HERE'S HOW YOU CAN CHALLENGE
OMAR
INSTRUCTION MANUAL
AND WARRANTY

OWNER'S INSTRUCTION MANUAL AND WARRANTY

BG500 - 550 - 600

Welcome to OMAR, the ultimate hand-held computerized backgammon opponent. OMAR has been engineered for ease of operation and maximum excitement. It will serve as an excellent teaching device for beginning backgammon players, and an ever-ready challenge for the experienced backgammon enthusiast.

OMAR uses a computer programmed with "artificial intelligence", which includes all backgammon strategies — running game, block hit and run, semi-back game, back game, blot hitting contest, bear off game and doubling cube strategies.

It's your turn now to beat the Champ!

Enclosed with your Omar unit is a set of numbers 1 through 12 inclusive. Place these numbers on your Backgammon set with the number 1 placed on the far right hand side of the board, then set up your board as shown below.

X				O		O					X
X				O		O					X
X				O		O					
X						O					
X						O					
12	11	10	9	8	7	6	5	4	3	2	1
O						X					
O						X					
O				X		X					
O				X		X					O
O				X		X					O

You, the player, will always play X, moving your pieces counterclockwise around the board. Omar will always play O.

Placing the backgammon board in front of you, visualize the board as divided into two halves, an upper half, points 1 — 12 and a lower half, points 12 — 1.

For Your Records

À GARDER POUR VOS ARCHIVES

RETAIN FOR YOUR RECORDS

Model Name and Number
Nom de Modèle et Numéro

Serial Number
Numéro de Série

Date of Purchase
Date de L'Achat

Dealer
Revendeur

Dealer Address
Adresse du Revendeur

City
Ville

State
Province

Zip

Proof of Purchase: When requesting warranty service, proof of date of purchase must be submitted.

Preuve d'Achat: Tout demande de réparation garantie doit etre accompagnée d.un récipissé montrant la date d'achat.
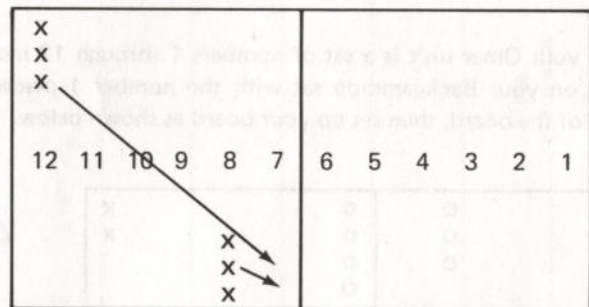
Example #1

Dice are 6 – 5, you want to run your back runner X from the upper 1 point to the upper 12 point.
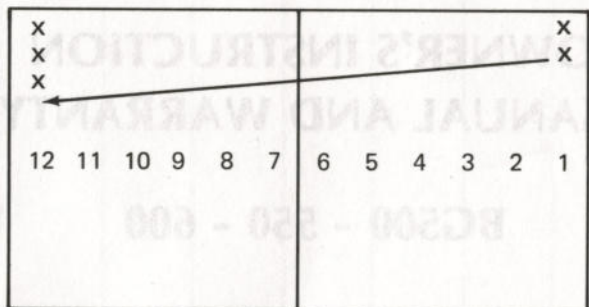
Example #2

Dice are 6 – 1, you want to make your bar point. You would move X from the upper 12 point to the lower 7 point and also move X from the lower 8 point to the lower 7 point.

How to Operate Omar

Your Omar works on 4 "AA" batteries, or an adapter. It is recommended that you use Alkaline Batteries due to their longer life. Use the adapter whenever feasible, to conserve the batteries. Because your Omar game has a LCD (Liquid crystal) display, you will be able to best view it in daylight or under good lighting conditions. When you wish to use batteries, turn the switch to the "ON" position. When you wish to use the AC adapter, turn the switch to the "AC" position. A game has been started when the dice, shown on the far right hand side of the display, are "rolling" continuously. To stop the dice, push the dice button ⊞ once.

