

Smart Game Format

Smart Game Format is a common format to store Go game records. While it was initially developed for Go, it has since been extended to many other games, thus it is incorrect to still call it **Smart Go Format**.

The format exists now since ~1987. Since then it was discussed in newsgroups and bulletin boards and reached FF[4] in the late 1990s.

Most [Go servers](#) are able to send you a SGF file of a game you played. SGF files are used by many [Go editing programs](#) and are even used on [rec.games.go](#). An extension of SGF was used for [Smart Go Books](#), though the format has subsequently changed.

Sensei's Library also uses SGF files - all the diagrams on SL can be downloaded as SGF simply by clicking on them (see [How Diagrams Work](#)).

[\[edit\]](#)

About the format

The SGF file format is designed to store game records of board games for two players. It's a text-only, tree-based format.

Games stored in SGF format can easily be emailed, posted or processed with text-based tools.

The main purposes of SGF are to store records of played games and to provide features for storing annotated and analyzed games (e.g. board markup, variations).

SGF files are comprised of pairs of *properties* and *property values*, each of which describes a feature of the game. A partial list appears below. Full information can be found using the references in the **Links** section below.

- **AB**: Add Black: locations of Black stones to be placed on the board prior to the first move.
- **AW**: Add White: locations of White stones to be placed on the board prior to the first move.
- **AN**: Annotations: name of the person commenting the game.
- **AP**: Application: application that was used to create the SGF file (e.g. CGOban2,...).

- **B:** a [move](#) by Black at the location specified by the *property value*.
- **BR:** Black Rank: rank of the Black player.
- **BT:** Black Team: name of the Black team.
- **C:** Comment: a comment.
- **CP:** Copyright: copyright information. See [Kifu Copyright Discussion](#).
- **DT:** Date: date of the game.
- **EV:** Event: name of the event (e.g. 58th Honinbo Title Match).
- **FF:** File format: version of SGF specification governing this SGF file.
- **GM:** Game: type of game represented by this SGF file. A *property value* of 1 refers to [Go](#).
- **GN:** Game Name: name of the game record.
- **HA:** Handicap: the number of [handicap](#) stones given to Black. Placement of the handicap stones are set using the *AB* property.
- **KM:** Komi: [komi](#).
- **ON:** Opening: information about the opening ([fuseki](#)), rarely used in any file.
- **OT:** Overtime: overtime system.
- **PB:** Black Name: name of the black player.
- **PC:** Place: place where the game was played (e.g.: Tokyo).
- **PL:** Player: color of player to start.
- **PW:** White Name: name of the white player.
- **RE:** Result: result, usually in the format “B+R” (Black wins by resign) or “B+3.5” (black wins by 3.5 [moku](#)).
- **RO:** Round: round (e.g.: 5th game).
- **RU:** Rules: ruleset (e.g.: Japanese).
- **SO:** Source: source of the SGF file.
- **SZ:** Size: size of the board, non square boards are supported.
- **TM:** Time limit: time limit in seconds.
- **US:** User: name of the person who created the SGF file.
- **W:** a move by White at the location specified by the *property value*.
- **WR:** White Rank: rank of the White player.
- **WT:** White Team: name of the White team.

There is no strict checking of the contents of these tags, so it is possible to put any text into the result tag for example.

The official specification can be found here:



<http://www.red-bean.com/sgf/>

other info:

- [SGF user guide](#) including lists on SGF's

[Go](#)

[properties](#) (

[by type](#)) — by [Arno](#)

- [SGFC](#): SGF syntax checker and converter

Historical note: The first version of SGF, FF[1], was conceived by [Anders Kierulf](#). It is Appendix A in his Ph.D. thesis (see here:

<http://www.britgo.org/tech/sgfspec.html>).

The current version of the SGF is FF[4], and is supported by most current SGF readers. FF[2] was never made public.

