

TIGER®

MODEL: 11-011
110110042IN1TU-01

Chess

BACKGAMMON

ELECTRO-GAMMON.NET

INSTRUCTIONS

ENGLISH



IMPORTANT INFORMATION

USE OF PIECES

1 If you are using pieces with magnets in the bases and your move does not seem to have registered, press down with the EDGE of the piece. Magnet in bases of pieces are NOT essential to the proper operation of the computer. If a magnet falls out of the base of a piece, continue to use it in the normal way without the magnet and the computer will function correctly.

RESET SWITCH

Sometimes computers malfunction due to electrostatic discharge or other electrical disturbances, or when batteries are inserted. If this happens push a thin rod into the RESET hold in the base of the computer and press down for about one second. This Resets the computer, clears its memory and returns it normal operation.

WARNING

The pieces supplied with this chess computer may be small enough to be swallowed. Please keep the pieces out of the reach of small children.

NOT SUITABLE FOR CHILDREN UNDER AGE 3 YEARS.

PLEASE RETAIN THIS MANUAL FOR FUTURE REFERENCE.

QUICK START

These brief instructions show you how to start using your backgammon computer immediately after switching on. To learn all the special features of the computer, you should read the full instruction manual.

SETTING UP

Install 4 "AA" batteries in the compartment on the underside of the computer. Make sure the polarity is correct. The display (LCD) shows **r o L L**.

Set up the pieces on the backgammon board. **NOTE:** The points numbered 1-6 are Red's inner table. Points 19-24 are Grey's inner table. Red moves first.

Initially the computer is set to its weakest level of play. To select a higher level press **LEVEL, LEVEL, ENTER.**

YOUR MOVE

We suggest you play Red in the first game. Press **ROLL DICE**. Two numbers appear in the LCD, flashing on and off. Press **ENTER**. Play the higher number, pressing your man down on its "from" point and its "to" point. Then play the lower number in the same way.

To play the lower number first: after **ENTER**, press **ROLL DICE** again. Then move your men by pressing down on their "from" and "to" points.

THE COMPUTER'S MOVE

Press **ROLL DICE**, then **ENTER**. The display shows the number of the "from" point (flashing) and the "to" point (not flashing). Press down with a man on the "from" point. Now the "to" point flashes. Place the man on the "to" point and press it down.

Then repeat the process for the next part of the computer's move.

BLOTS

If a man hits a blot, press the **BAR** area after pressing the "from" and "to" points. To bring a man in from the bar, press the **BAR** first then press the "to" point.

BEARING OFF

To bear a man off, press the "from" point then the **BEAR OFF** area. The display • 19 00 means the computer (Grey) is bearing off from the 19 point.

DOUBLING

A single number flashing on the right of the LCD means the computer is offering a double. To accept, press **ENTER**. To decline (i.e. to resign the game), press **NEW GAME** twice, then press **CLEAR** and the computer will be ready to start a new game.

NEW GAME

To start a new game press **NEW GAME** twice.

If you want the computer to play Red, start the first move of the game by pressing **MOVE** instead of **ROLL DICE**.

CONTENTS

Keys, Board and Display	1
1 Getting Started	4
2 Your Move	5
3 The Computer's Move	6
4 Hitting a Blot	7
5 Switching Numbers	7
6 Bearing Off	8
7 Errors	8
8 Offering a Double	9
9 New Game	10
10 Changing Sides	10
11 Levels of Skill	11
12 Verifying the Position	11
13 Manual Dice Rolling	12
14 Taking Back Moves	13
15 Memory	15
Troubleshooting Guide	16
How to Play Backgammon	20
The Board and its Arrangement	20
The Start of Play	21
Making Ordinary Moves	21
Restrictions on Play	22
Rolling a Double	23
If a Player Cannot Move any Men	24
"Hitting" an Enemy Man (or "Blot")	24
Re-entering the Board from the Bar	24
Bearing off Men	26
Who Wins?	28
Scoring	28
The Doubling Cube	29
At the end of the Game	30

KEYS, BOARD and DISPLAY

1 2 3 4 5 6 If you roll the dice by hand, the keys marked with the numbers 1-6 are used for telling the computer what numbers you have rolled.

DOUBLE Press **DOUBLE** to see the current value of the doubling cube. (You may then press **ENTER** to offer a double provided that the cube is "in the middle" or "on your side". Or press **CLEAR** to continue play.)

MOVE If it is your turn, pressing **MOVE** makes the computer change sides.

At the start of the game, press **MOVE** if you want the computer to play Red.

When the level is displayed, pressing **MOVE** increases the level by 10.

NEW GAME To start a new game, press this key twice.

