

# **David's BackGammon**

## **Backgammon for the Macintosh**

# David's BackGammon

## Features:

- Play against the Computer
- Play against another person
- 5 skill levels
- Fast computer play
- Piece movement is animated - pieces DON'T just appear in the new location
- Utilizes mouse or keyboard for easy play
- Can pick up multiple pieces at once
- Easily take back as many moves and doubles of the cube as you wish
- Speech - Original Macintalk and the new Speech Manager
- Digitized sound effects
- Cube can be used in all modes of play
- Recommends "best" moves
- Gives Doubling Cube Advice
- Save your game to finish later
- Switch board direction and colors
- Setup any board situation.
- On-line Help
- Context sensitive help
- Helpful messages during play using speech & text
- Tournament Play
- Print the entire game
- Selectable board size
- Multiple board color schemes
- Both color and monochrome
- Hot key to hide the game quickly (in case your boss shows up)
- Add comments when saving a game for later recall
- Concede games
- Option to input dice rolls
- Change the speed of piece movement
- Can create your own board colors
- Select number of automatic doubles
- Beaver option supported
- Jacoby rule optional
- Option to allow one roll-over during game
- Option to Re-roll first roll
- Option to not allow backgammons
- Option to make sure you win the first roll with a good roll
- Option to force the computer to accept your doubling of the cube
- Option to have winner roll first
- Easily (1 click) display pipcounts and remaining rolls for both players
- Note pad for taking notes during game play
- Automatic Rolls of the dice for faster play
- Choice of shorter dice sound for faster play
- Keeps track of statistics for up to 4 pairs of players
- Instant replay of computers's last move
- Option to show possible moves when a piece is picked up
- Display the risk of your blots being hit
- Select to pick up either 1 piece at a time or multiple pieces
- Option to speak the dice rolls.
- Can replay the game using the same rolls - either using yours or the computer's rolls
- Can continue a game after the game has ended due to the cube being declined

- Keeps game and sessions statistics as well as running/cumulative statistics.
- Plus more...

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## David's BackGammon

### Introduction

Welcome to David's BackGammon. With 5 levels of play, the game is enjoyable for all level of players. David's BackGammon was originally created to provide a highly skilled opponent for the serious backgammon player when a willing and able human partner is not available. From my own experience this is most of the time. With the 5 levels of play even the beginner can now enjoy playing.

You can also play with another person sharing a mouse. Whichever way you play the game, my hope is that you will find the game enjoyable.

### Getting Help

David's BackGammon was designed to appear as simple as possible to play but at the same time be the most sophisticated backgammon game available. The result is that many of the features are not obvious at first.

It is strongly recommended that you examine the menu items. At minimum read the **Quick Play Instructions** under the **Info menu** or below in this manual.

At any time you can H key for help in your current situation. You can also click on the direction arrow in the upper corner of the board.

### System Requirements

You will need System 7 with at least 2.1 megabytes of memory available for the game. It can be played using a gray scale or color monitor but looks best with 256 colors or more. Can also be played with a monochrome monitor.

### Getting Started

It is strongly suggested that you install the game on your hard disk; playing it from the hard drive rather than from the floppy. To **install** the game on your hard disk copy the **David's Backgammon** folder to your hard drive.

To start the game open the David's BackGammon folder then double-click on the David's BackGammon icon.

## Quick Play Instructions

**Note:** click means pressing the left mouse button once.

The **arrow** in the upper right corner gives your piece color and direction of play.

Your dice are on the right and your tray is on the bottom.

**Roll the dice** by clicking on one of the dice

**Select the piece to move** by clicking on the piece (don't hold the mouse button down)

**Select the destination** by clicking on the row you want your piece on (not over a piece)

**Double your opponent** by clicking on the Cube

**Bear-off a piece** by putting it in your tray (tray with the same piece color at the end)

**Take back a move** by clicking on the word **BAR** or by selecting the last piece moved and putting back.



**De-Select** a piece by clicking on the row the piece came from or click on the word **BAR**

**Can't use both dice** - click on the dice to continue play  
Forgot where the piece came from - click on the word **BAR**

**Select Show Possible Moves** to have the game show which moves are possible, with an X, when a piece is selected. It also shows an O next to the row the piece came from.

**Get context sensitive help** by clicking on the direction arrow in the upper corner of the board or press the H key.

**Want Information** -- Run the cursor over the bottom section of the board frame. Click when the cursor turns to the appropriate letter. P for Pip Count, R for Remaining Rolls, etc.... Reference Helpful Information

**Note:** You can pick up more than 1 piece at once if "Pick Up Only 1 Piece" is not selected in the Board menu.

### **Playing Against the Computer**

If you don't know how to play backgammon you should read a book on basic game play before starting. At minimum, you should read the basic backgammon rules provided in the appendix.

When you start the game it is set to play at the most difficult level against the computer. If you are a beginner or novice player you might want to decrease the skill level using the **Skill** menu and turn off the **Cube Used** option in the **Options** menu.