[\[edit\]](#)

SGF format example

This is an example of a [tsumego](#) problem stored in SGF format. Please note that this example comes from

[GoProblems](#). See that site for copyright information. Keep in mind, that line breaks are not needed for sgf, so all can be on one line!

```
( ;FF[ 4 ]GM[ 1 ]SZ[ 19 ]
```

```
GN[Copyright goproblems.com]
```

```
PB[Black]
```

```
HA[ 0 ]
```

```
PW[White]
```

```
KM[ 5.5 ]
```

```
DT[ 1999-07-21 ]
```

```
TM[ 1800 ]
```

```
RU[Japanese]
```

```
;AW[bb][cb][cc][cd][de][df][cg][ch][dh][ai][bi][ci]
```

```
AB[ba][ab][ac][bc][bd][be][cf][bg][bh]
```

```

C[Black to play and live.]
(;B[af];W[ah]
(;B[ce];W[ag]C[only one eye this way])
(;B[ag];W[ce]))
(;B[ah];W[af]
(;B[ae];W[bf];B[ag];W[bf]
(;B[af];W[ce]C[oops! you can't take this stone])
(;B[ce];W[af];B[bg]C[RIGHT black plays under the stones and
lives]))
(;B[bf];W[ae]))
(;B[ae];W[ag]))

```

[\[edit\]](#)

SGF Software

- [CGoban1](#) can be used as an SGF editor as well as its primary role as the client for [IGS](#), [NNGS](#) and other [Go servers](#).
- [CGoban 3](#) (and its predecessor [CGoban 2](#)) can be used as an SGF editor as well as its primary role as the client for [KGS](#).
- [EidoGo](#) is a web-based SGF editor (allows uploads and saving changes on the server)
- [Drago](#)
- [glGo](#) Can be used as an editor, to play against [GnuGo](#) and to play in [IGS](#). Has a 2D and a 3D [goban](#).
- [GoAssistant](#)
- [Goban](#)



<http://www.sente.ch/software/goban/>, for Mac OS X, can be used as an SGF editor, as an IGS client, as a client for local network, or for games against the included [GnuGo](#).

- [GokifuCom](#) is a web-based SGF storing software (allows uploads /convert from [UGI](#) , [GO](#), [GIB](#), [NGF](#)) contains embedded player
- [GoHome](#)



<http://www.reisz.de/gohome.htm>

- many features, gtp protocol, problem files, 6x6 solution, printing and exporting diagrams, can create problem files, pattern search, allows sgf source code level editing, document/view architecture, is fast (windows)
- [GoRilla](#) (Windows.) A free SGF game editor for Go, Connect6 and other

games.

- [Jacoto](#) Create your own database of games.
- [Jago](#), a free (GPL Licence) Java Go Client and SGF editor.
- [Kombilo](#) A pattern searcher for go games.
- [MultiGo](#)
- [qGo](#) can be used as an SGF editor as well as its primary role as a client for [IGS](#).



- [SGF Replayer](#), by [Go4Go](#)'s



<http://www.go4go.net/>, is a Go game record reader written in Java. It is designed to be a convenient tool to replay Go games and read game commentaries.

- [SmartGo](#) The SGF editor by the inventor of SGF.
- [WinHonte](#)
- [EgobanOrg](#) hosts players games collections and can replay sgf through the web
- [SGF Shell Extension?](#)



<http://www.gomasch.de/sgfshellex> : Extension for MS-Explorer to display properties of SGF files

- [Universal 3D Chess](#)



<http://www.voilamonsieur.com> : SGF editor in 2D/3D - GTP Support (Windows)

- [Weiqi2Go app](#) SGF Reader and library for Apple devices(iOS)

See [SGF-editor](#) for a longer list of SGF editors and clients.

[[edit](#)]

Web Viewers

The following is a list of programs that can be used to allow website visitors to view SGF files. Another list of viewers can be found at



<http://herebox.org/go/tools/>.



