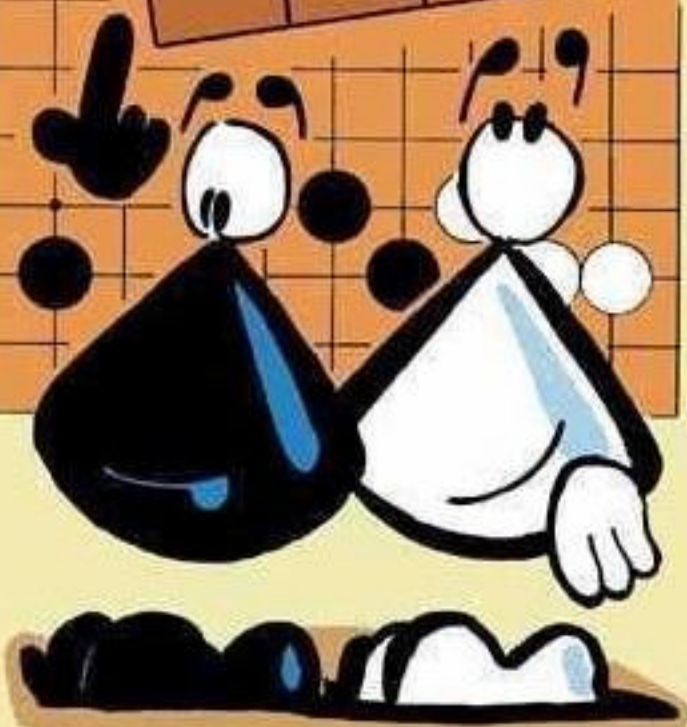
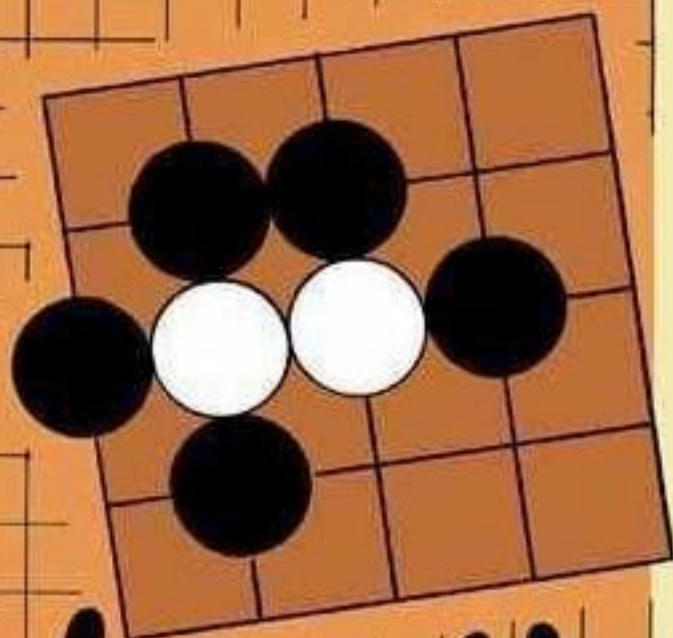


GO

AN INTRODUCTION



GO - AN INTRODUCTION

HELLO

WELCOME TO MY GO-INTRODUCTION COMIC! WHENEVER THE CHESS KING AND QUEEN HAVE AN EXERCISE TO DO, DEAR READER, YOU SHOULD TRY TO WORK OUT THE SOLUTION TOGETHER WITH THEM, AND ONLY THEN TURN THE PAGE TO SEE THE ANSWER. ALSO, I SUGGEST YOU GET YOURSELF A GO BOARD AND TRY OUT WHAT YOU'VE READ! ABOVE ALL, AT THE END OF EACH DAY IN THE STORY YOU SHOULD PLAY! PLAY! PLAY!

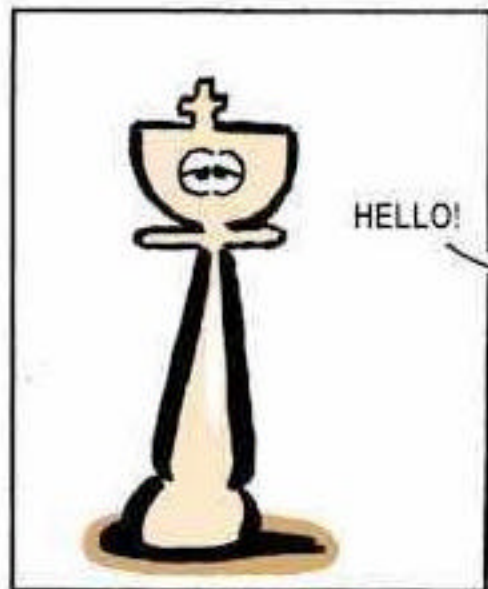
OF COURSE, WE CAN SHOW YOU ONLY THE MOST IMPORTANT THINGS IN SO FEW PAGES. IF YOU WANT TO KNOW MORE ABOUT GO, THE BEST IDEA IS TO JOIN THE BRITISH GO ASSOCIATION. FROM THE BGA WEB SITE YOU CAN FIND OUT WHERE THERE'S A GO CLUB NEAR YOU, HOW YOU CAN GET GO SETS, ... YOU CAN FIND THE ADDRESS OF THE BGA INSIDE THE BACK COVER.

WELL, I RECKON THAT'S ENOUGH CHIT-CHAT. LET'S GO!!

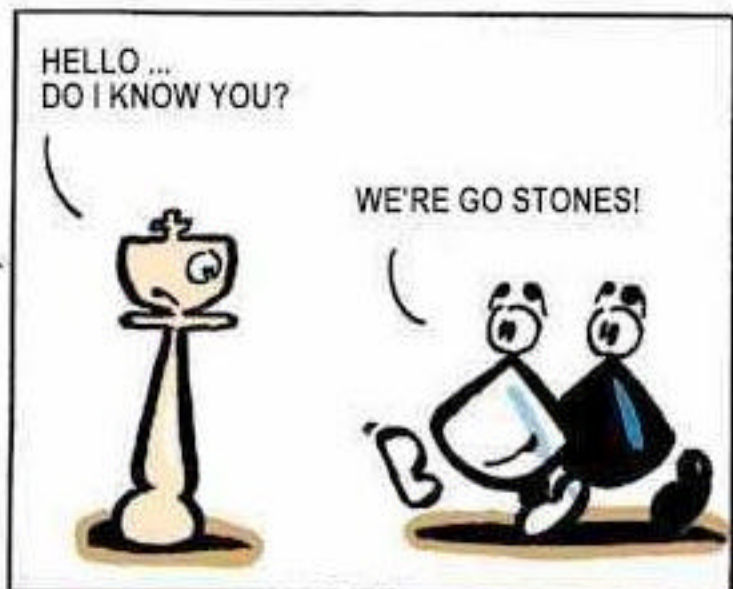
Andreas



A NEW DAY IN THE LAND OF GAMES...



