MATTEL ELECTRONICS ®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

BACKGAMMON

™ AMERICAN BACKGAMMON PLAYERS ASSOCIATION



INTELLIVISION™ BACKGAMMON is identical with the board game. You can play against the built-in computer at two different skill levels, one for beginners or intermediates, another for experts! You can sharpen your game, become a player of championship caliber! If you like, two players can compete against each other. All the strategy, luck and suspense of today's most popular board game are at your fingertip, electronic control!

HOW TO WIN! If you want to play **winning** INTELLIVISION™ BACKGAMMON, read this booklet.

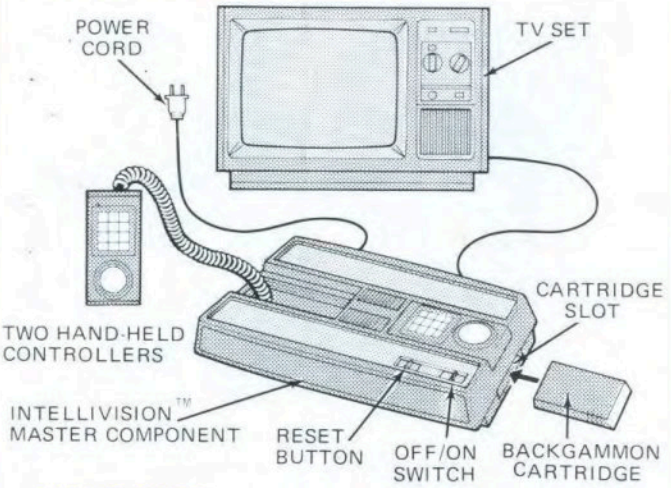
(FOR COLOR TV VIEWING ONLY.)

1119-0920(C)

Illustrations: © Mattel, Inc. 1979 Hawthorne, CA 90250.
PRINTED IN HONG KONG. All Rights Reserved.

OBJECT OF THE GAME: To move all your pieces completely around and off the board (''bearing off''). The first player to do this is the winner!

CHECK YOUR EQUIPMENT



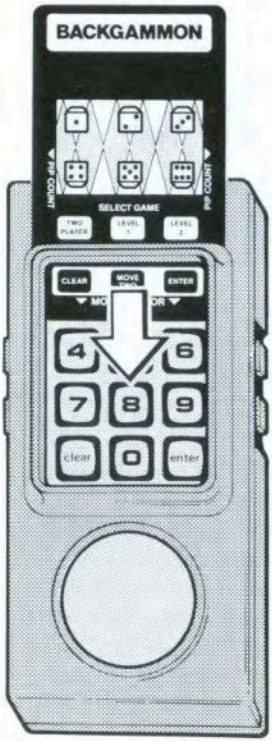
MAKE SURE:

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- BACKGAMMON Cartridge is placed in slot and firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately. (See instructions with Keyboard Component.)

PRESS RESET BUTTON: Title will appear on TV screen:





ADD OVERLAYS

Find the two BACKGAMMON keypad overlays in the cartridge package with this booklet.

Remove Hand Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide to the game:

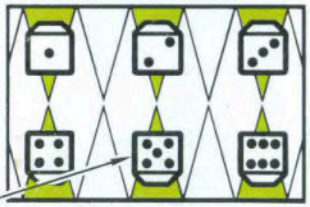
PART 1

THE CONTROLS

This first part of the instructions is for those who already know how to play Backgammon. If you have never played or want to brush up on the rules, please begin with Part II.

