

GO · VARIANT 11 OF 14

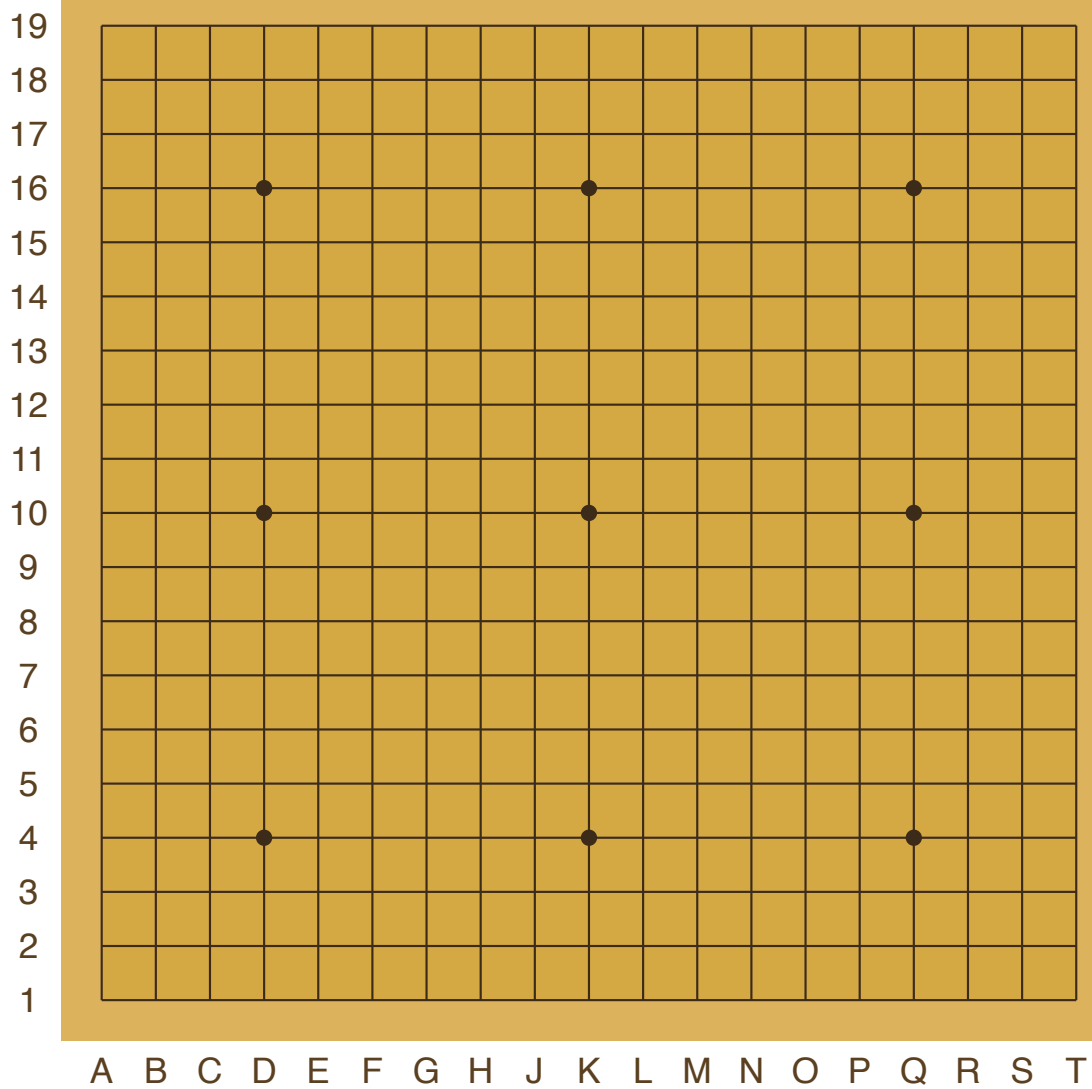
Stoical Go

19×19
BOARD

2
PLAYERS

STOICAL GO

A single rule addition transforms the game: you cannot capture opponent stones on any turn immediately following a turn where your opponent captured your stones. This forced restraint prevents immediate retaliation and creates a rhythm of attack and recovery unique to this variant.



Stoical Go — standard board

<https://engine.moddable.games/play/?game=go&variant=stoical>

SETUP

Standard 19×19 board (or any size). Board starts empty. Black plays first. Standard komi.

RULES

All standard Go rules apply, with one addition:

- ♦ **Stoical restriction:** If your opponent captured one or more of your stones on their last turn, you may NOT make a capture on your next turn. You must play a non-capturing move (or pass).
- ♦ **Delayed response:** The restriction lasts only one turn. On your following turn, you may capture normally again.
- ♦ **Ko interaction:** The stoical restriction is separate from the ko rule. Both apply independently.

SCORING

Standard scoring (area or territory). Standard komi.

STRATEGY

The stoical restriction eliminates the back-and-forth capture exchanges that define much of standard Go tactics. When your opponent captures, you cannot immediately recapture or launch a counter-capture — you must wait a full turn. This means:

- ♦ Attacks become more committal. Once you capture, your opponent gets a free “safe” turn.
- ♦ Defence becomes stronger. A player under attack knows that after losing stones, they get one turn of guaranteed safety.
- ♦ Ko fights change dramatically. The usual ko threat/response cycle is disrupted by the stoical restriction.

ATTRIBUTION

Modern variant. Public domain. Source: Sensei’s Library.