



CALIFORNIA™
Dreams

CLUB BACKGAMMON BY CALIFORNIA DREAMS

User's Manual

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GETTING STARTED

Before using Club Backgammon, make a back-up copy of the original diskette. (See your computer owner's manual for instructions on how to do this.) Use your back-up copy when booting the game.

To boot Club Backgammon:

AMIGA: Turn on your computer system with your KickStart disk (version 1.2 or greater). When the prompt appears to insert the WorkBench disk, put the Club Backgammon diskette in the drive. Your computer will load the Club Backgammon program.

Apple IIe/c/GS: Turn on your disk drive and put the Club Backgammon diskette in the drive. Turn on your computer and the monitor. Your computer will load the Club Backgammon program.

Atari ST: Put the Club Backgammon diskette in your disk drive. Turn on your computer system. When the desktop appears, double click on GAMMON.PRG. Your computer will load the Club Backgammon program.

Commodore 64/128: Turn on your computer system in the usual manner. (If you have a C128, hold down the Commodore key while turning on the computer.) After the READY prompt appears, type:

LOAD""",8,1

and press RETURN. Your computer will load the Club Backgammon program.

IBM PC & Compatibles: Turn on your computer system using your DOS disk. When the DOS prompt appears, put the Club Backgammon diskette in drive A. Type:

A:CB

and press Enter. Your computer will load the Club Backgammon program.

THE CURSOR, POINTING, AND SELECTING

The cursor in your Club Backgammon game is a pointing hand or an arrow. All moves in Club Backgammon are made by pointing with the cursor and then selecting items on the screen. To move your cursor, point and select:

Amiga: Use the mouse to move the cursor. Press the mouse button to select.

Apple II e/c: Use the joystick to move the cursor. Press the joystick button to select.

-or-

Use the cursor keys to move the cursor. Press the RETURN key to select.

Apple IIGS: Use the mouse to move the cursor. Press the mouse button to select.

Atari ST: Use the mouse to move the cursor. Press the left mouse button to select.

Commodore 64/128: Use the joystick to move the cursor. Press the joystick button to select.

-or-

Use the cursor keys to move the cursor. Press the RETURN key to select.

IBM PC & Compatibles: Use the cursor keys to move the cursor. Press the Enter key to select.

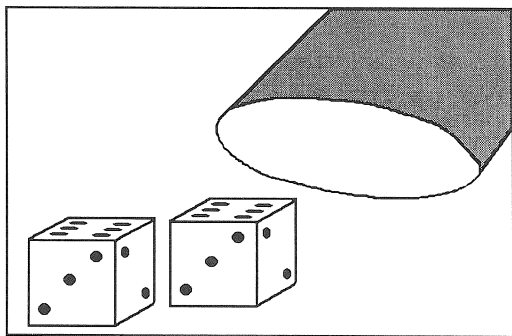
-or-

Use the joystick or mouse to move the cursor. Press the button to select.

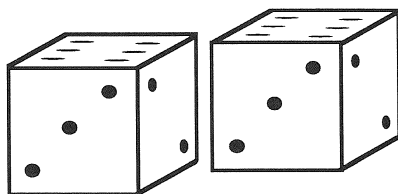
ABOUT YOUR MANUAL

Your Club Backgammon user's manual is divided into two parts. Part one of the manual is designed to teach you how to play the game of backgammon. It includes a description of the equipment necessary to play the game, the rules of the game, and a section on strategy and probability.

Part two of your Club Backgammon user's manual provides a description of how to play the game on your machine. This description includes an explanation of how to roll the dice, move the men, and also explains in detail the menu bar and all of the options available to you with Club Backgammon.



PART ONE



THE GAME OF BACKGAMMON

Backgammon is a board game that has been played for centuries. Today it is a very popular game which is often played in tournaments and more often played just for fun. The following section of your user's manual explains how this game is played and discusses some strategic considerations which can really help you improve your game and make it that much more fun to play.

EQUIPMENT

In order to play the game of backgammon, there are four things that must be available. These are: two players, a backgammon board, thirty playing pieces (hereafter they will be called men), and a pair of dice. Many backgammon games also use a doubling cube for tournaments or gambling purposes.

Players

Backgammon is a game played with two people. Club Backgammon gives you the option of playing against the computer or another person. If you choose to play against the computer, there are three skill levels available: novice, intermediate and expert.

The Board

The backgammon board is a very distinct playing board. It is made up of four quadrants, an inner and an outer quadrant (called tables) for each player. Each table is composed of six, alternately colored, triangular shaped "points". These points are numbered 1 through 12, with each player's inner table consisting of the points 1 through 6 and each player's outer table consisting of the points 7 through 12 (see Figure 1). There are a total of 24 points on a backgammon board. This is the standard for all backgammon games. The points on the Club Backgammon board are numbered (1 - 12) to help in moving your pieces and learning the game.

The points on the backgammon board alternate in color to help with counting. If you move an odd number, you know that you must land on a color that is different than the point you started from. If you move an even amount of points, the color will be the same.

Running down the middle of the backgammon board is a strip that divides the inner and outer tables. This is called the bar (see Figure 1). The points numbered 7 (the outer table points nearest the bar) are called "bar points".

The game is played by moving your men from point to point, around the board, away from your opponent's inner table and toward your inner table. Moves are determined by the numbers rolled on the dice (this will be explained in detail in the *Moving Your Men* section of the manual).

The area of the table to the far right (next to the 1 point of each inner table) is the area of the backgammon table where players "bear off" or remove their men. Bearing off will be explained in further detail in the *Bearing Off* section of the manual.

The area of the table to the far left is where the doubling cube is kept. It is kept in the middle of this area at the beginning of the game. It is then moved to either the top or bottom depending on who doubles. Doubling will be explained in further detail in the *Doubling* section of the manual.

