

# Backgammon

The Classic Game of Skill and Luck for the PalmOS

# Table of Contents

## 1 Welcome and Registration .... 1

1.1	About Backgammon .....	1
1.2	System Requirements .....	1
1.3	Registering Backgammon.....	1
1.4	Contacting Stand Alone Inc. ....	2
1.4.1	Business Hours .....	2
1.4.2	Email .....	2
1.4.3	Phone .....	2
1.4.4	Regular Mail .....	3
1.4.5	World Wide Web .....	3
1.5	Reporting Bugs .....	3
1.6	Version History .....	3

## 2 Basic Rules of Backgammon 4

2.1	Backgammon's Objective .....	4
2.2	The Board .....	4
2.2.1	Bar .....	5
2.2.2	Home Boards and Outer Boards .....	5
2.2.3	Direction of Movement .....	6
2.3	Deciding the First Move .....	6
2.4	Dice Rolls and Movement .....	6
2.5	Blocked Points .....	7
2.6	Blots and Bumping Pieces .....	7
2.7	Getting Bumped Men Back Into Play .....	7
2.8	Bearing Off .....	8
2.9	Scoring and the Doubling Cube .....	8

## 3 Backgammon for PalmOS .. 10

3.1	Starting a New Game .....	10
3.2	Making the First Move .....	10
3.3	Rolling Dice .....	10
3.4	Moving Pieces .....	10
3.5	Bearing Pieces Off .....	11
3.6	Bringing Bumped Pieces Back Into Play .....	11
3.7	The Doubling Cube .....	11
3.8	Taking a Move Back .....	11

# 4 Statistics and Preferences... 12

4.1	Settings .....	12
4.1.1	Computer Opponent .....	12
4.1.2	Computer Plays White or Black .....	12
4.1.3	Computer Skill Level .....	12
4.1.4	Auto Advance Turns .....	12
4.2	Dice Statistics .....	13
4.3	Game Statistics .....	14
4.3.1	Games Played .....	14
4.3.2	Games Completed .....	14
4.3.3	Total Points .....	14
4.3.4	Singles .....	14
4.3.5	Gammons .....	14
4.3.6	Backgammons .....	14
4.3.7	Losses .....	14

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# 1 Welcome and Registration

## 1.1 About Backgammon

Backgammon is an adaptation for the PalmOS of the classic board game. Backgammon has every thing you need to play on your PalmPilot. It includes a computer opponant with four skill levels, full statistics so you can track your games, and a doubling cube to make the game more interesting.

Included in this archive are the following packages:

- Backgammon.prc

This is the software package that you need to install on your PalmPilot.

- Backgammon.pdf

This is the users' manual for Backgammon. You are reading it right now.

- Backgammon.txt

This is a text only format of the users' manual. If at all possible, use the pdf version of the manual as it has layout and graphics that cannot be included in the text version. The pdf version of the manual is viewed using Adobe® Acrobat Reader®. This can be obtained free of charge at [www.adobe.com](http://www.adobe.com).

- SASTuff.txt

A list of all of the software available from Stand Alone Inc.

## 1.2 System Requirements

Backgammon is designed to work on both the PalmPilot 1000, 5000k, Professional and Personal units, as well as the Palm III device. Throughout this manual, PalmPilot is used to refer to any of these units.

## 1.3 Registering Backgammon

Backgammon is Shareware, and costs \$15.00.

The Backgammon Demo will work for a 30 day trial period. At the end of the 30 Days, it will stop working. To avert this tragedy, you will need to get in touch with Stand Alone to register your software. You can register with us by several different methods.

You will need to include the following information, no matter how you choose to

register. Most importantly, you need to include your name EXACTLY as it is entered in your PalmPilot, including spaces. We use this to generate your password, so it must be precise. You will need to specify which programs you wish to register, and include payment for each of them. We accept Visa, Mastercard, and American Express. If you are using normal mail, you can send us a check as well. Make sure to include your card number, the expiration date, and what type of card you are using. You also need to give us a way to get in touch with you. Email is the preferred way, followed by your address and phone number. An Email address is not strictly necessary, but it will result in much faster service.

For instant gratification, register by phone, and pay using Visa or Mastercard. To do so, call (773) 477-2492 and we will give you a password right over the phone.

Alternatively, you can send us a check to the address below.

You can also Email us. Just Email us the relevant information, and we'll send you a code. If you are registering through Compuserve, use, GO SWREG.

