

# GoPanda2 Manual

Pandanet Inc.

## 1 First Steps

### 1.1 Registering an Account

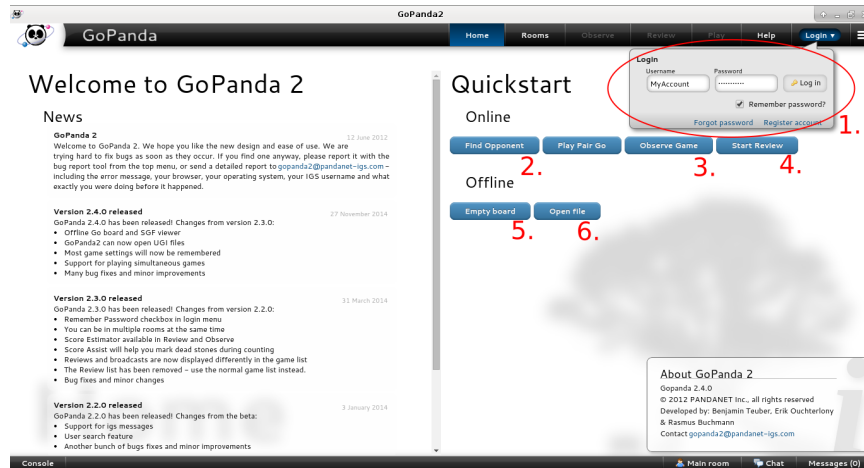
To play on Pandanet IGS, you will need an account. To register, go to the registration page [http://pandanet-igs.com/igs\\_users/register](http://pandanet-igs.com/igs_users/register), fill out the form, wait for the e-mail and click on the confirmation link inside. If you don't receive an e-mail, check your spam folder or contact us directly at [gopanda2@pandanet-igs.com](mailto:gopanda2@pandanet-igs.com).

### 1.2 Installing GoPanda2

Download the client from the GoPanda2 page <http://pandanet-igs.com/communities/gopanda2>. Depending on your platform, extract the archive and run the GoPanda2 executable, or start the installer. Details can be found in the FAQ at <http://pandanet-igs.com/communities/pandanet/11#start>.

## 2 GoPanda2 Overview

### 2.1 Home Screen

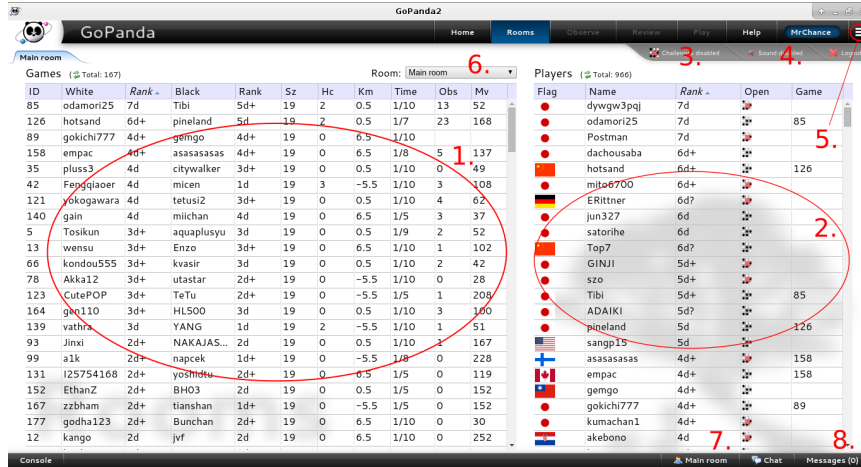


After starting GoPanda2, you should arrive at this screen. You can log in by entering your account information at form **1**. The *home* screen provides access to the most important features through quickstart buttons. From here, you can

1. Log in
2. Find an opponent automatically
3. Observe a game (redirects to the *room* screen)
4. Start an online review which will be accessible to other **IGS** users depending on your preferences
5. Open an empty board for review or recording games
6. Open a review board based on a game record file in *.sgf* or *.ugi* format.

Buttons **5.** and **6.** can be used offline, while buttons **2.** through **4.** require logging in first.

