Appendix

Features	# of planes	Description
Stone colour	3	Player stone / opponent stone / empty
Ones	1	A constant plane filled with 1
Turn num	8	How many turns have been proceeded in one end
In house	1	Whether a grid cell inside of the house is occupied by any stone
All order to tee	8	(In terms of all stones) How close to center of the house
Our order to tee	4	(In terms of our stones) How close to center of the house
Opp order to tee	4	(In terms of opponent stones) How close to center of the house

Table 2. Input features used in our policy-value network