

# AI Igo (Import) Translation Guide

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AI Igo

First Release: 12/22/2004 - Japan

Best Collection: 03/08/2007 - Japan

Developed and published by Marvelous Interactive

Supports 1 player or 2 player via AdHoc, no Hotseat play

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This translation guide has all of the menu and screen items in both English and Japanese. You will need a browser or editor capable of displaying Japanese characters in Shift-JIS format.

Main Menu

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Play Go            対局  
Go Guide          囲碁ガイド  
Options            オプション

Options

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Announce Atari            アタリを告げる  
Sound Effects            効果音  
BGM                        BGM  
Show Previous Move        直前の一手を表示  
Position Indicators        位置記号を表示  
Automatic Refresh         自動再生速度  
Processing When Loading    ロード時の処理  
Analog Pad                アナログパッド  
Options Load              オプション設定のロード  
Options Save              オプション設定のセーブ

"Processing When Loading" options

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Automatic                自動再生  
At the End                最後  
At the Start              最初

Start CPU Game Menu

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First Option is Challenge

Strong            強い  
Strongest        最強  
Normal           標準  
Weak             弱い

Second Option is Board Size

9x9  
13x13  
19x19

Next Option is Even/Handicap

Even Game            互先  
Handicap Game        置碁

Position Stones	置石
[First] Move	手番
Random	にきりで決める
Player is Black	あなたが黒
Player is White	あなたが白
Compensation Points	コミ

#### In Game Menu

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Suggest Next Move	次の一手
Analyze Board	形勢判断
Take Back	待った
Pass Move	パス
Resign	投了
Options	オプション
Return To Title Screen	対局終了
Edit Board	盤面編集
Gameplay VCR	手順操作
Save	セーブ
Load	ロード

#### Board Edit Menu

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Place Black Stone	黒石を置く
Place White Stone	白石を置く
Alternate Stones	交互に置く (white, then black, then white, etc...)
Remove Stone	石を取る
Reset board to previous state	編集前に戻す -
Return to game	対局再開 (choice is black to place, white to place)

#### VCR Controls

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Reset to Start	最初に戻す
Next Move	一手進む
Previous Move	一手戻す

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