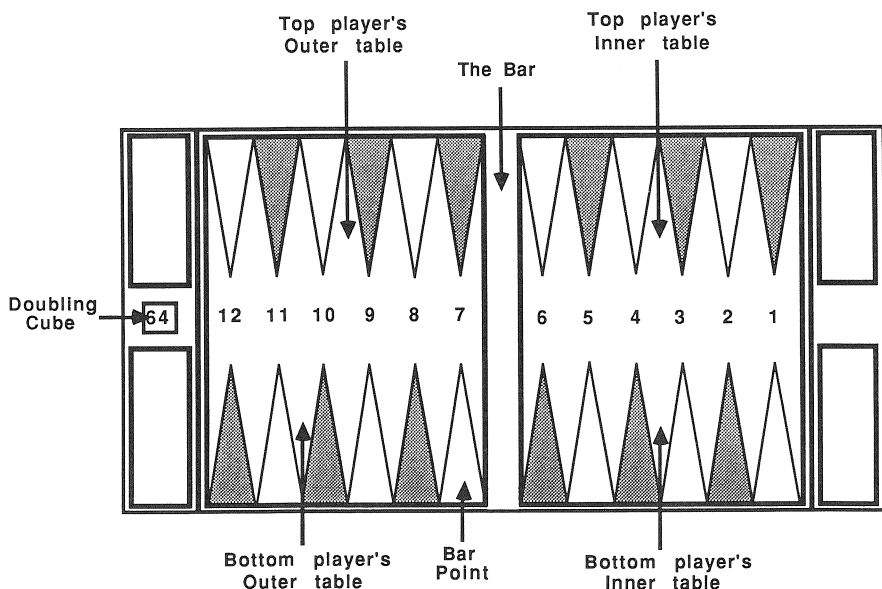


Figure 1

Playing Pieces (Men)

There are 30 men in every game of backgammon, 15 men of one color and the remaining 15 of another color. Each player has 15 men of one color.

Dice

The game of backgammon is normally played with two dice cups and two sets of dice. Each player has a dice cup with two dice. The dice are rolled using the dice cup.

In Club Backgammon, the dice are located at the bottom of your screen. The bottom player's dice will be located on the right hand side of the screen and the top player's dice are located on the left hand side.

Club Backgammon also provides a set of dice which you can roll yourself and enter the numbers into the computer.

Doubling Cube

The doubling cube is a large die with the numbers 2, 4, 8, 16, 32 and 64 on the six faces. Club Backgammon provides you with a doubling cube for tournament purposes. Club Backgammon allows you to double against any opponent. Doubling will be explained in detail in the *Doubling* section of the manual.

PLAYING THE GAME

Setting up the Board

The first thing you must do when playing backgammon is to set up the playing board. Club Backgammon will automatically set up the board for you at the beginning of every game (see Figure 2). The proper set-up for a game of backgammon is as follows:

Number of men

2
5
3
5

Position on board

opponent's 1 point
opponent's 12 point
player's 8 point
player's 6 point

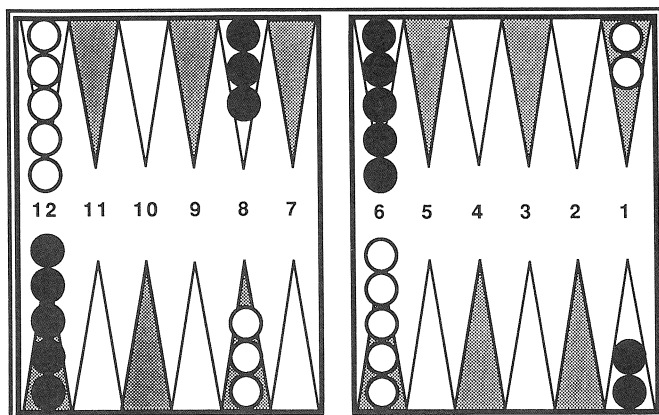


Figure 2

Object of the Game

The object of backgammon is to remove all your men from the playing board before your opponent. The way you do this is by moving your men away from your opponent's inner table and into your inner table. Once you have all of your men in your inner table, you can take them off the board (hereafter referred to as bearing off).

Starting the Game

To start the game each player must throw one die to determine who will go first. The player with the highest number showing will make the first move using the two numbers that have been rolled. If both players roll the same number, the dice will be thrown again until one player rolls a higher number.

In Club Backgammon you start the game by selecting the dice located on the right side of the board.

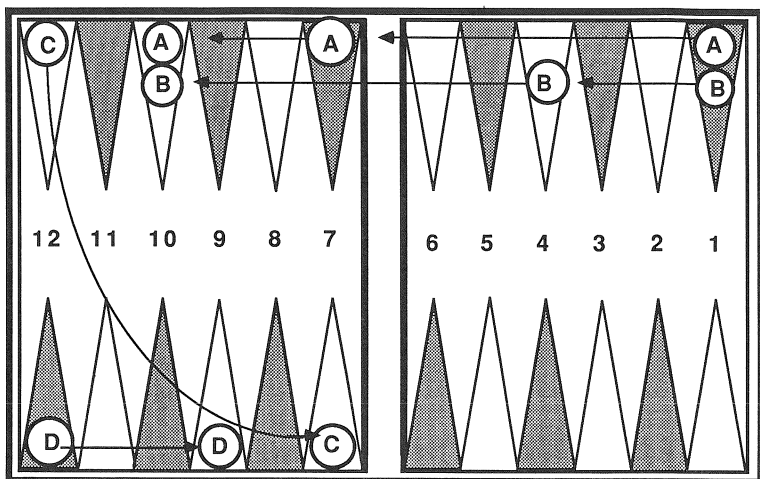
Moving Your Men

The game of backgammon is played by moving your men around the board away from your opponent's inner table and toward your inner table. When moving across your opponent's outer table to your outer table, the direction to move is from your opponent's 12 point to your 12 point.

