

**WEICHI 84 - A Computer Go Library**  
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**I N S T R U C T I O N S**

**A. PRELUDE**

To load, type LOAD "", or LOAD "game 1", LOAD "game 2", etc.  
Press any key to continue.

In order to play a game, you should enter the following data:

Game number and date, ENTER (Both are important).

Players' name (Should be more than 10 characters).

**B. MOVES**

Introduce horizontal coordinate "x", from 0 to 19, ENTER. Then introduce vertical coordinate "y", ENTER. If there's no mistake press ENTER again to verify it.

**C. CORRECTION ON MOVES**

If you mistake "x" coordinate, introduce a number bigger than 19, but less than 95, to "y" coordinate, ENTER, then the wrong "x" will disappear from the screen. Introduce "x" again. If you misintroduce the "y" coordinate, instead of verification, press "x" key and ENTER, then the stone on the board and both "x" and "y" coordinates disappear from the screen.

Reintroduce "x" and "y" again.

**D. CAPTURES**

Once you played the capture move, instead of verification press "c" key and ENTER, then the "x" and "y" coordinates appear on the right bottom of the screen. Now, introduce the coordinates of the stone(s) you are going to capture, one by one, and don't forget ENTER. Once you captured all stones, introduce "0" ENTER and "0" ENTER in order to change the turn to your opponent.

**E. CAPTURE RECTIFICATION**

Same as "C".

**F. END GAME**

When the game is over, you have to introduce one of the following "code" to indicate the situation:

"99" ENTER, if the game finishes normally.

"98" ENTER, if you omit the final moves.

"97" ENTER, if the player in return abandons the game.

"96" ENTER, if the game is unfinished.

- G.** In case you get out of the program involuntarily, press GO TO and the line displayed on the screen. In all cases, you should know that GO TO 5100 is going to the selection menu and GO TO 2000 is going to the front page.

**H. IMPORTANT**

Never use RUN, because it erases all variables of the recorded game, instead, use only GO TO.