

MINI BACKGAMMON

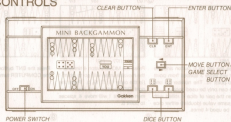
COMPUTER GAME

ELECTRO-GAMMON.NET



Gakken

THE CONTROLS



INSTALLING THE BATTERY

1. Slide open the battery cover on the bottom of the game in the direction shown.
2. Place 1 Lithium Battery CR2025 or CR2032 as shown.
3. Slide the cover back into its groove and close it in the direction shown.

Note:

- 1 Lithium Battery CR2025 or CR2032 is used.
- If there are abnormal sounds or if the display malfunctions when switching the power ON, switch OFF and then ON again.
- When switching the power ON, the whole screen will be displayed for 2 seconds. The starting positions will then be displayed.
- Change the battery when the display starts to fade.



HOW TO USE THE BUTTONS

Power Switch ON/OFF (Slide Switch)

Turns power ON and OFF and is used at the end of the game to replay without resetting the board.

Clear Button (Push Button)

Selects sound ON or OFF. Once ENT is pressed the CLR button serves to cancel your last move during the game, and moves men back to their previous position.

Move Button/Game Select

From power ON until the ENT button is pressed, each press of this button changes the play mode in the order A → B → DEMO. After the game starts, each press selects a possible move, from your man furthest away from the goal (indicated by blinking).

Game A: the computer plays a defensive game.

Game B: the computer plays an offensive game.

DEMO: Game A and Game B are automatically played by computer as a demonstration. When YOU is displayed and the pair of dice is rolled, press ENT to continue the move.

Enter Button

After power ON, the first press of the ENT button rolls the pair of dice to decide whether YOU or the COMPUTER starts first. After the game starts, pressing the ENT button ends the turn, and starts the next turn by rolling the pair of dice.

Dice Button

Moves men according to numbers shown on the left and right dice. Push the right button to move blinking men for the number corresponding to the right dice and the left button for the left dice.

Display of Men

Display of number of men



YOU men do not blink
COMPUTER men slowly blink
(blinking stops during men movement)



Movable pieces on YOU turn



Blinks quickly
Beats sound ON or OFF (Over ENT is cancelled)
Change the piece into a movable piece

Display during men movement



Only man to be moved blinks quickly
During YOU turn, the man blinks twice, and during COMPUTER turn, the man blinks 4 times before moving.

Blinking stops on COMPUTER men before its man is being moved, and moving man quickly blinks 4 times.

Bear Off Display



Score Display



Use both Bear Off and Score display. After 15 men are borne off and the melody rings, the Score display will be shown (1: Single Game 2: Double Game (Gammon) 3: Triple Game (Backgammon)). The winner, YOU or COMPUTER blinks quickly.

HOW TO USE THE BUTTONS

PLAYING INSTRUCTIONS



Switch power ON and the display will be shown as in diagram ①. Push CLR to select sound ON or OFF and GAME SELECT button for the PLAY MODE. Press ENT to begin.



The pair of dice will be automatically rolled to decide who starts first.



Press MOVE and your next playable point will blink (in the example the man to move was chosen at point 12).



Press the left DICE button and the man will move 3 spaces from point 12 to point 15. The number on one die can only be used once. When the pair of dice is rolled with the same value (double) either die can be used 4 times.



Press the MOVE button 4 times and the movable man will go to point 1 (in the order 15, 17, 19, 1). Press the right DICE button and one of the men on point 1 will move 4 spaces to point 5.



Press the ENT button and it will be the COMPUTER turn to play.



After the pair of dice is rolled, the COMPUTER moves as in diagram ⑦ and ⑧.



Press the ENT button and the pair of dice will be rolled for YOU turn. Return to diagram ② and repeat.

NOTE: The basic rules of Backgammon are applied, however doubling and score accumulation cannot be done.