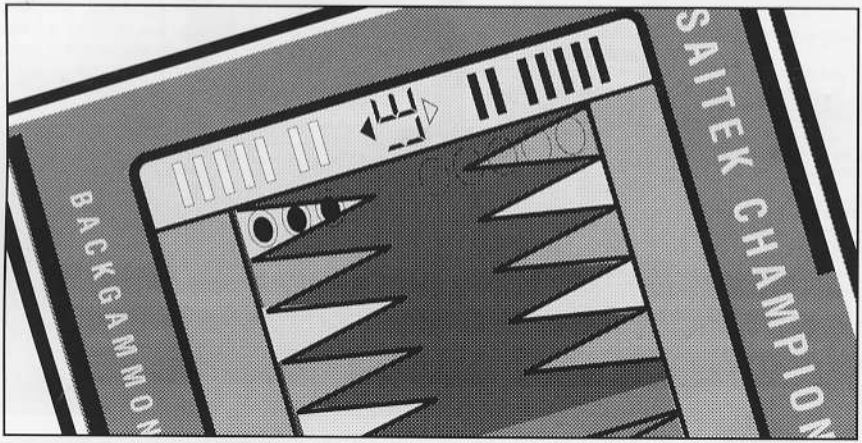
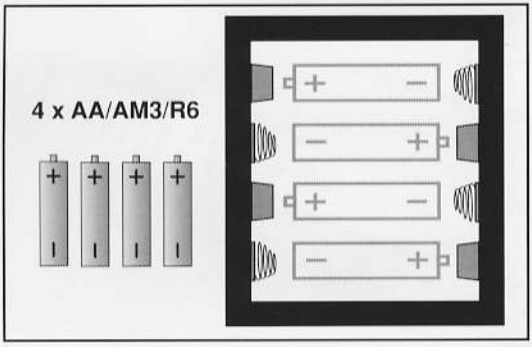
HANDHELD

CHAMPION BACKGAMMON™



Saitek™


4 x AA/AM3/R6

Saitek Hand-held Champion Backgammon

QUICK START

For those of you who would like to play a game immediately, without reading this entire manual first, we have included this Quick Start Procedure especially for you!

1. Insert four "AA" (Type AM3/R6) batteries into the computer, as shown, making sure to observe the correct polarity.
2. Slide the clear plastic cover to the left, thereby automatically turning the computer on.
3. Press **ROLL DICE** to see who goes first. The right-hand die in the display is yours, and if it is higher, it is your turn to move first. If the left die shows the high roll, the computer will automatically go first.
4. Before you make your move, first note the arrow (⬆) pointing to your men. To move any particular man, the ⬆ or ⬇ arrow must indicate the point occupied by that man. Move the arrow by means of the direction keys: ⊂ and ⊃. Once the arrow faces the desired point, press **RIGHT DIE** or **LEFT DIE**, depending on which of the two dice you would like to use to move a man from that point.
5. Go through the same procedure for the second die.
6. Once your move is completed, press **ROLL DICE** again. The computer's dice are rolled, and your *Saitek Champion Backgammon* computer automatically makes its move on the board.
7. Press **ROLL DICE** again to continue the the game as described above. It's as simple as that!



TABLE OF CONTENTS

DIAGRAM OF KEYS AND FEATURES
DIAGRAM OF LCD DISPLAY

INTRODUCTION
How to Use this Manual

A. THE GAME OF BACKGAMMON: RULES AND VARIATIONS

1. RULES OF BACKGAMMON
1.1 The Board and Initial Piece Set-Up
1.2 Moving Your Men on the Board
1.3 Object of the Game
1.4 Starting the Game
1.5 Making Moves
1.6 Hitting a Blot
1.7 Removing Men from the Bar
1.8 Making a Point
1.9 Bearing Off
1.10 Winning: Gammon and Backgammon
1.11 Doubling

2. VARIATIONS OF THE GAME
2.1 Jacquet
2.2 Trictrac
2.3 Moultezim

B. YOUR CHAMPION BACKGAMMON COMPUTER

3. GENERAL OPERATION
3.1 Battery Installation
3.2 Playing Against the Computer
3.3 Starting the Game
3.4 Making Moves
3.5 How the Computer Moves
3.6 Hitting a Blot
3.7 Bearing Off
3.8 Correcting Errors (Taking Back Moves)
3.9 Illegal Moves
3.10 Passing
3.11 Doubling
3.12 Scoring
3.13 Levels of Play
3.14 Interrupting a Game
3.15 Starting a New Game

4. GAME OPTIONS
4.1 Type of Game
4.2 Sound
4.3 Strategy (Type of Play)
4.4 Number of Players
4.5 Direction of Play

5. ADDITIONAL SPECIAL FEATURES
5.1 Changing Sides with the Computer
5.2 Using Manual Dice
5.3 Playing Against Another Person
5.4 Set Up Mode
Clearing the Board
Setting Up a Position: Adding/Deleting Men
Changing the Current Board Position
Special Set Up Rules When Playing Jacquet
5.5 Statistics Function
Pipcount
Hit Probability
Obtaining Game Statistics from the Computer

6. TECHNICAL DETAILS
6.1 Changing Batteries
6.2 The **ACL** Key
6.3 Care and Maintenance
6.4 Technical Specifications

7. TROUBLESHOOTING GUIDE

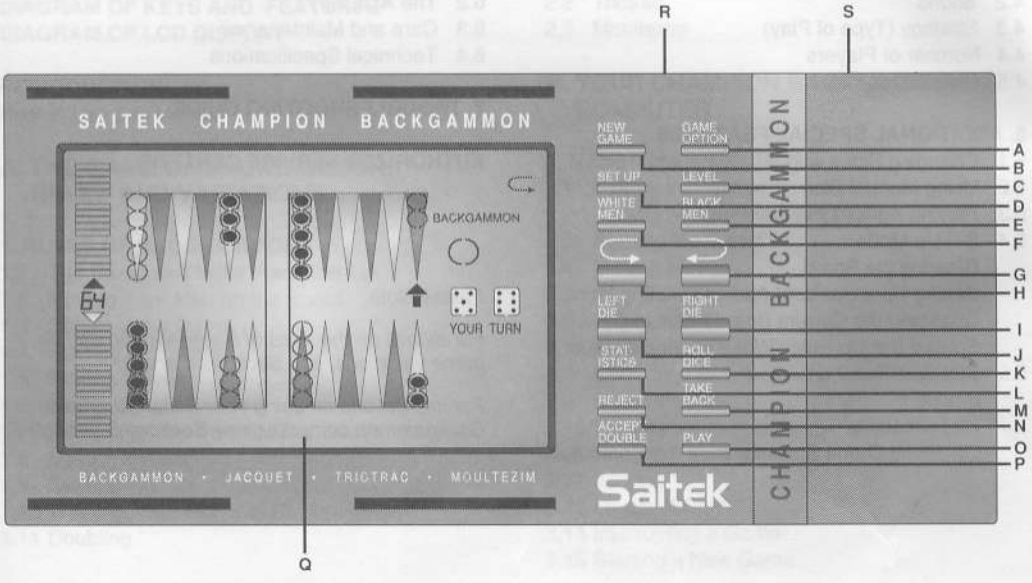
AUTHORIZED SERVICE CENTERS

Please Note:

For details on the rules of Backgammon and its game variations, see Sections 1 and 2.

For instructions on using your Saitek Champion Backgammon computer, see Sections 3 through 7.

DIAGRAM OF KEYS AND FEATURES



A GAME OPTION: Press repeatedly to display main options, and use **REJECT** to make selections from within those options, as follows:

1) **Game Selection:** Backgammon, Jacquet 1, Jacquet 2, Trictrac, and Moultezim.
2) **Sound On/Off:** Game sounds ON by default, OFF when this symbol is displayed: 
3) **Type of Play/Strategy (Backgammon only):** Choose H:0 for standard play; H:1 for conservative play, or H:2 for aggressive play.
4) **Number of Players:** Choose PL 1 for one player against the computer, or PL 2 for two people playing against each other.
5) **Direction of Play:** Choose counterclockwise or clockwise play.