You might want to look at the **Quick Play Instructions** in the Appendix for a quick summary of play.

**Note:** **Click** is short for **press on the mouse button once** .

To get **Help** click on the arrow in the upper corner or select a help item from the **Info** menu.

To get started, just click on one of the blank dice and play. When the game starts, an arrow appears in one of the top corners indicating your direction of play and piece color. In the bottom corner is a piece of the same color at the end of your tray. This is where your pieces are placed when you bear off the board. Your dice are on the right.

### **General Game Play**

This section applies to all modes of play.

**Handy Tip** - Try this. Press the **ESCape** key. This hides the game. Pressing the **ESCape** key again will bring the game back. This could come in handy when your boss walks up.

If you win the first roll, to **move a piece**, just select the piece you want to move by clicking on the piece (don't hold the mouse button down). The mouse pointer changes to the piece selected. Move the piece, by moving the mouse, to the row you want to put the piece on(not over a piece), then click again. It's just that simple. The selected piece will move onto the new row (unless you made an illegal move). See below for selecting more than 1 piece at a time.

**Note:** You can put a piece down over another piece if it is over the next available slot.

To **de-select a piece**, click on the row it came from or click on the word **BAR** in the center of the board. When de-selecting a piece by clicking on the row it came from, the center of the selected piece must be over a part of the row with no piece, otherwise it will think you are trying to select another piece. Once a piece is selected, the only activity you can perform is to move the piece to another row, de-select the piece

or select another piece.

You can **take back a move** by picking up the piece and putting it back on the row it came from or by clicking on the word **BAR** after a piece has been moved. See the next section for a more complete explanation.

If you weren't lucky enough to win the first roll, then your computer will make its best move. After it moves, 2 blank dice will appear on right side of the board. Just click once on one of the dice, then make your move. (anywhere in the dice area will work)

If you can't use one or both dice, click on the dice to pass play to your opponent.

You can **select more than 1 piece** at a time by moving the selected piece(pointer) directly over another piece, then select it.

### **Taking Back Moves**

If you just put the piece down you can put it back by picking up the piece and putting it back on the row it came from. If you still have a piece selected, de-select it before picking up the piece to put it back.

If more than 1 piece has been moved(doubles were rolled) you can move them back one at a time by putting them back in reverse order.

You can also take back the pieces moved this roll by clicking on the word **BAR** or using Command-Z

Clicking on **BAR** gives different results depending on the situation. In all situations the same rolls of the dice are repeated for the moves that were taken back (sorry). You can get around this by inputting the roll using the *Input Rolls* option in the *Board* menu

**one or more moves of the dice were made** - this takes you back to the beginning of the current roll only.

**a piece is selected** - puts the piece back where it came from.

If you are playing the computer there are 2 additional situations:

**blank dice are showing** - this either takes you back one computer move and one of your moves or, if you just doubled your opponent, it will take the double back.

**both dice are showing, none used** - shows the blank dice again.

**one or more dice used** - takes you back to the beginning of your move with dice showing.

**a piece is selected** - puts the piece back where it came from.

## **Doubling Cube**

To use the doubling cube the *Cube Used* option must be selected in the *Options* menu. If the option is selected the cube appears in the middle of the board on the end opposite the piece trays. At the beginning of the game the cube shows the side with a 64. Since the cube does not have a 1, the side with 64 is displayed to represent a 1.

You can double your opponent by clicking once on the cube. If you are playing against the computer, it

will let you know its decision. If you are playing with another person they are asked if they will accept a double. If you are doubled, just answer the question by clicking on the appropriate answer.

### **Bearing pieces off the board**

Bearing a piece off the board is easy. The destination is the tray, at the side of the board, which has a piece the same color as your piece color. Just select the piece to bear-off, then click on your tray. The piece is placed in the tray.

See, I said it would be easy.

For a more complete explanation of the various game options, read the **Menu Summary** section. To fully enjoy and understand David's Backgammon, it is recommended that you read the rest of your manual.

### **End Of Game Options**

At the end of the game a dialog appears that tells you who won how many points, game statistics, and some options:

**New Game** - start a new game

**Quit** - quit the program

**Print Game** - print the details of the game just finished

**Replay With Same Dice** - start a new game using the same dice rolls as the game just completed

**Replay With Same Dice Swapped** - start a new game using the same dice rolls as the game just completed, however you use the computer's rolls and the computer uses yours.

**Continue Playing the Game** - If the game ended due to a doubling of the cube being declined or a concession, you can continue playing the same game by selecting this option. The game is scored as if it ended at this point. There is no score for the continued game. Note: after the game continues, if either player declines another double of the cube or a concession, a new game is started.

### **Playing With Another Person**

First read the **Playing Against The Computer** and **General Game Play** sections.

When the *Human Opponent* option is selected, the first thing you must do is enter both of your names. Decide who is going to roll the dice on the left side of the board and who will roll on the right side, then when requested, enter your names. When it is your turn to play, your name will appear at the top of the board .

