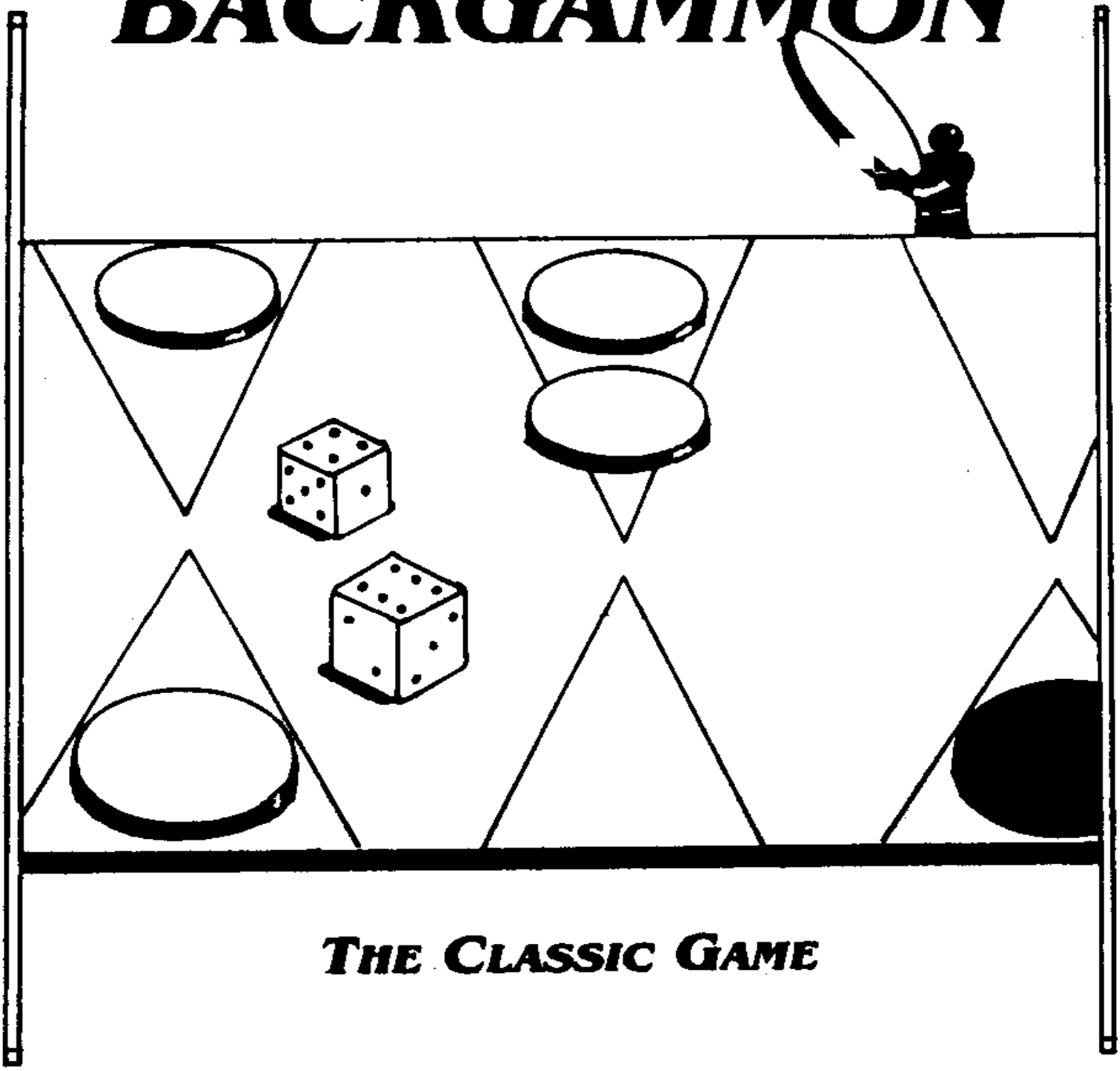
99/4(A)

BACKGAMMON



THE CLASSIC GAME

TI EXTENDED BASIC - NO PERIPHERALS REQUIRED.

NOT-POLYOPTICS // 13721 Lynn St., Woodbridge, VA 22191

GAMES FOR // TI 99/4(A)

BACKGAMMON

by Virginia Coggins

A Not-Polyoptics Author Co-op Program

Introduction

Backgammon is, perhaps, the second most popular board game in the world, after Chess. Unlike Chess, it is a game of fortune as well as skill, and thus is always interesting, even when opponents of uneven skill play. It will not be the purpose of these instructions to completely explain the strategies of Backgammon, but only to explain the rules and practices as they apply to Not-Polyoptics Computer Backgammon.

Rules of Backgammon

The goal of Backgammon is to move your pieces, according to the roll of two dice, around the board from their starting positions to the point where they can be removed. The computer places the pieces in their appropriate starting points. Black moves clockwise from the upper left hand corner; white moves counterclockwise from the lower left hand corner. Thus the two players move in opposite directions.

A player rolls the dice and moves a man the number of points shown on one die, then moves another or the same man the number of points shown on the other die. Each number must he counted out separately, and if a man can not land on a point after moving one of the die-numbers, the move is not permissible. When the two dice show the same number (doubles), the number of moves is doubled. For example, with the roll 3-3 a player must move some combination of pieces three spaces four times.

