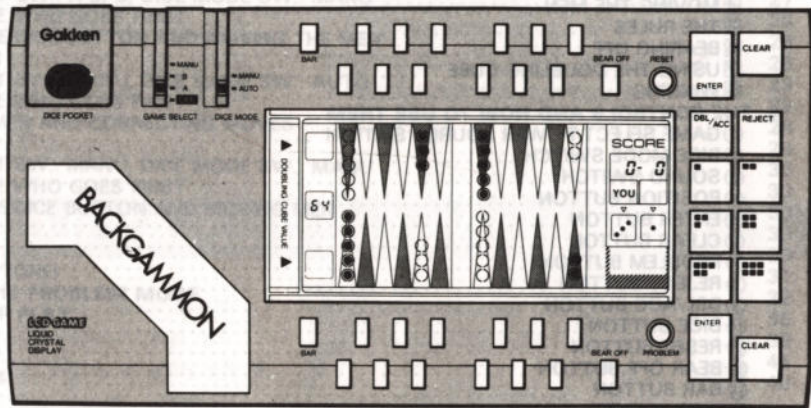


LCD GAME

CONTENTS

BACKGAMMON



This product may differ slightly from the one shown in the illustration on the package.

Gakken

ELECTRO-GAMMON.NET

CONTENTS

| | |
|---|----|
| 1. INSTALLING THE BATTERY | 4 |
| 2. LIQUID CRYSTAL DISPLAY (LCD) BOARD | 4 |
| 3. THE BASICS OF BACKGAMMON | 6 |
| ① THE GAME BOARD | 6 |
| ② THE OBJECT OF THE GAME | 7 |
| ③ ORDER OF PLAY | 7 |
| ④ MOVING THE MEN | 8 |
| ⑤ THE RULES | 11 |
| ⑥ BEARING OFF | 15 |
| ⑦ USING THE DOUBLING CUBE | 16 |
| ⑧ WINNING | 18 |
| 4. THE CONTROLS AND HOW TO USE THEM | 19 |
| ① GAME SELECT/POWER SOURCE SWITCH | 19 |
| ② DICE MODE SWITCH | 20 |
| ③ SOUND SWITCH | 20 |
| ④ POSITION BUTTON | 20 |
| ⑤ ENTER BUTTON | 20 |
| ⑥ CLEAR BUTTON | 20 |
| ⑦ PROBLEM BUTTON | 21 |
| ⑧ REJECT BUTTON | 21 |
| ⑨ DBL/ACC BUTTON | 21 |
| ⑩ DICE BUTTON | 21 |
| ⑪ RESET BUTTON | 21 |
| ⑫ BEAR OFF BUTTON | 21 |
| ⑬ BAR BUTTON | 22 |
| ⑭ DICE POCKET | 22 |
| ⑮ DICE WINDOW | 22 |
| ⑯ DOUBLING CUBE VALUE | 22 |
| ⑰ SCORE BOARD | 22 |
| ⑱ LCD INTENSITY CONTROL | 22 |

| | |
|--|----|
| 5. PLAYING INSTRUCTIONS | 23 |
| ① GAME SELECT SW.: A or B, DICE MODE SW.: AUTO | 23 |
| ① TO DECIDE WHO GOES FIRST | 23 |
| ② MOVING MEN AND CORRECTING MOVES | 25 |
| ③ DOUBLING | 27 |
| ② GAME SELECT SW.: A or B, DICE MODE SW.: MANU | 27 |
| ① TO DECIDE WHO GOES FIRST | 28 |
| ② USING THE DICE BUTTON AND MOVING THE MEN | 28 |
| ③ DOUBLING | 28 |
| ③ GAME SELECT SW.: MANU, DICE MODE SW.: AUTO | 29 |
| ① TO DECIDE WHO GOES FIRST | 29 |
| ② MOVING MEN AND CORRECTING MOVES | 29 |
| ③ DOUBLING | 29 |
| ④ GAME SELECT SW.: MANU, DICE MODE SW.: MANU | 30 |
| ① TO DECIDE WHO GOES FIRST | 30 |
| ② USING THE DICE BUTTON AND MOVING MEN | 30 |
| ③ DOUBLING | 30 |
| ■ SCORING | 30 |
| ■ SOUNDS (GAME TONE) | 31 |
| 6. HOW TO USE THE PROBLEM MODE | 32 |
| 7. FLOW CHART OF PLAY | 35 |
| 8. SCORE SHEET | 39 |
| PRECAUTIONS | 45 |
| SPECIFICATIONS | 46 |

1. INSTALLING THE BATTERY

- ① Slide open the battery cover on the bottom of the game in the direction shown.
- ② Place 4 UM-III dry batteries into the battery box as shown in Diagram 1.
- ③ Slide the cover back into its groove and close it in the direction shown.

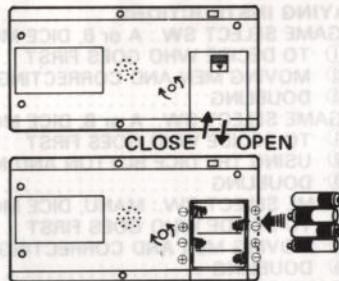


Diagram-1

2. LIQUID CRYSTAL DISPLAY (LCD) BOARD

- ① Since the board of the game uses an LCD, please take special care of the following points.
 - Do not expose the board to excessive shock or pressure.
 - Avoid using or storing the game in extreme temperatures (high or low).

In particular, do not expose it to direct sun light for long periods.

- Be sure to insert the batteries into the battery box with their correct polarity. Switch the game OFF first.
- Do not use low batteries.

Neglect of the above points will cause malfunctions.

- ② If the LCD display is difficult to see clearly ...
 - Turn the game upside down and find the LCD intensity control (a round hole). Place a screwdriver into the

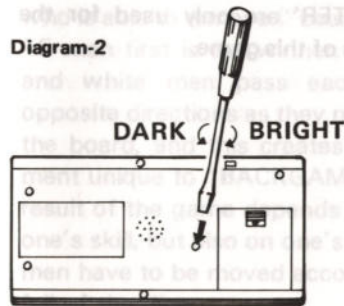


Diagram-2

hole and adjust it gently until the display darkens.

- The visibility of the LCD changes with your angle of view. Please use it in the best position.
- * If you already know how to play Backgammon, go on to Part 4 (p. 19).

