

NEMESIS

# TACTICAL WIZARD



碁石

Toyogo, Inc.

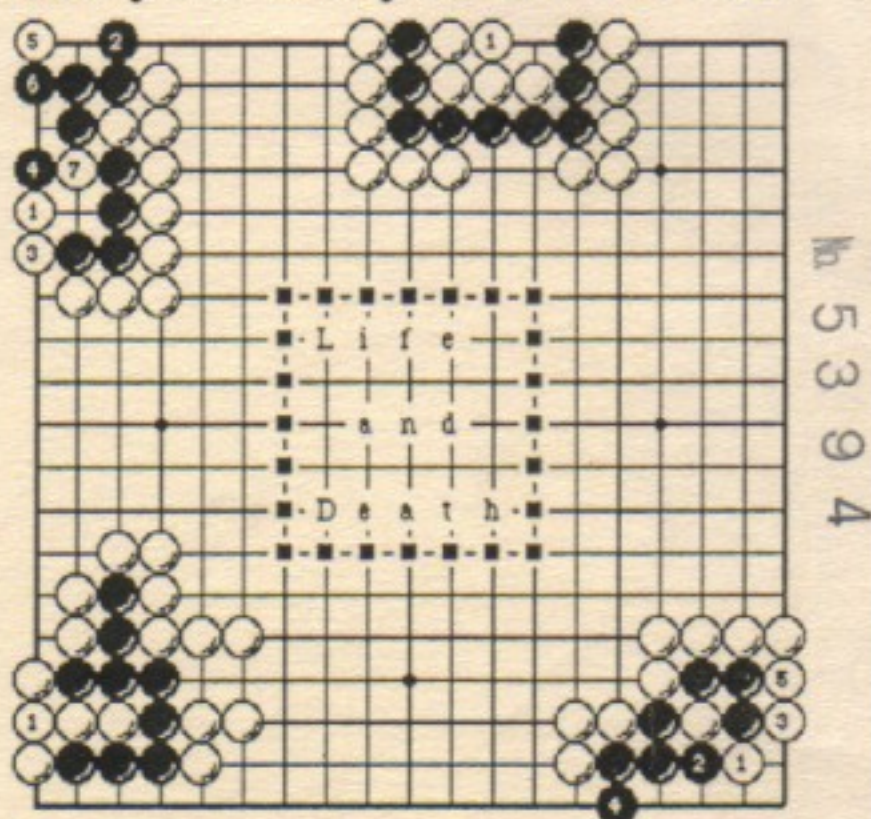


Go originated in China about 4,000 years ago. Today it is *savored* by over 25 million people. Players who extoll Go's intellectual virtues often neglect to mention the satisfaction and joy that comes from successfully killing their opponent's stones. Studying life and death tactics not only improves your game, it helps you satisfy that basic blood lust existing in all of us. NEMESIS Tactical Wizard is a life and death assistant, which can be used by itself - or install it in NEMESIS Go Master for study and assistance during your play.

**Let NEMESIS™ further your study of Go Tactics.**

*Solves all of the first seven chapters of "Life and Death" by James Davies.*

**NEMESIS can be used on any problem in the context of your game!**



With Tactical Wizard you can ask NEMESIS to suggest a move for any tactical situation on the board, and she will tell you whether the group lives or dies. Or leaf through variations to see the ways the group might live or die and the traps one might fall into.

"...without question one of the most extraordinary automated aids to go..."

"Using it is an improvement over learning the game from books or from all but the most patient humans ... NEMESIS should become a standard introduction to the game."

C. Seiter, MacWorld, June 1989

"I've had a blast playing (and learning to play) this incredible game. The beauty of it is that NEMESIS helps!"

G. Entsminger, MicroCornucopia #46

"If you are looking for a captivating game suitable for children or mathematicians... I strongly recommend you try the NEMESIS software."

J. McCormick, Modern Electronics 8/89



Suggested Retail Price \$59 *not copy-protected*  
Any Macintosh, 512k +, System 5.0 +

**Toyogo, Inc.**

(617) 861-0488

76 Bedford Street, Suite 34, Lexington MA 02173



NEMESIS™ Go Master® Mac

+ Tactical Wizard™

+ Joseki Tutor™

©1984-89 Toyogo, Inc.

