

Ego Instructions by Bruce Wilcox

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The simplest way to start a game is to press BEGIN. Ego will take Black and make the first move. After that just click on the intersection to make your move. When you want to pass at the end of the game, press PASS.

If you want to start a new game, press CLEAR and then BEGIN.

After each move, Ego displays the estimated winning margin for one player in the upper right (off board) black and white stones. This estimate involves current territory, potential territory and safety status of stones. Click on these stones and Ego displays the prisoner counts (P). Click again and Ego displays the claimed territory score (T) for each side. If you find being told the score is like cheating, you can just leave Ego set to display the prisoner counts instead.

The turn number is displayed in the upper right of the icon panel. While Ego is thinking, an image will be animated instead of the turn number. If you click on it, you stop Ego in the midst of his thinking.

To vary the default game conditions

If you want to vary the default game conditions, you must press one or more of these icons before you press BEGIN:

1. Size - changes the board size {9x9, 19x19}

2. Handicap - changes handicap {even, 1-9 stones}

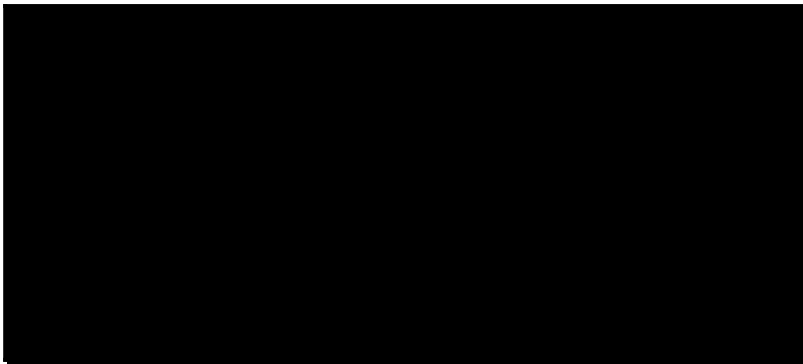
Note: a handicap of 0 means 5 points is given to white, while in a handicap of 1, no points are given to white and black just moves first.

3. Player - changes which color the human plays {black, white}

Note: If BEGIN is showing, it means the game is not started. In that case you can enter both black and white moves freely (human-human). Only when BEGIN is pressed will Ego respond appropriately.

4. Style - changes how Ego plays

Note:
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While Ego is the animation depends on the used. However, the game, if Ego winning or losing enough points, change style, and the animation that. If Ego is easily, he Watery. If losing he becomes

Other useful icons are:

5. Safety - when clicked turns on or off display of safety and territory. Black and White enclosed regions are shaded and dead stones marked with '+'. Weak stones are marked with numbers. The higher the number, the stronger the stones. In addition, the numbers have specific meanings:

- ◆ 2 = an otherwise dead group but not actually enclosed
- ◆ 3 = inside a sector line (threatened containment) without enough territory for life
- ◆ 4 = not enough territory for life but out in the open
- ◆ 5 = has the potential to make life, but hasn't made it yet.

6. **Hint** - suggests places to play. Higher numbers are better.

7. **Unplay** - takes back the most recent human move. If you click on the wrong intersection and you realize this while Ego is thinking, just click on Unplay and Ego will stop thinking and retract your move. If Ego has already replied to your move before you click on unplay, Ego will retract both your move and his response to your move and then respond after you play your new move. Unplay can also remove handicap stones.

8. **Clear** - takes back all moves but handicap stones. Useful to start a new game, or review a game. To start a new game press BEGIN again.

9. **Replay** - puts back 1 move previously removed. Useful for reviewing a game after clearing it to the beginning. If you are reviewing a game, at some point you may want to explore other sequences of moves. Just put down the sequence you want to explore. When you are done exploring, clicking on replay will remove all of your added moves and put down the next real move from the game record.

10. **Final** - puts back all moves from the game record.

11. **Load** - read in a text game record. Brings up a dialog box. Press ESC key to cancel dialog. Otherwise enter filename and press ENTER.

Note: As you play, the game record is continuously updated into the file "tmp.ego". Load defaults to this name, so if you select Load and just press ENTER, you will get the contents of tmp.ego if it exists. (e.g., if you accidentally lost your game because the power died or you pressed Size or Handicap, just press Load and hit ENTER.

12. **Save** - store a text game record. Brings up a dialog box. Press ESC key to cancel dialog. Otherwise enter filename and press ENTER.

Note: There is no need to save the game explicitly when you quit and plan to continue it later. Whenever you QUIT, your current game is saved, and will be automatically reloaded when you run Ego again.

13. **Pass** - play no move. Used at the end of the game. When a pass move is played, the stones of the player to move next change shade to show the pass happened.

14. **Quit** - to exit Ego back to DOS.

Note: whenever you QUIT, your current game is saved automatically, and resumed when you run Ego again. If you then press CLEAR and then BEGIN, you will begin in a new game with the previous playing conditions.

15. Double-clicking on a stone - unplays all moves until just before that stone was played. Useful for returning to a previous position rapidly or try a different line replacing a move. If you do this accidentally, click FINAL to return.

Adjustments:

SOUND: Normally Ego beeps for each move played. This can be suppressed by running Ego with the command line parameter S, i.e., *ego S* or *ego s* means run Ego silently.

BOARD COLOR: If you don't like the highly ornate go board, you can select a plain colored one. Run Ego with the command line parameter P, i.e., *ego P* or *ego p* means run ego with a plain board. *Ego P S* means run ego with a plain board and no sound.

Problems:

1. Two people have reported that the most recent move does not blink during their first game. But when they stop and rerun Ego any other time, it is there. So if you get no blink, rerun Ego a second time. Makes no sense to me but there it is. Or click SAVE for the same effect.

2. One person reported that under Windows the mouse didn't work. When he installed a mouse driver in config.sys, then it did. DOS needs to know of a driver, even if Windows knows of one.