★ BEST VIEWING ANGLE ★

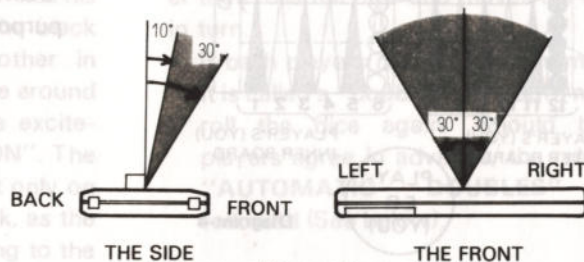


Diagram-3

3. THE BASICS OF BACKGAMMON

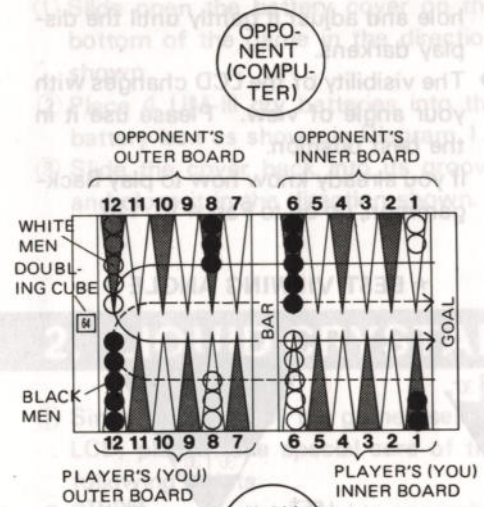


Diagram-4

→ DIRECTION OF WHITE MEN (PLAYER)
 ---→ DIRECTION OF BLACK MEN (OPPONENT)

1 THE GAME BOARD

- * **POINT:** The 24 triangular areas on the game board are called "points". The board is divided into your side and your opponent's side. The 12 points on each side are numbered from 1 - 12.
- * In Diagram-4, the words 'YOU' and 'COMPUTER' are only used for the purposes of this game.

2 THE OBJECT OF THE GAME

Before the game starts, arrange the black and white men on the board with the two players sitting opposite each other. After the order of play has been decided, the dice are thrown in turn and the men moved according to the numbers shown on the dice. The player who is able to remove ("bear off") all his 15 men first is the winner. The black and white men pass each other in opposite directions as they move around the board, and this creates the excitement unique to "BACKGAMMON". The result of the game depends not only on one's skill, but also on one's luck, as the men have to be moved according to the fall of the dice.

3 ORDER OF PLAY

Each player rolls one die. The player rolling the highest number makes the first move and must play according to the value which appears on the two dice. Next it is his opponent's turn. He throws both dice again and moves his men accordingly. Each player then rolls the dice and moves his men in turn.

- * If both players roll the same number, it is called a "doublet", and both must roll the dice again. Should both players agree in advance, the rule of "AUTOMATIC DOUBLES" is followed (See below).

* AUTOMATIC DOUBLES

If the players roll a "doublet" on the initial roll, the Doubling Cube is set to '2'. This is the same as if there has been one 'double', but the cube remains in the center. (for "doubles" refer to USING THE DOUBLING CUBE P. 16) This is called an "automatic double". Both players then roll the dice again to decide who plays first. As this is an optional rule, it must be agreed on between each player before the game starts. In GAKKEN's game, this rule is not adopted.

4 MOVING THE MEN

Men are moved on the points in the direction of the arrow shown in Diagram-4.

① When the dice are thrown with different values . . .

Players move their men the same number of spaces as the values of the dice, though the bar is passed over without counting. They may not move backward. A player may move his men in various combinations.

EX Dice [1,2] & [3,4] (See Diagram-5)

- i) Move one man 3 spaces and another man 4 spaces.
- ii) Move one man 3 and then 4 spaces, or 4 and then 3.

You can see there are 2 ways moving, as above. Either way, men are moved 7 spaces in total.

- * A man can not be moved once as a total value. For instance, even if the dice shows 3 and 4, a man can not always be moved 7 spaces. The reason is that if the point where a player wishes to move for 3 or 4 spaces is already "blocked" by his opponent's men, he can not move on. (for "blocking" refer to P. 11 and see Diagram-6)

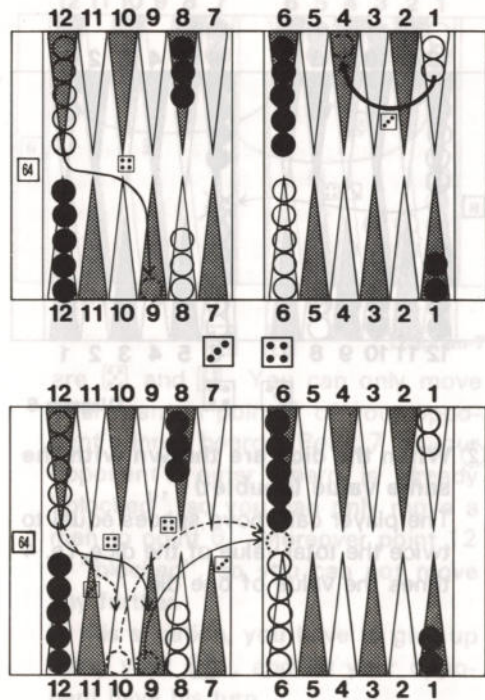


Diagram-5

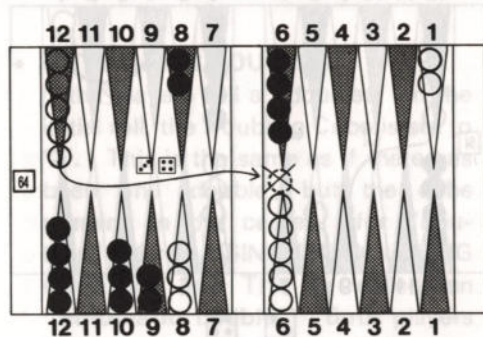


Diagram-6

② **When the dice are thrown with the same value (doublet) . . .**

The player can move spaces equal to twice the total value of the dice, i.e. 4 times the value of one die.

EX Dice &

- i) Move one man 4 spaces 4 times.
- ii) Move one man 3 times (4 x 3) and another man once (4 x 1).
- iii) Move 2 men 2 times each (4 x 2 + 4 x 2).
- iv) Move one man 2 times (4 x 2) and 2 other men once each (4 + 4).
- v) Move 4 men each once (4 + 4 + 4 + 4).

You can see there are 5 ways of moving, as above. In any case, the men are moved 16 spaces in total. Thus the "doublet" plays an important part in moving, and allows various tactical maneuvers.

