Pro Backgammon

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Welcome,

      We're glad you decided to try one of our products.   If there is anything you think we could do better, please feel free to contact us.   Pro Backgammon is our first in a line of products we call our ''InterSoft Series".   Each product looks and feels as smooth as this one, so keep an eye open for each of them.

                                          Sincerely,

                                         WinGames.Inc

Match Play

Starting A Match

To start a new match, from the 'Game' menu, click on the 'New Match' menu item or click the toolbar button. This will display the Match Play dialog box.

First, enter a name you would like to be called by (the default is Player). This is the same name that will appear on the Score Board, and is also the default session name used for any remote matches you play.

Next, select the type of match you would like to play. There are five different kinds of matches. Each one is different and presents a different challenge. Points matches continue until one player reaches the points specified (the default is 250 points). The 'Best Of' matches are for playing games series like 4 out of 7, or 3 out of 5. The 'No Match' match types are for playing games.

Then select your opponent. Selecting 'Remote Play' will start the sequence for connecting to an opponent when you actually start the match. To play against the computer click any of the skill levels. And select 'Two Players On This Machine' to play with two people on the this computer. When you select 'Two Players On This Machine' you can enter your opponents name.

Now you are ready to start your match. Press the 'Start New Match' button and the fun begins. There is no end to a match. Match play continues until you start a new match. To end a remote match that you are connected to, select a different opponent or click on the 'Remote Play' box.

Playing A Match

Once you've started a new match, match play continues until you either quit playing or start a new match. At the end of every game the Score Board appears and displays the current match results. When someone wins a match, the Score Board starts a new match, while retaining the match win totals.

Opening A Match

To open a match, from the 'Game' menu, click on the 'Open Match' menu item or click the toolbar button.   The match will be loaded right at the point you saved it at. If it is a remote match and you are connected it will be also be loaded on your opponent's computer also, so you can start right from there.

Saving A Match

To save a match, from the 'Game' menu, click on the 'Save Match' menu item or click the toolbar button.   The match will be saved at the point you are at.

Score Board

      The Score Board keeps track of the games progress.   It is displayed after each game.   To view the scoreboard, from the 'View' menu, click on the 'Score Board' menu item or click the toolbar button.

Game Play

Starting A Game

        To start a new game from the 'Game' menu, click on the 'New Game' menu item or click the toolbar button.

Rules Of Backgammon

Object
        The object of the game is to be the first player to remove all your pieces from the board by moving all your   pieces to your home board and then bear them off.   The green pieces move counter-clockwise to the bottom right quadrant of the board which is his home board.   The red pieces move clockwise to the top right quadrant respectively.

Play
        Each move begins with a roll of the dice. The roll of the dice indicates how many points (pips) you may move your pieces.   The pieces are always moved forward, to a lower-numbered point.

After you roll the dice, one piece may be moved for both numbers or two different pieces may be moved. For example, if you roll a four and a two, you may move one piece four spaces to an open point and another piece two spaces to an open point, or you may move one checker a total of six spaces to an open point.
        However, you may only make these move if the intermediate point is open (either two or four spaces from where you started). If two or more of an opponents pieces are on a point, that point is blocked and your piece may not move onto the point.

If   doubles are rolled, you may move double the combination of the numbers shown on the dice as follows:

Four pieces the number on one of the dice.   For example, if you roll double sixes you may move four separate pieces six points each.
Two separate pieces two times the number on one of the dice.   Using the same example, you may move each piece twelve points or two sixes each.
Two separate pieces the number on one of the dice and one piece two times the number on one of the dice.
One piece four times the number on one of the dice.

Again you may only make these combination moves if the intermediate points are also open.
You must use both numbers of a roll if possible or all four numbers of a double roll.
You must play as many numbers as you can.   When only one number can be moved, you must move that number. If either number can be moved but not both, you must play it.   If you are blocked from moving onto all points available from both numbers on the dice or all four numbers

on a double roll, you lose the turn.

Center Bar

If one of an opponents piece's is on a point available from your roll of the dice (blot), you may move onto the point and send the opponents piece to the center bar.   A piece on the center bar must reenter the board on an open point in the opponent's home quadrant corresponding to one of the numbers rolled on the dice.   Any time a player has one or more pieces on the bar, he must first enter those piece(s) into the   opposing home board

Bearing Off

When all your pieces are in your home quadrant, you may begin removing pieces from the board (bearing off) according to the dice thrown and the points on which your pieces are located.   You may either move a piece or remove a piece from the board.   When the numbers on the dice thrown are higher than any of the points you have pieces remaining on, a piece from the highest point may be removed.   If one of your pieces is sent to the center bar while bearing off, the piece must reenter in the usual way, move back around the board to your home quadrant, before you may continue removing pieces.   The first player to bear off all fifteen pieces wins the game.

Points

Each game of Backgammon is played for a one point stake.   While playing, if you think you have an advantage you may propose doubling the cube by clicking on it.   You may only do this at the beginning of your turn, before rolling the dice.   If offered a double you may decline, in which case you concede the game and lose one point, or you may accept the challenge and play on for double the points.   The player who accepts a double becomes the owner of the cube and only he may make the next double.   If you refuse a subsequent double during the game, your opponent gets the number of points that were at stake prior to the challenge.   Otherwise, you become the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of doubles in a game.

Gammon

If you have lost the game and have borne off at least one piece, you lose only the value showing on the doubling cube.   However, if you haven't borne off any of your pieces, you've been gammoned and lose twice the value shown on the doubling cube.

Backgammon

If you have lost the game and have not borne off any of your pieces and still have a piece on the center bar or in your opponent's home board,   you've been backgammoned and loses three times the value shown on the doubling cube.

