

The program "Dragon 2.1" is a go-playing program which provides both a human vs. computer and human vs. human playing board. It allows for 19x19 go and 9x9 go. 2 versions of this documentation note, the runnable binary of the program, and several data files which it uses are included. All of the files should be placed in a folder together for the program to operate. Dragon 2.1 is state-of-the-art in terms of go-playing-program strength, having achieved second place in the recent International Computer Go tournament in Taiwan.

The author, Don-yueh Liu, has provided the runnable object code of the program to the public, free of charge. It is in the public domain, and may not be distributed for commercial gain. Please distribute it freely to whomever you wish. Kaihu Chen obtained the copy for U.S. distribution on a Macintosh diskette. Since Kaihu does not have a Macintosh, he had to enlist other help to distribute the program; Mark Goldfain briefly tested the program on several Macintoshes. It ran on 1 of the 2 Macintosh Pluses and both Macintosh IIs on which it was tried. We have no idea why the one Mac+ claimed the diskette was empty. We don't know whether the program will run on a Mac SE, or an older Mac with less than 1 Meg of memory. Mark's impressions from the brief testing were as follows:

The program has good graphics and plays a challenging game of go. The core of the program which generates game moves seems to be in pretty good shape, but a number of the optional selections are not fully operational. One can either "declare the game complete" by selecting "Stop", or wait until two passes occur. (The program is not very quick to decide that it is time to pass.) Either way, the game just halts, and I have not figured out how to get it to accurately report either the prisoners that were removed, or the final score of the game. If you pause it to take back a move, or just to think, you may not be able to restart the game. I was able to save a game in progress to a file, but could not figure out how to start a game from that file - it may only be a "position archive". Mostly, there is no documentation with the program at all, which prevents us from figuring such things out.

Kaihu conjectures the program must rank in the same ballpark as Nemesis, which must mean about 17 kyu, for strength. The source code was not provided to us. We do not know what the author's intentions are concerning source code. You might want to write him directly:

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(Mark has sent a letter concerning documentation and source code and will post any response ...)

If you do not have access to the net, or do not have the ability to decode the files there, you can get the program on 3.5" Macintosh diskette by sending either:

- (a) \$1,
 - a stamped, self-addressed envelope, and
 - a blank, formatted diskette,
- or (b) \$5,
 - specification of what density of 3.5" diskette, and

your address
to: Mark Goldfain
Department of Computer Science
University of Illinois
1304 West Springfield
Urbana, Illinois 61801

Please note that we (Dan LaLiberte, Mark Goldfain, and Kaihu Chen) are simply acting as your agent in providing you with a copy of these files. As such, we cannot accept any responsibility for whether or not the code will run correctly on your machine, or whether or not it will even run, or for that matter whether or not it will crash **your system, or cause damage to** hardware, software, or data residing on your system. (Etcetera!)

We have no reason to suspect that it would have an ill effect, and sincerely hope it will run and provide you with a great deal of satisfaction, but you are not paying for this software, nor any **guarantees**. **The** copy from the net is totally free, and in the cases outlined above, the \$1 fee is simply for the effort of copying and mailing, and the \$5 fee is for the same plus to reimburse for the cost of **an envelope and** diskette.