### **Tournament Play**

In tournament play you play a tournament against the computer. When you select **Start Tournament** from the *Game menu* you are presented a dialog box where you can enter:

1. The number of points required to win the tournament.
2. Whether the Crawford rule is in effect. The Crawford rule forbids a doubling of the cube for one game after an opponent wins a game that puts him within 1 point of winning.

3. The starting scores of both players.

When **Start Tournament** is selected the following options are de-selected if they were selected.

**Beaver Allowed** is turned off

**Jacoby Rule** is turned off

**Who Gets First Roll** is set to Random

**Roll Over** is turned off

**Re-Roll First Roll** is turned off

**Computer Accepts All Doubles** is turned off

Even though they are de selected when **Start Tournament** is selected they can be selected again to be used during tournament play.

When **End Tournament** is selected these options are set back to what they were before **Start Tournament** was selected.

When a game is saved during tournament play appropriate information is saved to restart the tournament later.

You can get the points won for each player by selecting Tournament Stats in the Stats menu.

### **Money Session**

In a Money Session the money won by each player is remembered until the Money Session is ended. A Money Session can last for as long as you want it to.

Instead of the points won being displayed between the 2 trays, the amount of money won or lost by each player is displayed.

To start a Money Session select "Start Money Session" in the Game menu. To end the Money Session select "End Money Session" in the Game menu.

Currently the wager for each game is \$1 for each point won. Look for improvements/enhancements in the features for a Money Session in the near future.

### **Getting Help and Information**

There are several ways to get help:

1- this **manual** is your best source of help,

- 2- the *Help* menu provides Help and Odds Info,
- 3- **clicking on the arrow** in the upper corner of the screen or pressing on the **H** key will give help for the particular situation you are in at the time. (either corner will give help)
- 4- use the keyboard by pressing these keys to get the information or move the mouse along the bottom board frame then click when the cursor turns into the appropriate letter or Select them from the *CursorOptions menu* :

**B**..... Display your **B**lot Risk

**P**..... **P**ip count (see the glossary)

**R**..... **R**emaining Rolls (see the glossary)

**W**..... **W**ho Is **W**inning. A good assessment but is not always correct

**S**..... **S**how Best Moves

**M**..... **M**ake Best Move



- I**..... Instant Replay of the computer's last move
- D**..... Doubling Advice
- C**..... Show Best Computer Moves
- N**..... Note Pad
- H**..... Help (same as **H** and click on **Arrow**)
- E**..... Enter a message (only with the keyboard in Modem Play)

5- Move the cursor in between the trays until it becomes a **P**, then click to to display the pipcount for each player. Click again when the cursor is an **S** to change back to to display of the score for each player.

Below is an explanation of some of the help items.

### **Show Best Moves**

Displays the 3 "Best" moves. The moves are displayed in board rows of 1 through 24, starting with 24, in the upper left hand corner, moving clockwise with 1 in the bottom left.

Note: If you reversed the direction of play, 24 will be in the upper right moving counter clockwise, with 1 being in the lower right.

You can use the *Show Row Numbers* option to display the row numbers, however, it can not be selected while the *Best Moves* are being displayed.

The Bar is designated as a **B** in the "from" position (first character).

Bearing a piece off the board is designated by a **B** in the "to" position (after the "-").

This might seem confusing but it's really simple. Just try it.

Note: Can only be selected before the first die for a roll is used.

Can also be selected by pressing on the **S** key or by clicking when the cursor becomes a **S** when moved over the bottom of the board frame (on the right side).

### **Make Best Move**

Moves the pieces for the "best" move. After the move is made, you have the option of using the move or taking the move back. The "best" move is the same as the first of the 3 "best" from the *Show Best Moves* option.

Can also be selected by pressing on the **M** key or by clicking when the cursor becomes a **M**

when moved over the bottom of the board frame (Center).

### **Doubling Advice**

When it's your turn advises if doubling your opponent should be considered.

When you are being asked to accept or decline a double from your opponent, advises on whether to accept or decline the double.

Can also be selected by pressing on the **D** key or by clicking when the cursor becomes a **D** when moved over the bottom of the board frame (on the left side).

## Show Best Computer Moves

Displays the computers "best" 3 moves for the computer's last move.

Can also be selected by pressing on the **C** key or by clicking when the cursor becomes a **C** when moved over the bottom of the board frame (on the left side).

Note: Can only be selected before the first die is used and before the *Show Best Moves* is selected. Can be selected when your dice are showing.

Note: The "best" move might not be the one actually used by the computer. It will be the same if the game is set to the *Club Champ* skill level.

## Note Pad

A scratch pad that can be used to make notes during game play. When the Note Pad window is closed the contents are saved to disk. The Note Pad can be selected 2 ways; by pressing the **N** key, or by clicking when the cursor turns to an **N** when passed over the appropriate area in the lower frame of the board(Information Line).

