<FORM1>
>-<
BACKGAMMON

Introduction
<-
     Backgammon is a two-player game of confrontation and race. This page will give
you the information you need to start and play a game of backgammon without
having to sift through the rules of the game. The RULES page highlights the
history of Backgammon and details the rules of play.

>-<
Objective
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     A game of backgammon is over when:
          1) One of the players gets all 15 of their men into their bin,
          2) One of the opponents refuse an offered double, or
          3) One of the opponents forfeit.
     The winner is, respectively:
          1) The player who gets all of their men into their own bin,
          2) The player who offered the refused double, or
          3) The player who does not forfeit.

>-<
Creation (Choose icon with hand chiseling marble)
<-
     The create dialog allows you to:
          1) Specify a name for this game,
          2) Specify the number of players:
                    (1 to play against a computer opponent or
                    (2 to play against a human opponent.
                         (as a learning experience choose 1)
          3) Choose the side you wish to play (Red, Black, Either), and
          4) Ask for the hint arrows.
                    (until you are familiar with the rules make sure this box is marked)

>-<
Start (Choose icon with foot prepared to run)
<-
     Select line containing name specified above and then choose PLAY.

>-<
Exit
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     You may exit the game with the intent of continuing later by choosing the 'Exit'
option of the Play menu or you may exit permanently by choosing the 'Forfeit'

option of the Play menu. Exit will pause game until you chose to play it a-
gain. Forfeit awards your opponent the game at twice its current value and
ends the game.

     You will be asked if you want to play another game with same game options when
ever the game has ended.

>-<
Sounds
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     You may turn the music and/or the sound effects on or off by choosing the
appropriate Sounds menu option.

>-<
ToolTips
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     You may disable/enable tooletips through ToolTips menu option.

>-<
First move
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     Each player rolls a single die until one rolls a higher value than their opponent.
You roll by placing mouse over die in 'dice to roll' hold box and click-re-
leasing the left mouse button. The highest roller is first. If doubles are
rolled the Doubling Cube is doubled and players roll for first again. If the
Doubling Cube's value is four then doubles are ignored until the first player
is determined and has made their move.

>-<
Subsequent moves
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     It is your turn to roll (or double) if the dice are visible in the dice box.

     It is your turn to move if any dice are in the rolled dice area.

>-<
Doubling
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     The Doubling cube is the red cube on the center of the board. If you were not
the last person to 'offer' a double during this game you may 'offer' a double
after your opponent has finished their move and before you roll the dice.
You 'offer' a double by placing the mouse over the Doubling Cube and then
clicking-releasing the left mouse button. If your opponent accepts the of-
fered double then the Doubling Cube value is increased and you may continue
with your turn. If your opponent declines the offered double the game is
over and you have won.

>-<
Movement
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    If you chose to get the hint arrows during game creation then yellow arrows
will point to wich men can be picked up. Once a piece has been picked up
a yellow arrow will show where the man was picked up from and red arrows
will show where it may be placed.

    For Red movement is counter clockwise from the upper-right to the lower-right.
For Black movement is clockwise lower-right to upper-right.

    To pick up a man for moving you will place the mouse over the man to move and
then click-release the left mouse button. This will pick the piece up and it will
move around with mouse.

    To place a man you will place the dragged piece over the place you
want to move to and then click-release the left mouse button.

>-<
Scoring
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    A game is worth three points, and called a 'backgammon', if the losing player
has no men in their bin and a man on the bar or in their inner table.

    A game is worth two points, and called a 'gammon', if the losing player has no
men in their bin.

    A game is worth one point in all other positions.

    The Doubling Cube value is multiplied by the game value to get the rating ad-
justment factor. This value, along with the players' current ratings,
is used to determine the players new ratings.

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      so ... how are you ... oh silent one
--
TIA+Ciao   (From Rolyatnill's Randomly Meandering)   Linn Taylor
         I woke with fire in the sky
       bright flames burning through the clouds
        echoing the blood in my veins
    a mirror of my spirit's voice rising in command ... LIVE !!!

