This is the "bronze" version of Go, in English. It is an ancient Chinese game and the rules, as well as this design by OcaStudios, is in Public Domain. This game is distributed as a PDF so anyone can download, print and play it. For more information, visit www.ocastudios.com/rights

Printing instructions:
- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).
Go is a traditional game of Eastern Asia, at least as iconic to them as chess is to western nations. The game board has been standardized for centuries as having 19x19 intersections, but two variants are commonly used to teach new players: the 13x13 and the 9x9. We chose the 9x9 board for two reasons: first, because we hope this game will reach more new players than experienced ones, and a smaller board may ease their learning. But also because a larger board would dramatically increase the time and effort necessary to assemble the game. However, game rules are the same whatever the size of the board and we do advice players who liked this version to play the full 19x19 game. It is awesome!

### Rules of the game

If you believe that a game must be easy to learn and difficult to master, than Go is nothing short than the best game ever developed. It does not have a universal set of rules, but the most basic concepts are the following:

1. One player controls the White pieces and the other, the Black pieces (Black goes first). They will alternate turns.

2. The board starts empty and, in his turn, a player may put one stone in any empty intersection of the board lines (called a 'point'). A player may choose not to place a stone, passing his turn.

3. Stones interact with others that are orthogonally adjacent to them. If two or more stones of a single player are next to each other, they form a 'chain'.

4. Empty spaces next to a stone or a chain are called its 'liberties'.

5. If all liberties of a piece or chain are taken by opponent's stones (which means, if the opponent completely surrounds them), then this piece or chain is captured.

6. When a piece or chain is captured, these pieces are taken from the board and given to the opponent. These stones are called his 'prisoners'.

7. A player may never suicide a piece or a chain, playing it such that it would immediately be captured...

8. ...but a player may place a stone that immediately captures opponent's pieces, thus freeing the liberties it requires to stay in game.

9. Then there's the 'ko' rule: a player may not make a move that reverts the game to a previous position (this rule means to prevent the game from entering an infinite cycle).

10. The game ends if the two players consecutively pass their turns.

11. Then, all stones that would be unable to resist capture are removed from the board and given to the opponent as 'prisoners'. If players don't agree on which stones are 'dead', then resume game and find it out.

### About this version

Go does not place a stone there. Creating eyes is an important defense technique. If your stone is on an edge of the board, it can be captured by three stones of the opponent. If it is in the middle, not if it is on a corner, two will suffice.

1) Edges of the Board. Keep in mind that a stone is captured if all its liberties are taken by the opponent, not if it is encircled. If your stone is on an edge of the board, it can be captured by three enemy stones, and if it is on a corner, just two will suffice.

2) Eyes. An 'eye' is a liberty (a free point) surrounded by allied stones. Because a suicidal move is illegal, an opponent may not place a stone there. Creating eyes is an important defense technique.

3) Life and Death. As a chain of stones is encircled by an opponent, the future of the chain may be inferred. If so, it may be alive or dead. A chain is alive if the opponent cannot capture it, which happens if the player may give it two eyes.

4) Ko fight. The ko rule prevents a player from returning the game to a previous position, even when doing so would allow him to retrieve a lost position. In such circumstances a player may make his move elsewhere (changing the game) and in his next turn play the same move he was not allowed to in the previous turn. A succession of this pattern may follow, which is called a ko fight.

5) Handicap. If a player is considerably more skilled than his opponent, then handicapping may be used. In this case, the stronger player will play as White, and allow Black to start the game with one or more stones, depending on their difference in skill. The larger points of the board are the usual points Black places his extra stones.

6) Different Scoring. How to calculate scores in Go varies according to region, and here we have followed the Japanese version. The major alternative is the Chinese system, in which a player's score equals to the number of points (intersections) a player surrounds plus the number of points they control (have a stone on). Only very rarely would the Japanese and Chinese system points disagree as to who is the winner.
First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

1. Place the sheets as an X.

2. Fold up two sides next to each other.

3. Lock a tab into the pocket of the tab to its left.

4. Fold up the remaining sides, locking them as per above.

5. Warning! The box is very resistant, so open it gently as not to tear the paper.

6. [Diagram showing the folding process]

7. [Diagram showing the box assembly]

8. [Diagram showing the final product]

9. [Diagram showing the final product]

10. [Diagram showing the final product]

11. [Diagram showing the final product]

12. [Diagram showing the final product]
First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box:

I. Place the sheets as an X.

II. Fold up two sides next to each other.

III. Lock a tab into the pocket of the tab to its left.

IV. Fold up the remaining sides, locking them as per above.

Warning! The box is very resistant, so open it gently as not to tear the paper.
Fold with care. If necessary, crease before folding.