B NEW GAME: Used to start a new game, keeping the same option selections as in the previous game; resets board to starting position.

C LEVEL: Used to select from 10 different levels of playing skill in backgammon.

D SET UP: Used to set up special board positions.

E BLACK MEN: Used in Set Up Mode to add, remove, or change positions of Black men.

F WHITE MEN: Used in Set Up Mode to add, remove, or change positions of White men.

G CLOCKWISE ARROW: Used to move LCD arrow indicators (↑ and ↓) in a clockwise direction around the board.

H COUNTERCLOCKWISE ARROW: Used to move arrows in a counterclockwise direction.

I RIGHT DIE: Used to make move using value shown on right die; also used to enter value of right die in manual dice mode.

J LEFT DIE: Used to make move using value shown on left die; also used to enter value of left die in manual dice mode.

K ROLL DICE: Used to make the computer automatically roll the dice, and to confirm that manual dice rolls have been entered.

L STATISTICS: Used to display hit probability and comparison between pip count for both sides.

M TAKE BACK: Used to retract last move.

N REJECT: Used to reject doubling offer, to change options, and to clear cumulative score.

O PLAY: Used to change sides with computer; used to force computer to make the next move.

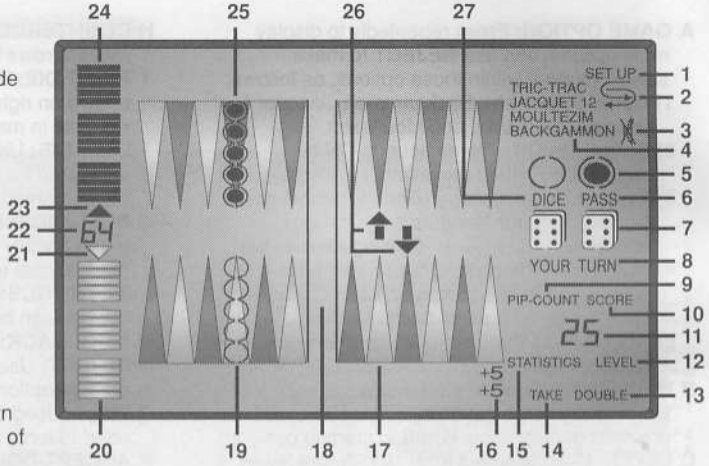
P ACCEPT/DOUBLE: Used to offer to double the stakes or accept double offered by computer in Backgammon; used to accept option setting.

Q LCD DISPLAY: Shows all game activity.

R ALIGNMENT MARK FOR REMOVING SLIDING COVER: To clean sliding cover, align cover with this mark (on back edge of unit) and cover will pull off easily.

S LCD CONTRAST SLIDER: Used to adjust contrast on LCD display.

DIAGRAM OF LCD DISPLAY



1 Displayed when in Set Up Mode
2 Direction of play
3 Sound is off/on
4 Game Selection
5 Black/White indicators
6 Indicates pass (no legal move available)
7 Dice display (double frames highlight doubles and Trictrac dice)
8 Displayed when it is your turn to play
9 Displayed when pip count is shown
10 Displayed when score is shown
11 Used to display different types of game information
12 Displays playing level
13 Displayed when double is offered
14 Displayed when double is accepted
15 Displayed while game statistics are being shown
16 Displayed when more than 5 (or more than 10) men occupy a point
17 Game board
18 Bar
19 White men
20 Bearing off area for White
21 Indicates that White may double next
22 Doubling cube
23 Indicates that Black may double next
24 Bearing off area for Black
25 Black men
26 Arrow indicators (used to make moves)
27 Flashes to prompt you to roll the dice

INTRODUCTION

Congratulations on the purchase of your Saitek Champion Backgammon computer! We hope you will thoroughly enjoy playing against your new computer opponent, and perhaps even learn a great deal about the strategies and pleasures of Backgammon with each game you play.

Backgammon is an ancient game, its roots going back thousands of years, even as far as Biblical times. It has gone through changes and evolved throughout history into what is today one of the most popular games in the world. Perhaps what makes Backgammon so very popular is its entertaining and uncanny combination of skill and chance. Unlike other games of pure skill, in Backgammon the luck of the dice can allow even the beginner to win. Yet an experienced player can often use his understanding of strategy and probability to his advantage, in spite of the roll of the dice. This is exactly what makes Backgammon truly *the perfect game!*

You are about to find out that you have just acquired *the perfect partner* for this very special game — a computer opponent so portable that it can accompany you anywhere you go! The Saitek Champion Backgammon computer knows all the rules of Backgammon, is always ready whenever you are in the mood to play, and has a wonderful command of expert Backgammon strategy. It will entertain you with many exciting games, and you will find the computer's response time to be amazingly fast. You may choose the computer's playing style, to make it play a more aggressive, defensive, or positional game, thus emulating the styles encountered in different human players. Its 10 different levels of playing strength also make this computer ideal for *all* Backgammon players — from beginners, who will delight in victories over the easiest of levels, to advanced players, who will find the higher levels difficult to beat.

Other exciting features of this compact unit include the choice between using computer-thrown dice or manual dice, the ability to set up special positions on the board, the option of taking back a move, position evaluation and automatic cumulative scoring, and a long-term memory to save your game for weeks or even months, if desired! As you read further in this manual, you will also discover that this unique computer has many other special features which you are sure to enjoy.

Adding to its versatility, the Saitek Champion Backgammon computer also offers you the chance to play several of the most well-known *variations* of the game of Backgammon which are popular in other countries. As well as traditional Backgammon, you may also play Jacquet (two different variations), Trictrac, and Moultezim. Complete rules for all of these games are included in Section 2 of this manual.

We hope you will enjoy your new Saitek Champion Backgammon computer as much as we have enjoyed developing it for you. Good luck with your games!

How to Use this Manual

This manual has been divided into two main parts. **Part A** was written especially for those of you who are unfamiliar with the rules of Backgammon and the different variations of this game. In it, you will find the basics of how to play, with a concentration on the game itself, and not on the computer. You will need to have a good understanding of these rules before you actually start playing against the computer.

For those of you who are already familiar with the rules of Backgammon and want to learn how to play against the computer, you may go directly to **Part B**, which provides full details on the use and operation of your new Champion Backgammon computer. Once you have learned the basic operation of the unit, be sure to delve into its many special features and options — they are sure to enhance your enjoyment of the game!

A. THE GAME OF BACKGAMMON: RULES AND VARIATIONS

1. RULES OF BACKGAMMON

This section of the manual is intended for those who are not familiar with the rules of the game of Backgammon and its variations. The combination of text and illustrations will explain the rules to those who don't know the game at all, those who want to brush up on their knowledge of the game, and those who would like to explore some other variations of the game which are programmed into the Saitek Champion Backgammon Computer.

*Please be aware that this section does **not** refer to the actual operation of your Saitek Champion Backgammon computer. For details on how to operate the computer itself, please refer to Sections 3 through 7.*

1.1 The Board and Initial Piece Set-Up

Backgammon is played with 30 pieces (**men**) on the board, 15 White and 15 Black. One player uses the White men, and the other the Black men. The board is divided horizontally, into a White half and a Black half; when playing White, the side of the board closest to you is the White side. The board is also divided vertically, for a total of four sections, or tables. The left side is called the **outer table**, and the right side is the **inner table** (or **home table**). See Figure 1 for a diagram of the sections of the board.

Each table is divided into six triangular **points**, colored alternately in contrasting colors. The middle strip that divides the board into two halves is called the **bar**. At the beginning of the game, the men are set up as indicated in the board position shown in Figure 1.

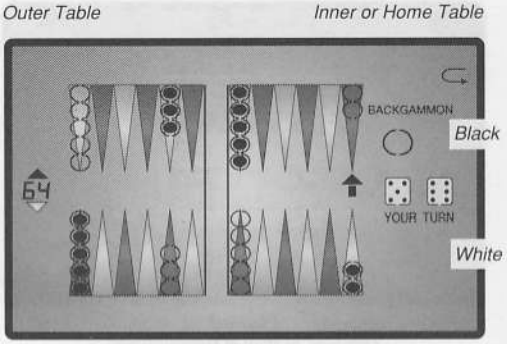


Figure 1
Initial Starting Position for Backgammon

1.2 Moving Your Men on the Board

As noted above, each triangular spot on the board is called a **point**, and there are a total of 24 points on the board. White moves counterclockwise around the board in a horizontal "U" shape (↩), and Black moves in the same shape, but in a clockwise direction (↪), as shown in Figure 2.

