

Command	Prarameter 1	Prarameter 2	Description
P	<coordinate>	<i>None</i>	Place a ring
S	<coordinate>	<i>None</i>	Select a ring and place the stone (marker)
M	<coordinate>	<i>None</i>	Move a ring
X	<coordinate>	<i>None</i>	Remove a ring
R	<first-coordinate>	<last-coordinate>	Remove a row that have five stones

### note

- **Coordinate's form looks like a1, k11, etc. The origin is b2. The first coordinate component can only range from a to k, and the second ranges from 1 to 11. k and 11 are included in the range.**
- By default, the starting player plays "white". This feature differs from *Go*.
- The marker will be called *stone*. It has two colors.
- **This package will check the validity of every round. In order to play or record the commands, users may understand how to play yinsh. See [rules](#).**

### example

```
#import "yinsh.typ": play, record

// the page must be large enough
// If you want to `record` the commands, don't use auto height!
#set page(width: auto, height: 29cm)

#let commands = (
  p f6
  p b7
  p d4
  p e10
  p g9
  p g11
  p c6
  p a5
  p a2
  p d6
  s c6
  m c8
  ")

// show only the current situation
#play(commands)

// change from "white first" to "black-first"
#play(commands, black-first: true)

// show the game records step by step
#record(commands, black-first: true)

// show the second step
#record(commands, step: 2) // (step 0 refers to empty board.)
```