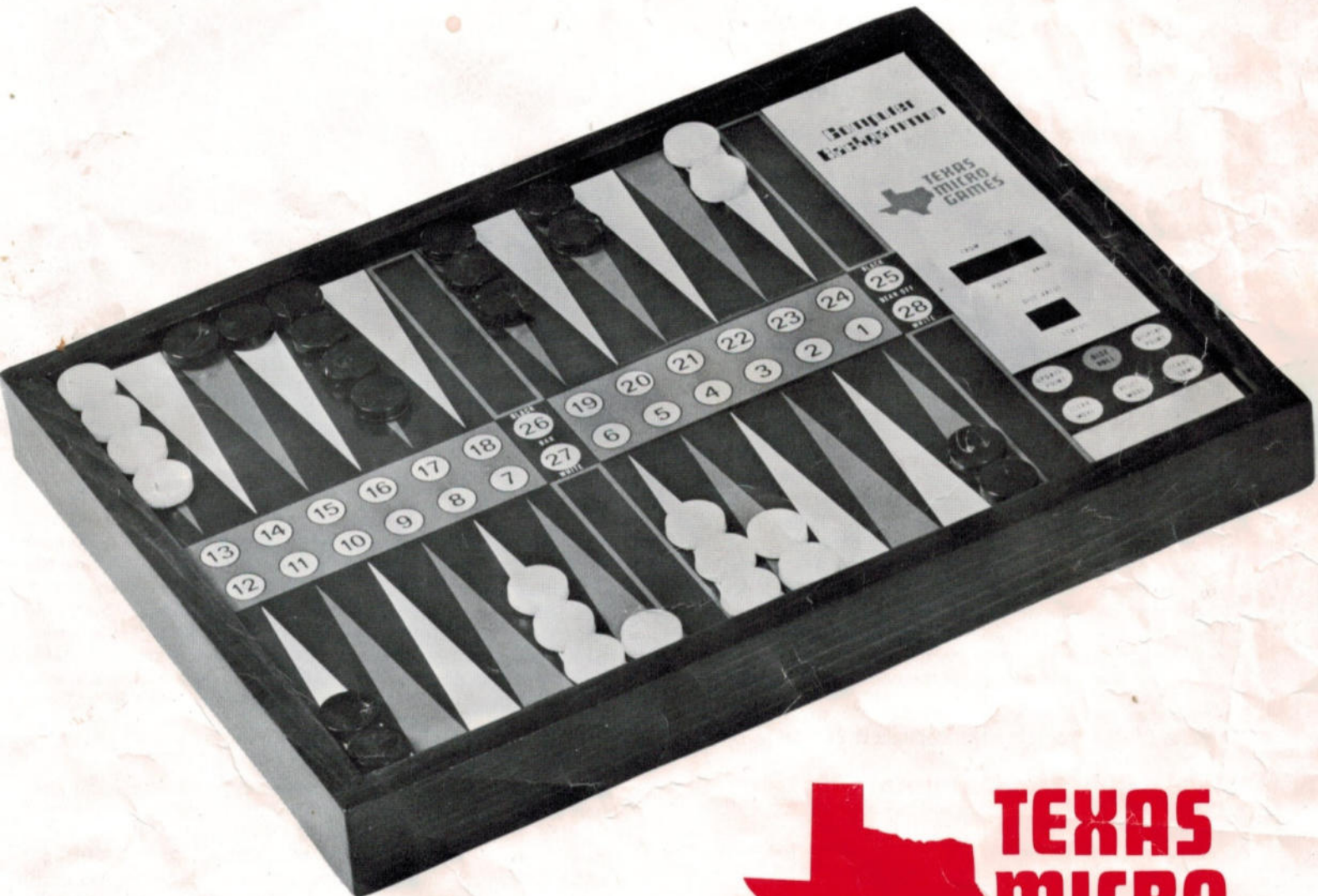


Owner's Instruction Manual

Computer Backgammon™



ELECTRO-GAMMON.NET

About COMPUTER BACKGAMMON

In **COMPUTER BACKGAMMON**, your opponent is an extremely sophisticated micro-processor based computer. All the elements of a million dollar computer system have been reduced in size and are present in the computer you now own. It is designed to play against one person, but a group of people can certainly "team up" against the computer in deciding on the best moves to make.