Moving men around the board is directly related to the roll of the dice. The numbers showing on the dice will be the number of points that you can move your men. In backgammon, the numbers on the dice are considered individually. Each die face represents a single move. Therefore, you can move one man twice to total the sum of the dice or move each of the two numbers with two different men (see Figure 3 for example). If you move one man for the total roll, you must be able to land on at least one of the points represented by that number. In other words, if you roll a 6 or a 3, you must be able to land 3 or 6 points away or the move is not legal. If you can move the man both numbers, the order in which you move (larger number first or larger number second) is up to you.

Rolling doubles (two dice with the same number on their faces) has a significant meaning in the game of backgammon. It means that you can use that number four times. Refer to Figures 4 and 5 to see examples of the different choices of moves you have when rolling doubles.

Now that you understand how to move, it is important to know where you can move. When playing backgammon, you can land on any point that is unoccupied, is occupied by one or more of your men, or is occupied by only one of your opponent's men (a blot).

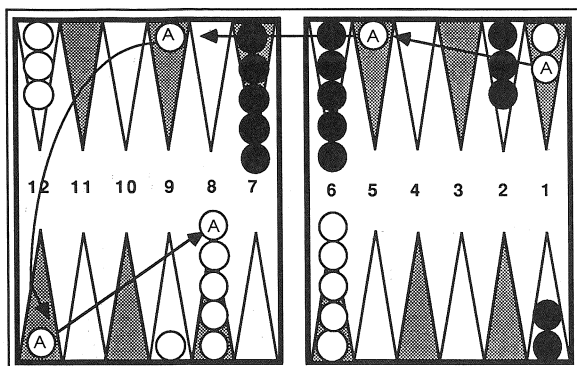


← Roll of
the dice

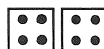
With the roll of a 6 and a 3 you have three possible moves:

1. You can move a man (A) six points and three points for a total of nine points.
2. You can move a man (B) three points and six points for a total of nine points.
3. You can move one man (C) six points and a second man (D) three points (in any order).

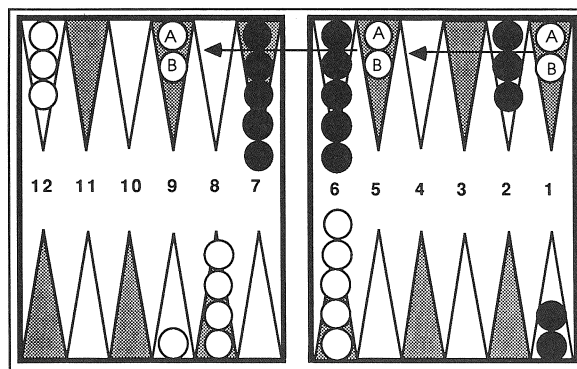
Figure 3



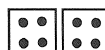
Move one man 4 points four times for a total of 16 points.



Roll of the Dice

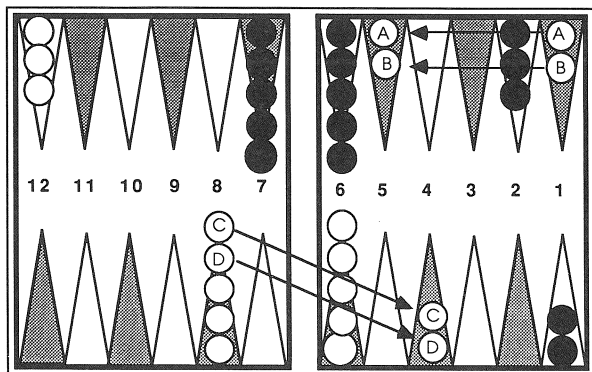


Move two men 4 points twice for a total of 8 points each.

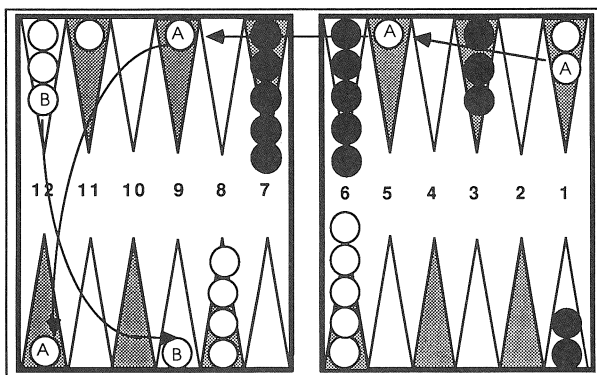
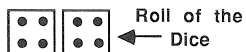


Roll of the Dice

Figure 4



Move four men 4
points each.



Move one man four
points 3 times (for a
total of 12 points).
Move a second man
4 points.



Figure 5

Blot

A blot is defined as a single man on any point. This can be your man or your opponent's man. A blot is a vulnerable position for the player who has the single man occupying the point. If an opponent lands on a player's blot, the man originally occupying that point is sent to the bar. This is called "a hit".

When a player's man is sent to the bar, the first move that player must make is to return his man back to the playing board. This is done by rolling a number and moving to the corresponding point in the opponent's inner table. If the roll of the dice following the hit doesn't allow the player to move his man off the bar (the way this happens will be explained in the *Skipping Turns* section the manual), he must skip his turn and wait until the roll of the dice allows him to remove his man from the bar. If there is more than one man on the bar, the player must remove them all before moving any other men.

Making a Point

If a point has two or more men on it at one time, that point is safe from attack. When you get two or more men on a point, it is called "making a point". An opponent can't land on that point and send you to the bar. Any point that you have made is a safe landing spot for your men. **You may never land on a point that is occupied by two or more of your opponent's men.**

Primes

A prime is six points in a row that are occupied by two or more of your men (or your opponent's men if it is your opponent's prime; see Figure 6). A prime is strategically important in backgammon. Because the roll of the die determines individual moves, it is impossible to move more than six points at a time. If you have a prime and your opponent is behind it, it is impossible for your opponent to move men past your prime.

