

StoneSong — Concept Poster

Print this and pin it up — an at-a-glance map of the StoneSong cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Patient Bamboo	Patience and slow growth — long-game positioning
Hungry Crane	Capture instinct — taking what's available
Master Snail	Deliberate strategy — every move considered
Sparring Tiger	Aggressive contact — direct attacks and clashes
Clever Gecko	Sacrifice — give up the small stone to win the bigger prize
Nimble Cat	Good shape — the most work from the fewest stones
Tidy Mouse	Endgame — the small edge-moves that quietly decide it
Two-Eyed Owl	Life and two eyes — a group that cannot be captured
Weaver Ant	Connection — linked stones are strong, cut stones weak
Wide Heron	Territory and influence — claiming space by standing wide

Key ideas at a glance

The big concepts this cast helps you master:

- The Board & Basics
- Liberties & Capture
- Connecting & Cutting
- Eyes & Life
- Life & Death
- Territory
- Ko & Repetition

- The Opening (Fuseki)
 - Influence vs Territory
 - Good Shape
 - Ladders & Nets
 - The Endgame (Yose)
 - Handicaps & Komi
 - Etiquette & the Spirit of Go
 - Reading & Common Mistakes
 - Putting It Together
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