5 THE RULES

- ① **A player can not move his men to a point which is occupied by 2 or more of his opponent's men, though he can pass over that point.** Equally if a player is occupying a point with 2 or more of his men, his opponent can not land there.
- ② **When a player can not move his men according to his throw, he has to give up his move.**

EX In Diagram-7, you are white. You are not ready for "bearing off" (refer to P. 15), so you can not move your men on points 1/2/3/4 in your inner board because the values of the dice

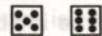
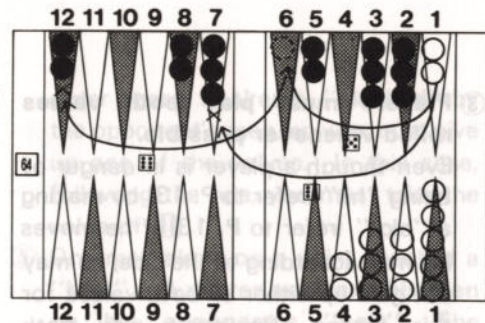


Diagram-7

are and . You can only move your men on point 1 of your opponent's inner board. Point 7 in your opponent's outer board is already "blocked", so you can only move a man to point 6. Moreover point 12 is "blocked", so you can not move any further.

In this situation, you have to give up using your , and let your opponent have his turn.

- ③ **Players must play both values rolled whenever possible.**

Even though a player is in danger of being "hit" (refer to P. 13) by making a "blot" (refer to P. 13) if he moves his men according to the dice, he may not give up either or both values for this reason. He must play both values rolled if he is able to.

EX In the situation in Diagram-8, you must be particularly careful when moving. It may seem here that the white men can make many moves. But in fact the only move possible is that the man on point 6 moves first one space and then 5 spaces to bear off. This is because a player must play all of values rolled if it is possible.

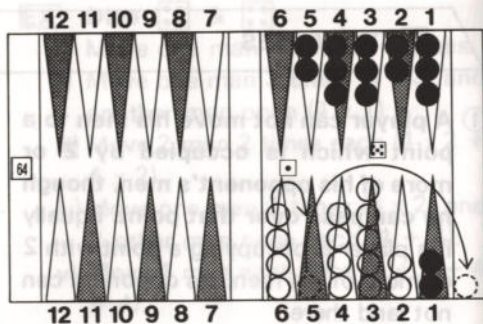


Diagram-8

Moves like this are called a "forced move". When a player can move both values, he can play either value first.

- ④ **If a player can move only one of the values, he must move the larger one.**

EX In Diagram-9, the only man who can be moved is on point 2 in the opponent's inner board. The man can be moved 5 spaces to point 7 or 6 spaces to point 8, but a further move, to point 12 in your opponent's

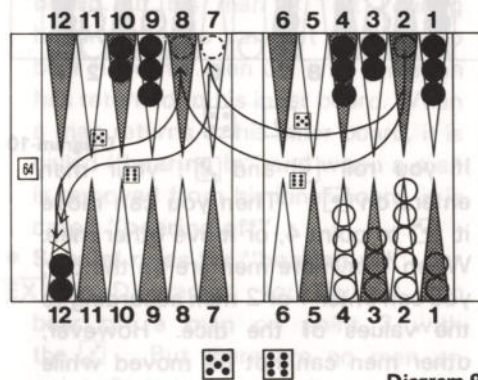






Diagram-9

- outer board, is already "blocked" by the opponent's men, so you must give up one of the values. In this case, following the rule, you must take the value of 5.
- ⑤ One man alone on a point is called a "blot". A player may land his men on his opponent's "blot". The opponent's man is then placed on the bar. This is called a "hit".
- ⑥ When a "hit" man is moved into the opponent's inner board from the bar, it is called "entering". A man can be "entered" in the opponent's inner board on points 1 — 6 according to the value on one of the dice. In accordance with rules ① and ⑤, a player can not "enter" his man on a "blocked" point, but may do so on a "blot" point. If his man lands on his

opponent's "blot" point, the opponent's man is "hit" and is placed on the bar. Thereafter the player can move men as usual.

- ⑦ **When a player has 1 or more men on the bar, he can not move any other men until he has entered all his men.**

EX In Diagram-10, you (white) can enter your men on any point which is not "blocked" by your opponent's men, that is point 1 and 4 in your opponent's inner board. When the value of your dice is  or  , your man can be entered on point 1 or 4, but until it is  or  , you must continue to pass your turn. As your man is on the bar, in following this rule, you can not move your other men.

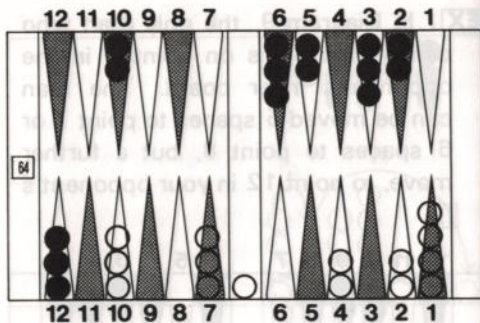







Diagram-10

If you roll  and  , your man enters on  . Then you can move it  to point 4, or move other men. When 1 or more men are on the bar, you can enter 1 or 2 men according to the values of the dice. However, other men can not be moved while your men are still on the bar.

⑥ BEARING OFF

- **Bearing in**
When a player has all 15 men in his inner board, he may begin removing them "bearing off" from the board. If his man is "hit" during bearing off, he can not continue to bear his other men off until this man has returned to his inner board. When a man returns to his inner board, it is called "bearing in" and when a man is removed from his inner board, it is called "bearing off".
- **Special rules for "bearing off"**

EX In Diagram-11, you (white) can bear off a man on point 3 with the  . But there are no men on point 6 to corresponding to the

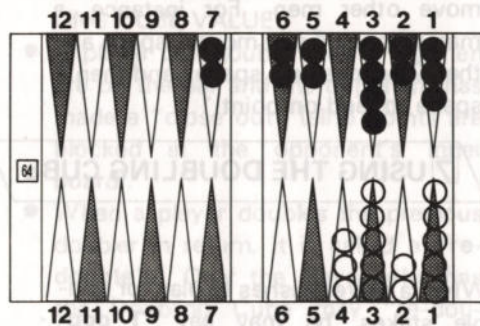





Diagram-11

 . In this case, you can bear off a man from your highest point, here the man on point 4 in your inner board. You can not bear 2 men on point 3 off, because point 3 is not your highest point.