HELLO!



HELLO ...
DO I KNOW YOU?

WE'RE GO STONES!

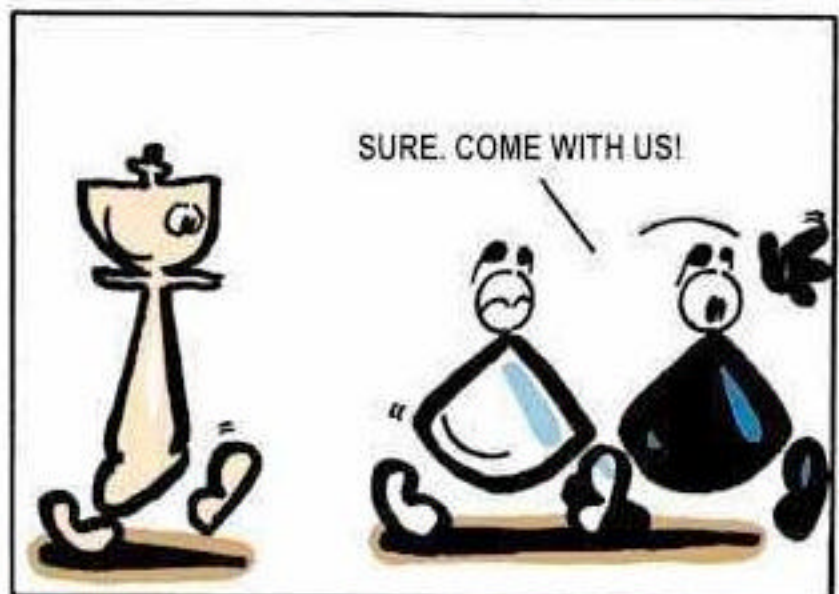


GO! THAT'S THAT INTERESTING
ASIAN BOARD GAME I'VE
ALWAYS WANTED TO LEARN!

REALLY? IN THAT
CASE, WE'VE
GOT SOME TIME
TO SPARE...



YOU MEAN YOU'LL
TEACH ME TO PLAY
GO? RIGHT NOW?!



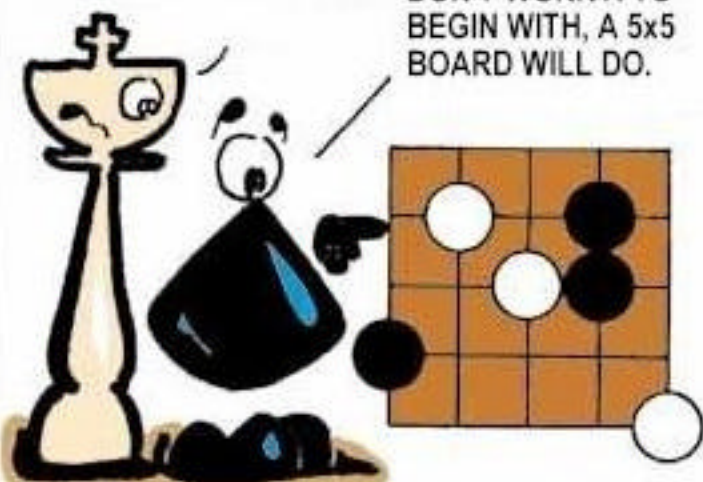
SURE. COME WITH US!

NOW THEN, IN GO, TWO PEOPLE TAKE TURNS TO PLACE BLACK AND WHITE STONES ON THE 361 INTERSECTIONS OF A 19x19 BOARD.



361 INTERSECTIONS?! BUT THAT'S HUGE!

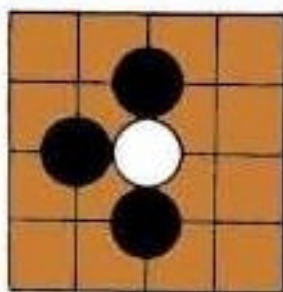
DON'T WORRY. TO BEGIN WITH, A 5x5 BOARD WILL DO.



ONCE STONES HAVE BEEN PLAYED, THEY ARE NEVER MOVED AGAIN UNLESS THEY GET CAPTURED. CAPTURING IS ONE OF THE AIMS OF THE GAME. IT WORKS LIKE THIS:

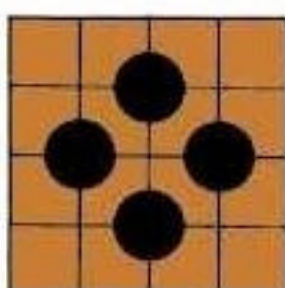
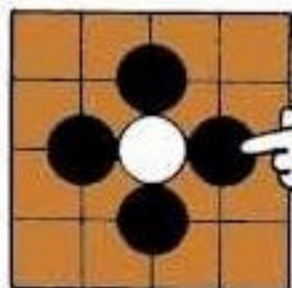


THE EMPTY POINTS NEXT TO A STONE ALONG THE LINES ARE CALLED ITS LIBERTIES. HERE, BLACK HAS TAKEN THREE OF THE WHITE STONE'S LIBERTIES, BUT IT STILL HAS ONE MORE ...

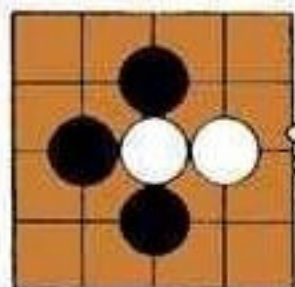


AND IF BLACK PLAYS ON THE LAST LIBERTY TOO, LIKE THIS, THE WHITE STONE IS CAPTURED, AND IS TAKEN OFF THE BOARD.

THIS IS THE RESULT. OK SO FAR?



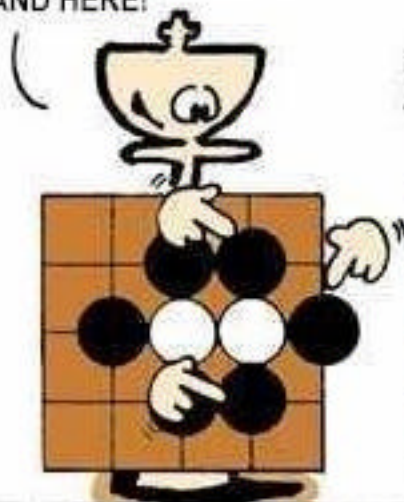
OK. BUT WHAT WOULD HAPPEN IF WHITE PLAYED HERE? CAN YOU CAPTURE SEVERAL CONNECTED STONES TOO?