Omar follows the rules of the American Backgammon Association. Pursuant to these rules, each player rolls one die and the player with the highest die goes first and uses that dice roll. Similarly with Omar, either you or the computer will move first. If the right hand die is highest, you will play first; if the left hand die is highest, Omar will play first. Note that if it is your turn to start, the word "PLAY" will appear in the Message Display. If it is Omar's turn, its move will be displayed in the Move Display.

Playing Your Turn

It is your turn when the Message Display reads "PLAY". Look at the dice displayed and then move your men on the backgammon board the way you wish to play the move. Now tell Omar what you did by depressing the appropriate keys on the keyboard.

Example #3

Stop dice by pushing 🎲 . Dice are 3 – 1. Display reads "PLAY". You want to make your 5 point, and proceed to do this on your backgammon board. You move X from the lower 8 point to the lower 5 point and from the lower 6 point to the lower 5 point.
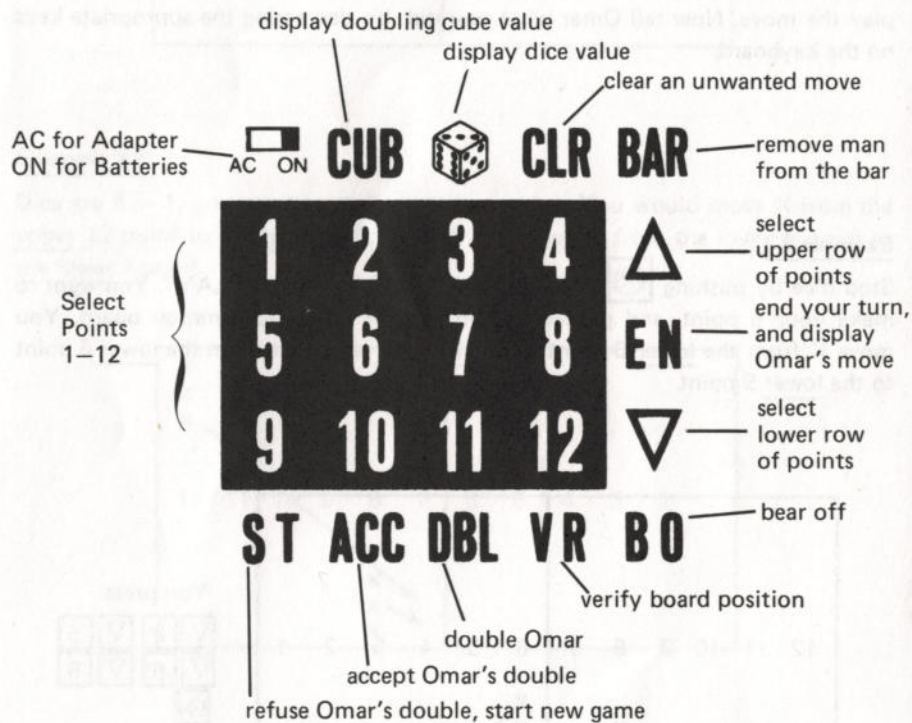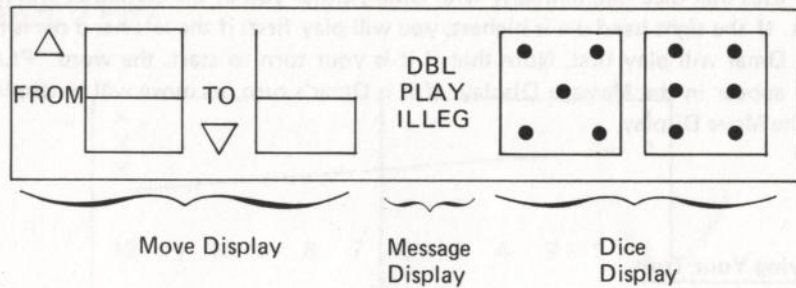

You press:

▽	8	▽	5
▽	6	▽	5
EN			
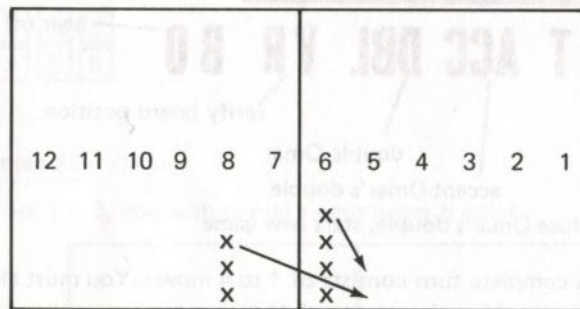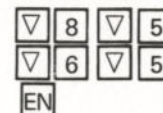
The lower half of the board is symbolized by a ▽ down arrow. Every time you push a button, the corresponding symbol is displayed in the Move Display window. When you have completed your turn, you must tell Omar by pushing EN .

Description of Key Functions and Display

Move Display

Message Display

Dice Display

display doubling cube value
display dice value
clear an unwanted move

AC for Adapter
ON for Batteries

CUB 🎲 **CLR BAR**

remove man from the bar

Select Points 1—12 {

1 2 3 4 △

select upper row of points

end your turn, and display Omar's move

5 6 7 8 **EN**

9 10 11 12 ▽

select lower row of points

bear off

ST ACC DBL VR BO

verify board position

double Omar

accept Omar's double

refuse Omar's double, start new game

In playing your turn, a complete turn consists of 1 to 4 moves. You must always depress the following keys in this order to complete each move.

1. △ or ▽ to designate the row of points you are moving from.

2. Numbers 1 — 12 to designate the point number from which your man was moved.

3. △ or ▽ to designate the row of points you are moving to.

4. Numbers 1 — 12 to designate the point number to which your man was moved.

This 4 step sequence must be done for each man that you move. Repeat the 4 steps for the second move after keying the first move. If, when keying the first step of the second move, the message "illeg" appears, Omar has not accepted your first move (see illegal moves section) and it must be keyed again. If "Illeg" does not appear, the previous move has been accepted. When all of your men have been moved, push the EN button to tell Omar that you are finished. If it is impossible for you to move during any turn, press EN without keying in a move.

Illegal Moves

Omar is programmed to detect illegal moves during your turn if any of the following conditions arise:

1. Moving <u>FROM</u> a point not occupied by you.

2. Moving <u>TO</u> a point occupied by 2 or more Omar men.

3. Moving a distance other than the values shown on either die or both dice combined.

An illegal move is indicated by "Illeg" on the Message Display. This indicates that the movement of the last man (From and To entries) was not accepted and you must key in the corrected move. Any previously accepted moves this turn are not affected.

If the "Illeg" message appears again, use the VR key to make certain that all men are in fact where they should be.

Note that in a single move, a man may only be moved the distance of 1 die or both combined. For example, if you wish to play a double 1 by moving one man from the △ 1 to the △ 5, you must make 2 move entries:
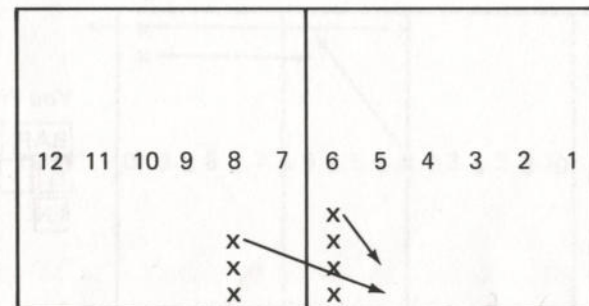
Example #4

You press:

△ 1 △ 3
△ 3 △ 5
EN
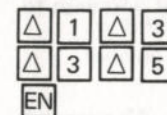
Example #5

Dice are 1 — 3, you wish to make your <u>lower</u> 5 point.

You Press	Display	Comment
▽ 8 ▽ 6	▽8▽6 Play	6 is accidentally pressed instead of 5
▽	Play	When the ▽ is pressed to start the second move, the "Illeg" message indicates the first move (▽ 8 ▽ 6) was not accepted by Omar.
	Illeg	
▽ 8 ▽ 5	▽8▽5 Play	Re-enter the first move.
▽	▽ Play	▽ is pressed as the first entry for the second move. The first move is accepted because the "Illeg" message is not lit.
▽ 7 ▽ 5	▽7▽5 Play	7 is accidentally pressed instead of 6 when keying the second move.
EN	Play	EN is pressed to end your turn, but the second move is not accepted.
	Illeg	
▽ 6 ▽ 5	Dice will roll	Re-enter the second move only. After pressing EN the dice begin to roll indicating acceptance of the second move.