If you roll  and  in the situation in Diagram-II, you may bear off one man each from point 1 and 2, or may move other men. For instance, a man on point 4 can move 1 space and then 2 spaces or 2 spaces and then 1 space to land on point 1.



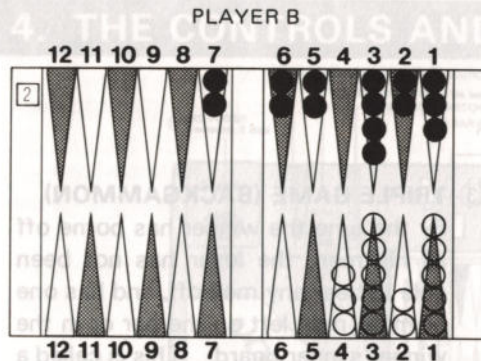
DOUBLING CUBE
Diagram-12

7 USING THE DOUBLING CUBE

- ① When a player wishes to play for double stakes, he may say "I double". A player must double **before he rolls his dice**.
- ② When player doubles, the opponent decides either to **accept** or **reject** the double.
- In the case of acceptance, the game is played for double stakes.

- If the opponent feels the doubler's position is too advantageous, he refuses the double and the game is over. Then the doubler wins, though the stake is as it was before the double.
- ③ **The power of the double**
Either player can double first. But neither player can double at the initial turn of the first player.

4. THE CONTROLS AND HOW TO USE THEM



PLAYER A
Diagram-13

- If player B accepts the double of player A, A places the Doubling Cube on B's side with the 2 side face up as in Diagram-13. At the beginning of the game, the Doubling Cube is placed in the center on the left side of the game board with the 64 side face up. GAKKEN's game indicates these values in the windows as the DOUB-

LING CUBE VALUE.

- A player can double even if his men are on the bar and the opponent has made a "close out" (all 6 points are blocked in the opponent's inner board).
- When a player doubles the previous doubler in return, it is called a "re-double". Only the player who has the Doubling Cube may "re-double". In Diagram-13 only player B has the right to re-double.
- Each time the stake is redoubled, the stake goes up accordingly: 4, 8, 16, . . . GAKKEN's game goes up to 64 times.

8 WINNING

There are 3 ways to win in **BACKGAMMON**.

① SINGLE GAME

This is the normal pattern. The loser has borne off at least 1 man by the time the winner has borne off all his men. This is called a "single game". The winner scores **1 point** on the game.

② DOUBLE GAME (GAMMON)

By the time the winner has borne off all his men, the loser has not been able to bear any men off. This is called a "double game" (**GAMMON**).

The winner scores **2 points** on the game.

③ TRIPLE GAME (BACKGAMMON)

By the time the winner has borne off all his men, the loser has not been able to bear any men off, and has one or more men left on the bar or in the winner's inner board. This is called a "triple game" (**BACKGAMMON**).

The winner scores **3 points**.

The scores above are in the case of no doubles. If the game is doubled, the score is multiplied by the count of the Doubling Cube.

The score can be doubled up to 64 times.

Thus the score varies according to the 3 kinds of winning styles and the count of the Doubling Cube.

4. THE CONTROLS AND HOW TO USE THEM

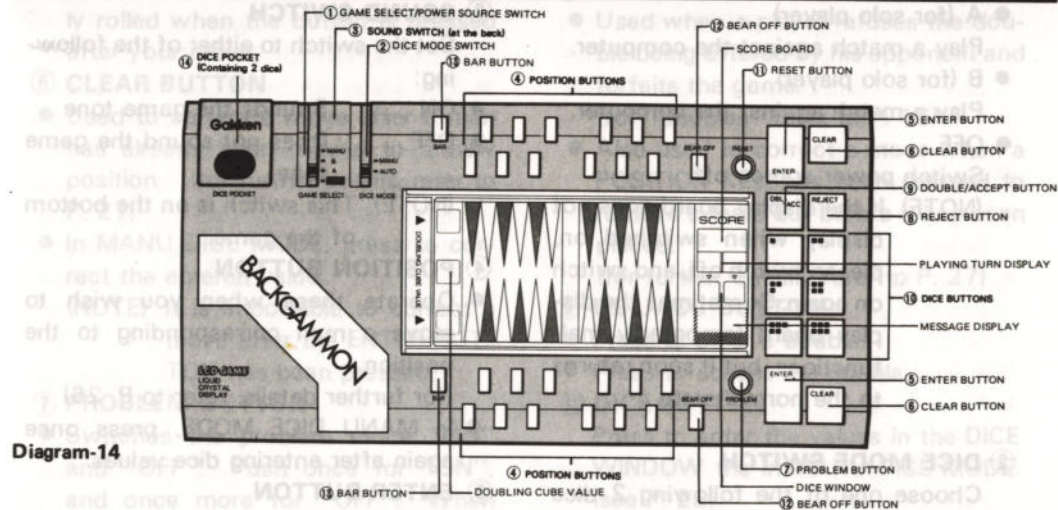


Diagram-14

① GAME SELECT/POWER SOURCE SWITCH

Choose one of the following games and set the switch accordingly.

- **MANU** (for 2 players) . . .
Use this display board to play a match with 2 persons.

- A (for solo player) . . .
Play a match against the computer.
- B (for solo player) . . .
Play a match against the computer.
- OFF . . .
Switch power source off.

(NOTE) If the display board does not display when switched on, please switch off, and switch on again. Sometimes the display board temporarily malfunctions, but it soon returns to the normal state.

② **DICE MODE SWITCH**

Choose one of the following 2 dice modes and set the switch accordingly.

- MANU . . . Use the accessory dice in the DICE POCKET.
- AUTO . . . Use the automatic dice built into the body.

③ **SOUND SWITCH**

Set the switch to either of the following:

- ON Sounds the game tone
- OFF Does not sound the game tone

(NOTE) This switch is on the bottom of the game.

④ **POSITION BUTTON**

- Operate these when you wish to move a man corresponding to the position.
(for further details, refer to P. 26)
- In MANU DICE MODE, press once again after entering dice values.

⑤ **ENTER BUTTON**

- Press before rolling the dice. If do so, player can stop the dice rolling to press any button.
- Press when the move is finished.
- When playing GAME A or B in AUTO

DICE MODE, the dice are automatically rolled when the button is pressed after your move.