From ???@??? Tue May 28 09:04:45 1996

<FORM1>
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History
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The history of backgammon is replete with conjecture and romantic hypothesis.
Historians generally agree that the mother of backgammon was played 5000 years
ago by the Sumerians in southern Mesopotamia. An excavation in the biblical
home of Abraham, the Ur of the Chaldees, now in Iraq, uncovered five game lay-
outs which bear some resemblance to the backgammon boards of today. There is
evidence that, several thousand years later, the Egyptians played a game that
may also be an ancestor of backgammon; however, this version has many dis-
similarities to the current backgammon game so that any relationship may just
be romantic hopefulness.

Plato commented on the popularity of a Greek form of the game. Sophocles
speculated that Palamedes invented the game during the siege of Troy. Homer
mentions it in the 'Odyssey' and Heriditus claims the Lydians invented it.

The Romans played a variant that was so popular that when Pompeii was excava-
ted the archeologists found boards carved in the courtyards of almost every
villa. It is said that Nero played for as much as $15000 dollars (today's
equivalence) a point.

A marble slab with a backgammon board carved into it was found among Christian
relics in Rome; in the center was a Greek cross and an inscription that said,
roughly translated. "Our Lord Jesus gives aid and victory to dicers if they
write his Name when they roll the dice, Amen."

There are enough similarities between backgammon and Pachisi for it to claim
Indian descent but this is not certain as a number of backgammon variants are
found in the Far East. The Japanese play 'sunoroku'; the Koreans play 'sang-

ryouk'; the Chinese 'shwan-liu'; the Thai 'len skae' or 'saka'; and the Malaysians 'main tabal'.

Although it was played during Anglo-Saxon times and is listed in old English glossaries from the ninth and tenth centuries, the Crusades did most to spread the popularity of the game throughout Europe and Britain. In fact, this and other gambling games were so popular among the soldiers and knights that edicts were declared against the playing of these games.

The modern board dates back to the fourteenth century where copies of it have been found throughout Europe. The earliest written record of the name 'back-gammon' occurred in 1645 according to The Oxford Universal Dictionary. There exists today more than twenty-five variants of the game. The single most important modern embellishment was the introduction of the 'doubling cube'. It is not known who added this feature to the game but the result was a resurgence of it's popularity among the Americans and Europeans of the 1920's.

Today backgammon is a popular game played by people of all ages throughout the world. It has been written as a program for almost every computer system available and it is often considered a reasonable framework for artificial intelligence experimentation. We hope that you will enjoy our version of Backgammon and that you will get many hours of pleasure playing it.

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End
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One of the opponents must:
       1) Get all 15 of their men into their bin.
       2) Refuse an offered double
       3) Forfeit
The winner is the opponent who:
       1) Has all 15 of their men in their bin
       2) Offered the refused double.
       3) Did not forfeit

It can be argued that the goal of Backgammon is to prove, to your opponents satisfaction, that you will place all of your men into your bin before your opponent can place all of their men into their bin.

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>-<
Start
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The game begins with one die in the dice box. Clicking on the die icon will roll the die. If your die is higher than your opponents then you may move your men using the dice rolled by you and your opponent. If your roll is lower than your opponents then he can move using the rolled dice. If you and your opponent roll the same value then the Doubling Cube will be rotated to show the next highest value and the die will be returned to the dice box for you to roll for first again. If doubles are rolled more than twice they are ignored.

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>-<
Movement
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By creating the game with hints enabled, arrows will show which pieces may be moved to what places.

After rolling, a move consists of picking up a piece and moving it the number of places indicated on a die and then picking up a piece (possibly the same piece) and moving it the number of places on the other die. If doubles are rolled during normal play move as though there were four dice of the doubled value.

Movement of pieces is clockwise for black and counter-clockwise for red.

You do not move a piece to the bar.

You cannot move a man to a place occupied by two or more of the opponent's pieces.

If you move a man to a place containing a single man of your opponents then the opponent's man will be placed on the bar.

If one or more of your men is on the bar you may not move any other men until there are none of your men on the bar.

