

# *The Surrounding Game*™

The First Documentary Feature on Go

## I) Executive Summary

**The Surrounding Game**™ is a feature-length documentary film project about the ancient Chinese game of Go, targeting an educated North American and general East Asian audience. Since its launch in March 2012, the film's co-directors, Brown University senior **William Lockhart** and Brown alumnus **Cole D. Pruitt**, have produced 200+ hours of high-quality HD footage to create a unique vision of the vast world of Go.



**Left:** In Tianjin, members of the film crew interview an elementary school student aspiring to become a professional Go player

**Below, Left:** A unique snapping-turtle board and bowls, carved from the root of a Gingko tree by 6Brothers Baduk.

**Below, Right:** Legendary Chinese player Nie Weiping, 9-dan professional, explains the tense Go history of the “Three Worlds” - China, Japan, and Korea.



With production based in New York City, the film chronicles the ancient history of the game between East Asian cultures, the intensity of modern international professional play, and the rise of Go in the United States, culminating in the crowning of the first American Go professionals.



Because the Go-playing community in the United States remains extraordinarily small (<0.1% of the population), the compelling 3000-year story of the game constitutes a unique and untouched documentary subject. Thanks to an outpouring of generous support from the global Go community, we have enjoyed unusual access to the characters and events essential for the film.

## II) The Story and the Production Process

Our goal for the film is simple: we want to answer the question, “**What is Go?**”

We approach this question via three main threads that comprise the basic narrative:

- **The rich legacy of Go in China, Korea, and Japan**, from the game’s mythical genesis to continued international rivalry in the 20th century.
- **The rise of world-class professional play** - and struggle to become a pro.
- **The unexpected birth of the American professional system**, and the journey to field the first two American professional players against the best players of all time.

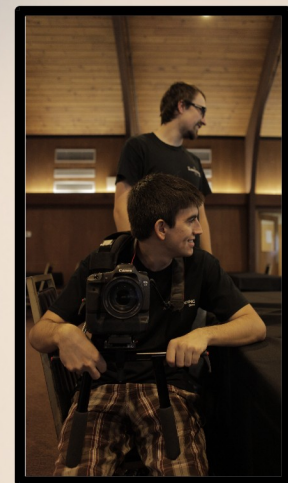
With an initial grant from the Shanghai Ing Foundation, we launched the project in March 2012 by developing a trailer. After a successful Kickstarter campaign in June, we begun our full-time production schedule, hiring a cinematographer and second camera and traveling extensively. Production locations have included Los Angeles, Baltimore, New York City, Quebec, North Carolina, Seoul, Shanghai, Beijing, and Sichuan Province, China.

Since our return in late October from foreign production in Asia, the team has grown in size and shifted into post-production. With several more months of work and a full-time editor, we hope to produce a rough cut by mid-late 2013, followed by a finished (and extraordinary!) documentary soon thereafter.

Fundamentally, we want “The Surrounding Game” to bear out the curiosity, the addiction, the reverence, the frustration, and the joy that Go inspires.



Above: 11-year-old Shanghai female champion describes the pressures of competition.



Above: the crew at the first AGA-Tygem Pro Certification tournament



### III) People and Resources

A project of this scale requires dozens of essential people and organizations. Based on a projected budget of ~\$110,000, the team will continue to fundraise and collaborate with supporters to develop non-financial resources. Core team members include:

**Will Lockhart and Cole D. Pruitt, co-directors:** Cole met Will at the Brown University Go club and, while returning from an annual tournament in New Jersey, they decided to launch the project together. Both are fascinated by Go, deeply connected to the American and international Go communities, and openly passionate about filmmaking.

**Kate Sanford and James LeSage, post-production and editing:** Kate and James have been a constant and enthusiastic source of technical and industry know-how, vital for coordinating our post-production workflow..

**Colin Sonner and Nik Gonzales, cinematography/camera:** With many years of expertise, Nik and Colin form a fantastic guerilla duo perfect for a run-and-gun shoot.

Additional team members include:

**David Glekel**

Domestic Production and Outreach

**Kim Chaelim, Cherry Shen, Mike Chen**

Foreign Production and Translation

**Stephen J. Palazola and P. Broderick**

Project Management and Distribution

**Christopher Hsing and Ken Kansky**

Design and Web Development



Above: Cole and Will work with translation coordinator Mike Chen to prepare transcoded footage for editing

Institutional partners and supporters include the **Shanghai Ing Chang-Ki Go Education Foundation, BadukTV, and the American Go Association.**

## IV) Future and Impact

Release for the film includes several domestic outlets: film festivals, institutional screenings, theatrical release, online download, and DVDs. Based on international interest, foreign distribution will include reformatted television and online versions. In April and again in August, we licensed several hours of footage to BadukTV, a 24-hour Korean Go television station, for use in their broadcasts. Further, we're working to generate a positive public image for our partner organizations through the use of our footage and project resources.

The international growth of Go has come a long way in recent decades, thanks in large part to increased media presence. In particular, the successful Japanese television series and manga “Hikaru no Go” has inspired a whole generation of new players, effectively doubling the American go-playing population. We believe “The Surrounding Game” can have a similar effect, giving the game and its heritage a newfound appreciation it deserves.

Whatever their relationship with Go, millions of people find something deceptively simple and deeply human within the game. For us, “The Surrounding Game” is about sharing that beauty and curiosity with the rest of the world.

## Contact

We'd love to talk with you anytime – drop us a line!

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Above: Jin Hoon, 8 years old, at King's Baduk Academy.



Right: The Ing Cup semi-finals in Chengdu, Sichuan Province.