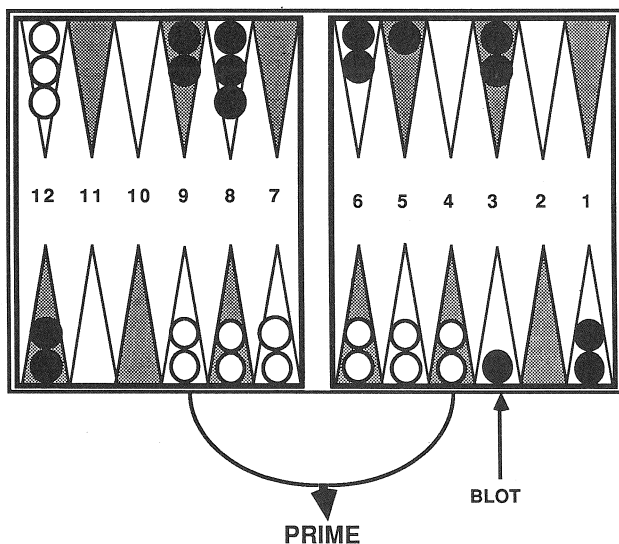


Figure 6

Skipping Turns

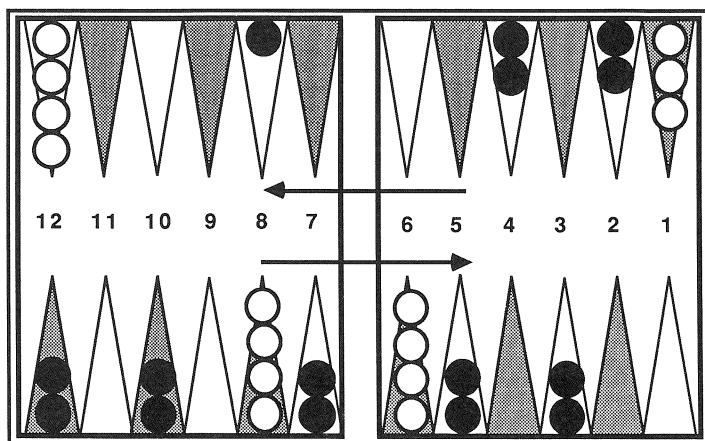
Skipping turns is not allowed in backgammon. If you are not satisfied with the roll of the dice, you must still make a move. Also, if the roll of the dice will allow you to either move both men into a vulnerable position or move just one man (using only one number) into a safe position, you must make the move that will use both men. If you attempt to skip a move, a message box will appear telling you that you cannot skip a move.

There will be times during the game, however, that you will not be able to move. In order to play backgammon, you must understand when you can and when you cannot move.

As stated earlier, you cannot land on an opponent's "made" point. If you roll two numbers and your men are positioned so that all moves using those two numbers would land on a point with two or more of your opponent's men on it (see Figure 7), you must forfeit that turn.

If you roll a combination that would allow you to move one man with one of the die numbers but not the other, you must make that move. The second move is forfeited. Another possibility is that you roll a combination that would allow you to move a man either of the two numbers rolled for the first move, but you cannot move the second number. In this case, you must move the larger of the two numbers (see Figure 8).

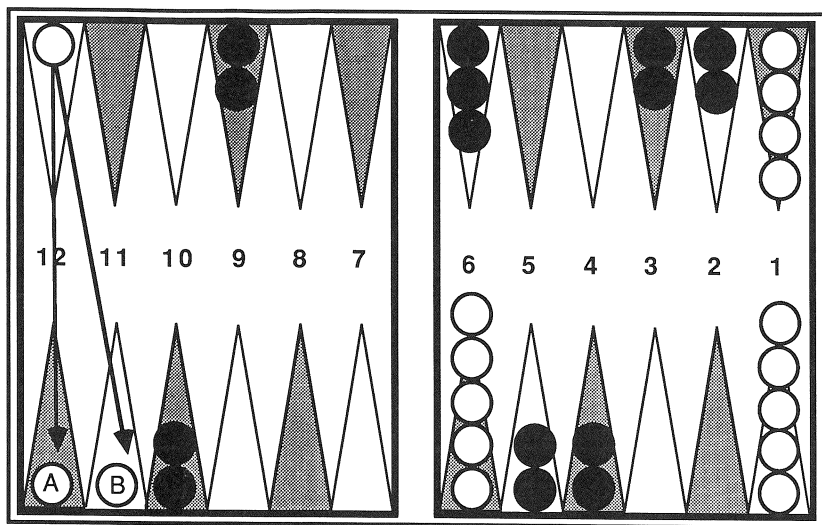
Another situation where you must skip a turn can occur when you're on the bar. As mentioned before, when you are on the bar the first move you must make is to get your man off the bar (and into your opponent's inner table). If you roll two numbers which are occupied by two or more of your opponent's men, you must skip your turn. You must continue to skip your turn until you can get your man off the bar.



White rolls a 3 and a 1.
He cannot move any men.
He must forfeit his turn.



Figure 7



With the roll of 2 and 1, you can use one of the two numbers, but not both. You must use the higher number (B).

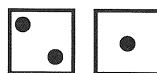


Figure 8

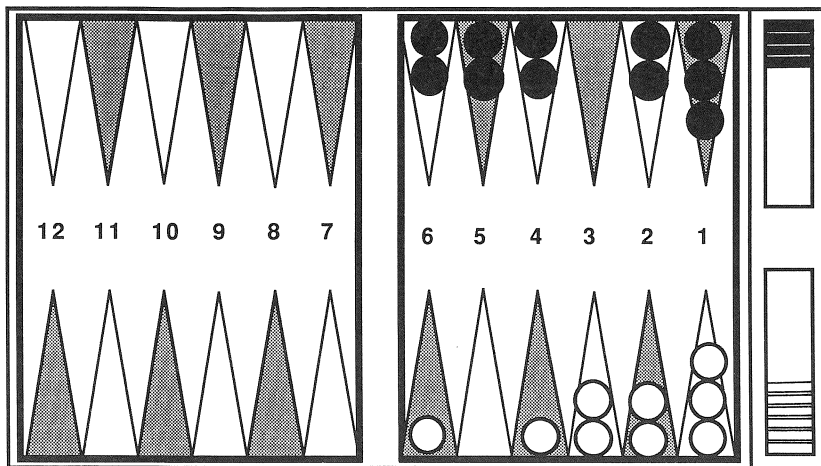
Bearing Off

As mentioned before, the object of the game is to get all of your men to your inner table and then take them off the board. The process of removing your men from the board is called "bearing off". If you are the first to bear off all your men, you win the game.

