

# Stonesong — Activity Book

*A Spark & Anvil activity book — puzzles, questions, and fun from Stonesong.*

Write in the book, circle your answers, and check the Answer Key at the back.

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## 1. The Board & Basics

### Circle the correct answer

1. In Go, stones are placed on —  
(A) the intersections where lines cross (B) colored tiles (C) the corners only (D) inside the squares
2. A full-size Go board is —  
(A) 10 by 10 (B) 19 lines by 19 lines (C) 24 points (D) 8 by 8
3. What are the two colors of stones?  
(A) Black and white (B) Green and white (C) Black and red (D) Red and blue
4. Who plays first in Go?  
(A) The older player (B) Whoever rolls higher (C) Black (D) White
5. On your turn you —  
(A) place ONE stone on any empty intersection (or pass) (B) move a stone (C) place two stones (D) remove a stone
6. The goal of Go is to —  
(A) reach the far side (B) capture every enemy stone (C) make a line of five (D) surround more territory (empty points) than your opponent

### Write the answer

7. Once placed, a stone —  
Answer: \_\_\_\_\_
8. Corners are the easiest place to make territory because —  
Answer: \_\_\_\_\_
9. Go rewards —  
Answer: \_\_\_\_\_

10. A 9×9 board is often used to —

Answer: \_\_\_\_\_

## Match each question to its answer

1. Players place stones — →
2. An 'empty point' next to a stone is important because — →
3. Go is sometimes called a game of — →
4. The board's star points (marked dots) are — →
5. Compared to chess, Go pieces are — →

- (A) it can become a liberty or territory
  - (B) all identical (every stone is the same)
  - (C) alternately, one at a time
  - (D) reference points, often used for handicap stones
  - (E) surrounding — you win space by enclosing it
- 

## 2. Liberties & Capture

### Circle the correct answer

11. A 'liberty' is —  
(A) an empty point directly next to a stone (up, down, left, or right) (B) a captured stone (C) any empty point on the board (D) a diagonal point
12. A single stone in the middle of the board has how many liberties?  
(A) Two (B) Four (C) One (D) Eight
13. A stone (or group) is CAPTURED when it has —  
(A) zero liberties (B) two liberties (C) one liberty (D) the most liberties
14. A group with exactly ONE liberty is said to be in —  
(A) ko (B) atari (one move from capture) (C) life (D) territory
15. To capture an enemy stone, you must —  
(A) pass (B) play far away (C) surround it diagonally (D) fill its last liberty
16. A stone on the EDGE of the board has how many liberties?  
(A) Three (B) One (C) Two (D) Four

### Write the answer

17. A stone in the CORNER has how many liberties?

Answer: \_\_\_\_\_

18. Connected stones (touching orthogonally) —

Answer: \_\_\_\_\_

19. Why is having MORE liberties safer?

Answer: \_\_\_\_\_

20. You generally may NOT play a stone that would have —

Answer: \_\_\_\_\_

## Match each question to its answer

1. A group in atari can be SAVED by — →

2. Capturing removes the enemy stones and — →

3. A long connected group and a lone stone with the same shape — which is usually safer? →

4. Filling in your OWN group's last liberty would be — →

5. The concept of liberties is the FOUNDATION of Go tactics because — →

(A) adding a stone to gain more liberties (or capturing the attacker)

(B) illegal (self-capture / suicide)

(C) The larger connected group (more shared liberties)

(D) capturing, life, and death all depend on liberties

(E) gives you those points as empty space (and captures for scoring)

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## 3. Connecting & Cutting

### Circle the correct answer

21. Two stones are 'connected' when they —

(A) are orthogonally adjacent (touching along a line) (B) are anywhere on the board  
(C) are the same color only (D) are diagonal

22. Connected stones are stronger because —

(A) they share liberties and are harder to capture (B) they're weaker (C) they can move  
(D) connection does nothing

23. A 'cut' is a move that —

(A) connects your stones (B) separates the opponent's stones into two groups (C) passes  
(D) makes territory

**24.** Cutting the opponent is good because —

- (A) two separated groups are each weaker and easier to attack (B) it does nothing  
(C) it helps them (D) it connects them

**25.** A 'cutting point' is —

- (A) a captured stone (B) an eye (C) a territory point (D) a spot where the opponent could cut your stones apart

**26.** Defending a cutting point means —

- (A) connecting so the opponent can't split your stones (B) capturing your own stone  
(C) passing (D) leaving it open

## Write the answer

**27.** A 'diagonal' relationship between two friendly stones is —

Answer: \_\_\_\_\_

**28.** A 'bamboo joint' (two pairs of stones) is —

Answer: \_\_\_\_\_

**29.** Whether to connect or leave a cut open depends on —

Answer: \_\_\_\_\_

**30.** Cutting is risky when —

Answer: \_\_\_\_\_

## Match each question to its answer

1. Connected groups make it easier to — →
2. The tension between connecting and cutting is a core Go — →
3. A stone that cuts but then gets captured — →
4. Keeping your groups connected is a form of — →
5. Cutting the opponent is a form of — →