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4546J  
5394+



## Coming in 1990 ... NEMESIS™ Igo Dojo™

A hand-held battery-powered machine which plays Go and tutors vital aspects of the game, but will fit easily into a briefcase or backpack. The initial version is intended for neophytes and players up to the 1 kyu level and for serious students seeking to refine specific joseki and tactical skills up to the 3-dan level.

The Igo Dojo (literally means *Go School*) will contain three major pieces of software: NEMESIS Go Master, NEMESIS Joseki Tutor and the new NEMESIS Tactical Wizard. This state of the art electronic *toy* will allow you to study book problems interactively and to carry your electronic play away from the computer.

Optional cartridges with prerecorded professional games and further problems are also planned, making Igo Dojo a life-time companion.



### TOYOGO, Inc.

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### NEMESIS T-Shirt \$12

This T-shirt has the NEMESIS logo on the front and instructions on how to play Go on the back, complete with diagrams. Teach Go every time you stand still—in theatre queues, at bus stops, in the supermarket, at restaurants, in the police lineup. Spread the word! Your choice of size (x-tra large, large, medium, and small) and color (Blue, White, Aqua, Yellow, Pink, Gray).



## **Instant Go™** by Bruce Wilcox **\$25**

Does everything written about Go start to sound the same to you? If it is true that you have to play 1,000 games to reach shodan, why do some players leap into the dan ranks within a year? Have you missed some basic perceptions of Go?

Instant Go is a radical departure in the theory of Go. It takes a sweeping, thematic approach to the game and is predicated on the idea that by changing your basic understanding of the game, you can improve *instantly*.

*Instant Go* resulted from years of research into programming Go and forms the underlying concepts used by NEMESIS. Accessible to the beginner, this nine chapter series is nevertheless important to all players through three Dan.

*"an incredible sequence of articles. This sort of 'radical' thinking breathes life into positional analysis as opposed to the more standard (classical) approach seen frequently in Go world and in all chess periodicals/publications. I can stay awake reading the stuff Bruce writes! "*

Palo Alto CA

*"I believe I became two-rank better in kyu 'Instantly'. I am playing with a confidence now. My only regret is that I did not buy it sooner."*

Vancouver BC Canada

*"In my opinion it is an epochal advance. What has been added by Wilcox is a sweeping, thematic approach which gets a first-order approximation to a good plan without detailed reading, thus reserving the effort of intense reading to concentrate on a plan which is already basically good."*

Summit NJ

*"Your ideas are original, and the presentation clear. I like it, and am impressed."*

Melville NY

*"Those arrows and sector lines are worth a million dollars"*

Cambridge MA

## **Computer Go articles \$25**

A solid 300 pages of papers (photocopied), which include everything Bruce Wilcox ever wrote about programming Go, is provided at cost as a service.

Recommended only for those who are interested in the computer programming of Go.



**\* SHIPPING Prices (subject to change without notice)**

**US Orders:** *All continental U.S. orders are shipped via Federal Express standard air (\$6), no signature is required unless specified by you. APO, and P.O. Boxes shipped U.S. First Class (\$6). Hawaii & Alaska are shipped UPS 2nd day air (\$6). (Only Articles/T-shirts can be shipped US mail/UPS ground at no additional charge)*

**Canadian Orders (also applies to Mexico, Puerto Rico, and Guam)**

*All orders shipped Express Mail (\$13-\$23) unless UPS is requested. (Only Articles/T-shirts can be shipped US mail for \$3). UPS ground (\$8-\$10) is available for all of Ontario, and some cities in other provinces (please call.)*

**Foreign Orders {NEMESIS products ONLY, \$13 Express Mail per order.}**

*Express Mail or equivalent (\$20-\$30 over 8 oz.). Areas serviced by Federal Express range from \$25-\$40+ if requested. Articles/T-shirts will be shipped US mail. Prices vary per country (minimum shipping is \$8)*



