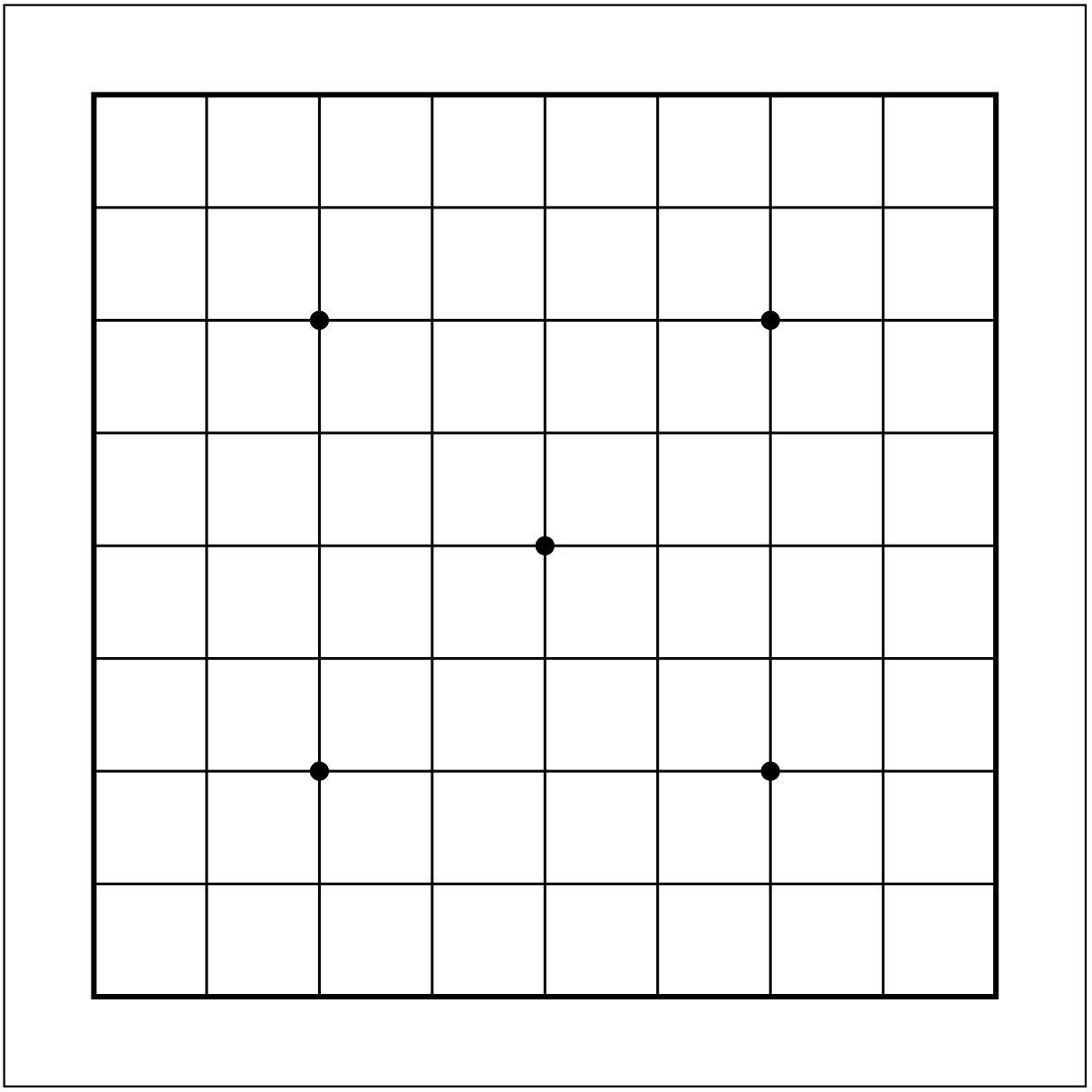
Go

CHINA · 2 PLAYERS



Setup. The 9 × 9 board starts empty. Black and white stones (or two kinds of coins), up to 15 mm. Stones go on the crossings, not in the squares. Black plays first.

1. One stone a turn.

Place one stone on any empty crossing. It never moves again: stones leave the board only when they are captured.

2. Take the last breath.

A stone breathes through the empty crossings beside it, not diagonally; stones side by side share their breaths. Fill a group's last breath and the whole group comes off. You can't play where your stone has no breath unless it captures, or retake a single stone straight back (ko).

3. Count to win.

When both players pass in a row, the game ends. Count your stones on the board plus the empty points that only your stones surround; white adds 5.5. More points wins.