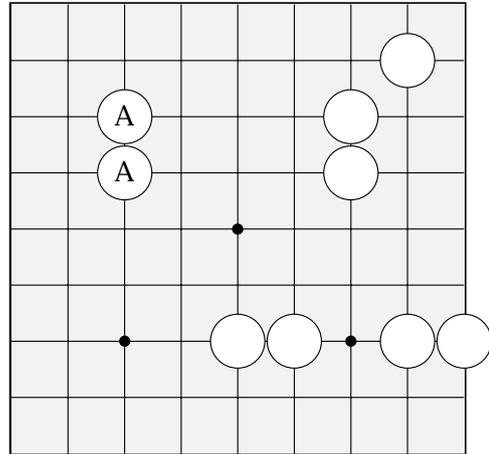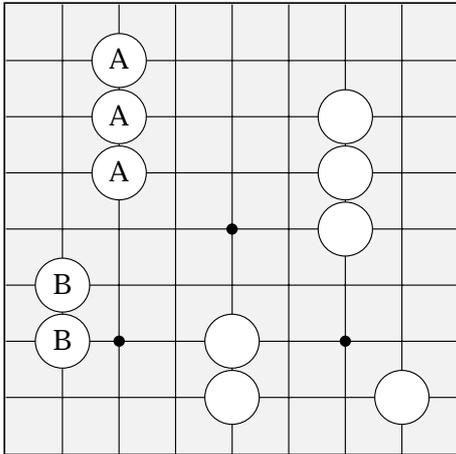
Liberties

Number the liberties of the black chain(s).
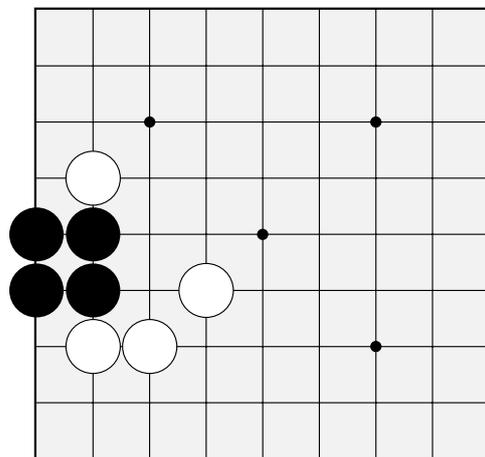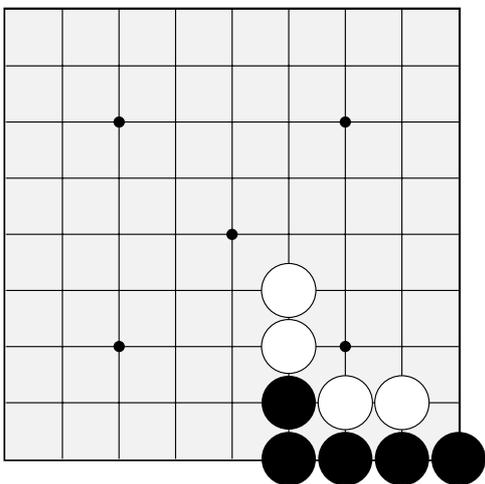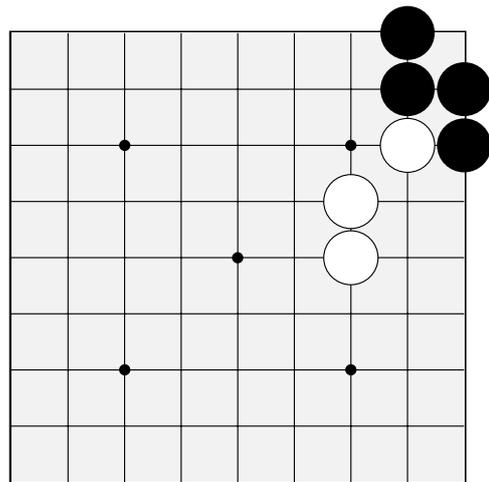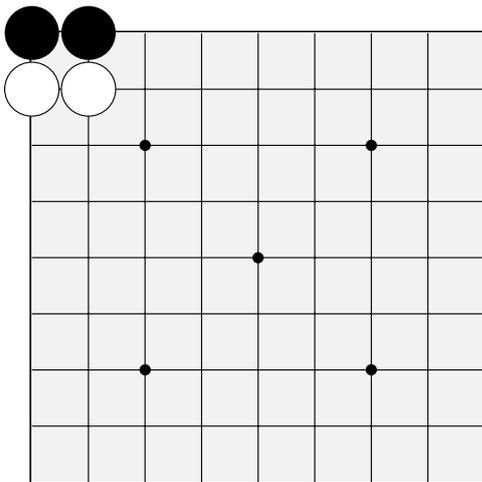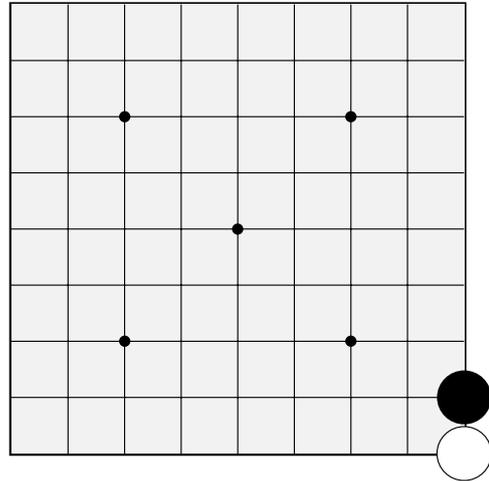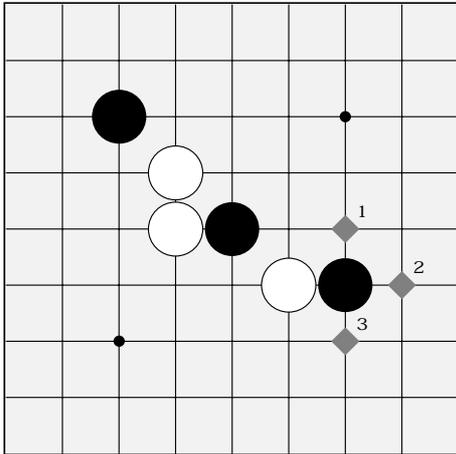
Liberties