Clearing An Unwanted Move

Press CLR to clear a move on the Move Display. This clears only the move displayed. Moves previously keyed in and accepted may not be changed.

How To Come in From the Bar

When coming in from the Bar, push BAR and the point number that you wish to come in on. Then complete your move and push EN.

Example #6

Dice 5 – 4. X is on the Bar and wishes to come in on the upper 5 point and then move from upper 1 to upper 5.

You Press:
BAR 5
△ 1 △ 5
EN
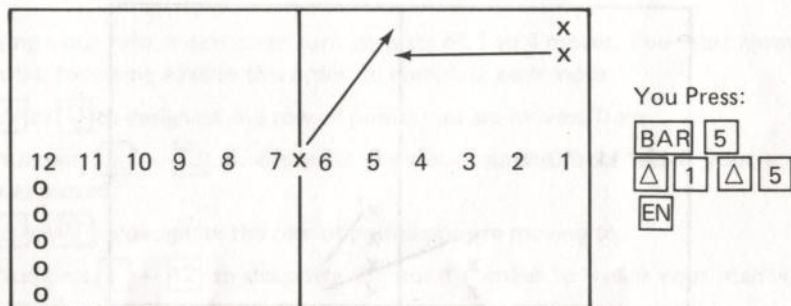
Bearing Off

After all of your men are in your home board (lower points 6 – 1) you may start to bear off your men.

Example #7

Dice are 6 – 3. You want to bear off one X from the 6 point and one X from the 3 point.

You press:
▽ 6 BO
▽ 3 BO
EN
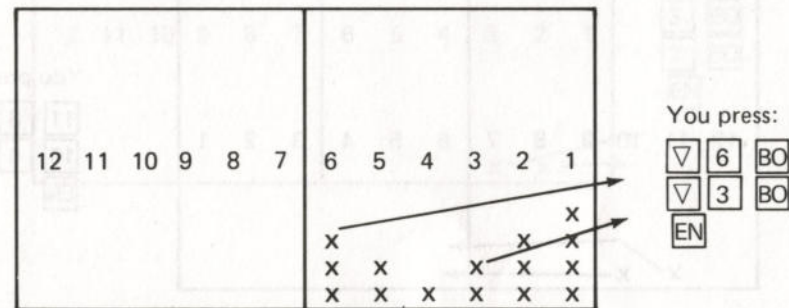
The Move Display will read: ▽6 – ▽ 3 –.

Short Cuts in Making Your Move

Once you are used to playing Omar, there are a few shortcuts you can use in expediting your move.

1. When moving from an upper point to an upper point, you can simply push △, the point number you are moving from, and the point number you are moving to.
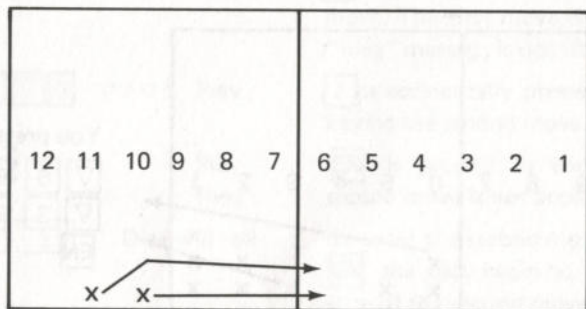
Example #8