⑥ **CLEAR BUTTON**

- Used to correct a move after a man has already been moved to a new position. (for further details, refer to P. 27)
- In MANU DICE MODE, press to correct the entered value.
(NOTE) It is impossible to correct a move after the ENTER BUTTON has been pressed.

⑦ **PROBLEM BUTTON**

- Switches the problem mode "ON" and "OFF". Push once for "ON", and once more for "OFF". When "ON", "PROBLEM" is displayed in the MESSAGE DISPLAY below the DICE WINDOW.
(PROBLEM MODE; refer to P. 32)

⑧ **REJECT BUTTON**

- Used when a player refuses the double being offered by his opponent and forfeits the game.
(for "doubles" refer to P. 16)
- Also used to correct a move when a POSITION KEY has been pressed to remove a man, but before it has been placed.
(for further details, refer to P. 27)

⑨ **DBL/ACC BUTTON**

- Press to offer a double.
- Press to accept the double.

⑩ **DICE BUTTON**

Press to enter the values in the DICE WINDOW the in MANU DICE MODE.
(see P. 28)

⑪ **RESET BUTTON**

Press to set for a new game without affecting the accumulated score when the game is in progress or 21

finished.

- When pressing the RESET BUTTON after the game ends, the DICE MODE can be switched. If the GAME SELECT SW. is changed, the score is reset to 0 — 0.

⑫ BEAR OFF BUTTON

- Press to bear off a man from the inner board.
- Press to bear off a man from any point on the board in PROBLEM MODE.

⑬ BAR BUTTON

- Press to enter a man from the BAR point.
- Press to remove a man to the BAR in PROBLEM MODE.

⑭ DICE POCKET

- Slide the DICE POCKET cover off and use the 2 dice in it in MANU DICE MODE.

⑮ DICE WINDOW

- 2 dice faces are displayed.

⑯ DOUBLING CUBE VALUE

- The value of the Doubling Cube is indicated in the window opposite the doubler as the DOUBLING CUBE VALUE. At the beginning of the game, 64 is displayed in the center window. When a player doubles, a flashing 2 is displayed in the window of the side being doubled. Every time the state is re-doubled, the DOUBLING CUBE VALUE will go up 4, 8, ... 64.

⑰ SCORE BOARD

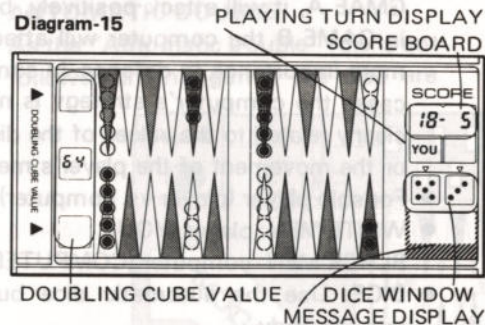
- The total score at any time is indicated.

⑱ LCD INTENSITY CONTROL

- If the Liquid Crystal Display (LCD) board is difficult to see, you can darken it by turning this gently with a

screwdriver.

(NOTE) The controller is in the upside-down of the game.



5. PLAYING INSTRUCTIONS

You can play "GAKKEN LCD BACK-GAMMON" in the following 4 modes. "YOU" move the white men, the "COMPUTER" moves the black men.

| | GAME SELECT SWITCH | DICE MODE SWITCH |
|---|--------------------|------------------|
| ① | A or B | AUTO |
| ② | A or B | MANU |
| ③ | MANU | AUTO |
| ④ | MANU | MANU |

① **GAME SELECT SW.:** A or B, **DICE MODE SW.:** AUTO

● THE DIFFERENCE BETWEEN GAME A AND GAME B

There is a difference in the computer's strategy in GAME A and GAME B. It will be found that when the computer moves its men (black) in GAME A, it will attack positively, but in GAME B the computer will attach more importance to defence. In some cases the computer's strategy is not clearly related to the values of the dice or the movement of the player's men.

- For solo player (player vs. computer)
- **WHITE MEN:** player (YOU)
- **BLACK MEN:** computer (COMPUTER)
- **DICE:** Use the automatic dice built into the body.

① TO DECIDE WHO GOES FIRST

Press the **ENTER BUTTON**, and the dice are rolled in **DICE WINDOW** and stop automatically. The player with the highest value goes first. **YOU**

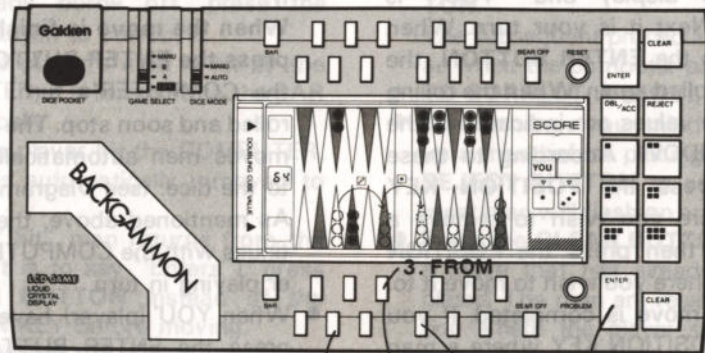
(the left side) or **COMPUTER** (the right side) is indicated in the **PLAYING TURN DISPLAY** (above the **DICE WINDOW**).

* **AUTOMATIC DOUBLE**

As the "Automatic Double" rule is not followed in this game, the dice are

programmed so that a "Doublet" (the same value on both dice) can not appear at the first roll. But from the second roll on, doublets may appear sometimes.

(for **AUTOMATIC DOUBLE**, refer to P. 8)





1. FROM 2. TO 4. TO 5. ENTER BUTTON

② MOVING MEN AND CORRECTING MOVES

★ COMPUTER PLAYS FIRST . . .

If **COMPUTER** is indicated in the **PLAYING TURN DISPLAY**, the **COMPUTER** goes first. The **COMPUTER** moves the black men. Following its move, "COMPUTER" disappears from the display and "YOU" is appears. Next it is **your turn**. When you press the **ENTER BUTTON**, the **dice** are rolled again. When the rolling stops, the values are indicated in the **DICE WINDOW**. According to these values, press the **POSITION KEY** from where you wish to remove a man and then press the **POSITION KEY** for where you wish to move it to. Thus the move is completed. If you press a **POSITION KEY** where a man can not move, a buzzer sounds (when

SOUND SW. is set to "ON") and the man does not move. In this case, you must select another **POSITION KEY**.

EX For example, when the dice values are  and . There, if you want to move only one man, you can not move 4 spaces at one time. Be sure to move 1 space and 3 spaces separately.

