ShogiGUI quick tutorial (Windows)

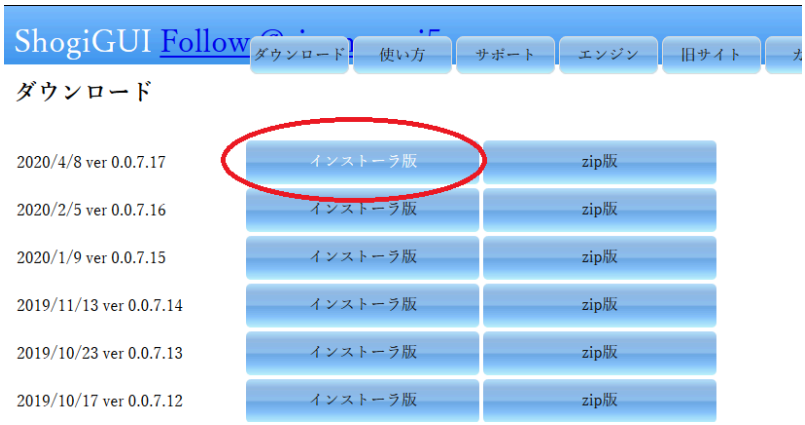
ShogiGUI is a tool for analyzing shogi games through an engine to help find mistakes in gameplay.

About this doc

- **Do not use ShogiGUI or an engine while playing a game.** It is cheating and may result in bans and/or hate from everyone. I am not responsible for anything that happens when following this tutorial.

Set Up

- Download the installer from http://shogigui.siganus.com/download.html.



- Installing ShogiGUI should be a trivial task. Open the ShogiGUI app, but don't freak out because of the language. We can switch the language. And these images will show the process.

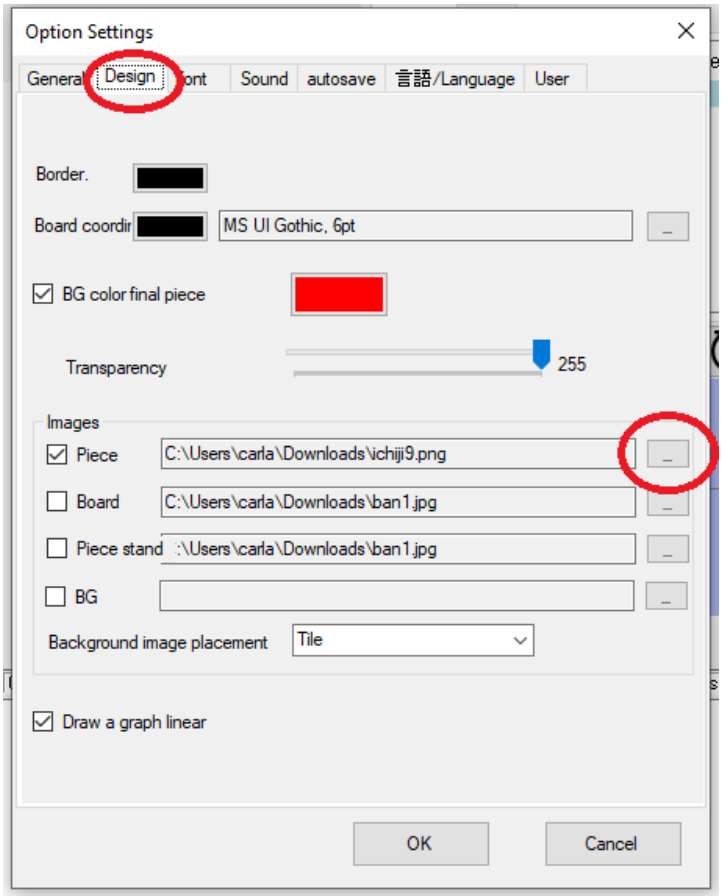


IMPORTANT: restart the ShogiGUI program for changes to take effect.