Once you register, you will receive a password from us. To install the password, first tap on the Menu silkscreen button. Then, select Options, and tap Enter Password. Finally, enter your password on the space provided.

#### **1.4 Contacting Stand Alone Inc.**

There are several ways to get in touch with us here at Stand Alone, Inc. Email is the preferred form of communication, but whatever works for you is fine. If you have any questions, comments, suggestions or compliments, please don't hesitate to contact us through any of the methods listed below.

##### **1.4.1 Business Hours**

Stand Alone is open from 9 AM to 8 PM Monday to Friday, and 10 AM to 4 PM Saturday. We are closed on Sunday. These times are CST and GMT -5.

##### **1.4.2 Email**

internet: info@standalone.com  
AOL: Std Alone  
CompuServe: 76342,3057

##### **1.4.3 Phone**

Voice: (773) 477-2492  
Fax: (773) 477-2579

##### **1.4.4 Regular Mail**

Stand Alone  
3171 N. Hudson, Suite 1  
Chicago IL, 60657  
USA

1.4.5 World Wide Web  
<http://www.standalone.com>

## 1.5 Reporting Bugs

If you find a bug in our software, it would be helpful if you reported the bug to us. To report a bug, please Email us with Bug Report Request in the subject line. In the Email, include the following information:

- What type of PalmPilot you are using (i.e. Personal)
- The software name and version number (i.e. Backgammon 1.0)
- The error number
- A brief description of how we can recreate the error
- Your name and Email address so we can contact you when the bug is fixed

When reporting bugs, it is best to Email us, rather than calling, so that the programmers have a written record of the information they need to solve the problem. As soon as we receive your Email, the programmer will examine the problem, and fix it.. Because our programmers are busy creating software, it can take a while for them to reply, but they will release a new version of the software that fixes the bug as soon as they can.

## 1.6 Version History

Version	Date	Notes
1.0	April 1, 1998	First public release

# 2 Basic Rules of Backgammon

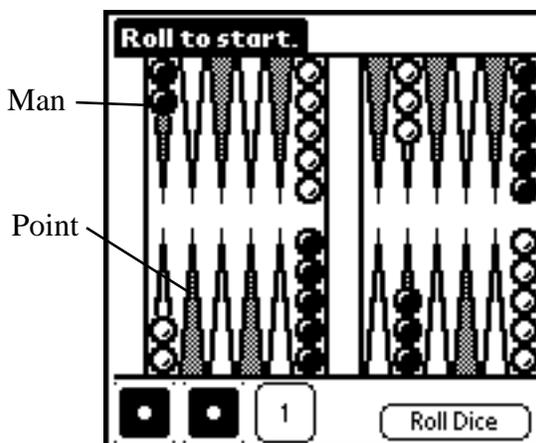
This chapter provides a brief introduction to the rules of backgammon. If you are an experienced player, feel free to skip this Chapter entirely and go on to Chapter 3, which discusses the details of Backgammon for PalmOS. This chapter makes no attempt to go into the intricacies of backgammon strategy, and any readers that are interested should take a look at any of the many books that have been published on the subject.

## 2.1 Backgammon's Objective

The objective of backgammon is to move all of your men to your home board, and then off. The first player to do so wins the game.

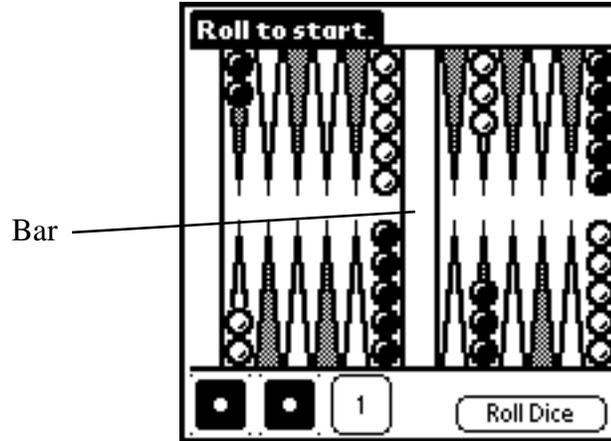
## 2.2 The Board

The backgammon board is made up of 24 triangle-shaped spaced called points. Each player has 15 men that move around the board on these points. Backgammon for the PalmOS sets up the board for you, so you don't need to worry about that.



