

I Z i S

GO EASIER

IZIS AI GO Board Manual Book



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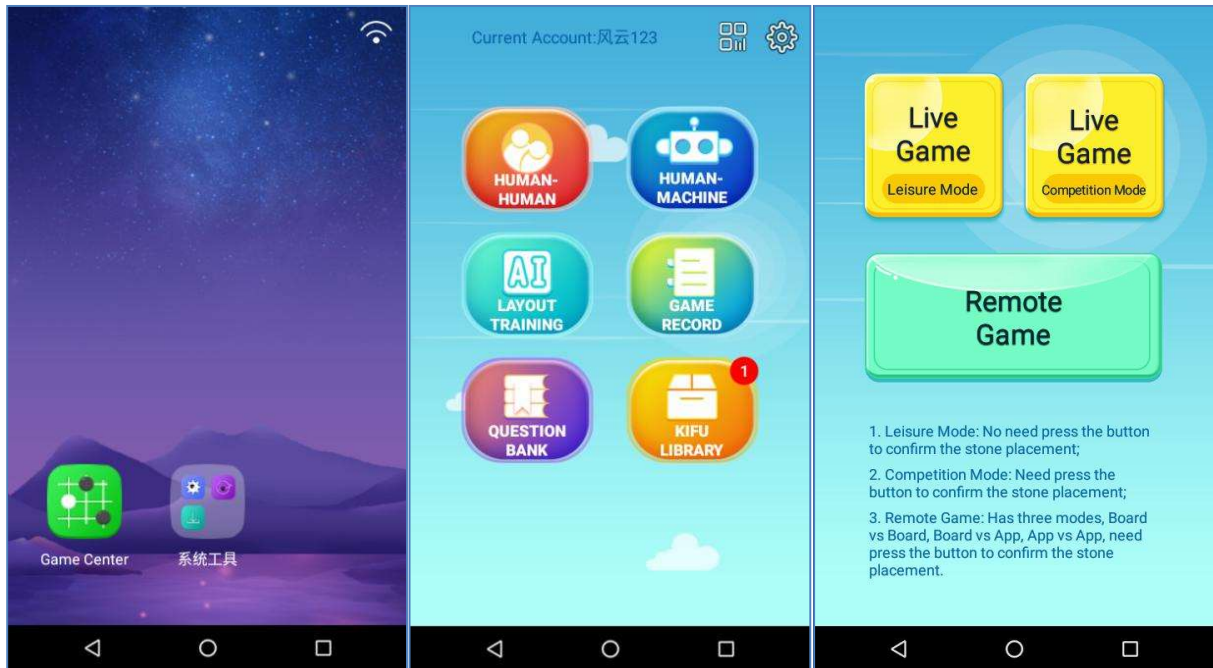
Chapter I HUMAN- HUMAN

1.1 Live Game (Free Mode)

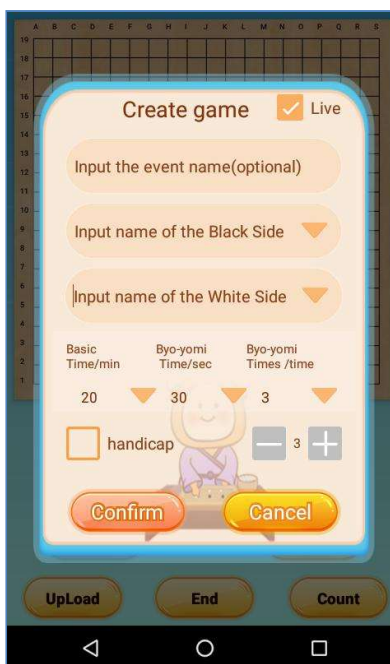
Free Mode is for playing friendly games. It can also be used for recording, sharing and reviewing games.

It is a useful tool for group tuition. Operate as follows:

Step 1. Click “Game Center” - “HUMAN- HUMAN” - “Live Game Free Mode”.

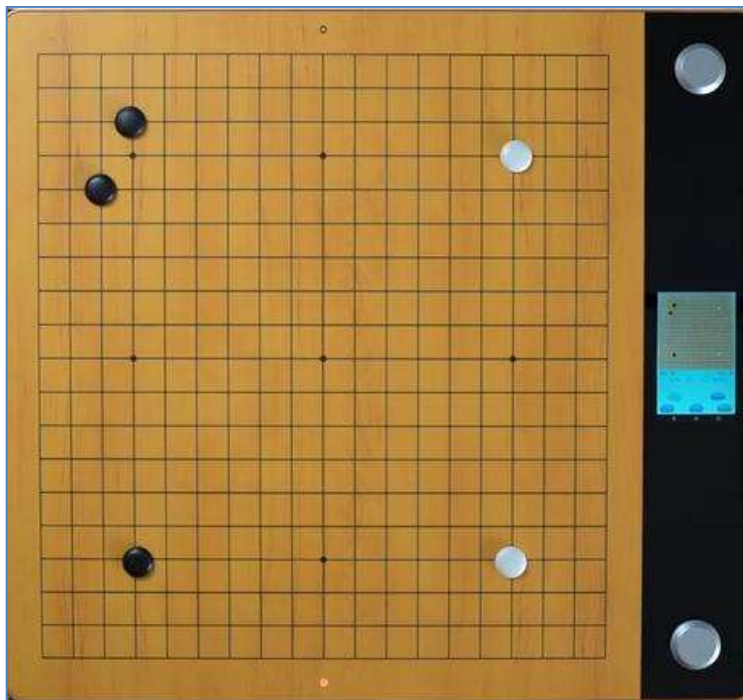


Step 2. Create a game, fill in the basic game settings and click “Confirm”.



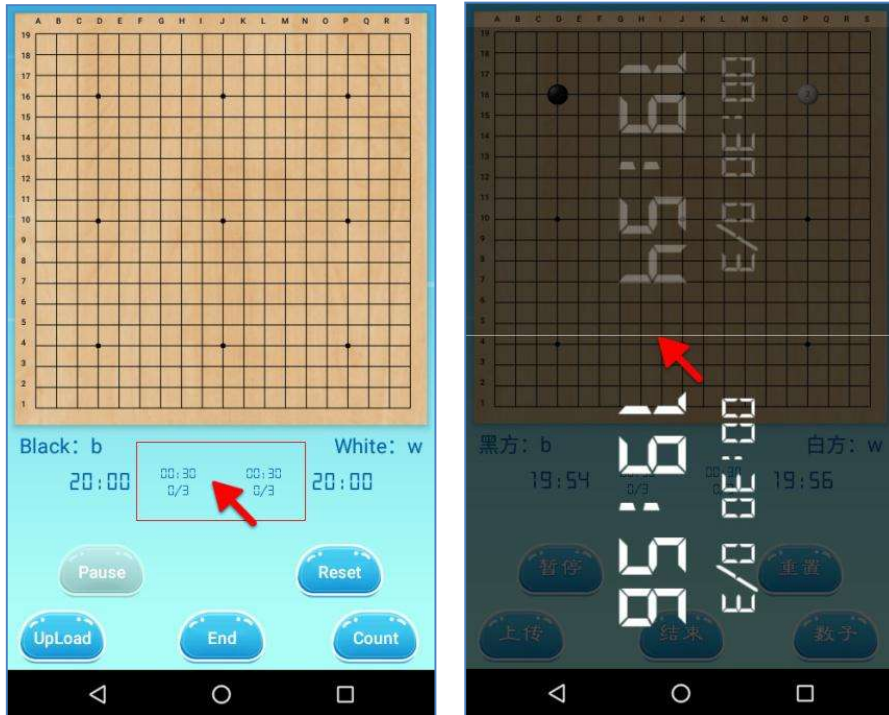
- Input the event name (optional): The event name will be displayed when you share the game record(Kifu).
- Input the name of the Black Side and the White Side: The names of the players will be displayed when you share the game record (Kifu).
- Timing rules: You can choose basic time control or use byo-yomi. The byo-yomi time can be set and also the number of byo-yomi periods
- Handicap: You can define the number of handicap stones .
- Live: Selecting "Live" enables synchronous livestreaming and the link can be shared.

Step 3. Each player places Go stones on the board in turn and the moves are recorded automatically

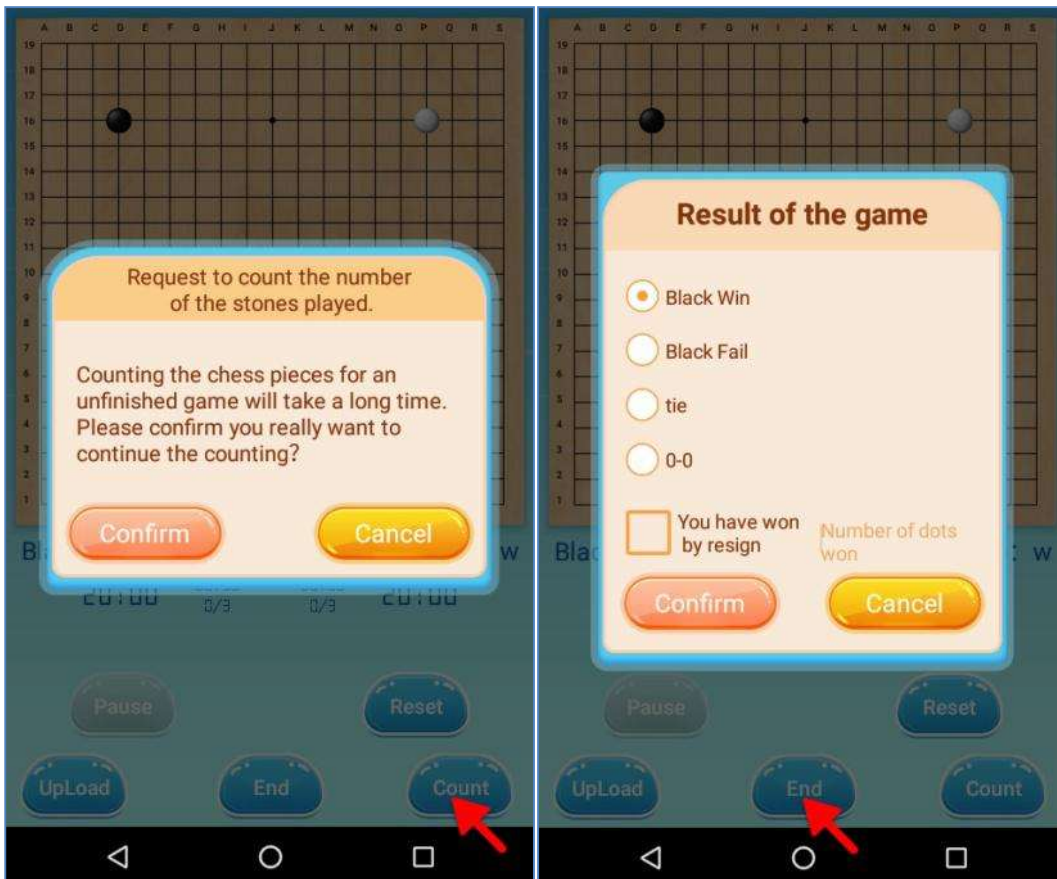


Step 4. In Leisure Mode, using the game clock is optional. Press the timing button to turn on the timer immediately, and click the time display area to display/turn off the time display.





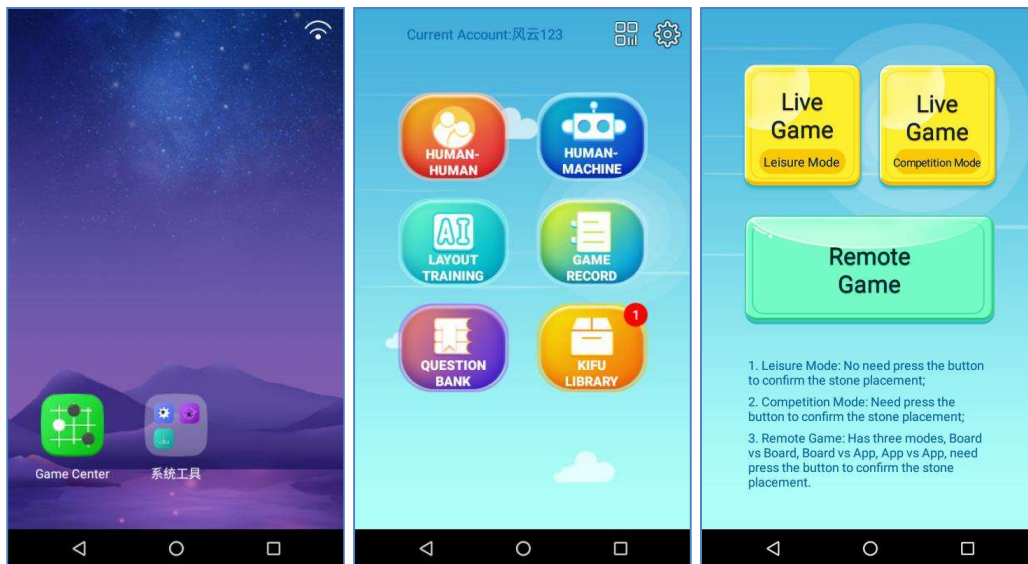
Step 5. At the end of the game click "Count" to obtain the score. When the score has been calculated click "End". If one player resigns, click "End" and record the result. The games ends.



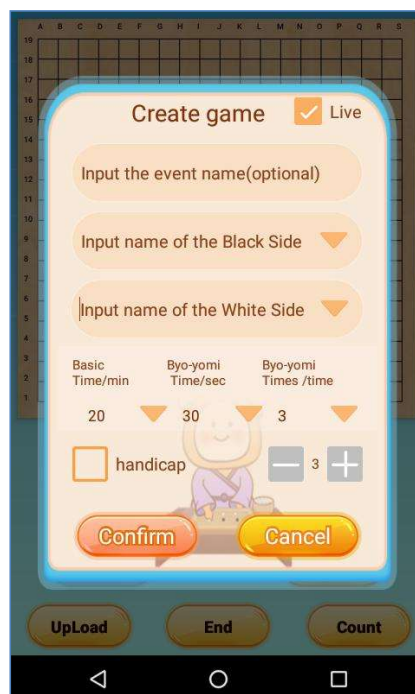
1.2 Live Game (Competition Mode)

Competition Mode includes a game clock and can record, livestreaming, share the game calculate the score at the end of the game.

Step 1. Click “Game Center” - “HUMAN- HUMAN” - “Live Game Competition Mode”.

