LOADING INSTRUCTIONS

1. Insert a DOS (2.0 or higher) disk into Drive A, close the disk drive door, and turn on the computer.
2. Insert the CHAMPIONSHIP BACKGAMMON™ disk in Drive A, type GAMMON and press RETURN.

NOTE: Some monitors may not display the color screen clearly. In this case, follow the above instructions, but instead of the word "GAMMON", type MONO-BG. This will display the game in monochrome.

RULES OF BACKGAMMON

Object of Game - Backgammon is an exciting game of strategy designed for two players. The play consists of moving the pieces toward and into the home board and then taking the pieces off. The first player to remove all his pieces wins the game.

The Board - The board has 24 triangles called **points,** numbered in Championship Backgammon™ from 01 to 24. The player's home board consists of point 01 to 06 and the computer's home points are 19 to 24. The strip dividing the playing board is called the **bar** and it is not counted as a point. Both players start with 15 matching pieces and a pair of dice.

Starting Position
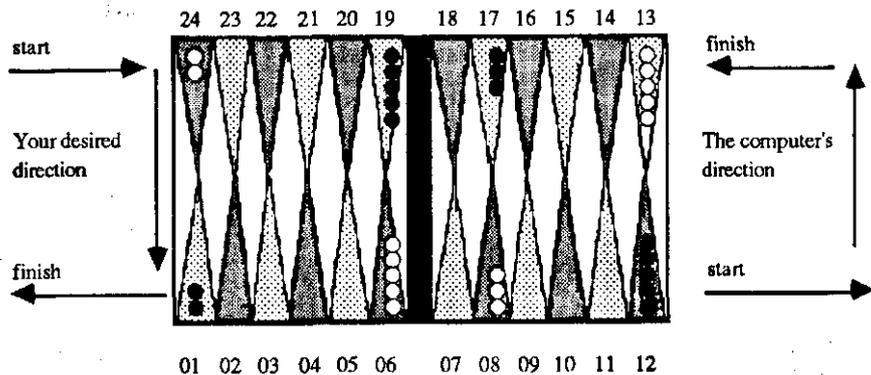
Beginning - Each player rolls one die; the player with the higher number moves first, using the number on these two dice for this move. Ties are re-rolled. After this first throw, players alternate turns, using their own pair of dice. Each turn consists of one roll of two dice and the moving of pieces along the board the number of points corresponding to the value of the dice. Players move around the board in opposite directions toward their respective home boards. *Pieces may not be moved backwards.*

Playing - The player moves one piece for the number on one die, and another piece for the number on another die; alternately, one piece may be advanced twice using both dice. If both dice show the same number (doubles), that number is moved four times. So, with a roll of 3-3, the player has to make four moves of 3 points each. One piece or any combination of up to four pieces may be advanced with this roll.

A player cannot pass a turn and must use the entire roll if it can be legally played. Either die may be played first, but if only one die can be played, and there is a choice, then the higher-numbered die must be used.

Moving - Only pieces of one color may occupy the same point. A piece may be moved to a point where there are no other pieces, or it may land on a point having other matching pieces. A player may have any number of his own pieces on one point. Pieces may also be moved to a point containing one opposite piece (a blot). That piece is then considered "hit" and placed on the bar.

A player may not move to a point having two or more of the opponent's pieces (blocked point). A player's piece may move *past* points blocked by the opponent, but may not stop, even in passing, on such a point when using both dice to move one piece.

A piece on the bar must be re-entered before any other move can be made. It is put back into play in the opponent's home board. The dice determine on which points the player may attempt to enter. For example, with a roll of 3-1, the player may land on the first point (the 24 point) or the third point (the 22 point) in the computer's home board. In the example to follow, the 24 point is occupied by 2 of the computer's pieces, so re-entry is not possible. However, the 22 point is open, and therefore, you would be able to re-enter your piece here and continue the game. If points are blocked and re-entering is not possible, the player loses his turn.