You must have all your men in your inner table in order to bear off . If you have already started to bear off your men and one of your men gets sent to the bar, you must get all your men back to the inner table before you can continue bearing off.

You bear off your men according to the roll of the dice you throw. If you throw a 6 and a 2, you may take a man off your 6 point and a man off your 2 point. If you roll doubles, you may take off four men (or move them closer.)

When you are in the process of bearing off your men, you might roll the number of a point which is not occupied by any of your men. There are two possibilities in this situation. If you have any men on a point that is bigger than the number rolled, you must move that man (see Figure 9). If all of your men are on points smaller than the number rolled, you may take a man on a smaller point off. However, you must bear off the highest available number. In other words, you must use your entire roll or as much of it as possible (see Figure 9).



White is bearing off and rolls double fives. A man on the six point must be moved to the one point because no men are on the five point. The men on the four and three points must then be borne off because they are the next largest numbers.

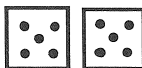


Figure 9

When in the process of bearing off, you have the choice of taking a man off the board or moving a man on the inner table. Moving a man in your inner table is sometimes a strategically better move when your opponent still has men in your inner table and is trying to make a late hit. You may only move men inside your inner table if that move uses the entire number you have rolled.

Winning

As mentioned before, the way you win is by bearing off all of your men before your opponent. There are three degrees of winning in backgammon.

-A single point win is getting all of your men off the board before your opponent removes his. When keeping score, this counts as a single win.

-A "gammon" is a win where your opponent has not been able to bear off any of his men. When keeping score, this counts as a double win.

-A "backgammon" is a win where your opponent has not been able to bear off any men and still has one or more men in your inner table (or on the bar). A backgammon counts as a triple win when keeping score.

Doubling

The doubling cube is used for tournaments or gambling. It is an oversized die with the numbers 2, 4, 8, 16, 32 and 64 printed on it. Its purpose is to increase the value of a win. Either player may double on his/her turn at any time during a game directly preceding the roll of the dice. On the first double the cube is turned to 2. This means that the game is worth double (twice as many points). For the next double the cube is turned to 4 and the game is worth 4 times the original bet, etc. Once a player has doubled, he may not double again until his opponent has offered a double.

When starting a game, the cube is kept at 64 in the center. When a player chooses to double, he asks his opponent if he will accept. After a double has been accepted, the doubling cube with the 2 (or whatever number the double has reached) will be moved to the side of the board of the outer table of the player who has accepted the double. If the opponent doubles after that, the cube will be turned to 4 and moved to the other side of the board.

Deciding when to double and when to accept a double are strategy related. You must decide what the chances of your winning are. You must remember that when you don't accept, you automatically lose that game. If you do decline a double, the point loss is equal the amount of points the game was worth before the double.

Doubling can be used for gambling, or just for fun. When keeping score on the computer, doubles will be calculated into the number of games won.

STRATEGY

Backgammon is a game that involves both luck and skill. The roll of the dice is where luck is involved. Other than luck, backgammon involves the use of skill and strategy to win. Where and how you move is critical to the outcome of the game.

Probability

Probability can be defined as the chance that a given event will occur. In the game of backgammon, probability is related to the roll of the dice. When creating your backgammon strategy, it is important to take the probability of certain numbers being rolled into consideration.

To use probability in backgammon, you must first realize that there are 36 rolls possible with two dice. (See the chart on the following page.) If you look at the chart you can see that there are 11 ways to roll a specific number such as the number one. You can also see that there are 20 ways to roll one of two numbers. For example, if you look at the numbers one and two in the chart, there are 20 rolls where either the number one or the number two appears.

DOUBLE 1'S-----	1 WAY
DOUBLE 2'S-----	1 WAY
DOUBLE 3'S-----	1 WAY
DOUBLE 4'S-----	1 WAY
DOUBLE 5'S-----	1 WAY
DOUBLE 6'S-----	1 WAY
1 AND 2,2 AND 1-----	2 WAYS
1 AND 3,3 AND 1-----	2 WAYS
1 AND 4,4 AND 1-----	2 WAYS
1 AND 5,5 AND 1-----	2 WAYS
1 AND 6,6 AND 1-----	2 WAYS
2 AND 3,3 AND 2-----	2 WAYS
2 AND 4,4 AND 2-----	2 WAYS
2 AND 5,5 AND 2-----	2 WAYS
2 AND 6,6 AND 2-----	2 WAYS
3 AND 4,4 AND 3-----	2 WAYS
3 AND 5,5 AND 3-----	2 WAYS
3 AND 6,6 AND 3-----	2 WAYS
4 AND 5,5 AND 4-----	2 WAYS
4 AND 6,6 AND 4-----	2 WAYS
5 AND 6,6 AND 5-----	2 WAYS

DICE PROBABILITY CHART

Whether you're deciding if you should leave a blot open or accept a double, probability can help you make a decision. By looking at your men's position on the board (as well as your opponent's) you can determine the chances of numbers being rolled that will help or hurt you.

Figure 11 shows you the probability of a blot being hit by an opponent. It shows all the possible distances between your opponent's man and your blot. The next two columns show how many rolls would hit the blot and the chances of that roll being thrown provided the opponent can move his men using all possible rolls. If you have "made" one or more points between the opponent's man and your blot, his chance to hit it will decrease.