**NEMESIS ORDER FORM**

Macintosh requires System 5.0 or greater  
PC requires DOS 2.1 or greater, 512k  
supports: Text, Herc, CGA, EGA, VGA

**Special Shipping Instructions**

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MAC 512E to MAC IIx \_\_\_\_ PC 5 1/4 \_\_\_\_ PC 3 1/2 \_\_\_\_

NEMESIS™ Go Master® \$79 \_\_\_\_\_

NEMESIS™ Joseki Tutor™ \$49 \_\_\_\_\_

NEMESIS™ Tactical Wizard™ \$59 \_\_\_\_\_

"Instant Go" articles by Wilcox \$25 \_\_\_\_\_

Computer Go articles by Wilcox \$25 \_\_\_\_\_

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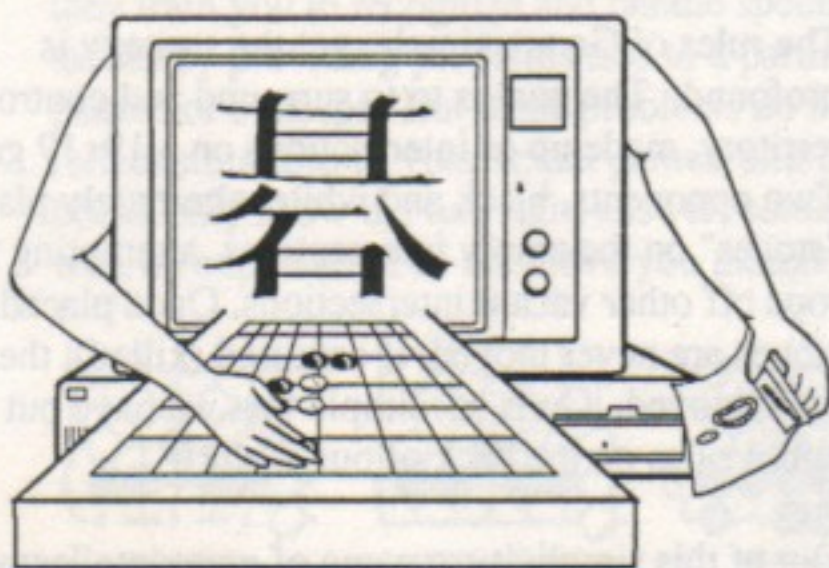
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**NO Refunds on Opened Merchandise.**

**Prices subject to change without notice.**



# NEMESIS™



## by the *Father of Computer Go*

Bruce Wilcox, the creator of NEMESIS, began his study of computer Go in 1972. A programmer in Artificial Intelligence, Wilcox became intrigued by the *game that couldn't be programmed*. He brought to the game an unusual vision, an elegant simplicity in strategic thinking that gave birth to computer Go and may eventually revolutionize the game itself.

Using his own techniques, he has become a 6 Dan, one of the top rated players in the U.S. He has devoted his life to making a program that can play at a professional level and has already made inroads into AI theory. Wilcox lectures widely on his theories in the U.S., Europe, and Asia. A best-selling book on the history of Go, published in 1986 in Japan, devoted one chapter largely to his landmark programs. Wilcox expects to release a book on his unique theory, *Instant Go*, sometime this century.



# The Game of Go

Go, the ultimate strategic board game, originated in China over 4,000 years ago. Today it is *savored* by over 25 million people.

The rules of Go are simple, yet the strategy is profound. The goal is to surround and control territory, made up of intersections on a 19x19 grid. Two opponents, black and white, alternately place "stones" on the empty intersections, attempting to rope off other vacant intersections. Once placed, stones are never moved; if captured (killed), they are removed. Go is so simple that we have put its entire rules on the back of our T-shirt!

