

Contents

Program

How to play
Changing colors
Settings
Progress indicator
Saving and restoring positions

Rules of the game

Object
Moves
Hitting
Bearing off (winning)
Doubling

Special actions

Switching sides
Automatically finishing the game
Suggest move

Other

Dice rolls

How to play

You can move the pieces around the board by clicking successively on the position to move from and on the position to move to.

You can also enter these positions through the keyboard.

So, if for example you want to move a piece from position A to position B, you either first click on position A and then on position B, or you press A, B on the keyboard.

The letter for the bar and the bear off position is '0' (zero).

For the last move (ie when you have only one die left) you do not have to enter the target-position. The same applies for all moves with doubles.

You cannot add the values of the dice; you must use them each individually.

If you are unable to make a move, press the space bar or click the dice.

Changing colors

By choosing 'Colors' from the Screen-menu you can change the colors of all individual parts of the screen.

You can do this for each of the different color schemes of which one is the active scheme.

To change a color, click on the name of the part that you want to change (or press the button next to it) and choose a color.

Each scheme can be restored to its default by pressing the Default button.

Settings

Choose Settings from the File menu

If **Auto change turn** is checked, you will not be given the opportunity to undo a move after you have moved your last piece (but it saves you one click).

Auto play forced moves means that all moves that can only be done in one way are played automatically by the program.

Check **Use cube** if you want to use the doubling cube.

If **Intelligent moves** is checked the following applies: If you want to move from a position where only one die can be used then the program will automatically play that die.

Check **Picture dice** if you want the dice displayed as images rather than just text.

If **Show progress bar** is checked you will see a graphical display of each players' relative progress

Speed of pieces determines the speed with which the pieces move.

Checking some form of **Highlight** makes the positions' letters 'light up' when the mouse cursor is over them.

Skill level sets the playing skill of the computer player.

You can **Auto-finish** your games at high or low speed. Check 'ask' if you feel it depends on the situation.

Checking **Manual dice** enables you to enter your own dice rolls.

Progress indicator

If you press '?' the program will display in the lower right corner how much you or the computer leads.

For each border between the four boards that a piece has crossed one point is awarded.

So, if for example you have moved one piece from one board to another and the computer none, you will see: 'You lead by 1'

Saving and restoring positions

You can save and restore the complete current setup of the board through the file menu.

Object

The first object of the game is to collect all pieces in the last of the four boards.

For the Human player that is (playing clockwise) the board in the lower left corner; for the computer the one in the upper left corner.

Bearing off

Moves

The pieces can be moved as many positions as the two dice allow you to. You can only use the value of one die at the time. A double counts for four, which is displayed as four dice.

Pieces cannot be moved to positions that are occupied by two or more of the opponent's pieces. Single pieces, though, can be hit.

Hitting

A piece that is hit is placed on the bar in the middle and has to start all over.

This coming in must be done first. Meaning that no other moves can be done before that.

Coming in is done from position '0' (zero; or click the bar).

Bearing off

When all pieces have been gathered in the last board, you can bear them off. To bear off a piece you need a die with exactly as many points as are needed to bring the piece outside the board.

Dice with higher values can only be used if they cannot be used in any other way.

For example: A piece on position 'V' can be born of with a three, or, if there are no pieces on position 'U' through 'S', with any die with a higher value than three.

He who bears off all his pieces first is the winner.

Bearing off is done to position '0' (zero; or click the numbers at the left of the board; or click the bar).

Doubling

As long as the double-button is in the middle and is marked '64', any player can propose to double the stakes, just before he rolls. The other player can accept this or not. If he does not accept, he loses. If he does accept, then the double-button moves to his side. He is then the only one who is allowed to double.

The stakes are always doubled when the loser hasn't born off any pieces yet. This is called a **Gammon**.

If the losing party has one or more pieces left in his opponent's homeboard, the winner is awarded three times the value of the doubling die. This is called a **Backgammon**.

If you press Cancel when the computer proposes to double the game just continues.

Switching sides

By choosing 'Switch sides' in the Action menu you can switch sides with the computer; each player then continues with the current setup of the other player.

You can only do this at the beginning of your turn.

Automatically finishing the game

You can let the program finish a game in progress by choosing 'Finish' from the Action menu.

The program will then play the remaining moves for both sides.

You can interrupt this by pressing <Esc> until the moving stops.

The program can finish your game at high- or low speed; you can specify this in the settings.

Suggest move

By choosing 'Suggest move' from the Action menu you can let the computer play its best move for you.

Dice rolls

If you find you have trouble accepting that you are being defeated by this program you can do two things:

1. You can check the **Manual Dice** option and enter your own dice rolls.
2. Or, if you know how to program, you can implement your own version of dice16.dll / dice32.dll and thus control the random numbers that are used for the dice. See site for sourcecode.

This DLL should contain two functions:

```
extern "C" int __declspec(dllexport) GetRandom(int max);  
extern "C" int __declspec(dllexport) SetSeed(unsigned seed);  
(dice32)
```

```
extern "C" int FAR PASCAL __export GetRandom(int max);  
extern "C" int FAR PASCAL __export SetSeed(unsigned seed);  
(dice16)
```

GetRandom() should return a random number in the range [0..max-1]
SetSeed() should set the seed with the value passed to it.

Pascal:

Function GetRandom(max : integer) : integer;

Function SetSeed(seed : word) : integer;

Exports

GetRandom,
SetSeed;

