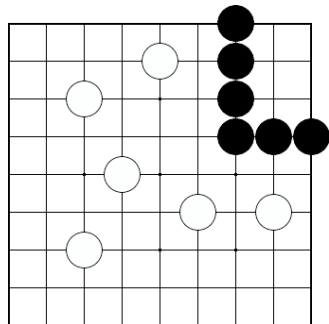


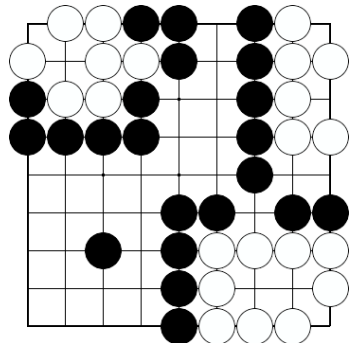
Strategy

Look at the following game situations and think about what would be a good strategy for your first Go games! If you're not sure, try putting the situation on the board and finishing it together with a friend.

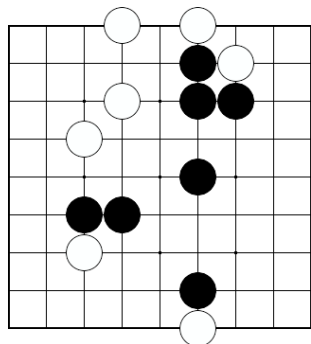
21) *Building solid walls directly at the beginning or spacing watch towers in several places?*



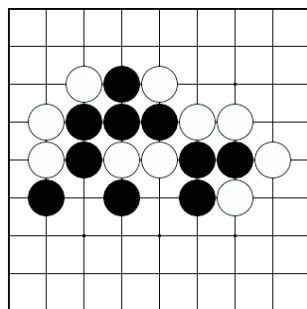
22) *Lots of separate sites or combining your resources to build something bigger together?*



23) *First and second line or better third and fourth? Which has more potential for territory?*

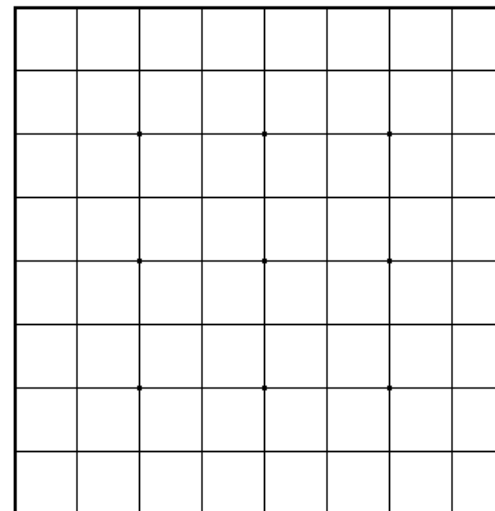


24) *Constantly attacking, while leaving lots of weaknesses or building something more solid?*



Go-Introduction

– rules, strategies and exercises for getting started –



My first game of Go – Kifu (jap., transcript)

Further Information about Go under:

www.euro-go-kids.eu

Have fun while playing and exploring the Go world yourself!

Go-Introduction

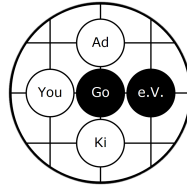
Script & Exercise-Booklet for participants

3. Edition, July 2017

© Janine Böhme

AdYouKi Go e.V.
Dammweg 18
01904 Neukirch

www.adyouki-go.eu
adyoukigo@gmail.com



All rights reserved • Reproduction of any kind for commercial purposes - even in form of excerpts - is forbidden.

Free to use for schools, universities and other non-commercial organizations

Download: www.adyouki-go.eu/material-go-lehrer

Please contact AdYouKi Go e.V. if you need personalized / project related versions.

Hey!

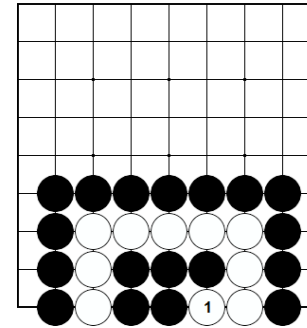
Great that you join us on our field trip to the world of Go-stones. We're up to explore the fascination of Go – the surrounding game.

Your guide/s will be for today:

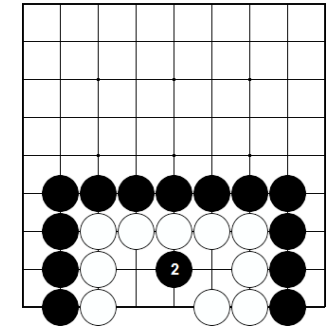
Are you ready? Than let's get started!

Ko or not?