Note: Men cannot move backwards.

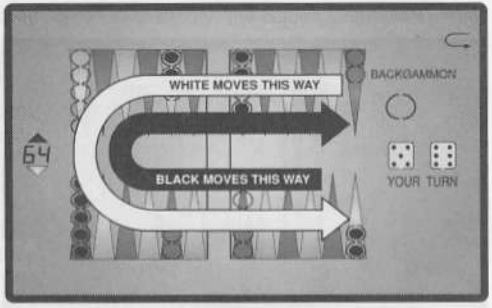


Figure 2
Direction of Play in Backgammon

1.3 Object of the Game

The object of the game is to move your men around the board until you bring all of them into your inner table. After that, you can start taking them off the board (a process known as **bearing off**). The player who first bears off all his men wins the game.

1.4 Starting the Game

At the beginning of the game, each player rolls a single die to decide who plays first. The one who has thrown the higher number makes the first move, using the numbers shown on both dice. If both players throw the same number, they continue to throw until they get different numbers.

1.5 Making Moves

After that, the players roll both dice for each move. A player moves his men according to the numbers shown on the dice he has thrown. The numbers are considered individually, not in sum total. Thus, if a player throws a ⚄ and a ⚂, he may move one man 4 points and then the same man 3 points. Or he may move one man 4 points and move *another* man 3 points. If he uses one man for both moves, the two moves must be individually legal for the moves to be valid. For example, if you roll a ⚀ and a ⚅, and you wish to move a man 7 points, you must be able to move your man 6 points, then another 1, or 1 point and then another 6. However, if your opponent occupies the first and sixth points (with 2 or more men on each point), you may not move 7 and "hop" over the occupied points.

A man may occupy or touch down on any point that is:

- unoccupied,
- occupied by one or more of his own men, or

- occupied by a single man of the other color, called a **blot** (see Section 1.6).

A player must use his full roll, and cannot pass unless there are no legal moves he can make. The men have to be moved in a way that allows for all numbers rolled to be used. In Figure 3, for example, a White man from the 24th point must move to the 17th point (24-23, 23-17), since no other piece can fully use the roll:

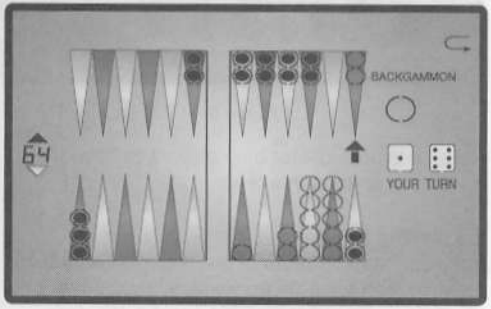


Figure 3

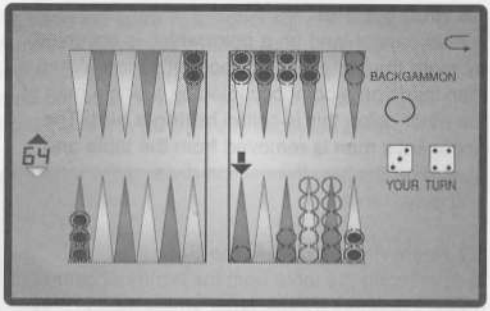


Figure 4

If a player can move either one of the numbers but not both, then he must move the higher number and pass the lower. Figure 4 shows an example of this: With a roll of ⚀ and ⚁, a White man from the sixth point must move to the second point.

If both dice show the same number (**doubles**), the roll is effectively doubled. For example, if a player rolls two ⚅'s, he makes 4 moves of 5 points each.

1.6 Hitting a Blot

A man cannot land on a point which is occupied by more than one of his opponent's men. When a man lands on a point occupied by a single man of the other color, this is called **hitting a blot**. The opponent's man is removed from the table and placed on the bar, the section dividing the inner and outer tables.

1.7 Removing Men from the Bar

Men entering the table from the bar must come in on the *opponent's inner table,* which means they must start their journey to their inner table from the beginning. To remove a man from the bar, roll the dice on your next turn as usual, and then move your man onto your opponent's inner table, if possible.

For example, if you roll a ⚀ and a ⚁, you may enter your man on either the second or fourth point of your opponent's inner table (the second or fourth from the edge). If, however, the points are occupied by 2 or more of your opponent's men, you cannot enter at that time. Therefore, since you **must** enter all your men from the bar before you may move any other men, you must **pass**. Your opponent then rolls again. Figure 5 is an example of this situation:

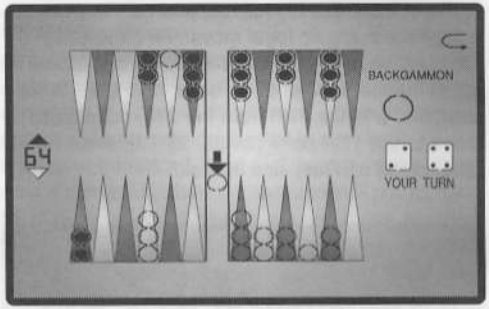


Figure 5

Note: It is possible for both players to have men on the bar at the same time.

1.8 Making a Point

If a point has 2 or more of the opponent's men on it, those men are safe from attack and cannot be hit. Thus, it is an advantage to **make a point** by placing 2 or more of your men on it. Conversely, since a man which is hit must begin again at the

opponent's inner table, it is safer not to leave too many men vulnerable to being hit. You are allowed to move any number of extra men to a point you have made.

1.9 Bearing Off

Once a player has moved all 15 of his men to his inner table, he can begin **bearing off**. This is done according to the dice thrown. Here, too, the player must use his entire roll if possible, or as much of it as he can. The following are examples of bearing off. In Figure 6, if you roll a ⚅ and a ⚁, you may bear a man off from the sixth and second points.

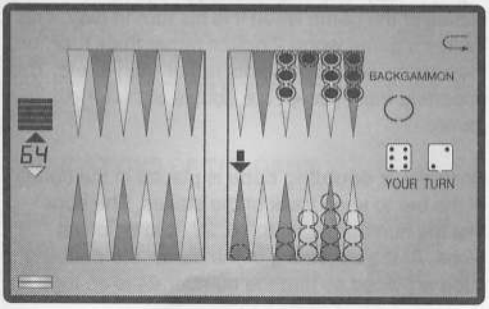


Figure 6

As seen in Figure 7, a higher roll can be used to remove a man *only* if there are no men left on higher points. Therefore, if you roll a ⚅ with no men on the sixth point, you may remove a man from the fourth (or the next occupied point).

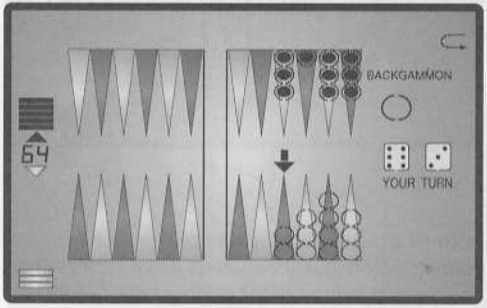


Figure 7

In the next Backgammon position shown in Figure 8, however, if you roll a ⚄, you may not bear off with ⚄, even though you have a man on the fourth point. This is because you still have a man on the sixth point, so you are forced to move *that* man 5 points instead of bearing off.

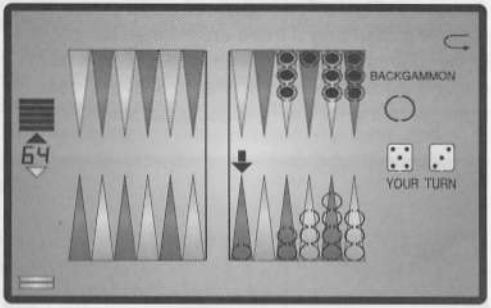


Figure 8

Note: If a player is hit by his opponent while he is bearing off, he must re-enter as usual from the bar and get that man back to his inner table before he can resume bearing off more men.