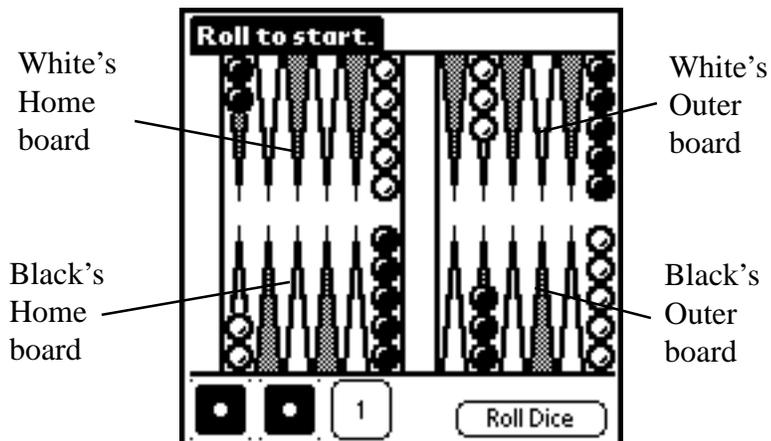
## 2.2.1 Bar

The space in the middle of the board is called the Bar. Any pieces that are bumped are placed on the Bar until they can enter play again. For information of bumping pieces, please see Section 2.5.



## 2.2.2 Home Boards and Outer Boards

Each Player has a Home board and an Outer board. In Backgammon for the PalmOS, the upper left hand board is White's Home board, and the upper right hand board is White's Outer board. The lower left hand board is Black's Home board, and the lower right hand corner is Black's Outer board.



### 2.2.3 Direction of Movement

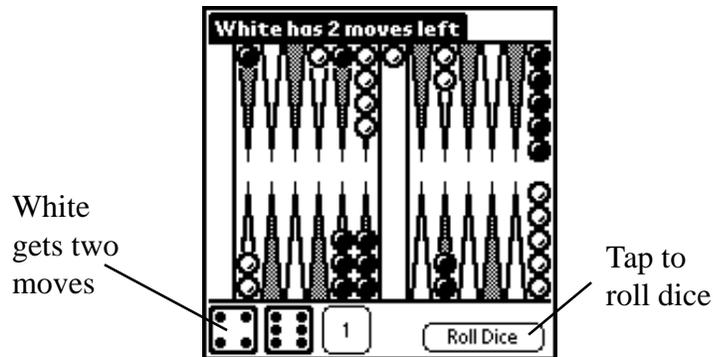
White's pieces move from Black's home board to White's home board. Black's pieces move in the opposite direction: from White's home board to Black's home board.

### 2.3 Deciding the First Move

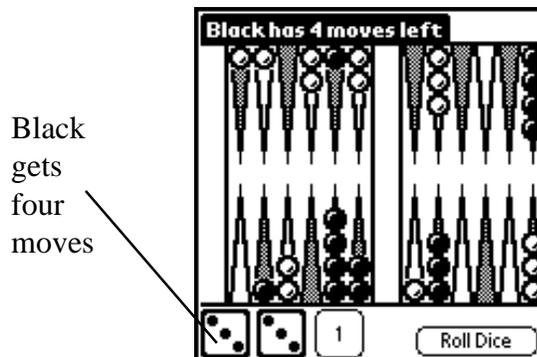
To decide the first move, both players roll one die. The player with the higher roll moves first, using the die values that were rolled to decide the first move. If both players roll the same number, the dice are rerolled until one player rolls a higher number.

### 2.4 Dice Rolls and Movement

Each player's turn starts with them rolling two dice. The numbers that are rolled on the dice determine how far a player can move a man on the board. For example, if a 4 and a 6 are rolled, you could move one piece four spaces and a second one six spaces; or could choose to move one piece six spaces and then the same one again four more spaces, for a total of ten spaces.

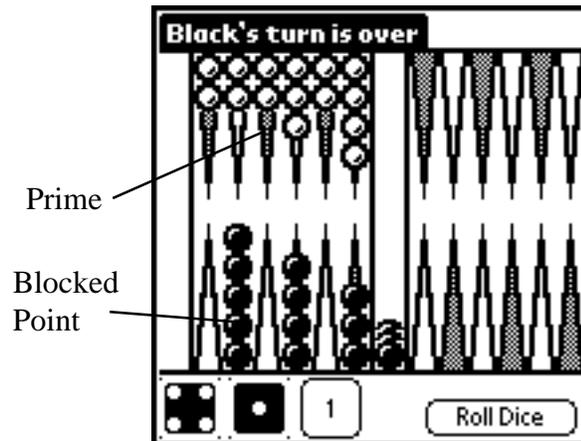


The exception to this rule is when a player rolls doubles. When doubles are rolled, the player gets four moves of the double rolled, rather than just two. For example, if you roll 3,3 then you could move four pieces three spaces each, one piece three spaces four times for a total of twelve spaces, or some combination in-between. Sometimes, you cannot move one or more of your die rolls. In this case, you make the moves that you can, and lose the rest. If you have no legal moves, then your turn ends.