## Keyboard Input

All play can be done using the numeric keypad. First select 'Show Row Numbers' from the Options menu.

To roll the dice press the + key

To make a move enter the FROM ROW number, then a PERIOD, then the DISTANCE to move, then press the ENTER key. e.g. 13.8[ENTER key] would move from the 13 row to the 5 row.

**25** is for the BAR row

- is the same as clicking on BAR(take back move)
- \* is the same as clicking on the Cube for doubling
- + is the same as selecting YES
- is the same as selecting NO

**ENTER** key alone repeats the last FROM row using the other die.

**Enter incorrectly?** Just press the **ENTER** key. Then enter the whole move again.

If Show Possible Moves is selected, just entering the FROM ROW then pressing the ENTER

key will show the possible moves for the piece. Then enter your move as you would normally.

### **Changing Board Size**

The board can be set to different sizes using one of these 3 methods by:

- 1- selecting the ***Board Size*** menu item under the ***Board*** menu. 1 is the smallest board with 5 being the largest.
- 2- clicking on the grow box alternates between the largest board possible and the previous size.
- 3- grabbing the bottom right corner of the board window then dragging the mouse to obtain the desired size.

**Note:** The board size can not be changed while a message is displayed in the center of the board. Clear the message then change the board size.

## MENU SUMMARY

### *Apple Menu*

#### **About David's BackGammon**

Gives creator and version.

#### **Help**

Tells where to find help and describes how to hide the game in a hurry.

### *File Menu*

#### **Hide/Resume Game**

During play the game can be hidden in a hurry (if your boss is coming) by pressing on the Escape key or by selecting this menu item. The game is not affected. To bring the game back into view press the Escape key again or select Resume Game.

Note: The game must be active for this to work. If another application was selected while the game was hidden you will have to make the game the active application before bringing it back into view.

#### **Load/Restart Game**

Loads a previously saved game that was saved using *Save Game* as "SavedGame". Play is resumed at the place the game was saved. If a comment was entered when the game was saved it will be displayed when the game is loaded.

#### **Load/Restart Game...**

Loads a previously saved game. Play is resumed at the place the game was saved. If a comment was entered when the game was saved it will be displayed when the game is loaded.

#### **Save Game**

Saves the current game as "SavedGame" allowing the game to be loaded and resumed at a later time. A comment can be entered when saving the game. When the game is loaded later the comment will be displayed.

To save a complete game select either Save Game option when you are being asked if you want to play another game.

**Save Game As...**

Saves the current game allowing the game to be loaded and resumed at a later time. Allows the game to be saved using any name. A comment can be entered when saving the game. When the game is loaded later the comment will be displayed.

To save a complete game select either Save Game option when you are being asked if you want to play another game.

**Print Game...**

Use this to print a history of the currently displayed game. If you want to print a complete game select this when you are being asked if you want to play another game.

### **Quit Game**

#### ***Edit Menu***

Can be used when using the Note Pad feature.

#### ***Game Menu***

### **New Game**

Ends the current game, starting a new game. The scores are not reset.

### **New Session**

The same as the *New Game* selection except the scores are reset.

### **Start/End Tournament**

Use this to start a tournament. See the section on Tournament Play for an explanation of tournament play.

### **Start/End Money Session**

Use this to start a Money Session. See the section on Money Session for a more detailed explanation.

### **Concede/Resign...**

Allows the player to concede the game. The number of points lost will depend on the value of the cube and the board situation at the time of the concession. You will be asked if you accept the loss and the number of points that you will lose. If you accept you will lose the points displayed. If you don't accept the game will continue.

### **Computer Opponent**

This is the default mode of play. You will be playing against the computer.

### **Human Opponent**

This mode allows you to play with another person on the same computer. Play is similar to



playing against the computer except that you share the mouse and the person on the left plays the direction the computer would play.

## **Quit**

Exits the game. Gives you the option of saving the current game before exiting.

## ***Board menu***

### **Show Row Numbers**

If you are not sure what the row numbers are, this puts the row numbers 1 - 24 on the board.  
This is

helpful when using the keyboard to input rolls or when viewing "Best Moves". Can not be selected when any other message is being displayed over the board. Select again to take the row numbers off the board.

### **Pick Up Only 1 Piece**

When selected, only 1 piece can be picked up at a time. When not selected, you can pick up as many pieces as you have dice to move (up to 4 with doubles).

Each method has its advantages and disadvantages.

When selected, it is easier to put a piece down but you can only pick up one piece at a time.

When not selected, you can pick up more than one piece at a time. This makes game play much faster and more natural. However, until you learn how to use it correctly it can be more difficult to put a piece down.

It is recommended that you learn how to use the game without this option selected.

### **Sounds**

This causes sampled sounds for the dice roll and the piece movement to be turned on or off during game play.

### **Speech**

Any messages displayed on the message line, at the top of the board, are spoken by the built-in speech facility. See the Appendix for more information on the speech facilities.

