Kigo - User Guide

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1 Starting a game

When you have started Kigo you have two options to play the wonderful game of Go. You can either start a new game or continue an old one.

1.1 Setup a new game

When you have started Kigo you should see a screen similar to the one shown in figure 1. There you can set up both the white and the black player's name and the board size. You can decide if one or both players should be computers. If you decide to play against a computer you can also set its strength. If you want to start the game you can either press the *Start game button* in the *Game* menu, in the *Game setup* dock widget or by simply pressing the key *<S>*.

Figure 1: New game screen
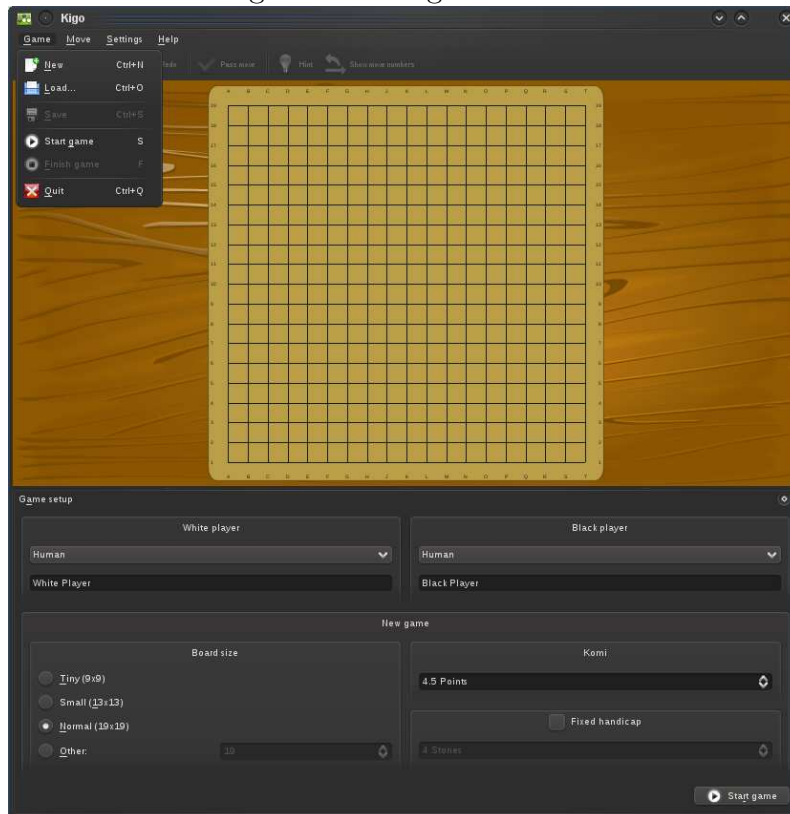
1.2 Setup a loaded game

If you decide to continue a previously unfinished game you can simply press the *Load game* action in the *Game* menu (the menu is shown in figure 1). A file chooser should now pop up, use it to select and load the desired savegame file. Now you should see a screen similar to the the one in figure 2. If you dont want to continue with the last move made, you can revert as many moves as you like. You should see the board changing as you change the current move number. The setup screen also presents a lot of additional information about the saved game. Just press *Start game* to continue.

Figure 2: Loaded game screen
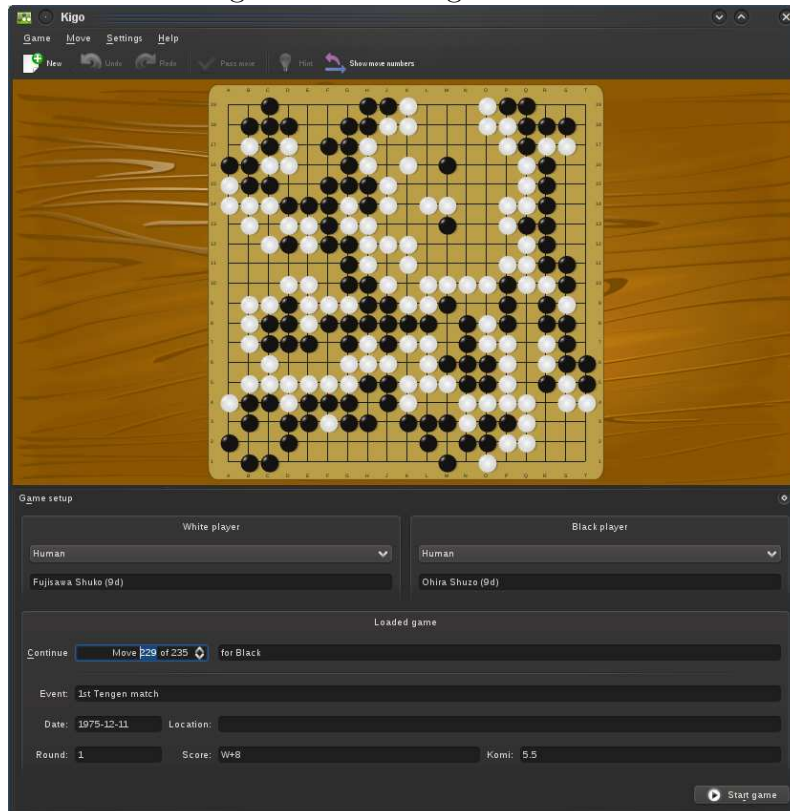
2 Playing a game