1. THE DICE

Each of the numbered dice corresponds to the number of points you can move your piece. Thus, to move a piece five points, press



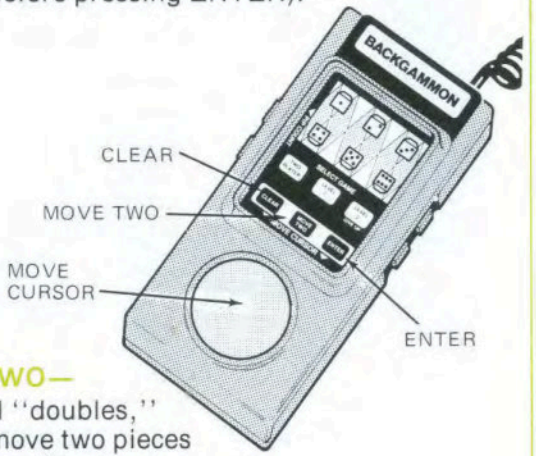
2. SELECT GAME

You can play BACKGAMMON three different ways. One player can compete against the computer at two different skill levels, or two players can compete against each other.

The computer is a good player, but it is not unbeatable. At Level 1 it plays a "safe", conservative game, a good choice for beginning or intermediate players. At Level 2 the computer plays a more sophisticated, daring game, a challenge for advanced players.

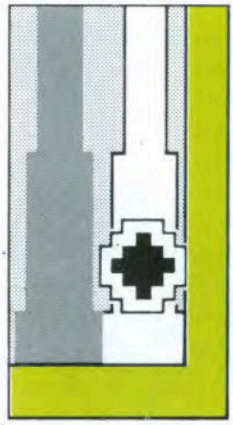


3. CLEAR— Press this key if you change your mind about a move you have made. Your pieces will then be returned to the positions they were in at the start of your turn (you must press CLEAR before pressing ENTER).



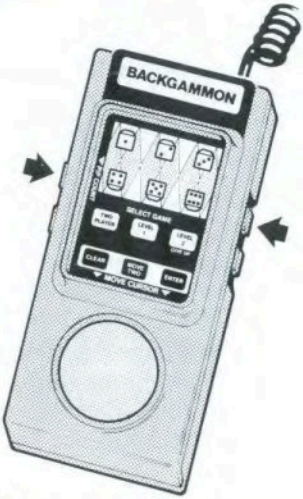
MOVE TWO—
If you roll "doubles," you can move two pieces at the same time by pressing MOVE TWO before pressing the Numbered Dice.

ENTER—
Press this key after you have made all your moves on each turn. This will cause the dice to roll for your opponent's next turn. Even if you're unable to move any pieces on a particular turn, you must press ENTER to make the dice roll. If you are playing against the computer, the dice will roll automatically for your turn after the computer has made its moves.



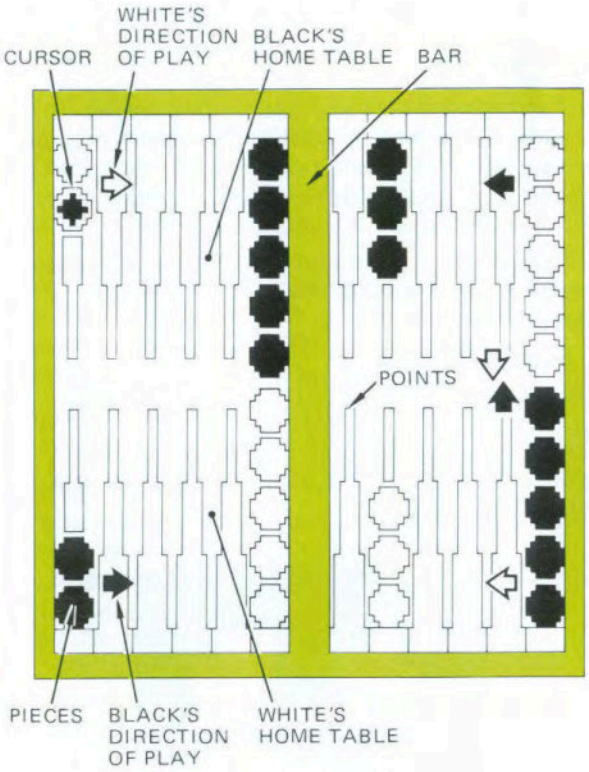
MOVE CURSOR—
Press this disc to move the ''cursor'' along (''brown ring'' indicator). The cursor designates which piece you want to move. Each time you press the disc the cursor will move to your next moveable piece. (Be sure to press lightly so that the cursor does not go past your intended piece--if this should happen continue pressing until the cursor arrives back at the piece you want to move--you cannot move the cursor backwards.)