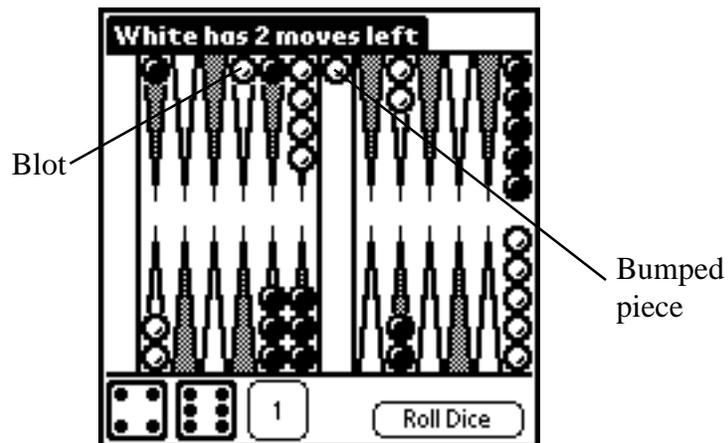
### 2.5 Blocked Points

If a point has two or more pieces on it, then it is owned by the player whose pieces are there. None of the opposing player's pieces can be moved to that point. If one player blocked six points in a row, the group is called a Prime, and no enemy pieces can get past it.



### 2.6 Blots and Bumping Pieces

If there is only one piece on a point, then it is called a Blot. Blots are vulnerable, and should be avoided if possible. If your opponent lands a piece on one of your blots, then your piece is bumped, and moved to the Bar.



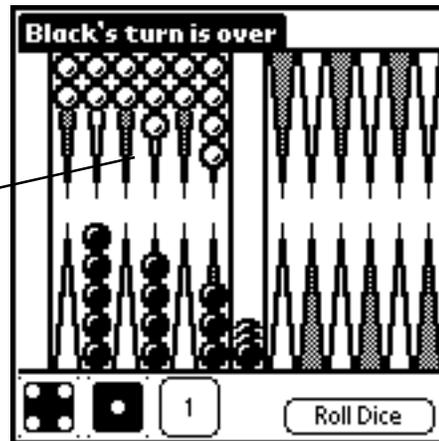
### 2.7 Getting Bumped Men Back Into Play

If one or more of your men are bumped to the Bar, then you have to bring these men back into play before you can make any other move. Bumped men start at the Bar, and are brought back into play on the opposing side's Home board. If you cannot bring a bumped piece into play because of blocked points, then you lose your turn.

## 2.8 Bearing Off

The ultimate goal in backgammon is to bear off all of your pieces. Bearing off is the process of moving a piece of yours off the board from your Home board. Most importantly, you may only bear off pieces if all of your pieces are in your home board. Once all of your pieces are in your home board, any roll that moves a piece off the board will bear it off. If you bear all of your pieces off the board, then you win the game.

White has all of his men in his Home board, and is ready to bear off



There are also a few special rules involved with bearing pieces off. If you have a die roll that will let you move pieces within your Home board, you are not required to bear a piece off. Also, if you have a die roll that is greater than the number needed to move a piece off, you can use it to bear the piece off. However, you must use the roll on a piece furthest away in the home board. For example, say you have a piece on the three point, and the five point, and you roll a six. You are allowed to use the roll to bear off the man on the five point, but not the three. Continuing the example, say that next turn you only have a man on the three point and you roll another six. Now, because the man at the three point is the one furthest out in the Home board, you can use the six to bear the piece off.

## 2.9 Scoring and the Doubling Cube

A win in backgammon is usually worth one point. However, there are several things that can change that. If you bear all of your men off of the board before your opponent gets any off, then you have achieved a Gammon, which is worth two points. If you bear off all of your men and your opponent has a man on the Bar or in your home board, then you have achieved a Backgammon, worth three points.

