StoneSong — Joke Book

A Spark & Anvil joke book. Groan-worthy puns, tricky riddles, silly nonsense, and real fun facts from the world of StoneSong — read them out loud and make someone laugh.

> **Why did the Go stone feel so free?**

> **Because it counts its liberties -- the empty spaces right next to it!**

How to use this book

Read a joke, pause at the question, and try to guess the answer before you read on. Best of all: read them out loud to a friend, a grown-up, or your class. A good laugh makes the tricky stuff easier — that's real science.

Keep exploring online

Puns

Why did the Go stone feel so free?

> 💡 Because it counts its liberties -- the empty spaces right next to it!

Why did the stone with two eyes never worry?

> 💡 Because a group with two eyes can never be captured!

Why did the Go player love empty space?

> 💡 Because in Go, the territory you surround is the whole point!

Why did the stone in atari feel nervous?

> 💡 Because it had just one liberty left before capture!

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

> 💡 Because a smaller board is a gentler place to learn!

Why did the Go stones work as a team?

> 💡 Because connected stones share their liberties and stay strong!

Why did the ko rule prevent an endless loop?

> 💡 Because you can't recapture the exact same spot immediately -- you must play elsewhere first!

Why did the corner get built first?

> 💡 Because corners are the easiest place to make secure territory!

Why did the wall of stones cast a shadow?

> 💡 Because it creates influence over the whole board!

Why did komi keep the game fair?

> 💡 Because the player who goes second gets bonus points to make up for going second!

Why did the stone avoid the very edge sometimes?

> 💡 Because a stone on the first line has fewer liberties to defend itself!

Why did the Go player think about the whole board?

> 💡 Because a local fight can be won while the whole game is lost!

Why did the surrounded group finally give up?

> 💡 Because when a group's last liberty is filled, it gets captured!

Why did the sacrifice stone smile as it was captured?

> 💡 Because giving up a few stones can win much more territory!

Why did beginners learn "capture Go" first?

> 💡 Because just practicing captures teaches liberties before territory!

Why did the strong group feel calm?

> 💡 Because a living group with two eyes can rest -- it's safe forever!

Why did the handicap stones help the beginner?

> 💡 Because starting with a few extra stones balances a game against a stronger player!

Why did the Go game end so peacefully?

> 💡 Because both players pass when there's nothing left to gain!

Why did the stone respect its neighbors?

> 💡 Because in Go, no stone stands alone -- your groups only survive together!

Why did the Go player love balance?

> 💡 Because trading territory for influence is the heartbeat of the whole game!

Riddles

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

> 💡 Liberties! A stone is captured when all its liberties are filled by the opponent.

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

> 💡 4! One empty point on each side: up, down, left, and right.

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

> 💡 2! A corner point only touches two neighboring points.

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

> 💡 No! To capture, they'd need to fill both eyes at once, which is impossible -- a group with two real eyes is alive forever.

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

> 💡 Atari! One more move by the opponent, and it's captured -- unless you defend it.

How is a stone or group captured in Go?

> 💡 By surrounding it so it has zero liberties! Once every neighboring point is filled by the enemy, the stones are removed from the board.

How do you win a game of Go?

> 💡 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.

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

> 💡 The corners! You can wall off a corner using the board's edges as two of the walls, so it takes fewer stones.

The "ko" rule stops what from happening?

> 💡 An endless loop! Without it, players could recapture the same single stone back and forth forever, so ko forbids immediately retaking the same point.

Why does the second player (White) usually get bonus points called "komi"?

> 💡 Because moving first is an advantage! Komi (often 6.5 or 7.5 points) balances the game for the player who moves second.

On a standard board, Go is played on the intersections. How many intersections does a 19x19 board have?

> 💡 361! Because 19 x 19 = 361.

When both players pass in a row, what happens?

> 💡 The game ends! Passing means you see no more useful moves, so two passes in a row means it's time to count the score.

A weaker player is given a few free stones on the board before the game begins. What is this called?

> 💡 A handicap! Handicap stones let players of different strengths enjoy a close game.

Two of your stones are on adjacent points. Why are they stronger together?

> 💡 Connected stones share ALL their liberties as one group, so they're much harder to surround than two lone stones!

Why might a strong player give up a few stones on purpose?

> 💡 As a sacrifice! Losing a few stones can build a wall of influence or secure a bigger area elsewhere -- territory matters more than stone count.

What's the difference between "territory" and "influence"?

> 💡 Territory is space you've already surrounded and (almost) own; influence is the power a wall of stones projects over nearby empty areas. Great players balance both!

A group has only ONE eye. Is it safe?

