



Media-release

Toronto, November 27, 2018

Dr. Bronn, abstract games developer, created a game that is going to become a new benchmark for Artificial Intelligence.

Welcome CTOR – the new member of the ‘thinking’ family of games. It will take its rightful place in the market as a game that competes with and yet complements the classic thought stimulation games.

Developed by, Dr. Bronn, of Canadian company CTOR GAME Inc. - a resident of the leading business accelerator YEDI, CTOR belongs in a class of abstract strategy games with open rules.

With today’s booming electronic games industry, it seems almost illogical to develop a new game like this. Some say that people only want the high-tech games. Truthfully, there is a significant portion of society that can be ‘numbed-out’ by the CG apps as many of them have vastly similar objectives and outcomes.

Some have said that creating a new game that stimulates intelligence, creativity and learning would be impossible, however, this is refuted by the creator of this new class of games - Dr. Bronn: *“We do not doubt that the people who lived before us were equally intelligent and curious. The eternal search for a model of the world led them to the creation of games. However, with modern knowledge of the brain in our hands, and the understanding of complex mathematical models of the organization of the world, we can create innovative games that rely on this knowledge. CTOR is that kind of game,”* says Dr. Bronn in his “How to measure collective intelligence” lecture at the TEDx conference.

The first version of CTOR was designed for two players and was developed at the St. Petersburg State University in Russia, where Dr. Bronn led the development of neurocomputers and led the course "Mathematical modeling of biological systems." The game was published in 1988, in Russia, with a circulation of 100 thousand copies and had about half a million fans; it successfully competed with Monopoly and Go.

After moving to Canada, the inventor continued to develop the rules and in 2015 completed the rules of the new version, which allowed players to play in teams and even test the abilities of the right and left hemispheres of the brain by playing without a partner and against oneself.

Over the years, studies have been conducted on various models of player behavior and variations of the rules, including the development of the first version of the algorithm for playing with a computer - which has a higher complexity than the algorithm for ‘Go.’

CTOR - the game, was tested throughout the year on the basis of the Discovery Academy, as part of the Creativity & Memory course.

The official presentation ceremony of the first release of the game in the North American market will be held in Toronto, in the ‘Snakes&Lattes Midtown Board Game Café’ on December 4th of this year, from 7:00 to 10:00 p.m.

Planned participation of representatives of the Toronto City Hall, universities and commercial companies include those interested in various areas of the game - in education, development of



collective thinking skills in business groups, experiments on cognitive thinking and the development of new types of artificial intelligence systems.

For further information, please contact: company's PR manager
ctorgame@gmail.com

ADDITIONAL INFORMATION THAT MAY BE OF INTEREST:

The creator of the game CTOR

Dr. Bronn holds a PhD in Computer Science, VP ECG Ltd. (Ethnic Channels Group). is a mentor at YEDI (York Entrepreneurship Development Institute) and a member of CEMA (Canadian Ethnic Media Association).

In May 2018, when all the research and tests of the board game version were completed, the company launched production. The first version of the new game will enter the market on **November 29, 2018**. The company plans to sell at least fifty-thousand copies in Canada, with further sales in Europe, Russia and other countries in 2019.

The promotion of the new game on the multicultural market of Canada and the United States will be managed by ECG Ltd., the largest ethnic television operator in North America, which broadcasts more than 100 TV channels and is the media sponsor of the gala event on December 4 in Toronto.

Several agreements will be signed, including the organization of the international federation of the game CTOR, under the auspices of the business accelerator YEDI, which has the highest global rating among university-linked business accelerators according to UBI Global and where the company CTOR GAME Inc. passed acceleration and is a resident. A signing of a license agreement with Canadian software company Deskree is planned, with regards to the launch of the production of the mobile versions of the game.

CHESS and GO, invented thousands of years ago, finally have a sibling!

'Dear Dr. Bronn, thank you very much for a copy of your CTOR game. I find it very helpful in terms of popularization of mathematical biology and development of a player's thinking process on different levels of the game's rules. I am sure this can be a very interesting article in our magazine.'

Alexander Dewdney, Former editor "Scientific American" 1998.

'Brain study is one of the biggest challenges of our days. CTOR, a game based on deep understanding of human thinking processes, combines simple behavioral patterns of living organisms and complex decision-making processes within communities. Game strategies in this game are much more diverse than those of traditional strategy games like chess or go.'

Eduard Proydakov, Former Chief editor PC Week RE, 1989



'Dear Vladimir, your game is wonderful, and it has good prospects. I wish you success and hope you will make it!'

Erno Rubik, Creator of the Rubik's Cube, 1989

"You can actually feel yourself getting smarter as you play this game. You can have numerous 'Aha' moments and it's like you begin to recognize how you think, learn and process new information."

Barry Spilchuk – Toronto - Coauthor – A Cup of Chicken Soup for the Soul., 2018

"I know Dr. Bronn for many years, and I am amazed at his perseverance and determination and his efforts directed to the development of CTOR, whose perspectives go far beyond a simple game; CTOR is rather a very interesting and exciting tool for the development, implementation and analysis of different systems of individual and collective thinking. No one knows how this story will end, but it's always worth trying something new, especially if this new is produced by your brains."

Ilya A. Rybak, PhD, Professor of Neuroscience, Drexel University, Philadelphia, USA, 2018

"CTOR game has no doubt a strong future ahead. The game has incredible research potential across numerous fields, from education to organizational behaviour to mental health" –

Raoul Hendriks (Former consultant - Accenture, China), 2018