PIP COUNT—
Press either top side button to see the ''pip count,'' which is a running score of the game. The pip count is found by multiplying the number of pieces on each point times the value of that point. The lower your pip count, the better. (For more about the pip count, consult a book on the complete rules of backgammon.)



THE PLAYING BOARD

You will see on your TV screen a complete Backgammon board with all pieces in starting positions:



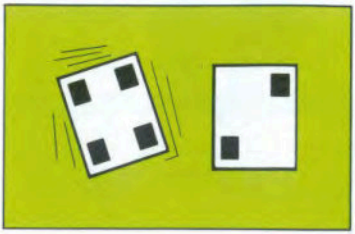
HOW TO PLAY

1. Turn Master Control Switch ON, insert cartridge, put BACKGAMMON overlay in your Hand Controller, and press RESET. You will see the title "BACKGAMMON" appear on your TV screen.

2. Now press the Disc on your Hand Controller to begin play. The BACKGAMMON board will appear.

3. **Select Game**

Choose the way you want to play. Press Level 1 or Level 2 to play against the computer, or TWO PLAYER for competition between two players. Selecting the game **will also produce the first roll of the dice.**



4. When the Dice Roll

The dice will appear on your screen to the right of the board. When a die is rolling it is **blue** in color. As soon as it comes to rest its color changes to **white** or **black** depending on whose turn it is. When playing against the computer, your dice (and pieces) are **white.** The computer's dice (and pieces) are **black.**

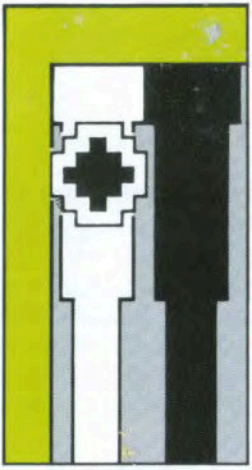
The first roll of the dice is to determine who moves first. As the rolling blue dice come to rest one will turn white and the other black. Whichever color is the higher number wins the first turn, and both dice will then turn the color of the higher die. The player who gains the first turn combines the two dice to make his first moves. For instance, if you are playing against the computer and on the first roll the black die comes up 5 and the white die 3, then the computer wins the right to move first and both of the dice will turn black. The computer can then use the 5 and the 3 for its moves.

Important: Each of the dice **will also turn blue after a player has used that die to make a move.** Thus a **stationary blue die** indicates a move that has been used up.



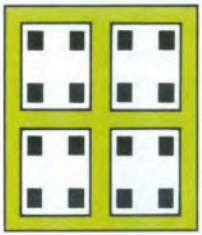
5. **Choose the Piece You Want To Move**

The cursor (brown ring) will automatically appear on the first moveable piece of whichever player has won the roll of the dice. If you don't want to move your first piece, move the cursor along with the MOVE CURSOR Disc to whichever piece you prefer to move.



6. **Now Move Your Piece**

After you've chosen the piece you want to move, press the Numbered Die on your Hand Controller corresponding to whichever of the two rolled dice you want to use first. Your piece will move to the point you have chosen. **Note:** If you roll "doubles," **four** dice will appear. Remember, a die turns **blue** after you've used the move indicated by it.



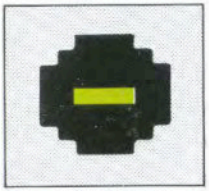
If you change your mind about your move, press CLEAR, then move again.

7. Roll the Dice Again

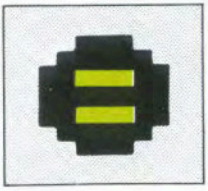
After you've used all your available moves on each turn, press ENTER to roll the dice for your opponent's next turn. After the **computer** moves, the dice roll automatically for **your** next turn.