In playing against the computer, you will roll the dice for yourself and the computer, move your pieces according to your own strategy, and move the computer's pieces as it instructs you. By entering your moves and the computer's moves, it constantly evaluates the current board position to determine its strategy. The computer will not allow you to make a mistake in moving either your pieces or its pieces, - it verifies every move against the dice value and against the board position.

Before you begin, take a moment to read the following instructions carefully. Many hours of enjoyment await you.

OPERATION INSTRUCTIONS

How To Start The Game

1. Depress the **START GAME** key - the computer will display "ROLL".
2. Depress the **DICE ROLL** key - the computer will show a dice roll in the dice value displays.
3. Who will play first is determined in the following manner: The left hand value is yours, the right hand value is the computers - the highest value plays first.

How To Roll The Dice

1. To roll a dice value for yourself as well as for the computer, depress the **DICE ROLL** key.
2. When the key is depressed, the computer begins to generate completely random numbers until you release the key.
NOTE: you control the "CHANCE FACTOR" of the dice roll by how long you depress the key.

How You Play Your Moves

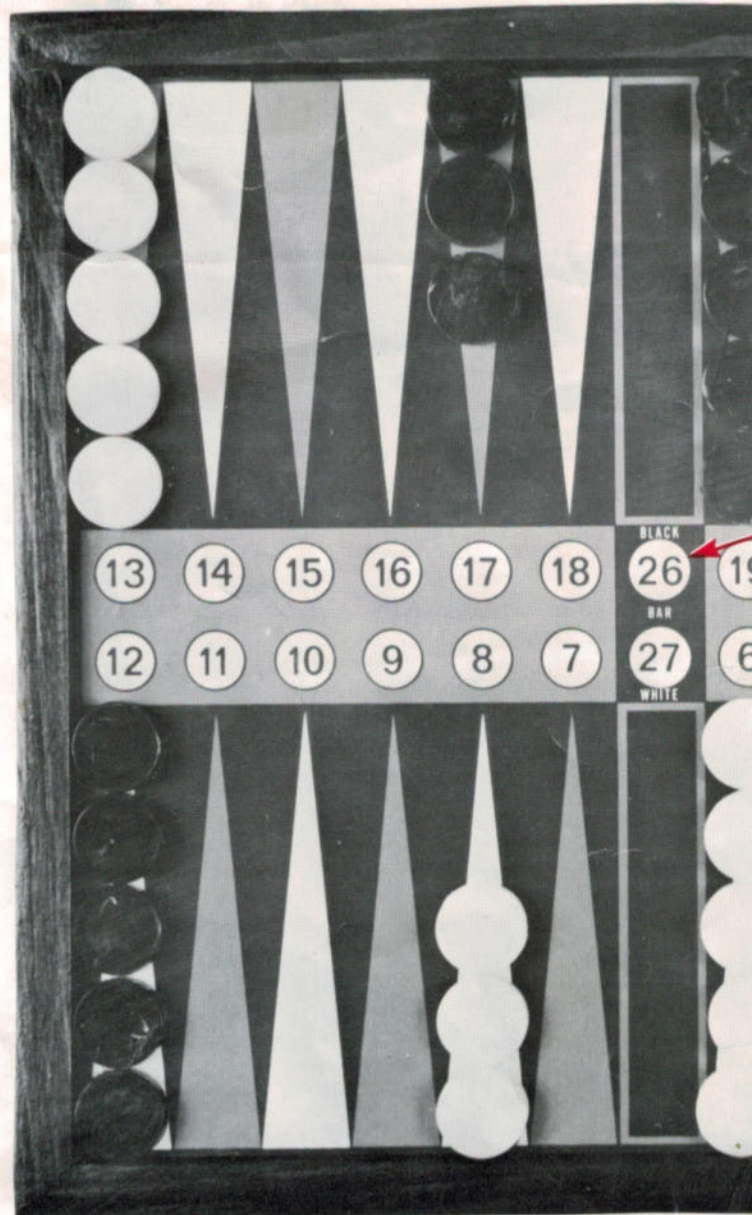
1. After you have rolled the dice, the computer will display "PLAY" above the dice value you are to use.
2. Choose your move and move the checker to the appropriate point. Then, depress the number of the point you moved from and the number of the point you moved to. The computer will remove the dice value you used, display "PLAY", and show the dice value remaining.
3. Choose your second move; move the checker to the appropriate point and depress the number of the point you moved from and the number of the point you moved to.

When you complete your second move, the computer will display "ROLL". At this point, depress **DICE ROLL**.