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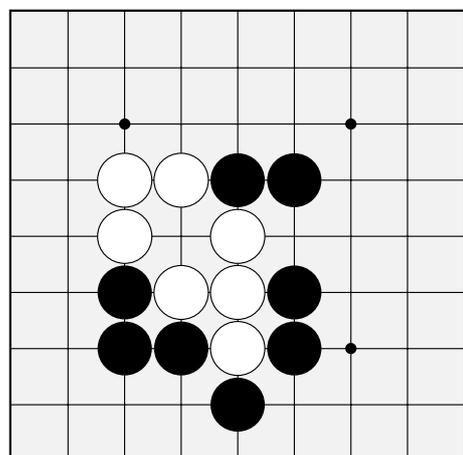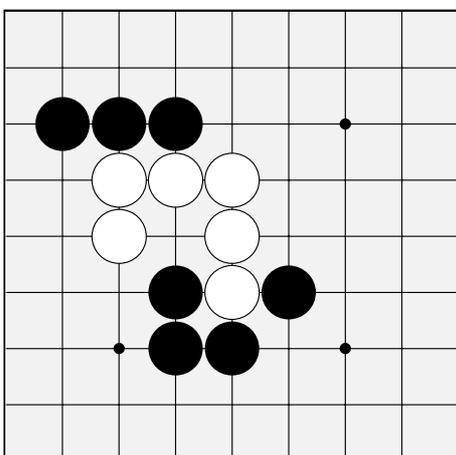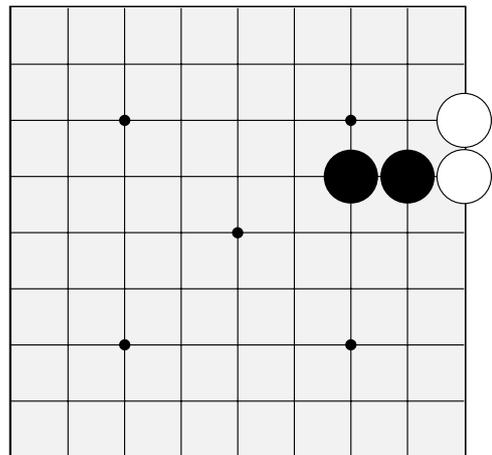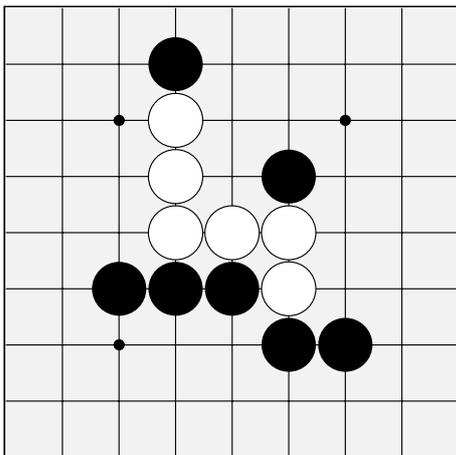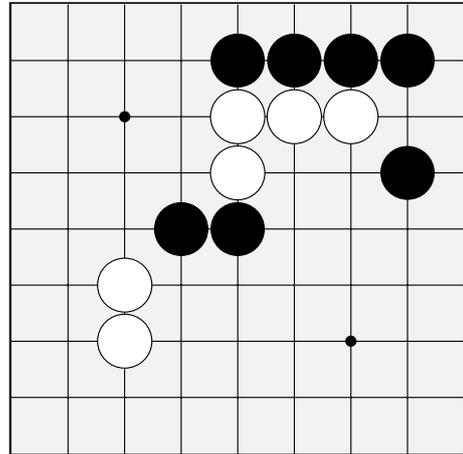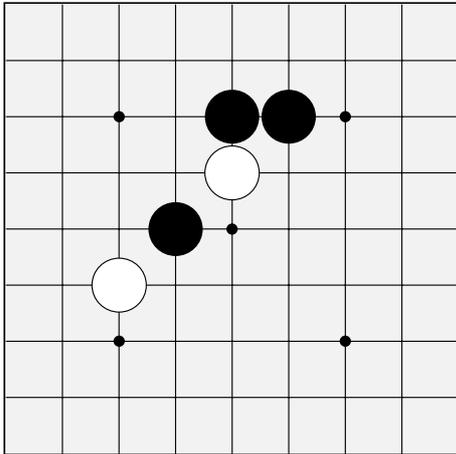
Capturing and atari アタリ
atari

To *capture* a stone, you must surround it with your own stones.
A stone is captured when its last liberty is filled.
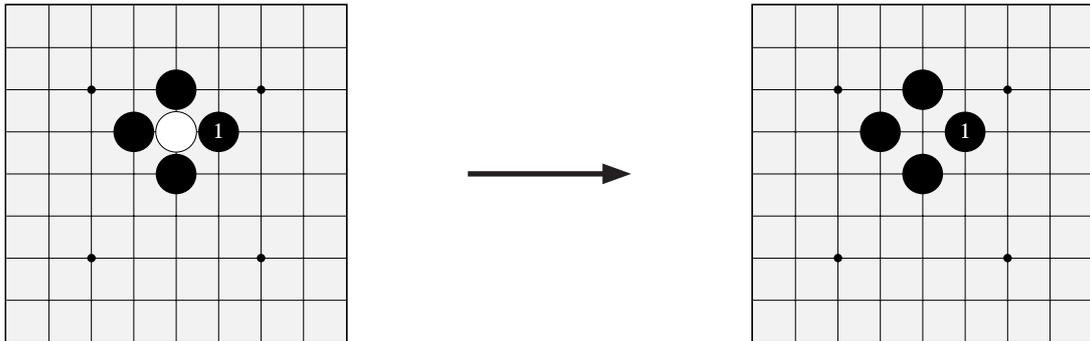
With move 1 black captures the white stone. The captured stone is removed and put aside.