1.10 Winning: Gammon and Backgammon
A player wins by moving all of his men off the board before his opponent. The winner scores one point for the victory, referred to as the stake. In some cases, however, the winner can score more than one point, as explained below.

Gammon
If the loser has not been able to bear off any of his men, this is called a **gammon**, and the winner scores 2 points (or double the stake).

Backgammon
If the loser has not been able to bear off any of his men, and has at least one man stuck on the bar or on the winner's inner table, this is called a **backgammon**. In a backgammon, the winner scores 3 points (or triple the stake).

1.11 Doubling
A player may challenge his opponent to double the stakes of the game when it is his turn to play. This makes a game worth 2 points rather than 1, or, on the second double, 4 points rather than 2, etc. The opponent must accept the double or he forfeits the game.

Normally, a **doubling cube** is placed in the center of the bar to keep track of the stakes. The cube has the numbers 2, 4, 8, 16, 32, and 64 on its faces. At the beginning of the game, the doubling cube is placed so that the number 64 is on top.

After the first roll, either player may double the stake (normally 1) at any time when it is his turn to roll. He does so by turning the doubling cube to 2 (or if it is a redouble, to 4, 8, 16, etc.), and he then places it on his opponent's side of the table. The opponent must then decide whether to accept the double offer. If he refuses, the game is over and the doubler has won whatever the stake was before his double. If he accepts, the game continues at the new stake, which is double the old. On your Saitek Champion Backgammon game, the doubling cube is simulated on the LCD display, to the left of the playing board.

After a double has been accepted, the person who doubled cannot make the next double — that is, no one can ever double twice in a row. The opponent now has control of the doubling cube, and may use it if desired.

2. VARIATIONS OF THE GAME

Your Saitek Champion Backgammon computer plays four different variations of the game of Backgammon: Jacquet 1, Jacquet 2, Trictrac, and Moultezim. For each of these games, there are many variations which are popular in different countries. This section of the manual explains the rules followed by your Champion Backgammon computer for each of these variations. Please note that the same initial board set-up (as shown in Figure 9) is used for Jacquet, Trictrac, and Moultezim.

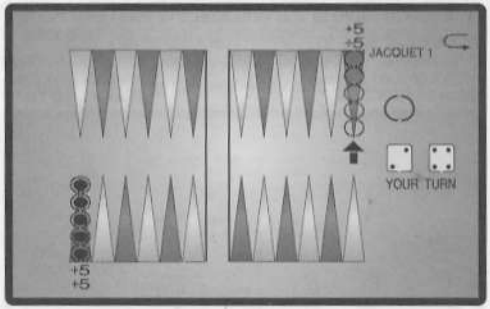
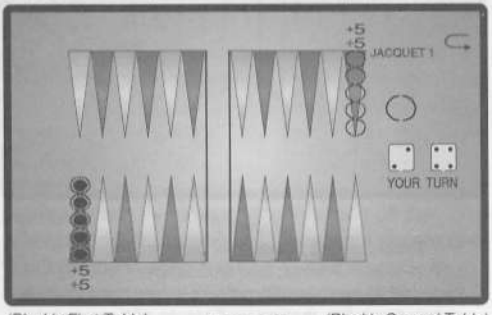


Figure 9
Initial Starting Position for Jacquet 1 and 2, Trictrac, and Moultezim
(Note: All 15 men are placed on a single point in each color's first table, making up 5 stacks of 3 men each)

In these games, the 4 sections of the board are referred to by different names, as indicated in Figure 10. Each opponent's first table is the table where all of his 15 men start from. The computer shows 5 men and also displays +5 and +5 to indicate that there are 15 men on one point. The second table is the next quadrant moving counterclockwise, the third table is the next quadrant, and the fourth table is the last quadrant. This fourth table is the one that the men exit from, in a similar way to normal Backgammon.

White's Second Table
(Black's Fourth Table)

White's First Table
(Black's Third Table)



(Black's First Table)
White's Third Table

Figure 10

(Black's Second Table)
White's Fourth Table

2.1 Jacquet

Jacquet, although played on the Backgammon board and using the same 30 men, is different in many ways from normal Backgammon. The starting position places all 15 men on a single point in the first table, the one furthest from the table from which they bear off. This gives Jacquet a different flow from Backgammon, since all players move counterclockwise, as shown in Figure 11.

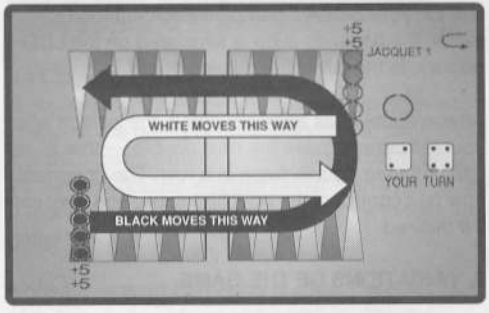


Figure 11

Like Backgammon, however, the object of Jacquet is to move all your men around the board until you can bring them into your fourth table. After that,

you can start bearing them off. The player who first bears off all of his men wins.

At the beginning of the game, each player throws one die to decide who plays first. The one who has thrown the higher number makes the first move, using the numbers on both dice. If both players throw the same number, they continue to throw until they get different ones. As with normal Backgammon, the numbers are considered individually, not in sum total.

In Jacquet, one of the men of each player is called *the Postillon,* and this man must travel from the first table to the fourth table before the remaining 14 men *(collectively called the Talon)* can be brought into play.

At the beginning of the game, to avoid confusion, the *Postillon* is placed on the tip of the point it occupies until it enters the fourth table. Unlike normal Backgammon, in Jacquet there is no hitting a blot, no bar, and no doubling cube. You must always make your move, if it is possible for your men to do so anywhere on the board. You must also always play the lower number of the roll first. If you cannot play it, then you must pass (even if you could have played the higher number). When doubles are rolled, you play the numbers rolled, plus the numbers on the opposite side of the dice. For example, if you roll two ⚄'s, you would play ⚀ and ⚂, and then ⚄ and ⚅ — since 2 is the number on the opposite side of the dice from 5.

In Jacquet, you may block your opponent by simply occupying a point with one or more men. If a point is occupied by a man of one color, the opposing men should not occupy that point either temporarily during a move, or permanently at the end of a move. Thus, it is an advantage to block your opponent by having consecutive points blocked.

Please note the following additional rules, which apply to the game of Jacquet:

a. You may only block your opponent elsewhere on the board with 6 consecutive men or more if you are occupying the last 2 points in your fourth table. Otherwise, 5 is the limit.
b. You may never block your opponent in your second table with 6 consecutive men. At least 1 or 2 points must be left free. In the modern

game, 2 points are left free. The number of points left free must be agreed upon between opponents before the game starts. When playing Jacquet with your Saitek Champion Backgammon computer, the variation where 1 point is left open is called JACQUET 1, and the variation with 2 open points is called JACQUET 2. For details on choosing your desired game, see Section 4.1.

On your Saitek Backgammon computer, you do not have to make the most of your move in Jacquet, unlike Backgammon, as noted in Section 1.5. For example, in Figure 3, you may move a man from point 3 to point 2 and pass, instead of moving a man from the 24th point to the 17th point.

Once a player has moved all 15 men to his fourth table, he can begin bearing off. This is done according to the dice thrown, and the player must use his entire roll if possible. The rules for bearing off are identical to Backgammon, except that when bearing off in Jacquet, the men are placed on the opponent's starting point. You cannot bear off if that point is occupied. In this manner, the pieces become ready for the next game, when the opponents traditionally change colors.

The winner of the game of Jacquet is that player who first bears off all his men. Like Backgammon, the winner scores more points if his opponent is further behind, as shown here. He scores:

1 point if the loser has already borne off at least one man.
2 points if the loser has all men in the fourth table, but has not borne any off.
3 points if the loser has one or more men in the third table.
4 points if the loser has one or more men in the second table.
5 points if the loser has one or more men in the first table.