Once you understand the importance of probability you can start devising your strategy for different situations.

PROBABILITY OF HITTING A BLOT

DISTANCE AWAY (FROM BLOT)	WAYS TO BE HIT	CHANCES OF BEING HIT
1	11	31%
2	12	33%
3	14	39%
4	15	42%
5	15	42%
6	17	47%
7	6	17%
8	6	17%
9	5	14%
10	3	8%
11	2	6%
12	3	8%
15	1	3%
16	1	3%
18	1	3%
20	1	3%
24	1	3%

Figure 11

Game Plan

When playing the game of backgammon, it is wise to take some chances. It is extremely difficult to win the game if you play safely at all times and make no attempt to improve your playing position.

The two things that must be taken into consideration when playing backgammon are your board position and your opponent's board position. You must try to get good board position while at the same time moving your back men (the men still in your opponent's inner table) toward your inner table.

Board Position

Good board position involves getting as many "made" points in good position as possible. By getting consecutive "made" points on the board, you can succeed in blocking your opponent's men.

Many experts agree that making points on your inner 4, 5, 6, bar (7) and 8 points is a good strategy for the early game. Notice that this is almost a prime and can successfully block your opponent's back men as well as any men that might be sent to the bar.

Back Men

When playing backgammon for the first time, many people think the first move they must make is to bring their back men into their inner table. Often they just split up their back men in an attempt to make an attack on their opponent's inner table. Sometimes this may be a wise move if there is no better move. However, rather than worrying solely about your back men, it is wise to take the entire board into consideration.

Hitting Blots

Hitting a blot is often a strategic move in the game of backgammon. However, it is not always wise. If your men are ahead of your opponent's and by hitting a blot you might expose one, it might not be the best move to make.

Hitting two blots is usually a very good move. By hitting two of your opponent's blots you reduce his chances of getting his men off the bar. Also, if two of your opponent's men are on the bar, he must remove both men from the bar allowing you to know his next move in advance.

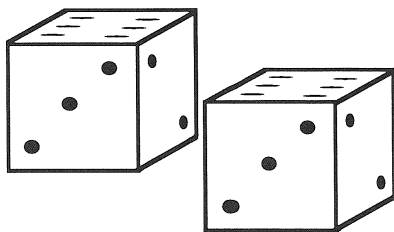
Contact -VS- Running Game

A contact game is one in which all of your men have not gotten past your opponent's men. In other words, there is still a possibility of getting hit. A running game is one where you have passed all of your opponent's men. In a running game the object is to move your men around and off the board as quickly as possible.

Your strategy for a contact game may be quite different from a running game. In a contact game, you have to watch your men. You are attempting to set up a block for your opponent while avoiding being sent to the bar.

In a running game you want to move your men toward your inner table and off the board as quickly as possible. It is often wise to move your outside men toward your inner table rather than moving the men already in your inner table when in a running game.

PART TWO



PLAYING CLUB BACKGAMMON

When you first enter your Club Backgammon game, the playing board will appear. Your dice will be located in the dice holder on the right side of your screen. At the top of your screen is the menu bar. The following pages will explain how to use your Club Backgammon game.

STARTING A GAME

When you first boot up your Club Backgammon program, or after each completed game, the board will automatically be set up for you. If you are in the middle of a game and you decide to start a new one, select *New Game* from the File menu. A message will appear asking if you want to restart the game. Select **YES** to start a new game, **NO** to return to the current game.

To start a game, each player must roll one die to determine who goes first. This is done by selecting the dice on the right side of the screen. The bottom player's die will be rolled and moved to the bottom of the screen to the right of the bar. The top player's die will be rolled next. It will also be moved to the bottom of the screen, but to the left of the bar. The player who rolled the larger number will go first using the two numbers that have been rolled. Both dice will be moved to this player's side of the screen and will be changed to match the color of that player's men. The top of the dice cup will appear over the other player's dice. If there is a tie, the dice will be rolled again. Note that when the computer is playing against itself, you must select the dice to start the game.

After the first roll of the dice, each player rolls two dice. The top player's dice are located in the dice cup on the left hand side of the screen and the bottom player's are located in the dice cup on the right hand side of the screen. The color of each player's dice cup matches his men.

ROLLING THE DICE

After the initial roll, the dice are rolled for you or your opponent when you (or your opponent) select the opponent's dice cup* to indicate that your move has been completed. As each player uses the numbers on the dice, the numbers disappear off the face of the dice. The blank dice will be replaced by the dice cup when the opponent's dice cup is selected and the second pair of dice will appear on the opposite side of the screen displaying the numbers for the player who is about to take a turn. When playing against the computer, you have to roll the dice for both players. Note that if you attempt to roll the dice and you have not completed your turn using all of the numbers, you will get a message that you cannot skip a turn. Select **OK** and complete the move.

* You may also select the blank dice to indicate a move has been completed and roll the second set of dice. Whether you select the dice cup or the blank dice is up to you depending on whichever is closer to the cursor.

When playing Club Backgammon with two computer opponents, you must select the dice at the beginning of the game to start it. The dice will automatically be rolled by the computer for the remainder of the game. If you begin a game with only one computer opponent and then change to two computer players in the middle of the game, the dice will be automatically rolled after each turn. You must select the dice cup after the roll of the dice for the computer players to make a move. When you play Club Backgammon with two computer players and select the dice to start a new game, a message will appear asking if you would like it to be a 21 point match. If you select **YES**, the computer will continue to play until one of the players reaches 21 points. In a 21 point match, there is no doubling and each game is worth one point. At the end of the match, a message will appear displaying the score of the match. If you select **NO**, the computer will play only one game.

To interrupt a game played with two computer opponents, press the space bar.

Club Backgammon also has a feature which allows you to roll the dice which are provided with the game and enter the numbers into the computer. See page 45 of the manual for instructions on how to do this.

