# Tromp-Taylor Rules

Also known as "the logical rules of Go", which means that they try to optimize simplicity of rules and conclusiveness, therefore unambiguity. At the same time, they try to keep the 'spirit' of the game by keeping things close to how Go is played by humans.

They are essentially New Zealand rules, which are the simplest version of Chinese-style rules, but re-worded to be as simple and elegant as possible.

1. Go is played on a 19x19 square grid of points, by two players called Black and White.
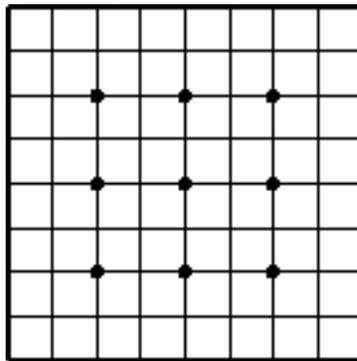

This grid has 9x9 grid points.

2. Each point on the grid may be coloured black, white or empty. **Colouring** *a point (intersection) black or white means placing a stone of that colour on the point.*
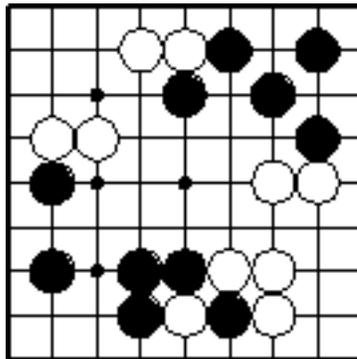
3. A point P, not coloured C, is said to **reach** C, if there is a path of vertically or horizontally adjacent points of P's colour from P to a point of colour C. *A **liberty** means the **string**, or group of connected stones of the same colour, reaches an empty point.*
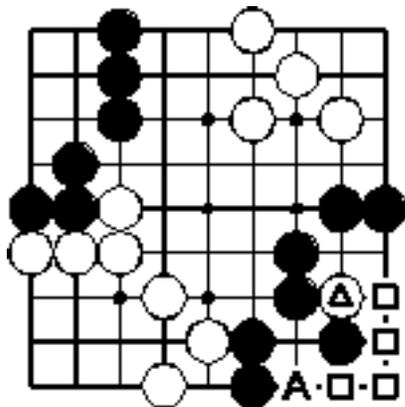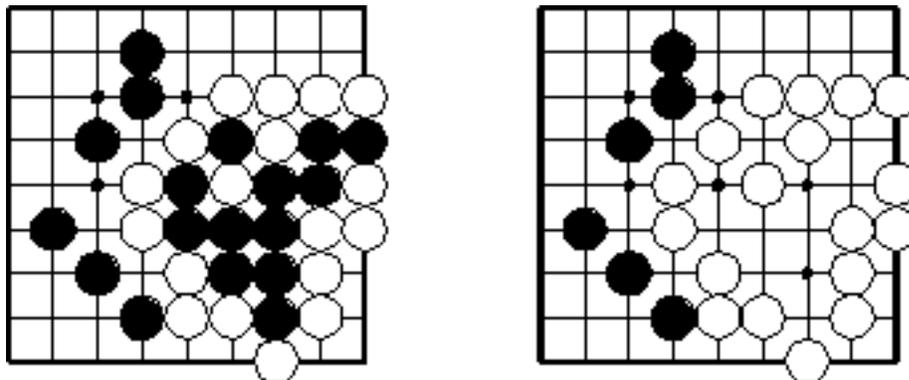
*Grid point A reaches white. A also reaches black.*
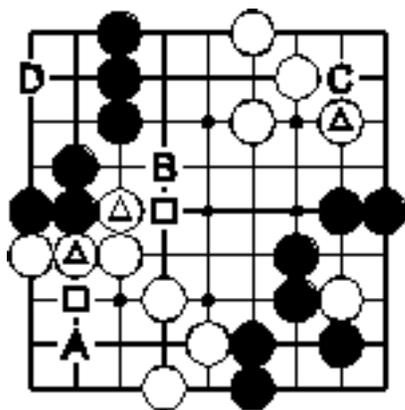
A, B, C reach white. B, C, D reach black.