2.2 Trictrac

The basic rules of Trictrac are the same as those of Jacquet. The starting position is the same, both sides move in the same direction, there is no hitting a blot, no bar, no doubling, and you do not not need to make the most of your move. Also as in Jacquet, you can block a point with a single man. However, the following are some special rules apply which apply in Trictrac.

a. Men may begin to move at any time.
b. There is no limit to the number of men in any table or the number of positions they hold.
c. A roll of ⚀ and ⚁ is called a *Trictrac*, and the player then moves 1, 1, 2, 2, 5, 5, 6, and 6, *in that order.*
d. If there are no legal moves, remaining moves are lost.
e. Doubles are treated as in Backgammon, by playing the number 4 times.

Once a player has moved all 15 men to his fourth table, he can begin bearing off. The rules for bearing off are identical to normal Backgammon. Unlike Backgammon, however, the winner in Trictrac wins only 1 point, regardless of whether or not his opponent has borne any men off.

2.3 Moultezim

This variation, popular in Turkey, is similar to Trictrac and Jacquet — it uses the same initial starting position, the same counterclockwise movement, no blots, no bars, and no doubling. However, the dice rolled may be played in any order, and the player must make the most of his moves. There are no special rolls, though doubles are treated as in Backgammon (the number is played 4 times).

In Moultezim, one man must travel to the third or fourth table before the rest may begin moving. You cannot occupy more than 4 points in your third table in front of the starting point of your opponent. In any of the other tables, you can block with as many men as you like. Bearing off and scoring are exactly as in Backgammon, except that there is no doubling cube.

B. YOUR CHAMPION BACKGAMMON COMPUTER

3. GENERAL OPERATION

3.1 Battery Installation

Your Saitek Champion Backgammon computer operates on four "AA" size (Type AM3/R6) batteries. We strongly recommend that you use alkaline batteries for long battery life (over 150 operating hours). Open the battery compartment and insert the batteries as shown in the diagram at the front of the manual, making sure to observe the correct polarity.

To turn the computer ON, slide the clear plastic cover to the left, as shown in Figure 12.

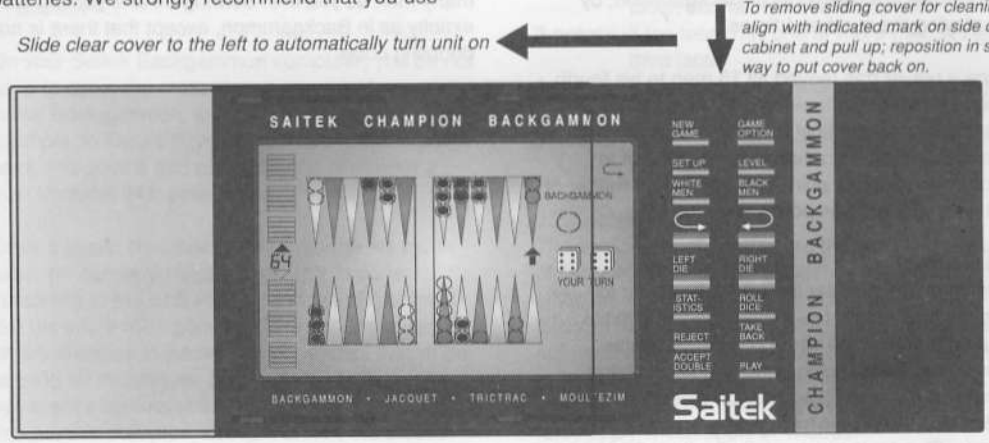


Figure 12

If the computer fails to respond — static discharge may sometimes cause it to lock up — slide the cover back to its closed original position, and then use a paper clip or any other sharp object to press and hold in the **ACL** key on the underside of the unit for a second or two. This will reset the computer. Now slide the cover to the left to turn the unit on once more, and your Saitek Champion Backgammon computer should be ready to play.

IMPORTANT: To ensure that the computer's memory contents are not lost, you should keep good batteries in your Champion Backgammon computer at all times. When the batteries are low, the LCD display becomes difficult to read. When this occurs and the display cannot be adjusted by the LCD Contrast Slider, you need to replace the batteries. For instructions on replacing batteries and the **ACL** key, see Section 6.

3.2 Playing Against the Computer

After first switching the computer on, all the segments of the LCD display come on for a brief moment — this is simply the computer's initial test procedure. The computer beeps to indicate that it is ready to play, and all of the default game options are in effect at this point. The pieces are set up in their initial positions; the display shows BACKGAMMON and ↻ to indicate that the computer is set to play a normal game of Backgammon, with White moving in a counterclockwise direction; the doubling cube shows 64, indicating that both players have the option of doubling the stakes of the game; YOUR TURN is displayed; DICE display flashes, reminding you to roll the dice to determine who starts the game; and the SCORE is set to 0.

Note: If the computer has already been in use, certain game options may have been altered and the computer may not be set to play a "normal" game, as described above. It may be set, for example, to a two-player game (where two humans play against one another), or it may be set for one of the different variations of Backgammon, thus showing a completely different initial start-up position. If this happens to be the case, please refer to Section 4, which explains how you can use the **GAME OPTION** feature to select exactly the kind of game you want. As an alternative, you can clear the permanent memory and reset all game options to their default states by removing the

batteries from the unit, pressing the **ACL** key for at least 2 seconds, and then reinstalling the batteries.

3.3 Starting the Game

To start the game, press **ROLL DICE**. The Champion Backgammon computer automatically rolls a die for each side to determine who goes first. The corresponding LCD display is shown in Figure 13.

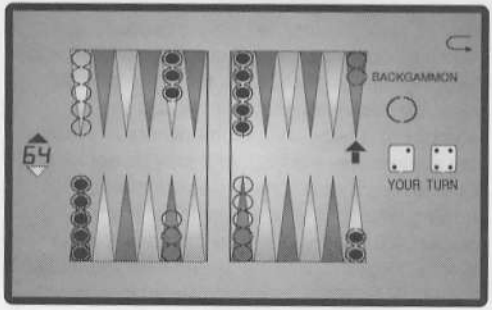


Figure 13

- The right die in the display is yours, and if it is higher, you have the first move (○ remains in the display). You must then use the numbers shown on both dice for your move, as explained in Section 3.4.
- If the computer has won the initial roll (the left die value was higher), it briefly displays ⊏▫ to let you know that it is thinking, and then makes the first move, playing with the Black men (● is shown in the display during its turn).
- If doubles are thrown, press **ROLL DICE** again for another roll to see who goes first.

The computer normally plays as Black. However, if you want the computer to play first, regardless of the initial roll, press **PLAY** after the dice are rolled, and the computer will make the first move. If you would like to see the computer play against itself, simply press **ROLL DICE** and **PLAY** repeatedly, watching as the computer makes moves for both sides. You can play through a whole game like this if desired, noting the computer's strategies and manner of play. In this light, your Champion Backgammon computer can become a valuable teaching tool.

Note: If you would rather use actual dice than have the computer automatically roll the dice for you, please refer to Section 5.2.

3.4 Making Moves

After you decide on your move, use the ↵ and ↵ keys to move the indicator arrows (↑ and ↓) around the board until one of the arrows points to the man you want to move. The computer automatically knows which color you are playing, and skips over points which are unoccupied by your men. Once the arrow indicates the point containing the man you have chosen to move, press either **LEFT DIE** or **RIGHT DIE**, depending on which you die value you want to use for that man's move. After the first part of your move has been made, the die you played disappears from the display. Now, play the second number in the same way to complete your move. If you have rolled doubles (or the special *Trictrac* move described in Section 2.2), the display highlights a double frame around each die, as shown below.



Figure 14
LCD Showing Double Frames Around Dice

In this case, you may make 4 moves, as described in Section 1.5. Use **LEFT DIE** to make the moves. If you watch the LCD dice display, you will notice that each die frame disappears from the display as you make each individual move.

If you attempt to make an illegal move, the computer will simply beep and your man will not move.