How To Play The Computers Moves

1. After you have rolled the dice, the computer will display the point numbers it wishes to move from and to.
2. Move the checker according to the points displayed, and depress the number of the point moved from and the number of the point moved to.
3. The computer will display its second move. Move the checker and depress the number of the point moved from and the number of the point moved to.

When the second move has been completed, the computer will display "ROLL". Depress the **DICE ROLL** key for the next dice value.

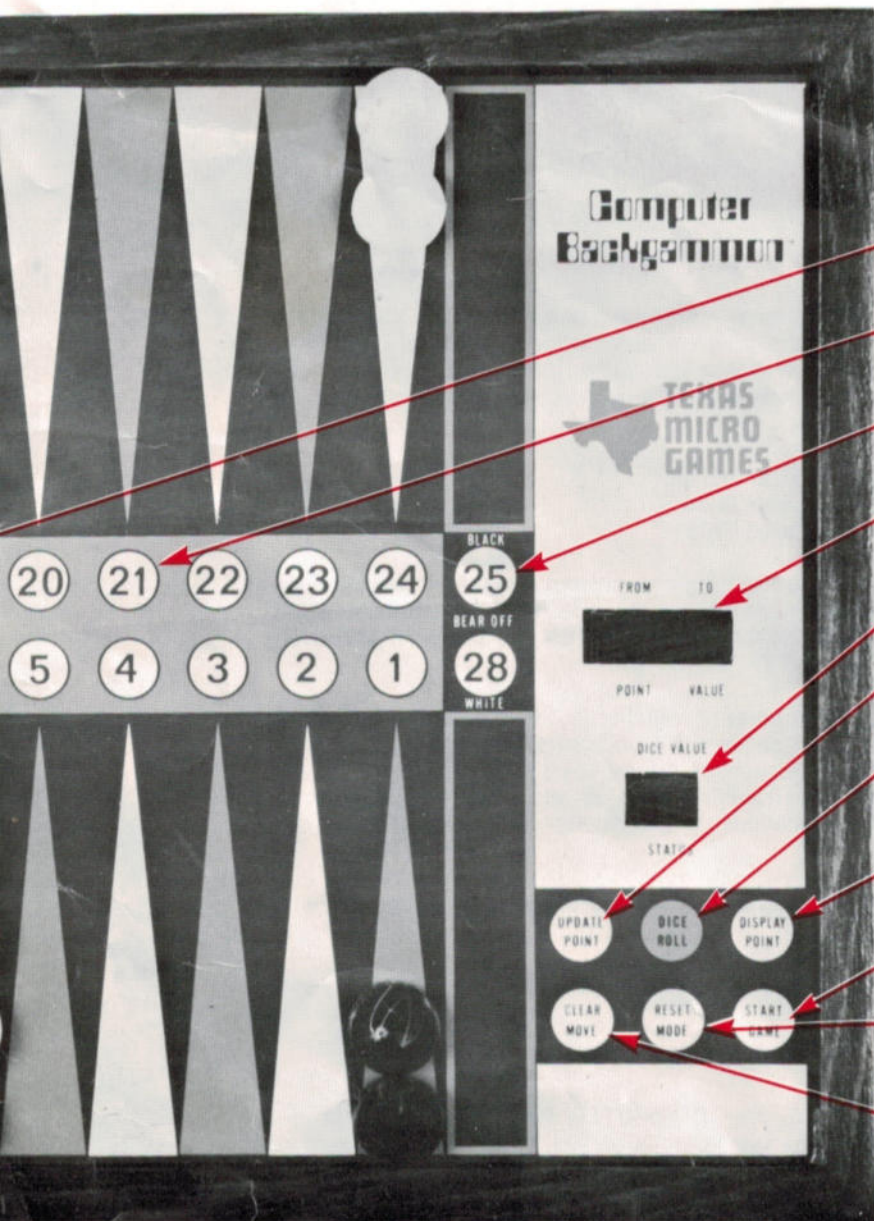


How To Come In From The Bar

The white bar point is number 27, the black bar point is number 26. To come in from the bar, simply press the appropriate bar point and then the point which allowed you to re-enter the board. If you roll a combination of dice values which do not allow you to enter, press the "CLEAR MOVE" key and "ROLL" will appear in the display for the computer's move. If the computer is unable to come in from the bar on its roll, no dice value will be displayed and it will simply tell you to roll again. Depress the "ROLL" key and it will tell you to "PLAY".