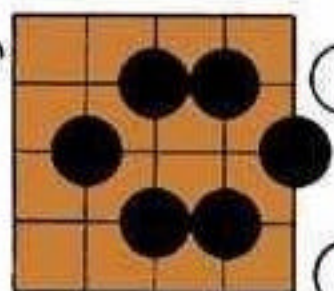
EXCELLENT QUESTION!! CONNECTED STONES SHARE THEIR LIBERTIES. TO CAPTURE THEM, YOU MUST TAKE ALL THE LIBERTIES. WHERE WOULD YOU PLAY TO CAPTURE THE TWO WHITE STONES?



UMM ... HERE, HERE ... AND HERE!



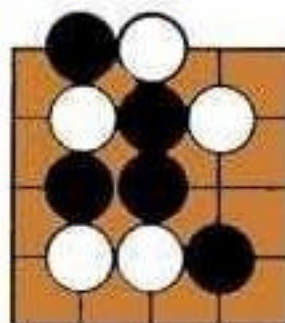
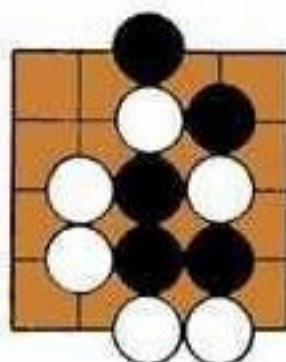
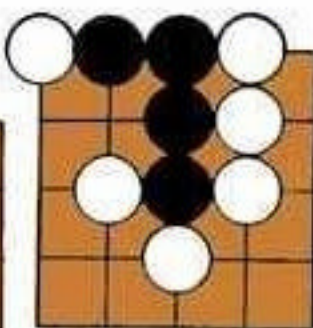
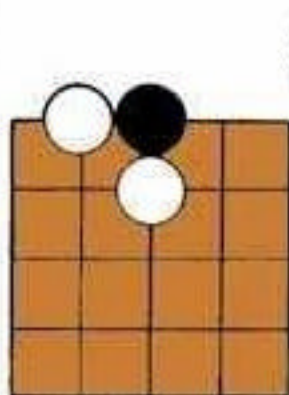
PERFECT! YOU'VE GOT IT! AND HERE'S THE RESULT:



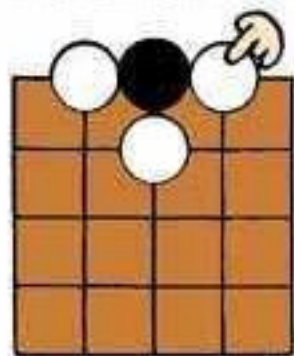
HERE ARE FOUR MORE POSITIONS TO TRY:



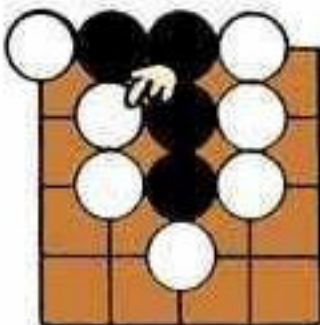
IT'S WHITE'S TURN IN ALL THE POSITIONS. WHERE SHOULD HE PLAY SO AS TO CAPTURE ONE OR MORE BLACK STONES?



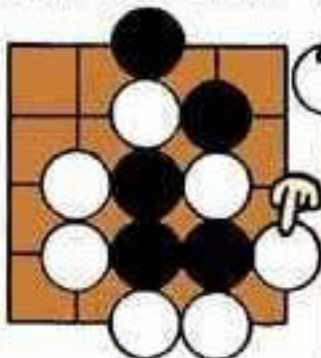
WELL: AS A STONE ON THE EDGE HAS ONLY 3 LIBERTIES, THIS CAPTURES IT.



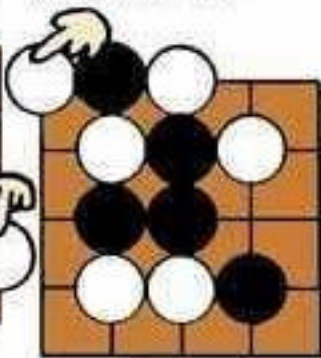
THIS ONE TAKES THE LAST LIBERTY OF THE BLACK STONES.



THIS CAPTURES 3 STONES. THE ISOLATED BLACK STONES STILL HAVE 2 LIBERTIES EACH.



THIS CAPTURES ONE STONE. THE OTHER BLACK STONES CAN'T BE TAKEN IN ONE MOVE.

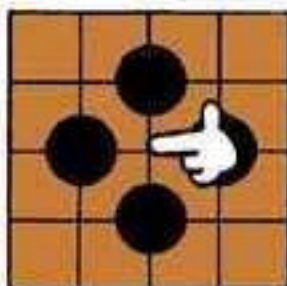


SO ... DID I GET THEM ALL WRONG?

NOT AT ALL! ALL CORRECT! BRAVO!



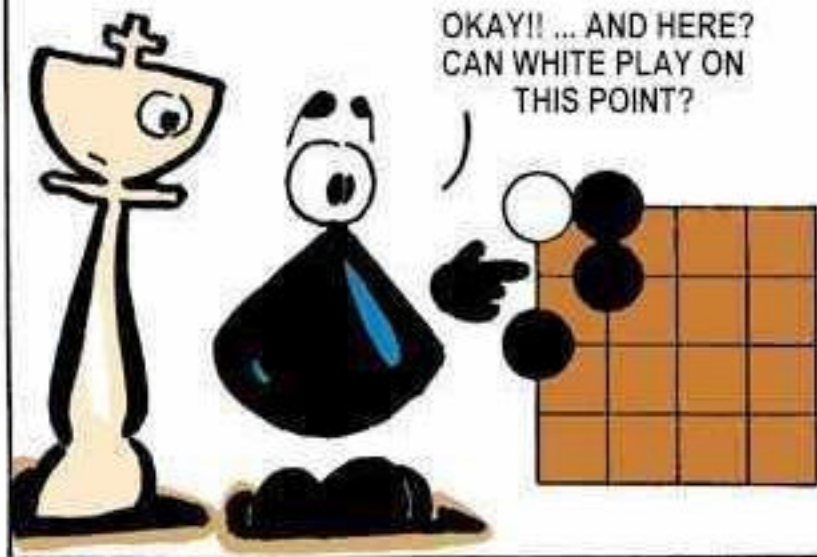
LET'S GO ON. DO YOU THINK WHITE CAN PLAY ON THIS POINT?