> 💡 No! One eye is not enough -- the opponent can eventually fill the group's outside liberties and capture it. You need TWO eyes to be truly alive.

You put an opponent's group in atari. What must they do to survive?

> 💡 Add a liberty! They can connect to another group, capture a threatening stone, or extend to gain more empty neighbors.

Why do beginners often start on a 9x9 board instead of 19x19?

> 💡 Because a smaller board means shorter games and fewer things to track -- it's the friendliest way to learn liberties and capture!

You're winning a small local fight but your opponent is quietly taking huge territory elsewhere. What lesson is this?

> 💡 Think about the WHOLE board! Winning one corner skirmish means nothing if you lose the overall territory count.

Silly Stuff

A stone counted its four liberties every single turn, out loud, just to feel safe. Its group told it to relax. It kept counting. Some stones just need reassurance.

A group made two eyes and became officially immortal, then spent the rest of the game bragging quietly to the stones around it. Two eyes will do that to a group's confidence.

A ko fight went back and forth so many times that both players forgot who started it. The ko rule stepped in, forced someone to play elsewhere, and ended the loop. Rules are the great peacemakers.

A single stone in atari made a dramatic farewell speech, and then its friend connected to it and saved its life. The speech was awkwardly unnecessary. It kept the speech for later, just in case.

A wall of stones projected so much "influence" over the board that the empty points nearby started feeling intimidated. Influence is power without ownership -- the scariest kind.

A player won every fight in the corners and lost the game anyway because the opponent quietly took the entire center. The corners threw a victory party alone, unaware.

Komi -- the bonus points for going second -- showed up quietly at the end, added 7.5 points, and flipped the winner. Nobody noticed komi all game. Komi doesn't need attention. Komi just needs the final count.

A group with only one eye insisted it was "basically alive." The opponent gently filled its outside liberties and disagreed, forever. One eye is a very optimistic form of not-alive.

A sacrifice stone allowed itself to be captured for the greater good, and its wall of surviving friends took twice the territory. The stone is remembered fondly, in an empty point named after it.

Two players passed at the same time, ending the game so peacefully that the board didn't realize it was over for another minute. Go is the only game that ends with both sides agreeing there's nothing left to do.

A beginner on a 9x9 board captured one stone and celebrated like they'd won a championship. Honestly? First captures deserve a little celebration. The 19x19 board can wait.

A lone stone deep in enemy territory kept insisting it would "make life somehow." It did not make life. It made a lovely donation to the opponent's prisoner collection.

A player got so focused on one dramatic capture that they missed a giant undefended area. In Go, the loudest fight is rarely the most important one on the board.

A wall of connected stones held hands so tightly that nothing could surround them. "We share liberties," they explained, smugly, correctly, and unbreakably.

A handicap game gave a beginner four free stones, and the beginner promptly lost all four in the first ten moves. The handicap sighed. Free stones only help if you keep them alive.

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!

Did you know? The "ko" rule prevents infinite loops. "Ko" comes from a Buddhist word for eternity -- fitting, since without the rule, two stones could be recaptured back and forth forever!

Did you know? Beginners usually start on a small 9x9 board. Games are quicker and it's easier to see the whole battle -- the full 19x19 board can take hundreds of moves to fill!

Did you know? In Go, sometimes the best move is to LET some stones be captured. A "sacrifice" can build a powerful wall or take a bigger area -- the total territory is what wins!

Did you know? Go players talk about "influence" -- a wall of stones doesn't own the empty space near it, but it makes that space very hard for the opponent to invade. It's power without ownership!

Did you know? A game of Go ends when both players pass in a row, agreeing there are no more useful moves. Then you count territory and captures. It's one of the calmest endings in all of gaming!

Did you know? Whole-board thinking is Go's deepest skill. You can win every local fight and still lose the game if your opponent quietly builds a bigger overall area. The whole board is one connected picture!

Did you know? Go stones are traditionally black and white, and in many sets the black stones are made very slightly larger -- because white stones look bigger to the human eye, so this keeps them looking equal!

Keep laughing

That's **70 jokes** from StoneSong. Made someone laugh? Try making up your own — the best jokes are the ones you tell.

Spark & Anvil is a 501(c)(3) public charity. Every app, story, and book is free, forever — no ads, no in-app purchases, no tracking. Released under Creative Commons BY-NC-SA 4.0 for educational reuse.

Keep exploring online

Play it now	Meet the cast	More free books
`https://spark-and-anvil.org/play/stonesong`	`https://spark-and-anvil.org/cast/stonesong`	`https://spark-and-anvil.org/books`

Scan a code with any phone camera, or type the address. Every app, story, and book is free, forever — no account, no tracking.