**GO THIRD**

Go Third is an extrapolation of two-player Go and an interpolation of the four-player Go Forth. They can be further extrapolated up to ten players using the resistor color and code and pseudonumerological mnemonics. The numbers and letters are ordered by the consonantal sounds in pseudonumeralogic (SDNMRLGC) or "Satan may relish coffee pie." The color may be easily replaced by numbers, especially for more than ten players. Coins may be substituted for Go Third (pennies, nickels and dimes) and Go Forth (pennies, nickels, dimes and quarters).

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| black | brown | red | orange | yellow | green | blue | purple | gray | white |
| S, Z | D, T | N | M | R | L | J, Š, Ž | G, K | F, V | B, P |
| Suit | Tie | Neck | Marmalade | Rose | Leaf | Jay | Cow | Fog | hoPe |

All varieties of Go are played on the standard 19-by-19 board, with black playing first and getting a bonus stone. The number of stones per player, of course, varies considerably.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Black | 181 | 121 | 91 | 73 | 61 | 52 | 46 | 41 | 37 |
| others | 180 | 120 | 90 | 72 | 60 | 51 | 45 | 40 | 36 |

Since the order of play in Go is black and then white, in Go Third it is: black, white, gray. In Go Forth it is: black, white, gray, purple, and so on to Go Tenth: black, white, gray, purple, blue, green, yellow, orange, red, brown. The handicapping for the different rankings of amateur players complicates the game further, from 30 extra stones to 5 extra stones. The number of stones per player therefore can vary from a white belt playing black (211) to a black belt playing brown (36) for the full board. For the smaller 13-by-13 or 9-by-9 boards the numbers would be smaller and so would the handicaps, 113 to 16 and 54 to 7 respectively. The player with the lowest handicap plays first.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| belt | white | yellow | orange | purple | blue | brown | black |
| handicap | +30 | +25 | +20 | +15 | +10 | +5 | +0 |
| 13x13 | +28 | +23 | +18 | +13 | +9 | +4 | +0 |
| 9x9 | +13 | +11 | +8 | +6 | +4 | +2 | +0 |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 13x13 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| black | 85 | 56 | 43 | 34 | 29 | 25 | 22 | 19 | 17 |
| others | 84 | 55 | 42 | 33 | 28 | 24 | 21 | 18 | 16 |
| 9x9 |  |  |  |  |  |  |  |  |  |
| black | 41 | 27 | 21 | 17 | 14 | 12 | 11 | 9 | 8 |
| others | 40 | 26 | 20 | 16 | 13 | 11 | 10 | 8 | 7 |

The 19 rows are usually designated alphabetically A through S and the columns 1 through 19. For the smaller board this would be A through M and A through I respectively. Traditionally black places the first stone in the upper right corner, S1 (or M1 or I1). The other players would then place stones in the other corners or along the sides, trying to capture territory and/or the stones of other players.

A variation of the Multiplayer Go games is playing them cyclically as in Rock Paper Scissors. A player limited to only attacking the player after him/her and only being attacked by the player before him/her. Black can attack white, but is only attacked by gray, while white can only attack gray, and be attacked by black. Gray can attack black and is attacked by white. This turns a free-for-all into a more orderly, though no less complex game, since the other players still get in the way of the player and the two opponents that each of them is competing against and vice versa. A player can take prisoners who are not opponents and so help or hinder other players.

A beginner Go Tenth, with all the players with the same handicap, might look something like a botched sudoku game.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2 | 1 |  |  | 5 |  | 9 | 0 | 0 |
| 1 | 2 | 2 | 6 | 5 | 5 | 9 | 0 | 1 |
| 7 | 2 | 3 | 8 | 5 | 6 | 9 |  |  |
| 7 | 7 | 7 |  | 5 | 4 | 4 | 4 | 4 |
| 2 |  |  |  | 5 |  |  |  |  |
| 1 |  |  | 8 | 8 | 3 |  |  |  |
| 1 | 0 |  |  | 6 | 3 | 3 | 4 |  |
| 1 | 7 | 9 | 0 | 6 | 7 |  | 3 | 2 |
| 1 | 8 | 8 | 8 | 6 |  |  | 2 | 3 |