To catch a chain you must fill all its liberties. If a chain has only one liberty left it is in *atari.*
You can put a stone in atari by filling the liberty before the last. You can also put your own chain in atari, but then your opponent can take your stones.
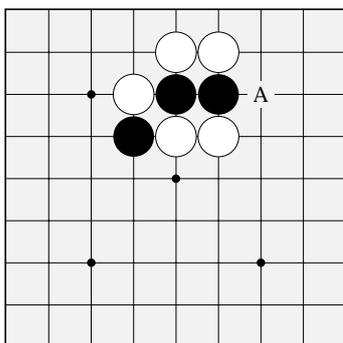
The chain of two black stones is in atari. White can capture the stones by playing at A.
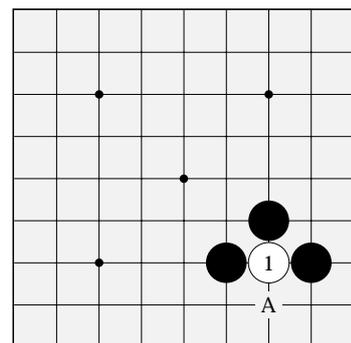
If white plays 1, he puts this stone in atari. Black can capture it by playing at A.

Atari

In every diagram (board) there is a chain marked by triangles.
Is it in atari?
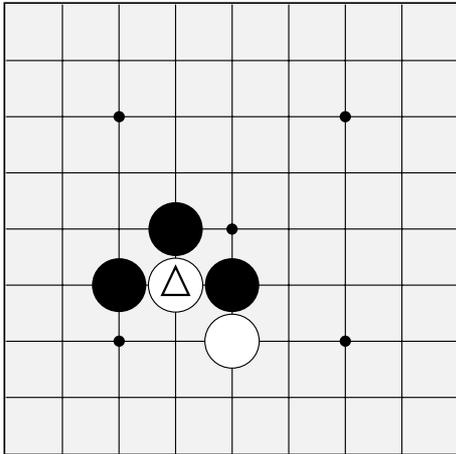
yes / no
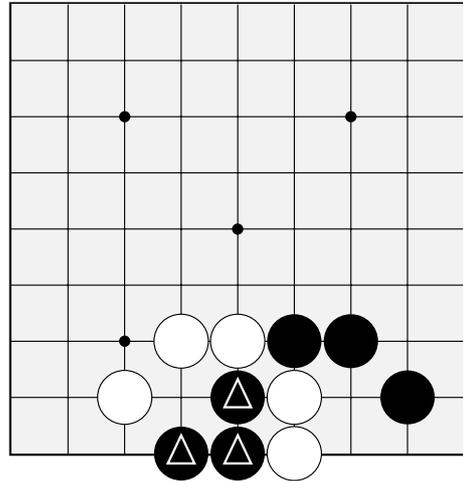
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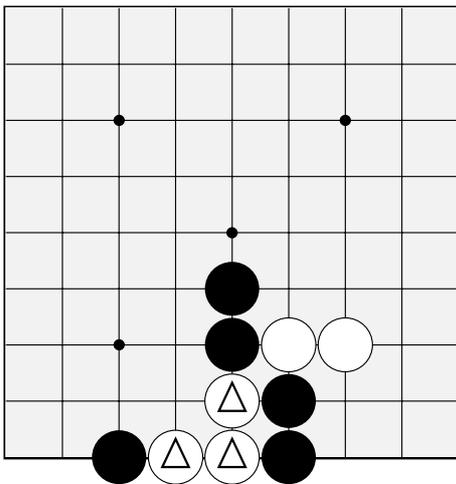
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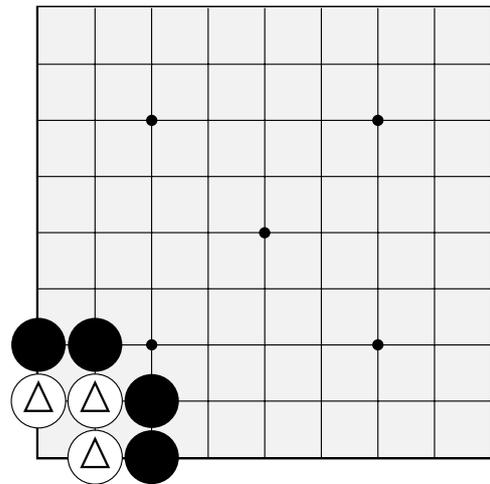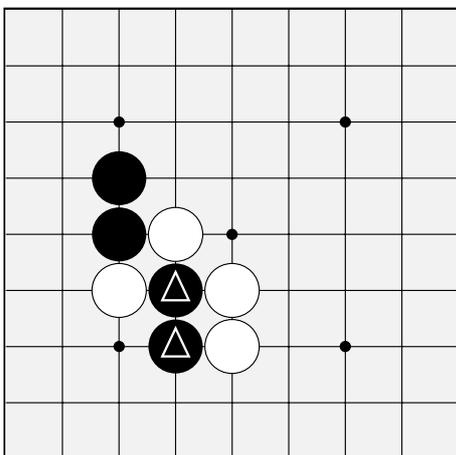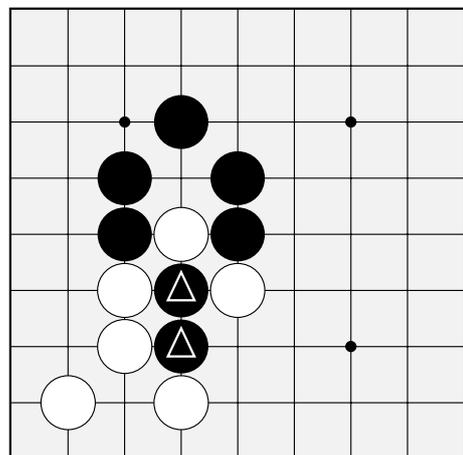
yes / no