8. Stacking Pieces

If you run out of room on a point and must stack your pieces, each stacked piece will be indicated by a dash (black or orange). Thus,



means that one piece is stacked on top of another.



means that two pieces are stacked on top of another for a total of three pieces.

9. Hitting A Blot

If you have left a "blot" (single piece) on a point and your opponent "hits" (lands on) it, your piece will automatically be placed on the "bar" in the center of the board. On your next turn the cursor will automatically appear on your hit piece. You must re-enter that piece before moving any other.

10. Bearing Off

The first player to bear off all his pieces will be greeted by a "victory" tune (you must press ENTER after bearing off your last piece). If the computer wins, it will blow its own horn (no need to press ENTER).

11. Resigning

If you think your situation is hopeless and you want to move on to the next game, you can resign by pressing the Level 2 key **twice.** This will produce a victory tune for your opponent. (If you don't care to hear the tune, just press RESET.)

12. Starting Over

To start a new game, press game selector or RESET.

BUZZ!! If you try to make a move that isn't allowed, you'll hear a loud buzz. This will occur when:

- you have tried to move to a point that isn't open--
- you have tried to move a different number of times than the dice indicate--
- you have tried to use a die that has already been used (blue die)--
- you have tried to bear off before all your pieces are in your home table--

All set?!! Now enjoy INTELLIVISION™

BACKGAMMON



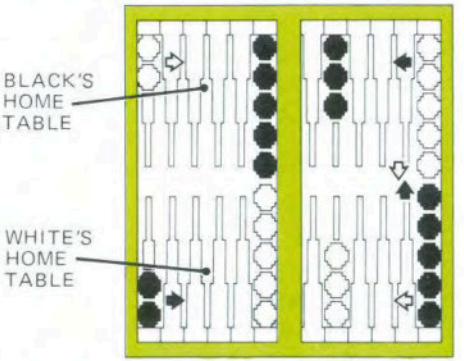
PART 2



HOW TO PLAY BACKGAMMON

Backgammon is a game played by two players (in INTELLIVISION BACKGAMMON the computer can be one of the players). Each player has 15 pieces. The object of the game is to be the first to move all your pieces completely around and finally off the board. Moving your pieces off the board is called "bearing off." The first player to bear off all his pieces is the winner.

The Playing Board



Each player moves in a direction beginning from his opponent's Home Table and coming around to his own Home Table. Thus one player always moves clockwise and the other always counterclockwise.



Following is a glossary of the main terms used in Backgammon:

1. **Bar--**the blank space running vertically through the center of the board.

2. **Bearing Off--**moving all your pieces off the board after they have completed their course to your Home Table.

3. **Block--**when your opponent has two or more pieces on a point; you cannot move to that point.

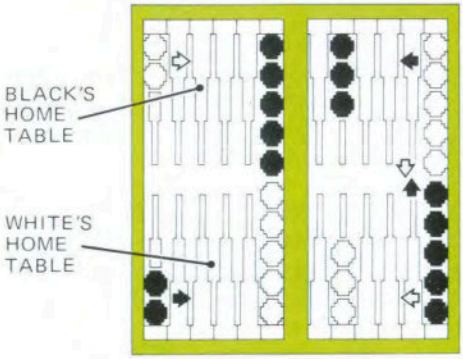
4. **Blot--**a single piece on a point. Can be "hit" at any time.

5. **Doubles--**two dice with the same number of spots. Doubles your moves.

6. **Hit--**landing on an opponent's blot. A hit piece is moved to the bar.

7. **Points--**triangular spaces, 24 in all. You move your pieces from point to point.

8. **Re-Enter--**to move a hit piece from the bar back into play. A player must re-enter a hit piece(s) before he can move any other pieces. The hit piece must be re-started from an open point in the opponent's Home Table.



9. **Table**--a portion of the playing board. Before beginning to bear off, you must bring all your pieces around to your Home Table (see diagram).