- [uniwebgo](#) (SGF viewer, files management and blogging platform in HTML5. Support all major browsers including mobile browsers)



- [egoban](#)

- [EidoGo](#) (javascript)
- [FlashGoban?](#) available at



<http://herebox.org/go/tools/> (flash)



- [Goswf](#) (flash)
- [JGoBoard](#) (javascript)
- [MaxiGos](#)



<http://jeudego.org/maxiGos/?lang=en> (javascript)

- [ZGo](#) (java applet)
- [LinkSgfViewer?](#) - Firefox extension and [SgfViewer?](#) - Google Chrome extension for open links to .sgf files in an overlay div - available at



<http://linksgfviewer.blogspot.com>

[[edit](#)]

Special tools (file format conversion etc.)



- [sgfutils](#). Various small utilities. Split game collections. Merge records of the same game. Search a database of games for a given pattern. Create diagrams.
- [CommentFilter](#) This perl program allows you to strip unwanted comments from an SGF file downloaded from KGS.
- [RemoveTag](#) This perl program allows you to strip unwanted properties from an SGF file, plus any empty Comment tags.
- [Sgf2dg](#) convert Smart Go Format (SGF) files to diagrams similar to those seen in Go books and magazines.



- [SgfMan](#). A must-have for those using [PilotGOne](#) and [Go for PalmOS](#), specifically because, among its other features, it's capable of converting SGF files on a memory card into MemoPad files which can then be read by the aforementioned programs.



- [sgfMerger](#) by [Bill Shubert](#). A command-line java program that combines multiple SGF games into a single SGF file. It is useful to create a game collection for distribution in a single SGF file. But it does **not** merge two SGFs

which are based upon the same game into one SGF.

- [SgfStrip](#)



- <http://www.set1.org/sgf/> (under development) seems to present the possibility to send SGF as a URL, so the receiver does not need an SGF viewer. Can be handy on turn-based servers. 19x19, no variations



- <http://gotools.sourceforge.net/sgfsummary/> The GO Tools Project: SGF Summarizer, with Python code

More sgf tools are listed on these pages:

- [SGF Organising Utilities](#)
- [Utilities](#) File conversion utilities (sgf <-> other), diagram conversion

[\[edit\]](#)

SGF libraries in various languages

- [GoGui](#) contains a SGF parser, written in Java, which is quite general-purpose and reuseable (GPL)



- <http://sourceforge.net/projects/twixhex/> (Hex game database program), contains a sgf parser in Java (faster than [GoGui](#)'s, but can say nothing about reliability)



- <http://www.mail-archive.com/computer-go@computer-go.org/msg08652.html> sgf parser in Java by Mark Boon ("pretty efficient and easy to use")

- [gnugo](#) contains a (specific) SGF parser, written in C, see documentation at



http://www.gnu.org/software/gnugo/gnugo_16.html (GPL)

- CPAN's



[SGF module for Perl](#)

- CPAN Module



[Games::SGF](#) — by [EnragedTux](#)

- The GO Tools Project



<http://gotools.sourceforge.net/> (includes a SGF parser in python)

- Haskell SGF library:



[home page](#) and



[Hackage link](#)

- Python SGF library: included in [Gomill?](#)



<http://mjlw.woodcraft.me.uk/gomill/>.

- Ruby SGF gem:



[github](#) and



[rubygems](#)

[\[edit\]](#)

See also

on sgf:

- [SGF Wishlist](#) Proposals for improving the standard, new properties, ...
- [SGF Archives](#) Collections of games
- [Discussion about SGF files on SL](#)
- [Yahoo.com discussion list about sgf](#) (not very active)



other formats:

- Game Record [File Format](#)
- [XGF](#)

%22PT%20Serif%22

Inconsolata

16px

1.5em

36em

%23f3f2ee

%231f0909

normal

theme-1

do_nothing

none

theme-1

Control%20%2B%20Command%20%2B%20Right%20Arrow

Control%20%2B%20Command%20%2B%20Up%20Arrow

Control%20%2B%20Command%20%2B%20H

Control%20%2B%20Alt%20%2B%20S

none

none

none

enabled

disabled

normal

default

web

Text%20direction%3F

Left-to-right

Right-to-left

Tips%20for%20using%20Evernote%20Clearly

Clearly%20is%20currently%20designed%20to%20work%20on%20article%20pages.%20An%20article%20page%20is%20any%20page%20that%20contains%20one%20large%20block%20of%20text%20—

%20like%2C%20for%20example%2C%20a%20newspaper%20article%20or%20oblog%20post.