MOVING MEN

To move a man, select it. The man will attach itself to the cursor. Move the cursor (man) to the point where you would like to place it and select again. If the move is valid, the man will be placed on that point. If the move is not valid, the man will remain attached to the cursor and an error tone will sound. A player may select **Undo Move** from the options menu to take back a move. (Atari ST users may undo a move by pressing the **Undo** key.)

Club Backgammon also allows a player to put back a man that has been selected before it is moved to another point on the board. If a man is attached to the cursor, a player may replace it on the point where it was taken from by pressing the [Esc] key or f7 on the Commodore 64. Also, when you select a man that cannot be moved (such as your opponent's man) and try to place it, it will automatically return to the point it was taken from.

DOUBLING

Club Backgammon provides a doubling cube located on the left side of the screen. To double in Club Backgammon, select the doubling cube on your turn before you select the dice cup (or dice) to roll the dice. If you select the dice cube at any other time, nothing will happen.

When playing Club Backgammon with two players and a double is offered, the doubling cube will be moved to the opponent's side of the screen and a message will appear on the screen asking the opponent if the double is accepted. If the double is accepted, select the **YES** box and the game will continue with the point value of the win doubled. If the double is not accepted, select the **NO** box. A second message box will appear asking if you would like to continue the game. Select **YES** to resume the game at the original point value. Select **NO** if you would like to restart the game. If you choose the **NO** box, a third message box will appear stating the winner of the game and the point score of the game. Select **OK** to re-set the board.

When playing against the computer and the computer doubles, a message will appear on the screen telling you that the computer is doubling you. Accepting and declining are done in the same manner as when playing another player. When playing against the computer and you double, if the computer accepts, the doubling cube will be moved and the game will resume. If the computer declines the double, a message will appear on the screen telling you the computer player resigns. You may then select **YES** to win at the present point value and restart the game or select **NO** and resume the game forcing the computer to accept the double. (See also *Disable Resign* option.)

CLUB BACKGAMMON MENUS

Club Backgammon offers you numerous options which can help you to improve your game and make playing more fun. These options are accessible through your menus and will be explained in detail.

File

The *File* menu allows you to save and load different elements of the game. The menu offers the following options: New Game, Load Game, Save Game, Save Log, Print Log, and Quit.

New Game

Select this option to start a new game. If a game is in progress, a dialog box will appear asking if you want to *Restart game*. Selecting **YES** will start a new backgammon game. Selecting **NO** will return you to the current game.

Save Game/Load Game

The *Save Game* option allows you to save the current game. When *Save Game* is selected, a dialog box that displays the files of the current directory is displayed. Enter a new file name or select a file name to overwrite an existing file. The current state of the game; including board position, score, current player, the current log, and the dice roll; is saved.

The *Load Game* option allows the user to load a previously saved game. When *Load Game* is selected, a dialog box that displays the files of the current directory is displayed. Select the game you would like to load. If you choose **Cancel**, you return to the current game.

Save Log

The *Save Log* option allows you to save an ASCII file of the moves that have been taken by each player during the current game. When *Save Log* is selected, a dialog box that displays the files of the current directory is displayed. Enter a file name for the log you would like to save and select **OK**.

Print Log

The *Print Log* option allows you to print the current log (starting at the beginning and printing to the present point of the game). You may print a log of the previous game until you click on the dice to start a new game. Once you start a new game, a new log is begun. You must have your printer on.

Quit

The *Quit* option allows you to exit the program. A dialog box will be displayed to confirm that you would like to quit. Selecting **OK** will exit the program without saving the game. Selecting **SAVE** (which only appears when the game is in progress) will save the current game and then exit the program. Selecting **CANCEL** returns you to the current game.

Players

Club Backgammon allows you to play backgammon with two players, with one player against the computer, or have the computer play against itself.

To choose the players, select *Players* from the menu bar. A pull down menu will appear. The menu is divided into two sections labeled Top Player and Bottom Player. The top player is the player moving his men toward the top inner table and the bottom player is moving his men toward the bottom inner player. Listed below each player heading are the player options: Human, Novice, Intermediate and Expert.

To play backgammon with two players, select *Human* from both the top and bottom sections. To play against the computer, select the human player in the position you wish to play (top or bottom). To select a computer opponent, choose one of the three computer player selections to play the opposite side of the board. These selections; Novice, Intermediate, and Expert; are based on the level at which the computer will play. To have the computer play against itself, select two computer players. When a player selection is made, it is indicated with a check mark.

Initially, the default for play is a human player occupying the bottom inner table and an expert computer player occupying the top inner table. However, once the user has chosen players, this selection becomes the default for subsequent games until a change is made.

Options

The *Options* menu provides different game options which are added features that really make Club Backgammon a superior backgammon game. These options are:

Edit Colors

The *Edit Colors* option allows you to change the color of the board, the men, and the dice. Select the *Edit Colors* option. The edit colors window will appear on the screen. Select the appropriate arrow to move the color selections forward or backward. When you find the board with the colors you like, select **OK**. Selecting **CANCEL** will return you to the previous state. The *Edit Colors* option is dependent on the computer's graphics capability.

Slow Speed

When you select the *Slow Speed* option under the Options menu, the speed of movement in the game is reduced. A check mark indicates if the *Slow Speed* option is on or off.

Disable Resign

The *Disable Resign* option is used to keep the computer from resigning when it is doubled. This option is marked with a check mark when it is active.

Manual Roll

The *Manual Roll* option allows you to enter your own dice rolls using the complimentary dice provided with your Club Backgammon game. When the *Manual Roll* option is selected, it is indicated with a check mark. The *Manual Roll* option will remain active until you select it again. This option may only be selected at the beginning of a player's turn or at the beginning of a game.

