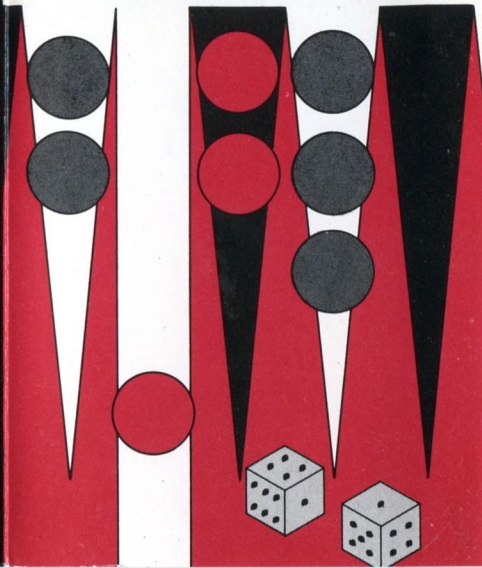# BACKGAMMON

1985 VERSION

DISTRIBUTED: **cp software**

FOR THE AMSTRAD

FOR THE AMSTRAD CPC 464

BACKGAMMON
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Backgammon is a fast-moving board game where the players use their wits to play strategies making the best use of chance from the throw of the dice. For newcomers to the game there are rules and tips for play later on this inlay card. **All the options of this version are summarised within the program itself.**

TO LOAD, prepare rewound tape and press **small ENTER** key while holding down **CTRL**. Speedload on one side of this cassette. After loading, **PRESS 2** to play or **1** to see the instructions.

On your move simply enter standard co-ordinates. K4, for example, will move one of your men four points forward from K. **Instead of moving**, after your dice throw, you may select one of these options by typing **OP;**

OPtions....
Q quits current game. **D** to change mode of dice role (manual or computer)
S to swap places with your computer opponent
C to alter the board colours
You will be automatically returned to the game after completing one of these options by following the screen prompts.

The **SCORE** will be displayed at the end of each game.

BACKGAMMON FOR BEGINNERS
The game starts with your men and your opponents' pieces in predetermined positions. The purpose of the game is to move your men anti-clockwise around the board until they are all in your 'inner table' (points F to A). Once they have all arrived you may start bearing off.
Your opponent will be moving his men the other way, also trying to make best use of his dice throws. The winner is the one who bears off all his men first.
Blocking: A piece may not be moved to a point where there are two or more opponents. Use this strategy, of moving in pairs and monopolising points, to hinder your opponent.
A hit: One man alone on a point is vulnerable. If the opponent lands a man on this point he is returned 'to the bar', which means put in the centre and forced to start all over again. Men on the bar have to be re-entered before any other man can be played, which can be hard when your opponent is monopolising his 'inner table'. Try not to leave men vulnerable like this.
Return from the bar, uses the co-ordinate Z. You have to be able to return to a free point or one with only one man on it, or you forfeit the turn. Even your men in the inner table ready to bear off may not move until hit pieces are returned from the bar.
Dice throws: You get two numbers which you can apply to any piece, either both or separately. For each number enter the **starting point** and the **number of points to be moved,** e.g. K4.
You must move by the exact number shown on the dice, which means that if you throw 4 and 2, one man can move

four points, another can move two, or one can move first four, then two.

Doubles allow twice as many moves and are good for securing positions by moving two men together. Double three, for example, allows you to make four individual moves of three points.

Who starts the game is determined by a single die throw at the beginning. The starter uses these two opening numbers for his first move, his own, and his opponent's.

Both dice throws must be used, if possible, in any order. Sometimes you will find your moves blocked by the opponent, in which case the turn is lost. If only one can be played it has to be the larger number.

You win by bearing off all your men first. Once all your men are in the inner table (last section of the board) you are at liberty to make moves lower than the number shown on the die. A man three points from bearing off may use a throw of four to bear off, for example. The exception to this would be throwing say a five when you have no man there but do have a man six points from bearing off. This man must be moved before any lower numbers can be used.

If you bear off all your men before your opponent gets off any you have won a **GAMMON** (a double game). If he still has a man left on the bar, or in your own inner table, it is a **BACKGAMMON** or triple game.

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DRAUGHTS £8.95

(Schools and hobby clubs may obtain discount for five or more copies by writing direct)

WANTED: Good quality Amstrad programs for the intelligent user. Top royalties from this long-established company.

PROBLEMS: If you should be unlucky enough to have any problem whatsoever with this cassette return it not to your shop but straight to CP Software who will send you a replacement at once.