**【Introduction of the repository】**

**Travel Guide for Go Beginners**

JerryWindyCat 2019/7/14

Go is one of the most complicated games that men have ever played throughout history. Originated in China over 5,000 years ago, this ancient game still has the intriguing charm to attract people worldwide, even after AlphaGo conquered it in 2016.

An interesting fact about AlphaGo is that its historical conquer has not marked the end of this ancient game. Instead, it has even made this game even more popular, while more difficult to comprehend. The difficulty comes from the millions of choices it suddenly opens up to human players. AlphaGo did mark the end of some outdated concepts -- those that had already taken root in players' mind for hundreds of years -- together with the distinction of some extremely complicated joseki, such as the well-known large avalanche. But in the meantime, new variations begin to arise. Joseki and openings have to be learned all over again, which leaves players too much to explore, making the game harder to play.

The extra popularity that comes after AlphaGo is because such high-tech AIs provide amateur players with a powerful tool to analyze games, especially professional games. Pro moves usually involve extensive calculation which amateur players can never understand. But the emergence of analysis tools like Golaxy and Leelazero means amateur players now can read the winrate graph and variations that appear simutaneously with every move professionals make, which makes things a lot easier.

The presence of such AI tools also enables players to analyze their own games or common, trendy vatiations using their own laptop, with the help of many well-developed interfaces that are already available on GitHub, like Lizzie(by Annie Wagner). All those functions of AI contribute to turning Go into a more entertaining and fascinating game.

As a college student, I have been playing this game for over 15 years. My current rank is 5 dan amateur in China, which I got in 2010. I reached 9 dan on TYGEM in 2011, and now I have high level accounts on many different Go sites. Mainly I play on Fox, where I have three 9-dan accounts (by 2019/7/12). I have also been playing in several tournaments, representing the university or as an individual player.

About two years ago, I noticed a change in online high-level games that troubled me quite a lot, that many players now use AI to win games for them. Those AI users might even use a program to link their AI to the server, and AI moves are directly transmitted to their opponents, so that they don't need to make any manual moves.

Since blitz games are very common in 8-9 dan games, it is indeed a horrifying scene for me that my opponent is somehow able to make every move within 3 seconds, and not one mistake at all. What makes it even worse is that, after I lose, I learn nothing, and I have completely no idea my opponent is whether a strong player or just an AI user.

So I began to wonder what I had actually learned from this game after so many years of maneuvering. Therefore I have been creating new accounts and start from down below all over again to the top, trying to see how different levels of players would play this game. Even if such games sometimes might ruin my opponent's mood for playing Go, I had to do this for quite a while, because playing against players in an authentic rank game is the only way for me to acquire their way of playing. I'd be truly sorry if any of you had ever run into my accounts and got crushed in ranked games.

What I try to present to you over a series of upcoming articles here is a map I design for a beginner to become a strong Go player, and the summary of my previous knowledge of this game. Since many people are getting increasingly interested in this game, I think this work should at least mean something, to myself and to all of you who are now reading this part.

The participation of World WEICHI Championship for college students in Sydney this year, and the opportunity to meet and get to know Annie Wagner in person gave me the inspiration to start this series. In addition, the reason I start it in GitHub is that many software developers here might need some general knowledge of Go, and I hope to be of some help. I will try my best to make my illustrations concise and fit the appetite of different levels of players.

So here, I would like to express my most sincere thanks to Annie. As for all you guys, I believe with this map and her powerful interface Lizzie, with effort and patience, even a beginner can eventually find what he needs in this ancient, mysterious game.