LEVEL Press **LEVEL** to check the current level of skill. (Then re-pressing **LEVEL** increases it by 1; pressing **MOVE** increases it by 10.)

**MANUAL/
AUTO** Press this key to switch from automatic dice rolling by the computer to manual dice rolling by you, or vice versa.

TAKE BACK Press **TAKE BACK** if you want to retract the last move. If the last move was a move by the computer you may re-press this key to take back your own previous move.

VERIFY Press (and re-press) **VERIFY** to check the locations of the men on the board.

ROLL DICE Press **ROLL DICE** at the start of each move (your own move or the computer's).

When your numbers have been rolled (and confirmed with **ENTER**), press **ROLL DICE** if you want to play the lower number first.

ENTER Press **ENTER** to confirm the numbers rolled at the start of each move.

ENTER is also used when you are selecting a new level, or accepting or offering a double.

CLEAR Press **CLEAR** to resume play after verifying the position, or after you check the value of the doubling cube.

If you are rolling the dice manually and you press the wrong numbers, press **CLEAR** and then press the correct numbers.

At the end of the game, the result is displayed; press **CLEAR** to clear the display and allow a new game to start.

OFF/SAVE If you press **OFF/SAVE**, the computer switches off, but its memory still retains the current game position.

RECALL Press **RECALL** to continue a game after switching off with **OFF/SAVE**.

THE BOARD The backgammon board consists of 24 numbered "points", as well as a BAR area and

a BEAR OFF area. When moving a man (for yourself or the computer), press it down in the places it is moving "from" and "to".

DISPLAY The liquid crystal display (LCD) has 4 alphanumeric digits, as well as the symbols +, □ and ■.

The alphanumeric display indicates the numbers on the dice and the points that a man is moving from and to. Generally a flashing number instructs you to do something, for example play one of the numbers you have rolled, or press one of the points while carrying out a move.

The alphanumeric digits also show information such as the level, the state of the doubling cube and the result and score of the game. When you are verifying the board position, they indicate how many men are on a specific point.

The + symbol shows that a man has been "hit". Place this man in the BAR area and press it down.

The ■ (Grey) or □ (Red) symbol shows whose turn it is to move. When you are verifying a board position ■ or □ shows the colour of the men on a specific point. When the "stake" on the doubling cube is displayed, ■ or □ shows who "controls the cube".

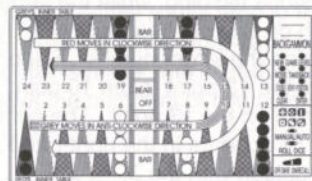
1 GETTING STARTED

Your backgammon computer is powered by 4 "AA" / LR6 batteries. Install them in the compartment on the underside of the computer, making sure that the positive tip of each battery matches up with a + sign in the compartment.

In the liquid crystal display (LCD) you should now see:

□ r o L L

OCCASIONALLY AFTER INSERTING NEW BATTERIES OR CONNECTING AN ADAPTER THE COMPUTER MAY ACT ABNORMALLY - PUSH A THIN OBJECT INTO THE "RESET" HOLE IN THE BASE OF THE COMPUTER AND PRESS DOWN ONCE.



Place the men on the backgammon board as shown above. Note that the "points" on the board are numbered in a single sequence from 1 to 24. The red men move towards the point numbered 1; the grey men move in the direction of the 24 point.

You will find a pair of dice supplied with your backgammon computer. One way of playing is to roll the dice by hand and enter the numbers into the computer as explained in section 13. For the moment, however, we assume that you want the computer to roll the dice electronically.

We suggest that in your first game you play Red. When playing with your computer the player with Red moves first. Note that the program's level of skill can be adjusted as explained in section 11.

2 YOUR MOVE

The word **roLL** shows that the computer is ready for the dice to be rolled at the start of a move. The symbol indicates that it is Red to move. Press the key marked **ROLL DICE**. The computer simulates the throw of the dice and then displays the two numbers it has "rolled", flashing on and off in the left hand part of the LCD, for example:

3 2

Now press **ENTER** to acknowledge the roll. The smaller number stops flashing, while the larger number continues to flash on and off. You must now decide what move to make using the larger number. Suppose you want to move a man from the 13 point to the 10 point. Press down with one of the men on the 13 point. The computer beeps, and the number 13 appears in the right-hand part of the LCD, flashing in unison with the 3:

3 2 1 3

IF THE MOVE DOES NOT APPEAR TO HAVE REGISTERED, PRESS DOWN WITH THE EDGE OF THE PIECE.