yes / no

yes / no

Capturing

Black to play.
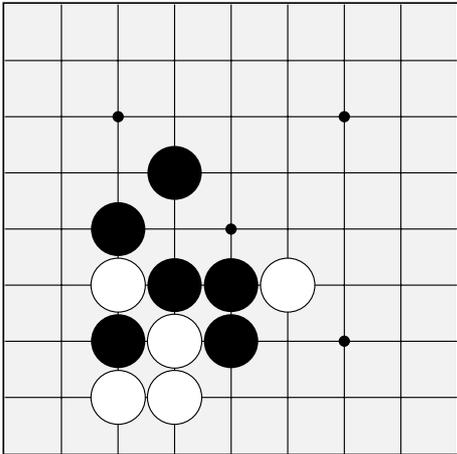Capture the marked white stone (draw the move in the diagram).
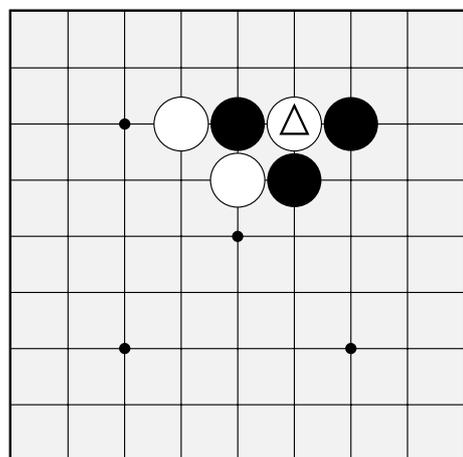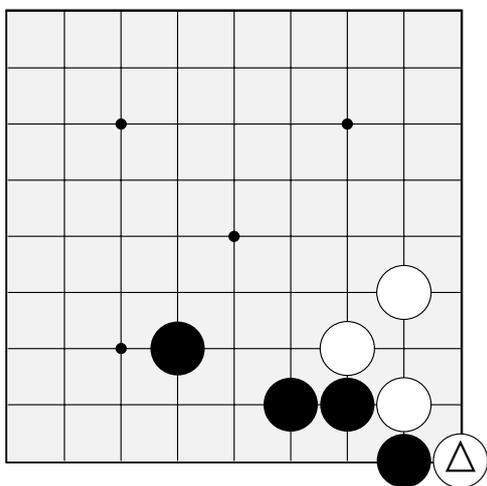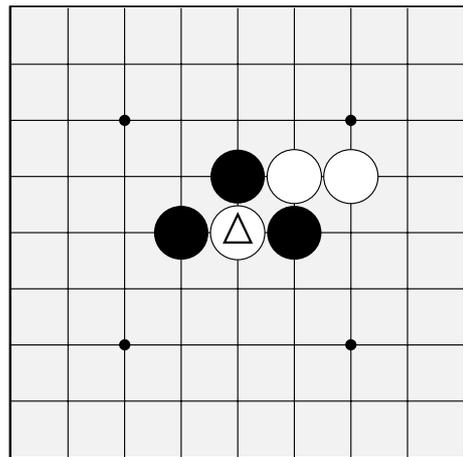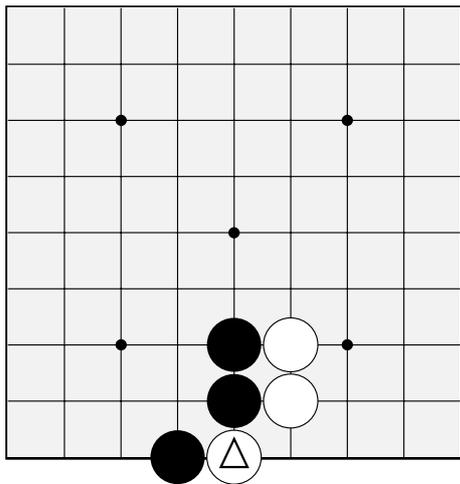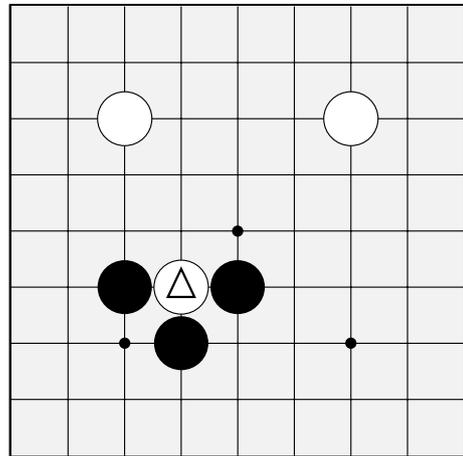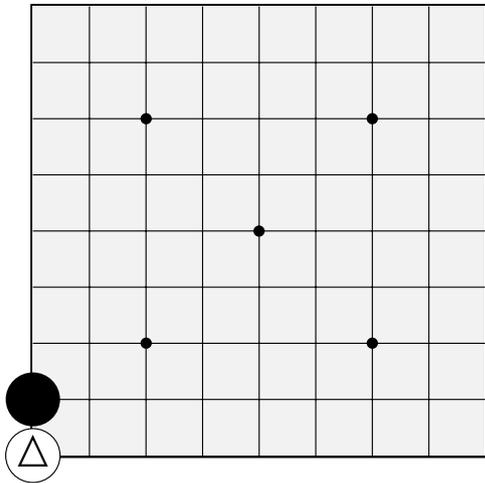
Atari