- (A) battle over strength and weakness  
(B) defense (strength through connection)  
(C) attack (weakening their position)  
(D) build territory and stay alive  
(E) was a failed cut (it didn't help)
- 

## 4. Eyes & Life

### Circle the correct answer

**31.** An 'eye' is —

(A) any empty point (B) an empty point completely surrounded by one color's stones (C) a diagonal gap (D) a captured stone

**32.** A group is ALIVE (uncapturable) when it has —

(A) the most stones (B) two separate eyes (C) no eyes (D) one eye

**33.** Why does ONE eye not make a group alive?

(A) one eye is two eyes (B) eyes don't matter (C) The opponent can fill all outside liberties, then the eye, and capture it (D) one eye is always alive

**34.** Why can't the opponent capture a group with two eyes?

(A) eyes aren't real (B) two eyes are weak (C) they can capture it easily (D) Playing into either eye would be self-capture (illegal) with no capture

**35.** Making two eyes is the goal of —

(A) making territory only (B) passing (C) attacking (D) keeping a group alive under attack

**36.** A 'false eye' is —

(A) two eyes (B) an eye-looking point that can actually be filled/captured (not a real eye) (C) a real eye (D) territory

## **Write the answer**

**37.** To be a REAL eye, the surrounding stones must —

Answer: \_\_\_\_\_

**38.** A big surrounded space can sometimes be reduced to —

Answer: \_\_\_\_\_

**39.** The most important life-and-death question is —

Answer: \_\_\_\_\_

**40.** A group that CANNOT make two eyes is —

Answer: \_\_\_\_\_

## **Match each question to its answer**

1. Eyes are made from — →

2. An eye on the edge or corner — →

3. If a group has two eyes, you should — →

4. The concept of eyes explains how a surrounded group can — →

5. Attacking a group's life means trying to — →

- (A) not waste moves defending it — it's already alive
  - (B) prevent it from making two eyes
  - (C) internal empty points enclosed by your own stones
  - (D) still counts if it's a real (uncapturable) eye
  - (E) survive completely surrounded by enemy stones
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## 5. Life & Death

### Circle the correct answer

**41.** 'Life and death' in Go refers to —

- (A) board size (B) who moves first (C) the score (D) whether a group can make two eyes (live) or not (die)

**42.** To KILL a group, the attacker plays to —

- (A) connect it (B) give it eyes (C) make territory (D) prevent it from making two eyes (often the vital point)

**43.** To LIVE, the defender plays to —

- (A) pass (B) reduce its liberties (C) self-capture (D) make two separate eyes (or enough eye-space for them)

**44.** The 'vital point' of a group's eye-space is —

- (A) a random point (B) the key point that decides life or death (C) a captured stone (D) the edge always

**45.** A small eye-space (like a 3-in-a-row) is often —

- (A) killable if the attacker plays the vital point first (B) uncapturable (C) two eyes automatically (D) always alive

**46.** A large enough eye-space is —

- (A) one eye only (B) alive because it can make two eyes (C) always dead (D) capturable

### Write the answer

**47.** Reading life and death means —

Answer: \_\_\_\_\_

**48.** Common life-and-death shapes are worth memorizing because —

Answer: \_\_\_\_\_

**49.** A group that is DEAD but not yet captured —

Answer: \_\_\_\_\_

50. The attacker often kills by playing —

Answer: \_\_\_\_\_

## Match each question to its answer

1. The defender often lives by — →

2. Whether a group lives can depend on — →

3. A 'ko' (repeated capture) can affect life and death by — →

4. Practicing life-and-death puzzles ('tsumego') improves — →

5. Before invading or attacking, you should ask — →

(A) letting a group's life hang on winning a ko fight

(B) can my group live, and can I kill theirs?

(C) whose turn it is (who plays the vital point first)

(D) playing the vital point first to secure two eyes

(E) your reading and your whole game

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## 6. Territory

### Circle the correct answer

51. 'Territory' is —

(A) your captured stones (B) the board edge (C) empty points surrounded by only your stones (D) any empty point

52. You win a game of Go by —

(A) making the most eyes (B) capturing every stone (C) having more territory (plus captures/komi) than your opponent (D) reaching the center

53. Territory is easiest to make in the —

(A) center only (B) corners, then the sides, then the center (C) middle of the board (D) center, then sides, then corners

54. Why is the center the HARDEST place to make territory?

(A) edges are in the center (B) the center scores double (C) it's the easiest (D) It has no edges to help enclose it, so it needs many stones

55. A wall of stones facing the center gives you —

(A) instant territory (B) nothing (C) 'influence' (power over a large area), which can become territory (D) a captured group

56. Territory and captures both —

(A) don't matter (B) only one counts (C) cancel out (D) count toward your score

## Write the answer

57. Trying to make territory EVERYWHERE at once usually —

Answer: \_\_\_\_\_

58. The balance between TERRITORY (secure points) and INFLUENCE (facing power) is —

Answer: \_\_\_\_\_

59. Solid territory in the corner is valuable because it is —

Answer: \_\_\_\_\_

60. Influence (a wall facing the center) is valuable because it —

Answer: \_\_\_\_\_

## Match each question to its answer

1. A 'framework' (moyo) is — →

2. Territory only counts at the END if the surrounding group is — →

3. Invading the opponent's framework tries to — →

4. Deciding whether to take territory or build influence depends on — →

5. A common beginner mistake is to — →

(A) reduce their territory (by living or reducing inside)