3.5 How the Computer Moves

After you have made your move on the board, the display flashes DICE and the color indicator shows the computer's color, indicating that you must now roll the dice for the computer's move. Press **ROLL DICE**, and the computer briefly displays ⊏ ▫ to indicate that it is thinking. When it has come up with a move, it automatically makes that move on the board. Watch the LCD display as the computer moves its men, using the indicator arrows to show you how the men are moving.

After the computer has completed its move, DICE again flashes in the display, and the indicator for your color shows, reminding you that it is once more your turn to move.

3.6 Hitting a Blot

When **hitting a blot**, (i.e., moving to a point occupied by a single opponent man), the computer automatically removes that man and places it on the bar.

3.7 Bearing Off

After you have moved all of your men to your inner table, you may begin removing them from the board, a process referred to as **bearing off** (described in Section 1.9). Remember that you must use your entire roll if possible, or as much of it as you can.

As you bear each man off, the computer briefly lights the 6 indicator arrows for your inner table before automatically moving your man to the bear-off area to the left of the game board. The computer bears off its own men in the same manner.

3.8 Correcting Errors (Taking Back Moves)

If you have just made a move and you wish to change it, simply press **TAKE BACK**. The computer automatically takes back the last move made. You may then play another move in its place, but you must either key in the same dice numbers again (see Section 5.2), or press **ROLL DICE** again for another roll.

Note: The Trictrac move 1, 1, 2, 2, 5, 5, 6, 6 (see Section 2.2) cannot be taken back.

3.9 Illegal Moves

The Champion Backgammon computer only accepts and makes legal moves. Therefore, if you try to make an illegal move, the computer sounds a low beep and refuses to accept that move.

3.10 Passing

The computer instantly recognizes if either side is unable to play all or part of the dice roll — when this occurs, it automatically beeps and displays PASS. Press **ROLL DICE** to continue the game.

Note: If the computer can play its first move, but not the second, it makes only the first move and then waits for you to press **ROLL DICE** and make your move to continue the game.

3.11 Doubling

If you wish to double the stakes in a game of Backgammon, press **ACCEPT/DOUBLE** when it is your turn to roll. The display flashes DOUBLE and, if the computer accepts, the display shows TAKE briefly. The simulated doubling cube to the left of the playing board then changes to reflect the new odds. Initially, as explained in Section 1.11, it changes from 64 to 2. With another accepted double, it will change from 2 to 4, then from 4 to 8, etc. If the computer does not accept your doubling offer, it forfeits the game and you automatically win.

When the computer wishes to double the stakes itself after the dice are rolled for its turn, it emits a series of beeps and the display flashes DOUBLE and 2 (or the desired new stake). You may then accept the double by pressing **ACCEPT/DOUBLE** and continue the game, or reject the double and forfeit the game by pressing **REJECT**. If you accept the double, the computer makes its move and the doubling cube value reflects the new stake.

After a double has been accepted by either side, the side who doubled cannot make the next double; that is, no one can ever double twice in a row. The computer indicates which side has "control" of the doubling cube by showing a dark arrow above the simulated doubling cube if Black has the right to double next, or a light arrow beneath the doubling cube if it is White's option to double next.

Note: There is no doubling feature in Jacquet, Trictrac, or Moultezim. The doubling feature is also disabled if you are using the computer to play against another person.

3.12 Scoring

At the end of the game, the computer plays an "end of the game" series of beeps, displays SCORE and shows you the cumulative scores of the games played so far. The cumulative scores for *both sides* are displayed, with the White and Black indicators (○ and ●) flashing in turn. If you wish to clear the cumulative score, you may do so by pressing **REJECT** while the score is being displayed.

Note: If the computer's score reaches 255, the display is automatically reset back to 0.

In the case of a **gammon** (where the loser has not been able to bear off any men), the stake is doubled; in the case of a **backgammon**, (where the loser has not been able to bear off any men and has at least one man stuck on the bar or in the winner's inner table), the stakes are tripled.

For details on Jacquet scoring, see Section 2.1.

3.13 Levels of Play

Your Saitek Champion Backgammon computer offers you 10 different levels of playing skill, covering a wide range of playing strength. Whereas Level 0 is the easiest level, and is meant for beginners, the highest levels are strong enough for very advanced players.

To display the current playing level, press **LEVEL**. Press **REJECT** to change the level, pressing it repeatedly if necessary, until the desired level number shows in the display. Then press **ACCEPT** and the displayed level is automatically in effect. The playing level may be changed at any time during a game.

The playing levels for Backgammon are as follows:

Playing Level	Description
Level 0	Absolute beginner
Level 1	Beginner
Level 2	Beginner
Level 3	Beginner
Level 4	Average
Level 5	Average
Level 6	Average
Level 7	Advanced
Level 8	Advanced
Level 9	Advanced

No level selection is available for the other game variations. Jacquet, Trictrac, and Moultezim can only be played on Level 5.

Note: In addition to choosing your desired playing level, you may also choose from three different types of playing strategy for each level: standard play, conservative play, or aggressive play. For details on this Game Option, see Section 4.3.

3.14 Interrupting a Game

If you would like to interrupt a game for any reason, simply slide the clear plastic cover to the right over the front of the computer to automatically

turn the computer OFF. Your Saitek Champion Backgammon computer retains the last position in its long-term memory and will be ready to continue where you left off when you turn it on again — even weeks or months later!

Note: Do not turn the unit off while the computer is thinking about its move, or while one of the arrow indicators is moving on the board. Wait until the current move has been played out on the LCD display, and then turn the computer off.

3.15 Starting a New Game

To start a new game *during a current game,* simply press **NEW GAME**. The computer resets the board and shows the cumulative scores for both sides. If you want to reset the score to 0, press **REJECT.** Otherwise, press **ROLL DICE** to start a new game, retaining the cumulative scores for the next game. To start another game *after your current game ends,* press **NEW GAME** to reset the board to the starting position, and start playing your next game.

4. GAME OPTIONS

At the beginning of a game, there are various settings and game parameters which you can change by pressing the key marked **GAME OPTION**. Each time this key is pressed, one of the Game Options flashes in the display. While each option is displayed, you may change that particular option by pressing **REJECT**, or you may leave it unchanged and go on to the next option by pressing **GAME OPTION** again. You may also press **ACCEPT** at any time during this procedure to return to the game.

4.1 Type of Game

When **GAME OPTION** is first pressed, the current game variation flashes in the display. Pressing **REJECT** at this point repeatedly cycles through the following options:

BACKGAMMON	=	Normal Backgammon
JACQUET 1	=	Jacquet 1 variation (with 1 free point in the last table)
JACQUET 2	=	Jacquet 2 variation (with 2 free points in the last table)
TRIC-TRAC	=	Trictrac variation
MOULTEZIM	=	Moultezim variation

The game variation which is left in the display becomes the currently selected variation when you

return to your game (by pressing **ACCEPT** or **NEW GAME**), or if you continue choosing other options by pressing **GAME OPTION**. If the board position needs to change for the new variation, the computer does this automatically.

Note: The computer automatically sets up the board for a new game if the type of game is changed (even if you were in the middle of a game when you changed the option). Use caution, therefore, not to inadvertently change the type of game if you are changing other options in the middle of your current game.

4.2 Sound

The next press of **GAME OPTION** allows you to choose between having the sound on or off. Press **REJECT** to cycle between the following:

 not displayed = Sound On

 displayed = Sound Off

4.3 Strategy (Type of Play)

You may also choose from three different types of playing strategy — allowing you to decide how aggressive you want your computer opponent to be. This is accomplished by again pressing **GAME OPTION** and then **REJECT** to cycle through the options, as follows:

H:0 = Standard (optimum) play
H:1 = Conservative play
H:2 = Aggressive play

Note: These strategy options are only available for Backgammon, and not for its variations.

4.4 Number of Players

Normally, you will be playing against the computer. However, your Saitek Champion Backgammon computer also allows two humans to play against one another, using its LCD board. It monitors game play, allowing only legal moves to be made, and keeps track of the score. By using **GAME OPTION** and **REJECT**, you may choose between the following:

PL 1 = One player against the computer
PL 2 = Two human players, with the computer monitoring the moves

4.5 Direction of Play

This option allows you to choose the direction of play for White. Press **GAME OPTION** until the current direction of play is shown in the display, and then press **REJECT** if you would like to change the playing direction.