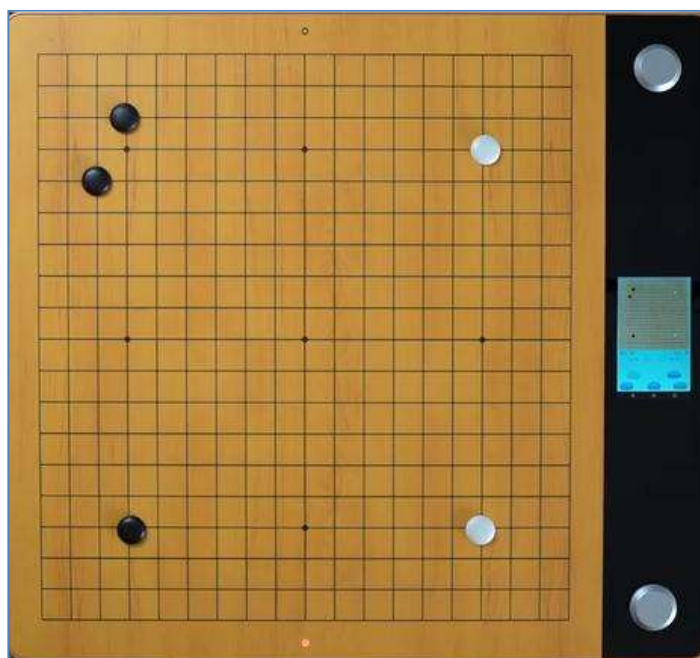


Step 2. Create a game, fill in the basic game settings and click “Confirm”.

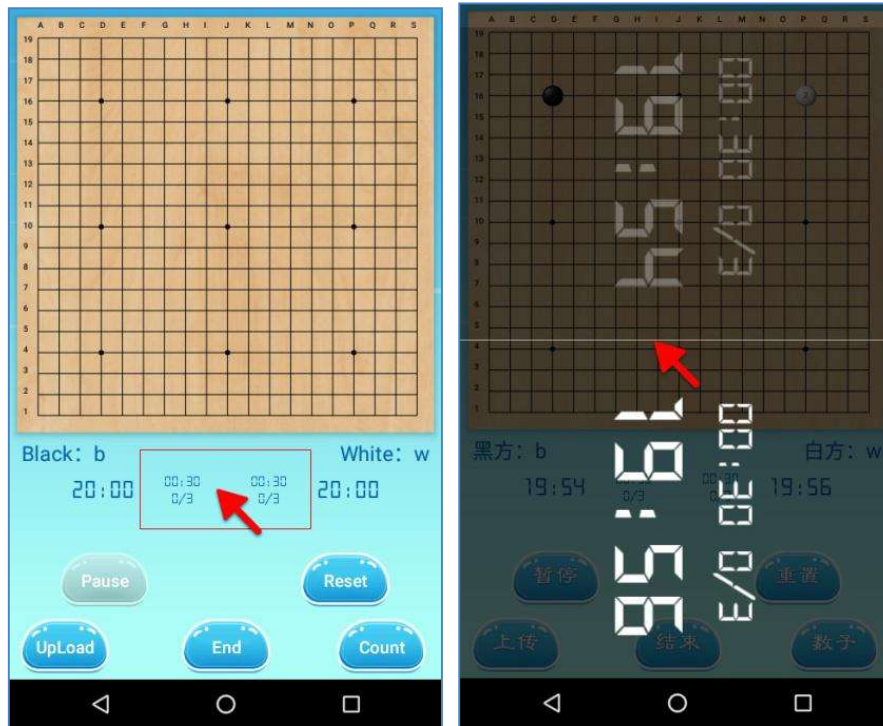


- Input the event name (optional): The event name will be displayed when you share the game record(Kifu).
- Input the name of the Black Side and the White Side: The name of the Black Side and the White Side will be displayed when you share the game record(Kifu).
- Timing rules: You can choose basic time control or use byo-yomi. The byo-yomi time can be set and also the number of byo-yomi periods
- Handicap: You can define the number of handicap stones.
- Live: Selecting "Live" enables synchronous livestreaming and the link can be shared.

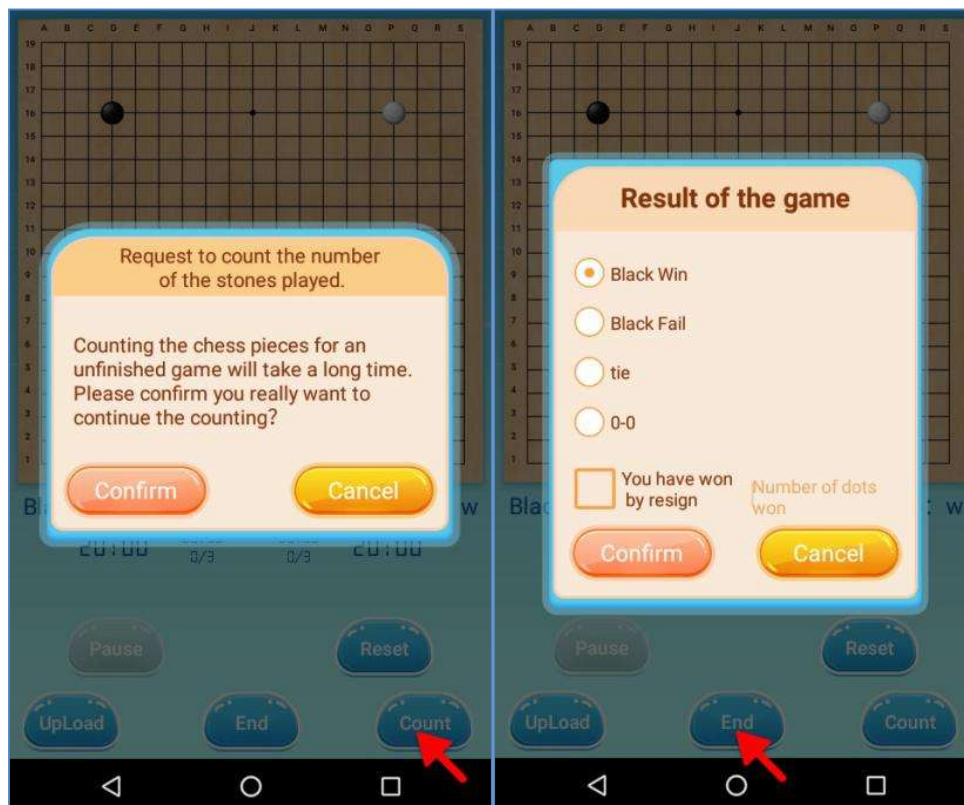
Step 3. White presses the button to start the clock. After Black plays a stone (or passes) Black must press the clock button to confirm. After White plays a stone (or passes) White must press the clock button to confirm. Black and White proceed in turns. The board records the position and timing automatically.



Step 4. Click the time display area to turn on/turn off the time display.



Step 5. At the end of the game click "Count" to score. When the score has been calculated click "End" to complete the process. If one player wants to resign during the game, directly click "End" to record the winner and loser and end the game.



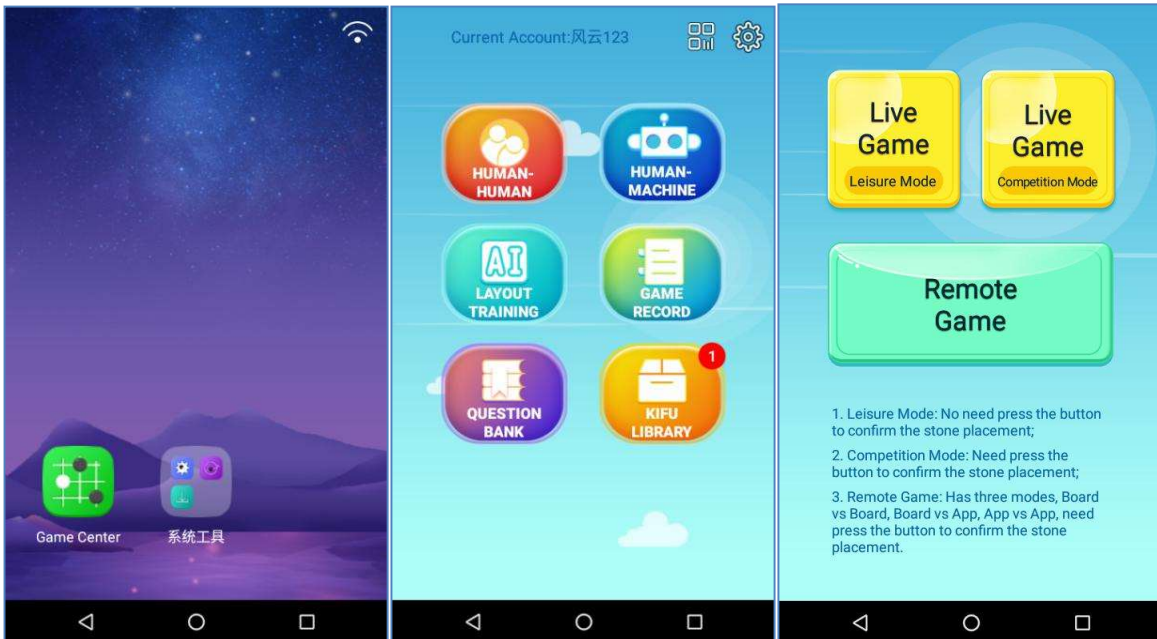
1.3 Remote Game

Remote Game enables games between players in different locations, has three scenarios:

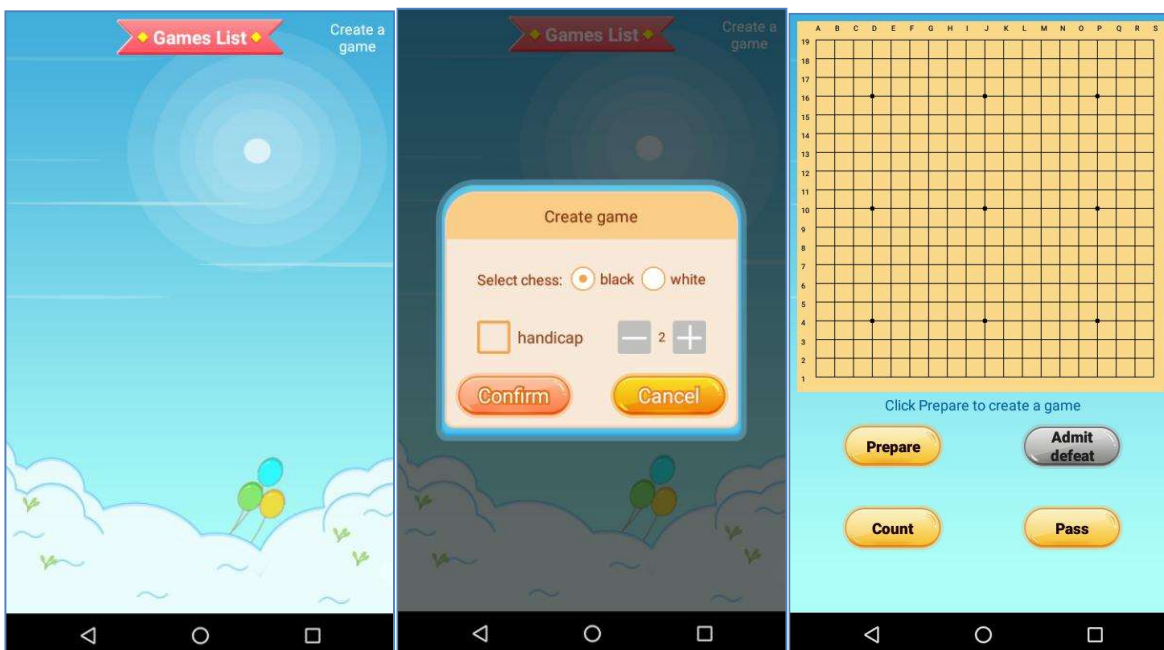
Board VS Board, Board VS App, App VS App.

Operate as follows:

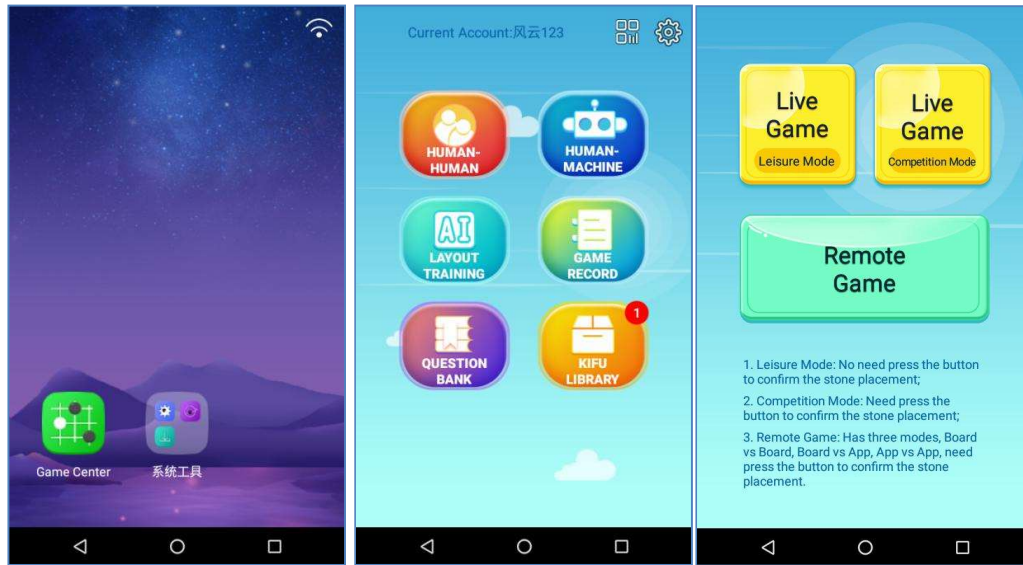
Step 1. One side, clicks “Game Center” - “HUMAN- HUMAN” - “Remote Game”.