Put a + in the white chains that are in atari.
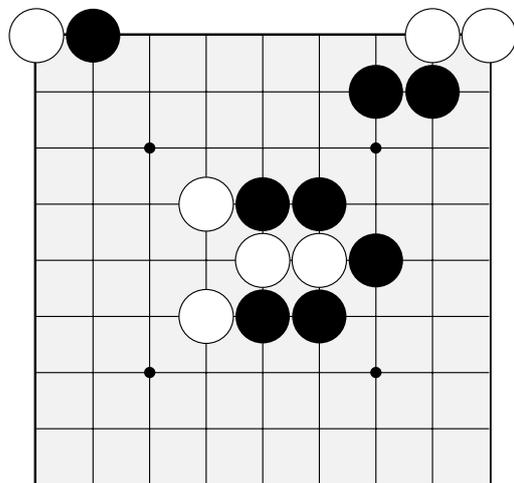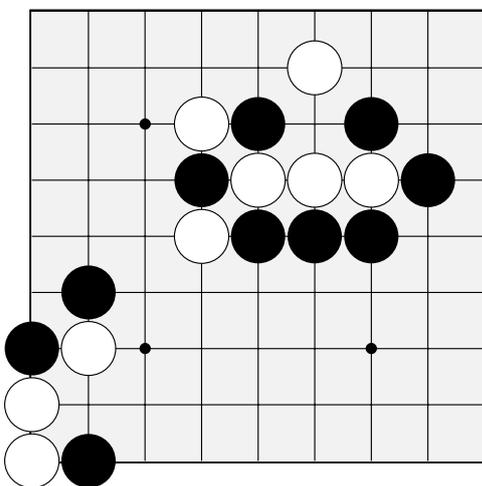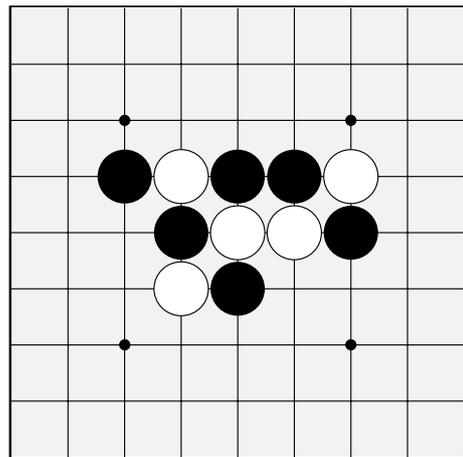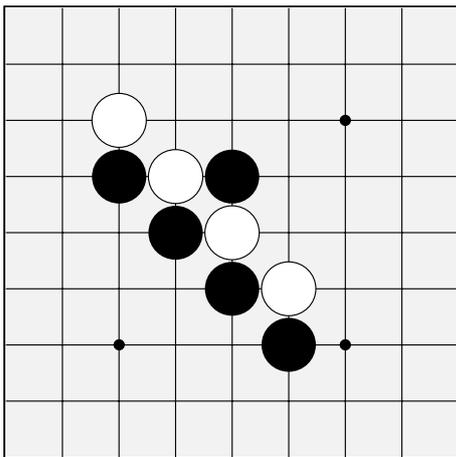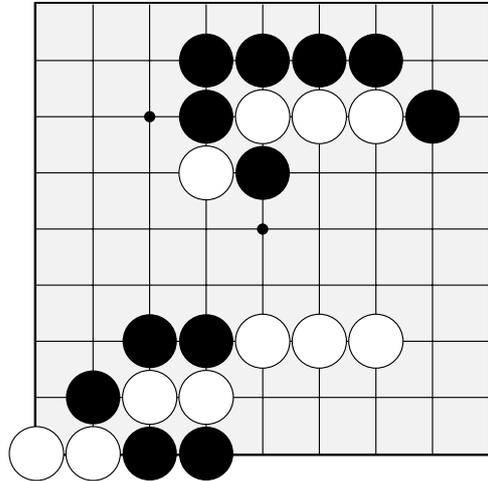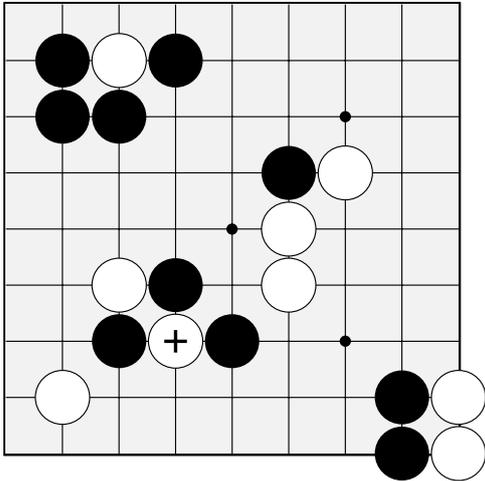
Atari