Move your man to its destination (the 10 point) and press it down on that point. The right side of the LCD is cleared, the larger number on the dice stops flashing, and the smaller number starts flashing:

3 2

Now carry out your move with the smaller number, pressing down on the "from" and "to" points as before.

For example, you may press the 13 point again, and move a man to the 11 point.

The display then shows:

■ roLL

The ■ symbol tells you it is now Grey's turn to move.

3 THE COMPUTER'S MOVE

When you have completed your move and it is the computer's turn to move, press **ROLL DICE**, and when the pair of flashing numbers appears press **ENTER**.

If the computer needs a little time to think, you will see a pair of dashes, flashing in the right-hand part of the LCD. When the computer is ready with its move, it gives a double beep and displays the numbers of two points, one of them flashing, for example:

■ 1 7 2 0

This shows that the computer (Grey) wants to move a man from the 17 point to the 20 point. Press down with a man on the "from" point (the number 20 now flashes instead of 17); move this man to the "to" point and press it down again. The computer now displays the next part of its move, for example:

■ 1 9 2 0

Move a man from the 19 point to the 20 point, in the same way as before. Of course, if a double is rolled (by either side), you will normally carry out the move in four parts instead of two.

4 HITTING A BLOT

If a man of either colour hits a blot, you will see the symbol + appear on the LCD after you have pressed the "from" and "to" points. The man that was hit should now be placed in the BAR area and pressed down. The computer beeps, and you can play the next part of the move or proceed to the following move.

To bring a man in from the bar, simply press the **BAR** area followed by the "to" point. If the computer wants to bring a man in from the bar, for example to the 5 point, the display is:

b A 5

5 SWITCHING NUMBERS

After rolling the dice for your move and acknowledging the numbers with **ENTER**, you may decide to play the smaller number first. To do this, press **ROLL DICE**. The smaller number starts to flash, indicating that you can play this number. (Another press on **ROLL DICE** would switch back to the larger number.)

Sometimes the larger number cannot be used first, or at all. The computer will indicate this by a pair of dashes, for example:

5 3 - -

In this case press **ROLL DICE** and play the smaller number. Then, if the larger number cannot be played, the LCD will simply show **r o L L** for the start of the next move.

If neither number can be played, you will see four dashes flashing in the display for a few seconds. Then **r o L L** tells you to proceed with the other side's move.

6 BEARING OFF

To "bear off" one of your men, simply press it down on its point, transfer it to the **BEAR OFF** area, and press down with it again. You can then remove that man from the board.

If the computer is bearing a man off, this is indicated by 0 0, for example:

2 2 0 0

This tells you to press a man on the 22 point, then remove the man and press it down in the **BEAR OFF** area.

The side that first bears off all its men wins the game. The display then shows the winning side and the score for the game, for example:

2

would mean that Red had won twice the original stake.

If you now press **CLEAR**, the display switches to **r o L L**, and a new game can begin. If you want the computer to play Red, start the first move by pressing **MOVE** instead of **ROLL DICE**.

7 ERRORS

A valid press on a key or point produces one or more high beeps. An incorrect press produces the error signal - a low buzz. After an error signal simply continue by pressing the correct key or point.

If you press a man on its "from" point but decide not to move it after all, press it down a second time. The number of this point is cleared from the LCD, and you may then move any man you like.

8 OFFERING A DOUBLE

The backgammon computer allows the score to be doubled as though you were raising the stake with a doubling cube - up to a maximum value of 64.

To inspect the current value of the cube, press the **DOUBLE** key before rolling the dice for your move. The LCD then shows which player "has the cube" and what is the current stake. For example:

□ 2 ?

The 2 is the current stake; the □ symbol shows that Red has the right to make the next double; and the ? asks whether you wish to offer a double. If no double has yet been offered the display shows the stake as 1 ? and both the □ and ■ symbols are on, showing that either Red or Grey may make the first double.

When the stake and the "?" are displayed you can offer a double, provided the cube is not on your opponent's side. To offer a double press **ENTER**. The computer will probably think for a few seconds, displaying the new value of the cube followed by a pair of dashes, for example:

■ 2 --

Then, if the computer accepts your double, it briefly displays the new stake on the right of the display. After that, **r o L L** tells you to carry on with your move.

If the computer declines your double, it displays **L O S E** for a few seconds, then gives a long buzz and indicates the winner and the score for the game. Then, when you want to begin a new game press **CLEAR**.

When you have the stake displayed on the LCD, if you

do not want to offer a double, press **CLEAR**. The stake will be cleared from the LCD, and the game can continue.

After finishing your move, you may see a number (the current value of the cube) flashing rapidly on the right of the display. This means the computer is offering a double. To accept, press **ENTER**. To decline, press **NEW GAME** twice. If you decline the double, i.e. if you decide to resign the game, the computer announces the score. Then, when you want to begin a new game press **CLEAR**.