IT WOULD BE CRAZY, WOULDN'T IT? THE WHITE STONE WOULD HAVE NO LIBERTIES!



OKAY!! ... AND HERE? CAN WHITE PLAY ON THIS POINT?



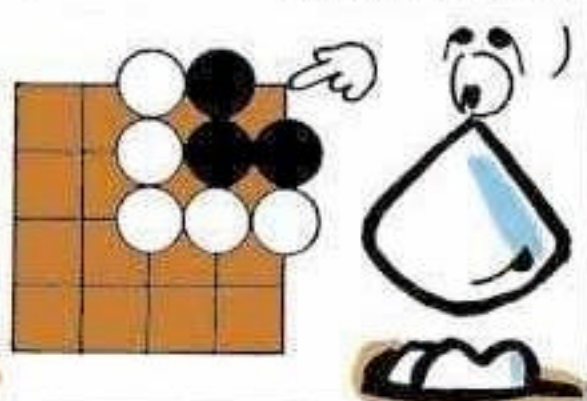
NO! THAT WOULD TAKE AWAY HIS LAST LIBERTY!



OUTSTANDING! SO REMEMBER: YOU CAN'T PLAY A STONE WHERE IT WON'T HAVE AT LEAST ONE LIBERTY!



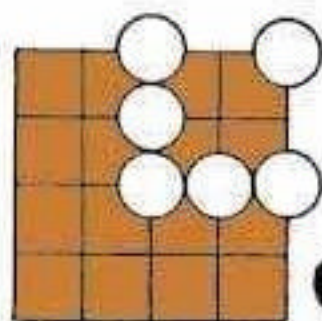
AND NOW THE KEY QUESTION: CAN WHITE PLAY HERE?



WELL ... FROM WHAT WE'VE BEEN SAYING SO FAR ... NO.



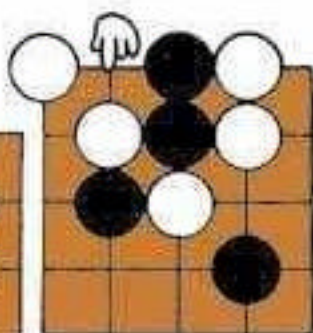
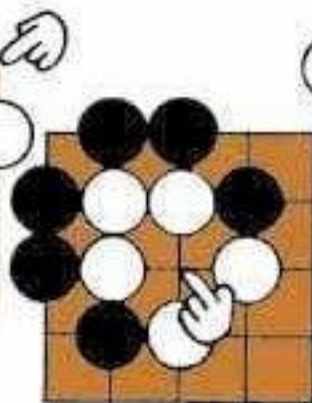
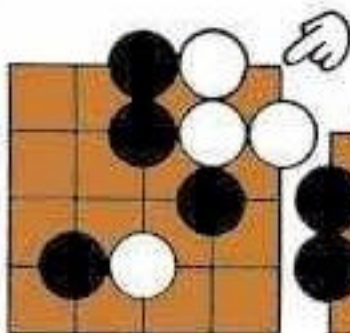
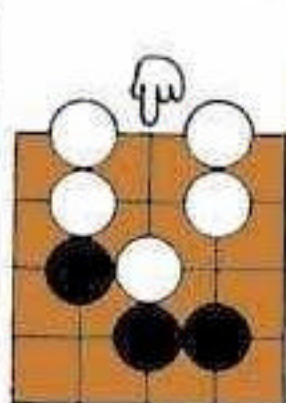
BUT HE CAN!! BECAUSE THE WHITE STONE TAKES THE LAST LIBERTY OF THE BLACK ONES, SO IT CAPTURES THEM. AFTER THAT, THE WHITE STONE HAS 2 LIBERTIES AGAIN!



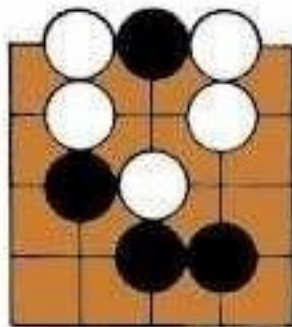
GOT THAT? GOOD! THEN HERE ARE FOUR MORE EXERCISES ...



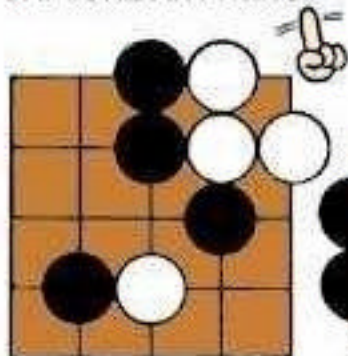
JUST TO REMIND YOU: YOU CAN'T PLAY A STONE WHERE IT WOULD HAVE NO LIBERTIES UNLESS DOING SO CAPTURES SOME ENEMY STONES. SO, CAN BLACK PLAY AT OR NOT?



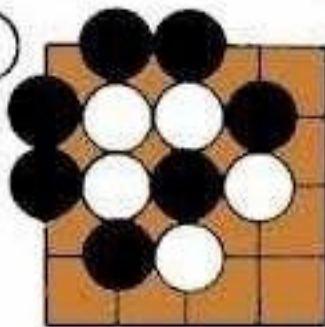
THAT'S OK. THE
THE BLACK STONE
STILL HAS ONE
LIBERTY.



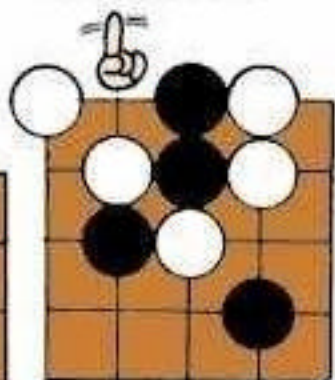
NO! THIS POINT
IS SURROUNDED
AND BLACK CAN'T
CAPTURE ANYTHING.



OK. BLACK
CAPTURES
THREE STONES.



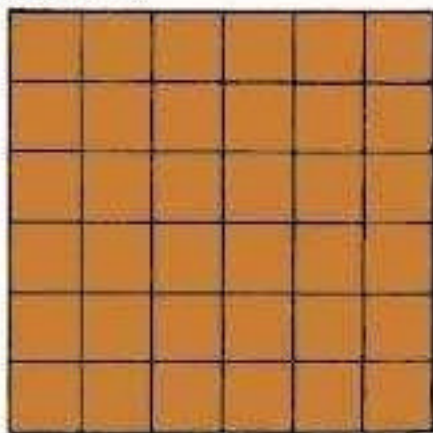
NOPE - BLACK
GIVES UP HIS
LAST LIBERTY.