(B) alive (dead groups' territory belongs to the opponent)

(C) chase captures while ignoring territory

(D) the whole-board position and your plan

(E) a large area you're loosely surrounding, aiming to turn into territory

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## 7. Ko & Repetition

### Circle the correct answer

61. A 'ko' is a situation where —

(A) a group has two eyes (B) a single stone could be captured back and forth, repeating the position (C) you make territory (D) stones connect

62. The KO RULE says you may NOT —

(A) ever capture (B) immediately recapture to repeat the previous board position (C) pass (D) make eyes

63. When you can't immediately retake a ko, you must —  
(A) recapture anyway (B) resign (C) pass (D) play somewhere else (often a 'ko threat') first
64. A 'ko threat' is —  
(A) a pass (B) a capture (C) an eye (D) a move elsewhere the opponent must answer, so you can retake the ko
65. A 'ko fight' is —  
(A) a capturing race (B) the back-and-forth of ko threats and recaptures over a ko (C) making two eyes (D) the opening
66. The ko rule exists to —  
(A) make the game longer (B) help one player (C) prevent an endless loop of recapturing the same stone (D) ban capturing

## Write the answer

67. You win a ko by —  
Answer: \_\_\_\_\_
68. Ko fights reward players who —  
Answer: \_\_\_\_\_
69. Because ko can repeat, the ko rule makes each recapture require —  
Answer: \_\_\_\_\_
70. A ko can be worth a lot when —  
Answer: \_\_\_\_\_

## Match each question to its answer

1. If you have NO ko threats left, you — →
  2. A ko fight can swing — →
  3. The ko rule is an example of a rule that — →
  4. Recognizing a ko shape early lets you — →
  5. A 'picnic ko' (low risk for you, high for the opponent) is — →
- (A) usually must give up the ko (let the opponent win it)  
(B) the life of a group or a big chunk of territory  
(C) prevents infinite repetition so the game can end  
(D) prepare ko threats before the fight starts  
(E) one you can fight cheaply while the opponent risks a lot
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## 8. The Opening (Fuseki)

### Circle the correct answer

71. A key opening principle is to play in the —  
(A) wherever, it doesn't matter (B) sides first (C) center first (D) corners first, then sides, then center
72. Why play the corners first?  
(A) they score double (B) They make territory with the fewest stones (edges help)  
(C) the center is easier (D) they're in the middle
73. The opening phase of a Go game is called —  
(A) yose (B) tesuji (C) fuseki (D) komi
74. A good opening balances —  
(A) nothing (B) only captures (C) taking territory with building influence (D) only defense
75. Playing too many stones in one small area early is —  
(A) ideal (B) required (C) usually inefficient (you're overconcentrated) (D) the strongest plan
76. The opening is about —  
(A) only capturing (B) sketching the whole-board framework, not fighting immediately (C) only one corner (D) the endgame

### Write the answer

77. A 'corner enclosure' (two stones securing a corner) —  
Answer: \_\_\_\_\_
78. An 'approach move' near the opponent's corner stone —  
Answer: \_\_\_\_\_
79. Star points (hoshi) are popular opening points because they —  
Answer: \_\_\_\_\_
80. The 3-3 point in a corner emphasizes —  
Answer: \_\_\_\_\_

### Match each question to its answer

1. Good opening play means thinking about — →
2. Rushing into a fight in the opening can be a mistake because — →

3. A 'big point' in the opening is — →
4. Balancing your OWN framework against reducing the opponent's is — →
5. The opening flows into the middlegame, where — →
- (A) you may neglect big open areas
  - (B) the whole board, not just local fights
  - (C) fights and invasions develop the sketched frameworks
  - (D) a move that claims or frames a large area
  - (E) a key opening judgment
- 

## 9. Influence vs Territory

### Circle the correct answer

81. 'Territory' means secure points; 'influence' means —  
(A) outward power over a large area (potential, not yet points) (B) captured stones  
(C) secure points too (D) the doubling cube
82. Low stones (near the edge) tend to make —  
(A) influence (B) territory (C) eyes only (D) nothing
83. High stones (toward the center) tend to make —  
(A) nothing (B) captures (C) territory (D) influence
84. The balance of territory vs influence is —  
(A) the same thing (B) irrelevant (C) StoneSong's core strategic theme (and a central Go idea) (D) only about captures
85. Influence is valuable because it can —  
(A) always die (B) never become anything (C) power attacks and later become territory (D) instantly score
86. Taking secure territory is valuable because it is —  
(A) worthless (B) concrete points that are hard to lose (C) always at risk (D) only potential

### Write the answer

87. A player who takes ONLY territory and no influence risks —  
Answer: \_\_\_\_\_
88. A player who builds ONLY influence and no territory risks —  
Answer: \_\_\_\_\_

