

The IZIS AI Board

- Remarks -

U. Groh



- (1) 自动记谱、实时直播。
- (2) 识别黑白子、毫秒级感应
- (3) 集成物理棋钟，保留计时拍钟体验。
- (4) 支持拖子、滑子等江湖姿势。

Introduction

Initial Installation

- Game Center

- System Tools

Game Center

- AI Opening

- Kifu Library

- Exercise

 - Special Training

 - Course Mode

 - Joseki

 - Joseki Analyse

Additions

- The Chinese Version of the "Exercise" Section

Introduction

In the following, I have added some information about the videos on YouTube by Tobias Berben and the [English manual](#) from IZIS. This emerged during the familiarization with the handling of this Go board, and I hope it will also assist others in their initial steps.

More information about the AI board can be found at <http://mgo.izis.cn>, and on the Hebsacker Verlag website, there are [additional links](#) available, especially regarding the [YouTube videos by Tobias Berben](#), which should be watched.

One more thing: It is a Chinese production, and only a few resources are available in English. However, you can manage with translation apps such as [Google Translator](#), [Microsoft Translator](#), or the [iOS Translation App](#) from Apple. The first two are available for both iOS and Android. The quality of translations may take some getting used to, but at least you can understand the gist of it.

On Sensei's Library, you can find an overview of [Chinese Go Terms](#), also in an English–Chinese variant. It makes sense to "skim through" this, as it will help you in working on the problems. And at the end of this post, you will find some useful hints.

Initial Installation

Included in the package is a DIA-4 flyer outlining the steps for the initial installation.

1. Appearance Description



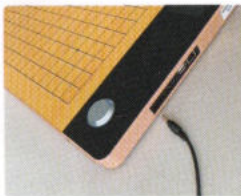
2. Packing List

No.	Description	Quantity	Unit	Remarks
1	Go Board	1	PC	
2	Stone	1	SET	
3	Cable	1	PC	
4	Manual	1	PC	
5	Certificate of conformity	1	PAGE	
6	Backup Stone	4	PC	

3. First Use

Step 1 Connect Power

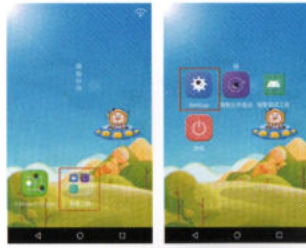
Take out power cable, Connect to the power supply, plug the other end into the power interface of the Go Board, as shown below.



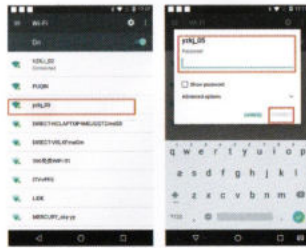
(Power requirements: 5V 2A)

Step 2 Set up network

Click "System Tools"- "Set Up" as shown below.

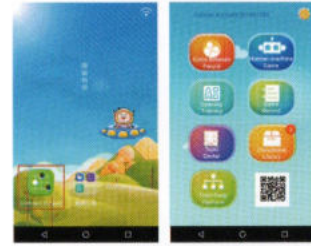


Choose the workable Wi-Fi, input password, and connect, as shown below.



Step 3 Start the programme

Click "Standard Version", start the programme, as shown below.



Step 4 Check the detailed manual book

Click "Set Up"- "Help", Scan the QR code, as shown below.



Step 5 Turn off/Turn on Screen

Press the power button quickly, Turn off/ Turn on Screen.

Step 6 Shutdown the board

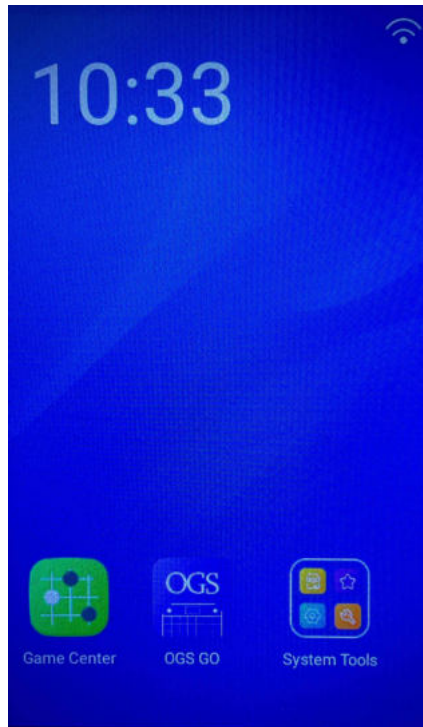
Method 1: Long press power button, click "Shut Down"

Method 2: Click "System Tools" on the desk, click "Shut Down"

While the current screenshots are not depicted, this brief guide will help you set up the WLAN, as having a functioning WLAN is crucial. It is recommended to watch [Video #1 by Tobias Bergen](#) on YouTube, even though some elements may appear different as Tobias is using an older version of the software.