WELL DONE!
EVERYTHING
RIGHT AGAIN!

REALLY?!

YES, REALLY. NOW YOU CAN ALREADY PLAY A SIMPLE
VERSION OF GO. YOU NEED A 7x7 BOARD WITH 25
BLACK AND 25 WHITE STONES (OR A 9x9 BOARD WITH
40 BLACK AND 40 WHITE STONES).
AND OF COURSE,
A PARTNER ...



ONE PLAYER PLAYS THE
BLACK STONES, THE OTHER
THE WHITE ONES. BLACK
STARTS, AND YOU TAKE IT IN
TURNS TO PLAY. THE FIRST
TO CAPTURE ONE OR MORE
STONES WINS. GOT IT?

YEAH!

GOOD. THEN LET'S STOP
FOR TODAY. ENJOY YOUR
GAMES. SEE YOU
TOMORROW!

SEE YOU TOMORROW!

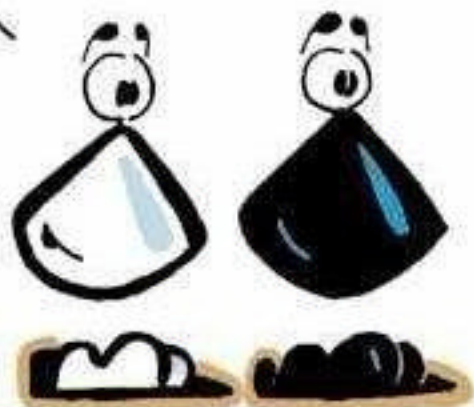




WELL, DID YOU FIND SOMEONE TO PLAY WITH?

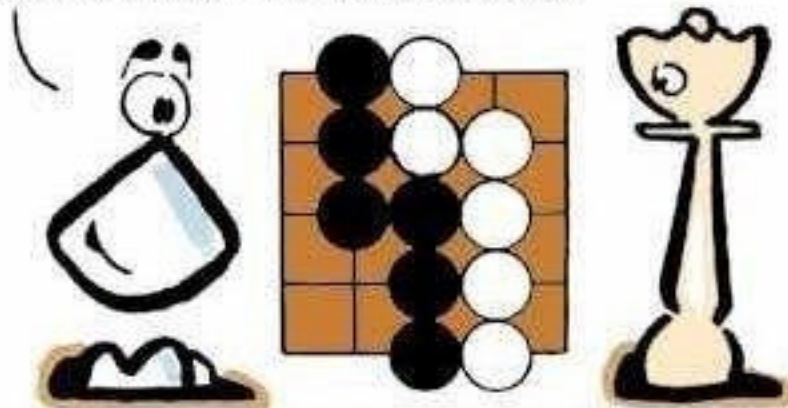
THE BEST PARTNER OF ALL! ALLOW ME TO PRESENT ... MY WIFE.

HELLO



GREAT! THEN LET'S SHOW YOU THE SECOND AND MOST IMPORTANT AIM OF THE GAME.

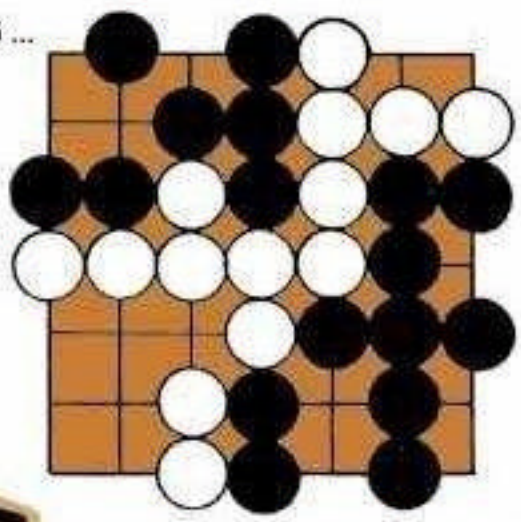
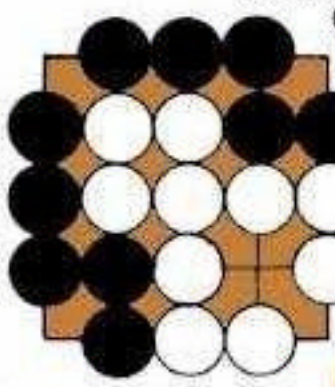
THE IDEA IS TO ENCLOSE AS MANY EMPTY POINTS AS POSSIBLE WITH YOUR OWN STONES. HERE, BLACK HAS ENCLOSED 7 POINTS AND WHITE HAS ENCLOSED 6.



HERE'S A COMPLICATED ONE: WHITE HAS 2 POINTS AND BLACK HAS 3.

YOUR TURN: HOW MANY POINTS FOR EACH SIDE ON THE 7x7 BOARD?

GLUG ...



ER ... WE THINK EACH SIDE HAS NINE POINTS ?!

RIGHT!

SO WHOEVER ENCLOSES THE MOST POINTS WINS. IS THAT IT?

NOT QUITE! YOU ALSO GET A POINT FOR EACH STONE YOU'VE CAPTURED ...



... AND WHOEVER HAS MORE ENCLOSED POINTS PLUS PRISONERS AT THE END OF THE GAME WINS!

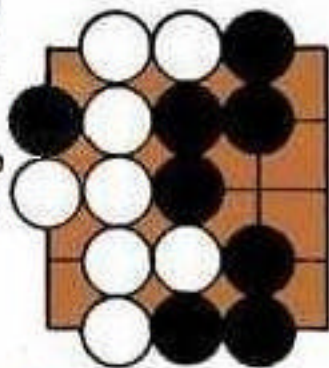
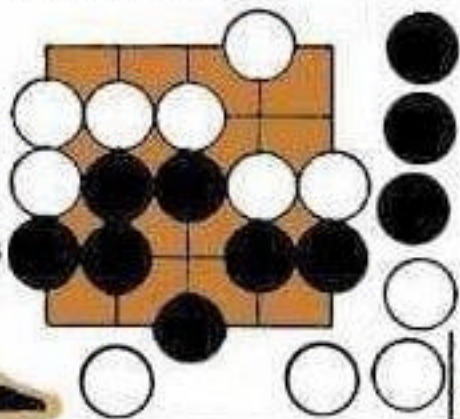
AHA! AND WHEN DOES THE GAME END?

IN GO, IF YOU CAN SEE NO MORE USEFUL MOVES, YOU PASS, HANDING A PRISONER TO YOUR OPPONENT, A BLACK PASS THEN A WHITE PASS ENDS THE GAME.



