

PocketGammon



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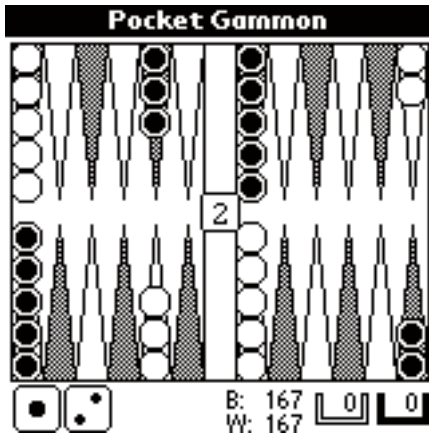
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What is PocketGammon ?

PocketGammon is a traditional board game called "Backgammon" for PalmOS devices.

You can play Backgammon anywhere if you have PalmOS devices.

PocketGammon can play "human vs. human", "human vs. Palm" and "Palm vs. Palm(just watching).




How to Register

PocketGammon is a shareware. It costs \$15. If you find a worth to pay for this program, please visit to my home-page. Then you'll find a way to get your registration code.

If you play without registration, you can play this 7 times





Tap , then menu  appears. And tap "Register..".



Input your registration code, and tap "Register". If you are wong, next screen appears .Try again using the correct code.If you got trouble, send me an e-mail.



How to Begin


Tap , then menu  appears. And tap "Setting...". You can choose game mode. Tap each field you like.



Black:	Choose who play with black pip.
White:	Choose who play with white pip.
Show Pilot move	Animate the moving of Pilot's pip.
I like silence	When checked, no sound.
Roll dice for me	This button appears only playing Human vs.Pilot.When checked, roll dice after Pilot's turn finished.
Use Doubling cube	Use Doubling cube.This button disapeared when Roll dice for me is checked.

All setting is done, tap OK button. Then first dice will be rolled. If black dice is bigger than white one, black goes first.

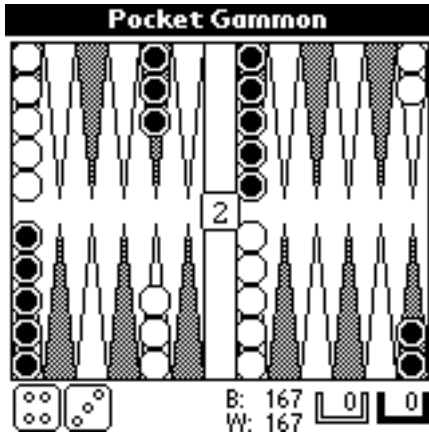
How to play

Tap , then menu

Game	
New	N
Setting...	S
Match Result...	M

 appears. And tap "New". This is the

screen which the game starts with Doubling cube.

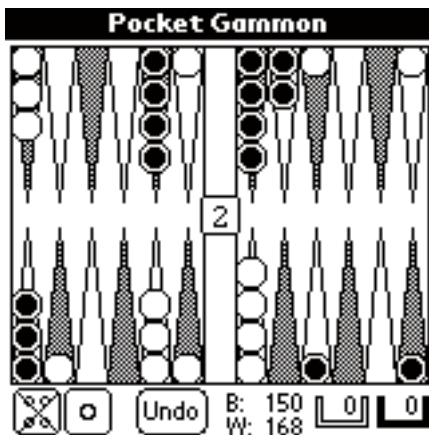


Roll dice

Tap dice on the lower-left corner. They will keep on rolling while you press.

Move pip

Drag a pip to disired place. Y ou can move your pips as the number each dice indi-
cates. When you move a pip, the dice is checked. If they indicates same number, you
can move pips another twice. When there is one way to move, you can tap the pip
to move.



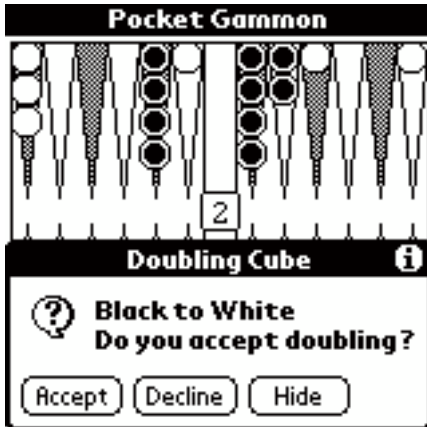
Undo last move

Tap [Undo] button which appears on the right of dice.

PocketGammon user manual

Doubling cube

Tap doubling cube before rolling dice. The right is the screen Black uses Doubling Cube to White. When white guess its winning it accepts this. Tap [Accept] button. The point is multiplied with the doubling cube. If white guess it can't win, tap [Decline] button. Then white lose the game, and the point is used before the doubling cube. Use [Hide] button to hide this dialog to see the board. Tap anywhere on board to resume.




NOTE:

If there was an enemy pip on the point while moving pip with 2 dice, please move pip with each dice.

When ending of game, move out pip with each dice, please.

Score

Now you can keep score only when you play with Pilot.

Tap , then menu

Game	
New	N
Setting...	S
Match Result...	M

 appears. And tap "Match Result...".



Shareware

PocketGammon is a shareware US\$15.

My programs are good, but I can't promise that they're totally bug-free.

There are no guarantees, and I don't take any responsibility for any problems that my programs might cause. If you do find a bug, please let me know. As problems are found, I will fix them and put a new copy of the program on my web page.

Please try my programs before you register. If you decide a program is worth paying for, you can register it. Once registered, though, there are no refunds and you have purchased the product "as is." This is just the way shareware works.

Use KAGI's on-line payment system, please.

<http://order.kagi.com/?8R&S>

Support

If you have any questions, visit our web site

<http://www.umap.net>

or send an email to

support@umap.net

Thank you!

by Shuji Fukumoto



Unlimited *Mac & Palm*