4. **Clearing** a colour is the process of emptying all points of that colour that don't reach empty. *Strings without liberties cannot exist on the board at the end of a turn.*
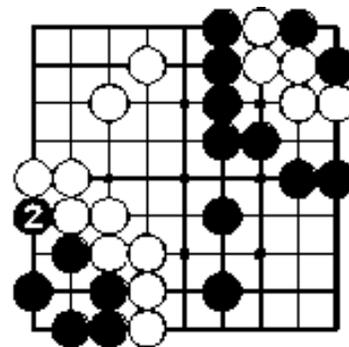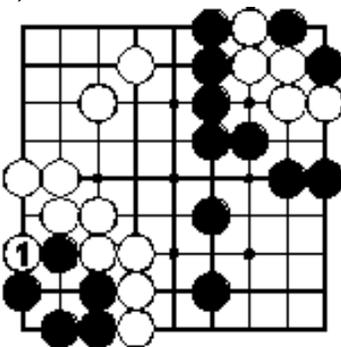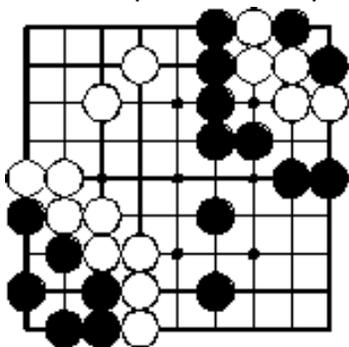
Several black grid points do not reach empty so they are all cleared.

5. Starting with an empty grid, the players alternate turns, starting with Black.
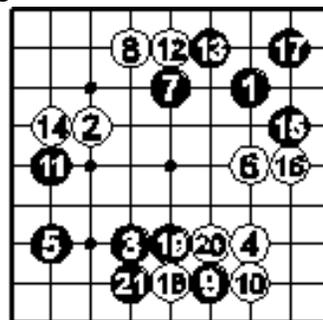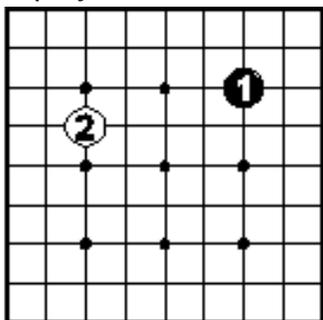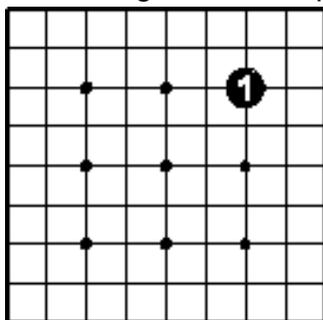
Black starts, then both players alternate.

6. A **turn** is either a pass *or* a move that does not repeat an earlier grid colouring. *This is called positional superko (PSK).*

Move 2 repeats and earlier grid colouring and so is not allowed.
Black may play at grid point 2 later.

7. A **move** consists of colouring an empty point one's own colour; then clearing the opponent colour, and then clearing one's own colour. *For any specific move, at most one of the clearing processes can have effect; the first is capture, the second is suicide. This means that suicide is allowed, play on an empty point can only be illegal due to superko.*
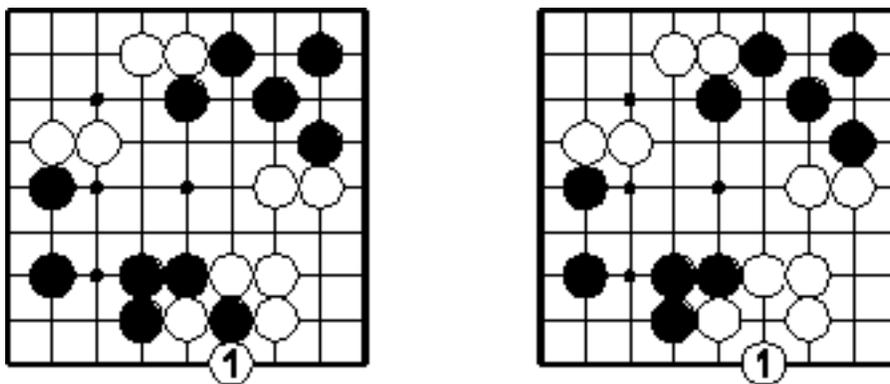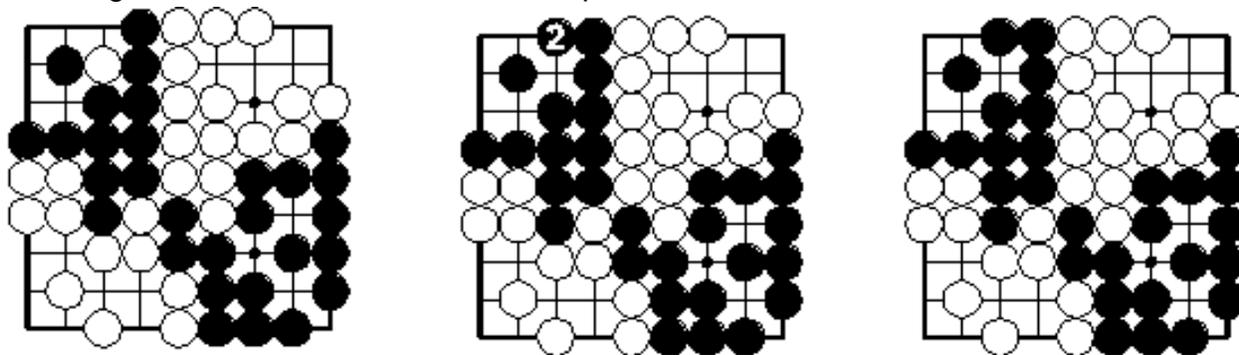

