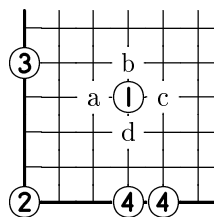
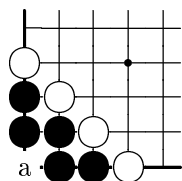


### Three Basic Go Rules

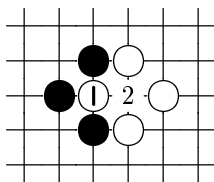
To capture ①, black must play in each of the four intersections (a-d) immediately adjacent to the stone. These spots are called *liberties*. ② has two liberties, ③ has three, and ④ has four. Captured stones are removed from the board without filling the empty spots.



White must play at (a) last to capture the black shape. You cannot play where your piece would be captured unless you instead capture something. Spots surrounded by one shape, like (a), are called *eyes*.



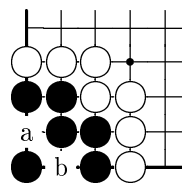
Suppose white captures ② by playing ①. Then the rule of *ko* (infinity) prevents black from playing ② for one turn. You cannot play where making the move and undoing the last give the exact same board state.



If this flyer is introducing you to go then check out “The Interactive Way to Go” <http://playgo.to/iwtg/en/>

### Basic Life and Death

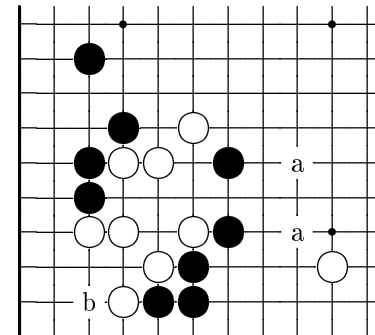
The puzzles at the end of this flyer address life and death. The objective is to have black create a permanent shape, one that cannot be captured. The black shape shown at right is an example of such a permanent shape. Since it has two eyes, white is not allowed to play at (a) until there is a white stone at (b), and vice-versa, so together they prevent white from capturing.



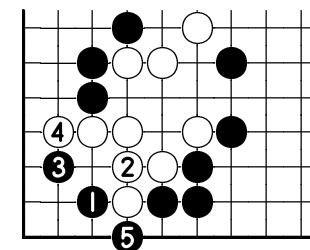
For more on life and death, see Sensei’s Library: <http://senseis.xmp.net/?LifeAndDeath>

### Go Proverb of the Week

If you recognize that you have a weak area, it is instinctive to strengthen it, usually by a short jump into open space. (As with either (a) at right.) However, if the opponent has an adjacent weak area, it is often good to “**make weak walk along weak**” by first playing offensively, (as with (b),) forcing moves out of the other player, and “walking” alongside the other weak shape.



After (b), white is forced to let one of the black shapes grow stronger. If white responds with ② as shown, then the right group strengthens. The other scenario, ending with the left group getting stronger, is shown on Sensei’s Library. (link below)

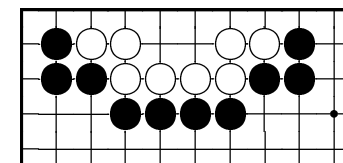
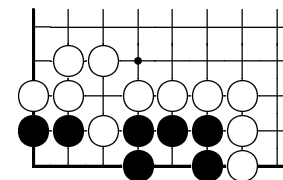
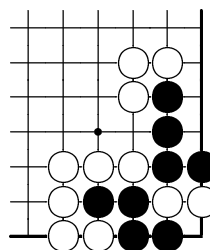


For more on this proverb, see Sensei’s Library: <http://senseis.xmp.net/?MakeWeakWalkAlongWithWeak>

### Go Problems of the Week

These are three problems of increasing difficulty. In each, it’s black to play, and you are to find the best move for either killing white or saving black.

Feel free to ask about the solutions in any of our meetings.



Check out <http://goproblems.com> for more.