Dice are 5 – 2. You want to run with your man. You want to move X from the upper 4 point to the upper 11 point.
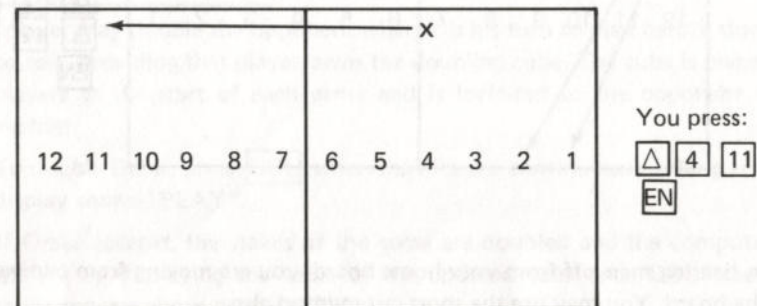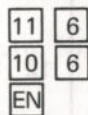

You press:
△ 4 11
EN

2. When moving <u>from</u> a <u>lower</u> point to another <u>lower</u> point, you simply push the point number you are moving from and the point number you are moving to.

Example #9

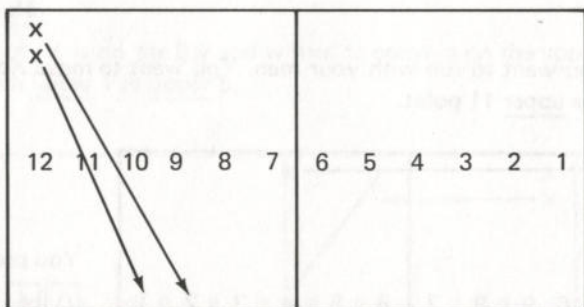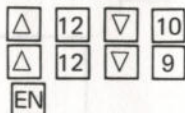Dice are 5 — 4. You want to bring 2 X's into your home board.

12 11 10 9 8 7   6 5 4 3 2 1

You press:

11	6
10	6
EN	

X   X

3. When moving from an <u>upper</u> point to a <u>lower</u> point, you must press △ and ▽.

Example #10

Dice are 4 — 3. You want to bring in 2 builders from your opponent's 12 point.

X
X

12 11 10 9 8 7   6 5 4 3 2 1

You press:

△	12	▽	10
△	12	▽	9
EN			

When bearing men off from your home board, you are moving from a lower point off the board. You may use the short cut method also.

Example #11

Dice are 3 — 2. You want to bear a man off the 3 point, and one off the 2 point.

12 11 10 9 8 7   6 5 4 3 2 1

You press:

3	BO
2	BO
EN	

X   X
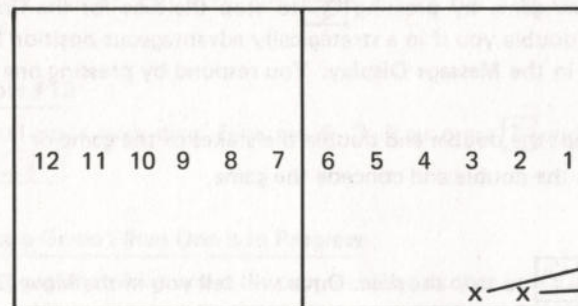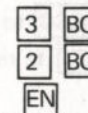
Displaying Doubling Cube Value

The value of the doubling cube is displayed by pressing CUB . The value starts at 1 at the beginning of each new game.

Verifying Board Position

The exact position of every man on the playing board can be verified by pressing VR anytime "PLAY" is on. Verification starts on the upper 1 point and proceeds counterclockwise around the board with subsequent depressions. Only points which are occupied are displayed. The point to be checked (△ and ▽ row and number) appears in the <u>FROM</u> window. The number of men on that point is shown in the <u>TO</u> window with △ or ▽ indicators displaying the owner of the piece(s). A ▽ arrow indicates Omar's men, and an △ arrow indicates your men. The board position verified includes any moves made during your turn which have already been accepted by Omar.

Operation of the Doubling Cube

Either player may double the opponent when it is his turn to play before stopping the dice roll providing that player owns the doubling cube. The cube is owned by both players at the start of each game and is forfeited to the opponent upon doubling him.

1. To double Omar, press DBL when the dice are continuously rolling and the display shows "PLAY".

2. If Omar accepts, the stakes of the game are doubled and the computer responds by displaying the value of the updated cube and "DBL" momentarily appears above the "PLAY".