Here is how the start screen looks, assuming you have set the time correctly. It includes three icons:

- Game Center
- OGS GO
- System Tools



Game Center

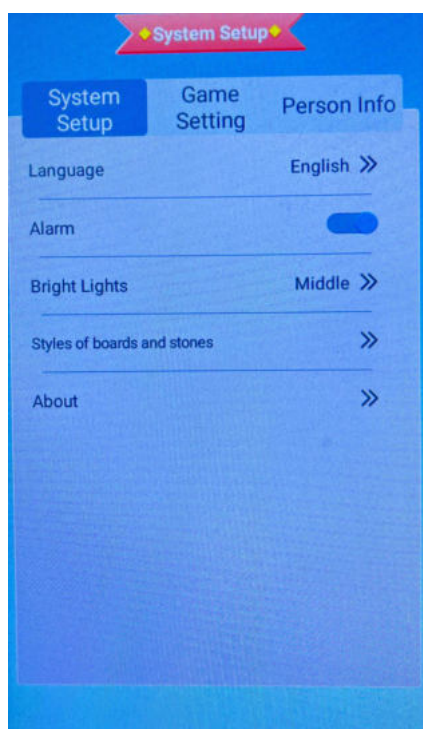
After completing the basic installation following the guide, proceed to the next installation step by accessing the *Game Center* icon. Please open *Game Center* (tap or press and hold) and check if the next screen that appears after a short while is in English. If it looks like this,



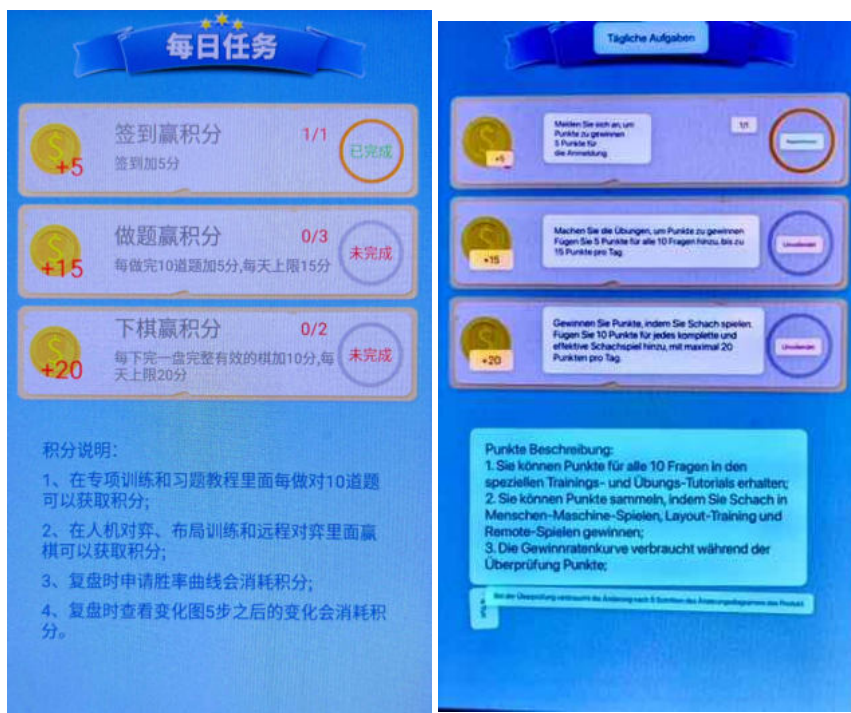
please tap the *gear* icon in the upper right corner, then tap the second line in the menu that opens, and finally, tap the first line. Afterward, you can select *English* as the language. The essential icons will then be available in English, although additional details may remain in Chinese.



In *System Setup*, you can make additional settings, such as checking for a new version of the software under *About* or entering personal information like a name.