Backwards A Move

To move backward a move, from the 'Options' menu, click on the 'Backwards A Move' menu item or click the toolbar button.   If you are playing against the computer and move backward into computer moves, start play again by clicking on one of the computers pieces or roll the computers dice again, or move forward to one of your moves.   If you are remotely connected and you move backward it is reflected on your opponent's board, but remember if you

go to far back it will be your opponents move again.

Forward A Move

To move forward after you have moved backwards, , from the 'Options' menu, click on the 'Forward A Move' menu item or click the toolbar button.

Remote Play

Important Note: Pro Backgammon requires Microsofts DirectX / Direct Play support for all remote sessions. If you don't have it loaded on your machine you can download from them at no charge. It provides all the underlying transport support.

Pro Backgammon has support for DirectX 3.0. If you have a newer version of DirectX (5.0 or above), you must delete the file "dplayx.dll" found in the directory you installed this game in.(usually "C:\WinGames.Inc\ADBack").

Starting A Remote Match

To start a remote match, from the 'Game' menu, click on the 'New Match' menu item or click the toolbar button. Then select 'Remote Play' as your opponent, and click the 'Start New Match' button. The remote play dialog box will appear. If the list box has no selections in it, then you need to load Microsofts DirectX / Direct Play.

One player then creates a session and waits for the other player to connect to that session. If you create the session your computer waits for a connection. If you are connecting to a session, depending on the type session, you will be asked different types of connection questions.

Important Note: For Internet play you should connect to your service provider before starting a remote session. Once connected to your provider, you need to get the IP address you are at so you can tell your opponent what address to connect to. You can see what address you are connected as by running the "WinIPcfg.exe" utility found in your windows directory. Give this IP Address to your opponent so that they can use it to connect to you. This address changes each time you connect to your service provider.

If you are connecting to a session, when a session is found the following Dialog box will appear. Select the session you want and click the Ok button. If no sessions are found it still appears but with no choices. At that point you can rescan using the rescan button.

Once you are connected to a session, your 'Chat Window' will appear. If for some reason you get disconnected or just quit playing by starting a new match, the 'Chat Window' will disappear.

Chat Window

This window allows you to talk to your opponent while you are connected. Type your message and hit the return key. You can toggle this window on and off even if you are not connected. To do this, from the 'View' menu, click on the 'Chat Window' menu item or click the toolbar button.

Ending A Remote Match

To end a remote match and disconnect from an opponent, from the 'Game' menu, click on the 'New Match' menu item or click the toolbar button. Then select 'Remote Play' as your opponent. This will prompt you to disconnect from the remote session you are in.

Other Features

Sound

To toggle sound on and off, from the 'Options' menu, click on the 'Sound' menu item or click the toolbar button.

Music

To toggle music on and off, from the 'Options' menu, click on the 'Music' menu item or click the toolbar button.   There are seven MIDI selections included.   They play in a randomly started, curricular pattern.   If you want to replace any of them with your own MIDI selections, they are named Music1.mid - Music7.mid, and are in the installation directory of this product.

Board Designer

Use the board designer to design any type board you like.   There are 25 different materials to choose from along with every color your computer supports.   When you choose a different layout it is stored until you change it again.   You can also open or save a particular layout you like.

Great Gift Idea!

Additional CD's & Disks!

WinGames.Inc Collection - All our best games on one CD!

Windows '95 Collection - Our best games on one CD.   Includes Game Chest, BIG 8 Solitaire, Botz, Penny's Arcade and Total Recall. A real value with over 15 fully enabled games.

Pro Backgammon - Another 'InterSoft' game.   The **'ZDNet 1997 Product Of The Year'** winner for board games. It has 5 levels of match play, 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

All American Gin Rummy - 3 great gin games including Standard Gin, Hollywood Gin, and Oklahoma Gin Rummy. It features 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

Dominion - Another 'InterSoft' game.   This classic board game will challenge even the most experienced game player.   It features 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

Dominoes Deluxe - Our fourth 'InterSoft' game.   This classic allows you to play Draw, Block, and Muggins on boneyards of 6s, 9s, 12s, 15s.   It features 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

Big 8 Solitaire - Eight of the greatest solitaire games of all time with full computer play.   Includes Auld Lang Syne, Canfield,   Flower Garden, Grannies Clock, Klondike, Little Spider, Magic Carpet and Osmosis.

Game Chest   - A challenging collection of games including Backgammon, Yatze, and Rummy to be played with two players or against the computer.   Two versions of mind numbing Solitaire as well, Queen's Audience and Fortune's Favor.

Total Recall - Follow the sights and sounds without being dazzled.   A quick paced game to challenge your memory and reaction time.   Not a simple simon.   Truly addicting.

Penny's Arcade - Try your hand at a shooting gallery with a full range of skill levels and configuration options. For one to four players, a carnival of   prize winning fun.

Botz - Enter the Gardens of Zardonia and battle the Botz.   Over 60,000 exciting gardens,   with rendered graphics and arcade style sound.

Board Games for 2 - Chess, Checkers, Backgammon, Goban, Pipes, Race Chase, Flag Ship and Fox & Hounds. Play with a friend on the same machine, on any network or using a modem. (available in 3 ½" diskette and email formats only)

Solitairy Confinement - A **'ZDNet 1996 Product Of The Year'** nominee for card games it has eight solitaire games which require a full range of skill, knowledge and lady luck.   Fortune's Favor, Accordion, Beleaguered Castle, Calculation, Quadrille, Four Season's, Queen's Audience and Chameleon. (available in 3 ½" diskette and email formats only)

Super Shareware Game Collection - For those who wish to "try before they buy", the shareware versions of all games listed below on one CD.

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