

GoBeyond™ Rules Summary

Overview

GoBeyond™ is a game of strategy that has roots in the classic game of Go, yet introduces a 3D play-space and elements of time, economy, and even multiple opponents. GoBeyond™ is played on a game-map that has spots (for playing stones) that connect to neighboring spots. Each game-map, with its unique configuration, will favor a unique tactical approach.

At the start of the game, players agree on the game parameters:

- **map** configuration — the topology (shape) of the game-map
- **starting** points — each player's score starts with this many points
- **handicap** points — additional starting points for the first player
- **turn** duration — time limit for each turn (or else the turn is skipped)
- **stone** cost — point cost to **place** a stone on a spot
- **dividend** — awarded **per territory spot** to each player at the **start of their turn**
- **bounty** — awarded when your opponent's stone is **captured** or **surrendered**
— awarded **per territory spot** to each player at the **end of the game**

These parameters have an important influence the best tactical approach.

- At the **start of the game**, the **map is empty**, all spots unoccupied.
- Players **take turns placing a stone** onto the map on any empty spot, paying the **stone** cost.
- Players may **claim** territory by **surrounding empty regions**.
- Players may **capture** opponent's stones by surrounding them.
- As stones are placed (**stone** cost) or captured/surrendered (**bounty**), and as territory **dividends** are earned, each player's score will fluctuate up and down.

Turns progress in round-robin order until all players **pass** consecutively

...and, as a final confirmation, there is one more **pass**. This triggers the end of the game.

However, before calculating the final territory **bounty**, there is a cleanup phase.

During the cleanup phase, players **surrender** stones that would inevitably have been captured, had play continued (giving up the **bounty**). Also, during clean-up, players may agree on empty nodes that ought to be "no-man's-land" to form a territorial boundary. By surrendering stones and marking no-man's-land, territory claims are resolved. NOTE: this requires a level of zen-like maturity about the game. If you cannot agree with your opponent about surrendering stones or marking no-man's-land, please **resign** the game.

When **all players agree** that cleanup phase is complete, the final territory **bounty** is calculated and awarded, and the player with the highest score (the **most points**) **is the winner**. In case of tied score, the earlier player loses (because going first is a slight advantage).

Turn Overview

Each player's turn has 4 steps:

- 1) **Reserved spots** for the player, if any, lose their reserved status
- 2) **Territory spots** for the player are counted, and the **dividend** is awarded
- 3) **Place a stone** (...paying the **stone** cost ... or: **skip**, **pass**, or **resign**...at no cost)
- 4) **Apply the effects** of the stone placement (capturing stones, claiming territory, etc.)

Effects of Placing a Stone

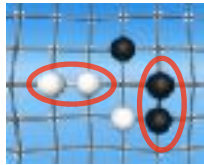
By understanding a few basic concepts and rules, it is easy to predict the result of placing a stone on the game-map. For the sake of providing clear examples, we'll focus on a 2D game-map. However, these rules apply just as readily to any game-map shape/topology.

Groups

A **group** of stones is formed when **same-colored stones are neighbors** on the game-map (a singular stone with no same-colored neighbors is considered a “group of one.”)

Whenever a stone is placed on a spot, it **becomes part of any neighboring same-color group**. This grouping rule extends to neighbors-of-neighbors so that groups can sometimes become long and/or elaborate.

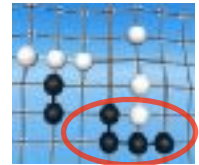
A group is one or more stones of the same color that are neighbors



Various Groups of Stones

The GoBeyond™ game app shows the neighboring relationship by **changing the color of the connector** to match the color of the neighboring stones.

Notice the L-shaped group of 4 Black stones →



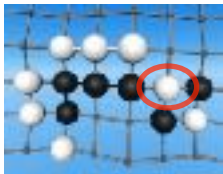
Lifelines

In order to remain on the game-map, **each group of stones needs to have at least one “lifeline”** (a **lifeline for a group is: an empty spot that neighbors the group**).

These lifelines are also sometimes called “liberties” or “breaths.”

Each group must have at least one lifeline to remain on the map. Otherwise, if its last lifeline is occupied, it is captured and removed from the map

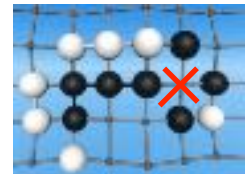
In the following sequence, **Black captures a white stone** by “surrounding” it—by **occupying all of its lifelines**. In the GoBeyond™ game app, the capture occurs automatically, once Black places the stone.