3. If Omar refuses the double, the current cube value is momentarily displayed showing you have won the game. All displays then momentarily light to indicate the start of a new game. If the double is accepted, resume normal play by pressing ⚃ to display your dice roll. If the double is refused, you may begin a new game by pressing ⚃ to stop the dice for the first roll. Omar may also double you if in a strategically advantageous position by displaying "DBL" in the Message Display. You respond by pressing one of the following:

1. ACC to accept the double and double the stakes of the game or
2. ST to refuse the double and concede the game

Playing Omar's Move

Push the dice button ⚃ to stop the dice. Omar will tell you in the Move Display where it is going to move. Omar moves one man at a time.

Example #12

Dice are 6 – 1. Omar wants to make its BAR point, by moving one O from the lower 12 point to the upper 7 point and from the upper 8 point to the upper 7 point.
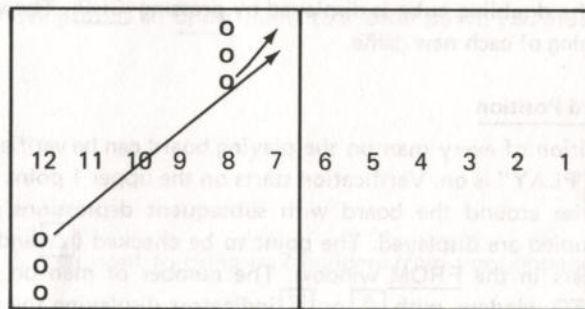
the move display will read: ▽ 12 △ 7

you press EN to see what Omar's next move is

△ 8 △ 7 will be displayed.

Because Omar tells you where it is moving one man at a time, you must press EN after each move is displayed. When the dice start rolling again, Omar has completed its turn.

A display of "– –" in the Move Display means Omar cannot make any move. A display of "□" in the Move Display indicates a move from the Bar. A display of "△ 6 –" means Omar is bearing a man off from the upper 6 point. Do not be concerned if Omar occasionally requires a lot of "think" time to make its move. Some moves are more difficult to play than others.

Manual Dice Roll Feature

You may manually enter the dice roll for yourself or Omar instead of using the automatic Random Dice Roller. To do this, simply press two keys (1 through 6) corresponding to the desired dice roll anytime the dice are continuously rolling. The Dice Display will show the selected dice and you now play your move or Omar's.

Example #13

You roll your own dice. Dice are 5–3. You press 5 and 3 Dice Display will read: ⚄ ⚂

Starting a Game When One is in Progress

Starting a game when one is in progress implies that you have conceded the game to Omar. You may concede a game only when it is your turn by pressing ST.

Game Scoring

At the completion of each game, the cube value is displayed. You may keep a cumulative score on paper by adding this number to the previous total for yourself and Omar. If the game was won by a Gammon or Backgammon, the cube value displayed should be doubled or tripled, respectively.

Use of AC Adapter

Use only the AC Adapter supplied with your OMAR game, or an equivalent adapter with output of 7.5 VDC at 150 MA with full wave rectification and filter capacitor. (Tip of the plug is the positive (+) pole). Additional AC adapters are available from Tryom, Inc., National Service Department.

Please follow these instructions when placing batteries in OMAR.

A) Turn switch to ON position before inserting batteries.
B) Insert Battery 1.
C) Insert Battery 2.
D) INSERT BATTERY 4.
E) Insert Battery 3.

USE ALKALINE "AA"
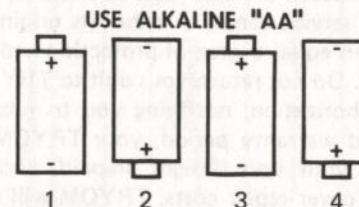
TRYOM INC.

National Service Department
23500 Mercantile Road
Cleveland, Ohio 44122

Limited Warranty

TRYOM, INC. (hereinafter "TRYOM"), subject to the terms and conditions set forth below, warrants, for the periods specified below, that the accompanying unit is merchantable and fit for the ordinary purpose for which such unit is intended and that it will repair or replace at a authorized TRYOM service center, any part of said unit which proves to be defective by reason of improper material or workmanship, used in accordance with the instructions furnished to Buyer.