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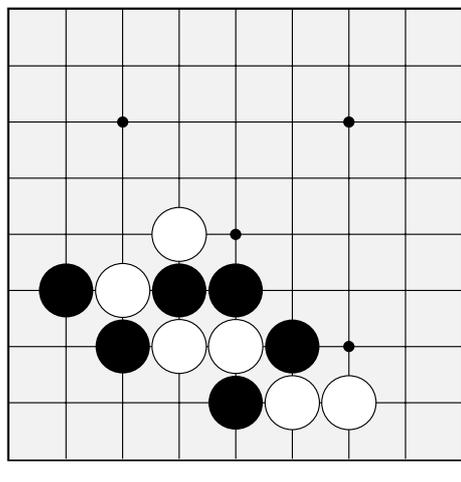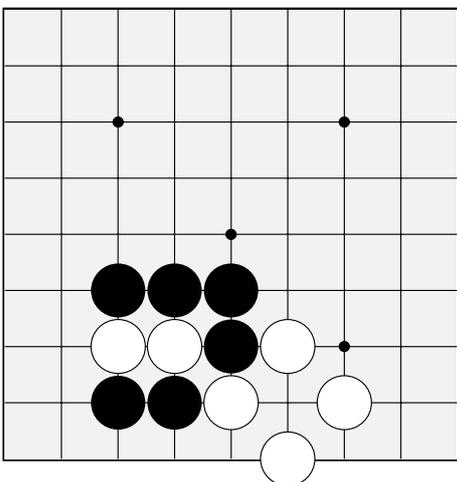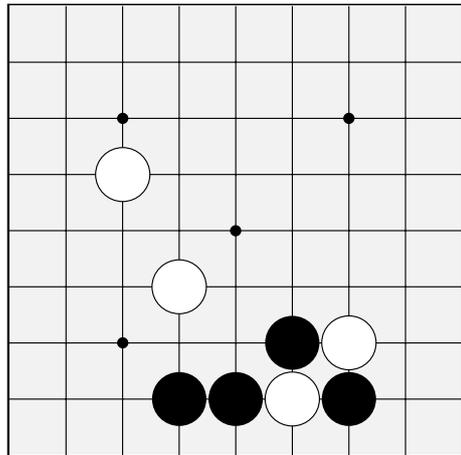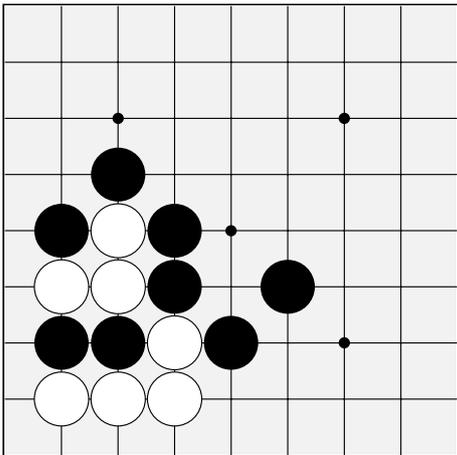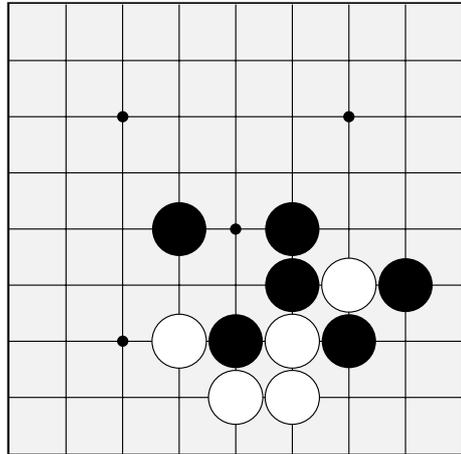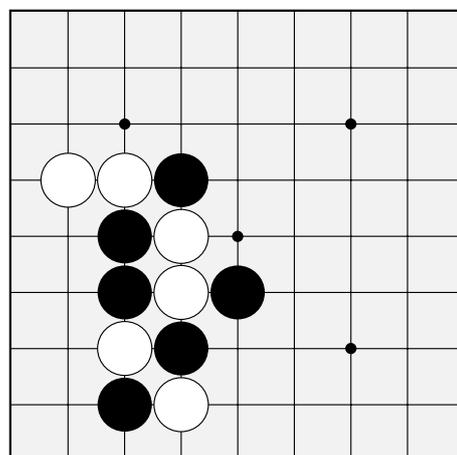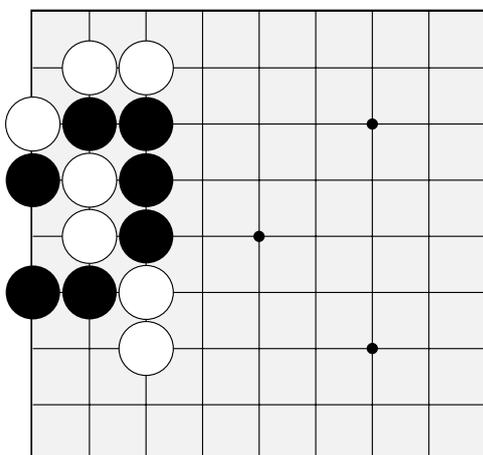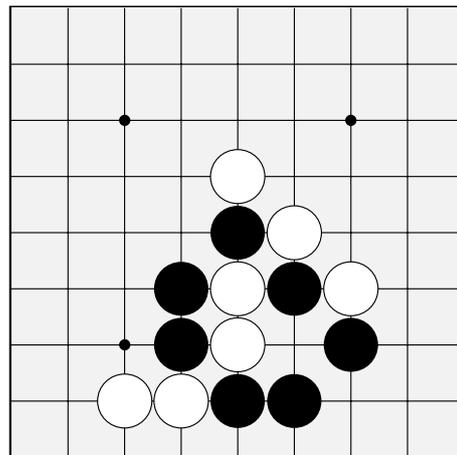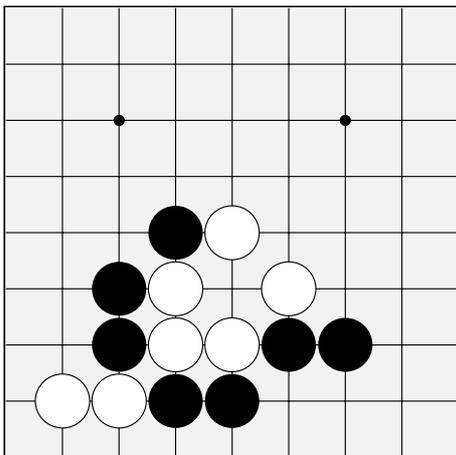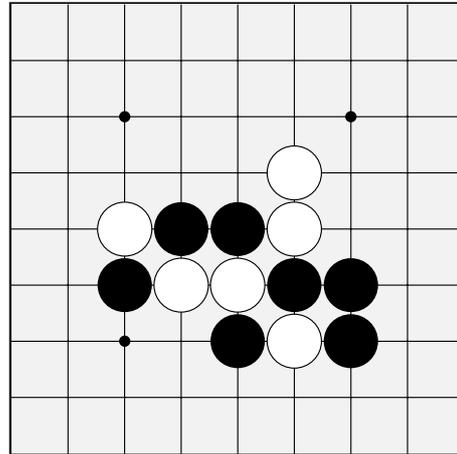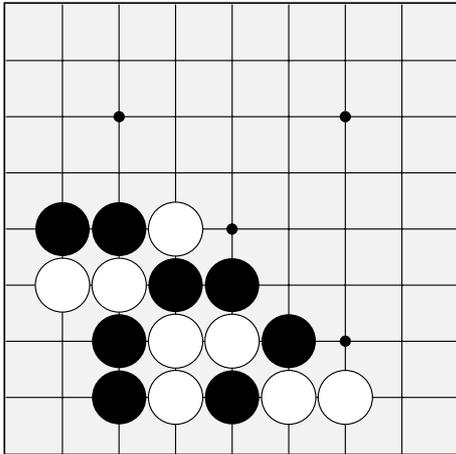
Atari