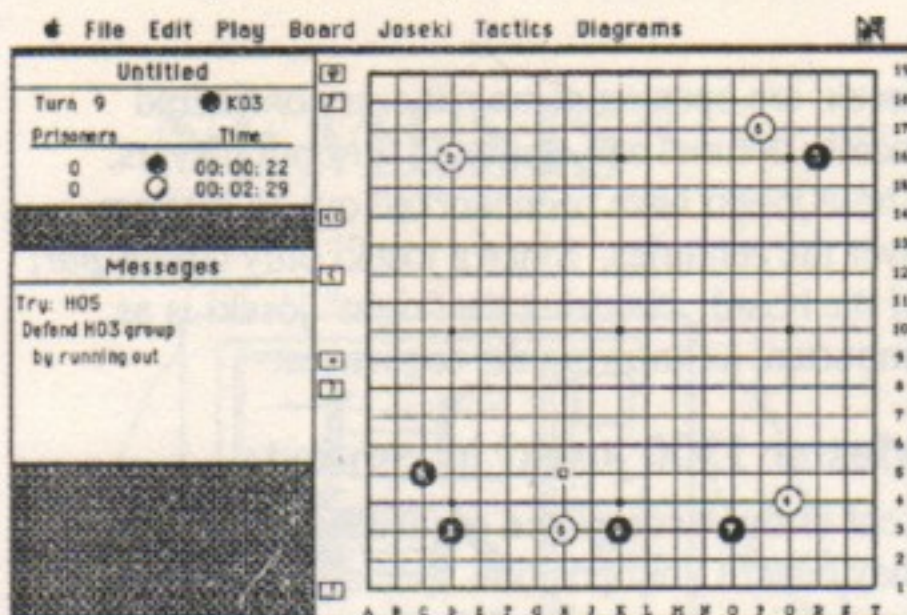
Out of this simplicity, a game of great intellectual complexity and rare elegance has developed. A well played move has visual beauty. Often a powerful move is made by a novice because it "looks right." A game can resemble a dance, with the stronger player subtly leading the weaker to his doom.

A Go player learns to think flexibly and to constantly review plans. Things are not always the way they seem. A group of stones surrounding a smaller group may itself become surrounded; a "dead" group suddenly becomes alive and attacks; the hunter becomes the hunted.

Go can be played enjoyably over a wide range of skills. After only a few minutes of tutoring, a novice can play a game that is at once fun and full of discovery. The unique handicapping system allows players of different strengths to play equally. Teacher can play student, parent can play child, and each can have a rewarding time without the stronger "crushing" the weaker.



Any Mac with System 5.0+ and 512K



Let NEMESIS™ guide you to this  
lifetime fascination.

*"If you are looking for a captivating game  
suitable for children or mathematicians... I  
strongly recommend you try the NEMESIS  
software."* J. McCormick, Modern Electronics 8/89

*"... the leading Go game for the Macintosh (or ...  
the IBM PC, for that matter)"*

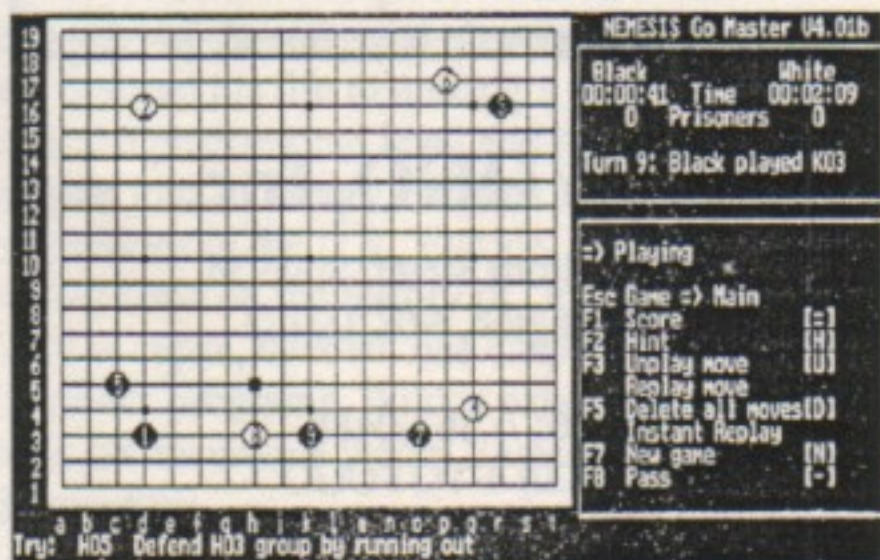
*"...without question one of the most extraordinary  
automated aids to go..."*