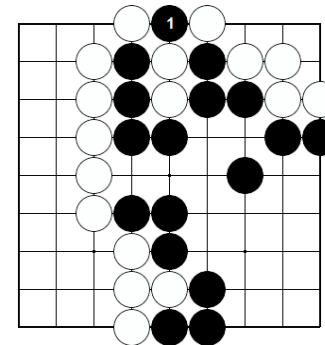
15) *This is no Ko, because if you take the captured stones off the board you'll see ...*



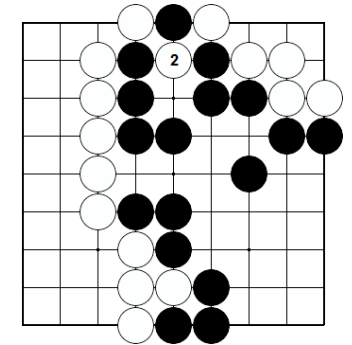
16) *... that the position looks totally different from before. Therefore Black is allowed to play at 2.*



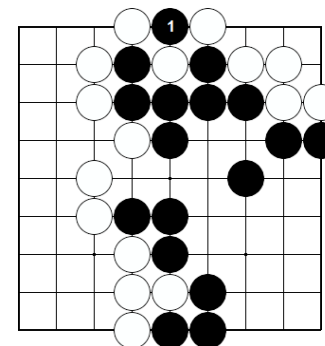
17) *Here as well more than one stone is captured ...*



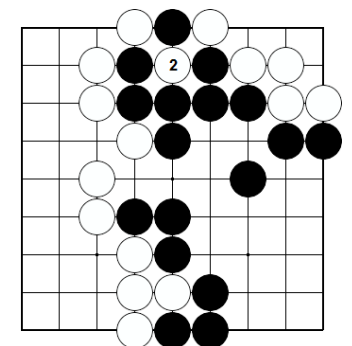
18) *... so it can't be Ko and White is allowed to re-capture at 2.*



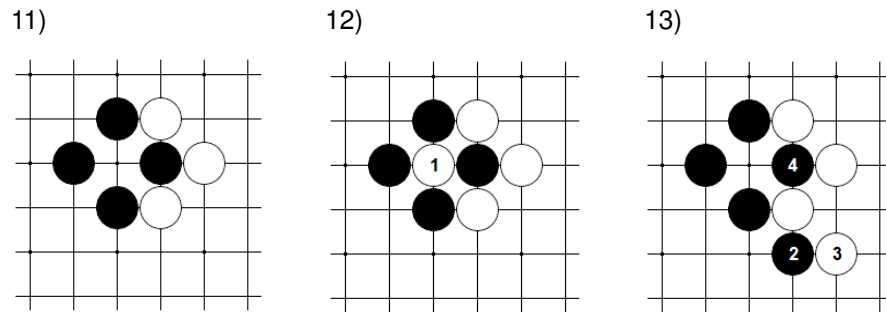
19) *This one is a Ko, because the single stone would be ...*



20) *... captured forward and backward. So White 2 prohibited.*

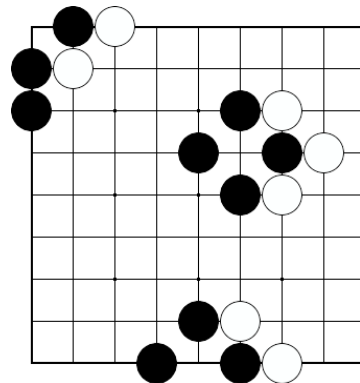


Sometimes in Go a situation will occur, where the same stones could be endlessly captured forward and backward. We call this 'Ko' (jap. eternity).



It's forbidden to directly capture back a stone in a Ko situation, because it would result in the exact same whole-board situation as before. In the example above Black 2 has to be played somewhere else first as to change the whole-board position (the additional stones at 2 and 3 in the example). Only after that he is allowed to recapture the white stone with 4.

14) Sometimes a Ko will appear on the side or corner of the board – that looks like this:



Now you already know all of the Go-rules.

Congratulations!

If you still feel a bit insecure with the Ko-rule – no problem at all! On the next page you'll find three examples that explain what is and what is no Ko.

Go – what's that?

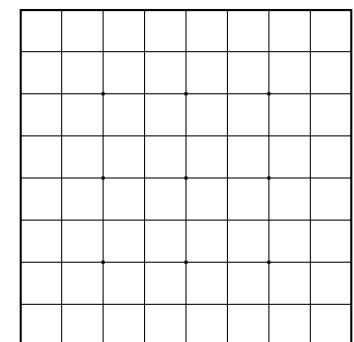
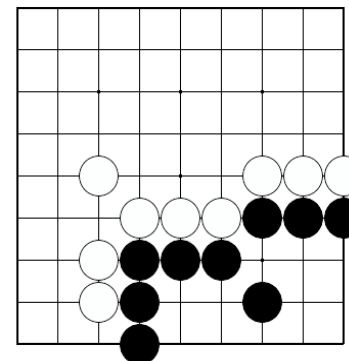
Go is more than 3.000 years old (!) and was invented in China – a land in the Far East on the other side of the world. According to legend, Emperor Yao wanted to teach his son to become a good successor and Go would help improving his concentration, rational and strategic thinking as well as his intuition, creativity and strong-willed character. We can only speculate if he succeeded, but one thing is for sure – Go will never become boring, even after this many years there is always something new to discover.

