

OWNER'S MANUAL
INSTRUCTION BOOKLET

ELECTRO-GAMMON.NET

MODEL BKC
BACKGAMMON CHALLENGER®

BACKGAMMON CHALLENGER®



QUALITY MADE IN U.S.A.

INTRODUCTION

Your BACKGAMMON CHALLENGER® is designed and programmed to play precisely according to the rules of Backgammon. It does not cheat and will provide you with a very worthy opponent. In addition, BACKGAMMON CHALLENGER® has several convenient option features that help make playing easier for both the beginner and the experienced player. The options also serve to provide an excellent teaching aid and problem solving facility. We recommend that you read the entire Instruction Manual before beginning play.

THE GAME BOARD

Each point on the Playing Board is designated by a number from one to 24. Dark's Home Board and Dark's Outer Board occupy points numbered from one to 12. Light's Home and Outer Boards occupy points from 13 to 24. The number 0 is the Bar point and 25 is the Bear-off point. Light's pieces move in the direction of increasing numbers; Dark's pieces move in the direction of decreasing numbers. The Computer identifies a move by displaying FROM a given numbered point TO another numbered point (e.g., FROM 12 TO 16) which appears in the Display as **12 16**.

START GAME

When CHALLENGER® is first plugged in, the previous score is zeroed and the Computer is reset to the initial state. The Computer will display **ro ll**, requesting the dice to be rolled (see DICE ROLL, below). To start a new game after a game is completed, or to restart in the middle of a present game, press the RESET (RE) Key. **ro ll** will be displayed, as above. Pressing RESET does not disturb the accumulated score. Unplug and replug the game to zero the Computer's memory.

ROLLING THE DICE

Use the GAME (GM) Key to select one of three dice roll options. If the GM Key is not used, then you roll for yourself and CHALLENGER® rolls for itself (same as Option one, below).

| <u>GM KEY</u> | <u>DISPLAY READOUT</u> | <u>DICE ROLL OPTION</u> |
|----------------|------------------------|--|
| Press GM once | DI . CE | You roll for yourself; CHALLENGER® rolls for itself. |
| Press GM again | DI : CE | You roll for yourself and for CHALLENGER®. |
| Press GM again | DI CE | CHALLENGER® rolls for you and for itself. |

DBL INDICATOR

The "dot" Indicator light, in the DBL Display Window, is used to identify whether display readouts refer to you or to the Computer. When the "dot" is lit at the bottom of the Display (closest to you), the readout refers to you. When the "dot" is lit at the top of the Display, it refers to CHALLENGER®. The "dot" Indicator is used during dice roll option selection, during piece position verification, and when the Doubling Cube is used.

After the desired Dice Roll Mode is selected, press the ENTER (EN) Key. The Display will read **ro ll** if you are to roll the dice, or the dice values will be displayed if the Computer is generating the roll. If **ro ll** is displayed, enter dice values by pressing two number Keys, in succession, then press EN. For example, if a 2 and a 5 were rolled, the Display will read **25** in the TO window.

FIRST MOVE

When the Dice Roll Mode is set for CHALLENGER® to roll for both, the first move belongs to the roller of the highest valued die on the first dice roll (the left die belongs to you). In the other Dice Roll Modes, you are always scheduled to move first. If you wish the Computer to move first, press EN while **ro ll** is displayed.

When the dice values are displayed, press EN. This will cause either **PL AY** to be displayed (asking for your first move) or the Computer's first move will be displayed.

YOUR MOVES

When **PL AY** is displayed, move your piece the number of points shown on one of the dice. Enter your move by keying in the number of the point you moved FROM (the first two digits in the Display), and the number of the point you moved TO (the last two digits in the Display). For example: if you move from point 9 to point 14, press 0, 9, 1, 4 in succession. The Display will read **09 14**. Press EN. The Display will now indicate the remaining dice value (three values will be displayed if doubles were rolled). Make your second move as above, then press EN again. If doubles were rolled, **PL AY** will be displayed again allowing you two more moves, as above.

