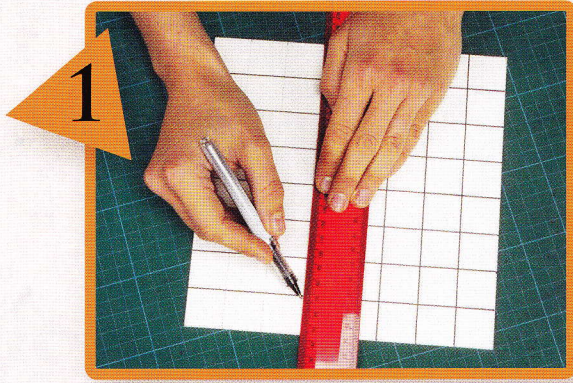


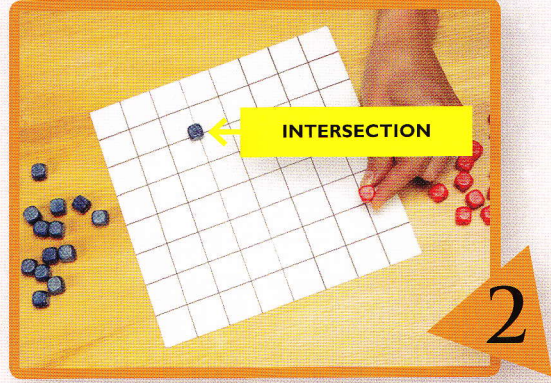
MAKE A GO BOARD

YOU WILL NEED
 CARD • PEN • RULER
 24 RED BEADS • 24 BLUE BEADS

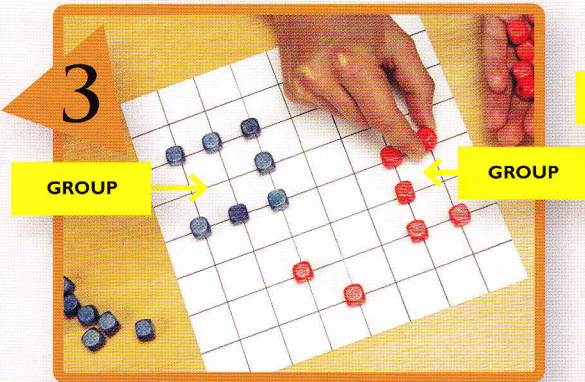
To win at Go you must capture more areas of the board than your opponent – just like an army tries to capture more areas of land to win a war.



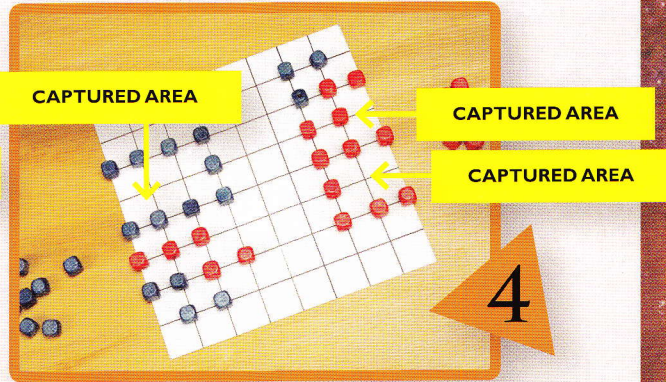
1 Cut out a 20 cm by 20 cm square of card. Divide the card into grid of 2.5 cm by 2.5 cm squares.



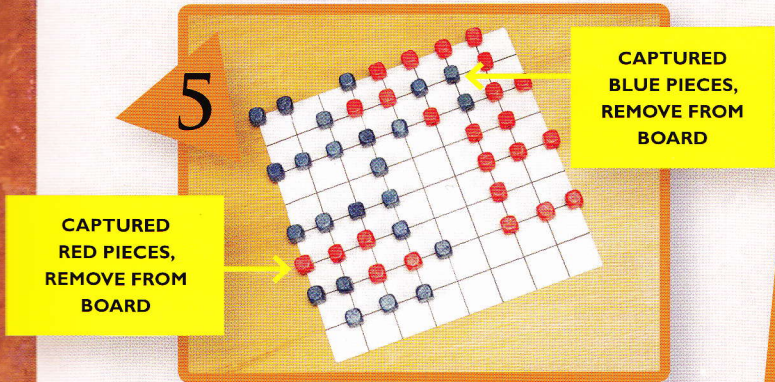
2 Take turns placing your pieces on any intersection (the place where two lines cross). Blue goes first.



3 Form groups by placing your pieces next to each other horizontally or vertically (but not diagonally).



4 Surround, or 'capture', an area of the board before your opponent has a chance to put their pieces there.



5 You can also capture an opponent's piece, or pieces, by surrounding it with your pieces. Remove their pieces.

WHO WINS?
 Take it in turns putting pieces on the board until there are no pieces left. Then count up how many intersections lie within your captured areas. These include intersections on the edge of the board. You get one point per intersection and a point for every one of your opponent's pieces you have captured. Whoever has the most points wins.

RULES FOR TWO PLAYERS