A player rolls a 3-1, in hopes of re-entering the board...
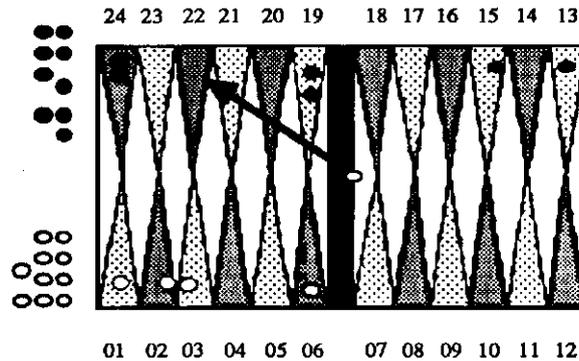
A player with 4 pieces left, ready to bear-off, rolls a 5-5...
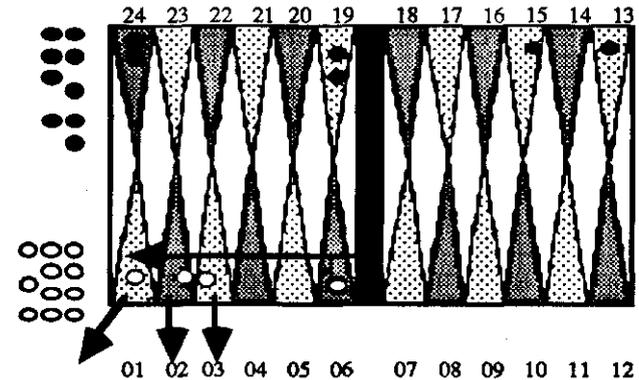
Bearing Off - When a player has all of his pieces in his home board, he may start to bear off (take off pieces). One piece may be removed from each point corresponding to the number rolled. With a roll of doubles, up to four pieces can be taken off in one turn. If the player rolls a number higher than the points any of his remaining pieces are on, the piece on the next highest point may be taken off. For example, if a player has four pieces left, one each on the 01, 02, 03 and 06 points and rolls a 5-5, as shown in the following diagram, the piece on the 06 point would have to be played on the 01 point and then 3 pieces could be taken off (1 from the 03 point, 1 from the 02 point, and one from the 01 point). While bearing off, if a player's piece is hit by the opponent, that player cannot continue to bear off until all his remaining pieces are again on his home board. The first player to bear off all his pieces wins the game.

Doubling - The doubling cube indicates the number of points being played for and is used to raise the stakes of the game. When the game begins, the doubling cube has a value of one and is displayed midway between the players on the right side of the board (left side on the monochrome version). If a player feels he has an advantage during the game, he can double the stakes by turning the cube before he rolls, offering it to his opponent. The opponent may refuse (drop) the offer of the cube and thereby concede the game, which would be worth the number of points shown on the cube before the double was made. On the other hand, he may choose to accept the cube, thereby doubling the number of points being played for and taking possession of the cube on his side of the board. Only the player who owns the cube has the right to re-double. Either player may offer the first double. The game may therefore end in one of two ways: either by being played to its natural conclusion or having the doubling cube offered and refused.

Scoring - A game may be worth 1, 2, or 3 points. A score of 1 point is given to the winner of a standard game. However, if a player wins before his opponent bears off any pieces, he wins a "gammon" worth 2 points. If, in addition to having borne off no pieces, the opponent has one or more pieces on the bar or in the winner's home board, he loses a "backgammon" worth 3 points. The score is multiplied by the current value of the doubling cube to determine the total number of points won in each game.

Match Play - A method of scoring used in tournaments. The first player in a series of games whose total score reaches or exceeds a specified number of points wins the match. The Crawford Rule says that, " when a player is within one point of winning a match, no doubling is allowed for one game."

HOW TO PLAY CHAMPIONSHIP BACKGAMMON

The Board

Your playing pieces and dice are white. The computer's are black. Points are numbered from 01 to 24 on the screen. You move your pieces from high-numbered points to low-numbered points; toward your "home" board in the lower left quadrant. Dice rolls are randomly generated, and either die may be played first.

How to Move

When prompted "FROM--", type the 2-digit number corresponding to the point from which you want to move. For points numbered less than 10, use a leading zero: 01, 02, 03, etc. It is **not** necessary to hit the ENTER key. Or, if you prefer, you can strike 1, 2, 3, etc. and then the ENTER key.