A player can move his piece to any one of the ''points'' so long as that point is not occupied by two or more of his opponent's pieces--then it is ''blocked.'' Whether a player can actually move to an open point depends upon a roll of the dice. Pieces move according to the count of the dice.

A single piece on any point is called a ''blot.'' A blot can be ''hit''--that is, if you land on your opponent's blot, his piece must be removed from the point and placed on the ''bar'' in the center of the board. He then cannot move any other pieces until he re-enters into play his hit piece. If he does not get a roll of the dice that allows him to move his hit piece from the bar to an open point in his opponent's Home Table, he must surrender his turn without having moved.

The players take turns rolling two dice (except at the start when each player rolls one) and each can move his pieces according to the numbers on the dice.

You can move any piece at the head of a point as follows:

. . . you can move the same piece twice in succession, once for the number on one of the dice, and again for the number on the other, **provided** that each of the two numbers thrown can move the piece to **unblocked** (one or no opponent pieces) points.

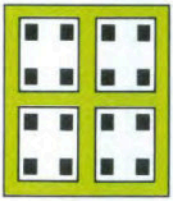
. . . or, if you prefer, you can make your moves with two different pieces, one piece being moved according to one of the dice, and the other piece according to the other die.

. . . if you can use only one of the dice to move, then the other one is ignored and your opponent takes his turn after your one move.

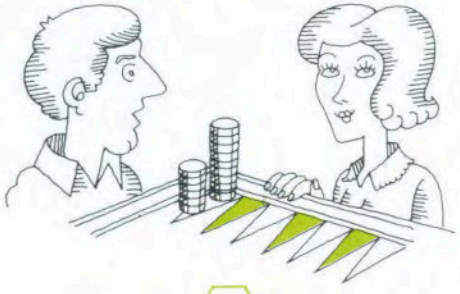
. . . if you are unable to move with either one of the dice, you must surrender your turn.

. . . if there **is** a move available, you must make it.

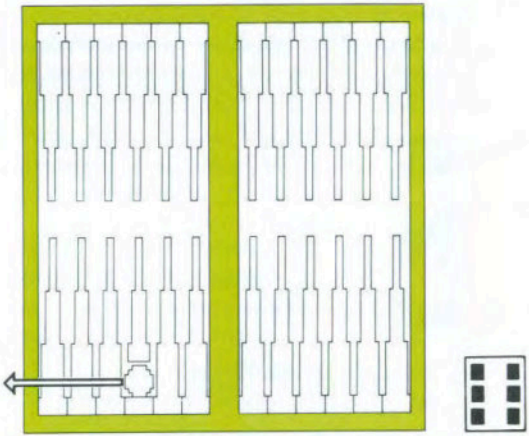
In the event that a player rolls two matching dice, this is called "doubles" and entitles the player to a double move. If, for instance, you roll two fours, you can then move one piece 16 points, or two pieces 8 points each, or four pieces 4 points each, or any combination of moves in multiples of 4. (INTELLIVISION™ BACKGAMMON will automatically show **four** dice if you roll doubles.)



There is no limit to the number of your own pieces that you can have on the same point at the same time. If you run out of room on any point you can "stack" pieces one on top of the other.



Before you can begin to bear off any of your pieces, you must have moved **all** your pieces into your Home Table. You can then bear off according to the count of the dice. If you roll a

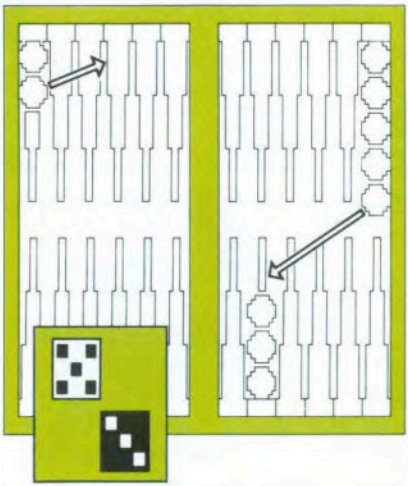


number higher than the number of points you need to bear off a piece, you can still use that roll to bear off provided that the piece in question is your first available move. For instance, if you roll a six but your first moveable piece is on the 4 point in your Home Table, you can use the six roll to bear off that piece.