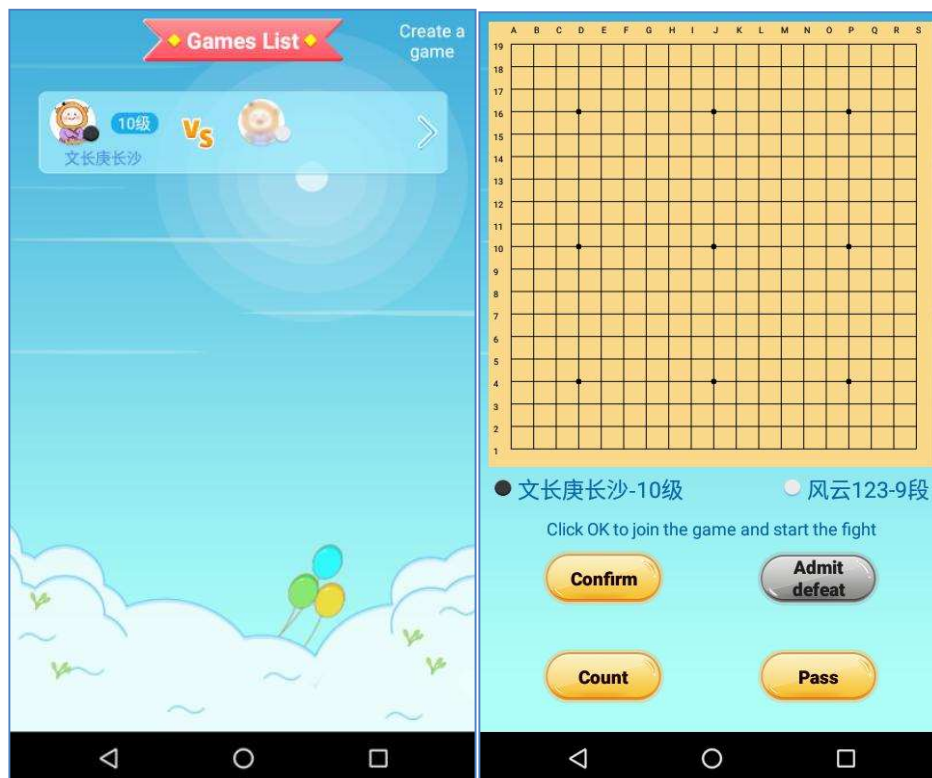
Step 2. Click “Create Game”; Choose black or white and number of handicap stones if required, click “Confirm”; After entering the board interface, click “Prepare” to complete the settings.



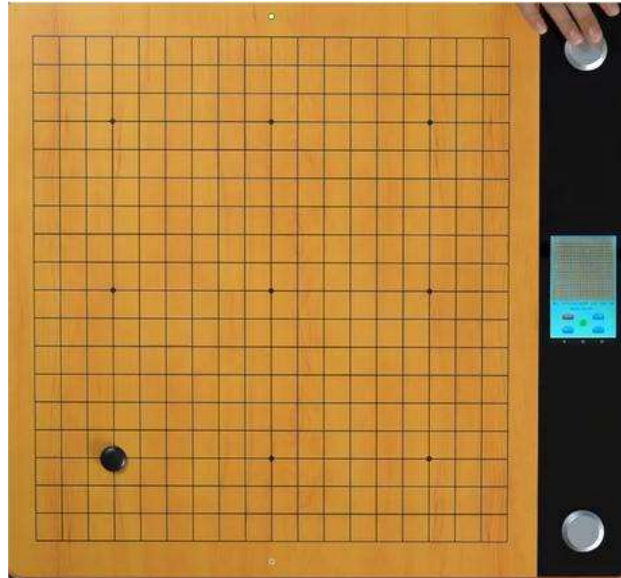
Step 3. The other side, clicks “Game Center” - “HUMAN- HUMAN” - “Remote Game”.



Step 4. From the games list, you can find the game created by your opponent. Click, after entering the board interface, click “Confirm” to complete the settings.



Step 5. Place a stone on the board and press the button to confirm or choose "pass" on the interface. After you play a stone a light will show on your opponent's board indicating where to position your stone. When your opponent places a stone their position will light up on your board, you should place a stone for your opponent. Play proceeds in turns until the end of the game.



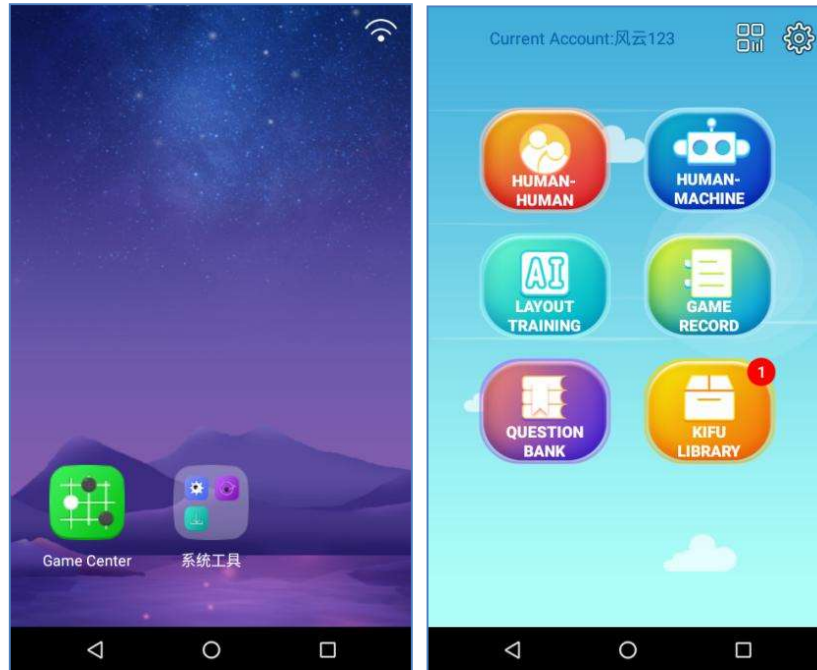
Step 6. At the end of the game click "Count" to determine the result. If one player wants to resign during play they click "Resign" which ends the game. (Admit Defeat should change to Resign)



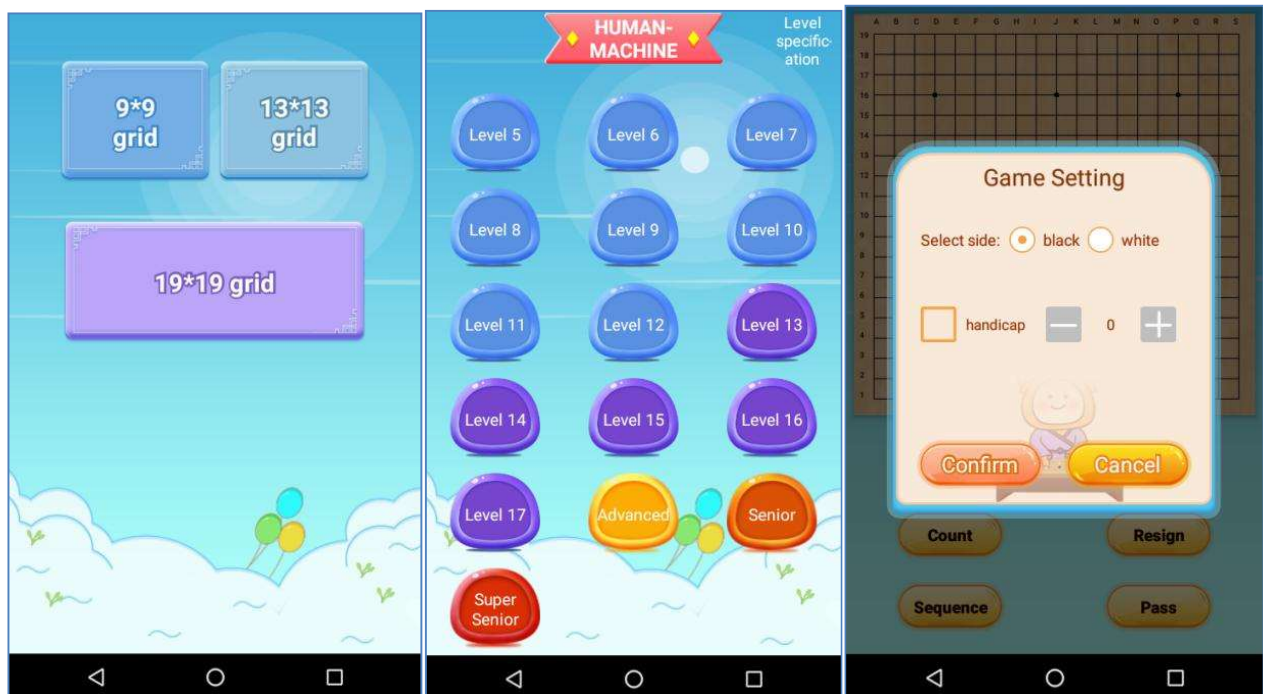
Chapter II HUMAN-MACHINE

It introduces how to play human-machine game on the board.

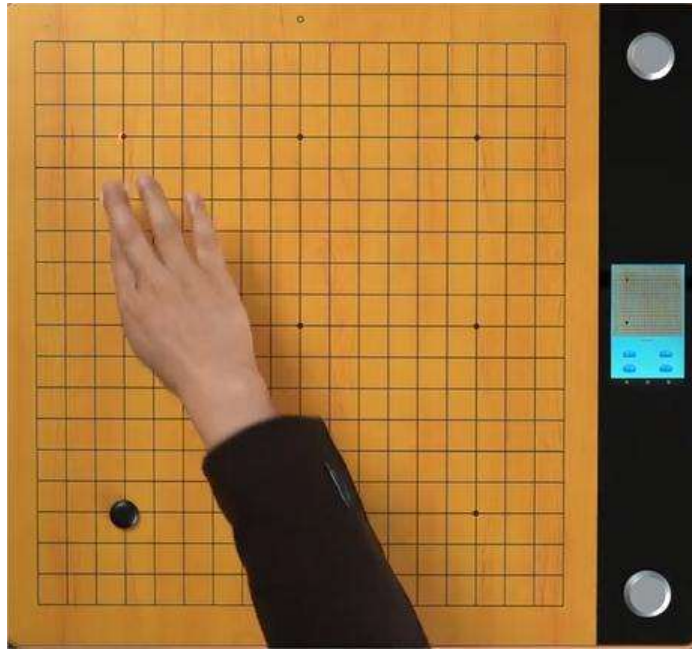
Step 1. Click “Game Center” - “HUMAN-MACHINE”.



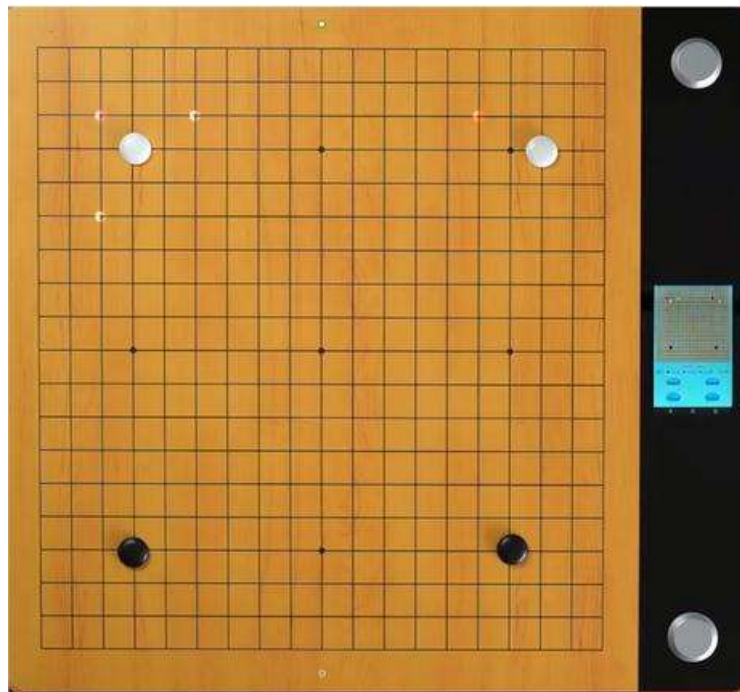
Step 2. Choose the size of the board (9x9, 13x13, 19x19). Choose a difficulty level. Level 13 is about 1 Dan. The highest level is 9 Dan. Choose black or white and set a handicap if required. Click "Confirm" to finish.



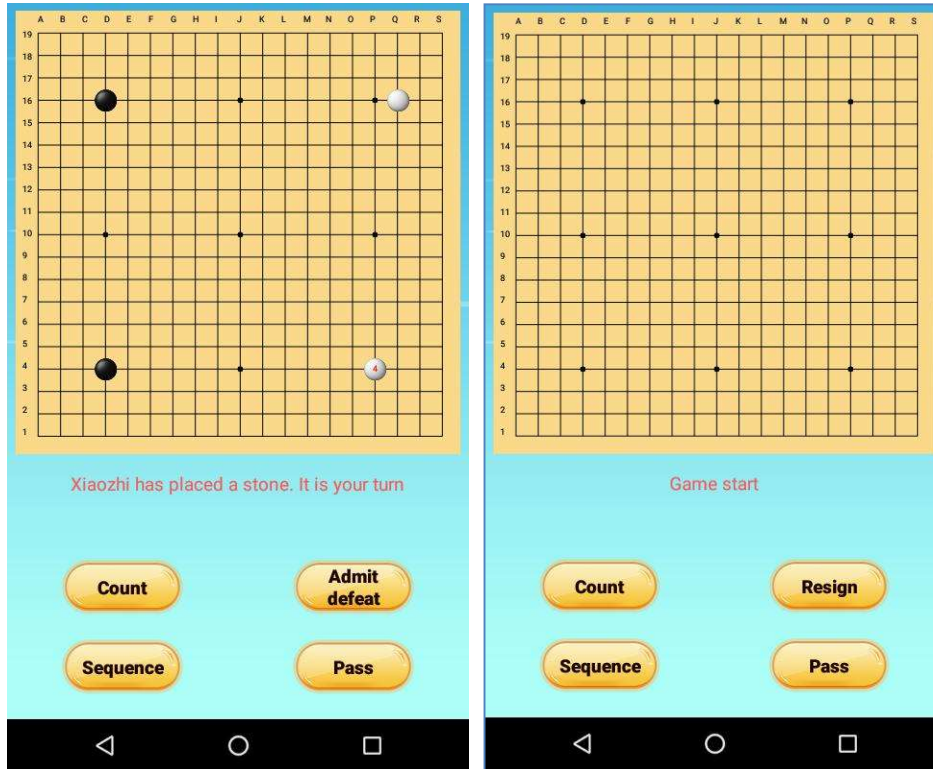
Step 3. Place the first stone on the board, lately a bright red spot will appear on the board which is the decision from AI. Place the AI's stone on the bright position, then place your own stones in sequence.



Step 4. At any time during the game, you can press the button to ask the AI for help. The AI will suggest several options by red light, deeper=better, you can see detailed winning rate on the screen.



Step 5. After both players have passed in succession click "count" to obtain the result. You can end the game by clicking "Resign" at any time



Remarks: During game, if quickly press the "Power Switch", you can turn off / turn on the screen, and even you turn off the screen, you can still continue to play the game.