89. The best players —

Answer: \_\_\_\_\_

90. A wall (influence) works best when —

Answer: \_\_\_\_\_

## Match each question to its answer

1. Trading territory for influence (or vice versa) is — →
2. Influence helps you ATTACK because — →
3. Converting influence to territory usually happens — →
4. The right choice between territory and influence depends on — →
5. Patient Bamboo and Sparring Tiger might disagree on this balance because — →

- (A) a common, legitimate strategic choice
  - (B) the whole-board position and your opponent's strength
  - (C) you can chase enemy groups toward your wall
  - (D) different styles favor territory or influence/fighting differently
  - (E) later in the game, as the board fills in
- 

## 10. Good Shape

### Circle the correct answer

91. 'Good shape' means stones that are —

- (A) far apart and weak (B) clumped and slow (C) efficient and strong (working well together) (D) always captured

92. The 'empty triangle' is famous as —

- (A) a capture (B) a BAD shape (inefficient) (C) the best shape (D) an eye

93. The 'tiger's mouth' is —

- (A) a good shape that's hard to cut and helps make eyes (B) a capture (C) a false eye always (D) a bad shape

94. A 'hane' is a move that —

- (A) reaches around the opponent's stone (a diagonal contact play) (B) captures instantly (C) retreats (D) makes two eyes

95. Good shape helps a group —

- (A) get captured (B) lose liberties (C) waste moves (D) make eyes and stay strong efficiently

**96.** Bad shape (like the empty triangle) —

(A) wastes stones and gives fewer liberties (B) makes eyes fast (C) is the strongest  
(D) is very efficient

## Write the answer

**97.** Recognizing good and bad shape lets you —

Answer: \_\_\_\_\_

**98.** The 'bamboo joint' is good shape because it is —

Answer: \_\_\_\_\_

**99.** Shape ideas are 'rules of thumb' that —

Answer: \_\_\_\_\_

**100.** Even 'bad' shape can be correct when —

Answer: \_\_\_\_\_

## Match each question to its answer

1. Good shape makes making TWO EYES — →

2. Playing good shape is a hallmark of — →

3. The empty triangle is inefficient because — →

4. A 'ponnuki' (four stones around a captured point) is — →

5. Learning shape improves your play because — →

(A) very strong shape (worth a lot of influence)

(B) easier

(C) you make strong, efficient formations without deep reading every time

(D) strong, experienced players

(E) it uses three stones but has fewer liberties than a better shape

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## 11. Ladders & Nets

### Circle the correct answer

**101.** A 'ladder' (shicho) is a capturing technique that —

(A) chases a stone in a zig-zag, keeping it in atari until it's captured (B) makes two eyes  
(C) connects stones (D) builds territory

**102.** A ladder FAILS if —

(A) the board is empty (B) there's a friendly 'ladder-breaker' stone in its path (C) it never fails  
(D) you have more stones

**103.** Before starting a ladder, you must —

(A) pass (B) never read (C) just try it (D) READ it out to the edge to be sure it works

**104.** Starting a ladder that DOESN'T work is —

(A) a winning move (B) a serious mistake (you strengthen the opponent and lose stones) (C) harmless (D) always fine

**105.** A 'net' (geta) is a capturing technique that —

(A) traps a stone loosely so it can't escape (without a chase) (B) makes two eyes (C) chases in a zig-zag (D) builds a wall

**106.** A net is often SAFER than a ladder because —

(A) it doesn't depend on the whole diagonal path being clear (B) it needs a ladder-breaker (C) it can't capture (D) it's riskier

## Write the answer

**107.** A 'ladder-breaker' is a stone that —

Answer: \_\_\_\_\_

**108.** Ladders and nets are both ways to —

Answer: \_\_\_\_\_

**109.** The key skill for ladders is —

Answer: \_\_\_\_\_

**110.** A stone in atari can sometimes escape a ladder by —

Answer: \_\_\_\_\_

## Match each question to its answer

1. Choosing a net over a ladder is wise when — →

2. A 'snapback' is a technique where you — →

3. These capturing techniques reward players who — →

4. A famous saying is 'if you don't know ladders, don't play Go.' This stresses — →

5. Nets are elegant because they capture — →

(A) without needing the long, fragile ladder path

(B) the ladder doesn't work (or is too risky to read)

(C) how fundamental reading ladders is

(D) read sequences a few moves ahead

(E) let a stone be captured, then recapture a larger group

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## 12. The Endgame (Yose)

### Circle the correct answer

111. The endgame of a Go game is called —

- (A) fuseki (B) yose (C) komi (D) tesuji

112. In the endgame you should play —

- (A) randomly (B) the smallest points first (C) the BIGGEST points first (D) only in one corner

113. A 'sente' move is one that —

- (A) keeps the initiative (the opponent must respond) (B) makes two eyes (C) loses the initiative (D) passes

114. A 'gote' move is one that —

- (A) keeps the initiative (B) loses the initiative (the opponent gets to play next elsewhere) (C) makes two eyes (D) forces a response

115. Sente moves are valuable because —

- (A) they lose points (B) you profit AND keep the initiative to play again (C) they end your turn (D) they're worthless