When the move is finished, always press the ENTER BUTTON. Next it is the **COMPUTER's** turn. The dice is rolled and soon stop. The **COMPUTER** moves men automatically according to the dice. (see Diagram 16)

As mentioned above, the game continues with the **COMPUTER** and player playing in turn.

- When **YOU** (player) have to "pass", press the **ENTER BUTTON** without pressing the **POSITION BUTTON**.

When the **COMPUTER** passes, the **PASS** is indicated by a flashing **MESSAGE DISPLAY**. Then the player should press the **ENTER BUTTON**, too.

★ TO CORRECT A MOVE

- If the **BEAR OFF** button is pressed by mistake instead of the position key for moving men, and some of the men are already borne off, press the **CLEAR** button to correct it.
- When the player's man is hit by the **COMPUTER**, it is removed to the **BAR** automatically.
- When the player hit the **COMPUTER**, its man is automatically removed to the **BAR**.
- When a "hit" man returns from the **BAR** (that is to say "Enters"), press the **BAR BUTTON** instead of the **POSITION KEY** before moving.
- When **bearing off** a man, press the **BEAR OFF BUTTON** instead of the

POSITION BUTTON to complete the move.

★ PLAYER (YOU) PLAYS FIRST . . .

If **YOU** is indicated on the **PLAYING TURN DISPLAY**, the player (**YOU**) plays first. According to the value shown in the **DICE WINDOW**, move the white men by pressing the **POSITION BUTTON** and the **ENTER BUTTON**.

The subsequent procedure is the same as when the computer plays first.

★ TO CORRECT A MOVE

- If you change your mind after picking up a man before placing it, press the **REJECT BUTTON** to correct it. The reset man will flash on and off.
- Press the **CLEAR BUTTON** to correct a move that has already been completed. The men are reset to the position where the player started in this turn.
- Moves can not be correct after the

ENTER BUTTON has been pressed.

③ DOUBLING

● WHEN THE PLAYER DOUBLES . . .

After the computer's move, do not press the **ENTER BUTTON** but press the **DBL BUTTON**. The **Doubling tune** will sound (when **SOUND SW.** is set ON). If the computer accepts the Double, the dice are rolled and the game continues. But if it refuses the Double, the player wins this game and the total score is indicated on the **SCORE BOARD**.

● IF THE COMPUTER DOUBLES YOU . . .

The Doubling tune will sound (when **SOUND SW.** is set ON). If the you accepts the Double, press the **ACC BUTTON** and continue the game. You need not now press the **ENTER BUTTON**.

To refuse the double, press the **REJECT BUTTON**. The game then ends and the total score is indicated on the **SCORE BOARD**.

* DOUBLING CUBE

If neither player has doubled, the central window shows 64 as the **DOUBLING CUBE VALUE**. If one player doubles, the **DOUBLING CUBE VALUE** and the display window change.

(for "doubles" refer to P. 16)

② GAME SELECT SW.: A or B, DICE MODE SW.: MANU

- For solo player (player vs. computer)
- **WHITE MEN** : player (YOU)
- **BLACK MEN** : computer (COMPUTER)
- **DICE** : Use 2 accessory dice in **DICE POKET**.

* The procedure is different in some ways to ①.





① TO DECIDE WHO GOES FIRST

Decide the playing turn as in ① by rolling the 2 accessory dice.

* AUTOMATIC DOUBLE

The "Automatic Double" rule is not followed in **GAKKEN's** game. If the first roll is a doublet, please throw the dice again.

② USING THE DICE BUTTON AND MOVING MEN

Press the **DICE BUTTON** to enter the values of the dice rolled after pressing the **ENTER BUTTON**. The first **DICE BUTTON** pressed is displayed on the **COMPUTER's side (on the right side of the DICE WINDOW)**. Take care to enter the dice values in the correct order. For example, when the dice fall as  and , and you play first, press  first followed by . When pressing the **DICE BUTTON**, please

check the display in the **DICE WINDOW** and the **PLAYING TURN DISPLAY**. If it is correct, press the **ENTER BUTTON** again. The game then proceeds as explained above, the dice being rolled and the **DICE BUTTON** pressed in order. Even if the computer has to pass because it's men are on the **BAR** and your men have made a "close out", you can not omit the usual processes, pressing the **DICE BUTTON** etc. To correct the values shown in the **DICE WINDOW**, press the **CLEAR BUTTON**. This processes for moves and corrections are the same as in ①.

③ DOUBLING

For **DOUBLING**, the rule is the same as in ①.

③ GAME SELECT SW.: MANU, DICE MODE SW.: AUTO

- For 2 players (player A vs. player B)

- **WHITE MEN** : player A (YOU side)
- **BLACK MEN** : player B (COMPUTER side)

● **DICE** : Use the automatic dice built into the game.

* Use the **GAME DISPLAY BOARD** of GAKKEN's LCD BACKGAMMON as the game board.

* One of the two players takes the **COMPUTER side** and uses the **ENTER BUTTON, BAR BUTTON, BEAR OFF BUTTON** and **CLEAR BUTTON** on the upper side of the body.

The other buttons are used by both players on the YOU side.

① TO DECIDE WHO GOES FIRST

The same as ① — ①.

② MOVING MEN AND CORRECTING MOVES

Both player A and B do the same as in ①. But be sure to press the ENTER

BUTTON before each player rolls the dice and also to press it once again when the move is finished.

③ DOUBLING

Either player can double on his turn except for the initial turn of the first player. A player can double even if his men are on the BAR and the opponent has made a "close out". The player should always check the window of the **DOUBLING CUBE VALUE** before he doubles. He can double only if the value of the Doubling Cube is shown in **the center or on his side**.

As for using the DOUBLING button, refer to 1.

④ GAME SELECT SW.: MANU, DICE MODE SW.: MANU

- For 2 players (player A vs player B)
- **WHITE MEN** : player A (YOU side)
- **BLACK MEN** : player B (COMPUTER side)

6. HOW TO USE THE PROBLEM MODE

- **DICE** : Use the 2 accessory dice in the DICE POCKET.

1 TO DECIDE WHO GOES FIRST

See ②.

2 USING THE DICE BUTTON AND MOVING MEN

Using the DICE BUTTON: see ②.

How to move men and to correct moves: see ①.

3 DOUBLING

See ③.

■ SCORING

- Backgammon generally uses **chips** or such like as bets which are cleared off every time a game is over. In GAKKEN's game, the scores are indicated on the **SCORE BOARD** instead of using chips.