How To Bear Off

When either player has all their pieces in their home board, they then begin to remove them from the playing surface by rolls of the dice. This is called "BEARING OFF" and whoever bears all their pieces off first wins the game. In **COMPUTER BACKGAMMON**, this is accomplished by pressing the point from which the piece is being born off and then pressing point number 28 for white bear off and 25 for black bear off.



KEY DESCRIPTION

BAR KEYS

Depression of these keys removes pieces from the bar position.

POINT KEYS

Depression of these keys indicates the point to be moved from and the point to be moved to.

BEAR OFF KEYS

These keys are used to bear pieces off the board at the conclusion of the game.

FROM AND TO POSITIONS

These displays show the point positions of the current move.

DICE VALUE

These displays show the dice value of the last roll.

UPDATE POINT

This key, when depressed, allows you to modify the board position of any of the pieces.

DICE ROLL

Depression of this key causes the computer to roll the dice - The **Dice Value** display shows the result of each roll.

DISPLAY POINT

Depression of this key allows you to verify the number of pieces on any point.

START GAME

Depression of this key clears the computers memory and sets the board up for a new game.

RESET MODE

Depression of this key returns the game to a normal status after it has been in the display mode or the update mode.

CLEAR MOVE

Depression of this key will clear your last move and allow you to enter a new move.

Error Conditions

Should an error occur, the computer will display an error code in the "DICE VALUE" display area. To clear the error, depress the **CLEAR LAST MOVE** key and re-enter a correct move. This does not mean that you can change a move correctly entered, however since this would be contrary to the rules of backgammon.

The error codes are as follows:

- E1..... The attempt to move a white piece from a point or from the bar where no white piece is located.
- E2..... The attempt to move a piece before re-entering your piece from the bar.
- E3..... The illegal attempt to move by white from or to the bar or bear-off point.
- E4..... The attempt by white to move a piece from a point occupied by black.
- E5..... The incorrect use of the dice value displayed.
- E6..... The attempt by white to land on a point occupied by 2 or more black pieces.
- E7..... The illegal attempt to bear off.
- E8..... The illegal use of control keys while blacks move is still in progress.
- E9..... The attempt to move a black piece to an incorrect point.

How To Display The Board Condition

1. Should you wish to know the number of pieces on any given point or points, depress the **DISPLAY POINT** key.
2. Then, depress the point number you wish to display - the computer will show the point number and the number of pieces on that point. If the pieces on the point are black, the computer will show a series of dots in conjunction with the display.
3. To return the game to a playing condition, depress the **RESET MODE** key.

How To Update The Board Condition

1. Should you wish to modify the number of pieces on a given point, depress the **UPDATE POINT** key.
2. Then, depress the point number you wish to modify. The computer will show the point number and a zero. To add pieces to a point, depress the appropriate color **BEAR OFF** key once for each piece you wish to add. Repeat this procedure for each point you wish to modify.
3. To return the game to a playing condition, depress the **RESET MODE** key.

LIMITED NINETY-DAY WARRANTY

Texas Micro Games, Inc. warrants to the original consumer purchaser that **COMPUTER BACKGAMMON** is free from any electrical or mechanical defects for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Texas Micro Games, Inc. will repair or replace the unit free of charge upon receipt of the unit which has been sent via insured, postage prepaid mail to:

Texas Micro Games, Inc.
6230 Evergreen, Suite E
Houston, Texas 77081

The warranty does not apply to defects resulting from abuse, accident, alteration, neglect, wear and tear, inadequate maintenance or unreasonable use of the unit. **YOU MUST COMPLETE AND RETURN THE WARRANTY REGISTRATION CARD WITHIN TEN (10) DAYS AFTER DATE OF PURCHASE TO VALIDATE THIS WARRANTY.**

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to ninety days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusion in these instances may not apply.

Removal of the top or bottom panels voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SERVICE AGREEMENT

If, after the ninety-day limited warranty period, your **COMPUTER BACKGAMMON** requires service, Texas Micro Games, Inc. will service the unit upon its receipt, which has been sent via insured, postage prepaid mail, together with a money order in the sum of \$30 made payable to Texas Micro Games, Inc. to:

Texas Micro Games, Inc.
6230 Evergreen, Suite E
Houston, Texas 77081

This service agreement does not apply to defects resulting from abuse, alteration, or unreasonable use of the unit, and does not apply if repairs are attempted outside of the factory. Also, this service agreement does not apply to units which require service three years after date of purchase.