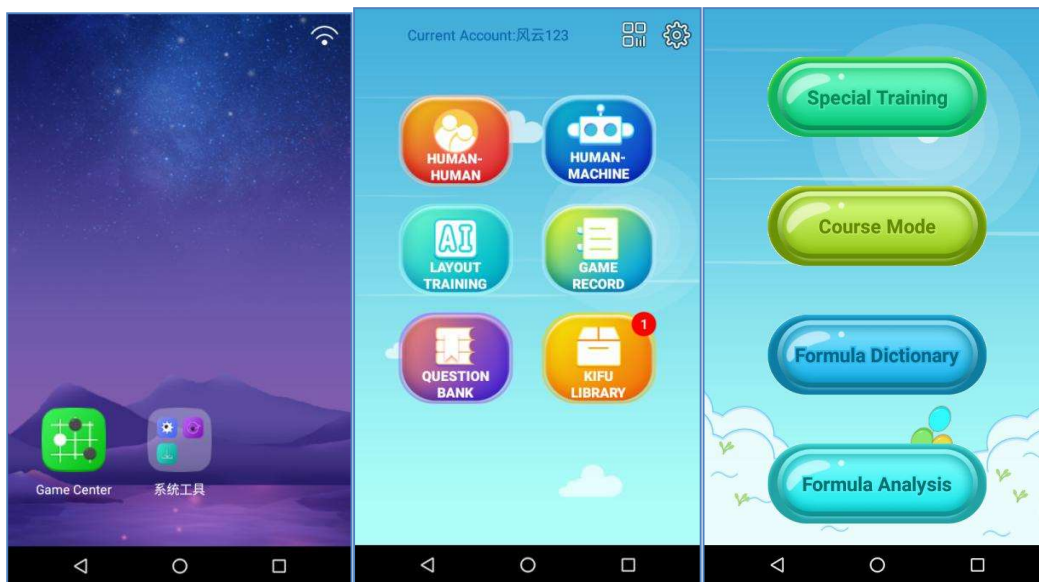


Chapter III QUESTION BANK

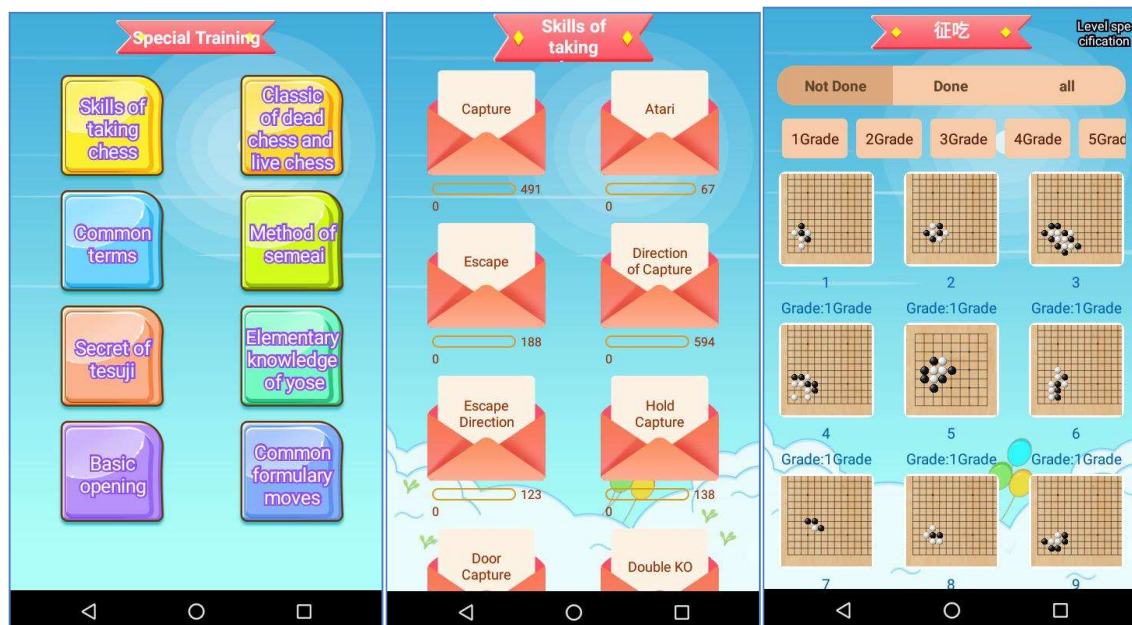
3.1 Special Training

It introduces how to do exercises on the board.

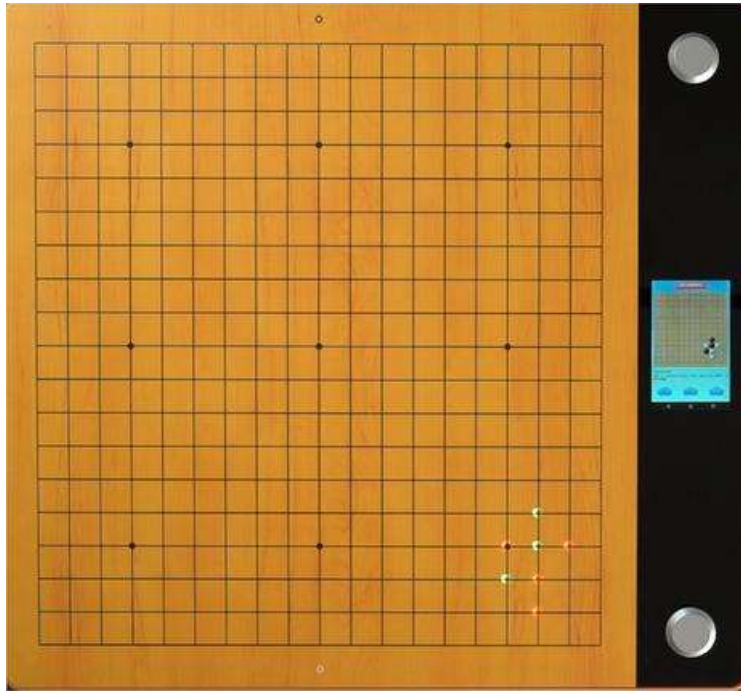
Step 1. Click “Game Center” - “QUESTION BANK” and choose “Special Training”. Special Training is organized thematically and suggests what to learn and practice today, for example: ladders, connection and life & death.



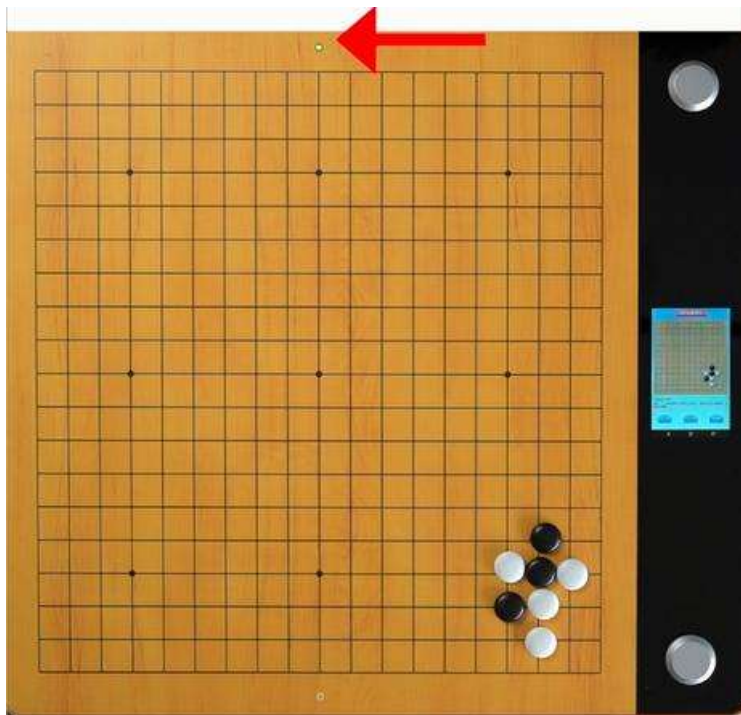
Step 2. For example, the “Capturing Skills” - “Ladders” in the special training, choose a specific exercise.



Step 3. After entering the exercise interface, the board will light up some spots (red and green), place the black stone on green spots, the white stones on red spots.

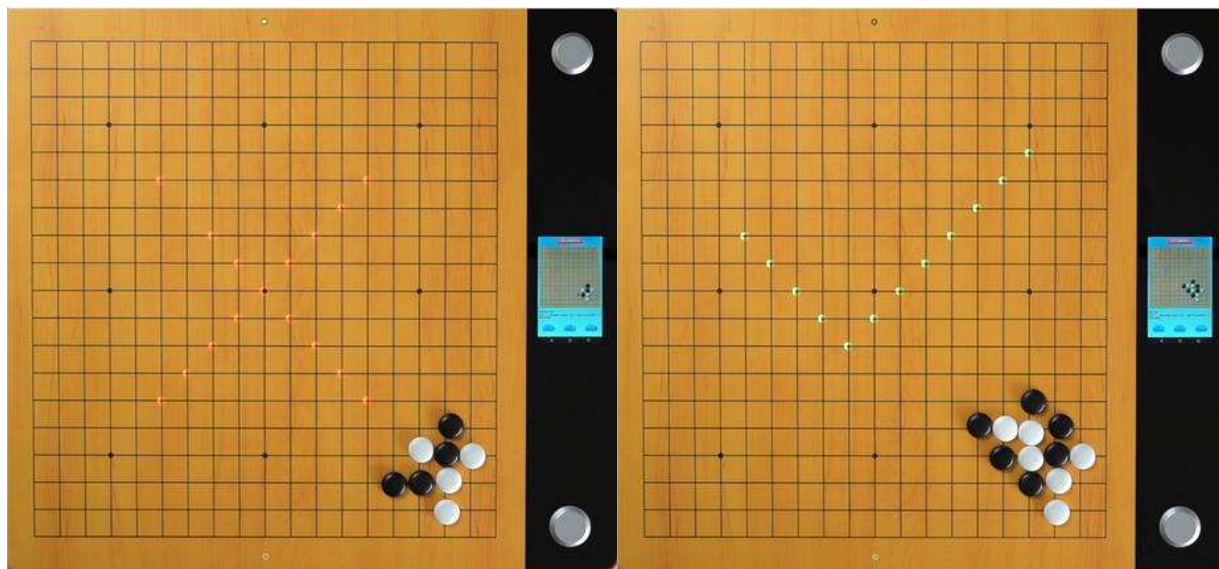


Step 4. After stones are placed correctly, if the Black Side lights up, it means black side first, if the White Side lights up, it means white side first.

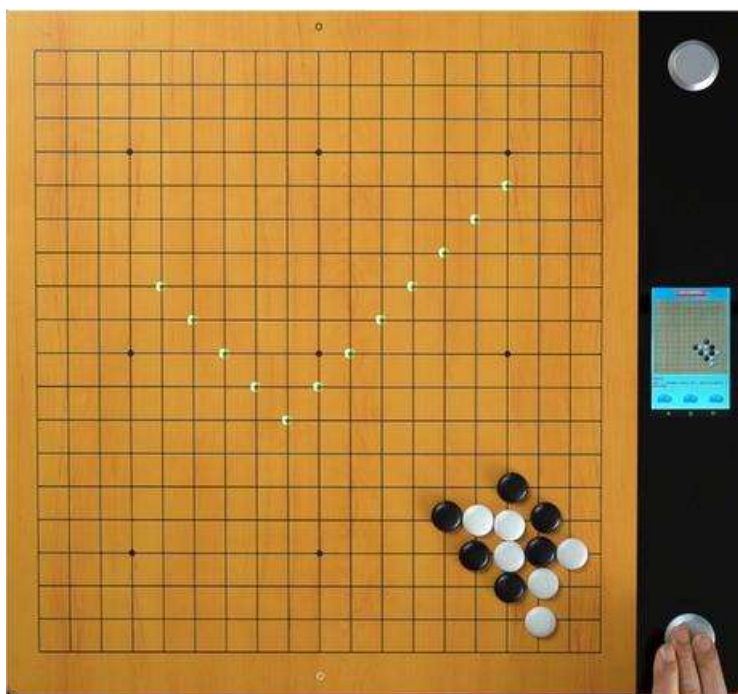


Step 5. Start to exercise.

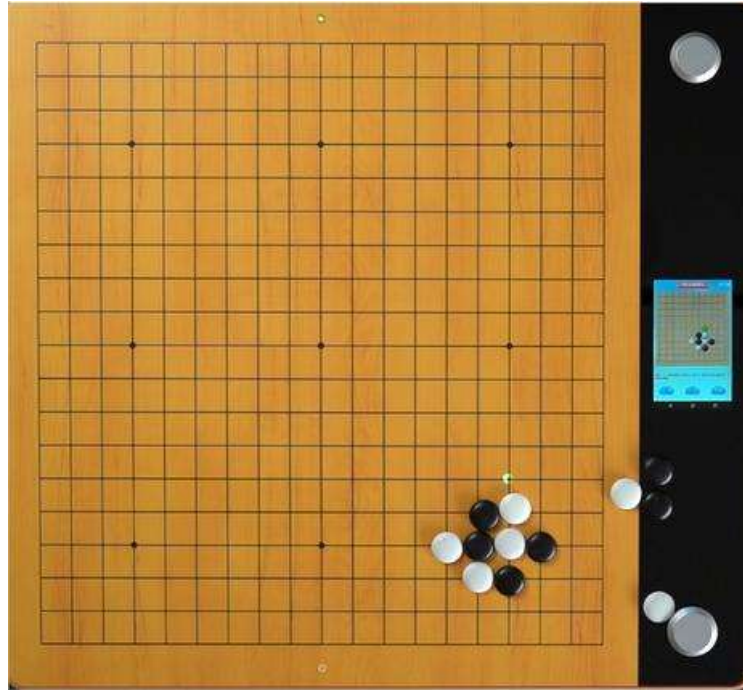
If you get it wrong, the board will make a ×. If you get it right, the board will make a √.



Press white side button to do the next exercise, press black side button to go back to the previous exercise.



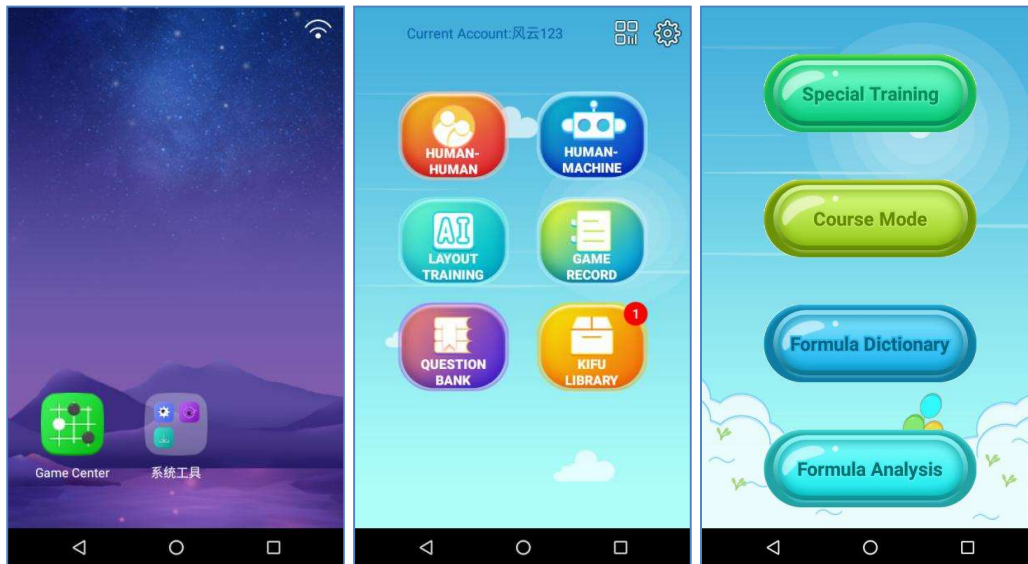
If you cannot solve the problem "long press" the button on the white side. The board will show the solution by lighting up where to place a stone. You can place the stones in sequence.