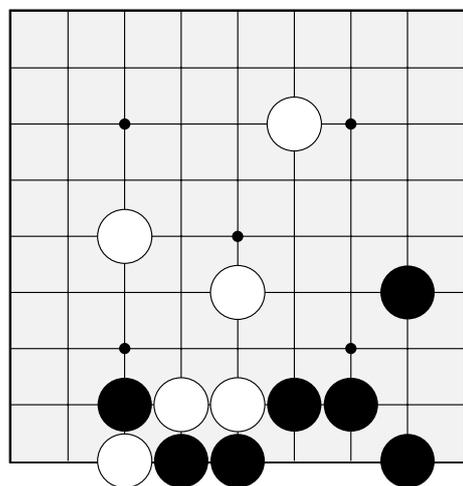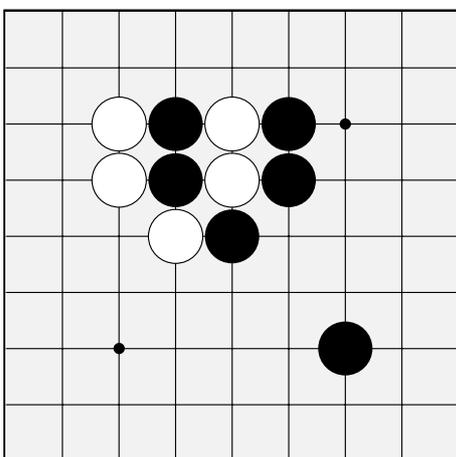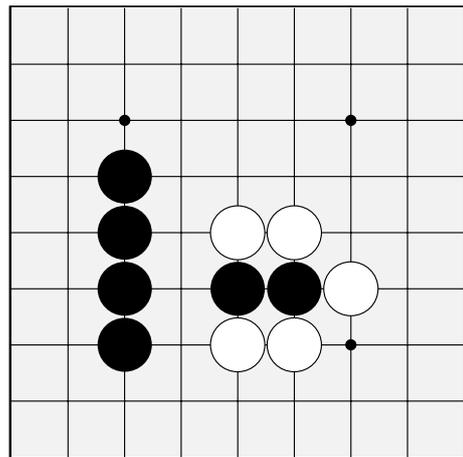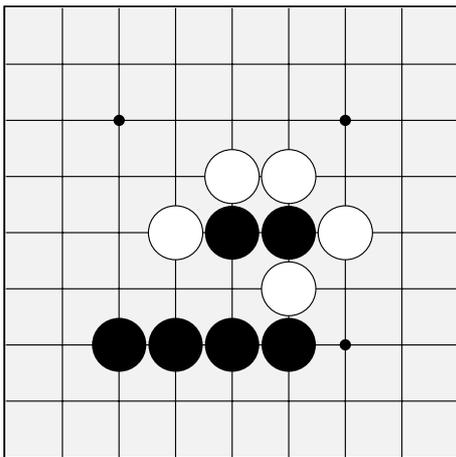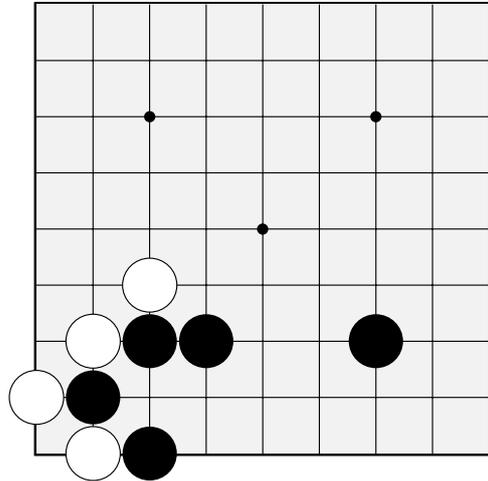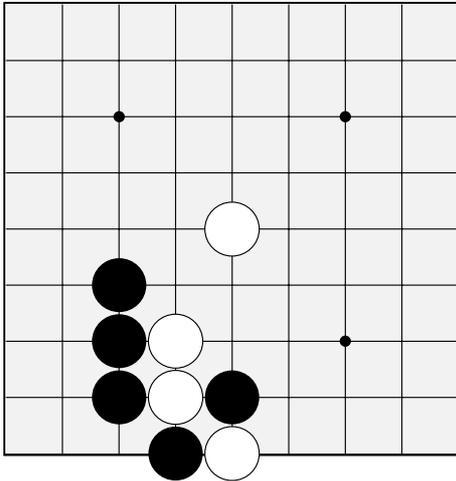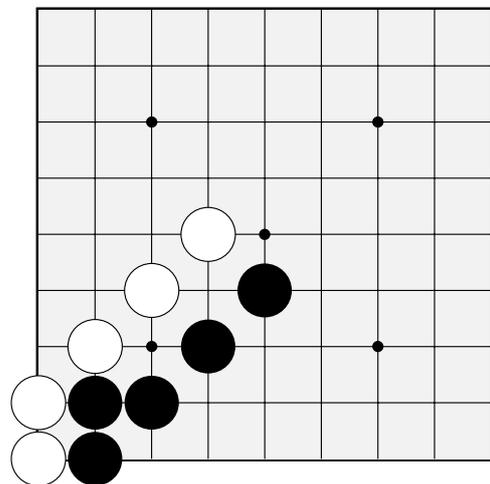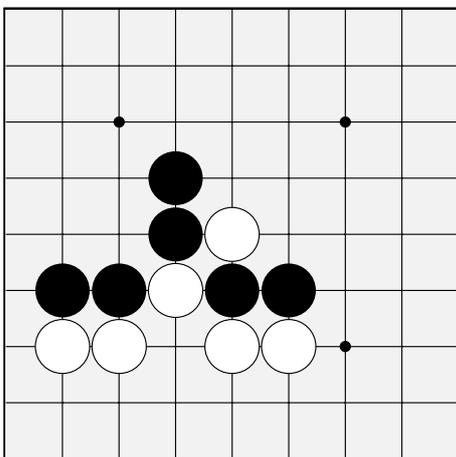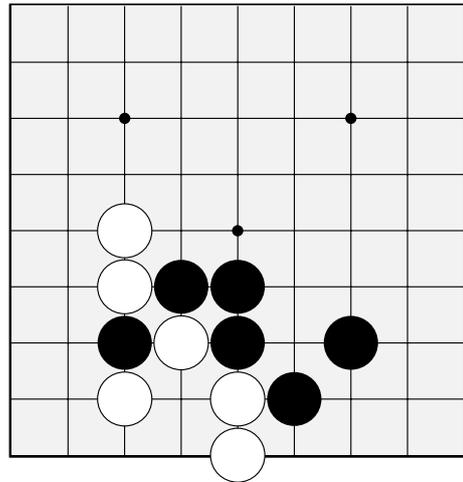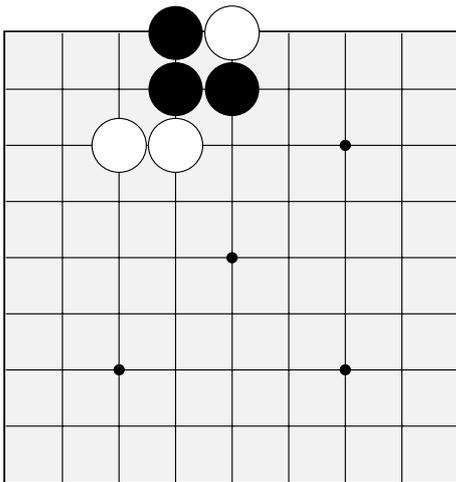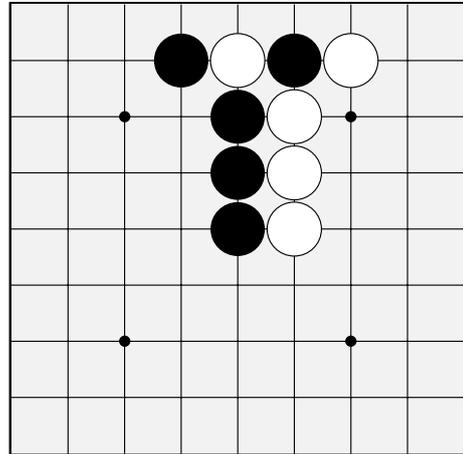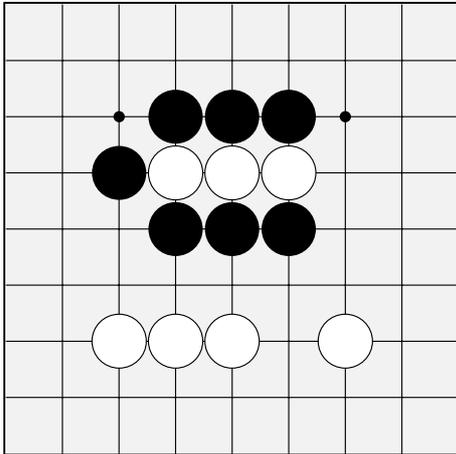Put a + in the white chains that are in atari.