### **Speak Dice...**

When selected, after the dice are rolled, the values of the dice are spoken if you have speech turned on.

You can select to have a short message or a long message plus you can select whether just your dice are spoken or both yours and the computers.

### **Input Rolls**

This allows you to use your own dice, if you don't trust the computer, and input the results. Doesn't make much sense to me. (see Choose Dice in the Board Setup Section)

### **Automatic Rolls**

When selected the dice are rolled automatically. This allows game play to go faster. You will need click to roll the dice in the first game.

It can only be used when the cube is not being used, otherwise you would not have a chance to double your opponent.

### **Automatic Pass**

When selected the play is automatically passed to your opponent when you can not make any moves. The message "You can't make any moves" is displayed.

### **Switch Direction**

Switches the direction of play. Moves the piece trays to the other end of the board, changes the direction

of play and reverses the pieces appropriately. You should switch direction and colors once in a while so you don't get fixed on one color and direction. When you play with other people (or games) you don't always get the direction or color you want.

### **Switch Piece Colors**

Swaps your piece color with your opponents.

### **Show Possible Moves**

When a piece is picked up an O is placed next to the row the piece is from and an X is placed next to the rows that it can be moved to. This only works when 1 piece is selected.

### **Switch Sides**

This option, when selected, will switch your pieces and your cube with your opponents. It is like switching sides of the board. You could back up the moves all the way to the beginning of the game so that you could re-play with the rolls of the dice that your opponent received to see if you would do better or worse.

Of course you do have the advantage of having seen the rolls before.

### **Setup Board**

This allows you to set up any board situation you want by placing pieces where you want them, selecting the dice to be rolled, choosing who is to get the roll, and selecting who has the cube. See the section on Board Setup section in the Appendix.

### **Setup(Clear) Board**

This is the same as the Setup Board option except it clears the board of all pieces. In most situations it is easier to clear the board when setting up a special situation.

### **Piece Shape**

Changes the piece shape from round to square and several steps between

### **Piece Speed**

Adjusts the speed of piece movement.

### **Board Size**

The size of the board can be changed to 1 of 5 different sizes by selecting 1 for the smallest up to 5 for the largest. See the section on Changing Board Size for more detail. The + and - keys can also be used to change the size of the board.

### **Click After Move...**

With this selected you must click once after the move has been completed to pass the play to the other player. You can take back your moves by clicking on BAR.

You can select to have this active for you or the computer or both.

### **Display 4 Dice on Doubles**

When selected, 4 dice are displayed when you roll doubles, otherwise just 2 are displayed.

## **Redraw Board**

Shouldn't ever be needed. Select this to redraw the board in the event the board gets messed up.

## **Board Color**

You can select either one of the built in board colors or select a custom color that you have created. See Custom Board Colors in the appendix.

## *Options menu*

### **Cube Used**

Allows the cube to be used to during play, if selected.

### **Cube Maximum Value**

Select the maximum that the cube can be during game play.

### **Automatic Doubles**

Selects the number of automatic doubles allowed on the first roll. The cube is doubled automatically if both players roll the same die on the opening roll up the number selected times.

### **Beaver Allowed**

This option allows the doubled player to double the cube immediately after being doubled and still retain the cube. The player must make the double before the other player rolls his dice. You are given 3 seconds to make the choice to Beaver after the computer has doubled you and you have accepted its double.

**Note:** The 3 second waiting period could be noticeable during play.

### **Jacoby Rule**

A double or triple game is not allowed unless the cube was passed at least once during the game.

### **Computer Accepts All Doubles**

If selected, the computer accepts any double from you. It tells you if it would not have accepted the double.

### **Roll-Over**

Allows you to roll your dice over one time during the game or have your opponent re-roll. An **R**, in your piece color, will show in the middle of the top of the board when the option is selected. The **R** will be displayed until the "roll over" is used. To roll over click on the **R**.

To take back an opponent's roll, your opponent must first complete his move.

Roll Overs are final. You can not regain the ability to cause a roll over by taking back moves to or past the point of a roll over.

## **No Backgammons**

If selected backgammons are not allowed. A backgammon will be treated as a gammon.

## **Re-roll First Roll**

With this selected the winner of the first roll is permitted to accept the roll as is or to re-roll his dice and use the new roll (even if it is a worse roll).

## **Who Gets First Roll...**

This determines who wins/gets the first roll of the game. The normal way to play - Random - is for each player to roll one die. The higher of the 2 moves first using the same dice.

When "Human Player With Good Roll" is selected, you will win the first roll every time. In addition, you will get a good roll. Otherwise the rolls of the dice are random.

## **Automatic Concessions.**

During game play if the computer determines that it has lost the game it will offer a concession. If you accept you will win the game for the number of points offered, otherwise the game will continue. The computer will only concede if it is a running game.

## ***CursorOptions menu***

This menu was added for those that didn't read the help information that explained how to get the same information by clicking the left mouse button at the appropriate place/time.