9 NEW GAME

You can begin a new game at any time except when the computer is thinking about its move. Press the **NEW GAME** key, and the display shows:

■ G ?

If you are sure you want to start again, press **NEW GAME** a second time and the next game can begin. (If you first pressed **NEW GAME** by mistake, press any other key or point, and the current game can continue.)

As mentioned before, if you want the computer to play Red, start the first move by pressing the **MOVE** key instead of **ROLL DICE**.

10 CHANGING SIDES

If you want to swap sides with the computer press the **MOVE** key in place of **ROLL DICE** at any time during the game when it is your turn. The computer will then make the next move for the side you have been playing, and will expect you to take over the other side. You can change sides like this as often as you like.

11 LEVELS OF SKILL

Your backgammon computer has 72 levels of skill. When you first switch on, it is set to play at level 1 (weakest).

The level may be checked and altered at any time when the LCD shows **r o L L**. Press the key marked **LEVEL**, and the current level will appear in the display, for example:

L u 1

You can now alter the level by re-pressing the **LEVEL** key. Each press increases the level by 1. If instead you press **MOVE**, the level increases by 10. When the number reaches 72 (the strongest level), a further press on **LEVEL** or **MOVE** will take you back to level 1.

When the display shows the level that you want, press **ENTER** and the game can continue. If you press **CLEAR** instead of **ENTER**, play continues at the same level as before.

12 VERIFYING THE POSITION

In case of confusion you can check where all the men on the board should be, according to the computer's memory. This is possible at any time when **r o L L** is displayed. Press the key marked **VERIFY**, and the display will show, for example:

□ 3 2

This tells you that the 3 point is occupied by 2 grey men. You can now re-press the same key several times, and the computer will verify all the occupied points, going round the board in an anti-clockwise direction. After displaying all the relevant points, it will show the grey men on the bar (if

any), then the red men on the bar (if any), for example:

□ b A 2

Then the next press on **VERIFY** starts the process all over again. After verifying as many points as you want, press **CLEAR**. The word **r o L L** reappears, and play can continue.

13 MANUAL DICE ROLLING

If you prefer you can roll the dice by hand and use the keys numbered 1-6 to tell the computer which numbers have been rolled.

To do this, first press the **MANUAL/AUTO** key when **r o L L** is displayed at the start of your move. The LCD momentarily shows **d d**, then reverts to **r o L L**. From now on the computer expects you to roll the dice, for both players.

Press **ROLL DICE** (or, if appropriate, **MOVE**) and the display shows a pair of flashing question marks. Roll the dice, and tell the computer the result by pressing the corresponding numbers. You will then see these numbers flashing in the LCD, for example:

□ 5 2

If you have made a mistake, you can press **CLEAR** (then the question marks reappear), and press the numbers again. When the correct numbers are displayed, press **ENTER**. You can now carry out the move (for yourself or the computer) in the normal way.

Of course, for the first move of the game, you cannot enter a double number. If you try to do so, the computer gives its error buzz and re-displays the question marks, waiting for a valid roll.

You can go back to automatic dice rolling by again pressing the **MANUAL/AUTO** key before the start of your move. The numbers 11, 22, 33, 44, 55 and 66 briefly appear in succession, then the display reverts to **r o L L**. Now when you press **ROLL DICE** or **MOVE**, the numbers are generated automatically.

14 TAKING BACK MOVES

Taking Back Your Own Move

Sometimes, after you have completed your move on the board, you realize that it was a mistake and would like to take it back. You may do so, even if the computer has already made its reply move.

To take back your move press the key marked **TAKE BACK**. The display will then show the "from" and "to" points of a man you have just moved, for example:

□ 6 3

The flashing number indicates the point that the man moved to. Press down on this point. The other number now flashes, showing the point that your man moved from. Move it back to this point and press it down. The computer will then instruct you to take back the other part or parts of your move in the same way.

If an opposing man was "hit" by any part of your move, the computer instructs you to replace this man on the board, pressing down with it in the BAR area and then on the point where it was before, for example:

■ 3 b A

Similarly, if your move brought a man in from the bar, the display directs you to put it back there, for example:

□ b A 2 2

If a man needs to be replaced on the point from which it was borne off, the BEAR OFF area is indicated on the LCD by 0 0, for example:

□ 2 0 0

In every case the □ or ■ symbol gives the colour of the man being moved or replaced. When the display reverts to **r o L L** you are free to begin your move again. If you want the dice numbers to be the same as before, they can be entered by hand (see section 13).