- The score continually accumulates and is shown in **total** on the SCORE BOARD unless the **GAME SELECT**

SW. is changed. Even if the score is more than 99, the game can continue but the 100 unit is not indicated. If the **GAME SELECT SW.**, is changed, the **SCORE BOARD** returns to 0 — 0.

- How to score; refer to ⑧ **WINNING** (P. 18)

■ SOUNDS (GAME TONE)

① BEEP

Heard when a button is pressed correctly.

② BUZZ

Heard when a button is pressed incorrectly. Before re-pressing a button pay special attention to "forced moves", and check the pressing order.

In the case of a "forced move", press the **CLEAR BUTTON** and move again.

③ DOUBLING TONE

Heard when a player **doubles** or is doubled.

6. HOW TO USE THE PROBLEM MODE

- When you switch the **PROBLEM MODE** on, you can place men anywhere and you can enter **any values in MANU DICE MODE**. For example, if you can not decide which move to make, make a note of the position of the men and the values of the dice. Later you can re-enact the same situation after the game is over.
- **TO SET THE PROBLEM MODE**
 - ① **Select GAME A or B.**
 - * This switch must not be moved during play.
 - ② Press the **PROBLEM BUTTON**. The problem mode is "**ON**" and the **PROBLEM** sign is displayed on the MESSAGE DISPLAY.
 - * This button may be used during play.
 - ③ **DICE MODE SW.** is set in **MANU** or **AUTO**.
 - * If you set it to **AUTO**, you can not enter values in the DICE WINDOW.
 - ④ Press a **POSITION BUTTON** to move men. This process is the same as usual (refer to P. 26), but you can place men at any point you want to without regard to the value of dice.

7. FLOW CHART OF THE PLAY

- * You can move both **white** and **black men**, but cannot place a man on a point where there is already a different coloured man is already placed.
- * You can also place men on the **BAR** or **bear them off** the board. However, men borne off the board do not flash on and off.
- * When the problem mode is on, the values are erased from the DICE WINDOW.
- ⑤ After placing men on the points, press the **PROBLEM BUTTON**. The problem mode is now "**OFF**", and the **PROBLEM** sign disappears from the MESSAGE DISPLAY. If the last move was white in the problem mode, the game must start from black's (COMPUTER) turn. If it was black, it will start from white's (YOU) turn.
 - * If the DICE MODE SW. is set to **MANU**, press the DICE BUTTON to enter values. This process is the same as usual (refer to P. 26) but pay special attention use of the ENTER BUTTON.
 - * Even when the problem mode is switched off, the set positions of the men and the values of the dice will remain as they are.

6. HOW TO USE THE PROBLEM MODE

* When the problem mode is on, the value of the Doubling Cube is indicated as 64 on the center window of the DOUBLING CUBE VALUE, the same as when the game starts.

⑥ In MANU DICE MODE, press the DICE BUTTON to enter the dice values. In the case of AUTO, the dice are automatically rolled after the problem mode is switched off. If white starts first, press the ENTER BUTTON and move the white men. If black is first, after turning the PROBLEM SW. 'OFF', the black men move automatically without having to press the ENTER BUTTON.

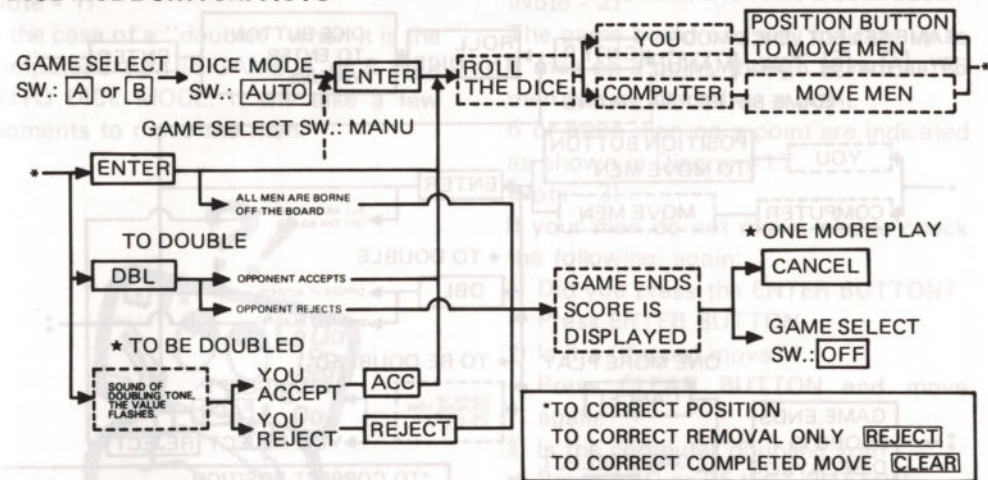
● In this way, the problem mode is very convenient and has many uses. If you cannot decide a move, you can find out what the computer would do (two moves only). This will help you for future games. Please note that you should follow white (YOU) men with black (COMPUTER) men on the board, when you place men.

Try and find ways to use this problem mode creatively.

* Please note when the problem mode is "OFF" and the game is over, its score is added to the preceding scores as usual.

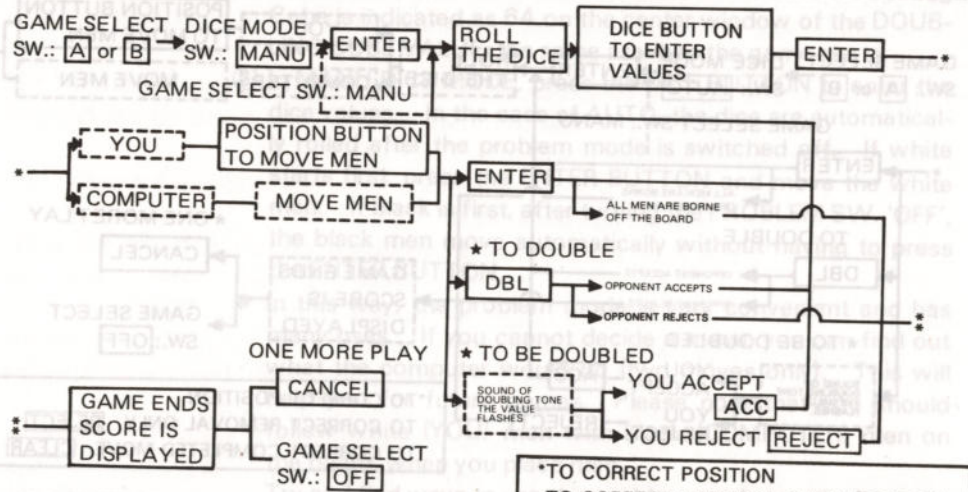
7. FLOW CHART OF THE PLAY

● DICE MODE SWITCH: AUTO



(NOTE) With the GAME SELECT SW. set to MANU, one of the two players plays on the COMPUTER side and uses the ENTER, BAR, BEAR OFF, and CLEAR button on the upper side of the game. Press the ENTER button before each player rolls the dice and once again when the move is finished.