116. Endgame points may seem small, but —

- (A) they're bigger than the opening (B) they never matter (C) they add up and often decide close games (D) they can be ignored

### Write the answer

117. Estimating the VALUE (in points) of each endgame move lets you —

Answer: \_\_\_\_\_

118. A 'double sente' move (sente for both sides) is —

Answer: \_\_\_\_\_

119. Good endgame technique can swing a game by —

Answer: \_\_\_\_\_

120. Playing gote when a sente move is available is —

Answer: \_\_\_\_\_

### Match each question to its answer

1. The endgame rewards — →

2. A player ahead going into the endgame should — →

3. A player behind going into the endgame should — →  
4. The order of endgame moves matters because — →  
5. Endgame is often underestimated by beginners, who — →

- (A) lose points by playing small or gote moves too early  
(B) find the biggest points and any sente to catch up  
(C) play solidly and not blunder away the lead  
(D) playing big/sente moves first captures more total points  
(E) precise counting and playing moves in the right order
- 

## 13. Handicaps & Komi

### Circle the correct answer

121. 'Komi' is —

- (A) the endgame (B) an eye shape (C) extra points given to white to compensate for black moving first (D) a capturing move

122. A typical komi value is around —

- (A) 6.5 or 7.5 points (B) 50 points (C) 1 point (D) 0 points

123. Why does the half-point in komi (like 6.5) matter?

- (A) it changes the rules (B) it makes ties common (C) it doesn't matter (D) It prevents tie games (someone always wins by at least half a point)

124. A 'handicap' game is used when —

- (A) it's the world final (B) the two players are of different strengths (C) they are equal (D) never

125. In a handicap game, the WEAKER player —

- (A) gets komi (B) gets fewer stones (C) moves second (D) places extra stones on the board before white's first move

126. Handicap stones are usually placed on —

- (A) the center only (B) the star points (hoshi) (C) the edges only (D) random points

### Write the answer

127. The stronger the strength difference, the —

Answer: \_\_\_\_\_

128. In a handicap game, white usually gets —

Answer: \_\_\_\_\_

**129.** Komi exists because —

Answer: \_\_\_\_\_

**130.** Handicaps make Go special because —

Answer: \_\_\_\_\_

## Match each question to its answer

**1.** A handicap game teaches the weaker player by — →

**2.** If a weaker player improves, their handicap should — →

**3.** Komi is added to the score at — →

**4.** The komi and handicap systems both serve — →

**5.** Without komi, black's first-move advantage would — →

(A) make equal games slightly unfair to white

(B) decrease over time

(C) letting them play a strong opponent on nearly even terms

(D) fairness (balancing first-move and skill differences)

(E) the end of the game (to white's total)

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## 14. Etiquette & the Spirit of Go

### Circle the correct answer

**131.** Good Go etiquette includes —

(A) gloating (B) breaking rules (C) playing honestly and respecting your opponent  
(D) distracting your opponent

**132.** Resigning when clearly beaten is —

(A) against the rules (B) rude (C) cowardly (D) an accepted, respectful part of Go

**133.** At the end of the game, players —

(A) flip the board (B) argue forever (C) agree on which groups are dead and count the score together (D) never count

**134.** The spirit of Go emphasizes —

(A) winning at any cost (B) learning, respect, and enjoying the game (C) disrespect  
(D) trickery

**135.** Reviewing a game with your opponent afterward is —

(A) against the rules (B) rude (C) a valued tradition that helps both players learn  
(D) a waste of time

**136.** Handling a loss well means —

(A) quitting Go (B) learning from it without shame or blame (C) blaming the opponent (D) sulking

## Write the answer

**137.** Respect for your opponent shows in —

Answer: \_\_\_\_\_

**138.** The tradition of Go includes —

Answer: \_\_\_\_\_

**139.** Playing Go teaches life skills like —

Answer: \_\_\_\_\_

**140.** Being a gracious WINNER means —

Answer: \_\_\_\_\_

## Match each question to its answer

1. Being a gracious LOSER means — →

2. Etiquette makes Go — →

3. The custom of the stronger player teaching the weaker one reflects — →

4. A respectful attitude toward the GAME itself means — →

5. The lessons Go teaches OFF the board include — →

(A) taking it seriously and playing your best

(B) patience, humility, and resilience

(C) congratulating the winner and looking to learn

(D) more enjoyable and meaningful for both players

(E) Go's culture of mentorship and growth

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## 15. Reading & Common Mistakes

### Circle the correct answer

**141.** 'Reading' in Go means —

(A) calculating sequences of moves ahead in your mind (B) guessing (C) counting stones only (D) rolling dice

**142.** Reading helps you —

(A) avoid mistakes and find the best move (B) it never helps (C) waste time (D) confuse yourself

**143.** A very common mistake is to —

(A) make two eyes (B) play the corners (C) read the ladder first (D) start a ladder that doesn't work

**144.** Another common mistake is —

(A) leaving your own group without two eyes when attacked (B) connecting (C) making two eyes (D) counting