← The singular white stone has only one remaining lifeline. **Black occupies the final lifeline** →



← White now has ZERO lifelines. **It is captured and removed** →



Groups share lifelines, so even one neighboring empty spot for a group will permit the entire group to remain on the map. However, if a group has ZERO lifelines, then **the entire group is captured and removed**. All the stones in a group share fate (“stay or go together”).

Empty Regions

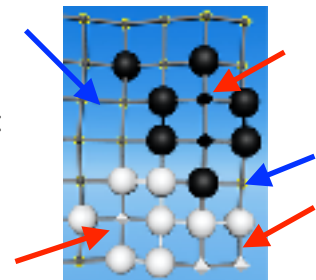
In order to get a territory **dividend**, a player must place stones to **surround an empty region**, without an opponent disputing it.

The territory **dividend** is awarded only at the **start of the player’s turn**.

An empty region is one or more empty spot connected as neighbors

The borders of an empty region will typically be stones (could also be “edges” of the map or “no-man’s-land”). The **bordering stones** might be all of **ONE color**, in which case the empty region is considered **claimed territory** (indicated by the red arrows). However, the bordering stones might be more than one color, in which case the empty region is considered **disputed** (indicated by the blue arrows), and no player claims it.

When an empty region is claimed, the GoBeyond™ game app will mark the claimed spots with colored “diamonds” to indicate the claim.



If the stones that border an empty region are of exactly ONE color, then that region is claimed as territory by that color. Otherwise, the empty region is considered disputed

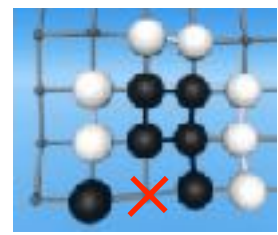
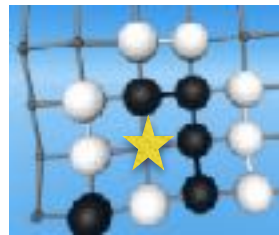
No Self-Capture

A player may not place a stone that would result in their own group having ZERO lifelines. This is called **self-capture** and it is **not permitted**. Note, however, that if, by placing the stone, the player captures an opponent's stone, then the placed stone will always have a lifeline. In such a case, placing that stone **is permitted** because, by the end of the turn (after the captured stone is removed), the newly placed stone *will* have at least one lifeline.

If a stone is placed such that no opponent's stone is captured and the placed stone becomes part of a group that then has no lifelines, then that placement is not permitted and must be withdrawn.



← Black may not play on the red star spot—that is the final lifeline.
Yet, Black can play on the yellow star spot—since it captures White →

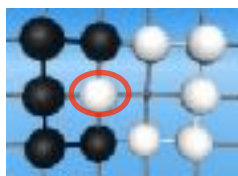


Reserved Spots

Occasionally, a special situation arises that might lead to a perpetual back-and-forth capture volley. To handle this situation, we introduce a rule that creates a “reserved” spot.

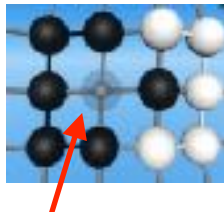
If a legally placed stone captures exactly one stone, and the placed stone forms a “group of one” with only one lifeline, and that lifeline (the neighboring, freshly captured, empty spot) is claimed by the color just placed, then that claimed, freshly captured, empty spot is deemed reserved. No player may place a stone on a reserved spot.

Recall that a player's reserved spots will lose their reservation status at the start of the player's next turn. So, the rule against placing a stone there is only temporary.



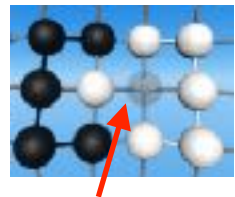
← White has a stone that can be captured.

Black captures it → (fulfilling all conditions to create a reserved spot)



← White cannot immediately re-capture Black

Yet, if White waits one turn, then it can capture Black (creating a reserved spot)



Final Word

These rules, while fairly concise, give rise to a myriad of tactical and strategic possibilities. As you play, you will discover which tactics work well and which do not. Also, you may notice that you need to adapt to each new opponent. Feel free to explore and experiment. After all, it's only a game! We hope you will enjoy your adventures as you GoBeyond™