It is customary to keep a written game record of professional or high-rank amateur tournament games of Go. Even informal games are worth recording for subsequent analysis. Writing the game record by hand distracts the player from the game and it is not very reliable. Video or photographic record lacks the flexibility of abstract notation. In this thesis we discuss several ways of automatically extracting Go game records from photographs. We propose our own method based on Hough transform and RANSAC paradigm. We implement a reliable and easy to use system that allows players to take a game record effortlessly.