[After you have taken back your move do not try to take back the computer's previous move. If you do try to take back the computer's move after your own, this sets up the "new game" position.]

Taking Back the Computer's Move

Even after carrying out the computer's reply to your move you can still retract the computer's move, and your own. Press **TAKE BACK** and retract the computer's move as already described. You then have these options:

- (a) You can press **ROLL DICE** and take over the side that the computer was playing.
- (b) You can press **MOVE** to make the computer move again from the same position.
- (c) You can press **TAKE BACK** again and retract your own last move. You can then make another move in its place.

Note that when you retract a move, this automatically cancels a double that preceded it or followed it.

If a game has to be interrupted, press the **OFF/SAVE** key. (You can do this at any time except: [i] when the computer is thinking about its move; [ii] when the computer is displaying its move; [iii] when the computer is offering a double; or [iv] when you are in the middle of moving one of your own men.) The computer then switches off, but will still retain the current position in its memory while using a minimum of current.

When you press **RECALL**, the computer switches on and the position is just the same as before. You may wish to verify the position before you continue play - see section 12.

TROUBLESHOOTING GUIDE

Your backgammon computer has been manufactured and tested to very high quality standards and it is most unlikely to have a fault. We have found in the past that almost all so-called "faults" can be traced to the user accidentally pressing a wrong key or moving a man to the wrong point, which makes it appear later in the game that the backgammon computer is not operating as expected.

THE MOST COMMON "FAULT" TO BE FOUND WITH BACKGAMMON COMPUTERS IS THAT THE USER HAS DONE SOMETHING WRONG AND, WITHOUT REALIZING IT, PUTS THE BLAME ON THE COMPUTER!

Often a "fault" is due to the user having misunderstood something about the rules of the game. Just in case you do encounter a problem when using your backgammon computer we have prepared this troubleshooting guide. This guide explains what you should do if:

A THE COMPUTER REFUSES TO REGISTER YOUR MOVE

The dice have been rolled, and you have acknowledged the numbers by pressing **ENTER**. You press down with the man you wish to move, but the computer gives its error buzz. In this case, check the following points:

A.1 Have you any men on the bar?

If so, you must bring them back into the game before moving any other men.

A.2 If you used the flashing number to move the man you just pressed, would this make it impossible for you to play the other number?

Remember that you must use both numbers on the dice, if there is any way of doing so - see "Restrictions on Play" in the section "How to Play Backgammon".

A.3 Are there two dashes flashing in the right-hand half of the LCD?

If so, it means that the higher number on the dice (which is flashing on the left of the display) cannot be played first, or at all. Press **ROLL DICE** and then play the lower number. (See "Switching Numbers" - section 5.)

A.4 Are you sure you have a man on the point you pressed?

If there seems to be confusion as to where your men are located, you can verify the position as described in section 12 - but first you must complete a move. Try pressing another point which you think is occupied by one or more of your own men, and if the computer beeps in acknowledgement, carry out your move according to the numbers rolled.

When the display shows **r o L L** you can verify the position. Once you are sure where all the men should be placed on your board, you may want to take back the move you have just completed, and play a different one. To do this, follow the instructions in section 14.

B YOU HAVE CARRIED OUT PART OF A MOVE, BUT THE NEXT PRESS ON A POINT PRODUCES THE ERROR BUZZ

Is the + symbol displayed? If so, a "blot" has been hit - remove the man from the point indicated by the flashing number, and press it down on the BAR area.

C YOU ARE CONFUSED BY SOMETHING IN THE DISPLAY

C.1 No part of the display is flashing

The LCD may be showing the result of the game (section 6). It may be showing the value of the doubling cube (section 8). It may be showing the level (section 11) or the number of men on a point (section 12). In all these cases you can press **CLEAR** to continue playing.

C.2 A number on the right flashes rapidly; the rest of the display is blank

The computer is offering a double. Proceed as in section 8.

C.3 One or two question marks are flashing

You have selected "manual" dice rolling, and the computer is expecting you to enter the numbers as explained in section 13. If you pressed the **MANUAL/AUTO** key by mistake, you can return to "automatic" dice rolling by repressing this key at the start of your next move.

C.4 Two digits are flashing in the left half of the display; the right half is blank

The LCD is showing the two numbers rolled. Remember that you must press **ENTER** before carrying out your move.

D ARE YOU SURE YOU KNOW THE RULES?

If you are in any doubt, carefully read the section "How to Play Backgammon". Pay particular attention to the following:

- (a) "Restrictions on Play": remember that if possible you must play both the numbers you have rolled. If only one number can be played, it must if possible be the higher one.

- (b) "Bearing Off": make sure you understand when you may use a particular number to "bear off" one of your men.

