

BACKGAMMON



CAT. NO.
26-3059

Radio Shack

TRS-80

**COLOR
COMPUTER**

TM

Backgammon

Radio Shack®

TC A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

Backgammon Program
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Introduction

Backgammon has enjoyed an immense increase in popularity over the past ten years. It is no longer just the game that appears on the back side of a checker board.

Backgammon combines strategy with luck (and a blood lust) in a manner not afforded by any other game. The luck factor occasionally allows a beginning player to beat an expert, but the expert will nearly always come out ahead in a long series.

Contrary to opinions held by a few uninformed people, backgammon is not a social board game. It allows for vengeance, triumph, total revenge, and a sense of righteous self-satisfaction that is unrivaled by any other form of socially acceptable behavior, with the possible exception of overthrowing a small dictatorship.

Your Backgammon cartridge has all the features of a standard backgammon game. The computer keeps score, doubling the cube values for gammons, and tripling cube values for backgammons.

The computer will monitor every turn and will never let you move out of turn or make an illegal move. This lets you make honest mistakes without embarrassment. Dishonest moves are simply ignored with the computer's closest approximation of human scorn and contempt (it beeps and flashes indignation).

Starting the Game

Turn on the TV and adjust the volume to a comfortable level. Insert the cartridge in the slot on the right side of the computer. Turn on the computer by pressing the button (on the left rear panel of the Color Computer).

The backgammon board appears on the screen. The "men" (playing pieces) appear on the board in their starting positions. Adjust the tint and color controls so that the board is yellow and green with a red border. If you want to use a joystick (game paddle) to make your moves, connect a joystick to the right joystick port and press the **J** key (for Joystick operation).

The Playing Board





The computer plays the red men and moves clockwise. You play the blue men and move counter-clockwise. The backgammon board consists of four sections (or "tables"). The computer's home board is the upper-right table and your home board is the lower-right table.









Rolling the Dice

A flashing blue square (on the right side of the screen) will indicate the computer is ready to roll the dice. Press **ENTER** to start the game. The dice roll is shown on the screen.

The opening dice roll determines who moves first. Press **ENTER** to start the roll. (The button on the right joystick may be used to roll the dice instead of the **ENTER** key.) Your die is the lower of the two dice. The high number moves first. If the opening roll is a double, the computer will continue rolling the dice until it does not roll a double. The computer will always wait before making a dice roll by displaying the flashing blue square.



Entering Moves

When it is your move, a square will appear in the center of the screen. Use the  or  keys to move this square horizontally across the screen. To start the move, use the  or  keys to position the square so that it is aligned with the point containing the man that you want to move.


Move the man by pressing the  or  key that points toward the man. The man will be removed from the point and appear inside the square. Move the man (using the  or  keys) until it is aligned with the desired point. Put the man on that point by pressing the  or  key ( key to place the man on the upper points,  key to place the man on the lower points).

Using the Joystick



You can also move men with the joystick. The left/right motion of the joystick is the same as pressing the  and  keys. Pulling the paddle toward you is

the same as using the  key. Pushing the stick away is the same as pressing the  key.


Bearing Off

When you have all your men on your home table, you may begin removing the men from the board. This is called “Bearing Off”. Bearing Off is accomplished by picking up the man and pressing the  key (or the joystick button).

Taking Back Moves

You can use the  key to take back moves. You may exercise this option at any time during a move, or when the computer is waiting to roll the dice for its move. The  command will return the men to the points they occupied at the start of your move, and you can now choose a new move.

The Doubling Cube

The doubling cube is used to increase the final point value of the game. Both players must agree to the double. To double, enter a  before the computer rolls the dice for your move. If the computer accepts your double, the doubling cube will appear on the computer’s side of the board.

This means that the computer now has control of the doubling cube, and the game will continue. You may not double again until you gain control of the cube by accepting a double from the computer. If the computer resigns, the game ends. You win at the point value of the cube before the double was offered.

If the computer wants to double, it will display a flashing yellow square on the right side of the board. Press the **(A)** key to accept the double. If you do not accept the double, you must resign. To resign, press the **(R)** key. The computer wins the game at the last cube point value.

Restarting the Game

You can restart the game at any time by entering an **(*)**. The men will be reset to the starting position. The computer will ask to start the opening dice roll by displaying the flashing blue square (on the right side of the board).

Summary of Command Codes

- ENTER** To roll the dice and to bear off.*
- To move the man or square to the right.
- ←** To move the man or square to the left.
- ↑** To move a man to or from an upper point.
- ↓** To move a man to or from a lower point.
- T** To take back moves.
- \$** To double.
- A** To accept a double.
- R** To reject a double and resign.
- *** To restart the game.

*Note: The joystick button may be used instead of the **ENTER** key.



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