CHALLENGER®'S MOVES

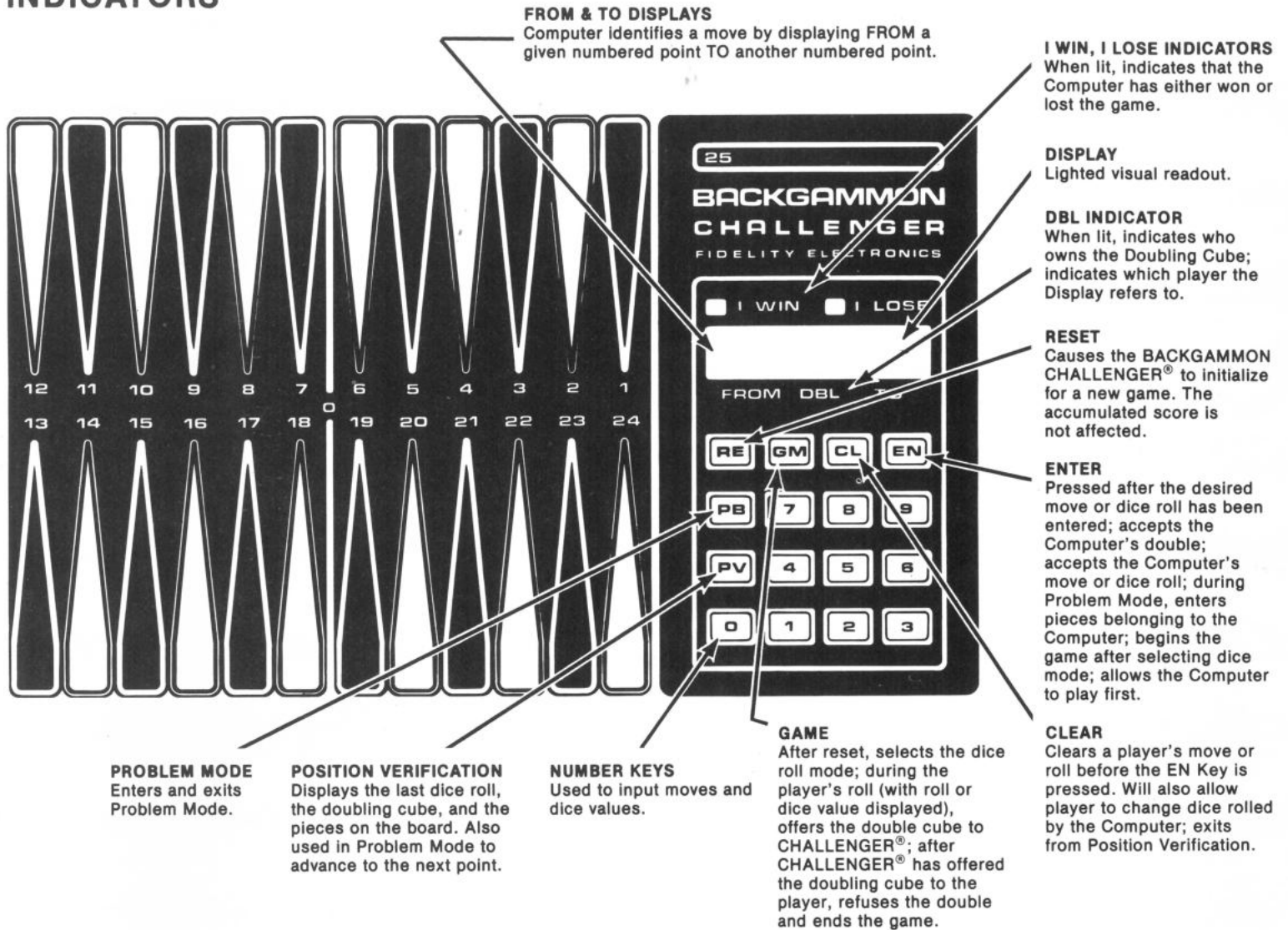
When the EN Key is pressed after your last move, the Computer's dice roll will be displayed. Press EN. The Computer's TO/FROM move will be displayed. After you move the Computer's piece, press EN again. The Computer's second move will be displayed. Press EN again after moving the Computer's second piece and **ro ll** will be displayed, indicating it is now your turn again.