E GENERAL POINTS

You can verify the position whenever **ROLL** is displayed at the start of a move - see section 12.

It is always possible to break off one game and start another by pressing the **NEW GAME** key twice - see section 9.

F THE POWER ADAPTER OR BATTERIES

If none of the above suggestions appears to help solve a problem then you should check the power adapter or batteries.

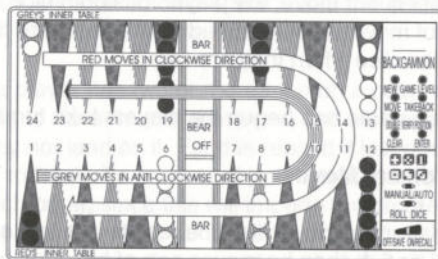
- [i] If you are using a power adapter make sure that the adapter is the correct voltage and polarity, as shown in the label on the underside of the computer. Also ensure that the adapter is plugged in properly to the computer and switched on at the mains (check the fuse in the mains plug).
- [ii] If you are using batteries make sure that they are held firmly by the battery clips and that the positive tips of the batteries are all the right way round. If you have had the batteries a long time they may have run down so try replacing them.
- [iii] If the batteries or power adapter appear to be OK the computer may have been affected by a static discharge which might have caused it to "lock up". Press a thin object in the "RESET" hole in the base of the computer and press it down firmly once.

HOW TO PLAY BACKGAMMON

The Board and its Arrangement

Backgammon is a game for two players, played on a board with "men" of two different colours, usually red and grey. **In the diagrams of the backgammon board in this instruction manual the red men appear as white circles.**

Here you can see the arrangement of the backgammon board, set up ready for a new game.



The board is rectangular and is divided into two halves by a "bar". Each numbered triangle on the board is called a "point". The six points numbered 1-6 are known as Red's "inner table" or "home board", and those numbered 19-24 are known as Grey's "inner table" or "home board".

Each player begins the game with 15 men. In the course of play he moves his own men round the board from point to point in the direction of his own inner table, as indicated by the arrows in the diagram. The red men move clockwise, the grey men move anti-clockwise.

The Start of Play

In a game between two human players each player normally rolls one die to determine who starts. The player who rolls the higher number makes the first move - if they both roll the same number they must roll again. It is therefore impossible for the very first roll played in a game to be a double.

When playing with your computer, Red always starts.

In a game between two human players, on the first move of the game the player moves his men according to the two numbers rolled by himself and his opponent. At the start of each subsequent move, the player rolls both dice himself. His choice of moves is determined by the numbers that appear on the dice when they are rolled.

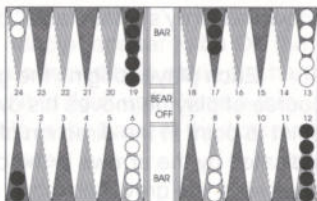
Once a game has begun the players take turns to move.

Making Ordinary Moves

If a player's throw of the dice results in a "mixed" roll such as 3-5 or 6-1, then he moves one of his men the number of steps indicated by one of the dice, and another of his men (or the same man) the number of steps indicated by the other die.

Here Red moves first, and the roll is 3-1. There are many ways to play this roll.

< DIAGRAM OF
INITIAL POSITION. >



One way is to move a man one space from the 6 point and then another man 3 spaces from the 8 point. Then both these men will be occupying the 5 point.

Restrictions on Play

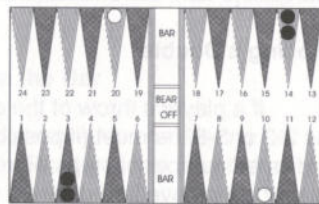
- (a) A player may only move a man to a point which is:
- (i) vacant,
 - (ii) already occupied by one or more of his own men, or
 - (iii) occupied by a single enemy man.

In the case of (iii) the enemy man is removed from the point and placed on the "bar" - see the section below on "Hitting an Enemy Man (or Blot)".

If a player has two or more men on a point, then he is said to have "made" that point, and his opponent's men may not land on it. For this reason it is a good idea to try to "make" a number of points that are adjacent to each other, since this will impede the progress of your opponent's men around the board, and will often leave him with no way to use part or all of his roll.

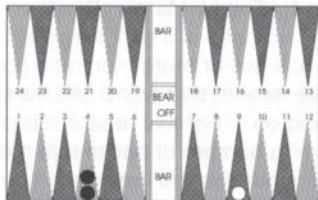
There are no limits to the number of your own men that can occupy a point at any one time.