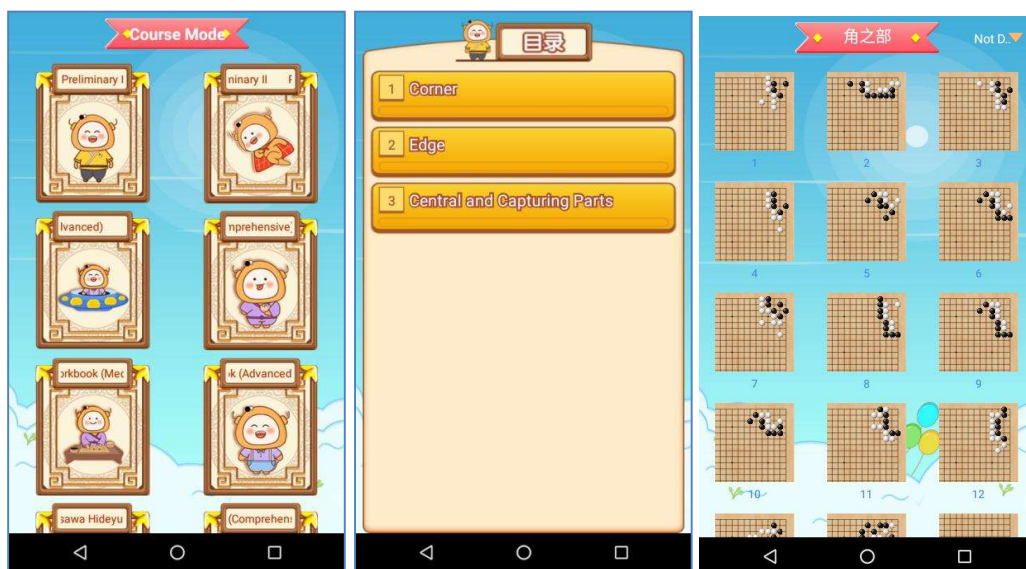
3.2 Course Mode

It explains how to do exercises through the board.

Step 1. Click “Game Center” - “QUESTION BANK” and choose “Course Mode”. The course mode has an independent system, which is classified according to chapters and systematic exercises, such as Tesuji Dictionary.

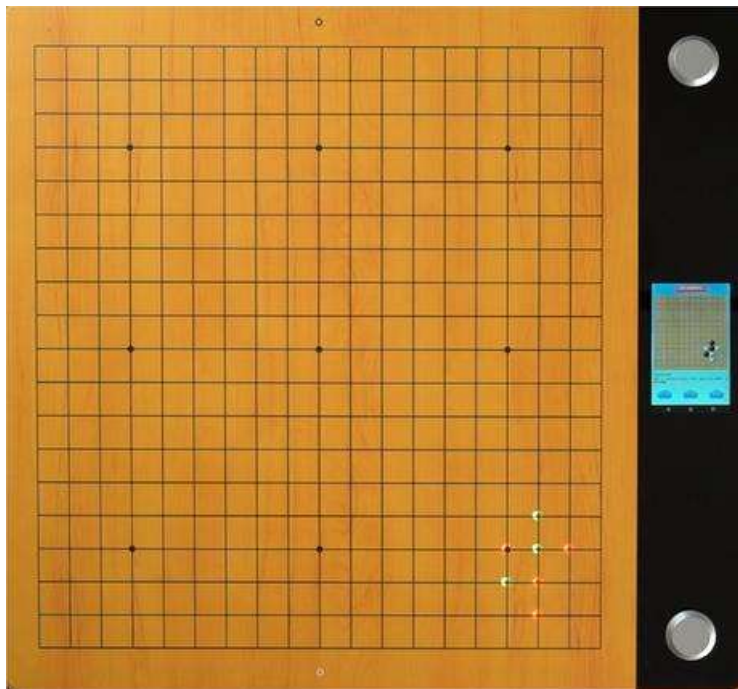


Step 2. For example, the “Tesuji Dictionary” - “Chapter I” in the special training, choose one and start exercise.

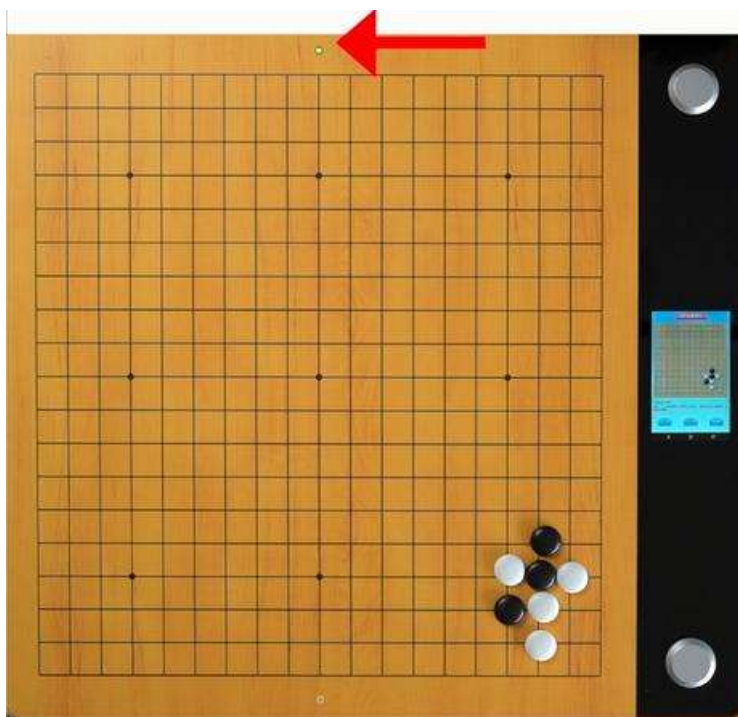


Step 3. After entering the exercise interface, the board will light up some spots (red and green), place black stones on green spots, white stones on red spots.





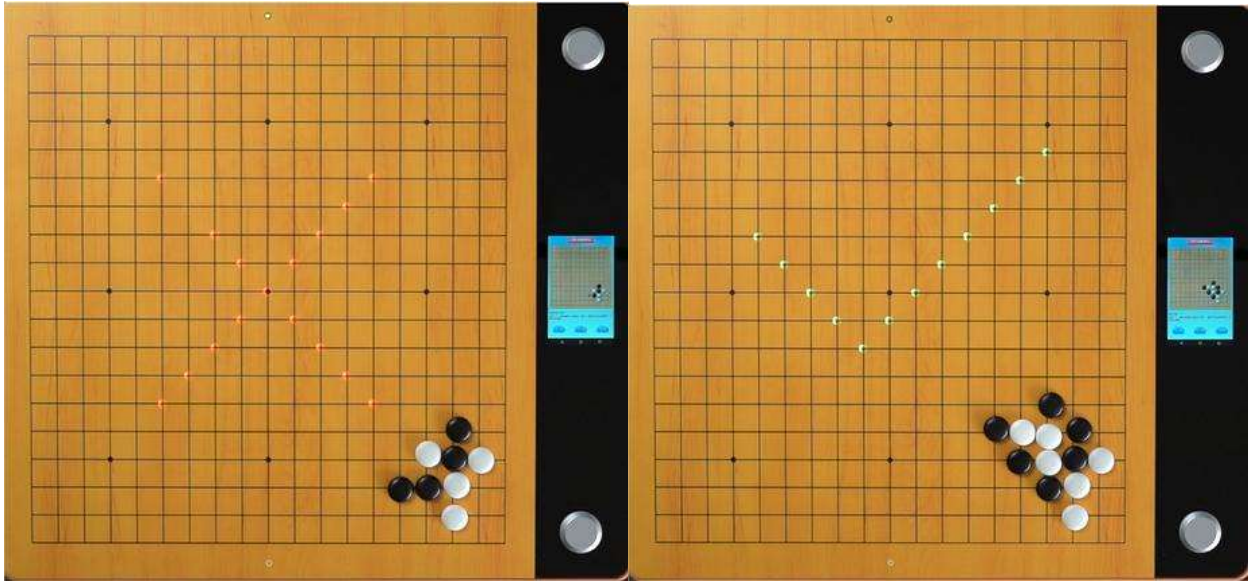
Step 4. After the stones are placed correctly, if the Black Side lights up, it means black side first, if the White Side lights up, it means white side first.



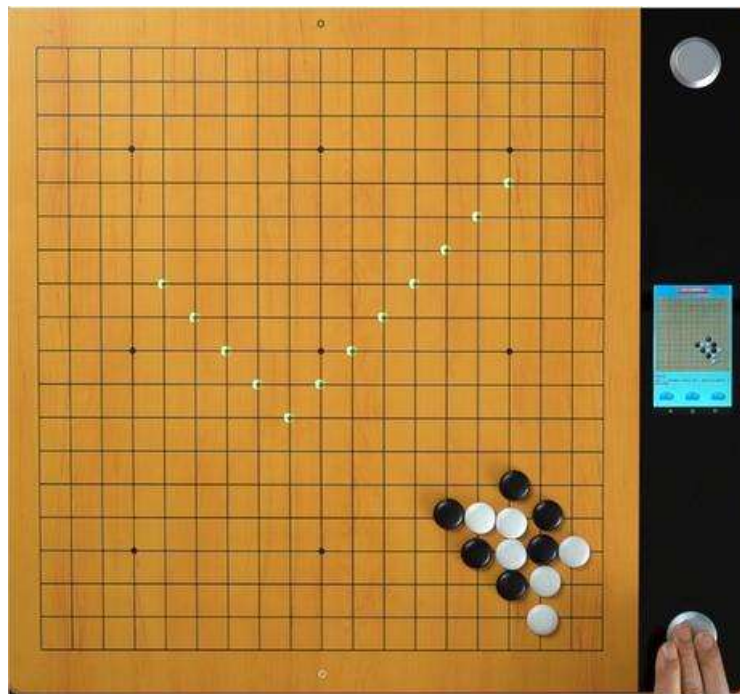
Step 5. Start to do the exercises.

If you get it wrong, the board will make a ×. If you get it right, the board will make a √.

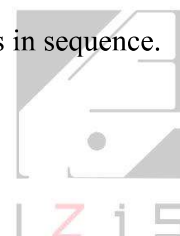


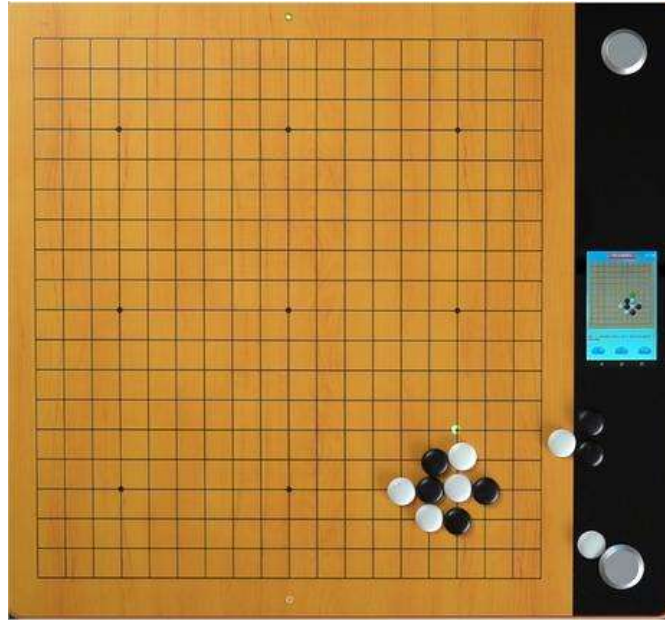


Press the white side button for next exercise or press the black side button to go back to the previous exercise.



If you cannot solve the problem "long press" the button on the white side. The board will show the solution by lighting up where to place a stone. You can place the stones in sequence.

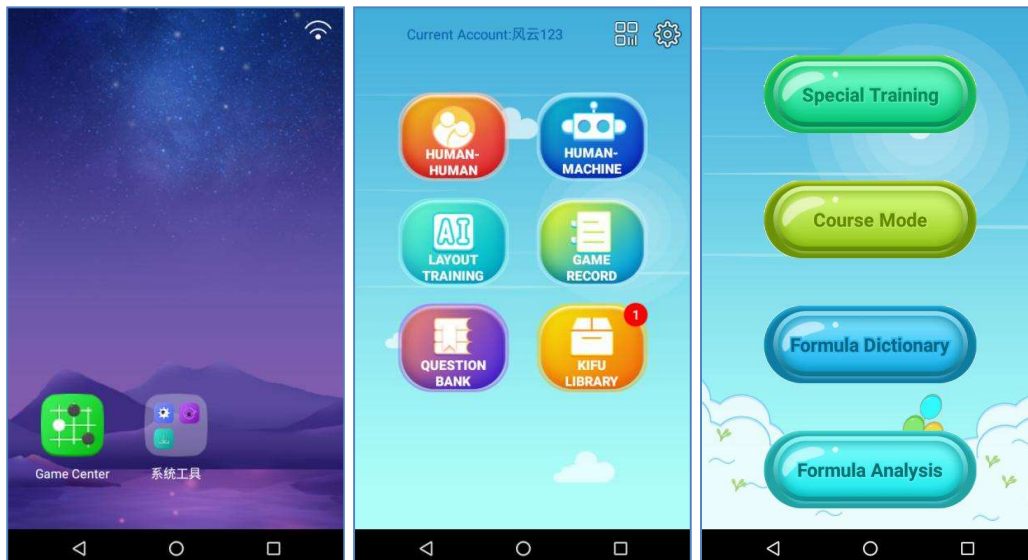




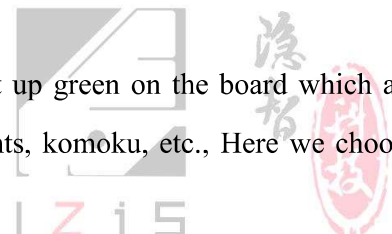
3.3 Joseki Dictionary

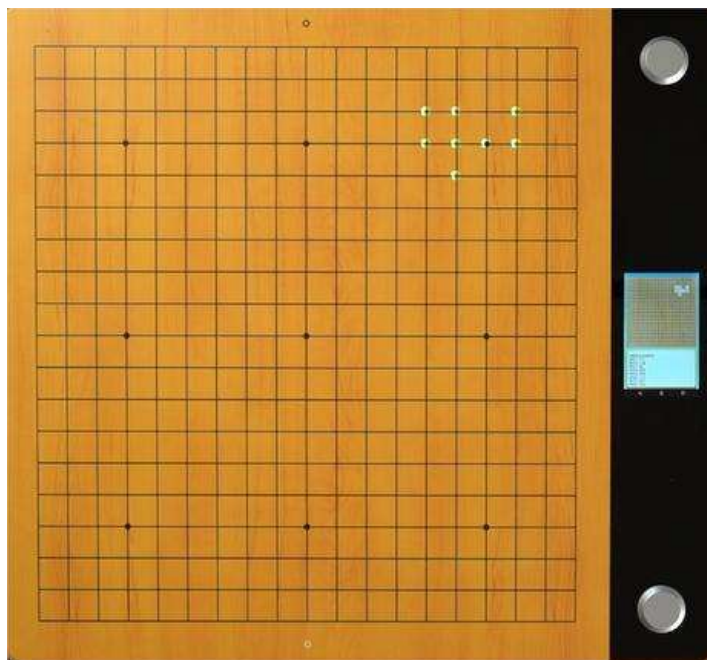
The Joseki Dictionary is a collection of general Joseki. We can choose any Joseki from the dictionary for practice. Operate as follows:

Step 1. Click “Game Center” - “QUESTION BANK” - “Joseki Dictionary”.