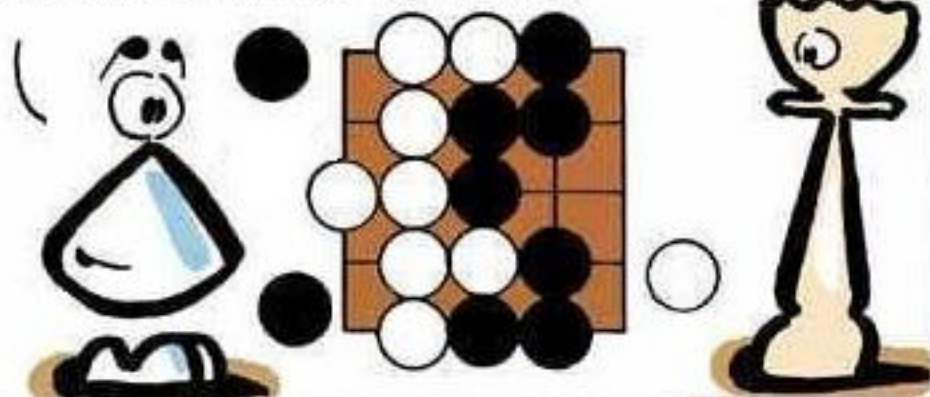
HERE, FOR EXAMPLE, THERE ARE NO POINTS WORTH PLAYING, SO BOTH PLAYERS PASS. BLACK HAS 5 ENCLOSED POINTS AND HAS 4 PRISONERS MAKING 9 POINTS ALTOGETHER. WHITE HAS $6 + 4 = 10$... WHITE WINS!

OKAY. BUT WHAT HAPPENS IF THERE'S AN ENEMY STONE IN MY "TERRITORY", LIKE THIS?



AFTER BOTH PLAYERS HAVE PASSED, ANY STONES THAT ARE DOOMED TO DIE ARE TAKEN FROM THE BOARD AND CONSIDERED AS PRISONERS. BUT ONLY IF BOTH PLAYERS AGREE, OF COURSE! HERE WE HAVE A BLACK WIN: 4+2 POINTS FOR WHITE, 6+1 FOR BLACK!

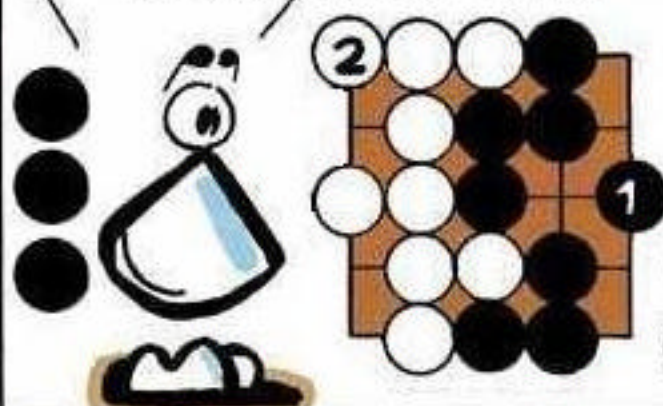
AND IF THEY DON'T AGREE?



THEN THEY PLAY ON. AFTER MOVES 1-2 IT'S 3+3 TO 5+2 - STILL A BLACK WIN!

BUT MOVE 1 FILLS IN BLACK'S TERRITORY! COULD HE WIN BY 2 BY PASSING INSTEAD?

NO, THE PRISONER HE MUST GIVE WHEN HE PASSES IS ALSO 1 POINT.

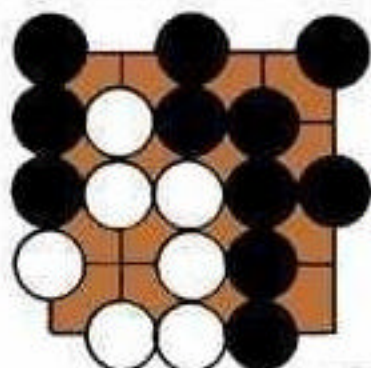
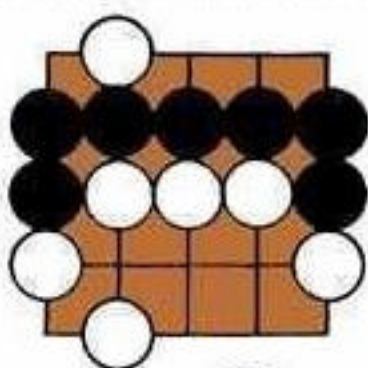
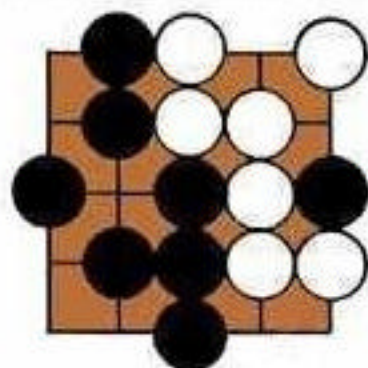


THE RESULT IS THE SAME, WHICH SHOWS THAT IT WAS OKAY TO TAKE THE BLACK STONE OFF IN THE FIRST PLACE!

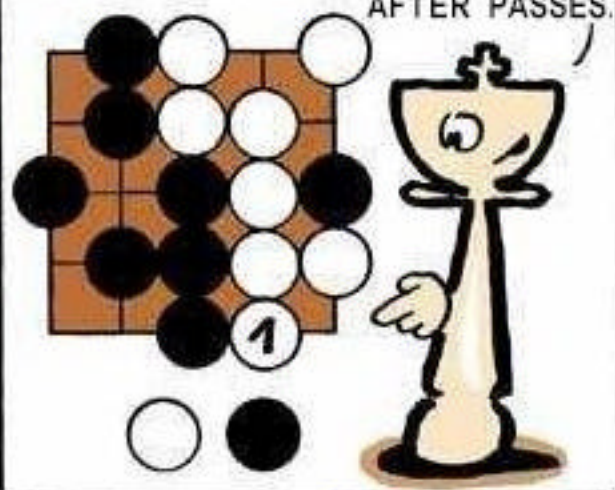
WHAT HAVE WE HERE? MORE EXERCISES?