- (b) If a player may move he is obliged to do so. He cannot "pass".
- (c) A player must, if possible, play both parts of his roll. As an example, let us see what happens if Red rolls a 6-1 in the following position.



By moving the man one step from the 10 point Red would leave himself unable to move either man six steps because of the two grey "blockades". So this particular play is illegal because there is an alternative play in which Red uses both the 1 and the 6 - he may move his man from the 20 point to the 19 point and then move either man six steps. This play makes use of both the 1 and the 6.

- (d) If it is impossible to use both parts of a roll a player must, if possible, use the higher part. So if rolling a 3-2 gives the player a choice of only moving a man 3 steps or only moving a man 2 steps he must choose a play which moves a man 3 steps.

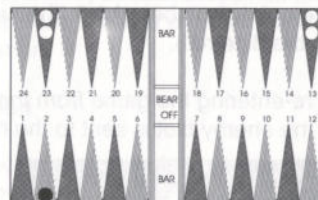


If Red now moved two steps from the 9 point to the 7 point he would then be prevented from moving three steps because of the blockade on the 4 point. But Red may move his man three steps, from the 9 point to the 6 point, even though he will then be unable to move it two steps because of Grey's blockade. The reason is that he has used the higher part of the roll - the 3 rather than the 2.

Rolling a Double

If a player's throw of the dice results in a "double", such as 2-2 or 5-5, he must (if possible) make four moves of the indicated number of steps. For example, if he rolls a 2-2 a player may move four different men two steps each, or he may move one man two steps and then another two steps

and another and another, or he may choose some combination such as moving one man two steps, and another man two steps on three successive hops.



Here Grey has rolled a 5-5. He can move his last remaining man four hops, each of five steps.

If a Player Cannot Move any of his Men

If a player is unable to use any of his dice roll to move any of his men then he must "pass" and it is his opponent's turn again.

"Hitting" an Enemy Man (or "Blot")

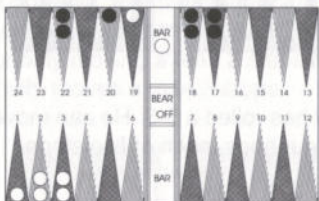
If a point is occupied by one enemy man then that man is called a "blot" and is vulnerable. If one of your own men lands on it while making a move, then the enemy blot is removed from that point and placed on the "bar" in the centre of the backgammon board. This process is called "hitting a blot".¹

Re-entering the Board From the Bar

Once a player has one or more men on the bar he must bring that man (or those men) back into play before moving any of his other men. Men on the bar re-enter the game in the opposing player's inner table. So a red man on

the bar can only re-enter play on one of the points numbered 19-24: rolling a 1 allows Red to enter on the 24 point, rolling a 2 allows him to enter on the 23 point, rolling a 3 means the 22 point, and so on. A Grey man on the bar can only re-enter play on one of the points numbered 1-6 (the same number corresponding to the dice roll).

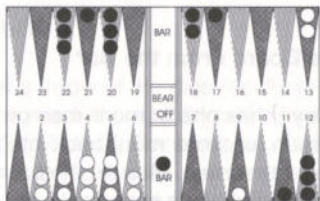
If the man re-entering the game from the bar hits an enemy blot then the enemy blot is sent to the bar.



Here Red has a man on the bar. If he rolls a 3-3 he cannot come in off the bar because Grey has made the 22 point. With any other roll Red can come off the bar. And if part of the roll is a 5 Red can hit the grey blot.

Having used part of a dice roll to re-enter a man from the bar, a player may then use the rest of the dice roll to re-enter another man or, if that is not necessary, to continue with the game in the normal manner.

If a player rolls a double while he has one or more men on the bar, he uses all four parts of the roll in the usual way, provided of course that he first re-enters any men still on the bar.

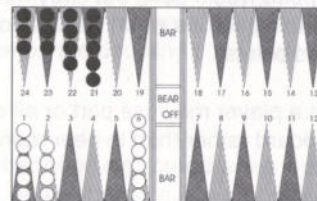


Here Grey has a man on the bar and has rolled 4-1. Grey must move his man off the bar before he moves another man, but coming in off the bar is not possible with a 4 (or with a 2, 3, 5 or 6) because Red has made all those points. So Grey must come in with the 1 and use the 4 to move another man.

Bearing Off Men

The object of the game is to move all of your men around the board and into your inner table, and then to "bear them off", i.e. remove them from the board. You are not allowed to start bearing off until all of your men are in your inner table.

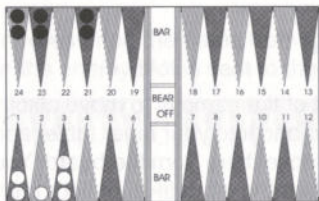
The player with Red may bear a man off when he rolls the same number as the point on which his man is located. The player with Grey may bear a man off when he rolls the number of the point opposite to his own man.



