

## A BRIEF NOTE FOR OUR OVERSEAS GUESTS



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Y. Kiga(kigay6073)

Vice President

All Keio Igo Association

As we often receive questions, I thought it would be convenient to prepare a brief note for our overseas guests giving them information concerning our Board Go and Net Go systems.

### General Information

1. All Keio Igo Association (AKIA) wishes to have members enjoy Go games on the internet because they live at different places in Japan and cannot meet each other so often. We have three systems prepared: Net Go, Board Go and Mail Go. Net Go is real-time Go, in which two players agree to open their computers at the same time and enjoy a match on-line on the internet. Board Go resembles the traditional mail Go, in which two players communicate with each other by exchanging postcards. In the modern Board Go system, we use internet communication instead of postcards. A virtual room has been established so that many boards can be set up for players to use. In this case, the player opens his computer, finds his board, inputs his move and then switches it off. The other player, when he knows that the first player has made a move, will input his move and then switches it off, too. In this manner it takes a month or even longer to play one match, depending on how often players make moves. The third system is named Mail Go. This is a system to exchange information between two players only. In other words, no one else can observe the game.

### Net Go



2. As for Net Go, we utilize the KGS site, which is sponsored by the KISEIDO company. Participation of KGS is free of charge. The entrance to the KGS site is as follows:

<http://www.gokgs.com>

3. To become a member of KGS, you first enter the room as a guest. Then you follow their direction to apply for membership. The membership is free of charge.

4. AKIA has a special club in KGS for its members' convenience.

As you enter the Net Go room, you proceed as follows:

Room > List of Rooms> Clubs

Clubs are listed there in the alphabetical order starting from "A." and ending with "Y". There seems to be no club spelt with "Z". After "Y", you will see three names spelt using non English alphabets . Picture below shows AKIA (highlighted) after Yusei.



5. In order for us to be able to recognize you as our special guest, we ask you to use the code name assigned to you. We will decide this code name for you and notify you of it. By that name, our members will be able to recognize you as a special guest and will distinguish you from an unwelcome stranger sneaking into the room. Even when you have another name already registered at KGS, there is no problem in registering another new code name there. The KGS manager is telling us that they do not allow you to change your name but you are allowed to register as many names as you like if you find them convenient.
6. Basically, your code name is made up of ten characters: The first five letters from your family name, the sixth letter for the initial of your given name, the next two for your country code and, finally, the last two are digits to indicate your ranking in Dan and Kyu translated into our point system. The purpose of this ranking information is for players to be able to agree upon a well-balanced handicap to enjoy games.
7. On every Saturday at 8:00PM Japan time (9 hours later than GMT, so this is 11AM in the

UK), AKIA is holding a regular game meeting at our club room. Quite a few members are there on a voluntary basis. As for all of our guests whose records are kept with us, we are happy to welcome them as our special guests. You can observe matches freely and you can also participate in matches with one of our members or with other guests.



6. Our Net Go Room Manager is Mr. Y. Kaneko (kaneky7874, picture above) who is kind enough to arrange matches for you.

### Board Go



7. We have our own International Board Go Room prepared. This is the entrance to that room:

<http://www.go-en.com/akiasnet/top.html>

Before you open the above mentioned URL, get the ID and Password to enter, which will be given to you by us or by your group leader.

8. As you enter the room, you will see that there are many matches going on in the list. In order to find your own matches, the best idea is to utilize the “Search by Player’s Name” box. You input your own code name there and then your matches will come up to the top lines of the list. To save typing, often you can just type the first two or three letters of your code name to perform the same operation.

9. You can enjoy observing ongoing games by pressing the “observation” button. You are free to observe games any time.
10. If you are playing a match yourself, then you can see if it is your turn to play if your username appears after “whose turn”. If it is your turn to play, press the “next move” button. Then, in a few seconds, the full board will appear on the screen. (If this does not happen you may need to install Java onto you computer.) You are able to input your own move by clicking on the board and then pressing the “send” button (which is just to the right of the board next to 8). You can then add an optional message to send to your opponent, and finish the move by pressing the “post” button. Now you are ready to switch your computer off. The board will be renewed and shown to your opponent at any time.
11. A game will go on that way taking much longer than a real-time game.
12. An advantage of Board Go is that you can think for quite a long time unlike an actual game, so you will be able to avoid simple careless mistakes. An important protocol here is that you should not ask other people’s opinion about your future moves. Other than that, you are free to open a book of JOSEKI to check at your leisure.

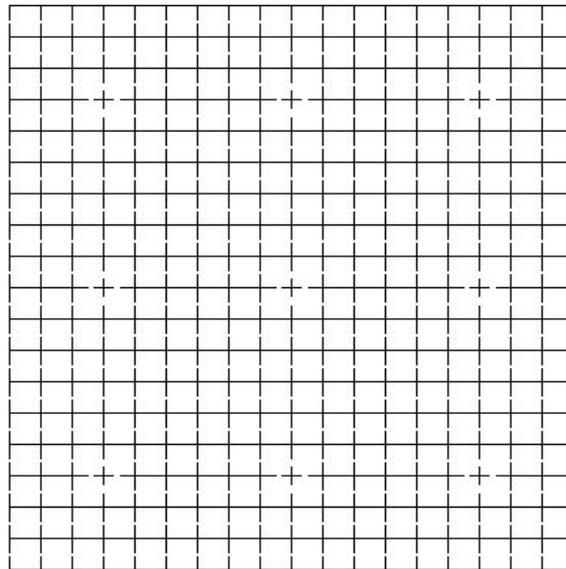


13. Another good point of Board Go is that you can open the room and play several matches at the same time without too much burden. When old mail Go was popular, they used to play several matches simultaneously with the same opponent to save the postal cost per match. In Board Go, you can enjoy a number of matches with different players.
14. To arrange a new game, our International Board Go Manager, Mr. Y. Koizumi (koizuy6272), will be happy to prepare a board for you.

### Mail Go

15. Mail Go is exactly the same as Board Go except that Board Go is open to all members to observe. In the case of Mail Go, the information goes back and forth between two players only by E-mail so that no one else can observe the match. We have two systems prepared. One utilizes SGF files. Two Players must use some software which can read and write SGF files. The renewed SGF files are exchanged between the two players. That is all. The other system is to exchange information by drawing a board directly into your E-mail. It

was tested a few times in Japan and it goes quite well. But we have never tested it on an international basis yet because of differences in fonts on various computer systems.



(Use Proportional Fonts to show correctly.  
The parts below are used to make the board.)

### Present Groups of Guests

16. As of today, here is the list of the groups of our guests:

Group Name	Correspondent (Initials)
Brisbane Go Club, Australia	J.H.
Yonsei University Baduk Club, Korea	H.L.
Fuerth Go Club, Germany	R.G
Oxford Go Club, Great Britain	C.P.
Chinese Weiqi Group, China	Y.X.

17. Each group has a correspondent with whom we are able to communicate on a regular basis.

### Inquiry

18. If you have any further technical questions on the details of operation, please feel free to contact us directly or through your correspondent.

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