

# GAMMONMASTER II™

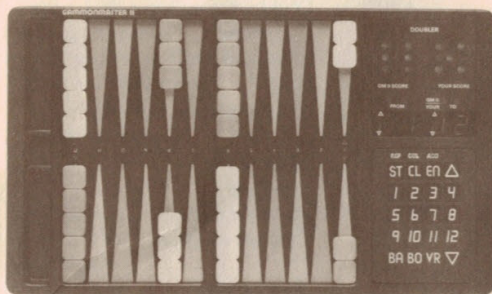
&

## THE DOUBLER™

# GAMMONMASTER II™

## ELECTRO-GAMMON.NET

### OWNER'S INSTRUCTION MANUAL



It's You Vs. the Computer at Backgammon  
The King of Games and the Game of Kings

DOUBLER Model identified by \_\_\_\_\_

Welcome to the GAMMONMASTER II – the ultimate in computerized electronic games. Your GAMMONMASTER II 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 experienced backgammon enthusiasts.

The GAMMONMASTER II uses a computer programmed with "artificial intelligence" which includes all backgammon strategies – running game, blocking game, hit and run game, back game, blot hitting contest and bear-off game. It constantly adjusts its own offensive or defensive strategy to your style of play, aggressive or conservative.

The DOUBLER Model brings a new dimension to the skill of Backgammon with the addition of the Doubling Cube. A recent addition to the ancient game, the "CUBE" is often credited for Backgammon's resurgence in popularity.

# TRYON INC.

CLEVELAND, OHIO  
Made in U.S.A.

BC3.0

## OPERATING INSTRUCTIONS

### SETTING UP THE BOARD

Position the playing pieces as shown in the photograph. You are white and move counter-clockwise around the board. The GAMMONMASTER II (GMII) plays the colored pieces and moves clockwise around the board.

### STARTING A NEW GAME

Press **[ST ST]** on the keyboard **TWICE** and the dice will start to "roll continuously."

NOTE: Starting a NEW game when one is in progress implies you have conceded the game to the GMII and the score in the **MOVE DISPLAY** is updated accordingly. You may concede a game **ONLY** when it is **YOUR TURN** or when the dice are rolling.

### DISPLAYING DICE ROLLS

The Gammonmaster II automatically "rolls" the dice and displays the dice roll for both you and the GMII on the **DICE DISPLAY**.

1. To STOP the dice and display the dice roll, Press **[EN]** when the dice are continuously rolling.

2. If this is the first dice roll in the game, the player who moves first is determined by the highest die – **RIGHT HAND DIE** highest, you move first; **LEFT HAND DIE** highest, GMII moves first.

### PLAYING YOUR TURN

It is **YOUR TURN** when the **MOVE DISPLAY** shows "PLAY". This means that after you have displayed the dice roll, you now enter each of your moves into the computer using the keyboard. A complete turn consists of 1 to 4 moves, depending on the number of playing pieces you wish to move. As you choose each move, move the white playing piece to the appropriate point. Each move is comprised of 4 keyboard entries, entered in the following order:

1. Row of points (**UPPER ROW** **[Δ]** or **LOWER ROW** **[▽]**) **FROM** which your piece was moved.
2. The point number (**[1]** through **[12]** or **[BA]**) **FROM** which your piece was moved.
3. Row of points (**UPPER ROW** **[Δ]** or **LOWER ROW** **[▽]**) **TO** which your piece was moved.
4. The point number (**[1]** through **[12]** or **[BO]**) **TO** which your piece was moved.

These 4 steps are repeated until the entire dice roll has been played. You now terminate **YOUR TURN** by pressing **[EN]**. The legality of your moves is now tested.

1. If you have moved illegally, "bAd" will appear on the **MOVE DISPLAY**. You must now replay the **entire** turn (not just the last move) making sure you

have corrected the error.

2. If the dice roll continuously, your moves were accepted and you now press **[EN]** to display the next dice roll and play the GMII's turn.

### NOTES:

1. When coming in from the bar you must press **[BA Δ]** and the number which you wish to come in on. When bearing off you must press **[▽]** and the number you wish to bear off from and then **[BO]**.

2. If it is impossible for you to move during any turn, press **[EN]** without keying in a move.

3. If the "bAd" message appears consistently, use **VERIFY** feature (explained later) to determine board position.

4. Remember, only press **[EN]** after you have made **all of your moves** this turn, **not after each piece has been moved**.

### CLEARING AN UNWANTED MOVE

1. Press **[CL]** to **CLEAR** a move on the **MOVE DISPLAY**. This clears **only** the move appearing on the display.

2. To **CLEAR ALL** moves made this turn, press **[CL]** and **[EN]**. The message "bAd" will appear and you now replay your entire turn.

### PLAYING THE GAMMONMASTER II's MOVE

After you have displayed the dice roll (using the **[EN]** key as previously described) for the GMII, the first move of the computer's turn is displayed on the **MOVE DISPLAY**.

1. Move the dark colored playing pieces according to the **FROM** and **TO** instructions on the display.

2. Press **[EN]**.

If another move is displayed repeat steps 1 & 2. If the dice start rolling, the GMII has finished its turn and "PLAY" will appear on the display. It is now **YOUR TURN**. Display your dice roll and play your turn.