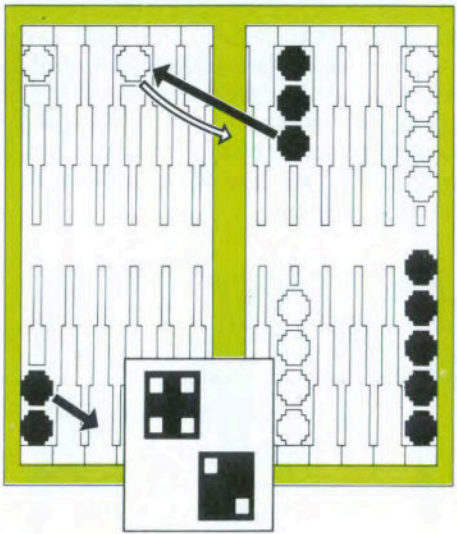
At the start of play each player rolls one die to determine who has the first turn (INTELLIVISON™ BACKGAMMON automatically rolls one die for each player). The higher die wins (repeat in

case of a tie), and the winning player combines both of the the dice to make his first moves.

Imagine Your Starting A Game: White vs. Black. Each throws one die. The white comes up 5 and the black, 3. So White, with the higher roll, gets the first turn. Combining the two dice, he can move one piece 5 points and another piece 3 points, or he can move one piece 8 points provided the individual moves of 5 points and 3 points are **both open.** Suppose White decides to move one piece three points, and the second piece five points.



Black then rolls the dice, and comes up with a 2 and a 4. He chooses to move one piece two points, and with the remaining 4 he moves another piece to "hit" the "blot" left by White on his previous move. White's hit piece must then be removed from the point and placed on the bar.



White must re-enter his hit piece from the bar (by getting a roll of the dice that allows him to land on an open point) before he can move any other piece. If a player has more than one of his pieces on the bar, he must re-enter **all** of them before he can move any other pieces.

There are many subtle aspects to Backgammon, such as different strategies that call for "forward" aggressive play or the "back" game that involves more defensive, calculated play. In some instances it may be unwise to hit an opponent's blot if it leaves you vulnerable to being hit upon his re-entry and thereby set further back in your game.

Here you are provided with the basic rules of the game, but INTELLIVISION™ BACKGAMMON makes it possible for you to practice and quickly develop your skill. For more about the finer points, why not try a little library research!

Now return to Part 1 of the Instructions, and enjoy amazing INTELLIVISION™ BACKGAMMON!!



90 DAY LIMITED WARRANTY

Mattel Electronics® warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics,® Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

SOCCER	1683-4289 ____ sets	U.S. SKI TEAM SKIING	1817-4289 ____ sets
LAS VEGAS ROULETTE	1118-4289 ____ sets	TENNIS	1814-4289 ____ sets
ELECTRIC CO. MATH FUN	2613-4289 ____ sets	GOLF	1816-4289 ____ sets
ELECTRIC CO. WORD FUN	1122-4289 ____ sets	BASKETBALL	2615-4289 ____ sets
FOOTBALL	2610-4289 ____ sets	HOCKEY	1114-4289 ____ sets
HORSE RACING	1123-4289 ____ sets	BACKGAMMON	1119-4289 ____ sets
CHECKERS	1120-4289 ____ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ____ sets
AUTO RACING	1113-4289 ____ sets	ARMOR BATTLE	1121-4289 ____ sets
SEA BATTLE	1818-4289 ____ sets	BASEBALL	2614-4289 ____ sets
		SPACE BATTLE	2612-4289 ____ sets
		BOXING	1819-4289 ____ sets

Amount enclosed _____ Total sets ordered _____

Your name _____

Address _____

City _____ State _____ Zip Code _____

MATTEL ELECTRONICS®

INTELLIVISION™

Intelligent Television



Other electronic games
available from Mattel Electronics.®
Look for them!