Filed%20in%3A

Smart%20Filed%20in%3A

Your%20default%20Notebook

View

Edit

Clipped%20into%20the%20%5B%3Dnotebook%5D%20notebook%2C%20and%20tagged%20with%20%5B%3Dtags%5D.

and

Clipping...

Clipping%20failed.

Sign%20in%20to%20Evernote

Signing%20in%20to%20Evernote

Create%20an%20account

Sign%20in

Cancel

Evernote%20Username%20or%20Email%20Address

Password

Remember%20me

Username%20is%20required.

Username%20must%20be%20between%201%20and%2064%20characters%20long.

Username%20contains%20bad%20characters.

Not%20a%20valid%20C%20active%20user.

Password%20is%20required.

Password%20must%20be%20between%206%20and%2064%20characters%20long.

Password%20contains%20bad%20characters.

Username%20and%20password%20do%20not%20match%20existing%20user
.

Login%20session%20timed-out.%20Please%20try%20again.

Your%20password%20has%20expired.%20Please%20reset%20it%20now.

Authentication%20failed.

We%20sent%20a%20text%20message%20with%20a%20verification%20code
%20to

Enter%20the%20verification%20code%20displayed%20in%20your%20Googl
e%20Authenticator%20app.

Six-digit%20code

Verification%20code%20is%20required.

Verification%20code%20should%20be%20at%20least%206%20characters%20long.

Verification%20code%20should%20be%20only%20numbers.

Verification%20code%20is%20incorrect.

Continue

I%20need%20help%20getting%20a%20verification%20code

Newsprint

Notable

Night%20Owl

Custom

small

medium

large

You%20have%20a%20new%20version%20of%20Evernote%20Clearly

Welcome%20to%20the%20new%20Evernote%20Clearly

Text%20To%20Speech

Sit%20back%20and%20let%20Clearly%20read%20blog%20posts%2C%20articles%2C%20and%20web%20pages%20to%20you%20thanks%20to%20the%20new%20Text%20To%20Speech%20feature%2C%20available%20exclusively%20for%20Evernote%20Premium%20subscribers.

Evernote%20Clearly%20is%20powered%20by%20%5B%3Dservice%5D.

Requires%20%5B%3Dproduct%5D.

Text%20To%20Speech%20in%2021%20languages%3A

English%2C%20Japanese%2C%20Spanish%2C%20French%2C%20German%2C%20Chinese%2C%20Korean%2C%20Arabic%2C%20Czech%2C%20Danish%2C%20Dutch%2C%20Finnish%2C%20Greek%2C%20Hungarian%2C%20Italian%2C%20Norwegian%2C%20Polish%2C%20Portuguese%2C%20Russian%2C%20Swedish%20and%20Turkish.

Try%20Text%20To%20Speech

Upgrade%20to%20Evernote%20Premium

Language%20not%20supported

Play%20using%20this%20language

Cancel

Language%20not%20supported

Evernote%20Clearly%20was%20not%20able%20to%20determine%20the%20language%20of%20this%20article.%20If%20you%20recognize%20the%20language%2C%20select%20it%20below%20and%20we%27ll%20play%20it.

Clip%20to%20Evernote

Save%20what%20you%27re%20reading%20to%20your%20Evernote%20account%20with%20one%20click.%20Access%20clips%20from%20any%20device%2C%20anytime%20in%20Evernote.