NOTE: A display of "OO" means the GMII cannot make any move. A display of "O" denotes bearing off a piece. A display of "ba" denotes coming in from the BAR position. **DISPLAYING DOUBLING CUBE VALUE (DOUBLER MODEL ONLY)** The value, and owner of the Doubling Cube is displayed on the first depression of **[VR]** when it is **YOUR TURN**. The **FROM** window indicates Cube Value; the owner is displayed below the <sup>GMII</sup>YOUR indicator. A lit "up arrow" ↑ means the GMII owns the Cube. A lit "down arrow" ↓ means you own the Cube. "C" appears in the **TO** window when Cube value is displayed.

### VERIFYING BOARD POSITION

The exact position of every piece on the playing

board can be verified by pressing **[VR]** anytime it is **YOUR TURN**. Verification starts on the Upper 1 Point with 1st depression of **[VR]** (2nd depression if Doubler Model) and proceeds counter-clockwise around the board with subsequent depressions. Only points which are occupied are displayed.

The point to be checked (row and number) appears in the **FROM** window. The number of pieces on that point is shown in the **TO** window with the <sup>GMII</sup>YOUR indicator displaying the owner of the piece(s). An "up arrow" ↑ indicates GMII's pieces and a "down arrow" ↓ indicates your pieces. The board position verified is the board status **before** any moves made by you this turn.

### OPERATION OF THE DOUBLING CUBE (DOUBLER MODEL ONLY)

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 the GMII, press **DBL** when the dice are continuously rolling and the display shows "PLAY".

2. The GMII responds with "YES" meaning it **ACCEPTS** your Double and the stakes of the game are doubled OR

3. The GMII displays the updated game **SCORE** meaning it has **REFUSED** the Double and you have won the game.

If the Double is accepted, resume normal play by pressing **[EN]** to display your dice roll. If the Double is refused, start a new game as previously described.

The Gammonmaster II may **DOUBLE** you if in a strategically advantageous position by displaying "dbl" in the **MOVE DISPLAY**. You respond by pressing one of the following:

1. **[ACC]** to ACCEPT the Double and double the stakes of the game – OR

2. **[REF]** to REFUSE the Double and concede the game.

3. **[CL]** to CLEAR the Double. This response ignores the Double, meaning you do not wish to use the CUBE this game.

### AUTOMATIC DISPLAY OF GAME SCORE

At the end of each game, the accumulated scores of both players are displayed in the **MOVE DISPLAY**. The scores are shown below "GMII SCORE" and "YOUR SCORE". The score of the winning player will blink on and off. The scores of both players are set to zero only when the game is plugged in. At the







# Limited Warranty

## TRYOM, INC.

TRYOM INCORPORATED (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 any 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

Gammonmaster IIT.M. . . . . 90 Days

### PERIODE DE GARANTIE

Gammonmaster IIT.M. . . . . 90 Jours

### 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 extent 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 remedies 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 ten 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 of which authorized service center to return your unit to. If, after the 90 day limited warranty period, your TRYOM unit requires service, TRYOM will service the unit on receipt, postage prepaid, in accordance with the above mentioned procedure. You will be billed for expenses incurred in repairing your unit.

**Address all  
Correspondence  
to:** TRYOM INCORPORATED  
23945 Mercantile Road  
Cleveland, Ohio 44122

Gammonmaster IIT.M. and Doubler Gammonmaster IIT.M. are U.S. Approved and C.S.A. Approved.  
U.S. and foreign patents pending.

Price and specifications subject to change without notice.

## 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 être envoyée à Tryom, Inc. dans les 10 jours qui suivent la date d'achat.

Name (Nom) \_\_\_\_\_

Address (Adresse) \_\_\_\_\_

City (Ville) \_\_\_\_\_ State (Province) \_\_\_\_\_ Zip \_\_\_\_\_

Name of Dealer (Nom de Revendeur) \_\_\_\_\_

Address of Dealer (Adresse du Revendeur) \_\_\_\_\_

Date of Purchase (Date de l'achat) \_\_\_\_\_

Gammonmaster II     DOUBLER Gammonmaster II

Nine Digit Part No. (Numéro de Pièce 1 9 Chiffres) \_\_\_\_\_

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 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 purchase was influenced by J'ai été influencé par**

- 5  Advertising Publicité
- 6  Store Display Vitrine
- 7  Salesman Vendeur
- 8  Other Autre

**My occupation is Ma profession est**

- 16  Office Worker Employé de bureau
- 17  Factory Worker Employé d'usine
- 18  Professional Professionnel
- 19  Student Étudiant
- 20  Other Autre

**I live in J'habite**

- 9  City En ville
- 10  Country À la campagne
- 11  Suburbs En banlieue



RETAIN FOR YOUR RECORDS

À GARDER POUR VOS ARCHIVES

Model Name \_\_\_\_\_ Serial Number \_\_\_\_\_  
Nom de Modèle \_\_\_\_\_ Numéro de Série \_\_\_\_\_

9 Digit Part Number \_\_\_\_\_  
Numéro de Pièce (9 Chiffres) \_\_\_\_\_

Date of Purchase \_\_\_\_\_  
Date de L'Achat \_\_\_\_\_

Dealer \_\_\_\_\_  
Revendeur \_\_\_\_\_

Dealer Address \_\_\_\_\_  
Adresse du Revendeur \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Ville \_\_\_\_\_ Province \_\_\_\_\_

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

**Preuve d'Achat:** Tout demande de réparation garantie doit être accompagnée d'un reçu montrant la date d'achat.

PLACE  
STAMP  
HERE

**ELECTRO-GAMMON.NET**

TRYOM, INC.

NATIONAL SERVICE DEPARTMENT

23945 MERCANTILE ROAD  
CLEVELAND, OHIO 44122