FROM THE BAR & BEARING OFF

To return a piece from the Bar Point (which is zero), the move is entered as FROM 00 (e.g., **00 03**). To bear-off, the TO location is 25 (e.g., **22 25**).

When the Computer bears off all its pieces first to win the game, the I WIN Indicator lights and the total score is displayed. The left two digits show the Computer's score and the right two digits show your score. When you win the game, the I LOSE Indicator lights and the total score is displayed, as above.

KEYS & INDICATORS



DOUBLING

You may use the Doubling Cube to increase the stakes when it is your turn to roll the dice, before the EN Key is pressed. Press the GM Key. The Computer will display **ACCP** (accept) if it accepts the cube, or it will display the score and forfeit the game (the I LOSE Indicator will light).

The Computer doubles by showing **do ub** in the Display Window. You may accept the cube by pressing EN, or reject by pressing GM and therefore lose the game (the I WIN Indicator will light).

When the Doubling Cube is used, the DOUBLE (DBL) Indicator lights to show who owns the cube.

The Computer does not recognize an Automatic Double on the opening roll, nor does it recognize the optional variation of "Beavering".

POSITION VERIFICATION

At any time during a game (see NOTE, below), successively pressing the POSITION VERIFICATION (PV) Key will display the present dice values, the value of the Double Cube (if the Cube has been used at least

once), and the count of pieces on each point. The ownership of each piece is shown by the "dot" Indicator light in the DBL Window. Return to normal play by pressing the CL Key.

NOTE: If PV is used immediately after the game is first plugged in, the Dice Values and Double Cube displays will have no meaning since no entry has yet been made. Pressing PV again will display the beginning piece line-up.

PROBLEM MODE

At any time during a game, the pieces on any point can be changed in number and/or ownership. Press the PROBLEM (PB) Key. **Prob** will be displayed. Press the PV Key repeatedly until the Display readout is advanced to the desired point. The point will be displayed in the FROM window and the number of pieces will be displayed in the TO window. The "dot" Indicator in the DBL window shows who owns the pieces on that point (see DBL Indicator Light). To make a change, press a number key (0-9) and, if ownership is changed, press EN. If ownership does not change, press PV to display the next point position. Return to normal play by pressing the PB Key.

PASSING A MOVE

When the Computer cannot make a legal move, **PASS** will be displayed. Acknowledge by pressing EN and the game will continue. If you cannot make a legal move, press EN when you would normally enter your move. **PS ?** will be displayed, asking if you really do want to pass your move. If yes, press EN to acknowledge and the game will continue.

ILLEGAL MOVE

If you inadvertently make an illegal entry, four bars **----** will appear in the Display Window. Simply press the Clear (CL) Key — **PLAY** will be displayed — and then make the correct entry.

TEST PROGRAM

The following is a Test Program to verify correct operation of the game. Press each key in succession and observe that the correct readout is displayed. Unplug and replug the game before running the Test Program.

| KEYS | DISPLAY | KEYS | DISPLAY |
|------|---------|------------|-----------------------|
| RE | ro | EN | ro |
| GM | DI . CE | 1, 2 | 12 |
| GM | DI : CE | EN | PLAY |
| EN | ro | 0, 1, 0, 2 | 01 02 |
| EN | ro | EN | 2 |
| 6, 6 | 66 | 0, 1, 0, 3 | 01 03 |
| EN | 13 07 | EN | do ub |
| EN | 13 07 | GM | 01 00 |
| EN | 24 18 | | "I WIN" Indicator lit |
| EN | 24 18 | | |

SPECIFICATIONS

POWER SOURCE

Operates on 110 volts 60 Hz, 220 or 240 volts 50 Hz (depending upon transformer used), 350 mA current drain.

ELECTRONICS

All solid state, 32K-bit Read Only Memory Unit (Program Stage); 2K-bit Random Access Memory (Scratch Pad — Intermediate Stage); Z80-A 8-bit Central Processing Unit.

READOUT

7-Segment Alpha-Numeric Display;
2 discreet L.E.D.'s.

KEYBOARD

16-Key Tactile.

SIZE

12 inches x 1-1/8 inches x 8 inches.

WEIGHT

Housing, Transformer, Dice, Playing Pieces:
1-3/4 Pounds.



FIDELITY ELECTRONICS, LTD.