The game is made more interesting with the use of the doubling cube. The doubling cube has numbers 2, 4, 8, 16, 32, and 64. At the beginning of the game it starts at 64, showing that neither player has doubled. At any point in the game, either player can choose to double by placing the die on the board with the 2 facing up. The game is then worth twice the points that it normally would be worth. The doubling cube is now kept by the player who was just doubled. This

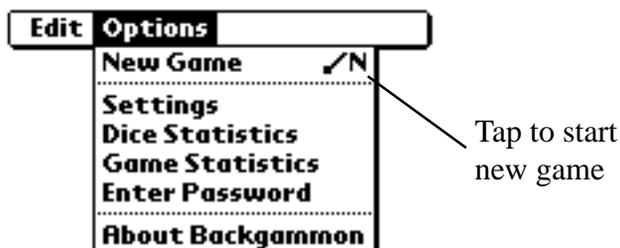
way, one player cannot keep raising the score. Each player always has the choice of refusing a double. However, if you refuse the double, then you lose the game at the point value before the double was offered.

# 3 Backgammon for PalmOS

Chapter 2 described the rules for any backgammon game, and this chapter explains the specifics of playing backgammon on your Pilot.

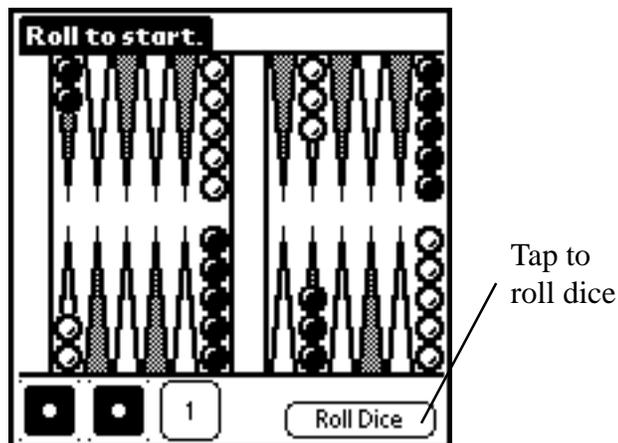
## 3.1 Starting a New Game

To begin a new game of backgammon, tap on the Menu button and select Options. From the Options menu, tap New Game. This returns the board to the starting position and begins a new game. You can also use the shortcut Command-N to begin a new game as well.



## 3.2 Making the First Move

To start a game of Backgammon for the PalmOS, tap the Roll Dice button. This makes the roll that decides who goes first. The die on the left is for White, and the die on the right is for Black.



## 3.3 Rolling Dice

To roll the dice, tap the Roll Dice Button. You begin each turn by rolling the dice.

## 3.4 Moving Pieces

Pieces are moved in one of two ways. The first way is to tap and hold on the piece you wish to move, and then drag it to the destination point. The second way is to tap the piece you wish to move, and then tap the destination. If you are in a position where you cannot make a move, tap the Roll Dice button to end your turn. Backgammon for the PalmOS will not let you end your turn if you still have

any valid moves left.

### 3.5 Bearing Pieces Off

To bear a piece off, tap on the piece and drag it off of the board. All the standard rules apply when bearing pieces off, so you must have all of your men in your home board before you can bear any of them off.

### 3.6 Bringing Bumped Pieces Back Into Play

If you have a piece that has been bumped to the Bar, you need to bring it back into play before you can make any other move. To bring a bumped piece back into play, tap on the destination point for the man. It will then be moved there automatically.

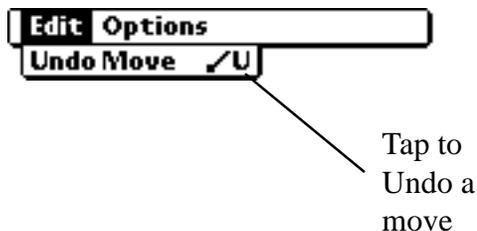
### 3.7 The Doubling Cube

In Backgammon for the PalmOS, the doubling cube starts at one. To double the other player, tap the doubling cube. If you are doubled, then you have the option to accept or decline the double. If the double is declined, then the declining player loses the game. The only time that you can double is before you roll the dice for your turn.

WARNING: If you have Auto-Advance Turns set on, then you will not be able to double.

### 3.8 Taking a Move Back

To take a move back, tap on the Menu button, and select Edit. Then, tap on Undo Move. Alternatively, you can use the short cut Command-U. You can only use Undo Move to take back one move.