**145.** A good habit before a big move is to —

(A) move instantly (B) never read (C) read a few moves ahead to check it works (D) guess

**146.** Playing too many stones in one area (overconcentration) is —

(A) ideal (B) inefficient — spread out for more value (C) required (D) the strongest plan

## Write the answer

**147.** Chasing captures while ignoring territory is —

Answer: \_\_\_\_\_

**148.** Reading a capturing race (semeai) means —

Answer: \_\_\_\_\_

**149.** A good player checks BEFORE playing whether —

Answer: \_\_\_\_\_

**150.** Improving your reading mostly comes from —

Answer: \_\_\_\_\_

## Match each question to its answer

**1.** A mistake in the endgame is to — →

**2.** Reading and pattern recognition together let you — →

**3.** Blaming a loss on luck is — →

**4.** A good habit is to review your LOST games to — →

**5.** A frequent beginner error is to — →

(A) find the moves that went wrong and learn

(B) play small or gote moves before big/sente ones

(C) a mistake — Go has no luck; losses come from your moves

(D) respond to every opponent move locally, ignoring the big points

(E) judge positions quickly and accurately

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## 16. Putting It Together

### Circle the correct answer

151. The goal of Go is to —

(A) control more territory than your opponent (B) capture every stone (C) reach the center first (D) make the most eyes

152. The most basic tactic is —

(A) handicaps (B) the endgame (C) komi (D) liberties and capture (a group with no liberties is taken)

153. A group lives permanently when it has —

(A) the most stones (B) no eyes (C) two separate eyes (D) one eye

154. The central strategic balance of Go is —

(A) corners vs edges (B) territory vs influence (C) captures vs eyes (D) black vs white

155. A good opening follows the priority —

(A) center first (B) corners, then sides, then center (C) sides only (D) random

156. The ko rule prevents —

(A) all capturing (B) making eyes (C) territory (D) endless recapture of the same stone

### Write the answer

157. Ladders and nets are —

Answer: \_\_\_\_\_

158. Good shape means —

Answer: \_\_\_\_\_

159. The endgame (yose) rewards —

Answer: \_\_\_\_\_

160. Komi and handicaps exist to —

Answer: \_\_\_\_\_

### Match each question to its answer

1. Reading (calculating ahead) is — →

2. StoneSong's core primitive combines — →

3. Go has no luck, which means — →

4. A strong player balances — →

5. The archetypes (Patient Bamboo, Hungry Crane, Master Snail, Sparring Tiger) teach that — →

- (A) different styles all have strengths — balance is the master lesson
  - (B) life-and-death pattern recognition with the territory-vs-influence balance
  - (C) the skill that most separates strong from weak players
  - (D) attack and defense, territory and influence, patience and aggression
  - (E) the result reflects your decisions, not chance
- 

## Riddle & Joke Break

*Guess the answer, then check the key!*

**161.** In Go, what are the empty points directly next to a stone called?

**162.** A single stone in the very center of the board has how many liberties?

**163.** A single stone in a corner of the board has how many liberties?

**164.** A group of stones has two separate empty "eyes" inside it. Can the opponent ever capture it?

**165.** A stone (or group) has exactly one liberty left. What is this urgent situation called?

**166.** How is a stone or group captured in Go?

**167.** How do you win a game of Go?

**168.** Which part of the board is easiest to make secure territory in, and why?

**169.** Why did the Go stone feel so free?

**170.** Why did the stone with two eyes never worry?

**171.** Why did the Go player love empty space?

**172.** Why did the stone in atari feel nervous?

**173.** Why did the beginner play on a 9x9 board first?

**174.** Why did the Go stones work as a team?

## Fun Facts

- Did you know? Go is over 2,500 years old, invented in ancient China, making it one

of the oldest board games still played today. It's called "weiqi" in China, "baduk" in Korea, and "igo" in Japan!

- Did you know? A 19x19 Go board has 361 intersections and vastly more possible games than chess -- more than the number of atoms in the observable universe, many times over!
  - Did you know? In 2016, a Go program called AlphaGo beat one of the world's top players, Lee Sedol -- a milestone many experts thought was still decades away because Go is so complex!
  - Did you know? The single most important idea in Go is "two eyes" -- a group with two separate internal empty points can NEVER be captured. Learning to make two eyes is learning to survive!
  - Did you know? Unlike chess, in Go you never capture a piece by landing on it -- you capture by SURROUNDING it, filling all the empty points around a stone or group!
  - Did you know? Go has a fairness rule called "komi" -- the player who moves second gets bonus points (usually 6.5 or 7.5) to balance the advantage of moving first!
  - Did you know? Go's handicap system is beautifully fair: a weaker player places a few free stones first, so players of very different strengths can still have a close, exciting game!
  - Did you know? Corners are the most efficient place to make territory in Go, because the edge of the board acts as two free walls -- that's why strong players play corners first, then sides, then the center!
- 

## Answer Key

1. A — the intersections where lines cross
2. B — 19 lines by 19 lines
3. A — Black and white
4. C — Black
5. A — place ONE stone on any empty intersection (or pass)
6. D — surround more territory (empty points) than your opponent
7. stays where it is (it never moves), unless captured
8. the board edges help enclose space with fewer stones