Now you are ready to play your first round of Go. If you are not familiar with the rules, we recommend reading the corresponding Wikipedia article [key-1] or take The Interactive Way To Go from Hiroki Mori [key-2]. Making a move is simple, just click on one of the intersections on the Go board. You should see a little black point which shows you where your stone would land if you click. The current player can be determined either by the cursor, which changes to a black or a white stone depending on which player is next. You can also check the game information which shows also the previous move and some statistics. A complete move history is also available. If you want to remember in which order the stones on the board where placed, just click the *Show move numbers* action. If you think that you can't gain anything by placing another stone, just click *Pass* and let your opponent take his turn. If both players pass, the game can be finished. Note that ending a Go game is always a cooperative step!

Figure 3: Playing a fresh game
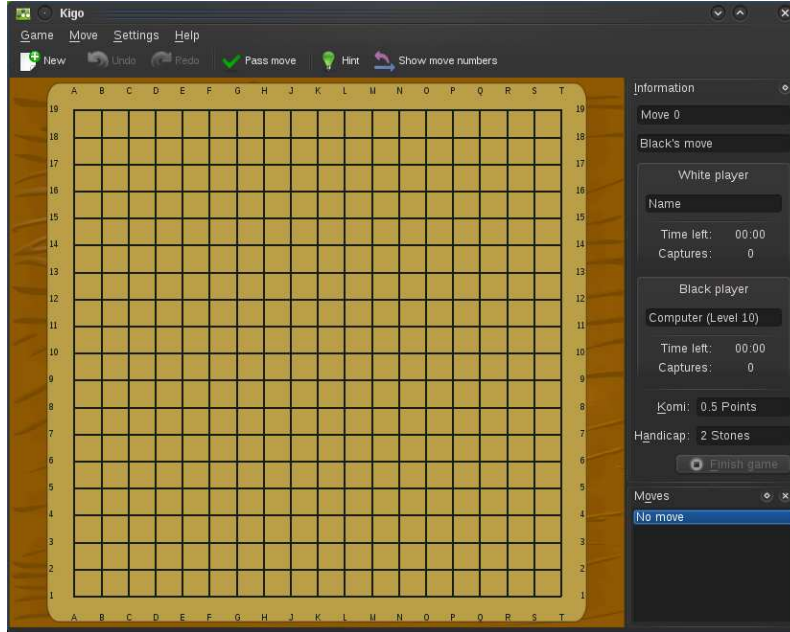
Note that you can save the current game at any time. Do this by entering the *Game* menu and click *Save game*.

2.1 Getting a hint

Sometimes it is difficult to decide which move to make. If you want the computer to give you a little hint, just press the hint button shown in figure 4. Now some transparent stones with a number on top should appear. These are actually your recommendations with a score. The score determines how good that move is. Feel free to click on any of the recommended moves or any other free field to make set your next stone.

Figure 4: Getting a hint
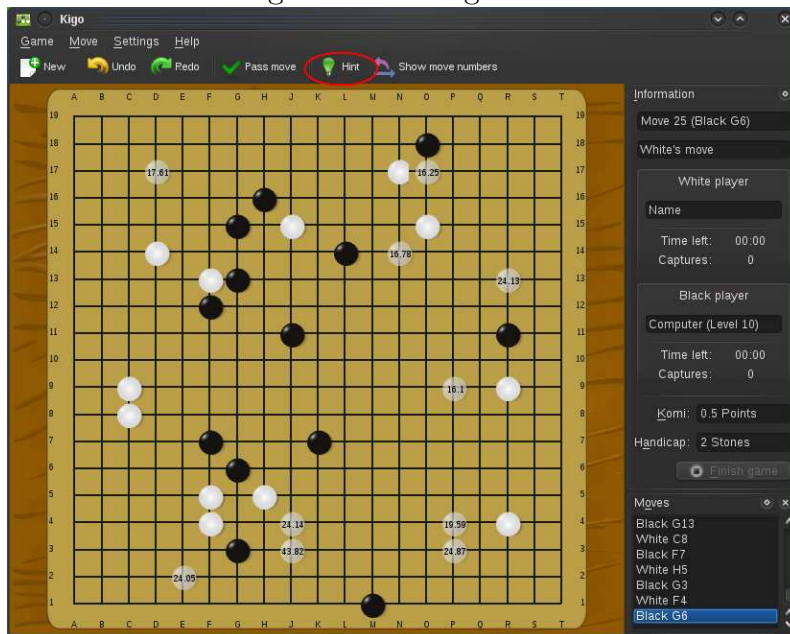
3 Configuring Kigo

If you want to change how Kigo is configured you can do that by navigating to the *Settings* menu and clicking on the *Configure Kigo* action. You should now see the configuration dialog as shown in figure 5. You can reach it also by pressing the key combination *<ALT+S>* followed by *<ALT+C>*. Kigo is extremly flexible and can be customized as much as you like. You are able to change positions and size of all dock widgets next to the central play area. You can also customize the toolbar if you want to have different actions accessible there. To do this just click on the *Settings* menu and click *Customize toolbars*. The same is possible for all shortcuts in the game. If you want to have the maximum space available for the game field you can even hide the toolbar and most dock widgets in the *Settings* menu.