To customize the shogi pieces, download any sprite layout from here:

https://github.com/Little-Mage/ShogiGUI-piece-sets/tree/master/PNG

- Go back to options:



- Select the image you just downloaded.

How to Install an Engine?

Static Rook engine

- Download and unzip Suisho vX + YaneuraOu
- In ShogiGUI go to Tools > Engine settings > Add and select YaneuraOu_NNUE-tournament-clang++-avx2.exe

Ranging Rook engine Honey Waffle 4/30/2018

- Download engine (drive link from git description).
- Download Honey Waffle latest book and copy paste it to the book folder.
- In ShogiGUI go to Tools > Engine settings > Add and select **HoneyWaffle_WCSC28_AVX2.exe**
- Engine settings will pop up. Change BookFile to **user_book2.db**

2-Piece Handicap engine

- Download Suisho U eval.
- Download: YaneuraOu_NNUE-tournament-clang++-avx2.exe (YaneuraOu-vX-windows.zip).
- Copy-paste it to the folder 水匠U(二枚落ち特化) and delete the other exe files.

- In ShogiGUI go to Tools > Engine settings > Add and select the engine exe.
- To play quick games vs it set USI_Ponder: True and SlowMover: 1.

Tsume engine SeoTsume

- Download SeoTsume-1.2.zip.
- In ShogiGUI go to Tools > Engine settings > Add and select the engine exe.
- Go to Tools > Mate settings, select SeoTsume 1.2, and click OK
- To disable **answer arrows** go to Tools > Options and uncheck Consider/Hit arrows
- To use SeoTsume simply click Mate.

Hisshi engine Fairy Stockfish

- Download FairyStockfish largeboard bmi2.exe
- Download Shogi NNUE eval and rename it to **shogi.nnue**
- In ShogiGUI go to Tools > Engine settings > Add and select the engine exe.
    - Engine settings will pop up. Change EvalFile to **shogi.nnue**
- To disable **answer arrows** go to Tools > Options and uncheck Consider/Hit arrows
- To use, click Consider, select Fairy, and change Time to 10sl

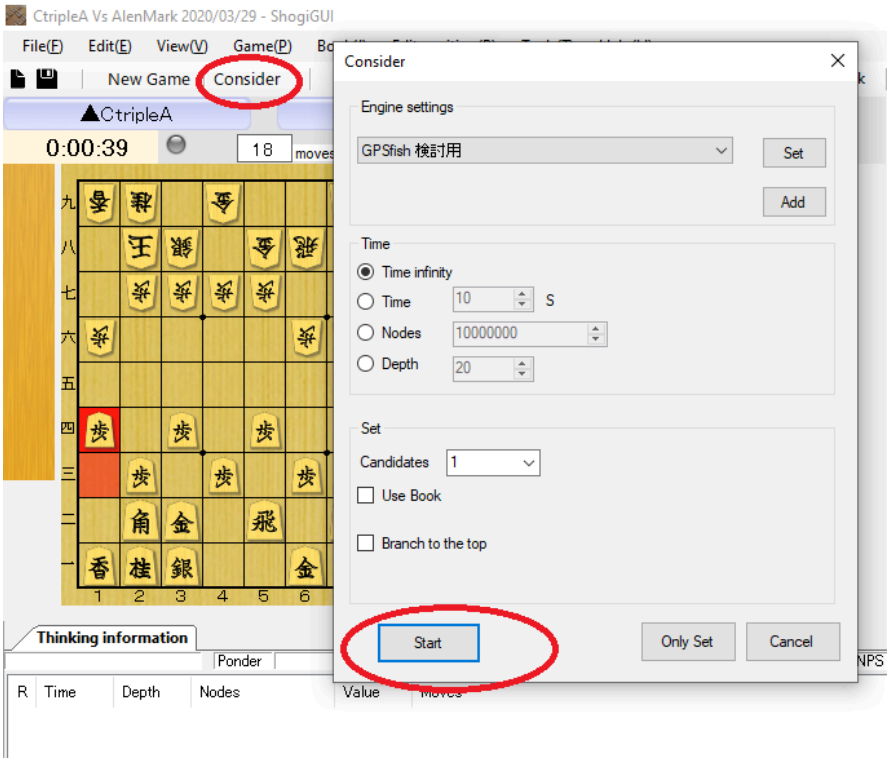
How to Analyze A Game?