Highlighting

Highlight%20text%20you%20want%20to%20remember%20%26%20quickly%20find%20it%20in%20your%20Evernote%20account.%20Highlighting%20changes%20you%20make%20in%20Clearly%20will%20be%20updated%20in%20your%20Evernote%20account%20automatically.

Smart%20Filing

Automatically%20assign%20tags%20to%20your%20Web%20clips%20and%20saves%20them%20to%20the%20appropriate%20notebook%2C%20so%20you%20don%27t%20have%20to.

By%20using%20Clearly%2C%20you%20agree%20to%20our%20%5B%3Deula%5D.

Close

page

Text Formatting Rules

Path: <= [How To Use Wiki](#) =>

This page lists all formatting rules for text in pages. See [Text Formatting Rules - Introduction](#) if you are just beginning to edit pages.

[\[edit\]](#)

Text

[\[edit\]](#)

Emphasis (Bold/Italic)

- Put two single-quotes " on both sides for emphasis ("italic" -> *italic*).
- Put two underscore __ on both sides for strong emphasis (__bold__ -> **bold**).
- These can be combined (__"bolditalic"__ -> ***bolditalic***)
- Emphasis can be used multiple times within a line, but cannot cross line boundaries.

[\[edit\]](#)

Paragraphs

- Extra spaces/tabs and single line breaks inside text are ignored, all the text will be considered a single paragraph.
- To make multiple paragraphs, use a blank line between them
- To make a line break at a specific point, use %%% (in headings and lists too: continue text in same line).
- Four (or more) minus signs at the start of a line make a horizontal rule.

To indent a paragraph, start the line either with

‘>’ (indents everything, with a line in front of it: lists, headings, diagrams) or
with
‘;:’ (“mis”using definition lists).

Example: This is standard text

This is level 1 indentation using ;: (semicolon-colon).

And this is level 2 indentation ;:: (semicolon-semicolon-colon).

This is level 1 indentation using > (greater_than).

And this is level 2 indentation. > > (greater_than-greater_than)

- *This is an indented list. > > * (greater_than-greater_than-asterisk)*

This is preformatted text
using a monospace font
(each line started with a space).

[\[edit\]](#)

Lists

- * at the start of a line for first level
 - ** for second level
 - *** for third level, etc
- Use * for bullet and # for numbered lists (mix at will)
- **;Term: Definition** for definition lists
- One line for each item
- Other leading whitespace signals preformatted text, changing font.

[\[edit\]](#)

Headings

- ‘== ’ at the start of a line makes a large heading.
- ‘=== ’ at the start of a line makes a medium heading.
- ‘==== ’ at the start of a line makes a small heading.

You can optionally end the line with the same amount of ‘=’ (Wikipedia style).

Note: There has to be a space after the ‘=’ at the start.

2nd note: all headings show up in the [TOC](#) (Table Of Contents) of the page.

[\[edit\]](#)

Display Text Formatting Symbols

1. To force a symbol to be displayed (instead of being interpreted as formatting), place a “!” before the symbol. To display B4 instead of

- , type in !B4 in edit page.
- For displaying the square brackets ([‘), use ![for the opening bracket, or else it will be interpreted as a link (e.g. [aji] against [aji](#)).
 - “!” may not work for all symbols. In the case of multi character symbols, consider typing the formatting symbol ’ or _ 4 times in between the text formatting symbols.

Eg: %%"'"%% for %%% or %%____TOC%% for %%TOC%%
 or %%"_""_""_""_TOC%% for %%____TOC%%
 or Teacher""Name for TeacherName

[\[edit\]](#)

References (Links)

- Hyperlinks to other pages can be made by JoiningCapitalizedWords or by enclosing in square brackets: [Go].
- The second form is more general (single words too) and easier for readers (spaces allowed). Compare “join capitalized words” with “JoinCapitalizedWords”. (See [Wiki Name](#) for complete description.)
- It is possible to give your link a different name by using square brackets and ‘|’ (or ‘|’) like this: [Go Teaching Ladder | <http://gtl.xmp.net/>] produces



[Go Teaching Ladder](#).