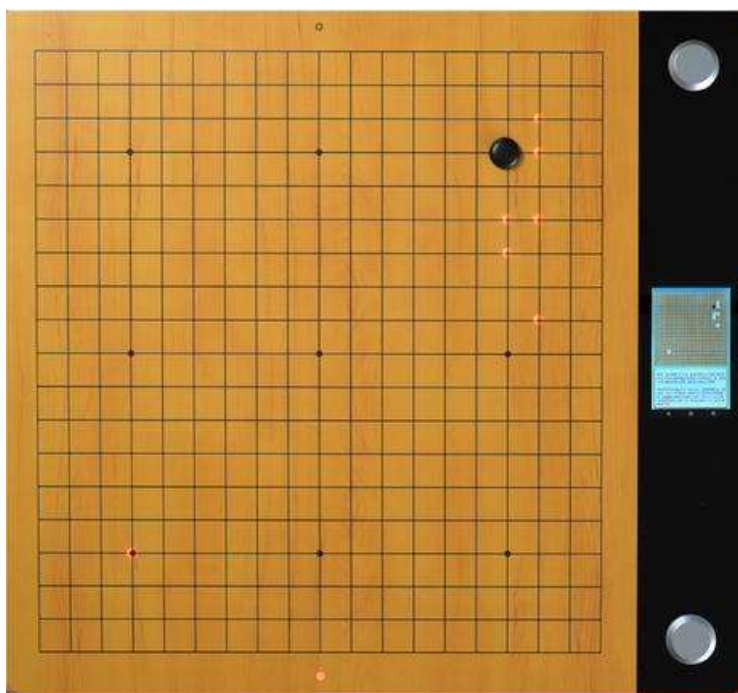


Step 2. Entering the Joseki Dictionary interface, some spot will light up green on the board which are the positions where the black stones can be placed, such as star points, komoku, etc., Here we choose star points.



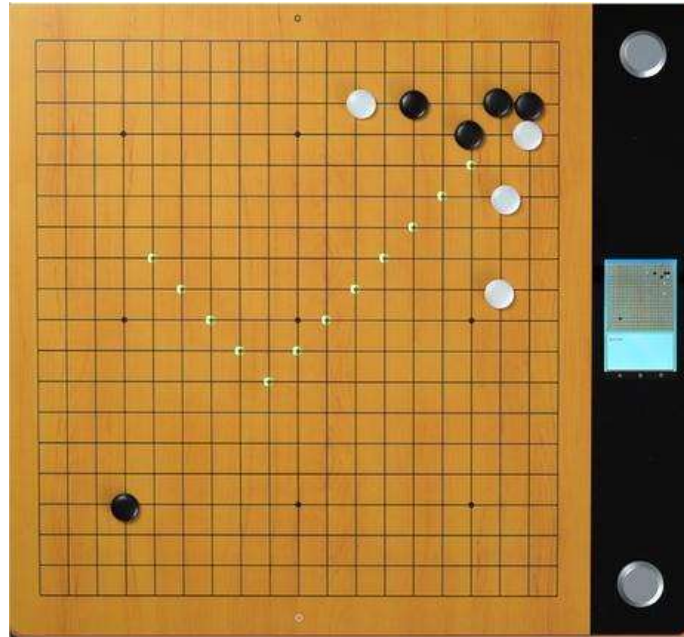


Step 3. Step 3: After the black stone is placed, the board will display red lights showing where white stones can be placed, such as: keima, three-three etc. Here we choose a keima approach move, and place the stones in sequence.



Step 4. After finishing a complete formula, the board will light up with a \surd . Taking back all stones, can repeat the practice.

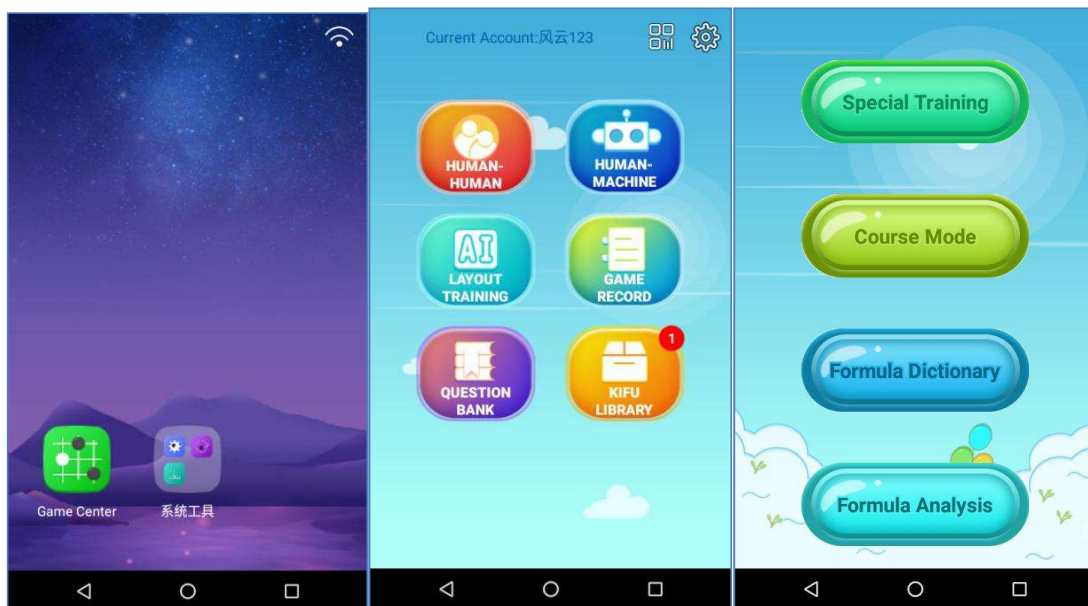




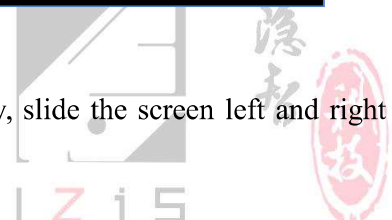
3.4 Joseki Analysis

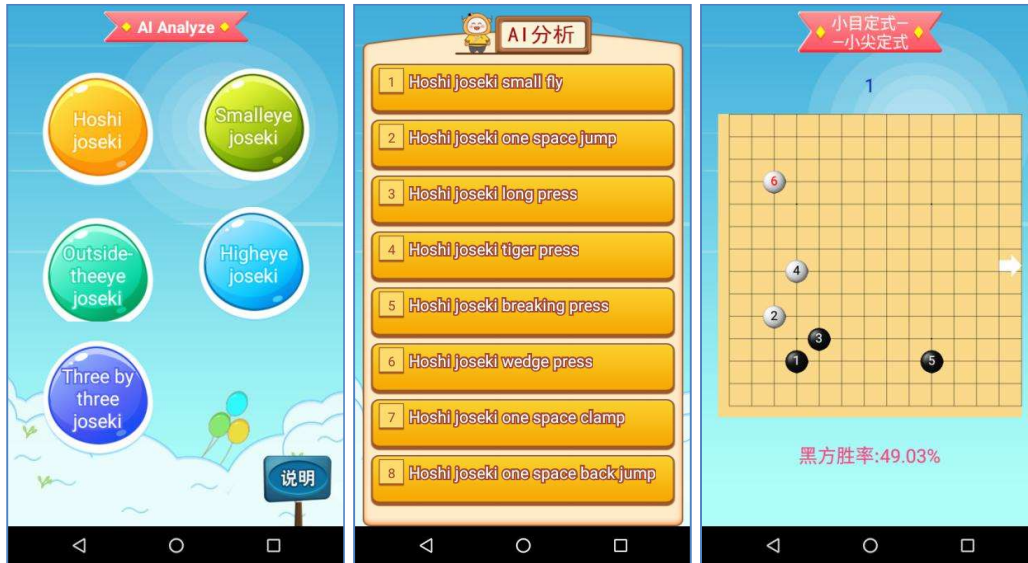
The Joseki Analysis is to analysis traditional Joseki by AI, show the the winning rate of both sides. Operate as follows:

Step 1. Click “Game Center” - “QUESTION BANK” - “Joseki Analysis”.

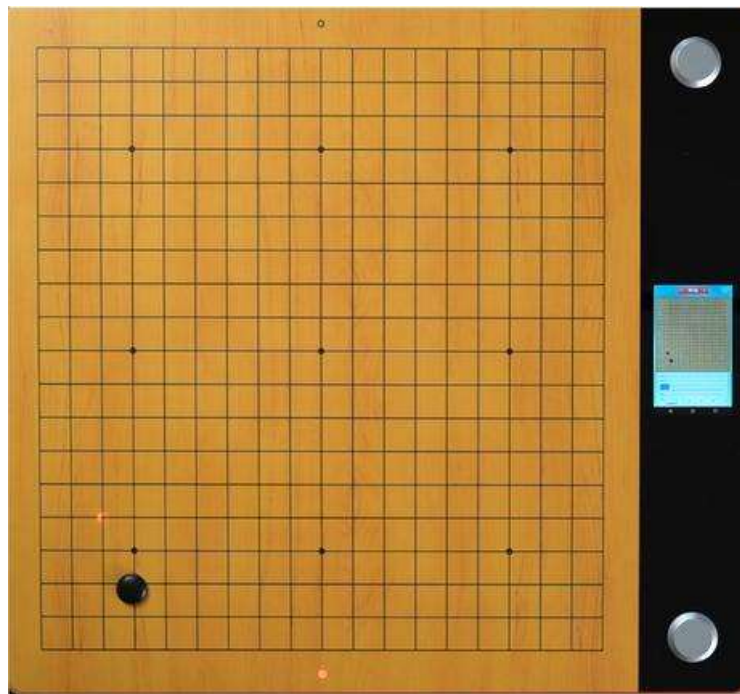


Step 2. Choose the Joseki classification, choose the specific directory, slide the screen left and right to choose different Joseki, click the screen to exercise.



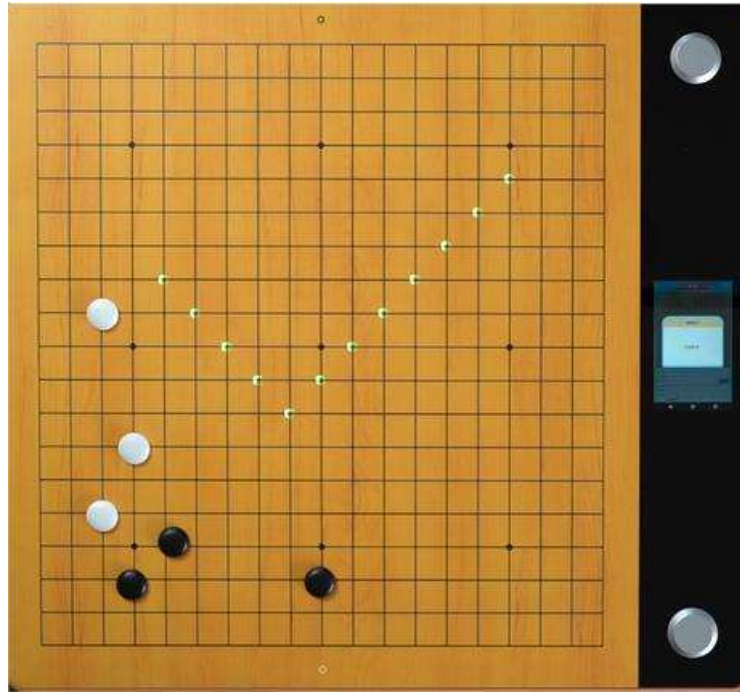


Step 3. Place the black stone on the green bright spots and place the white stone on the red bright spots. Proceed in sequence.

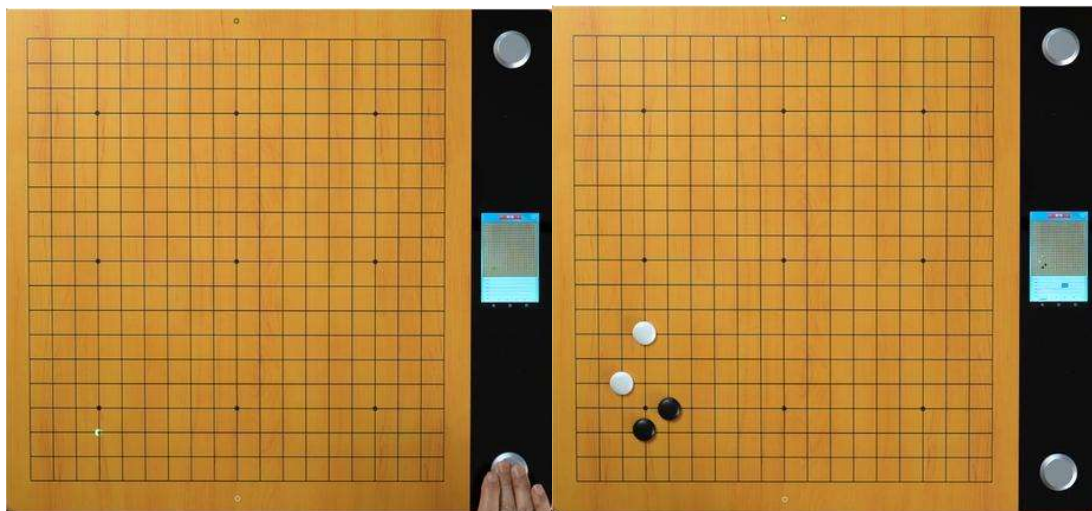


Step 4. After completing a Joseki the board will light up with a ✓, You can take back the stones to repeat the exercise.