*"...an improvement over learning the game from  
books or from all but the most patient humans."*

C. Seiter, MacWorld, June 1989

*"NEMESIS Go Master provides a smooth, flexible,  
option-loaded introduction to the game"*

PC Strategy Guide Vol.2, #4



Any PC with DOS 2.1+ and 512K

Here, CGA, EGA, VGA & Mouse optionally supported



# NEMESIS™ Go Master®

*"If you are interested in Go, buy this program"*

Jerry Pournelle - Byte July 1987

NEMESIS™ Go Master is the ideal tool for learning the ultimate game. Based on artificial intelligence technology, NEMESIS is so human-like, it is often virtually impossible to tell her play from that of a person.

*"I've had a blast playing (and learning to play) this incredible game. The beauty of it is that NEMESIS helps-*

- \* Each time NEMESIS places a stone, it explains its motives, associating them to a rule (or rules)*
- \* I can ask NEMESIS to help me place a stone and to explain its motives*
- \* I can edit the board (to a new position) and ask NEMESIS to suggest moves*
- \* I can take back moves (and so can NEMESIS)*
- \* I can practice (or learn) by playing NEMESIS on smaller boards (9x9 and 13x13)*
- \* I can save and resume games later."*

Gary Entsminger - MicroCornucopia, Mar-Apr 1989

And NEMESIS can do more!

- \* Plays at any strength from raw beginner to human tournament-rated 15 kyu*
- \* Plays Black and/or White*
- \* Supports Japanese or Chinese rules*
- \* Handicaps any number of stones*
- \* Has an auto-replay with speed control*
- \* Computes the score on any turn*
- \* Supports game diagrams for publication*

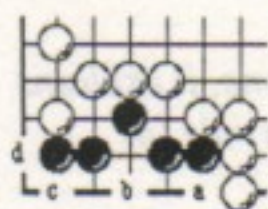
NEMESIS™ also comes with 10 professional game records and a small booklet on playing better Go based on *Instant Go™*, a revolutionary heuristic approach to learning Go.

Go Master comes with a sample Joseki Tutor and Tactical Wizard. Full versions of these products can be installed into NEMESIS Go Master to create one fully integrated Go teacher.

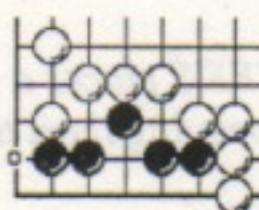


# NEMESIS™ Tactical Wizard™

During a game you are constantly faced with problems involving the potential life and death of stones, either yours or your opponent's. If you've bought any of the innumerable tactical problem books to study, you've probably discovered that they train you to recognize and handle specific tactics by providing problems tied to a particular pattern or concept. But these problems do not reflect situations in your actual games, and the books only show the one right answer, sometimes with no explanation of the move you thought of.



The Problem



A NEMESIS Suggestion



The Solution

Tactical Wizard starts where the books stop. If you only want to know the next move to play to kill or save something, Tactical Wizard can show it to you. But unlike the book, Tactical Wizard is not constrained to prefabricated problems. You can use it during your game, on situations as they occur. And you are not limited to seeing just the right moves. You can try out your own move and see why it doesn't work (if it doesn't). Or leaf through the tactical variations and discover the traps which your opponent might fall into if he's careless.

In string capture mode, the goal is to kill or save the designated string. This involves enclosing the target, and then filling in liberties while warding off any counterattack on adjacent attacker strings.

In group capture mode, the goal is to form/prevent two eyes (absolute life) for the target group.

Tactical Wizard, unaided, is expected to solve Class C (10 kyu and weaker) problems. Stronger players up through 5 kyu will still benefit from using Tactical Wizard, however, because they can assist the exploration and in turn Tactical Wizard will assist them.