- You can suppress linking to references by preceding the word with a ‘!’, e.g. NotLinkedAsWikiName, <http://not.linked.to/>.
- Also, precede URLs with “http:”, “ftp:” or “mailto:” (obfuscated!) to create links automatically as in:



<http://gtl.xmp.net/>.

- URLs to images, ending with **.png**, **.gif**, **.jpg**, are inlined if put in square brackets. See [HowToAddImages](#).
- To left- or right-align an inlined picture, see [Picture Template](#)
- To link to forum entries use the prefixes *p:*, *posting:*, *t:*, *topic:*, *f:*, or *forum:* like this: [p:1 topic:1 forum:ArnoHollosi](#)
- Links to subheaders of pages: use #tocXY at the end. Example: [ReferenceSection - Cultural pages|ReferenceSection#toc2] becomes [ReferenceSection - Cultural pages](#). **Caution:** order (or amount) of headers on a page can change and then the link will point to the wrong header.
- Links to diagrams on other pages: use #diagXY at the end. Example: [Ko -

diagram 3 | ko#diag3] becomes [Ko - diagram 3](#) or use an unnamed link [ko#diag3](#). **Caution:** order (or amount) of diagrams on a page can change and then the link will point to a wrong diagram.

[\[edit\]](#)

Footnotes

- Create links to footnotes with **[#1]** or any other number (i.e. square brackets + hash + number), and precede the footnote itself with **[1]** (i.e. square brackets + number).
- In order to link to a footnote at another page, use **[pagename#XY]**.

[\[edit\]](#)

Subpages

- Subpages show up in the left yellow page area.
- Their name is of the form “**basename / subpage**”.
- Links to subpages are of the form **[basename / subpage]**.
- A subpage from the current page can be referenced by **[/subpage]**.
- The **%%Subpages%%** macro will create a table of content of subpages.

[Subpages](#) have some limitations, so you must have a good reason to create a subpage, as you cannot structure content with this concept.

More specifically, they lack following:

- subpages
- own [page headers](#)
- discussion pages

[\[edit\]](#)

Mark-Up Language (HTML)

- Don't bother.
- ‘<’ and ‘>’ and ‘&’ are themselves.
- To insert special characters (HTML entities) use the numerical `&#XXXX;` syntax, hexadecimal `&#xYYYY;` syntax, or use one of the



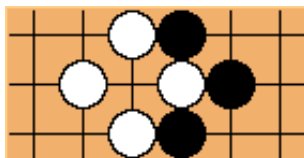
[predefined HTML entity names](#). Examples: `&# 21163;` renders as 劫, `& Uuml;`

renders as Ü.

- Be aware that not everyone can display [Unicode](#).

[\[edit\]](#)

Diagrams



```
$$ A ko
$$ . . O X . .
$$ . O . O X .
$$ . . O X . .
```

All diagram lines start with “\$\$”.

The first line is the title line. It can define two things:

- Whether odd numbers are black or white. If the line begins with **\$\$B**, the numbers will be rendered as

①

,

②

,

③

, and so on. Enter **W** right after the “\$\$” for

①

,

②

,

③

.

- The caption of the diagram. Any other text will be displayed below the diagram.

In the board area, you can enter the following:

- White stone: **O**; marked with circle: **W**; marked with square: **@**
- Black stone: **X**; marked with circle; **B**; marked with square: **#**
- Empty point: **.**; marked with circle; **C**; marked with square: **S**; marked as hoshi: **,**; marked completely blank: **_**
- Numbered stones: **1** through **9** and **o** (“o” produces

⑩

or

10

, the highest number possible.)

- Letters: **a-z** (lowercase)
- Borders and corners: **-**, **|**, **+**

All diagrams are also available as [SGF files](#) — you can download them by clicking on the diagram graphic.

You can also refer to moves with images like “

3

is good” by writing “B3 is good”, and in the same way to marked stones: “WS is good” gives “

■

is good”.

