

BACKGAMMON

This program uses machine code evaluation for fast response. High resolution colour display with on-screen dice roll. Includes instructions to enable beginners to learn the game.

SPECTRUM BACKGAMMON

This tape stores a BACKGAMMON program suitable for the 48K version of the ZX Spectrum. To LOAD it follow the instructions in the Sinclair manual. Switch on the computer, press the J key to give 'LOAD' on the screen, then the P key twice, whilst holding down SYMBOL SHIFT, to give "", then ENTER: start playing the tape. Stop the tape only when the message 'Wait until machine code loaded' disappears.

To end a game and start another - type QUIT.

Playing instructions are given on the reverse of this inlay card and at the start of the program.

The rules of the International Backgammon Association are summarized below.

1. For the opening throw each player throws a single die. Every tie requires another opening throw. Whoever throws the higher number wins and for his first move plays the numbers upon both dice. After that each player in turn throws two dice.
2. The play of men consists of:
 - a) Moving a man (or men) the exact number of points indicated by the number of the two dice thrown. One man may be moved the total of the two dice thrown, or one man may be moved the number shown on one die, and an entirely different man the number on the other die.
 - b) Entering a man, in the adversary's inner table, on a point corresponding to the number on a die.
 - c) Bearing off a man in the player's inner table, where no man is left outside that table or on the bar, in accordance with rule 8.
3. Doubles require four plays of the number on the dice.
4. Plays must be made for both dice if possible.

Either number may be played first. If either number may be played, but not both, then the higher number must be played.

5. No play may be made which lands or touches down on a point held by two or more of the adversary's men.
6. When play lands on a point occupied by a single man (a blot) of the adversary such a man is 'hit' and is placed on the bar to await entry according to rule 2b.
7. A player having a man on the bar may not play any other man until that man has been entered.
8. When in a position to bear off you may bear off a man from a point corresponding to the number on a die thrown or from the highest occupied point if that is thrown for an unoccupied point no man below can be borne off, using such a number, while any man remains on a higher point. You are not required to bear off if you can move a man forward on the board. Here, as always, rule 4 applies.

--o0o--

The material on this tape and documentation, or any part thereof, shall not be copied for use by any other person or organisation, neither shall it be loaned nor hired.

CP SOFTWARE (C) 1983. No part of this inlay card shall be reproduced without prior permission in writing.

PI SOFTWARE (C) Copyright 1982. NO part of this program shall be reproduced without prior permission in writing. While every effort has been made in the production of this program the publisher undertakes no responsibility for errors or liability for damage arising from its use.

CP SOFTWARE, 17 Orchard Lane, Prestwood, Great Missenden, Bucks, HP16 0NN

BACKGAMMON FOR BEGINNERS

In this game you play the WHITE men and your opponent, the computer, plays the BLACK. The game starts with the men set on the predetermined points around the board, each point is labelled with a letter. The purpose of the game is for you to move your men anti-clockwise around the board until they are all in

your "inner table" (points f to a). Once all your men are in your inner table you may then "bear off" i.e. move your men off the board. Your opponent will be moving his men clockwise round the board to his inner table (points s to x) and will then bear off. You move your men one at a time and may move them forward by the numbers shown on the dice. You may move onto any point that does not contain 2 or more of your opponent's men. If you move onto a point which is occupied by only one of your opponents men, your opponent's men will be placed on the bar (the green bar down the centre of the board) and that man must start again from the beginning. You must therefore be aware that, if you leave a single man on a point, this may give your opponent the opportunity to land on that point and send your man to the bar. The first player to bear off all his men is the winner.

TO PLAY

To start the game the dice are rolled and whoever "throws" the highest number starts - using the numbers shown on the dice (Rule 1). Your opponent's is the top die and yours is the bottom die, therefore if the top die has the highest number your opponent starts and if the bottom die has the highest number then you start. If it is a double press ENTER to throw again. When it is your turn - the prompt "Your move?" will be displayed on the screen. You may then move your men by the number shown on the dice. To move a man from one point to another enter the point letter and a number shown on one of the dice. e.g. to move a man forwards 4 points from point K enter "K4" or "4K". If you enter an illegal move you will be told to press ENTER, to recover and must then enter a legal move.

You must move your men by the numbers shown on the dice. e.g. if you throw 4 and 2, you must move one man forward 4 points and another man 2 points, or you may move one man forwards 4 and then 2 points (or 2 and then 4).

If you throw a double you may then move double the total shown on the dice. e.g. double 3 allows you to make four moves of 3. (see Rules 2-5)

THE BAR

While you have any men on the bar you may not move any of your men which are on the board. (Rule 7) To move off the bar onto the board you must enter the bar letter 'z' followed by one of the numbers shown on the dice. This must be to a point which is either empty, occupied by your own men or one of your opponent's men

- in which case you may send than man to the bar. If you are unable to move from the bar because the numbers on the dice would land you on a point which is occupied by two or more of your opponent's men - then you forefeit your turn.

BARING OFF

Once all your men are on your inner table you may then bear off (see Rule 8). However, if for any reason one of your men is placed on the bar by your opponents after all your men have reached the inner table you may not bear off any more men until that man has returned to your inner table.

--o0o--