See **Getting Help and Information** above for an explanation.

## ***Skill Menu***

There are five skill levels. Just try them to see what suits you. ***Club Champ*** should give the toughest game.

## ***Stats Menu***

## **Enter Name(s)**

Enter your name for play against the computer or input or change the names that are used in Human Opponent play.



**Game Stats**

Statistics for the current game.

**Session Stats**

Statistics for the current session.

**Tournament Stats**

Statistics for the current tournament.

## **Running Scores**

This brings up the Running Scores dialog box. This is a multi-function dialog box:

- Displays statistics for each set of players
- Names can be entered
- Statistics can be reset to zero for each set of players

Unless you never play against the Computer I recommend that you leave the left player as the computer for the first set of players.

Each time a different set of players is playing the active players must be changed so the statistics are accumulated for the correct players. Under the On column on the far left select the appropriate players.

The statistics for each set of players is kept until they are reset.

The statistics are, for the most part, self explanatory. Points and Games Won are not the same thing. Points take into account gammons, backgammons and the doubling cube.

Select "More Scores" to get statistics on more aspects of game play.

When you are playing a tournament, this will display the statistics for the tournament.

## ***Info Menu***

Gives information that helps you play the game.

## **About David's BackGammon**

Gives creator and version.

## **Registration Items**

These menu items are used to obtain information on registering/ordering the game.

## Appendix

### Speech Facilities

David's Backgammon is capable of using both the original Macintalk and the new Speech Manager .

To use the original Macintalk it needs to be put into the System folder or in the folder the game is in.

If the Speech Manager has been installed any installed voices will be made available to the game.

All of the voice possibilities are made available in the *Speech menu* under the *Options menu*.

**Note:** the original Macintalk will work in all computers but the Speech Manager does not work on the slower machines.

**Note:** There could be a problem with Macintalk if Ram Doubler is installed.

### Custom Board Colors

You can change the board colors by creating a custom color file.

Use a text editor such as SimpleText to create a custom color file. Below is an example file.

```
BOARDFRAMECOLOR 0 50 120
BOARDFIELDCOLOR 90 190 170
DARKROWCOLOR 0 50 100
LITEROWCOLOR 0 190 80
DARKPIECECOLOR 0 110 60
LITEPIECECOLOR 220 250 000
```

Be sure to press the return key at the end of each line, including the last line.

The numbers are RGB color values(Red Green Blue). They vary from 0, the least amount of the color, to 255 which is the most amount of the color. Some of the most common colors are:

```
red 255 0 0
green 0 255 0
blue 0 0 255
```

yellow 255 255 0

The words must be spelled correctly and at least one space between each item.

Save the file with any name you like with a .col extension. e.g. Green.col

If you leave out BORDERCOLOR the border will be marble.

## Board Setup

By selecting either the *Setup Board* option or the *Setup(Clear) Board* option from the *Option menu* you are able to setup any board situation that you want. *Setup Board* leaves the pieces where they were, *Setup(Clear) Board* puts all of the pieces in the trays.

## Board Setup

After selecting either of these options, move the pieces around as you like by picking them up and putting them down on the desired rows.

Pieces can be taken out of the trays by placing the hand (thumb) over any of the pieces, then clicking. A piece can be put back by placing the hand (thumb) over an empty part of the tray.

When you are finished click on **Done**. This takes you to **Cube** selection.

## Cube Selection

**First** select the value of the Cube. It starts at 1. This places the cube in the center as it is at the start of a game. Click on the number to increase the cube value. When the cube value is correct, click on the color of the "owner" of the cube. This takes you to Whose Roll selection.

## Whose Roll

Click on the color of the player who moves next.

## Choose Dice

You can either select the dice to be rolled or leave it to chance. To select the dice just click on the dice you want. To leave it to chance, click on **No**

Now play as you would in normal game play.

## Basic Backgammon Rules

Reference a book on backgammon or a book of game rules.

### Objective

The objective of the game is to bear off all of your pieces from the board before your opponent does, or if using a doubling cube, to force the other player to lose by declining a double of the cube.

### Piece Movement

1. Direction of play is from your opponent's inner board to your inner board. When the game starts, an arrow in one of the upper corners indicates your direction of play and piece color. You bear off your pieces from your inner board, at the bottom of the board, into your tray.
2. Play of the pieces is governed by two dice, thrown onto the board. One move for each die. If both dice are the same (doubles), then play consists of four moves of the number thrown.
3. The first play goes to the player making the highest opening throw. The opening throw is made with each player throwing a single die, with the winner using the number on both his own and his opponent's die for the first play.
4. The play of the pieces consists of:
  - a. Moving a piece the exact number of points indicated by the number of

- pips on a die. Either one piece can be moved using both die or by moving two different pieces.
- b. Bearing off a piece from your inner board. This can only be done if you have no pieces outside of your inner board or on the Bar.
  5. No play can be made that lands on a row occupied by two or more of your opponents men.
  6. When your play lands on a row occupied by a single piece (blot) of your opponent, the blot is "hit" and is put on the Bar for later entry into your inner board.
  7. A player having a piece on the Bar may not play other pieces until that piece has been entered from the Bar. A piece is entered from the Bar into your opponents inner board.
  8. Plays must be made for both dice if possible. Either number may be played first. If only one number can be played, and there is a choice, the higher must be played.