Read more about it in [How Diagrams Work](#).

[\[edit\]](#)

Images

- [Special Templates/Image](#)

[\[edit\]](#)

Tools

[\[edit\]](#)

Table of Contents

- Use the **%%TOC%%** macro to create the table of contents (as the one on the top of this very page).
- **%%TOC+%%** will also add a table of content of subpages (as made by

%%Subpages%%).

- **%%TOC-%%** will omit the table of diagrams, and only show the table of contents

[\[edit\]](#)

Navigation Box

- Subsequent lines preceded by => are displayed in a distinct right aligned box. This can be useful as a navigating aid. See the example at the right side.
- Lines preceded by =< are displayed in a left aligned box.

[\[edit\]](#)

Prefabricated Boxes

- Prefabricated boxes are in the [List of Templates](#)

[\[edit\]](#)

CJK-box

Box placed in the top right corner for displaying Chinese, Korean and Japanese translation of (Go-)terms.

- [CJK Box Template](#)

[\[edit\]](#)

Search box

%%Search%% will add a search box in the page

[\[edit\]](#)

Tables

- Use the [table template](#) to add tables.

[\[edit\]](#)

Miscellaneous

- Lines starting with a single ‘%’ are comments / remarks and are not shown

when viewing a page. This behaviour can be changed in [User Preferences](#).

[\[edit\]](#)

SL Writing Guidelines

You may follow some [SL Conventions](#), but they are less important than your ideas and insights!

See also:

Path: [<= How To Use Wiki =>](#)

Footnotes:

1. [\[\] Charles](#): I consistently make that eight per-cents, in order to give a good clearance below diagrams. But I don't know whether that depends on the browser in use (I have IE).
2. [\[\]](#) Preformatted text does not wrap, so please do not enter long lines in preformatted text.
3. `%%%` makes a "clear all" linebreak, forcing text below a diagram. [\[\]](#)
4. In order to use preformatted text or make simple tables, start lines with a space (monospace font). [\[\]](#)

Text Formatting Rules - Introduction

Path: [<= How To Use Wiki =>](#)

This is an introduction on how you can format text in pages. See [Text Formatting Rules](#) for a complete list.

- To edit any page click on the [\[Edit page\]](#) link to the left. You should do that right now, and read the source code of this page. It will make more sense.
- You can separate paragraphs with an extra blank line. Example:

I am a paragraph.

I am a paragraph too. We're just very small paragraphs.

- You get italics by surrounding words with two single quotes on either side *like this*.

- You get **bold text** by using two underscores on either side.
- You get bullets by using an asterisk * in the first column
- To have plain monospaced font, indent with a space:

this is a poem
about monospacing
nothing rhymes with poem
nothing rhymes with monospacing

this is a poem
about monospacing
pass me the jeroboam
and carry on defacing

this is another poem
again re. monospacing
go missing, leave your home
your feds and friends will all start tracing

- By typing W1, B2, W3, etc., you get some nifty icons:



- You can get horizontal rules with four or more dashes like this:
- To create hyperlinks you just put the words between square brackets [and]. Let's say you want to create a page about how Arno likes cookies. Then do like this: [Arno likes cookies]. If the page does not exist yet a question mark appears after the link, inviting you to create the page:
[ThisPageShouldNotExist?](#). (And please don't ruin the example by creating one.)
- To link to pages outside the Wiki, you can just type in the URL and Wiki will link it for you:



<http://gtl.xmp.net/>

- Now you are ready to begin [AddingPages](#).
- If you want to do something useful but don't feel qualified to add pages (which is a mistake) then you can become a **linker** in the [link team](#).

In order to create diagrams for discussing positions, moves etc. have a look at [HowDiagramsWork](#).

Try it out in the [SandBox](#) now!

A [WikiWikiWeb](#) is meant to be fast and easy to edit. It has very simple markup that you can read about in [Text Formatting Rules](#).

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Footnotes:

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