

Go: A Game of Wisdom and Strategy

Go is a board game believed to have been invented around 4,000 years ago during China's Taiping Civilization, also known as the Yao Dynasty.

The first game of Go was said to have been created by a king for the purpose of educating a foolish prince.

Later, it is said that the son, having learned wisdom through Go, used it to govern the country wisely.