Step 5. When practising you can turn off the indicator lights with a "long press" of the white side button to test your knowledge(memory mode). After all the stones are placed correctly, the board will light up with a \checkmark .



Step 6. During the process of placement, the screen will display the winning rate of each step in a graph.

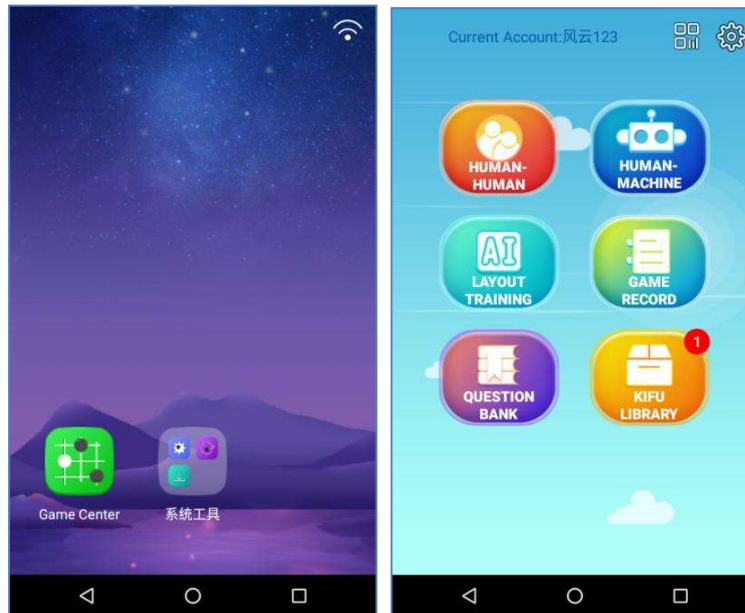
Step 7. Press the white Side button for next Joseki or press the black side button to the previous Joseki.



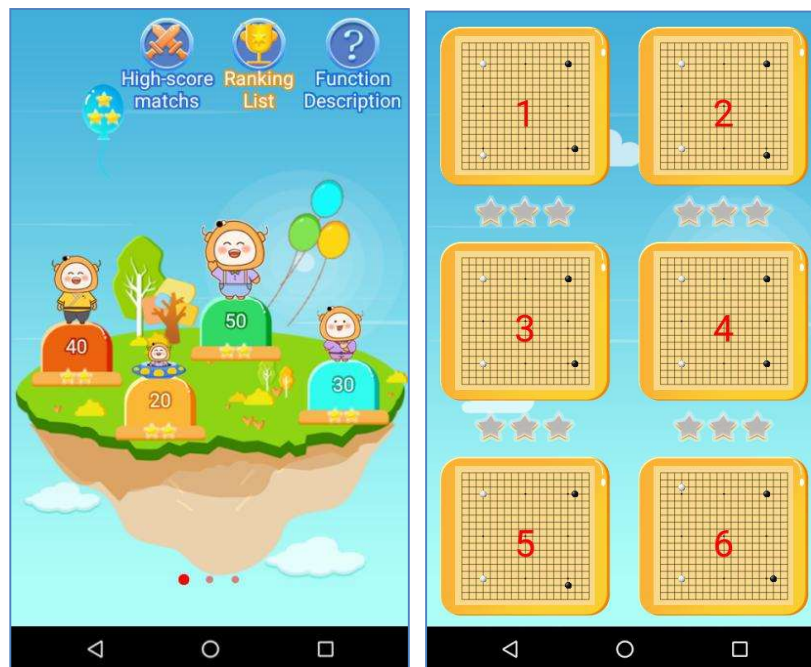
Chapter IV LAYOUT TRAINING

It evaluates your layout with AI.

Step 1. Click “Game Center” - “LAYOUT TRAINING”.

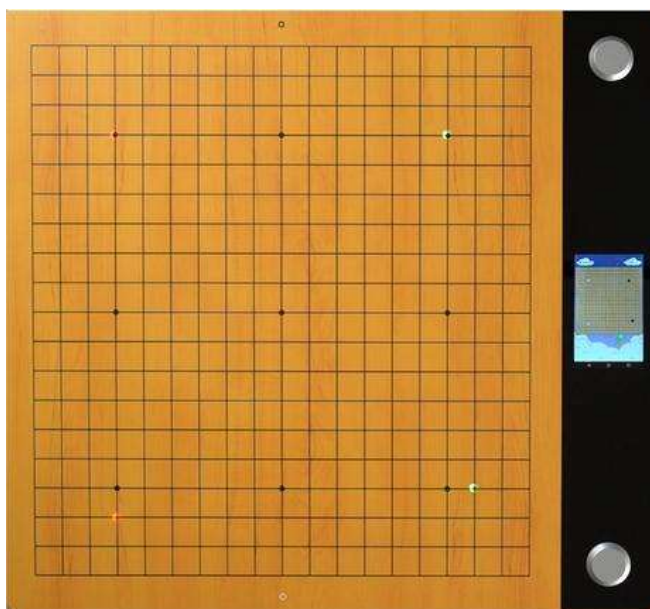


Step 2. Slide the screen to choose different AIs, and choose the number of steps for layout training, you can choose the opening type.

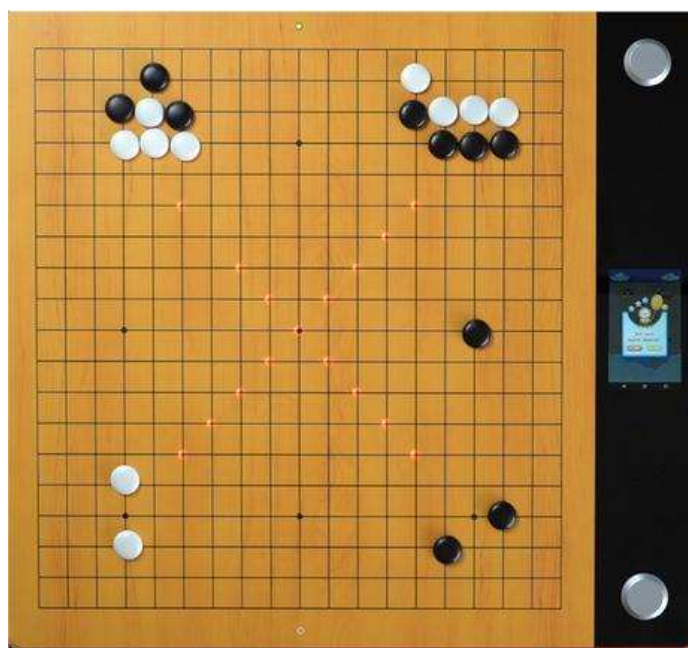


Step 3. After entering the layout training, the board will light up, place the black stones on the green light spot, place the white stones on the red light spot.

Randomly select side, black side or white side.



Step 4. For example, AI is the white side, then you choose black side to challenge the AI, place the stones successively until the predetermined number of steps is reached. Machine will automatically calculate the winning rate, when the winning rate is less than 40%, the challenge fails.



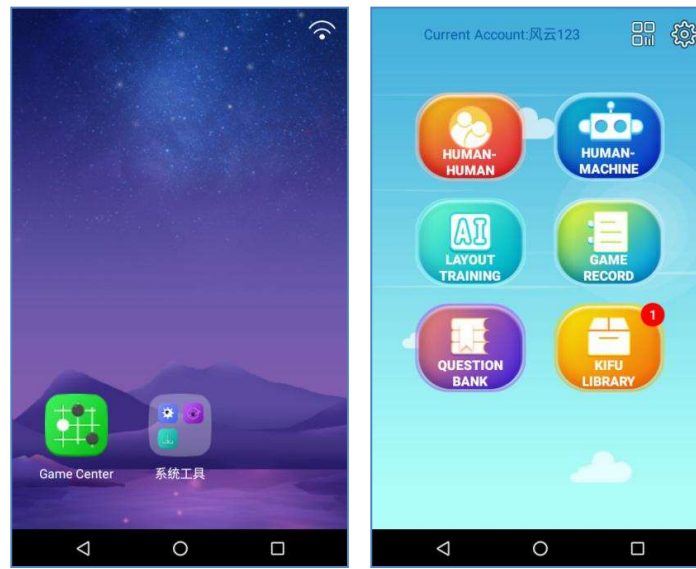
Step 5. After the challenge, click “Join to Review” to save the game record(Kifu) which can be reviewed and replayed.



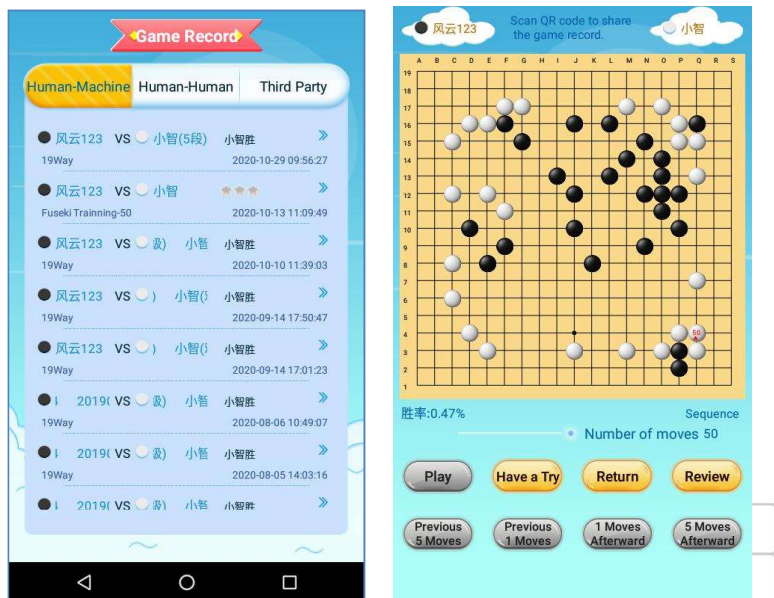
Chapter V GAME RECORD

You can use Game Record to analyse a game you have already played (e.g., at a tournament). It will recommend the best next move and follow-up sequence.

Step 1. Click “Game Center” - “GAME RECORD”.

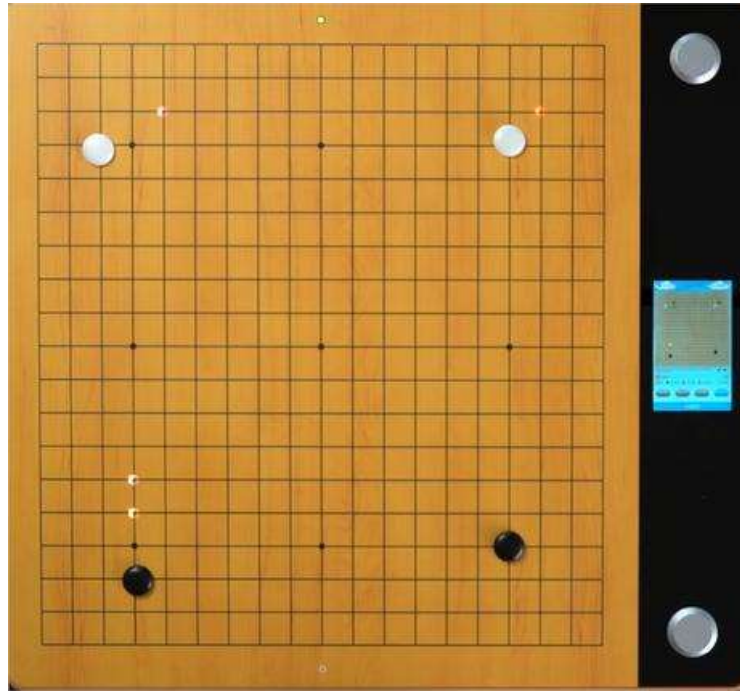


Step 2. Choose a game record and click "Review" to start. (Records can be from human-human, human-machine and third party games. Currently the third party game option is not available outside China).

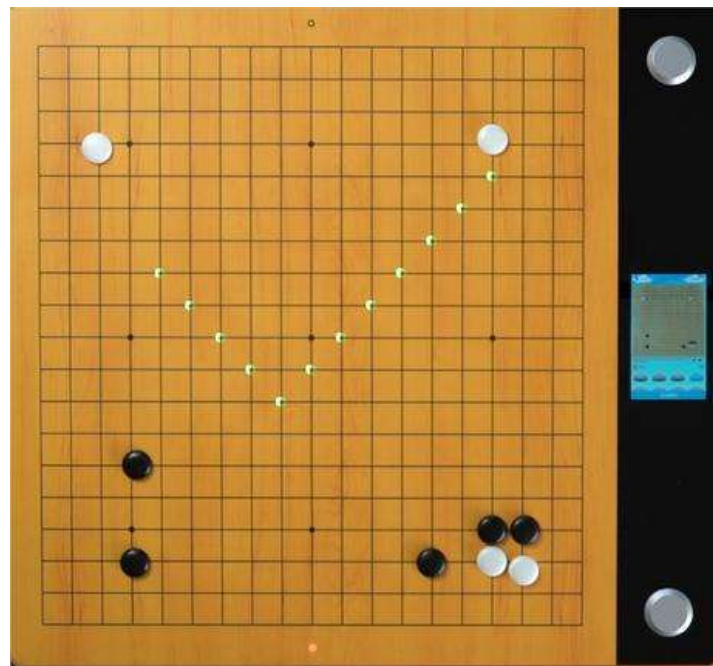


Remarks: Long press the white side button, you can turn off the indicator light

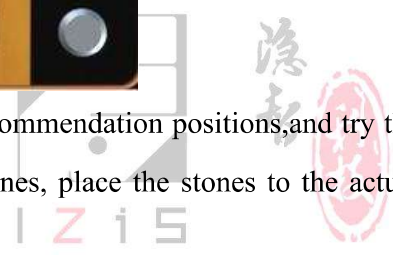
Step 4. If you have doubts about a particular move, press the white side button and AI will recommend some positions based on the current board position, color deeper means win rate higher.