9. strategy and pattern recognition, not luck
10. teach beginners (faster, simpler games)  
Matching (The Board & Basics): 1→C, 2→A, 3→E, 4→D, 5→B
11. A — an empty point directly next to a stone (up, down, left, or right)
12. B — Four
13. A — zero liberties
14. B — atari (one move from capture)
15. D — fill its last liberty
16. A — Three
17. Two
18. share their liberties as one group
19. It takes the opponent more moves to capture the group
20. zero liberties (this 'suicide' is illegal) — unless it captures  
Matching (Liberties & Capture): 1→A, 2→E, 3→C, 4→B, 5→D
21. A — are orthogonally adjacent (touching along a line)
22. A — they share liberties and are harder to capture
23. B — separates the opponent's stones into two groups
24. A — two separated groups are each weaker and easier to attack
25. D — a spot where the opponent could cut your stones apart
26. A — connecting so the opponent can't split your stones
27. NOT a solid connection (it can sometimes be cut)
28. a very solid connection that can't be cut
29. whether the connection is worth the move (value + safety)
30. your cutting stone itself becomes weak and capturable  
Matching (Connecting & Cutting): 1→D, 2→A, 3→E, 4→B, 5→C
31. B — an empty point completely surrounded by one color's stones
32. B — two separate eyes
33. C — The opponent can fill all outside liberties, then the eye, and capture it

34. D — Playing into either eye would be self-capture (illegal) with no capture
35. D — keeping a group alive under attack
36. B — an eye-looking point that can actually be filled/captured (not a real eye)
37. be solidly connected (and the diagonals controlled)
38. less than two eyes, killing the group
39. 'can this group make two eyes?'
40. dead (it will eventually be captured)  
Matching (Eyes & Life):  $1 \rightarrow C, 2 \rightarrow D, 3 \rightarrow A, 4 \rightarrow E, 5 \rightarrow B$
41. D — whether a group can make two eyes (live) or not (die)
42. D — prevent it from making two eyes (often the vital point)
43. D — make two separate eyes (or enough eye-space for them)
44. B — the key point that decides life or death
45. A — killable if the attacker plays the vital point first
46. B — alive because it can make two eyes
47. calculating the sequence of moves to see if two eyes result
48. they let you judge life instantly in real games
49. counts as captures/territory for the opponent at the end
50. INSIDE the eye-space at the vital point  
Matching (Life & Death):  $1 \rightarrow D, 2 \rightarrow C, 3 \rightarrow A, 4 \rightarrow E, 5 \rightarrow B$
51. C — empty points surrounded by only your stones
52. C — having more territory (plus captures/komi) than your opponent
53. B — corners, then the sides, then the center
54. D — It has no edges to help enclose it, so it needs many stones
55. C — 'influence' (power over a large area), which can become territory
56. D — count toward your score
57. leaves you overextended and weak
58. a central strategic choice in Go
59. secure and hard for the opponent to take away

60. can help you attack or build a big framework later  
Matching (Territory):  $1 \rightarrow E, 2 \rightarrow B, 3 \rightarrow A, 4 \rightarrow D, 5 \rightarrow C$
61. B — a single stone could be captured back and forth, repeating the position
62. B — immediately recapture to repeat the previous board position
63. D — play somewhere else (often a 'ko threat') first
64. D — a move elsewhere the opponent must answer, so you can retake the ko
65. B — the back-and-forth of ko threats and recaptures over a ko
66. C — prevent an endless loop of recapturing the same stone
67. having more (or bigger) ko threats than your opponent, or by connecting it
68. count and manage their ko threats carefully
69. a move elsewhere in between
70. the group or territory depending on it is large  
Matching (Ko & Repetition):  $1 \rightarrow A, 2 \rightarrow B, 3 \rightarrow C, 4 \rightarrow D, 5 \rightarrow E$
71. D — corners first, then sides, then center
72. B — They make territory with the fewest stones (edges help)
73. C — fuseki
74. C — taking territory with building influence
75. C — usually inefficient (you're overconcentrated)
76. B — sketching the whole-board framework, not fighting immediately
77. makes the corner nearly territory
78. prevents them from easily enclosing that corner
79. emphasize influence and flexibility
80. immediate, solid territory  
Matching (The Opening (Fuseki)):  $1 \rightarrow B, 2 \rightarrow A, 3 \rightarrow D, 4 \rightarrow E, 5 \rightarrow C$
81. A — outward power over a large area (potential, not yet points)
82. B — territory
83. D — influence
84. C — StoneSong's core strategic theme (and a central Go idea)