Capturing

White to play.
Capture one or more black stones.

Capturing

Black to play.
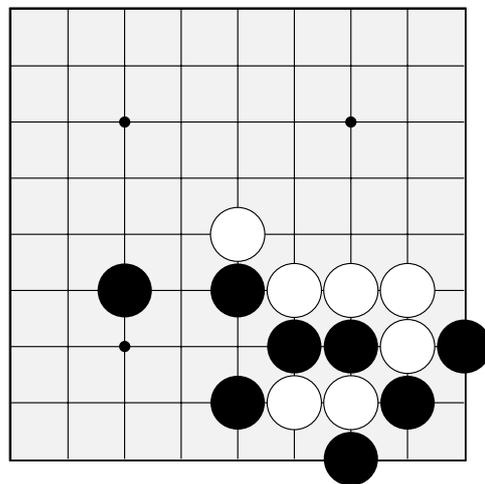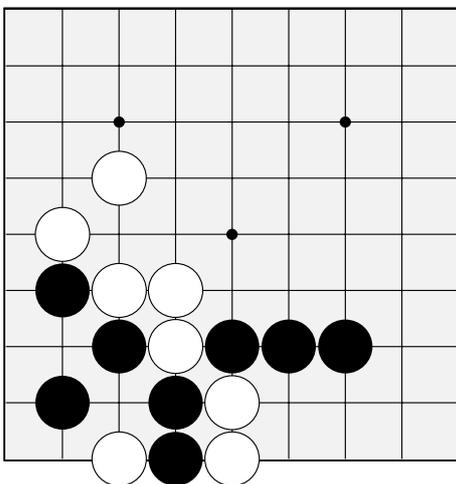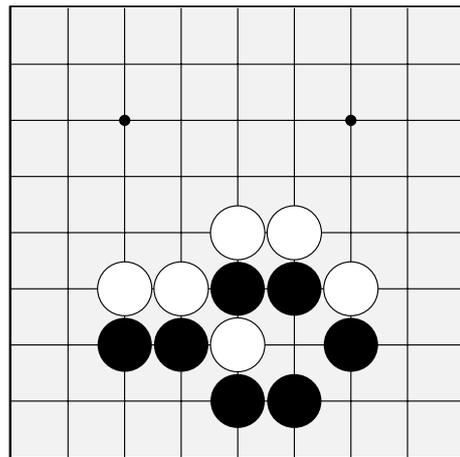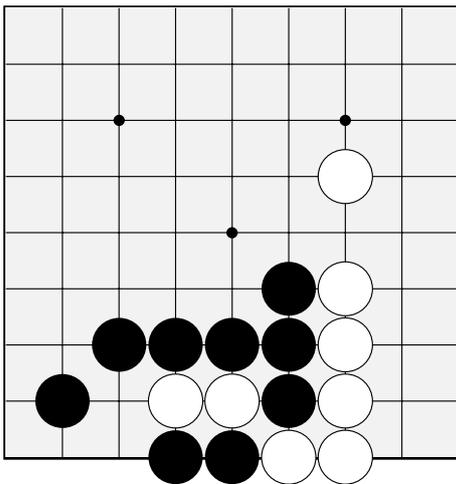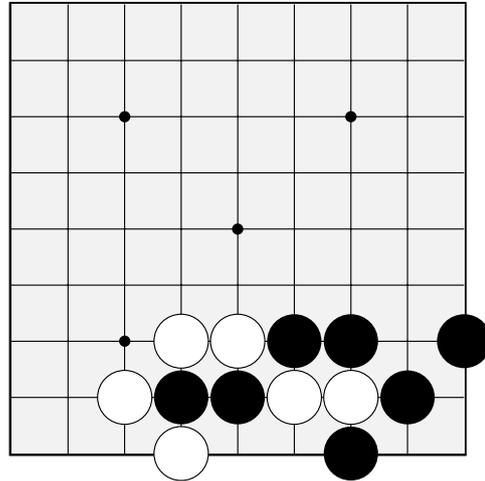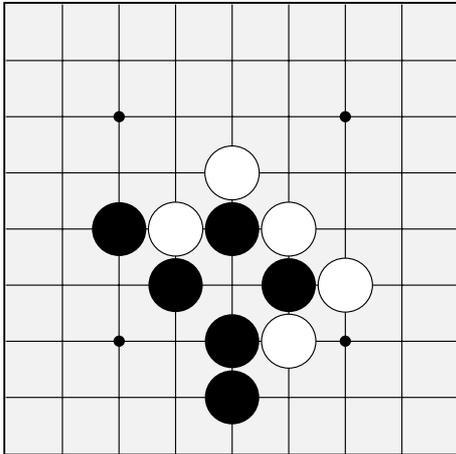Capture one or more white stones.

Capturing

White to play.
Capture one or more black stones.

Capturing

White to play.
Capture one or more black stones.