Every time you roll the dice when the *Manual Roll* option is on, question marks will be displayed on the dice. You can then enter the two numbers that you have rolled with your dice using the keyboard or mouse/joystick. When you use the keyboard to enter your dice rolls, simply enter the numbers directly from the keyboard and press <Return>. When you use a mouse or joystick, move the cursor to the die that you would like to enter a number on. Each time you press the button, the number on the die will increase by one until six is reached at which point the numbers will start at one again. Press <Return> or select on some point other than a die to enter the numbers your opponent or you must use for the next move. When the computer is playing against itself (except in a match), you must select the numbered dice again for the computer to make a move.

You must continue to enter dice rolls until you turn the *Manual Roll* option off. Note that if you try to enter only one number (a single die) an error tone will sound.

Show Evaluation

Club Backgammon allows you to view an evaluation of the current player's position using the *Show Evaluation* option. This evaluation includes a listing of the total number of points each player is away from bearing off, a total evaluation of all the blots a player has showing, and the total number of moves the player who threw the dice last can make. To view the current game evaluation, select *Show Evaluation* from the Options menu. The evaluation listing will appear over the game board.

At the top of the listing you will see:

"top: (number) blot exposure: (number)"

"bottom: (number) blot exposure: (number)"

The number listed next to "top/bottom:" is the number of points away from bearing off each player is at the time the *Show Evaluation* option was selected. This number will constantly change with each move made by a player. The number listed next to "blot exposure:" is an evaluation of all of the blots the player has showing. The number displayed increases with the number of blots each player has, the distance away from the opponent's inner table each blot is and the probability of being hit by the opponent.

Using the numbers rolled, there are a certain number of moves that can be made each turn. The move which is recommended by the computer is displayed on the next line of the screen. The following statement, "Total of (number) moves", displays the number of possible moves for the player that last rolled the dice.

Directly below the total for the number of moves that can be made is a listing of each of these moves. Next to each move is a rating that the computer gives. The higher the rating, the better the computer thinks that move is. The move that the computer thinks is the best available will be marked with an asterisk. The ratings are calculated using board analysis and game evaluation.

When there are more moves available than will fit on one screen, you may use the scroll bar (if available) on the right side of your screen to scroll through the information available in the evaluation listing.

Commodore 64/128 Users: The evaluation of your computer does not include all available moves. Your screen will display the move(s) which receives the highest computer evaluation.

To exit the evaluation, select the close box in the left corner of the screen or follow the instructions on the screen. You will return to the game board.

Clear/Show Score

Club Backgammon keeps score for the user. The computer takes into account how much each game is worth and shows who is ahead. The *Show Score* option displays the accumulated score of all games that have been played since the game was loaded (or the last time the score was cleared). The *Clear Score* option allows the user to clear the current score back to zero.

Print Move

Print Move allows you to print a continuous log of a game as it is played. When *Print Move* has been selected, it is marked with a check. This option can be turned on or off at any time.

Undo Move

The *Undo Move* option allows you to take back the last move (and only the last move) that was made. This option can be used both after a completed turn and when only one of the rolled numbers has been used. Select the *Undo Move* option and the game will revert back to the screen as it was before the last move. (Atari ST users can also use the Undo key to take back a move.)

Practice

The Practice menu contains options designed to allow you to edit the game board and re-arrange the men to help work on strategy and improve your playing.

Edit Game Board

The *Edit Game Board* option allows you to move the pieces on the game board into any legal position (i. e., you cannot move a man of one color on top of a man of another color unless it is a blot). When the *Edit Game Board* option is on, it is indicated with a check mark. When this option is on, you may not play the game. You must turn off the *Edit Game Board* option in order to continue play.

Reverse Sides

The *Reverse Sides* option allows you to change sides when playing against a computer opponent. In other words, the men that were being moved by the computer are now your men and vice versa. Note that when you reverse sides, the players in the Players menu will be reversed.

When you are playing backgammon against the computer you might like to know the move the computer would make with your roll. Reverse sides to see the move the computer would make. You can then reverse sides again and undo the move using the *Undo* option. You can now make your move knowing how the computer would have played. (You can also select the *Show Evaluation* option to see the move recommended by the computer.)

Back Up Move

The *Back Up Move* option allows you to move back in the game, taking back each move that has been played. You may move back as far as you would like until the beginning of the game.

When you select this option, a window will appear over the center of the game board. The left arrow will move the game back, one play at a time. After you have moved the game back, the right arrow will move the game forward one move at a time up until the last move that was made. If you try to move past this point, an error tone will sound.

After you have reached the point where you would like to resume the game, select **OK**. Select **CANCEL** if you would like to resume the game at the point where you selected the *Back Up Move* option. Note that the roll of the dice will change on subsequent turns after you have backed up a move. Also, once you have made changes in a game, you cannot resume the previous game unless it has been saved.

GLOSSARY

Back men: Your men that remain in your opponent's inner table.

Backgammon: A win where your opponent has not been able to bear off any men, and still has at least one man in your inner table or on the bar. A backgammon counts as a triple win.

Bar: The strip running down the middle of the backgammon board. Men that have been hit are sent to the bar.

Bar point: The point numbered 7 (on the outer table nearest the bar).

Bearing off: The process of removing all of your men from the backgammon board.

Blot: A single man on a point.

Contact game: A game in which all of your men have not gotten past the opponent's men.

Doubling cube: The oversized die used for doubling. The numbers 2, 4, 8, 16, 32, and 64 written on the die indicate what number the double has reached.

Gammon: A win where the opponent has not been able to bear off any men. A gammon counts as a double win.

Inner table: The table toward which the player bears off. The inner table contains the points numbered 1 through 6.

Made point: Any point which is occupied by two or more men of the same color.

Outer table: The table on the outer portion of the board. The outer table contains the points numbered 7 through 12.

Point: The triangular shaped design on the backgammon board where the men are placed.

Prime: Six made points in a row.

Probability: The chance that a given event will occur.

Running game: A game where all of the opponent's men have been passed and player's are trying to bear off as quickly as possible.