## 2.2 Room Screen



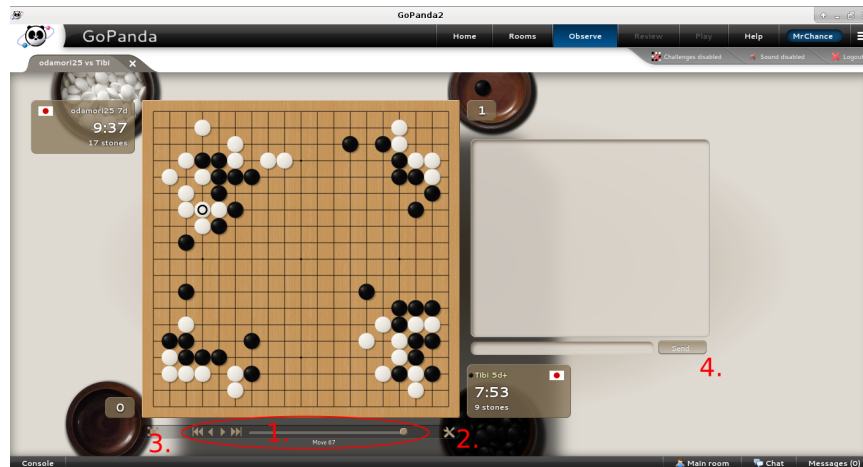
After logging in, you automatically get redirected to the room screen. This screen contains the game table **1.** and the player table **2.** which show all currently running games and online players.

In this screen, you can

1. Observe games by left clicking on any game in the game table and choosing *observe*
2. Interact with users by left clicking their name in the game list and choosing from
  - Challenge - Challenge this player to a game using time settings of your choice
  - Observe - Automatically join any game played by this user
  - Start Chat - Send a chat message to this user
  - Message - Send a message to a player that is currently offline. This functionality is only useful in connection with the *find user* functionality described below.
  - User Info - Display the users stats and information
3. Choose if other players should be able to challenge you to a game
4. Enable or disable sounds

5. Access the main menu to
  - Change your preferences - Currently language and host to connect to
  - Find users - Enter any search string and get a list of matching users to challenge or chat to immediately
  - Access your messages - Allows you to read your offline messages, like 8.
  - Send bug reports directly from the client
  - View keyboard shortcuts
  - Apply as a translator or access the translation tool
6. Switch rooms - You can be in several rooms at once
7. Talk to all players in the room you are currently in. This bar also allows access to your other chat windows
8. Read and/or clear your offline messages

## 2.3 Game Screen



This will be the screen for games you are watching or playing. It allows you to

1. Navigate your position in the game with this bar. Note that you can also use the mouse wheel for faster scrolling. When you are playing,

this bar will be replaced with buttons to pass, resign or finish scoring. If you are reviewing a game, there will be a bar with frequently needed review tools to the left of the board.

2. Open the tool menu, containing the following options (depending on whether you are observing or playing, only some of these are available):
  - Get an estimate on the games score. This result might not be accurate.
  - Toggle board coordinates
  - View the game information, like time settings and komi.
  - Save the game to disk as an sgf file
  - Undo your last move
  - Suggest a different komi at the start of a game
  - Report game if you need help with scoring, can't agree on a life and death situation or want to report unfair behavior.
  - Give your opponent additional time

### 3 Playing a Game

Playing on Pandanet IGS generally involves these steps, detailed in the section below:

- Find an opponent using the matchmaking function from the quickstart menu, challenging an opponent or opening yourself for challenges and subsequently accepting one.
- Play your game, using the tool menu to undo mistakes and the chat box on the right to talk to your opponent.
- Start scoring by either passing three times in total or through resignation of either player.
- Mark dead groups by clicking on them, again using **undo** to reset scoring.
- Click **Done** to score the game and record the result.

### 3.1 Getting started

To play a game, you can have the server find an opponent for you from the quickstart screen, challenge someone from the player list or set yourself open for games and accept someone else's challenge. All of these methods are described above.

When playing, just click the board to place a stone. You can use the tools menu right of the navigation bar to ask for undo or save an sgf record of the game at any point. You can also use it to report unfair behavior or ask for help in difficult scoring situations. The game will then be reviewed by an administrator.

### 3.2 Scoring



To end the game, Pandanet IGS requires three consecutive passes or resignation. After the last pass, the scoring phase starts. Pandanet IGS will automatically mark dead stones for you with a "!" marker (1). You will still have to click each dead group once to confirm, since the scoring assistant can be wrong in rare occasions. Confirmed groups will be marked with an "x" (2). After all dead groups are marked correctly, both players have to end the scoring process by clicking **Done** (3). If you don't agree with your opponent that a group is dead, you can use the **undo** tool to undo his selection (4). If your opponent insists and you can't agree on the result after some undos,

the game will automatically be put up for review by an administrator. Of course you can also contact one earlier using the **report game** tool (5) if you think your opponent is trying to win by unfair means.

## 4 Additional information and contacts

The FAQ at <http://pandanet-igs.com/communities/pandanet/11> covers some more topics and has additional informations. If you are missing something, have a problem with the client that can't be solved with the information given here, please contact us at our e-mail address

**`gopanda2@pandanet-igs.com`.**

For bug reports, please use the contact form built in to the client. If you want to report unfair behavior or incorrect results, please do it either directly from the client as described above, or through the Pandanet contact form: <https://sec.pandanet.co.jp/asp/panda/contactus-en.asp>.

Questions relating to your Pandanet account should also be directed there.