At the prompt "TO-", type in the number of the position to which you want to move. Each die number must be used individually, i.e. with a roll of 3-2, move first from 13 to 10, and then 10 to 08, rather than 13 to 08 in one jump.

A player rolls a 3-2, **and** wishes to **move from point 13 to 8...**
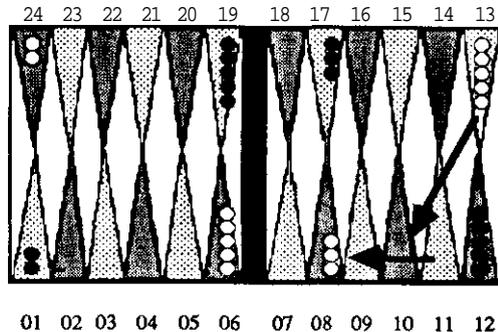
At the end of your turn, the program asks "READY?" This gives you the opportunity to change your move. Type Y for Yes if you are satisfied with your move (for your convenience, you can press either the SPACE BAR or ENTER key instead). Or, type N for No and your pieces will be put back so you can replay the roll.

Take Back a Move- Type T to take back your move anytime during your turn.

Advice- Type A to get the computer's advice on how to play your roll. You always get the computer's best suggestion, regardless of the level at which you are playing. In fact, this is the move the computer would make in your position.

Doubling- To double or redouble, type D when prompted. Press the SPACE BAR to roll the dice.

Score- To display the score, simply type S.

Pip Count- To display the pip count for both sides, type P. The pip count is the total number of points (sometimes called pips) each player would have to move in order to bear off all of his pieces. The player with the lower pip count is leading in the race.

Bearing Off- Bear off (take off pieces) by typing 00 in response to the "TO-" prompt.

Quit During Game- Type Q during your turn to begin a new game or exit to DOS.

Help- Type H to review the keys you may use during the game.
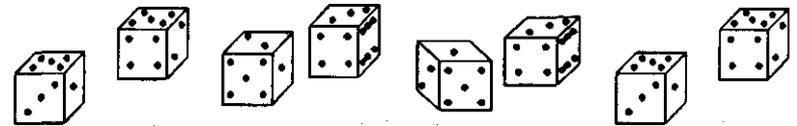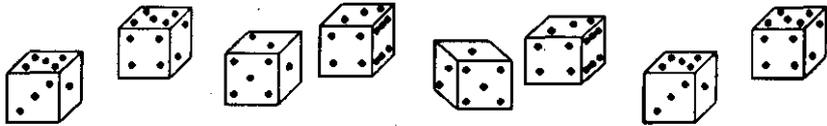
Options

The following options have been preset (the default settings). You may change any of them by using the Options Menu.

1. **Choose the level of difficulty** - Five levels of increasing difficulty are available. Level 5 is the most challenging. All computer moves are made within a few seconds, regardless of the level you have chosen (default level is 5).
2. **Use doubling cube** - you may choose to play a game in which neither side can double (default is with doubling).
3. **Turn off the sound** effects (default is onX
4. **Speed of game** - pieces normally blink while moving, making it easy to follow the move in progress. For a faster game, you may choose the No *Blink* option. For a very fast game, try the *Lightning* option.
   Note: The computer's strategy is identical at all three speeds.
5. **Match Scoring** - allows you to choose a target number of points (default is cumulative totalling of points with no match target).

6. <u>Set UP your own board</u> - allows you to play from the starting position of your choice.- just follow the screen prompts (when putting pieces on the board, you can simply press ENTER to skip a point). This is great for testing difficult positions (default is standard opening placement of pieces).
7. <u>Set the dice yourself</u> - choose whatever rolls you want for you and the computer (default is randomly generated rolls).

Keys - Here is a review of the letter keys available to you during your turn:

- A - Advice
- D - Double
- H - Help (display list of keys to use)
- N - "No" response to Y/N question
- P - Pip Count
- Q - Quit
- S - Score
- T - Take back move
- Y - Yes response to Y/N question

BACKGAMMON™

IN-D-BKG