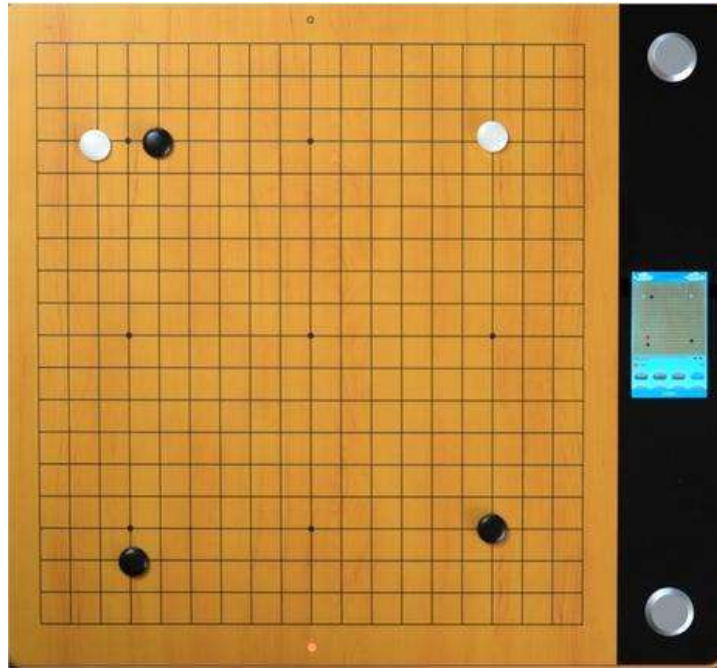


Step 5. If you do not understand a particular recommendation you can check the follow-up sequence with the variation pattern. After a stone is placed as recommended the board will light up the next position for a sequence of upto five moves. Once completed the board will light up √.



Step 6. Take back the stone of variation pattern, you can try other recommendation positions, and try the variation pattern afterward, you can pack up all variation pattern stones, place the stones to the actual position of the game record, continue to replay the record.



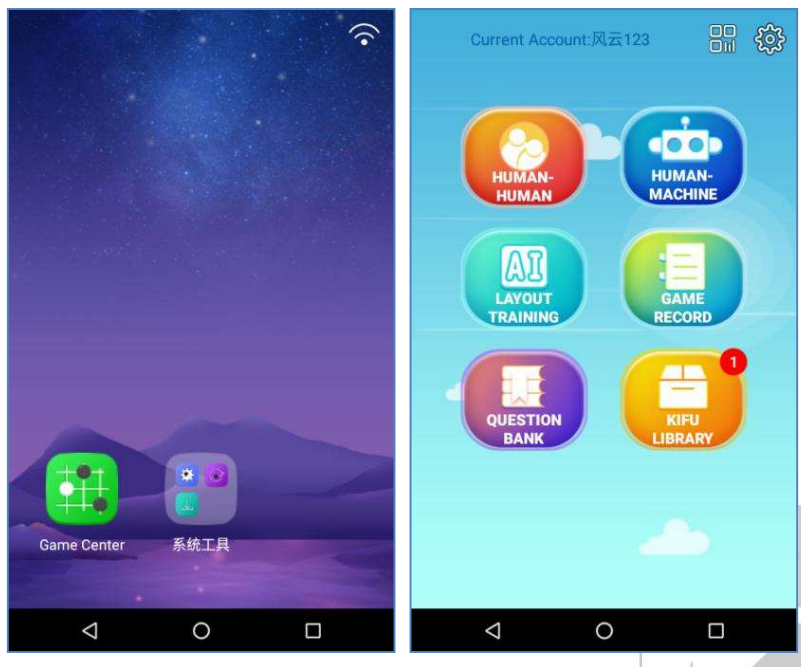


Step 7. After the replay is over, click “Cancel Replay” to collect the Go stones.

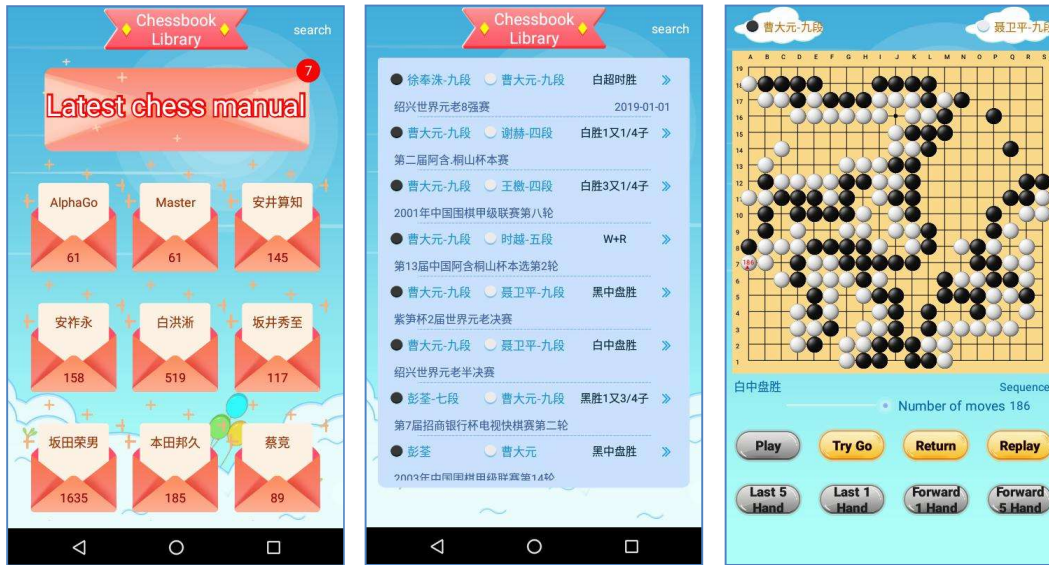
Chapter VI KIFU LIBRARY

The best way to improve is to copy and analyse games played by the masters. Operate as follows:

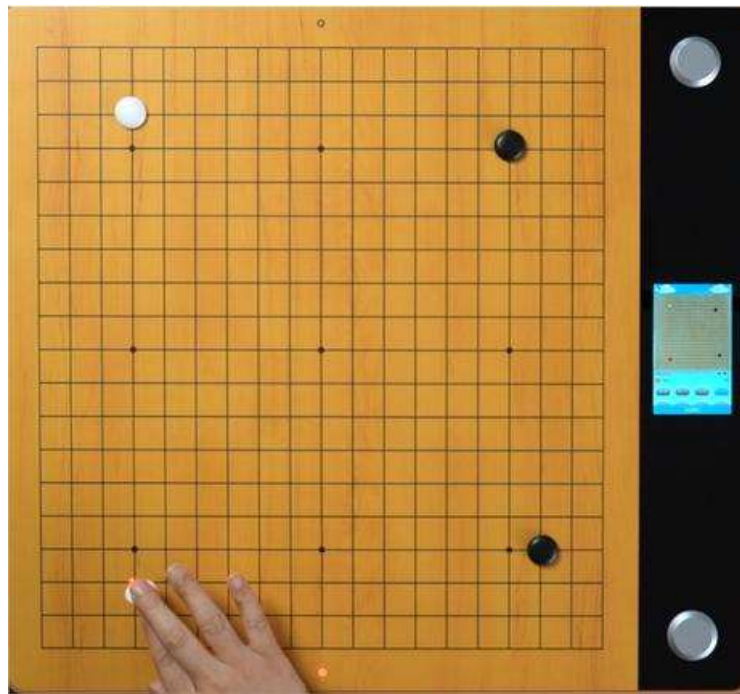
Step 1. Click “Game Center” - “KIFU LIBRARY”.



Step 2. Choose a Go player, choose one game record from the lists, click “Replay”.

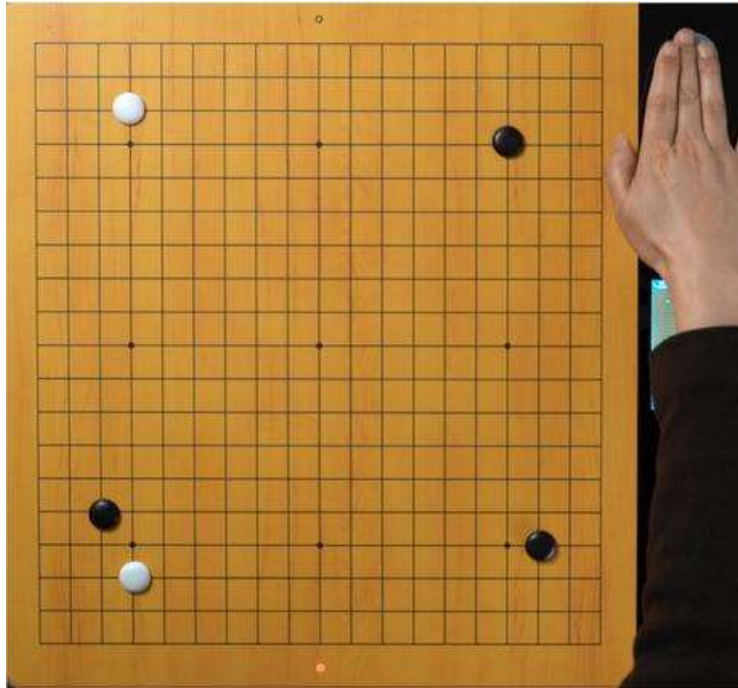


Step 3. Place the stones according to the light position and try to identify the intentions of the players.

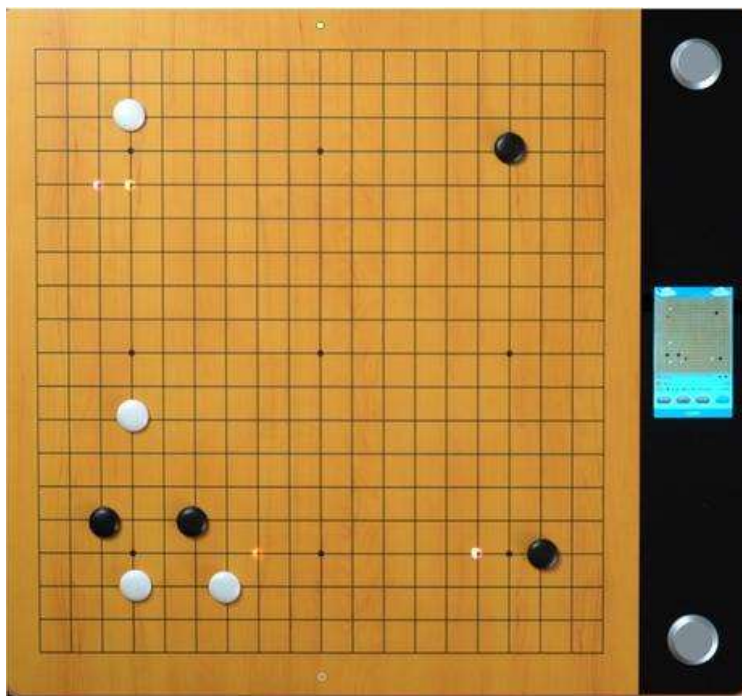


Step 4. To test your ability to reply a game from memory "long press" the white side button, you can turn off the indication light. If you cannot remember or think you have made a mistake you can press the black side button to get a reminder or "long press" the white side button, you can turn on the indication light again.

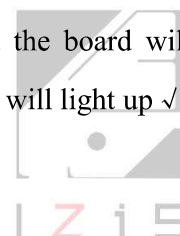


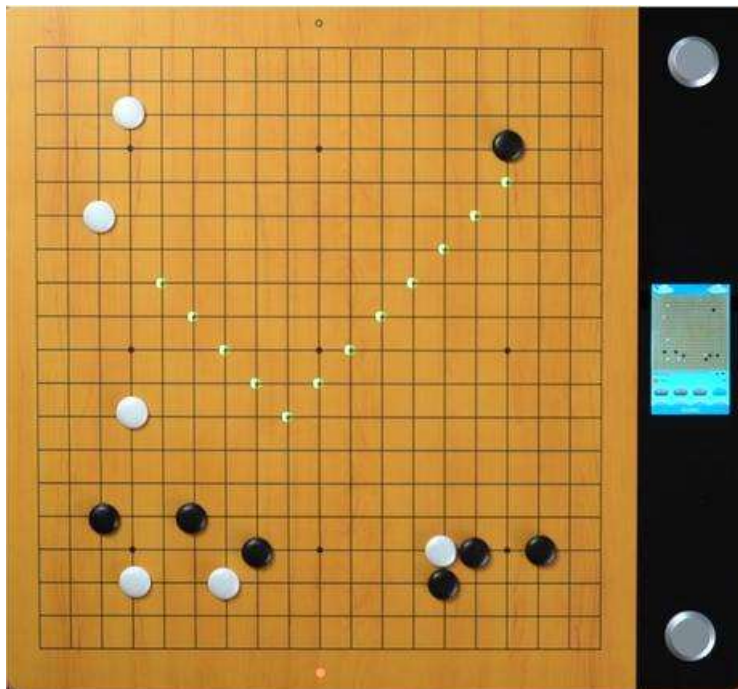


Step 5. If you have doubts about a certain step, press the white side button and AI will analysis the current situation and give you some recommended positions for current situation, color deeper=better, the winning rate will be shown on the screen.



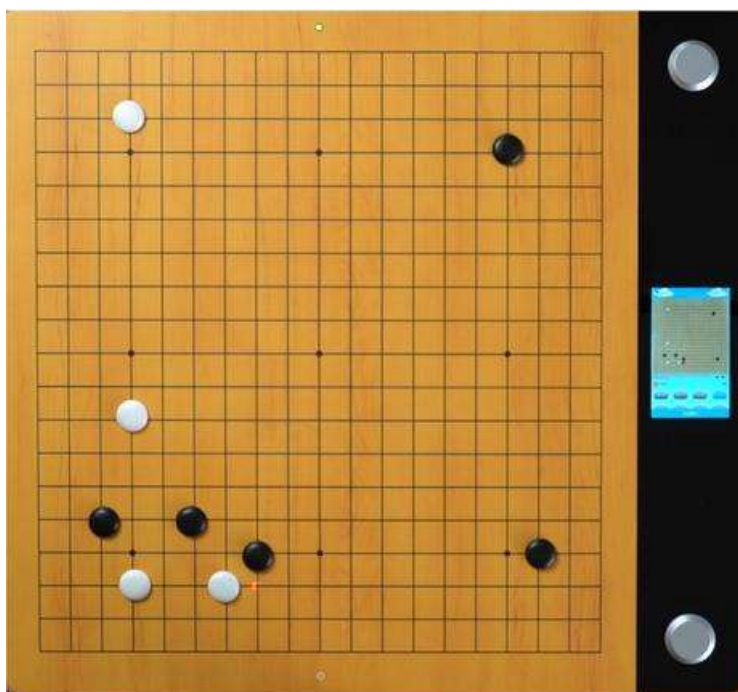
Step 6. If you do not understand a particular recommendation you can check the follow-up sequence with the variation pattern. After a stone is placed as recommended the board will light up the next position for a sequence of up to five moves. Once completed the board will light up ✓.





Step 7. Pick up the stones of variation pattern, then you will return to the “Step 5”, you also can try other recommended moves with a sequence variation pattern.

Afterward, pick up all variation pattern stones , then you will come back to “Step 4”, continue to replay the Kifu again.



Step 8. When the replay is over, click “Cancel Replay” .