In this example, suppose Red rolls 6 and 2. He must use the 6 to bear off a man from the 6 point. He may use the 2 to bear off a man from the 2 point (but if he prefers he may instead move a man from the 6 point to the 4 point).

If Grey rolls 4 and 3, he uses the 4 to bear off a man from the 21 point (which is opposite to the 4 point). The 3 may be used either to bear off a man from the 22 point (which is opposite to the 3 point) or to move a man from the 21 point to the 24 point.

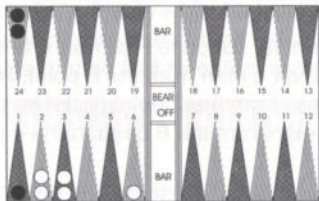
A red man may also be borne off by using a dice number that is higher than the number of the point occupied. This is only possible, however, if Red has no other man to the right of the man being borne off, i.e. no men on higher-numbered points.



In this example, if Red rolls 5 and 4, he bears off two men from the 3 point.

In the same example, if Grey rolls 6 and 5, he bears off 2 men from the 21 point. The minimum roll required to bear a man off from this point would be 4, but Grey may use a higher number for this purpose when he has no other men on lower-numbered points.

If he prefers a player may use part or all of his roll to move men in the board rather than to bear men off.



In this position, notice that if Red rolls 6 and 3, he has two options. He may bear off two men (from the 6 and 3 points), or he may move his man from 6 to 3 and then bear off one man from the 3 point. (In the latter case he is not making the maximum use of the "pips" on the dice, but is still complying with the rules because he is using both numbers rolled.)

If a player's blot is hit after he has started bearing off, he must re-enter from the bar and reach his own inner table again before continuing to bear off. **REMEMBER: You are only allowed to bear a man off the board if all of your remaining men are in your own inner table.**

Who Wins?

The game is won by the first player who bears off all his own men.

Another way to win a game is by your opponent's resignation. He may only resign when you offer to double. (See the section on the doubling cube, below.)

Scoring

The number of points scored when a player wins a game depends partly on how much progress his opponent has made and partly on the status of the doubling cube (see below):

- (a) If the loser has managed to bear off at least one man then the winner's basic score is 1 point.
- (b) If the loser has not managed to bear off any men but does not have any of his own men in the winner's inner table or on the bar, then the winner's basic score is 2 points. This situation is called a "Gammon".

- (c) If the loser has not managed to bear off any men and also has at least one man on the bar or in the winner's inner table, then the winner has made a "Backgammon" and his basic score is 3 points.

The winner's basic score is then multiplied by the status of the doubling cube to obtain the actual number of points scored.

The Doubling Cube

Use of the doubling cube can make the game much more exciting. The cube has its faces numbered 2, 4, 8, 16, 32 and 64. At the start of the game the cube is "in the middle" (and usually shows the number 64 to indicate that it has not yet been used). It does not have any effect at this stage.

Before he rolls the dice to make a move a player may pick up the doubling cube (provided that it is in the middle or on "his side"), and turn the next highest face uppermost. This offers to double the "stakes". The first player to offer a double would turn the 2 uppermost. His opponent must now decide whether or not to accept the double. If the opponent accepts the double then the game continues but the stake is now 2. If the opponent does not want to play for double the stake he may decline the double and thereby resign the game, losing 1 point.

A player who accepts a double keeps the cube on his side of the board. He is now the only player who has the right to make the next double. If he does decide to offer a double, making the stake 4, his opponent may either accept the double or resign the game and lose 2 points. If the double is accepted the cube now shows 4 and moves over to the side of the player who accepted this latest double.

Once the value of the cube reaches 64 there may be no more doubles.

At the end of the Game

At the end of the game the basic score (1 point for a simple win, 2 points for a Gammon or 3 points for a Backgammon) is multiplied by the final value of the doubling cube in order to work out the winner's score.



Inserting the batteries

1. Place the game face down on a flat surface and locate the battery compartment on the bottom of the unit.
2. Open the battery compartment door by pressing on the tab with your thumb and lifting up.
3. Insert four AA or LR6 size batteries as shown in the illustration below.
4. Close the battery compartment cover.

TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

ELECTRO-GAMMON.NET

TIGER[®]

©.TM & © 1998 TIGER ELECTRONICS, LTD.

TIGER ELECTRONICS UK LTD.

Belvedere House, Victoria Avenue Harrogate,

North Yorkshire HG1 1EL, England

www.tigertoys.com

PRINTED IN CHINA