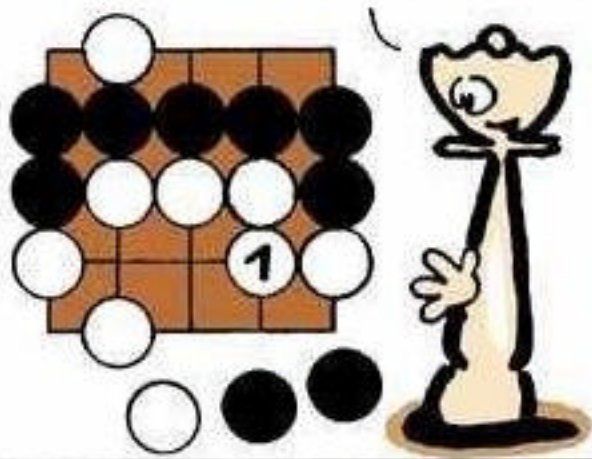
THAT'S RIGHT! IT'S WHITE'S TURN. HE SHOULD PLAY ANOTHER STONE - WHERE CAN HE STILL ACHIEVE SOMETHING? AFTER THAT, THE GAME WILL BE BROUGHT TO AN END WITH PASSES. WHO WINS? DON'T FORGET TO COUNT PRISONERS!



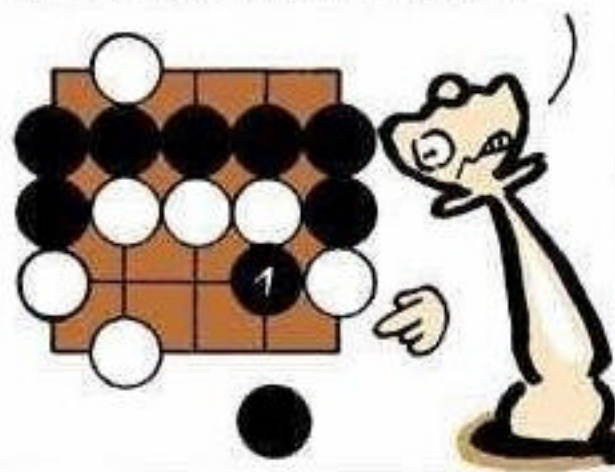
① GIVES WHITE A POINT IN THE CORNER. WHITE SCORES 4+2 TO BLACK'S 6+1 AFTER PASSES.



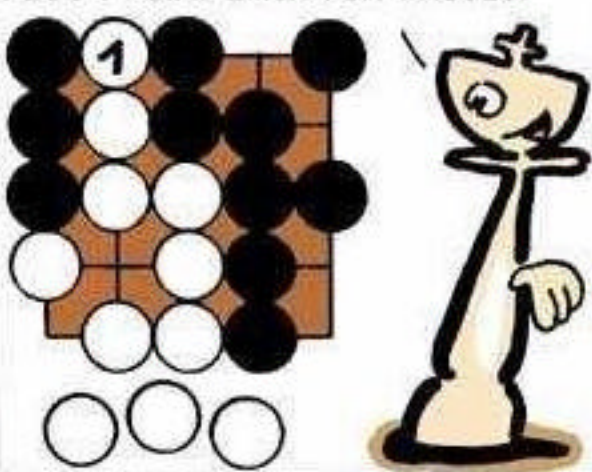
WHITE SHOULD CONNECT HIS STONE BY PLAYING ① - THEN HE HAS 6+2 POINTS AGAINST BLACK'S 5+2 AFTER PASSES.



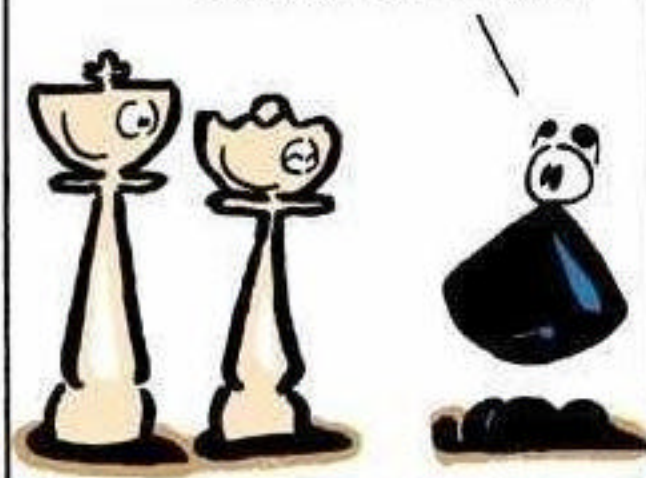
IF BLACK COULD PLAY AT ①, THEN ON HIS NEXT MOVE HE COULD PLAY HERE AND CAPTURE THE WHITE STONE!!



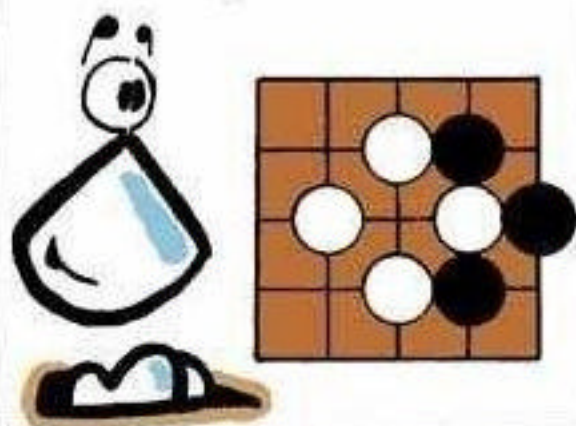
① CAPTURES 3 STONES, GIVING 5+3 POINTS FOR WHITE, AND 4+3 FOR BLACK! PLUS 1 POINT EACH FOR PASSES.



PERFECT! JUST ONE MORE DETAIL AND WE'RE DONE!



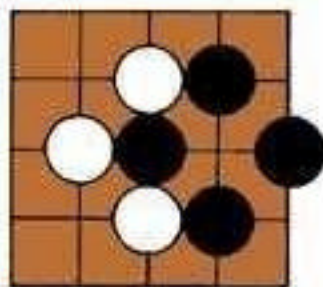
WHAT DO YOU RECKON: CAN BLACK CAPTURE THE WHITE STONE?



SURE - THE BLACK STONE STILL HAS A LIBERTY.

BUT THEN WHITE CAN CAPTURE THE BLACK STONE AGAIN. THEN BLACK, THEN WHITE, AND SO ON AND SO ON ... THERE'S NO END TO IT!

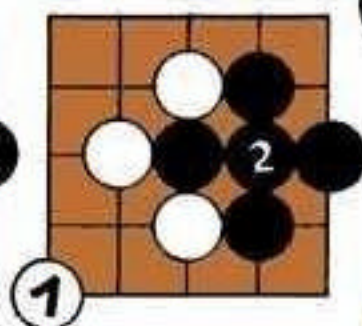
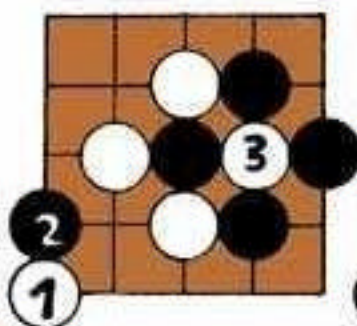
TO PREVENT THIS, YOU'RE NOT ALLOWED TO REPEAT THE POSITION!