One more thing: If you examine the Chinese variant closely, you'll find a symbol at the top with a red dot. Behind it is Chinese information that you earn points with regular system usage. It seems that this feature is not available in the English variant (translated with Apple Translator).



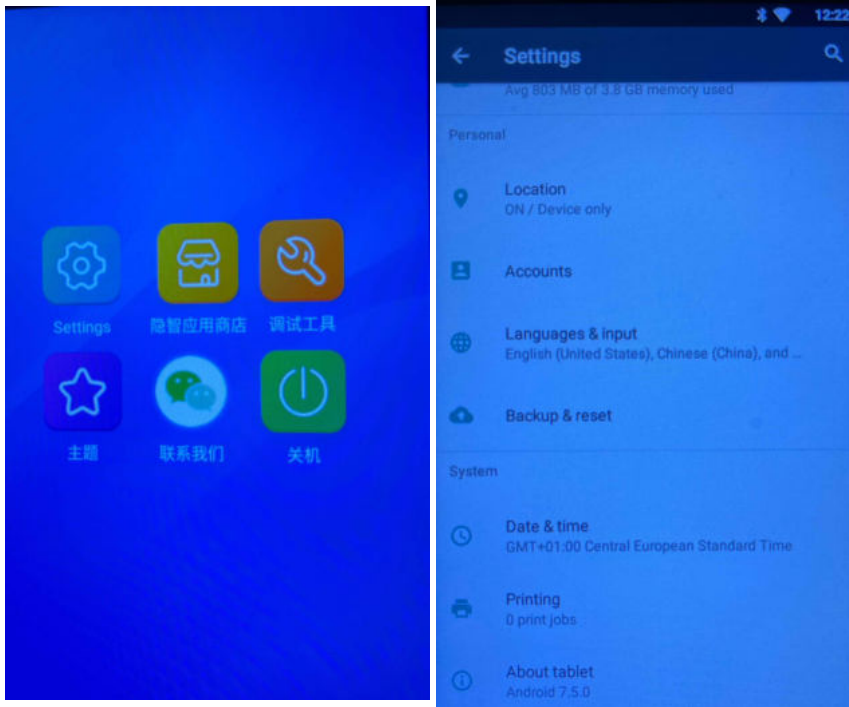
On the screenshots, you can also see some squares to the left of the gear icon. Tapping on these squares will display a QR code that you can use to connect the board with the [IZIS App](#). This app allows you to save games as SGF files for discussion with [AI-Sensei](#). You also have the option here to view the "status" of a game – give it a try.

Behind the *gear* icon, there are additional tools:

- **Help:** Displays a QR code that takes you to the [Chinese help page of IZIS](#). Although it's entirely in Chinese, most browsers have a translation function, allowing you to navigate through the instructions and YouTube videos for further guidance on using the board.
- **Disorder Mode:** This function allows you to view a game saved on the board, showing the current status. You can also enter alternative moves – similar to the IZIS app.