China, Japan and South-Korea have professional Go-players who make a living with playing Go. Their games are aired and commented 24h/d on special TV channels. Most of the professional started studying and playing Go while being only 5 – 6 years old. Since 2014 the European Go Federation (EGF) is setting up their own professional system for Europe.

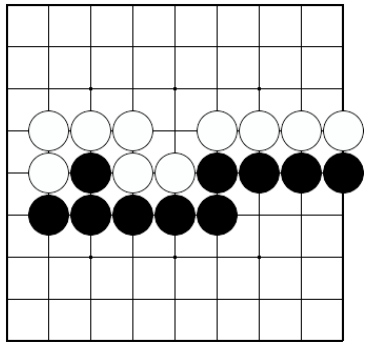
So, what is Go all about? - The goal is to control a bigger part of the board as the opponent. Every free intersection that has been completely surrounded by one's own stones counts as one point at the end of the game.

1) *How many points have the black stones surrounded?*

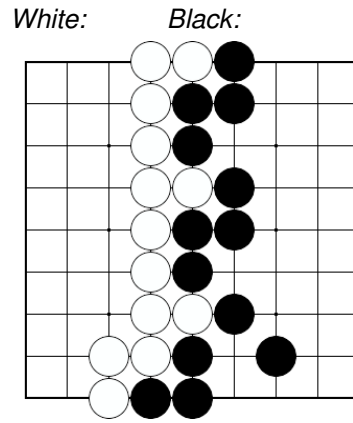
2) *Surround as many points as possible with 7 stones!*



3) Where needs Black to play to finish completely surrounding his territory?

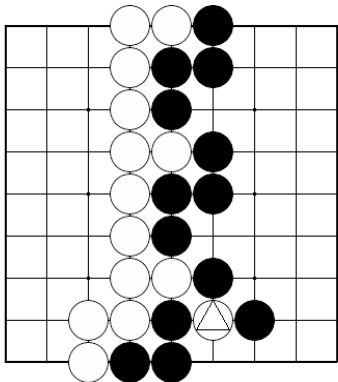


4) Who has how many points?

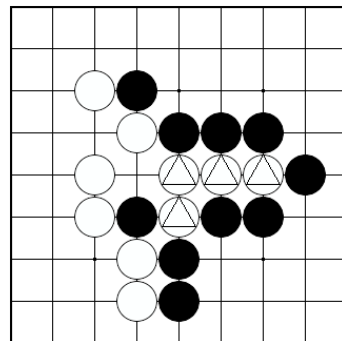


Because the stones are placed alternating, your opponent will try to obstruct you, while you're building your walls. Maybe he even invades directly with his stones in your (future) territory.

5) How can you capture the marked white stone?

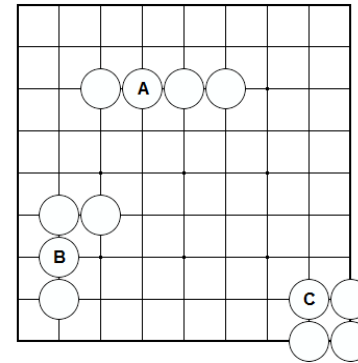


6) How can you capture the marked white stone?



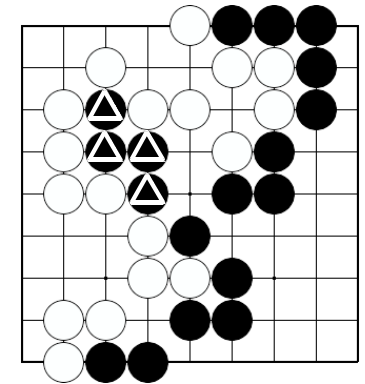
Always take the stones you captured off the board and put them in the cap of your bowl. At the end of the game they will each count as one point for you.

7) Where do you need to place black stones to capture the white groups? How many do you need?



A: B: C:

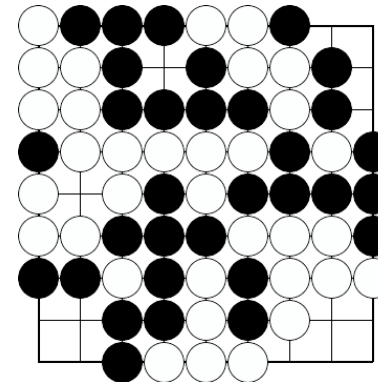
8) Where to play to save the marked black group?



The free intersections that you have to occupy to capture a stone or group are called _____.

It's forbidden to place a stone that takes the last liberty of your own stones. Exception is that you take your opponents stone/s last liberty at the same time – capturing his stone/s and gaining new liberties while doing so.

9) Mark all captured stones that have to be taken off the board!



10) Which moves are prohibited for Black (suicide)?