 = Normal direction of play (counterclockwise)

 = Reverse direction of play (clockwise)

Note that the board position is changed, according to the direction of play chosen. The computer automatically knows which playing direction you have selected, and sets up the LCD board accordingly.

5. ADDITIONAL SPECIAL FEATURES

Your Saitek Champion Backgammon computer has even more special features which make it a wonderfully versatile and interesting player and opponent. You will find detailed descriptions of these features in the following sections.

5.1 Changing Sides with the Computer

You may change sides with the computer at any time simply by pressing **PLAY** instead of making a move. You may do this as often as you like during a game. By pressing **ROLL DICE** and **PLAY** over and over, after every move, you can even watch the computer play an entire game against itself!

5.2 Using Manual Dice

If you sometimes feel that the computer may be manipulating the dice rolls in its favor, you can be assured that this is completely unfounded. The Saitek Champion Backgammon computer never cheats and, in fact, contains a very elaborate algorithm (which has been independently verified, mathematically) to ensure that all dice throws are completely random.

You do, however, have the option of using the actual dice that are supplied with the set and entering the rolls manually, if you wish. You may do this in the following manner: When DICE is flashing in the display to indicate that the dice should be rolled, instead of pressing **ROLL DICE** to have the computer roll automatically, simply roll your own dice and then use the two die keys to

enter the roll. For example, say you roll a ⚃ and a ⚅. To enter the ⚃, press **LEFT DIE** 4 times. The display now shows ⚃ for the left die. Now press **RIGHT DIE** 6 times, and the display shows ⚅ for the right die. After the dice roll has been entered, press **ROLL DICE** to confirm the entry, and then simply make your move as usual (or press **PLAY** and the computer will use that roll for its move).

Note: If you enter doubles for your dice roll, the display reflects this by showing double frames around the two dice, as in ⚃ ⚃.

You may play the entire game however you wish: using manual dice, computer-generated dice rolls, or a combination of both.

5.3 Playing Against Another Person

Your Champion Backgammon computer has the ability to act as a referee by allowing you to use the computer to play against another person. As noted in Section 4.4, after pressing **GAME OPTION** to display the current number of players (normally displayed as PL 1 — one player against the computer), press **REJECT** to change the display to PL 2. Then press **ACCEPT**, and the computer is set for two-player mode. Each of you may now enter moves on the computer and play a game against one another. Entering moves is exactly the same as in a game against the computer. The computer rolls the dice for you, keeps track of the score, and makes sure that no illegal moves are made. If you ever want the computer to move for you, simply press **PLAY** before starting your move.

5.4 Set Up Mode

One good way to learn more about the game of Backgammon is to study different board positions, and your Saitek Champion Backgammon computer allows you to do just that! Using Set Up Mode, you can modify any current board position, or even set up any special position of your choice by clearing the board and then entering the desired pieces. To enter Set Up Mode, simply press **SET UP**. Notice that SET UP flashes in the upper right corner of the display. It continues to flash the whole time you are in Set Up Mode.

Clearing the Board

There may be times when you want to set up a board position completely from scratch. In a case like this, you will want to clear the board of all

pieces before you start setting up the new position. To accomplish this, simply press **NEW GAME** while you are in Set Up Mode. The computer beeps, the board is cleared, and all the men appear in the bear-off area to the left of the board.

Setting Up a Position: Adding and Deleting Men

Now, use the directional keys (↩ and ↪) to move to the desired points on the board. Note that the ↑ or ↓ arrow moves to a different point each time one of the directional keys is pressed. To enter a man on any particular point, first make sure the ↑ or ↓ arrow is indicating that point in the display. You then have the following options:

- ***To enter a man on a point:*** Press **WHITE MEN** (or **BLACK MEN**) once to enter one White man or one Black man on that point. The display indicates the currently selected color by showing the corresponding color symbol to the right of the board (○ or ●). Press **WHITE MEN** or **BLACK MEN** repeatedly to enter more men of the same color on that same point.
- ***To delete a man from a point:*** Press the key which indicates the opposite color from the men occupying that point. For example: If a point contains 5 Black men, pressing **WHITE MEN** while the arrow indicates that point takes one of the Black men off that point. Pressing **WHITE MEN** repeatedly continues to delete men from that point.
- •• ***After you have set up your position:*** You must make sure that you set the correct side to move before you exit Set Up Mode. The side to move is always indicated by showing either the White symbol (○) or the Black symbol (●) to the right of the playing board. If the correct color is shown, you need do nothing. If you want to change the color to move, simply press **WHITE MEN** or **BLACK MEN** to change the color, before you get out of Set Up Mode. Make sure that you do not inadvertently add or remove a man while changing the color.
- ••• ***To exit Set Up Mode:*** When you are satisfied with the position you have set up, press **SET UP** again to exit Set Up Mode. You may now continue to play as usual.

To experiment with how to use Set Up Mode, go through the following steps, in which you will manually set up Backgammon's initial starting position. Although when you choose to play Backgammon, the computer obviously sets this

position up for you automatically, for the purposes of learning how to use Set Up Mode, going through this exercise will be good practice.

1. With the computer set for a normal game of Backgammon, press **SET UP** until SET UP flashes in the upper right of the display to indicate that you have entered Set Up Mode.
2. Press **NEW GAME**. All men are removed from the board, and 15 men of each color appear in the bear-off area to the left of the board.
3. Notice that the indicator arrow (⬆) is on the first point of Black's inner table. You now want to enter 2 White men on that point.
4. Press **WHITE MEN**. Note that a White piece (○) appears on that point. Press **WHITE MEN** again to put a second White man on that same point.
5. Now press ↪ 5 times to move the indicator arrow to the left 5 points. Press **BLACK MEN** 5 times to enter 5 Black men on this point.
6. Press ↪ 2 more times (notice that the arrow skips over the bar area). Press **BLACK MEN** 3 times to enter 3 Black men on this point.
7. Press ↪ 4 more times and then press **WHITE MEN** 5 times to put 5 White men on this point.
8. Press ↪ again, noticing that the symbol now changes to a lower arrow (⬇) to indicate the next point.
9. Press **BLACK MEN** 5 times, watching 5 Black men appear on this point.
10. Press ↪ 4 times, and press **WHITE MEN** 3 times to enter the next set of men.
11. Press ↪ 2 times (notice again that the arrow skips over the bar area), and then press **WHITE MEN** 5 times for that point.
12. Now press ↪ 5 more times, and then **BLACK MEN** twice. You have now manually entered the initial Backgammon starting position.
13. While the ⬇ is still in this same position, press **BLACK MEN** once more, and note that the computer gives you an illegal beep indication. This is because all 15 pieces for Black are already on the board, and the computer knows that you cannot enter any more Black pieces.
14. Also while in this same position, practice removing a man from the board by pressing **WHITE MEN** one time. Notice that this action "takes away" one of the Black men on that point. Press **BLACK MEN** again to put that man back on the board.
15. To change the color to move to White, press ↩

once to indicate an *unoccupied* point and press **WHITE MEN** again — this changes the starting color without adding or removing a piece. Now press **SET UP** to exit Set Up Mode, and you are ready to play from the position you have entered.

Please note the following additional rules regarding Set Up Mode:

- As men are added to the board or deleted from the board, the men correspondingly appear/ disappear in the bear-off area to the left of the board.
- The LCD is capable of displaying up to 15 men on one point by using the +5 displays.
- You may not enter more than 15 men for each side.
- If you enter less than 15 men for each side, the computer assumes that the rest have borne off.
- The computer will not accept an illegal position.
- If you use **NEW GAME** to clear the board while in Set Up Mode, but do not enter any men on the board, when you press **SET UP** again, the board will simply be set up for a new game.

Changing the Current Board Position

You may also use Set Up Mode to change the current board position. This is accomplished by pressing **SET UP** at any time during a game, and then following the procedures for entering and deleting men from the board, as described previously in **Setting Up a Position: Adding and Deleting Men**. (Caution: Do not press **NEW GAME** in this case, or else the current board position will automatically be cleared.) When you are finished changing the position, press **SET UP** again to return to your game with the new position.

