**GO**

USER MANUAL

**Welcome to Go!** This is a two-player, turn-based game where each player has the opportunity to lay down one stone on an empty intersection during his or her turn. A player wins the game by successfully connecting five stones of his or her color in an unbroken horizontal, vertical, or diagonal line before the other player does. Colors are randomly assigned at the beginning of the game. Black moves first.

To launch the game client, run the command *java GoServer*, followed by the server connection information and the mode in which you wish to play.

Connecting to the game server: Type your IP address, followed by a space, and then the port number 11732.

Playing in human mode: To play against another human player, type *human* after the connection information. If there is already a human player waiting for an opponent, you will be matched with that player. Otherwise, your game will wait to begin until after another human player has connected to the server.

*Example command with IP address 141.161.133.140:* 141.161.133.14011732 human

Playing in AI mode: To watch two AIs play against each other, type *ai* after the connection information. Like in human mode, the game will commence after two separate clients have connected to the server.

*Example command with IP address 141.161.133.140:* 141.161.133.14011732 ai