85. C — power attacks and later become territory
86. B — concrete points that are hard to lose
87. being surrounded by a strong opponent wall
88. having lots of power but too few actual points
89. balance territory and influence based on the position
90. there's open space for it to face and turn into territory or attacks  
Matching (Influence vs Territory):  $1 \rightarrow A$ ,  $2 \rightarrow C$ ,  $3 \rightarrow E$ ,  $4 \rightarrow B$ ,  $5 \rightarrow D$
91. C — efficient and strong (working well together)
92. B — a BAD shape (inefficient)
93. A — a good shape that's hard to cut and helps make eyes
94. A — reaches around the opponent's stone (a diagonal contact play)
95. D — make eyes and stay strong efficiently
96. A — wastes stones and gives fewer liberties
97. play more efficiently and avoid weak formations
98. uncuttable (a very solid connection)
99. usually guide you toward efficient play
100. the specific situation requires it (shape rules have exceptions)  
Matching (Good Shape):  $1 \rightarrow B$ ,  $2 \rightarrow D$ ,  $3 \rightarrow E$ ,  $4 \rightarrow A$ ,  $5 \rightarrow C$
101. A — chases a stone in a zig-zag, keeping it in atari until it's captured
102. B — there's a friendly 'ladder-breaker' stone in its path
103. D — READ it out to the edge to be sure it works
104. B — a serious mistake (you strengthen the opponent and lose stones)
105. A — traps a stone loosely so it can't escape (without a chase)
106. A — it doesn't depend on the whole diagonal path being clear
107. sits in a ladder's path and rescues the chased stones
108. capture stones that couldn't be caught by a simple atari
109. reading — following the zig-zag to see if it works
110. reaching a friendly ladder-breaker

Matching (Ladders & Nets): 1→B, 2→E, 3→D, 4→C, 5→A

- 111. B — yose
- 112. C — the BIGGEST points first
- 113. A — keeps the initiative (the opponent must respond)
- 114. B — loses the initiative (the opponent gets to play next elsewhere)
- 115. B — you profit AND keep the initiative to play again
- 116. C — they add up and often decide close games
- 117. choose the biggest one to play first
- 118. extremely urgent — whoever plays it keeps sente and gains
- 119. several points — enough to change the winner
- 120. usually a mistake (play sente first)

Matching (The Endgame (Yose)): 1→E, 2→C, 3→B, 4→D, 5→A

- 121. C — extra points given to white to compensate for black moving first
- 122. A — 6.5 or 7.5 points
- 123. D — It prevents tie games (someone always wins by at least half a point)
- 124. B — the two players are of different strengths
- 125. D — places extra stones on the board before white's first move
- 126. B — the star points (hoshi)
- 127. MORE handicap stones the weaker player gets
- 128. little or no komi (black already has the head start)
- 129. moving first (black) is a real advantage that needs balancing
- 130. players of very different strengths can enjoy a real game together

Matching (Handicaps & Komi): 1→C, 2→B, 3→E, 4→D, 5→A

- 131. C — playing honestly and respecting your opponent
- 132. D — an accepted, respectful part of Go
- 133. C — agree on which groups are dead and count the score together
- 134. B — learning, respect, and enjoying the game
- 135. C — a valued tradition that helps both players learn

136. B — learning from it without shame or blame
137. quiet, considerate play and gracious conduct
138. a rich history of teachers, players, and lessons across cultures
139. patience, focus, and handling wins and losses gracefully
140. respecting your opponent and not gloating  
Matching (Etiquette & the Spirit of Go): 1→C, 2→D, 3→E, 4→A, 5→B
141. A — calculating sequences of moves ahead in your mind
142. A — avoid mistakes and find the best move
143. D — start a ladder that doesn't work
144. A — leaving your own group without two eyes when attacked
145. C — read a few moves ahead to check it works
146. B — inefficient — spread out for more value
147. a common way to lose
148. counting both groups' liberties to see who wins
149. the move leaves their own groups safe
150. practice (especially life-and-death puzzles)  
Matching (Reading & Common Mistakes): 1→B, 2→E, 3→C, 4→A, 5→D
151. A — control more territory than your opponent
152. D — liberties and capture (a group with no liberties is taken)
153. C — two separate eyes
154. B — territory vs influence
155. B — corners, then sides, then center
156. D — endless recapture of the same stone
157. capturing techniques you must read out carefully
158. efficient, strong formations that make eyes easily
159. counting move values and playing sente/big moves first
160. make games fair across first-move and skill differences  
Matching (Putting It Together): 1→C, 2→B, 3→E, 4→D, 5→A

161. Liberties! A stone is captured when all its liberties are filled by the opponent.
162. 4! One empty point on each side: up, down, left, and right.
163. 2! A corner point only touches two neighboring points.
164. No! To capture, they'd need to fill both eyes at once, which is impossible -- a group with two real eyes is alive forever.
165. Atari! One more move by the opponent, and it's captured -- unless you defend it.
166. By surrounding it so it has zero liberties! Once every neighboring point is filled by the enemy, the stones are removed from the board.
167. By surrounding more total territory (plus captures) than your opponent! Go is a game of who controls more of the board, not who captures the most.
168. The corners! You can wall off a corner using the board's edges as two of the walls, so it takes fewer stones.
169. Because it counts its liberties -- the empty spaces right next to it!
170. Because a group with two eyes can never be captured!
171. Because in Go, the territory you surround is the whole point!
172. Because it had just one liberty left before capture!
173. Because a smaller board is a gentler place to learn!
174. Because connected stones share their liberties and stay strong!

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