# NEMESIS™ Joseki Tutor™

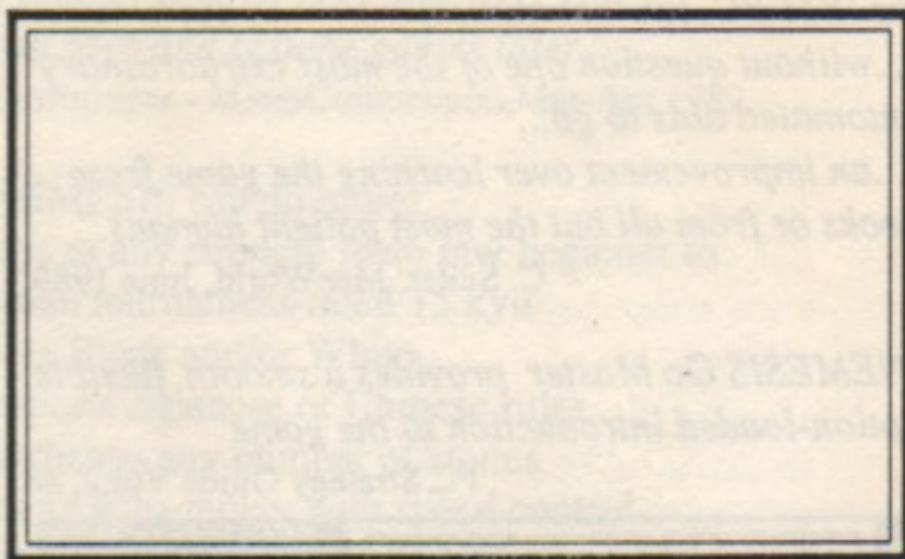
Joseki are opening game patterns considered locally optimal and equitable for both players. These joseki have been worked out by masters over the centuries. Since a joseki only covers *part* of the board, choosing the "right" joseki is as important as knowing the sequences.

## Master 1300 joseki in context:

Leaf through completed sequences to see how they benefit your position. See all possible next moves simultaneously. Wander up and down the tree of choices for both players. Incorporate any sequence into your game.

Play joseki against NEMESIS to test your joseki knowledge. Use hint if you need help.

*"The Joseki Tutor is excellent"* Ridgewood, NJ



## TOYOGO, Inc.

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### AMERICAN GO ASSOCIATION

The national organization of go players in the United States.

- Publishes the American Go Journal and the American Go Newsletter.
- Coordinates and assists a growing network of local go clubs in the U.S.
- Sanctions and promotes local and regional AGA-rated tournaments in the U.S.
- Organizes annual U.S. Open Championships and the U.S. Go Congress events.
- Manages U.S. participation in international events.
- Arranges and coordinates educational tours by recognized go professionals.
- Maintains a computerized national player rating system.
- Distributes listings of go clubs & contact persons, and of AGA members.
- Seeks and coordinates people and projects aiming to promote the game of go.

The AGA is working to help you and other players come together for more playing enjoyment.

- PLEASE COME JOIN US - TODAY -



Herewith is my, new \_\_\_\_\_ renewal \_\_\_\_\_ American Go Association membership dues payment.

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Full membership, including all publications and services, \$25/yr. Sustainers, \$50. Sponsors, \$100. Multi-year subscriptions are most welcome. *Special low-rate limited memberships are available from local Chapter clubs.* Donations of \$25 or more are tax deductible if directed to the American Go Foundation.

Back issues of the American Go Journal, Newsletter, and other publications are available from the AGA. Write for listing and prices.

Membership \$ \_\_\_\_\_  
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Total enclosed \$ \_\_\_\_\_  
date \_\_\_\_\_

Your answers to the following would be much appreciated:

Playing strength \_\_\_\_\_ Where/when did you first learn go? \_\_\_\_\_

Do you belong to a local club? \_\_\_\_\_ Name(s)? \_\_\_\_\_

Are you a computer person? \_\_\_\_\_ What hardware? \_\_\_\_\_

What is your citizenship? \_\_\_\_\_ Occupation? \_\_\_\_\_

Remarks: \_\_\_\_\_

◆ THANK YOU FOR YOUR HELP ◆

Your generous support, together with that of so many other  
lovers of this truly magnificent game  
is crucial to  
the success of the AGA  
and to the art of go in this country.