3.1 General configuration

The most important aspect here is the Go engine backend configuration. Kigo needs a valid backend to function properly. As you can see in figure 5, it used *GnuGo* by default. The little light next to the engine command shines green if everything works fine. If this is not the case or if you want to use a different Go backend, you should install a different Go engine which can speak the *GnuGo Text Procotol* (GTP) and set its command and parameters accordingly. Details about this step should be found in the corresponding Go engine documentation.
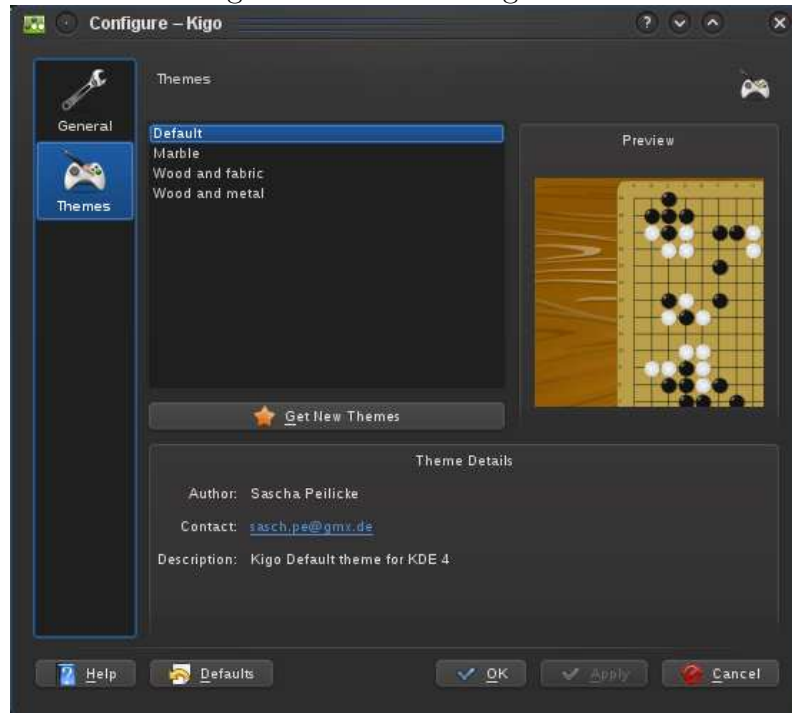
Figure 5: General configuration
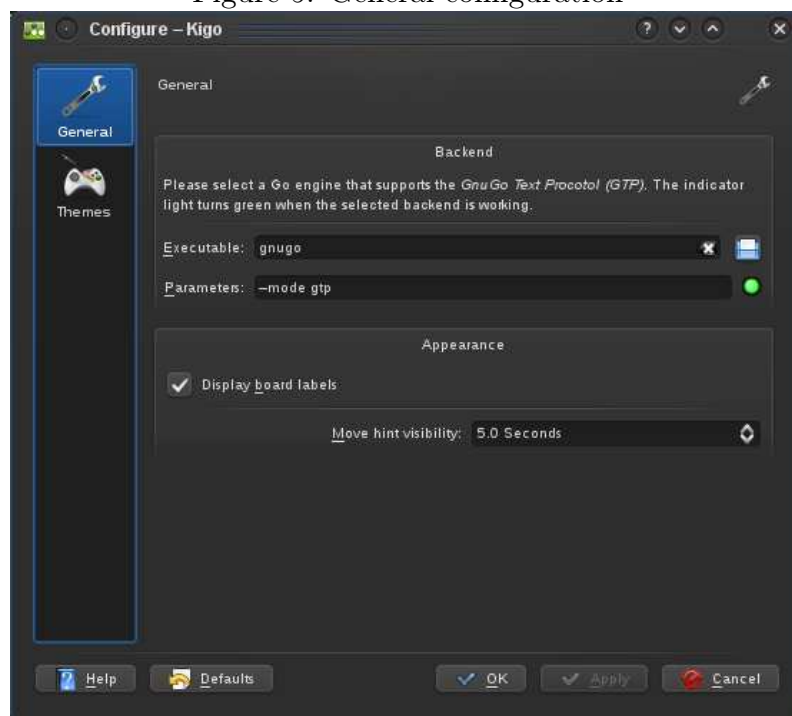
3.2 Setting a different theme

Kigo is also capable of using different themes. You can set a new one in the theme configuration page in the settings dialog.

Figure 6: Theme configuration

References

[key-1] http://en.wikipedia.org/wiki/Go_(game)

[key-2] http://playgo.to/interactive/