After finishing a game in 81dojo, click these to copy the KIF notation text.

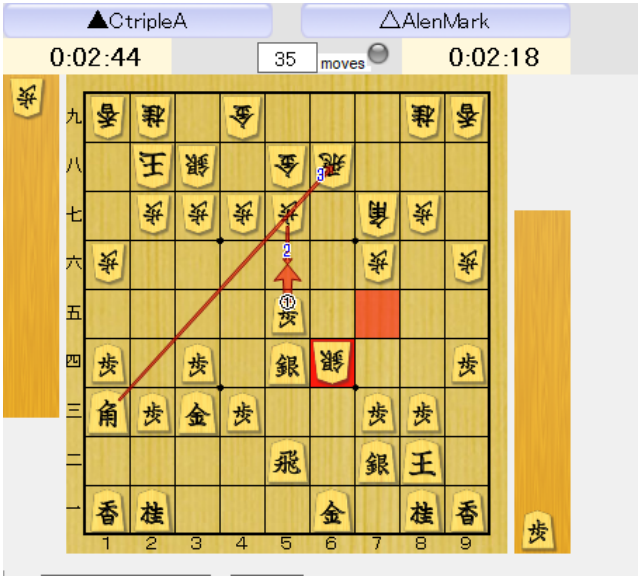


Go back to ShogiGUI, then click Edit > Paste Notation (or simply press Ctrl+V).

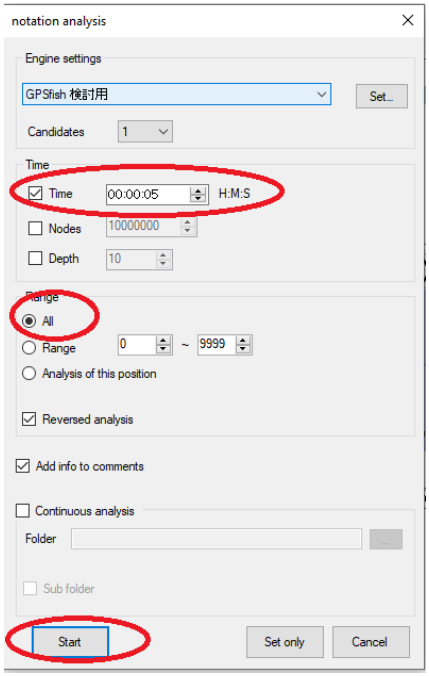
To look at the engine's evaluation on a *single* position in the board:



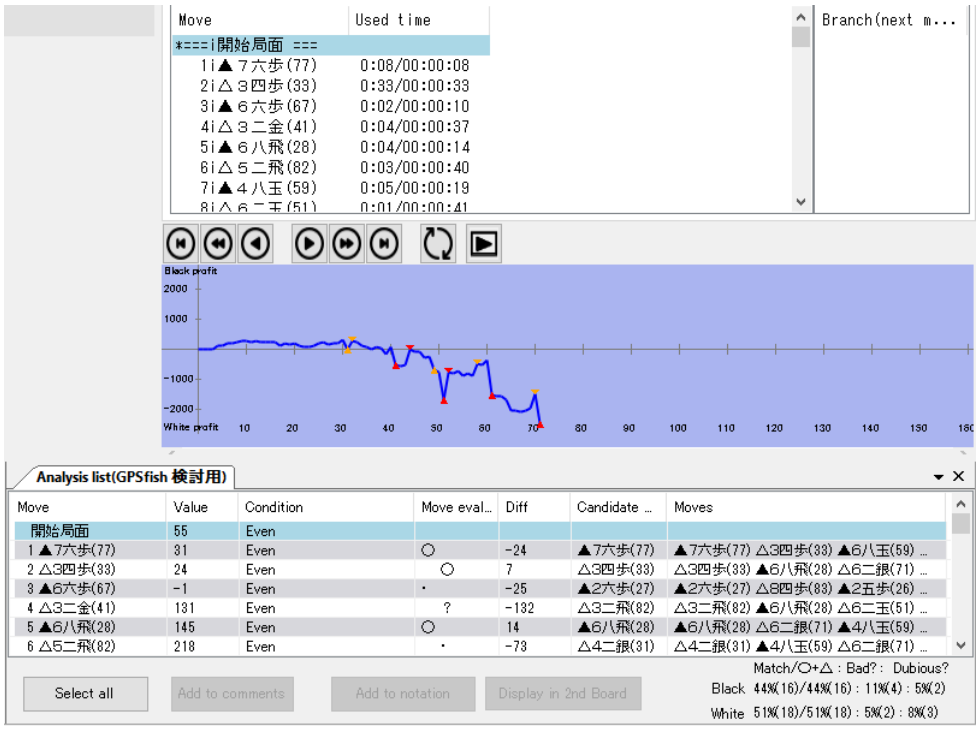
This is what the board should look like now. In this board position the engine is recommending the line P-56 Px56 Bx68.



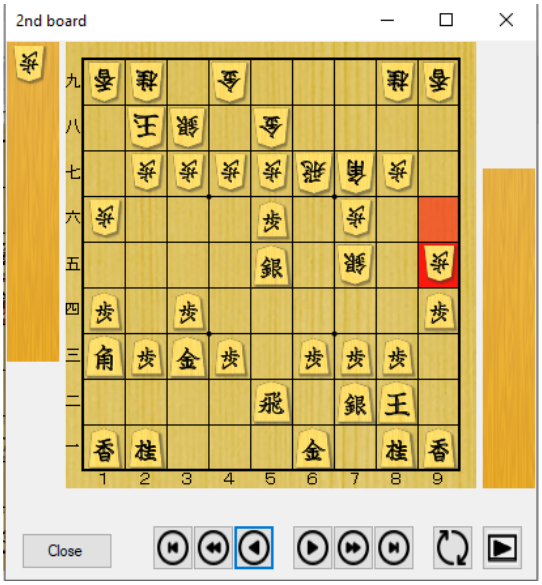
To analyze the entire game, click Game > Analysis. Setting a time of 5 seconds per move should be enough. Wait for the engine to finish.



The right side of your screen should look like this.



The table at the bottom (Analysis list) can be useful. Try double clicking on a move. A new window should pop up, where you can explore the engine's alternative on that move by clicking the arrow buttons.



The columns are:

1. **Move**: the move notation.
2. **Value**: how the engine evaluates the position. A positive number means Black is better, while a negative number means White is better.
    a. A value of ±1000 or larger means that one side has a clear advantage.
    b. **Condition**: how the engine evaluates the position, but in words.
3. **Move eval**: how the engine evaluates the move.
    a. An exclamation point (!) means the engine thinks the move is actually better than its own suggestion.
    b. A large circle (O) means the engine agrees with the move.
    c. A dot (.) means the move is "inferior", but still very decent.
    d. Finally, in order of increasingly worse evaluations:
        i. ?
        ii. Dubious move ?
        iii. Bad move ?
4. **Diff**: the jump in value from the previous position.
5. **Candidate**: engine's suggested move.
6. **Moves**: the sequence of moves that engine sees as best for both sides.

Tips on using an engine

1. As a beginner, focus more on large spikes in the evaluation. If you are Sente, and you played a move that reduces the evaluation from 200 to -200, relax. It's still even. But a drop from 200 to -1000 is worth looking into.