● DICE MODE SWITCH: MANU



*TO CORRECT POSITION
 TO CORRECT REMOVAL ONLY **REJECT**
 TO CORRECT COMPLETED MOVE **CLEAR**
 TO CORRECT VALUE OF DICE **CLEAR

(NOTE) In case of GAME SELECT SW. to MANU, one of two players plays in COMPUTER side and uses ENTER, BAR, BEAR OFF and CLEAR button in the upper side of the game.

(Note - 1)

In the case of a "doublet" when it is the computer's turn in GAME A or B with AUTO DICE MODE, it will take a few moments to move the men.

(Note - 2)

The game board can only indicate up to 5 men on a point, though in fact all 15 men can be placed on a point. 6 or more men on a point are indicated as shown in Diagram-17.

(Note - 3)

If your men do not move, please check the following, again:

- ① Did you press the ENTER BUTTON?
 ➔ Press ENTER BUTTON.
- ② Is it a "forced move"?
 ➔ Press CLEAR BUTTON and move again.
- ③ Is the computer doubling you?
 ➔ Press ACC or REJECT BUTTON.

Note that when the SOUND SWITCH is turned off, you can not hear the sounds.



| | | | | | | | | | |
|----------|----------|----------|----------|-----------|-----------|-----------|-----------|-----------|-----------|
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ | ○ |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

○ is going on and off

Diagram-17

8. SCORE SHEET

• How to enter scores in the score sheet

Enter the date of the game and the names of the players (for GAME A or B, your opponent's is the COMPUTER) in the score sheet. White the score of each game in the sheet in the order you and your opponent. After the scores of 7 games have been entered in the sheet, total the score for each side.

Alternatively, play the game continuously until one player reaches 7 points. (7 point match). Other possibilities are 5 points, 9 points, 11 points etc..

| LCD GAME BACKGAMMON | | |
|------------------------|---|------|
| Date | | Date |
| _____VS._____ | | |
| 1 | - | - |
| 2 | - | - |
| 3 | - | - |
| 4 | - | - |
| 5 | - | - |
| 6 | - | - |
| 7 | - | - |
| | - | - |

| LCD GAME BACKGAMMON | | |
|------------------------|---|------|
| Date | | Date |
| _____VS._____ | | |
| 1 | - | - |
| 2 | - | - |
| 3 | - | - |
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| 6 | - | - |
| 7 | - | - |
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| LCD GAME BACKGAMMON | | |
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| LCD GAME BACKGAMMON | | |
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LCD GAME
BACKGAMMON
Date _____

_____ VS. _____

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| 3 | - | - | 3 |
| 4 | - | - | 4 |
| 5 | - | - | 5 |
| 6 | - | - | 6 |
| 7 | - | - | 7 |
| | - | - | |

LCD GAME
BACKGAMMON
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| | | | |
|---|---|---|---|
| 1 | - | - | 1 |
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LCD GAME
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LCD GAME
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LCD GAME
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PRECAUTIONS

- The display becomes unresponsive or disappears.
- Displays are incorrect (no data entered).
- Unusual sounds are heard.

PRECAUTIONS

LCD GAME
BACKGAMMON
Date _____

____ VS. ____

| | | | |
|---|---|---|---|
| 1 | - | - | 1 |
| 2 | - | - | 2 |
| 3 | - | - | 3 |
| 4 | - | - | 4 |
| 5 | - | - | 5 |
| 6 | - | - | 6 |
| 7 | - | - | 7 |
| | - | - | |

LCD GAME
BACKGAMMON
Date _____

____ VS. ____

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|---|---|---|---|
| 1 | - | - | 1 |
| 2 | - | - | 2 |
| 3 | - | - | 3 |
| 4 | - | - | 4 |
| 5 | - | - | 5 |
| 6 | - | - | 6 |
| 7 | - | - | 7 |
| | - | - | |

LCD GAME
BACKGAMMON
Date _____

____ VS. ____

| | | | |
|---|---|---|---|
| 1 | - | - | 1 |
| 2 | - | - | 2 |
| 3 | - | - | 3 |
| 4 | - | - | 4 |
| 5 | - | - | 5 |
| 6 | - | - | 6 |
| 7 | - | - | 7 |
| | - | - | |

LCD GAME
Gakken BACKGAMMON

- When the batteries are low, the following malfunctions will occur. Please replace them in good time with new ones.
 - The display becomes weak or disappears.
 - Displays are incorrect (not as entered).
 - Unusual sounds are heard.
- This game is a high precision device made from electronic parts. Care of the following points will enable you to prolong its life.
 - Never attempt to open the game up,
 - Do not drop or bang the game.
 - Avoid using or storing the game in places exposed to high temperatures, humidity, or dust.
 - Use the buttons correctly, according to the instructions.
 - Remove batteries from the game when it is not in use for long periods.

- NAME OF GAME
- MAIN ELECTRONIC PARTS
- SIZE
- WEIGHT
- POWER

SPECIFICATION

SENSEI
BACKGAMMON
Date

- NAME OF GAME : LCD GAME BACKGAMMON
- MAIN ELECTRONIC PARTS : LSI, TRANSISTOR DIODE, LCD
- SIZE : L 105mm x W 215mm x H 23.5mm
- WEIGHT : 280 g
- POWER : 4 UM-III DRY BATTERIES (6V)

| | |
|---|---|
| 1 | - |
| 2 | - |
| 3 | - |
| 4 | - |
| 5 | - |
| 6 | - |
| 7 | - |
| | - |

- This game is a high precision device made from electronic parts. Care of the following points will enable you to prolong its life.
 - Never attempt to open the game up.
 - Do not drop or bang the game.
 - Avoid using or storing the game in places exposed to high temperatures, humidity, or dust.
 - Use the buttons correctly, according to the instructions.
 - Remove batteries from the game when it is not in use for long periods.

SENSEI
BACKGAMMON