AFTER BLACK CAPTURES, WHITE MUST FIRST PLAY SOMEWHERE ELSE. THEN, IF BLACK PLAYS ELSEWHERE TOO, WHITE CAN RECAPTURE ...

... OR BLACK COULD SAVE HIS STONE INSTEAD.

LOOK! EXERCISES!

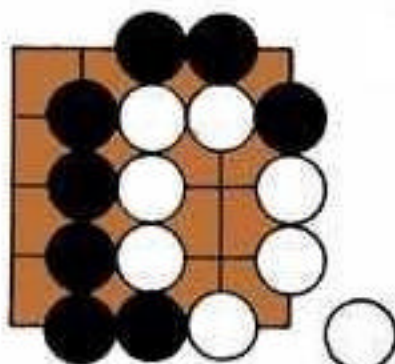
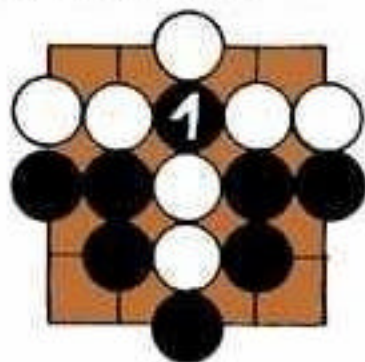


YES, TWO FINAL ONES.

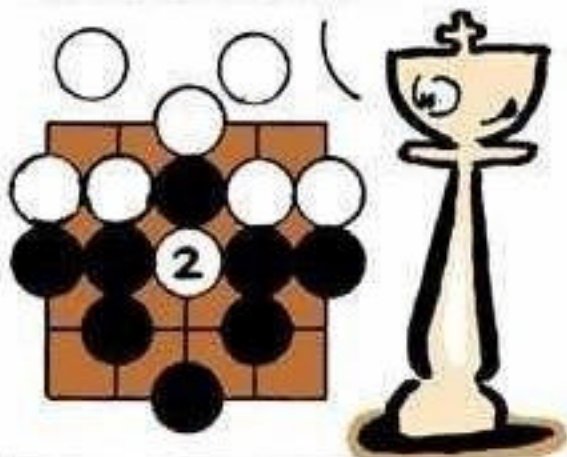
① CAPTURES 2 STONES: CAN WHITE CAPTURE ① STRAIGHT AWAY?

AND HERE'S A TRAP!

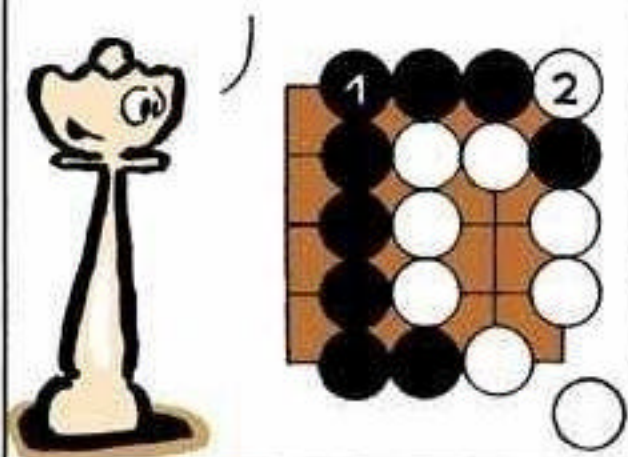
BLACK TO PLAY - HOW SHOULD HE BRING THE GAME TO AN END? HE CAN WIN - THERE ARE STILL A FEW MOVES LEFT TO PLAY.



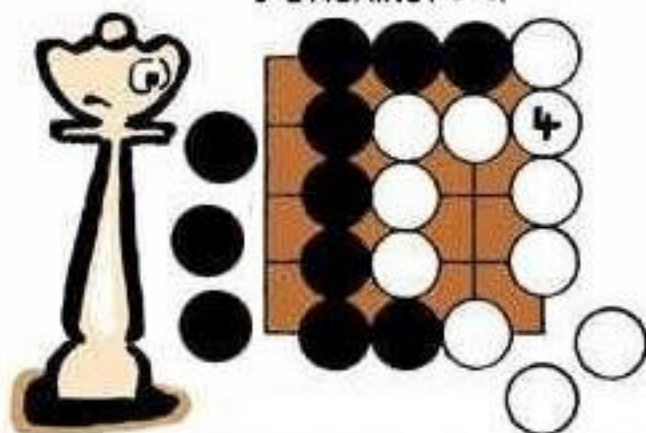
RECAPTURING IS OK - IT DOESN'T GO BACK TO THE PREVIOUS POSITION!



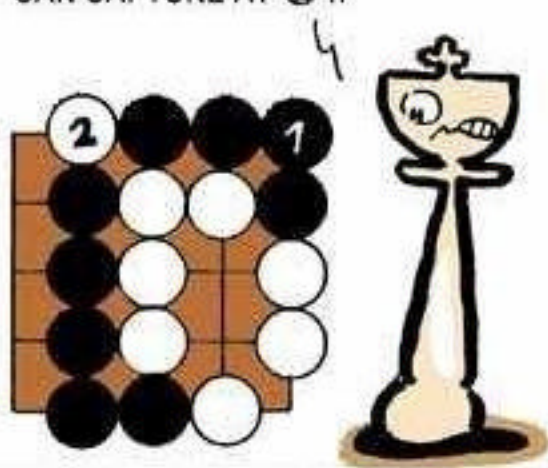
BLACK CONNECTS WITH ①. THEN WHITE CAN CAPTURE WITH ②. BLACK PASSES ...



... AND THEN WHITE CONNECTS. BLACK PASSES, WHITE PASSES - END OF GAME. BLACK WINS WITH 5+2 AGAINST 3+3.



IF BLACK CONNECTS AT ①, WHITE CAN CAPTURE AT ② !!



WONDERFUL! IN FACT, BLACK HAS A WAY TO WIN BY 5 POINTS - SEE IF YOU CAN FIND IT ...

... AND ABOVE ALL, PLAY LOTS OF GAMES! A 9x9 BOARD IS BEST.

WE WILL. SEE YOU SOON! CIAO!





AND SO ENDS ANOTHER DAY IN THE LAND OF GAMES. BYE!

BRITISH **go** ASSOCIATION

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