

**The first computerized
version of the Oriental
strategy game 'GO'**

石

**Japan's National
Game**

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Easy to learn

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**Challenging
human – like play**

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For all ages

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Built in demo

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Beginners mode

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10 skill levels

石

15 kyu standard

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Fast response

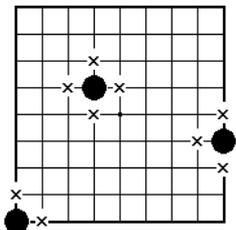
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True spirit of GO

THE RULES OF GO

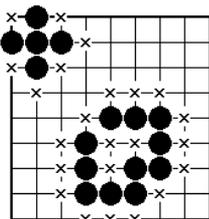
1. One player uses black stones, the other white.
2. The board starts empty. Play consists of the contestants placing, in turns, a single stone on the intersections of a 9x9 grid. Black starts first. Once placed, stones are not moved unless captured.
3. The object of the game is to surround territory, 1 point is awarded for each vacant intersection surrounded and also for each opponent stone captured.
4. Suicide (capturing your own stones) is forbidden!
5. A player may pass his turn.
6. A game is ended by resignation or by three consecutive passes.
7. The player with the most points wins. (Draws are possible)

LIBERTIES



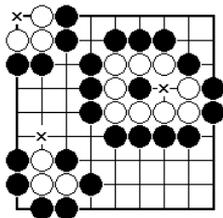
Unoccupied intersections adjacent to stones are called 'liberties'. A single stone in the middle of the board has 4 liberties. At the edge it has 3 and at the corner only 2 liberties. The liberties on the diagram are marked with crosses.

CONNECTING STONES



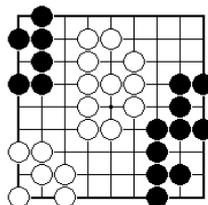
Stones of the same colour, placed on adjacent intersections, are solidly connected and act as a unit. The diagram shows two groups of solidly connected stones along with each group's liberties.

CAPTURE



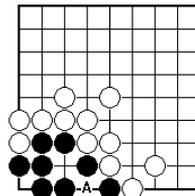
A single stone or an entire group is in danger when it has but one liberty left. An opponent's stone placed on the liberty captures that stone or group. All captive stones are removed from the board. Assuming it's his turn, black can capture any one of the three white groups shown in the diagram.

EYES



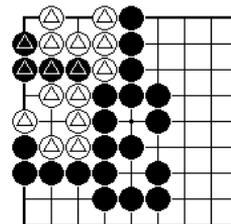
A space within a group is called an eye. As a consequence of the suicide rule, groups with two or more separated eyes can never be captured. Groups that can be reduced to a single liberty, internal or not, are doomed. Each group in the diagram is invulnerable. Try as you might, the suicide rule will prevent you from removing that last liberty.

THE KO RULE



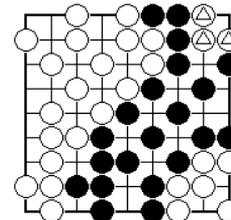
KO is Japanese for 'eternity', which is the time a game might take but for the KO rule. This rule forbids the immediate recapture of a single stone if the previous board position is repeated. In the diagram black has just captured a white stone at A. White is not allowed to play back at A immediately. He must play elsewhere. Then black can play A at giving life to his group. Unresolved Kos are filled at the end of the game.

SEKI



Occasionally you may stumble on a 'seki', an example of which is shown in the diagram. Neither player has two eyes but neither can afford to play first. In this 'Mexican standoff', neither player scores points for territory within those groups 'in seki' (marked).

AT THE END



Play ends when no further territory can be gained by either player. Stones that cannot make two eyes are deemed dead and are removed without further ado. (If there's disagreement about what should live or die, continue play until mutual agreement is gained). The diagram shows the result of a game. The one-eyed group (marked) is dead. Assuming two captives each gained previously the final score is: white 18 + 2 and black 15 + 5. A draw!



INSTRUCTIONS

MICROGO1 gives full instructions once loaded. To load see instructions on disk label.

SUMMARY OF FACILITIES

<i>Key</i>	<i>Description</i>
D	Demonstration game explaining rules of Go
0 to 9	Play a game at skill level chosen
B	Beginner mode on or off (displays potential error)
C	Change contestants to: computer v computer human v human human v computer
L	List options
A	Abandon game or demonstration
CURSOR	Move stone (cursor or joystick)
SPACE-BAR	Move stone to position of previous play
RETURN	Play stone (or joystick FIRE)

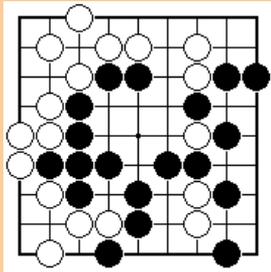
SKILL LEVELS

0	Take black and 5 stones start
1	Take black and 4 stones start
2	Take black and 3 stones start
3	Take black and 2 stones start
4	Take black
5	Take white
6	Take white and give 2 stones start
7	Take white and give 3 stones start
8	Take white and give 4 stones start
9	Take white and give 5 stones start

Load by typing:

LOAD*,8 [RETURN]
RUN [RETURN]**

Go, invented 400 years ago, is Japan's national board game and is immensely popular throughout the Far East. Compared to other games of strategy, it has simpler rules, yet vastly more possibilities for imaginative play. So much so, that until the advent of MICROGO1, it was widely believed to be impossible for a computer to master the game.



MICROGO1 not only plays intelligently (on a 9x9 board) but also teaches the rules and fundamental tactics. Beginners mode dynamically shows the territory affected by your move.