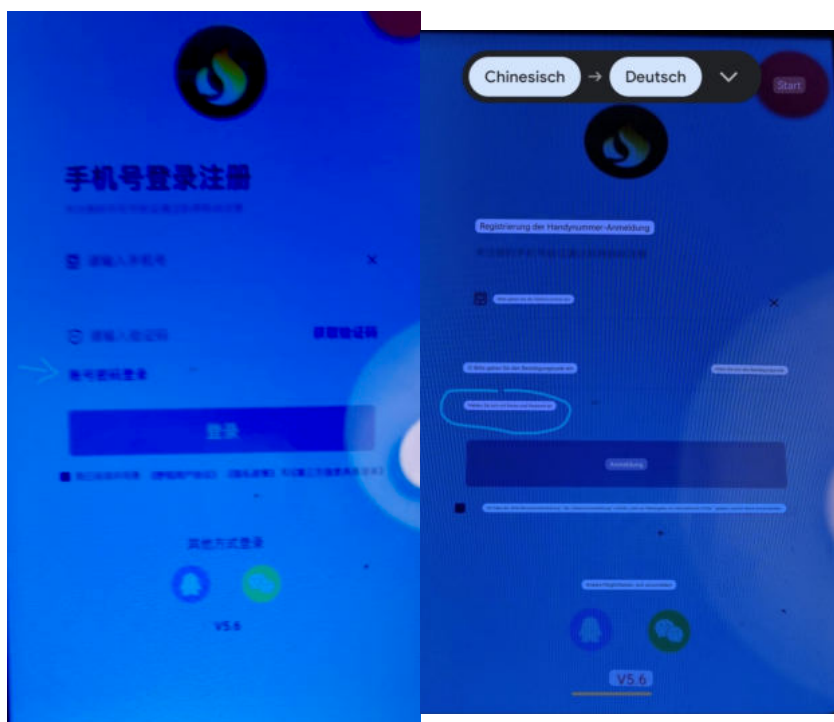
System Tools

You should access this icon on the start screen once you've completed the aforementioned basic tasks. You will then see this screen, and you should now select *Setup*. There are many options for making settings, with one of them being crucial: setting *Date & Time*. You need to scroll down a bit for this.



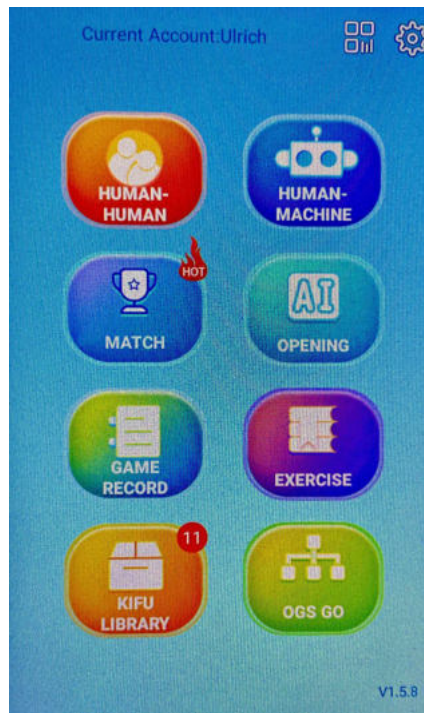
Among the remaining icons on this page, the middle one in the upper row is important. This is used to install *Tygem* or the *Fox GO-Server*. The process is detailed in [Video #5 by Tobias](#), so it can be skipped here. However, for both, it is advisable to have the account already set up.

A note regarding the Fox Server: The login screen is in the Chinese variant, requiring a Chinese mobile number. However, you can switch to the English variant – see the two screenshots for this (thanks to Tobias). But you still need to click the small black square to accept the terms of use.



Game Center

In the following, we will present the content hidden behind the *Game Center* icon. When you tap on this icon, this screen appears after a short period:



Now, let's begin to familiarize ourselves with it. The first two icons:

- Human-Human
- Human-Machine
- Game Record

are self-explanatory and are described quite extensively in the manual. However, two notes:

Behind **Human-Machine**, there is the option to play against AI and even specify the "level." Whether Level 17, as stated in the manual, corresponds to a first Dan – no idea. But you can try it and play against the *Super Senior* (= 9th Dan Pro?) with nine-stone handicap as black. The manual also mentions that you can always ask AI for help – this is possible only three times, which should be sufficient.

Afterwards, you will find the game in the *Game Record* folder, and you can replay it using the *Replay* option. When replaying, you can ask AI for suggestions (press the button in the lower right), but be careful when playing variations – you need to remove the stones placed in the variation in reverse order, or it won't proceed. Whether this is a bug or intentional – no idea. In any case, I find it helpful, as it helps you better understand the moves.

I will discuss the categories:

- AI Opening
- Exercise

- Kifu Library

separately. The *OGS GO* icon is redundant and exactly the same as the OGS icon on the startup screen.

AI Opening

Behind this icon are 32 templates for openings that frequently occur in games. These templates provide the first four positions, and you can use them to play against AI as Black or White. At the end of the game, a percentage assessment of success (winning rate) is provided, points are awarded, and you can replay the game and get corrections. This is found under *Layout Training* in the manual.



At the start, you have the choice of:

- Which AI you want to play against – [Golaxy](#), [Leela](#), or [KataGo](#), and I cannot speak to the differences.
- How many moves you want to play – 20, 30, 40, or 50.

The results are saved, and you can find yourself in the overviews *High Score* and *Ranking List* – probably at the very end of the list.

In the Chinese *functional description*, it is then explained how to understand everything.

Winning Rate	Comment	Points
< 20 %	Improve	0
20 % – 30 %	Was not very successful	0
30 % – 40 %	Not far from success	0
40 % – 50 %	Quite equal	1
50 % – 60 %	The challenge is successful	2
> 60 %	AI is not your opponent	3

My approach here: I selected my usual openings from the templates that I prefer as a black or white player, depending on the opponent's opening. You can also replay the opening after a game since Template 32 doesn't contain any stones.