A block is a point which contains two or more opponents. A player can not end a move indicated by a die-number by landing on a block. A blot is a point occupied by only one opponent. A die-number move that ends on a blot, the opponent removes that piece and it is automatically placed on the bar. When a player has a piece on the bar, he may move no other men until he can re-enter (the upper left for black, the lower left for white), as a normal move.

To win the game a player must bear off his men from his inner table(upper left six points for white, lower left six points for black). All his men must be on his inner table before bearing off begins. Players must bear off from furthest away inward, but it is permissible to move a man further inward on the inner table, even if it is possible to bear another man off.

A gammon takes place when the loser has born off none of his men. This doubles the score. A backgammon takes place when the loser has born off no men and has a piece on the bar or the winner's inner table. This triples the score. At any time a player may double the stakes and the opponent can either accept the doubling or lose the game.

Computer Backgammon

Computer Backgammon can be played by one person against the computer, or by two people. Black always goes first, and white is played by the computer. The dice roll appears in the Center of the Screen: to the prompt MAN? enter the point (A-X) the man you wish to move is on. To the prompt SPACES? enter the number on a die. The computer does not allow erroneous moves. Moves must be entered one die at a time, even if one piece takes all the moves. lf a man is sent to the bar, a piece appears at the center of the board. Subsequent men will be placed over the first, so only one will show. The bar position is labeled Z, enter a move normally. The computer will not accept any other move as valid while a man is on the bar. If you find that you have no valid move, or if you have born off all your men and a die-roll remains, enter Y.

To double, enter 2 to the MAN? prompt. The computer will verify and prompts the opponent to accept or reject. The computer, in its confidence, will always accept a double but not initiate one. In Computer Backgammon, only one double is allowed per game. The score appears at the end of the game.

Please keep the ALPHA LOCK key depressed for this game.

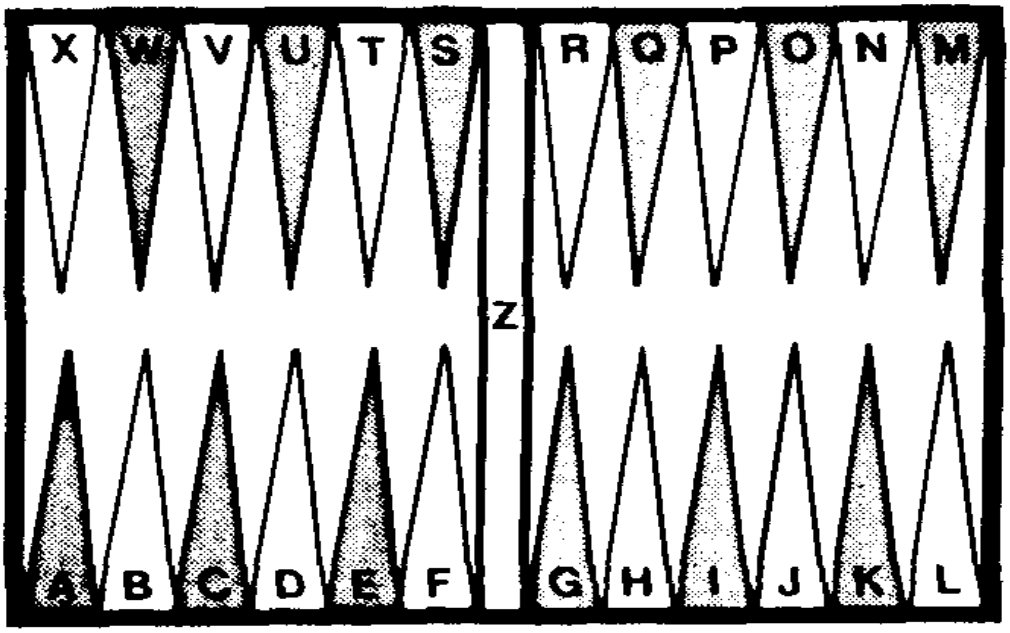
To run this program, your TI 99/4 or 99/4A must have a disk drive (obviously), an Extended Basic cartridge, and a 32K Memory Expansion. To load it, note the name of the program which is printed on the disk label, insert the disk into the disk drive, close the door, and type in OLD, the program name, and hit the ENTER key. When the cursor returns, type in RUN and hit the ENTER key. Your computer will then begin execution of the game program.

While playing this game, the ALPHA LOCK key must be in the down position unless otherwise stated in the instructions. Improper inputs during game play may result in error messages and loss of game. Please read the instruction booklet carefully.

If for any reason this program does not load, please return it along with a photocopy of your sales receipts, to Not-Polyoptics, P.O. Box 4443, Woodbridge, VA 22194. We will do our best to make sure that you are satisfied.

This program is copyrighted by Not-Polyoptics. All rights are reserved. WARNING: Unauthorized duplication and/or sale (including rental) of this program may result in imprisonment or fines up to $10,000. Infringers may also be subject to civil liability.

Thank you for purchasing this Not-Polyoptics product. If you have any problems or questions concerning this program, please write to us at the above address. We are continually looking for ways to improve our programs, and any suggestions you may have would be appreciated.



No Move · Y.

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