## **Bearing Off**

For this discussion of bearing off, the row numbers are the same as the minimum number of pips required to bear off, 1 through 6.

1. As soon as a player has moved all of his pieces into his inner board, he may start bearing off his pieces.
2. You can bear off only if you have no pieces outside of your inner board or on the Bar.
3. A piece may be borne off a row of the same number as appears on the

die.



4. A piece may be borne off from the highest occupied row if it requires less than the number on the die to bear off the board.
5. If a number is thrown for an unoccupied row, no piece below can be borne off, for that die, while any piece remains on a higher row.

## Scoring

1. A *Single* game is won by the first player who bears off all his pieces or has caused his opponent to refuse a doubling of the cube.
2. A *Double* game is called a **Gammon** and is won by the player who has borne off all his pieces before his opponent has removed a piece.
3. A *Triple* game is called a **Backgammon** and is won by the player who succeeds in bearing off all his pieces before his opponent has borne off a piece, and still has pieces in the winner's inner board or on the Bar.

## Doubling Cube

The doubling cube allows the stakes to be doubled during game play by the player that "owns" the cube, or by either player the first time it is used.

The cube has values 2, 4, 8, 16, 32 and 64 printed on the 6 sides of the cube.

The cube starts in the middle of the board with the side with 64 facing up, being "owned" by neither player. At the start of the game the 64 stands for 1.

When either player wishes to double the stakes during game play, he places the side up that doubles the bet and places it on the opponents side of the board. If the double is accepted by the other player then the stakes have been doubled with the other player "owning" the cube, being the only one that can next redouble. If he declines then the game ends immediately with the value of the cube being what it was before the double.

At the end of the game the points won is determined by the value of the cube times 1 for a single game, 2 for a double game, or 3 for a triple game.

## Glossary

**Automatic double** an option where the cube is doubled automatically if both players roll the same die on the opening roll of the game.

**Back Game** a strategy used when a player finds himself significantly behind in the game.

**Backgammon** in addition to the name of the game, it is also the result of a game in which one player removes all of his pieces before the other player has removed any pieces and has a piece in the opponents inner board or on the Bar. This results in a triple game (worth 3 times as much.)

**Back Men/Pieces** the two pieces that are farthest out at the start of the game (opponent's 1 point). Also called Runners.

**Bar** the center divider separating the inner and outer boards. Hit pieces (blots) are placed on the bar until the piece is re-entered.

**Bar Point** the 7 point. A strategic blocking point.

**Bearing off** the process of removing men from the board.

**Beaver** an optional rule where the doubled player can re-double the cube after being doubled. The double must be made before the other player rolls the dice. When playing against the computer you have 3 seconds to re-double.

**Block** a series of contiguous points that block your opponent from advancing his back men

**Blocking Game** a strategy where the goal is to block your opponent's back men in your home board. The best overall game strategy.

**Blot** a single piece on a point. A blot can be hit by an opposing piece and placed on the Bar.

**Builder** a piece that can be used later to make important points later in your inner board or as part of a Block.

**Combination Shot** An opponent's blot that is more than six rows away from one of your pieces, and that therefore requires a roll combining numbers on both dice in order to be hit by that piece.

**Come in or Come on** See Re-entering.

**Contact** Positions on the board in which all of each player's pieces have not yet gotten past all of his opponent's pieces; it is therefore still possible for one or both players to leave a blot.

**Count the position** See Pip count

**Cover a blot** Move a second piece to a point/row holding one of your blots. You thus make the point, preventing your blot from being hit.

**Crawford Rule** Used in tournament play. This rule forbids a doubling of the cube for one game after an opponent wins a game that puts him within 1 point of winning the tournament.

**Cube** the doubling cube. The cube is die shaped with the numbers 2, 4, 8, 16, 32, 64 printed on the 6 sides. The cube allows the stakes to be doubled during game play by the player that "owns" the

cube. The cube starts in the middle of the board with the side with 64 facing up, being "owned" by neither player. When either player wishes to double the stakes of the game during game play, he places the side up that doubles the bet and places it on the opponent's side of the board. If the double is accepted by the other player, then the stakes have been doubled with the other player "owning" the cube, being the only one that can next redouble. If he declines, then the game ends immediately with the value of the cube being what it was before the double.

**Direct Shot** An blot that is within 6 pips of an opposing piece. This blot can be hit by a number on a single die greatly increasing the chance that it will be hit.