Here are examples of the templates:



I have created a separate overview of the 32 templates. You can download it as a [PDF file](#).

Kifu Library

There is a description in the manual, but unfortunately, not everything is correct there. Firstly, the presentation is slightly different, and you also have to get used to some other peculiarities.

First, you come to this screen:



And the categories are self-explanatory:

- *MyKifu*: I initially thought that you would find the games played on the board here, but that's not the case. It is empty for me.
- *MyFavorite*: Here you will find the games that you have selected at the bottom for one of the players and marked accordingly. In our case, it is a game by [Honinbo Shuei](#), which I loaded into this category via *Collect*. In our case, Honinbo Shuei is at the top. The other three games are [Go Seigen](#) vs. [Kitani](#).



- *Latest Kifu* includes the current games from the professional leagues of Japan, China, and Korea. However, to search for a specific player here, you should know how to write their name (Kanji) – a bit cumbersome.

The last big overview includes players from China, Korea, and Japan – in this order. You will find Go Seigen under China, as well as [Rin Kai Ho](#). However, searching for [Cho Chikun](#) becomes more challenging. You need to find out that his Korean name [조치훈](#) can be written as Jo Chi-Hun (Sensei's Library and Google Translator can help). And under this name, you will find him.

- The breakdown is then
 - Chinese players
 - Korean players
 - Japanese players

and the compilation is quite extensive. Players I am interested in have been found because their names are readable for us. Only one level below, it becomes Chinese, Korean, or Japanese again – you just have to make some effort if you are looking for specific games.

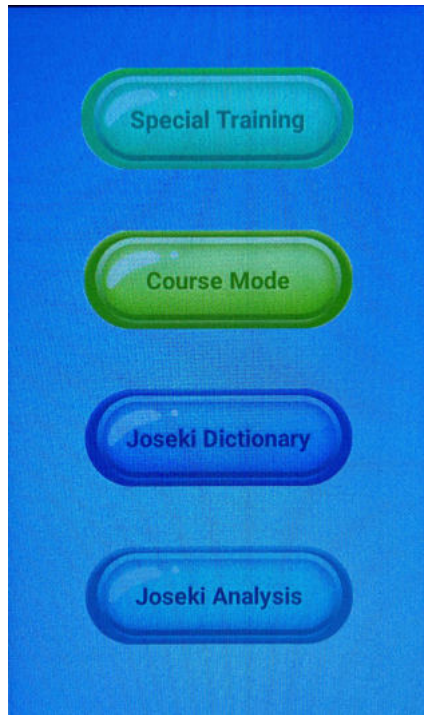


You can replay games, and AI also helps with its suggestions to understand things better. Here, when you reach the end of a variation and press OK, you can easily remove the stones in disorder up to the last position before the variation without any problems.

Exercise

The more interesting part is the section on *Exercises*, as outlined in this [short guide](#). The following is a compilation of observations made during its use.