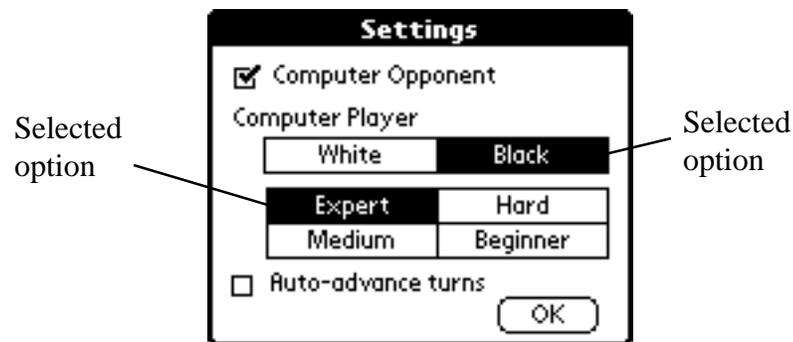
# 4 Statistics and Preferences

Backgammon for the PalmOS has a number of ways to customize the game to your preferences, as well as keep track of the statistics for your games. All of the options listed below can be found by tapping the Menu button, and then selecting the Options menu.



## 4.1 Settings

The Settings screen lets you customize the game to your preferences.



### 4.1.1 Computer Opponent

If this box is checked off, the computer takes one of the sides in the game. If it is unchecked, then both sides are human controlled.

### 4.1.2 Computer Plays White or Black

You set the side that the computer plays by tapping on either the White or Black box. The color selected is the one played by the computer.

### 4.1.3 Computer Skill Level

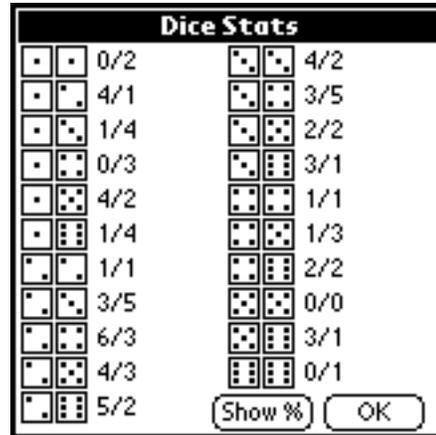
The computer player has four different skill levels: Beginner, Medium, Hard, and Expert. The selected box determines the level of the computer. In the Beginner and Medium levels, the doubling cube is disabled.

### 4.1.4 Auto Advance Turns

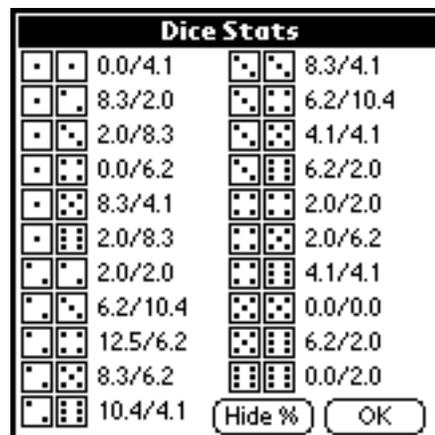
If this box is checked, the dice are automatically rolled as soon as the turn begins. This speeds up the game, but because the doubling cube needs to be used before the dice are rolled, you can never double if this option is turned on.

## 4.2 Dice Statistics

The Dice Statistics screen shows you the number of times each combination of dice has been rolled. The number to the left of the slash is for White, the number after the slash is for Black.



If you tap the Show % button, then the screen shows you the percentage of times that the dice combinations are rolled for each player. If you tap the Menu button while at this screen, the Option menu appears with the choice to reset the dice statistics.



### 4.3 Game Statistics

The Winning Percentages screen shows the statistics for all of your games. If you tap the Menu button while at this screen, the Option menu appears with the choice to reset the game statistics.



Game Statistics		
	White	Black
Total Games Played	2	
Total Games Completed	1	
Total Points	2	0
Singles	0	0
Gammons	1	0
Backgammons	0	0
Losses	0	1

OK

#### 4.3.1 Games Played

Shows you the number of games you have started.

#### 4.3.2 Games Completed

Shows you the number of games that have been finished.

#### 4.3.3 Total Points

Shows the number of points each player has won.

#### 4.3.4 Singles

Shows the number of normal games won by each player.

#### 4.3.5 Gammons

Shows the number of Gammons won by each player.

#### 4.3.6 Backgammons

Shows the number of Backgammons won by each player.

#### 4.3.7 Losses

Shows the number of games, rather than points, lost by each player.