White's turn is a move at 1, making the empty grid point white and clearing black (capture).
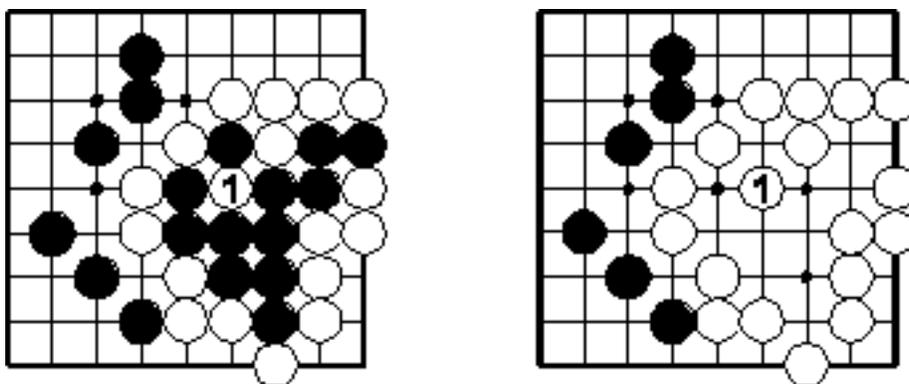

White's turn is a move at 1, black is cleared first (capture), white needs no clearing. This move is allowed because suicide is allowed, even though white was not cleared ultimately.

8. The game ends after two consecutive passes.

White's turn 1 is a pass (there are no useful moves), Black moves at 2 (a useful move, clears white, now no player can increase the number of empty grid points that do not reach the opponent's colour), White's turn 3 is a pass, Black's turn 4 is a pass. Game ends.

9. A player's score is *the number of points of their colour that player has on the board*, plus *the number of empty points that reach only their colour* (area scoring).
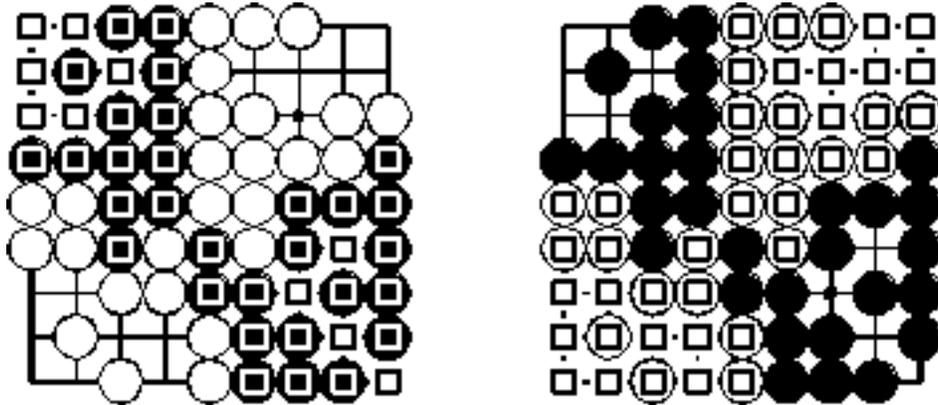
Black's score is 40 (black grid points and empty grid points not reaching white), White's score is 41 (white grid points and empty grid points not reaching black) . White wins.
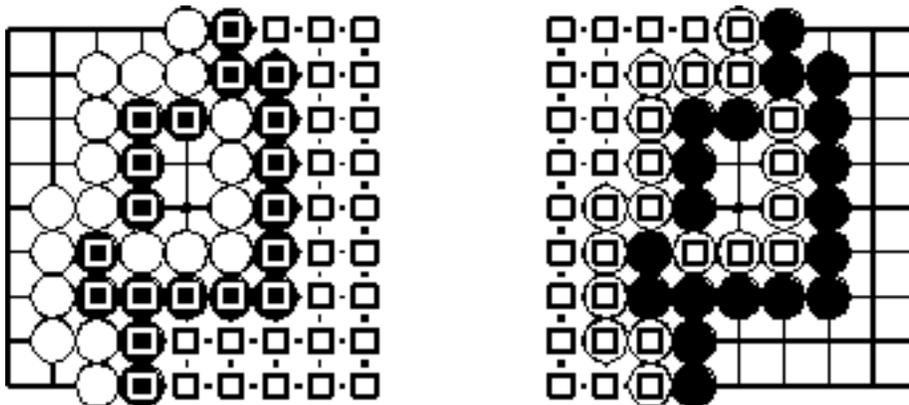
Black's score is 44, White's score is 35. The two empty grid points in the center reach both black and white and so are not counted for either player.

10. The play with the higher score at the end of the game is the winner. Equal scores result in a tie.