WARRANTY PERIOD:
OMAR™ Electronic Computerized Backgammon . . . . 90 days

TYPES OF SERVICE NOT COVERED: This warranty does not apply to defects, resulting from abuse, alteration or unreasonable use of the unit, nor to accidents, vandalism, acts of God, or other causes beyond the control of TRYOM.

Except to the extents prohibited by applicable law, the limited warranty set forth herein shall be the exclusive warranty made by TRYOM, and in lieu of all other warranties, express or implied (whether written, oral or by conduct), including but not limited to, any implied warranties of merchantability or fitness for any particular purpose, and under no circumstances shall TRYOM be liable for any consequential, special, or contingent damages or expenses, arising directly or indirectly from any defect in the product or from the use thereof. The remedy set forth herein shall be the exclusive remedies available to the user and in lieu of all other remedies. TRYOM neither assumes nor authorizes any representative or other person to assume for it any obligation or liability other than that which is expressly set forth herein.

REGISTRATION: The enclosed warranty registration card must be mailed to TRYOM within 10 days of the date of purchase.

PROOF OF PURCHASE: When requesting warranty service, proof of date of purchase must be submitted.

PROPER DELIVERY: For service during the warranty period, for in warranty defects, the unit must be shipped, freight prepaid, or delivered to a TRYOM service center in either its original package or a similar package affording an equal degree of protection and should be insured against loss or damage. Do not return your unit to TRYOM until you receive a written return authorization, notifying you to return your unit. If, after the 90 day limited warranty period, your TRYOM unit requires servicing, upon receipt of your unit (freight prepaid) and a check or money order for $15.00 to cover repair costs, TRYOM will service your unit. All units are returned pre-paid by TRYOM in the United States.

ADDRESS ALL CORRESPONDENCE TO: TRYOM, INC.
23500 Mercantile Road
Beachwood, Ohio 44122

OMAR™ is U.L. and C.S.A. Approved.

U.S. and Foreign Patents Pending

Cut here, Complete Registration, Enclose in stamped envelope & Mail to:

Tryom, Inc.
National Service Department
23500 Mercantile Road
Cleveland, Ohio 44122

WARRANTY REGISTRATION CARD

BON DE GARANTIE

Registration: The enclosed warranty registration card must be mailed to Tryom, Inc. within ten days of the date of purchase.

Validation de Garantie: La carte de garantie ci-incluse doit etre envoyèe à Tryom, Inc. dans les 10 jours qui suivent la date d'achat.

Name (Nom) _____

Address (Adresse) _____

City _____ State _____
(Ville) (Province) _____ Zip _____

Name of Dealer _____
(Nom de Revendeur)

Address of Dealer _____
(Adresse du Revendeur)

Date of Purchase _____
(Date de l'achat)

☐ OMAR I ☐ OMAR II ☐ OMAR III
☐ OMAR IV ☐ OMAR V

Serial Number _____

My purchase was made from a J'ai effectué mon achat dans un
1 ☐ Hi-Fi Store Magasin Hi-Fi
2 ☐ Department Store
   Grand magasin
3 ☐ Discount Store
   Magasin à rabais
4 ☐ Other Autre

My purchase was influenced by J'ai été influencé par
5 ☐ Advertising Publicité
6 ☐ Store Display Vitrine
7 ☐ Salesman Vendeur
8 ☐ Other Autre

I live in J'habite
9 ☐ City En ville
10 ☐ Country À la campagne
11 ☐ Suburbs En banlieue

My age group is Mon âge est
12 ☐ Under 21 Moins de 21 ans
13 ☐ 21-35 21-35
14 ☐ 36-45 36-45
15 ☐ Over 45 Plus de 45 ans

My occupation is Mai profession est
16 ☐ Office Worker
   Employé de bureau
17 ☐ Factory Worker
   Employé d'usine
18 ☐ Professional
   Profession libérale
19 ☐ Student Étudiant
20 ☐ Other Autre

Mail this portion of Warranty Registration Card now • Postez cette section du Bon de Garantie dès maintenant.