This work implements a solver for tactical goals in the game of Go (capturing stones, connecting groups). The solver is based on recognizing the shapes of stones on the desk and choosing the moves from prede ned
database of patterns and the follow-up moves. The main part of this work features analysis and proposal of convenient representation of patterns which follow typical situations in the game and their solving considering both the attacker and the defender. User interface of the program allows execution of the solver including selection of the type of the tactical goal, creating new patterns and editing the whole database of patterns. The work also contains a precreated pattern database and examples of use.