

# First Capture Go

Also known by various other names such as Surround, The Capture Game, and simply Capture Go. The invention of this game is generally credited to Yasuda Yasutoshi, a modern professional Go player. Given that people have been playing and teaching Go for millennia, it seems likely that First Capture Go has also been invented on previous occasions, though I'm not aware of any evidence for this.

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**Number of players:** Two.

**Object of the game:** Capture one or more of your opponent's pieces (also called stones).

**Pieces:** You can print and cut out the stones in this PDF. However, since paper stones tend to float around the board, it's better to use heavy objects such as pennies and nickels, or two kinds of large dry beans, or pieces from another game such as Stratego or Risk. You might need as many as 81 stones total.

**Board:** Print the board in this PDF. A chessboard also works, though because of the coloring it might be harder to see the stones easily.

(The board that's included in this PDF has five dots on it, called "star points". These are reference markers that help players do things like quickly find the center of the board. They have no formal effect on the game; ignore them if you like.)

**Setup:** One player is called Black and takes the pile of black stones. The other is called White and takes the pile of white stones. Nothing is on the board at the start of the game.

**How to play:** Black goes first, then White, Black, White, and so on.

On your turn, take a stone from your pile and place it on any empty intersection.

Once a stone has been placed, it can't ever move to any other place on the board. It can however be captured (see below).

**Adjacent stones:** Two stones are adjacent if they are next to each other on the same gridline. Stones that are diagonal to each other are not adjacent. See examples.

**Groups of stones:** A group is one or more stones of the same color that are all connected by adjacent stones. See examples.

**Liberties:** Each empty intersection that's adjacent to a particular group of stones is called a "liberty" for that group. See examples.

**Capturing:** When a group of stones has no more liberties, it is captured. The player of the other color removes the stones from the board. This ends the game, and the capturing player wins. See examples. (Remember that an isolated stone is considered a group and can be captured.)

**"Atari":** At the end of each turn you take, check to see whether any of your opponents' groups have only one liberty. If there are any such groups, you must say "atari" to warn your opponent that you could make a capture on your next turn.

**Suicide is illegal:** You can't play a stone in such a way that it causes the instant capture of one of your own groups (i.e. before your opponent's turn begins). See examples.

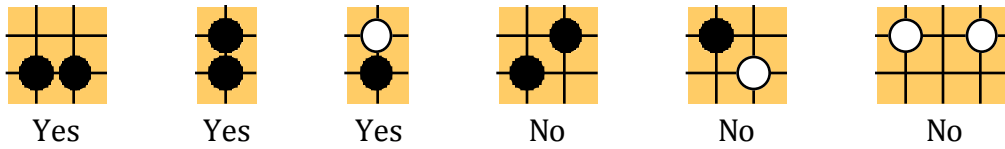
However, the move is okay if it captures a group of your opponent's stones. That's because when you play a stone, you capture your opponent's stones *first*, before checking the liberties of your own groups.

**Passing:** Although you must begin each of your turns by taking a stone from your pile, you aren't actually required to play it onto the board. If you don't want to play the stone (or if there's nowhere to put it), hand it directly to your opponent. This is treated as a captured stone, which means your opponent wins the game.

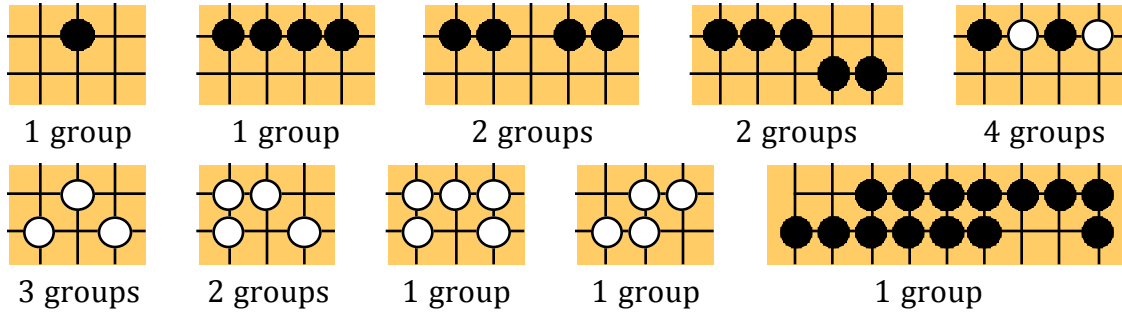
**Handicaps:** If you win a game and are going to play again with the same opponent, let them play Black (so they go first). If you won when they were already playing Black, let them take an extra turn or two at the beginning of the next game.

# Examples

## Adjacent stones



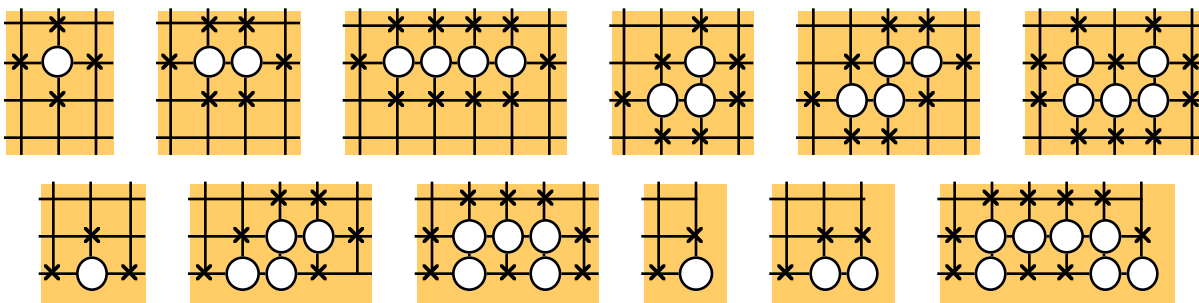
## Groups of stones



Note: The rules never actually require that you *count* groups of stones; this is just a convenient way to illustrate what a group is.

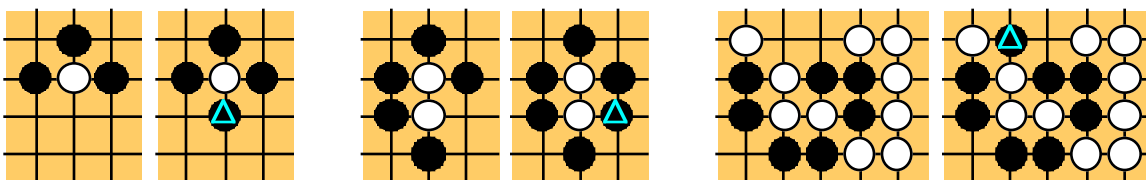
## Liberties

Each liberty is marked with an X.

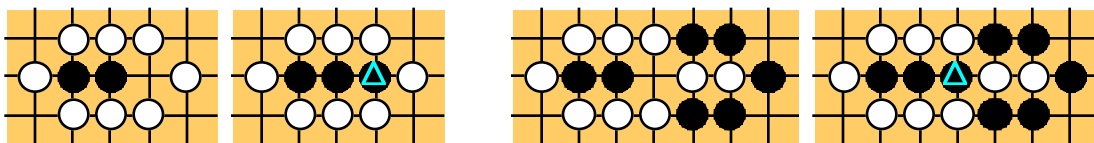


## Capturing

In each pair of diagrams, when Black plays the stone marked with a triangle, that's a capture.



## Suicide is illegal



This move is illegal because it causes the black group to be captured before White's turn starts.

This move is okay because it captures the white group on the right, and that creates a liberty for the black group that would otherwise have been captured.

