LOADING THE GAMES

Before loading either from tape or disc, please ensure that the computer is reset (press CTRL-SHIFT-ESC)

TAPE versions are all loaded as follows:- prepare the appropriate rewound tape. Simultaneously press small ENTER and CTRL keys.

DISC versions - type RUN "chess" (or "draughts", "bridge", "backgammon") <RETURN>

PLAYING TIPS

DRAUGHTS

Black has first move and plays from top to bottom of the board. The object of the game is to capture all your opponents pieces or play him into a position from which he cannot move.
A man can move forwards one square diagonally, or capture by jumping diagonally over an enemy man to land in a vacant square. A capture must be played if it is possible. If another capture is available to the capturing piece then this multiple capture must be played and so on. You can outwit your opponent by forcing him to allow you to make such a multiple capture.
A man reaching the opponents back rank is promoted to a king. Kings may move both forwards and backwards.
Use the strategy of trying to hold your back rank, particularly the bridge squares B8,F8 or C1,G1 and try to break your opponents bridge.
Occupation of the key squares C5 and F4 leads to a better game.
Attack your opponents double corner (A7,B8,B6,C7 for black) and weaken it by exchange of men if possible. A double corner is often worth more than a bridge.

BACKGAMMON

The game starts with your men and your opponent's pieces in predetermined positions. You will always be white. The purpose of the game is to move your men anti-clockwise around the board until they are all in your 'inner table' (points F-A). Once they have all arrived, you may start bearing off the board. Your opponent will be moving the other way, trying to make best use of his dice throws. The winner is the one who bears off first.

Blocking - A piece may not be moved to a point where there are two or more opponents. Use this strategy to hinder your opponent.

A Hit - One man alone on a point is vulnerable to being hit and returned to the bar. Men on the bar have to be re-entered before other men can be played. try not to leave men vulnerable like this.

Return from the bar - use the co-ordinate Z. You have to be able to return to a free point or you forfeit the turn.

Dice throws - You get two numbers which can be applied to any piece. For each die enter the starting point and the die number (eg. K4). You must move by the exact number shown on the dice which means that if you throw 4 and 2, one man may move 4 and the other 2 or one man may move 4 and then 2.

Doubles - If you throw a double, you have twice as many moves. Double three, for example, allows you to make four moves of three points each.

Starting - Who starts is determined by dice rolls at the beginning, the highest roll goes first, using the roll of the dice shown.

BRIDGE and CHESS

There is a large number of Chess and Bridge books. We recommend any of the 'Beginners series' available at most bookshops.
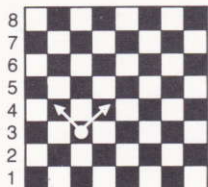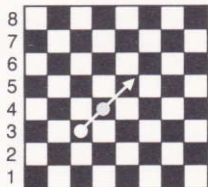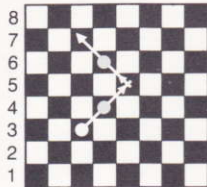

FIG. 1

FIG. 2

FIG. 3

INSTRUCTIONS

CHESS

AFTER LOADING you will get the options screen asking you to type:

N to start new game
A to use the Analyse mode
H for the Help menu.

For **new game** you will be asked to choose your colour and the level of play. You could change levels later if you needed by selecting Analyse mode.

DURING PLAY moves are entered using standard notation e.g. E2E4
To castle - enter only the King's move
En passent - enter only your pawn's move.

TO EDIT A MOVE - make a deliberate mistake in your next co-ordinate and you will get another chance.

TO RESIGN (or enter Analyse mode) type X

BRIDGE PLAYER

1. Bidding. The ACOL system, with choice of No-Trump convention. Stayman and Blackwood.

To bid 1 Heart type 1H, other possible bids are 2N - two no-trumps etc., P - pass, D - Double, R - Redouble.

2. Play. The standard way of entering the card you want to play is to enter first the suit and then the card. E.g. H3 for the 3 of Hearts, CA for the Ace of Clubs, DT for the Ten of Diamonds.

3. Options.

B reviews the bidding.
P peeks at the other hands.
Z claims the rest of the tricks.
E see play to earlier tricks
R recommence play of cards
N Abandon hand and go onto next one
O Abandon hand and return to list of Options.

BACKGAMMON

To play: on your move, simply enter standard co=ordinates, K4 <enter>, for example, will move one of your men four points forward from K.

You will be told if any play is illegal. Moving a man when you have a man on the bar, for example or bearing off when you stil have men outside your innner table.

DRAUGHTS

1. Setting level of play.
Enter a value from 0-9, this sets the look-ahead for the program.
For a fast game of a few seconds set level 3 or 4.

2. Note that, unlike chess, black always moves first.

3. To move:
For a normal, non-capturing move, enter the origin square and destination square and press enter.

For example, to move the white man diagonally forward from C3 to B4, type C3B4 <enter> (see fig. 1)

To capture the black man on D4 (see fig. 2) type C3E5 <enter>

If a further capture is possible, then it must be played (see fig. 3). To capture the black men on D4 and D6 type: C3E5C7 <enter>

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