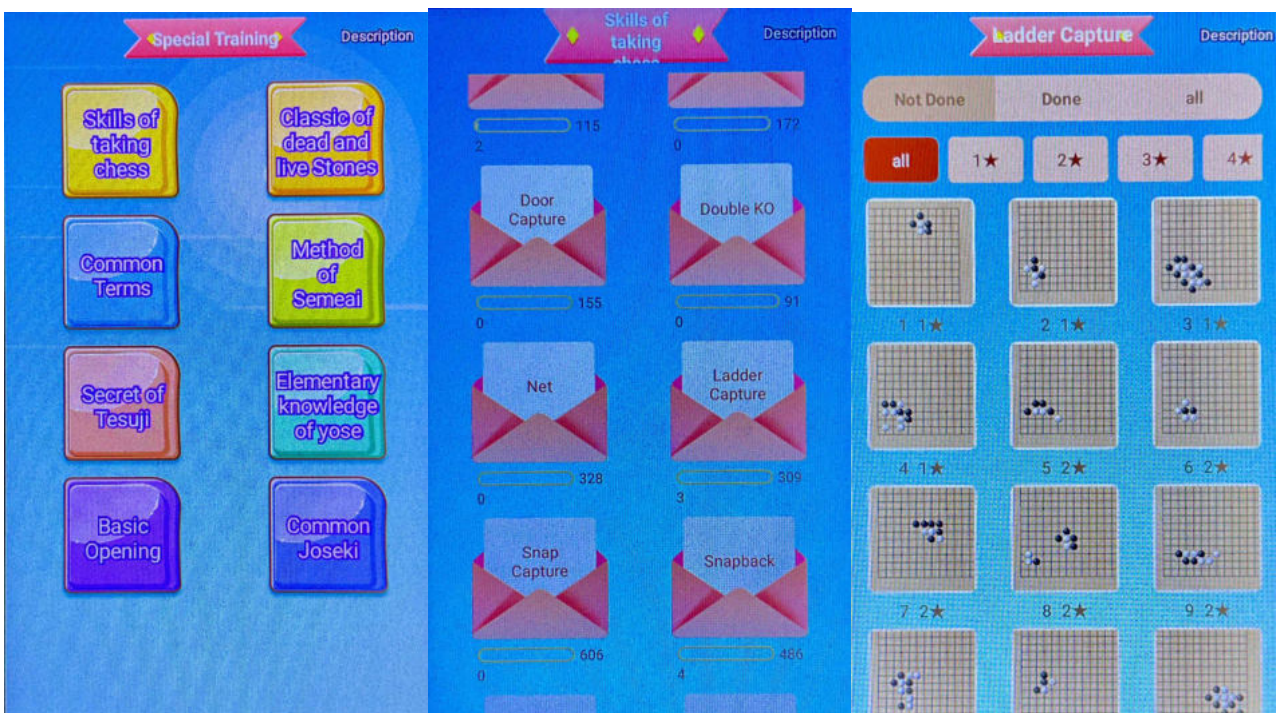
When you access the "Exercises" section, you'll see four sub-sections.



Special Training

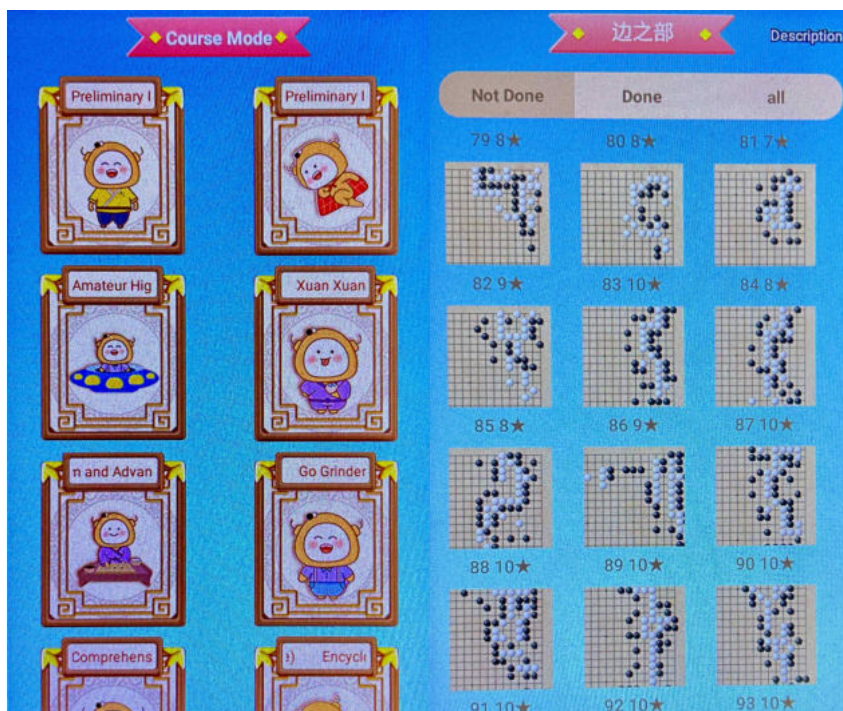
This section contains exercises on techniques that a Go player must know and master. All tasks are usually at a fundamental level, marked with 1, 2, 3, and 4. For other problems, which we'll discuss later, you can find some marked with 10*.

When you open *Special Training*, eight sub-sections are offered, each focusing on different aspects. Behind "Skills if Taking Chess," meaning "Capturing Stones," there is another division where various techniques are discussed and practiced. Here, we have chosen the "Ladder," and you can see what is being asked.



Select a problem, place stones on the board, and indicate the correct moves – for more details, refer to the manual or try accessing all the sub-sections one by one.