**Double** See Cube.

**Double Game** See Gammon

**Doubling Cube** See Cube.

**Early game** The first stages of play.

**End game** The last stages of play.

**Enter** See Re-entry

**Exposed Piece** See blot.

**Gammon** A game in which one player removes all of his pieces before the opponent has removed any pieces from the board. This results in a double game (worth twice as much).

**Hit** A move that lands on an opponent's exposed piece (blot), thus

placing that piece on the bar.

**Home Board** your inner board

**Indirect Shot** An exposed piece (blot) that can be hit only by using both of the dice. By definition it is 7 or more pips away from the opponent's piece.

**Inner Board** the quarter of the board where you must move all of your pieces before bearing off.

**Jacoby Rule** A double or triple game is not allowed unless the cube was passed at least once during the game.

**Lead** The difference between the pip count of the two players.

**Off the Board** Said of those pieces already removed from the board during the bearing off process. Once a piece is off the board it is placed in the tray and stays off for the remainder of the game.

**On the Bar** See Bar.

**Outer Board** the quarter of the board adjacent to the Inner Board.

**Pips** The dots that appear on the face of the die. The number of dots determines the value of the die.

**Pip Count** The minimum number of pips required to move all of a player's pieces off the board (assuming no blots are hit.) Can be displayed by pressing on the **P** key or by clicking when the cursor becomes a **P** when moved over the bottom of the board frame (on the right side).

**Points** Rows occupied by two or more pieces. A point controls that particular row, preventing an opponent from touching down on it with one of his pieces.

Also, the designation of a location on the board; e.g., the 5-point.

**Prime** Six consecutive points you have made.

**Race** See Running Game.

**Re-enter** The process required to bring a hit man from the bar to a point in the opponent's home board. To re-enter, a player must throw a number on one of the dice that is the same as the a row that is not controlled by your opponent. All pieces on the bar must be re-entered before any other move can be made. If a player fails to throw a number that will allow a piece to re-enter, the turn is lost and the player must try again on his next turn.

**Remaining Rolls** the approximate number of rolls required to bear off all of their pieces.

During the later stages of a running game this gives a more accurate assessment of the game than the Pip Count. Note: this assumes that none of your blots will be hit before bearing off. Can be displayed by pressing on the **R** key or by clicking when the cursor becomes a **R** when moved over the bottom of the board frame (on the right side).

**Roll-over** An optional method of play whereby each side has one chance during the game to either re-roll the dice or demand that his opponent do so.

**Re-roll first roll** an optional method of play whereby the winner of the first roll is permitted to accept the roll as is or to re-roll his dice using the new roll (even if it is worse).

**Runners** The two pieces that are farthest out at the start of the game (opponent's 1 point). Also called Back Men.



**Running Game** a game strategy where the player tries to get his pieces into his inner board as fast as possible. Should only use when you have a significant lead in the pip count or you have completely passed each others pieces.

**Triple Game** see Backgammon

## **Reporting Problems With The Game and Suggestions**

If you find a problem with the game please let me know so that it can be fixed. Even if there is not a problem but you have a suggestion for a new feature or a way to improve game play please let me know.

If you experience a problem with the game I need as much info as possible so that I can duplicate the problem. These are several of the ways to give me the information:

Jot down a description of the problem, giving as much information as you can. The more the better.

**Save Game** - save the game if possible and send it on a disk.

**Print Game** - print the game and send it.

## Quick Play Instructions

**Note: Click is short for saying press the mouse button once.**

**Direction of Play and Piece Color** - at the start of the game, an arrow in one of the upper corners of the board shows your direction of play and your piece color. Your dice are on the right side of the board.

### General Play Summary

- 1        **Roll the dice** by clicking on one of the dice (don't hold the mouse button down)
- 2        **Select the piece to move** by clicking on the piece to be moved (not over a piece)
- 3        **Select the destination** by clicking on the row you want your piece on
- 4        **Double your opponent** by clicking on the Cube
- 5        **Bear-off a piece** by putting it your tray (tray with the same piece color at the end)
- 6        **Take back a move** by clicking on the word BAR or by selecting the last piece moved then putting it back.
- 7        **De-Select a piece** by clicking on the row the piece came from or click on the word BAR
- 8        **Can't use both dice** - click on the dice to continue play

### Computer Opponent Summary

- 1        **Select *Computer Opponent*** in the *Game* menu
- 2        See the General Play Summary

### Human Opponent Summary

- 1        **Select *Human Opponent*** in the *Game* menu
- 2        **Enter your names** into the Scoreboard & Name Entry dialog when it appears or select the your            names
- 3        See the General Play Summary

Select **Show Possible Moves** under the Board menu to have the game show which moves are possible when a piece is selected.

Get **Context Sensitive Help** by pressing the Help key, the H key or clicking on the arrow in

the upper corner.

**Want information** -- Run the cursor over the bottom section of the board frame. Click once when the cursor turns to the appropriate letter. P for Pip Count, R for Remaining Rolls, ... See Help - Basic Game Play for an explanation or just try them.

**Note:** You can pick up more than 1 piece at a time.