To move a man from the bar you move your man to the slot in your opponents inner table corresponding to the die roll used. (E.G. you have a man on the bar and you rolled a 3 and a 5 ... you may move the man from the bar and place him at either the place labeled 3 or 5 in your inner table.)

A man may not be moved to your bin until all of your pieces are in your

opponents inner table.

A man may be move to the bin:

        1) by exact count (E.G. the location in your opponents inner-
table is the same as the die value used), or

        2) if it is furthest from bin and it's location in your oppo-
nents inner-table is less than the die value used.

You must move so that the largest number of places is traveled. For ex-
ample; if the die show a six and a four and the board is arranged such
that you may move the six or the four but not both then you must move
the six.

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Doubling
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At the beginning of your turn, if the doubling cube is in the center with
a value of 2 or at the bottom of the screen you may offer a double to your
opponent. If your double is accepted then the doubling cube moves to the
top of the screen with the face showing the next greatest value unless it
is already at 64; in this case it moves to the center of the screen with
an understood value of 128 and 64 showing. If your double is declined
then the game is over, you are declared winner, and the game is scored as
though you had played the doubling cubes value number of games and won
them all.

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>-<
Scoring
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If the game is ended by a refused double the game is scored as though the
winner had played 'n' games. 'n' being the value of the double at time
double was offered.

Cube Place	Cube Face	Double Value
bar center	2	1
bar	2	2
bar	4	4
bar	8	8
bar	16	16
bar	32	32

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        bar      64          64
      bar center    64          128
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If the game is ended by someone getting all of their pieces in their bin first the game is scored as though the winner had played 'n' times 's' games. 'n' is the value of the double at end of game and 's' is the value describing how well the winner played.

s = 3 if opponent has no men in bin and at least 1 man over 18 moves away from his bin (This is called a 'backgammon'.)

s = 2 if opponent has no men in his bin (This is called a 'gammon'.)

s = 1 for all other case not described directly above.

This value is used together with your current rating and your opponents current rating to calculate your new rating.

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* ************************************************** *************** *
* *  *****  *****  ***** * 6 **5** 4 **3** 2 **1** *  Their Name  * *
* *  *****  *****  ***** *  *****  *****  ***** ***************** *
* *  *****  *****  ***** *  *****  *****  ***** * Icon ** Dice * *
* *  *****  *****  ***** *  *****  *****  ***** ***************** *
* ** * *** * * *** * * **** ** * *** * * *** * * ***** *   Rating    * *
* ** * *** * * *** * * **** ** * *** * * *** * * **** ***************** *
* * *   *   *   *   * **** *   *   *   *  **              *
* * *   *   *   *   * * *B* *   *   *   *   * * **************** *
* *              *A*                * * Black's  Bin * *
* *              *R*   Red's Inner Table   * **************** *
* *              * *                *              *
* *              * *                * **************** *
* *              * *                * *Your Roll Dice* *
* *              ***                * **************** *
* *      Doubling Cube -> ***              *              *
* *              ***                * **************** *
* *              * *                * * Dice to roll * *
* *              * *                * **************** *
* *              * *                *              *
* *              *B*  Black's Inner Table  * **************** *
* *              *A*                * * Red's  Bin * *
* * *   *   *   * * *R* *   *   *   *   * * **************** *
* * *   *   *   *   * **** *   *   *   *  **              *
* **** * * *** * * *** * ** **** * * *** * * *** * ** **************** *
* **** * * *** * * *** * ** **** * * *** * * *** * ** *  Your  Name  * *
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* *****  *****  *****  * *****  *****  *****  * **************** *
* *****  *****  *****  * *****  *****  *****  * * Icon ** Side * *
* *****  *****  *****  * *****  *****  *****  * **************** *
* *****  *****  *****  * **6** 5 **4** 3 **2** 1 * *   Rating   * *
* ***************************************************** *************** *
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>-<
End of Rules
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        Note: several places in this file are sensitive to the fact
that the characters are non-proportional ... so they don't look
right in SAS ...

        The only sure thing is that there are no sure things.
        The only way to handle it is to adapt.