

# ▲ Backgammon Master

Electronic intelligent LCD games.



ELECTRO-GAMMON.NET

### 3 GAMES IN ONE!

This backgammon game lets you play at three separate levels:

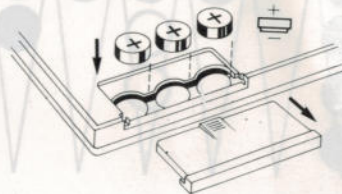
"1" ... You play the computer and it is hard to beat.

"2" ... You vs. Computer. Almost impossible to win.

"MA" ... Manual mode to let you play another person.

### TO INSERT BATTERIES

Insert 3 batteries (LR44 or SR44) with "+" sign up as illustrated in diagram.

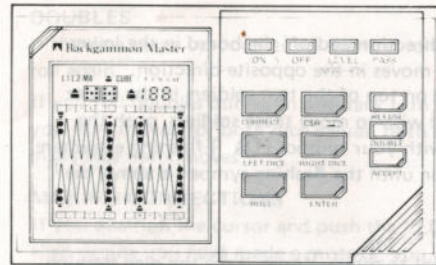


### HOW TO PLAY

Drawn on the backgammon board there are 24 big teeth, 12 on the bottom, 12 on the top. And it will gobble you up if you don't pay close attention.

Each player has 15 soldiers, placed on different teeth around the board when the game starts. The object of the game is to move your soldiers around the board from tooth to tooth, in one direction and finally move them right off the board altogether.

The player who moves all his soldiers off first is the winner.



### GET READY

Press the "ON" button. You will see the soldiers lined up on the playing board, ready to begin. If nothing appears on the screen, check the batteries.

### GET SET

Select the level at which you want to play by pressing the "LEVEL" button until the desired level appears on screen.

### GO!

Press the "ROLL" button to determine who gets the first turn. You are the left hand die. The computer is the right hand die. Whoever gets the higher number on their die wins the first turn.

On the screen you will see two symbols. The triangle with the rectangle under it (▲) is your symbol. The triangle alone is the computer's symbol.

After the roll, whichever symbol appears beside the dice is the winner and must make the first move. If the computer wins, it will move automatically.

### HOW TO MAKE YOUR MOVE

You must move your soldiers in a clockwise direction and off the board in the lower left hand corner of the screen. The computer moves in the opposite direction.

On the screen you will see the cursor flashing on top of the two soldiers in the upper right hand corner of the screen. If you do not wish to move these soldiers, push the "CSR" button. You will see another cursor with your symbol ( ▲ ) flashing elsewhere on the board. Keep pushing the "CSR" button until the flashing symbol is above the soldiers you want to move.

### IF YOU HAVE THE FIRST MOVE

Position the cursor above the soldiers you want to move. You will see the dice flashing on-screen. If you want to move your soldier the number of spaces indicated by the right die, push the "RIGHT DICE" button. Your move will be made automatically. Then push the "ENTER" button to confirm your move. Use the "LEFT DICE" button to move the number of teeth indicated on the flashing left die.

Once you have made a move for one dice value, that die will stop flashing.

### IF YOU HAVE THE SECOND MOVE

The computer will make it's move. After this, you must push the "ROLL" button to obtain new dice values. When the dice begin flashing, position the cursor and make your move as described above.

### DOUBLES

If the dice come up doubles on the first roll to determine who will play first, you must roll again.

If you roll doubles during an ordinary turn, the dice will flash for you to move. After you have moved for both dice values, both dice will begin flashing again and you may make two more moves.

### MAKING CORRECTIONS

If you position the cursor and push the "LEFT DICE" or "RIGHT DICE" button, but then decide you have made a mistake, you can still make a correction. Simply push the "CORRECT" button and your move will be erased. However make sure you do this before you push the "ENTER" button. Once this last button has been pressed, no changes can be made.

### LEGAL MOVES

You can only move your soldiers to unoccupied teeth on the board or to teeth which contain only one of your opponents soldiers. If you do move to a tooth which contains one opposing soldier, you displace him and he goes between the boards until the opponent's next turn. When a soldier is displaced in this manner he must be moved back to the board before any other soldier can be moved and he must begin back at the start

of the board. If neither dice value allow him to begin again, the turn is lost and must be passed to the other player.

The computer will warn you of the necessity for using the "PASS" button because neither of the dice will be flashing.

If you find that your move has not been made, it will probably be because the move is not legal. If there is no legal moves available, you must give up your turn by pushing the "PASS" button.

#### **WHEN A TOOTH IS FULL**

Each tooth on the board can hold 5 soldiers. If more than this number rest on one tooth, they will disappear and only one flashing soldier will be left. This means that there are 6 soldiers occupying this position.

#### **MOVING OFF THE BOARD**

You can only begin moving off the board when all of your soldiers are on the last 6 teeth. If one of your soldiers is displaced, you cannot move any more off the board until this one has been brought back to the last 6 teeth.

#### **SCORING**

In ordinary games, up to 3 points can be scored.

1 point is scored when the winner moves all soldiers off the board but the loser has moved at least one of his own soldiers off the board.

2 points are scored when the winner moves all soldiers off the board but the loser has moved no soldiers off the board.

3 points are scored when the winner moves all his soldiers off the board but the loser has moved none of his off the board and in addition has at least one soldier displaced on the space between the boards.

#### **DOUBLING THE SCORE**

If you wish to gamble, you can double the possible score any time after the first move has been completed simply by pushing the "DOUBLE" key. If the computer accepts the challenge, a small 2 will appear in the "CUBE" section on your screen and the game will continue. If the computer feels you are in a much too advantageous position, it will reject the offer and the game is over with you as the winner.

The computer can also make the double offer and you must push the "ACCEPT" or "REJECT" button. If you accept the game continues. If you reject the game is over and you lose.

As soon as the "ACCEPT" button has been pushed, the dice are automatically rolled and the game continues.

## **REDOUBLING**

If one player has made a double offer and it has been accepted, only the other player can offer to redouble. If this redouble is accepted the first player can then, at some later time, offer to redouble again. This redoubling can be continued by alternate players until the stakes are at 64 times the score.

## **CAUTION**

- Avoid extreme temperatures such as freezing or direct sunlight.
- Do not subject unit to heavy shock.
- Do not use thinner to clean screen.
- Do not press heavily on display screen.

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