Course Mode



In this section, you'll find completed collections of exercises with different difficulty levels, ranging from levels 1 to 3 for the first two. However, the fourth collection is already challenging, as it consists of problems from the classic collection [Gen Gen Go Kyo](#). Further down on the left, you'll find one by [Fujisawa Hideyuki](#). It would be nice to have an overview of these collections – maybe I'll create one. And everywhere, *Go Grinder* pops up. My interpretation of this term: *Grind GO problems*. Indeed, there is a Java program called [Go Grinder](#), which allows you to work on and solve problems – perhaps this inspired the naming.

My suggestion: Take one collection and work through it completely – this is the fastest way to determine your level. And if you don't know what to do next – AI can help – just press and hold the bottom right button.

Joseki

This is described in the manual and on [YouTube](#). Unfortunately, what doesn't work: Tenuki doesn't always work, for example, Black on Hoshi, White plays Kakari, and Black Tenuki. Although a green light is on in the bottom left, if you place a stone there, nothing happens – a [bug](#)?

Joseki Analyse

You have to try this yourself, for example, the Joseki for Black on the Hoshi point with a total of 16 different forms. So, try it "Step-by-Step," and you also have to deal with the naming, like "Smalleyejoseki."



Additions

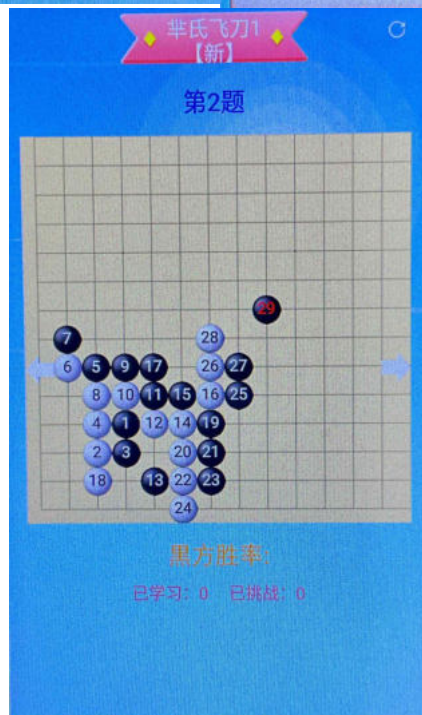
The Chinese Version of the "Exercise" Section

In a YouTube video about IZIS, it was pointed out that this section is much more powerful in the Chinese version. To access this, you need to do the following:

- Set the system back to Chinese (gear icon).
- Then, access the icon for "Exercises" and afterward go to "Joseki Analyse" (red circle).



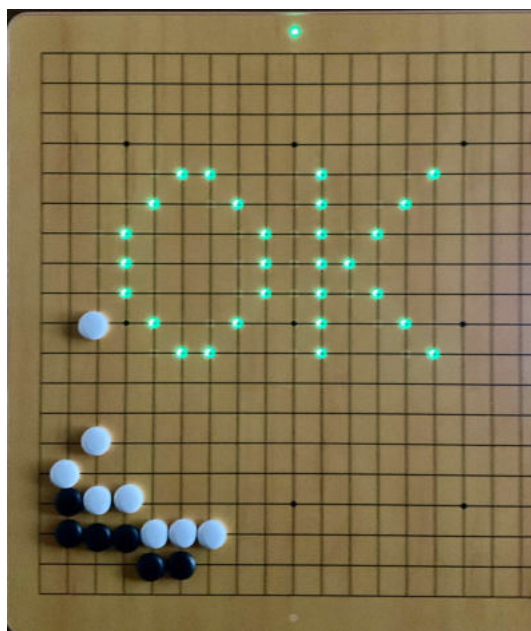
- Then, go to the subsection "Hoshi Joseki" in the upper right, and now you have 36 different subcategories, with the last two containing AI variations of a special kind.



- The rest is then "Trial-and-Error."

Another interesting aspect is the section at the bottom left in the last row. There, templates with typical game positions that occur repeatedly appear. The system then suggests a way of playing and discusses it – naturally in Chinese. But you can, of course, get this translated.





◆ 第1/6型 黑先 ◆ 关闭指示灯

正解图。常型。黑1点三三打入,白2挡,黑3长,白4扳,以下至白12虎是打入常型。黑棋获得实地,白棋获得外势。白棋外势与边上一子配合形成了模样。