If you are changing an initial board position (or a position where no men have yet been borne off), remember that you must take men away from points in order to move them to new points, since the total number of men allowed in the game is already on the board.

Special Set Up Rules When Playing Jacquet

Some special rules apply if you are playing Jacquet and using Set Up Mode. In order to better understand these rules and for full details on how to play Jacquet, see Section 2.1.

- If one man *(the Postillon)* is not in the final table, the other 14 men *(the Talon)* must be in the starting position.
- The number of free points in the second table must be at least 1 (for Jacquet 1) or 2 (for Jacquet 2).
- You cannot set up a position with more than 5 consecutive points occupied by men of the same color if that side does not occupy the last 2 points of his fourth table.

5.5 Statistics Function

Your Champion Backgammon computer has a special Statistics function which can give you valuable game information. This function gives you an analysis of which side is ahead, and shows you the chances of men being hit. Using the Statistics feature can help you to develop an understanding of the element of chance in Backgammon. It can be especially helpful in assessing risk in order to help you formulate strategies. Since the element of chance is quite significant in the game of Backgammon, understanding probability is an important part of becoming an accomplished player, especially with regard to the chances of men being hit.

Before explaining how the Statistics feature works, here are a few words regarding the specific items which are addressed by this feature.

Pipcount

The pipcount refers to the total number of points that a player must move his men before they are all off the board. Both players start with a pipcount of 167, and they work their way down through the course of the game. As an example, after rolling a ⚂, ⚀ combination, you would have a pipcount of 163 (your men have moved 4 points, and the total points remaining have thus been reduced by 4). When a man is hit and placed on the bar, that side's pipcount can increase, since that man must re-enter the board and move back toward the inner table once more.

The comparison of pipcount effectively tells you the side currently in the lead, which is important when considering doubling. If you would like to develop your ability to assess which side is leading, a good exercise is to try to estimate the difference in pipcount by examining the board; then check your estimate against the one provided by the computer.

Hit Probability
This statistic is important because in some situations, being hit can cause you to lose the game — especially when your opponent is close to having all his men in his inner table and is almost ready to start bearing off. When your opponent has covered most or all of the points in his inner table, being hit is almost certain to make you lose the game, since this allows him to block you from re-entering from the bar while he starts bearing off.

Statistics are calculated based on 36 possible dice combinations (2 dice with 6 sides each: 6 times 6 equals 36). If a blot can be hit by a combination of ⚂ and ⚅, then the odds of the man being hit are actually 2 in 36, because both a ⚂, ⚅ combination and a ⚅, ⚂ combination allow for the same move. Note that, for statistical purposes, the two are considered different combinations. The odds for doubles, for example ⚁ ⚁, are only 1 in 36, since there is only one possible combination which allows the same moves.

Obtaining Game Statistics from the Computer
Try out the Statistics feature for yourself by following these steps:

1. When it is your turn to play, press **STATISTICS**. The display shows PIP-COUNT, the color symbol (○ or ●) for the color which is ahead, and the difference in pipcount (the number of points by which that side is leading). For example, a display of ● and 6 indicates that Black is ahead by 6 points.
2. Press **STATISTICS** again. The computer now shows STATISTICS and scans the board, coming up with the chances of any of your blots being hit. ○ and 24, for example, means there is a 24 in 36 chance that a White blot will be hit.
3. Press **STATISTICS** again, and the computer shows the odds of any of the other side's blots being hit. The display changes to show ● and 21, for example, if there is a 21 in 36 chance that a Black blot will be hit.
4. Press **STATISTICS** again to return to normal game play.

Please note the following special circumstances:
- Hit probability is available for normal Backgammon, but when playing one of the variations, only the pipcount is given, since hitting is not allowed in those games.

- On the rare occasion that a possible dice combination cannot be used in a legal move to hit a blot, the actual hit probability is slightly lower.
- When the pipcount is more than 256, the computer's display will start from zero again.

6. TECHNICAL DETAILS

6.1 Changing Batteries

To install batteries:

1. Slide the clear plastic cover to the right to automatically turn the computer OFF. Locate the battery compartment on the bottom of the unit, and open it by taking off its cover.

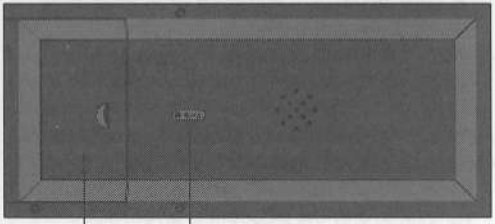


Figure 15

2. Insert four "AA" size (Type AM3/R6) alkaline batteries, observing the polarity (+ and –) marked on the inside of the battery compartment.
3. Replace the battery compartment cover.
4. Turn the unit over, and slide the clear plastic cover to the left to automatically turn the computer ON. The computer is now ready for a game.

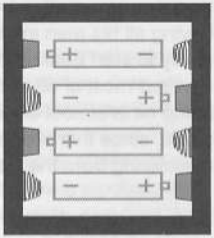


Figure 16

When the batteries are low, the LCD display becomes difficult to read. When this occurs and the display cannot be adjusted by the Contrast Slider, you need to replace the batteries. Weak batteries should always be replaced promptly, since they may leak and cause damage to the unit.

To replace low batteries:

1. Be sure to have a new set of batteries on hand before removing the old ones.
2. Turn the computer OFF by sliding the clear plastic cover all the way to the right.

3. Take off the battery compartment cover, and replace the batteries.
4. Replace the battery compartment cover, turn the unit on again, and you are ready to play.

6.2 The ACL Key

If the computer fails to respond after you have inserted a new set of batteries, your unit may have locked up due to static discharge. In this event, simply locate the **ACL** key on the bottom of the set (see Figure 15). Use a paper clip or any other sharp object to press and hold in the **ACL** key for several seconds. This resets and reinitializes the computer. Note that pressing the **ACL** key resets the computer back to all its initial default settings.

6.3 Care and Maintenance

Your Saitek Champion Backgammon computer is a precision electronic device, and should not be subjected to rough handling or exposed to extreme temperatures or moisture. Also, make sure not to use chemical agents to clean the set, as these may damage the plastic.

To remove the sliding cover for cleaning, simply move it to the left and *align it with the mark on the back edge of the unit* (indicated in the DIAGRAM OF KEYS AND FEATURES at the front of the manual). Pull up, and the cover is easily removed. To put the cover back on, reposition it in the same way, lining it up as before.

6.4 Technical Specifications

Processor Speed:	1 MHz
Program Memory:	16K bytes ROM
RAM Memory:	256 bytes
Keys:	16 rubber keys; 1 DTDP slider switch
LCD Display:	461 segments; Viewing area 62 x 99mm
Sound:	Piezo-electric buzzer
Contrast Control:	100K ohm slider
Operating Voltage:	4.3v to 6.5v
Batteries:	4 x "AA" cells (AM3/R6) for over 150 hours of operation (or up to 2 years when unit is off)
Dimensions:	28 x 9.2 x 2.6mm
Weight:	270g (without batteries)
Playing Strength:	For beginners and advanced players

Saitek reserves the right to make technical changes without notice in the interest of progress.

7. TROUBLESHOOTING GUIDE

SYMPTOMS	POSSIBLE CAUSES	ACTION TO TAKE
1. The unit will not turn on.	*Batteries not inserted properly.*	Consult diagram at front of manual for proper battery insertion.
	Batteries weak or dead.	Replace batteries (refer to Section 6.1).
2. The LCD display looks wrong.	*Batteries weak or dead.*	Replace batteries. If error persists, consult Service Center.
3. Segments in the display are dim.	*LCD Contrast Slider not adjusted correctly, or batteries weak.*	Adjust LCD contrast; if dimness persists, replace batteries.
4. Computer gives no response or improper response.	*Batteries dead.*	Replace batteries.
	Electrostatic discharge.	Press **ACL** key (see Section 6.2 for details). If error persists, consult Service Center.
5. Computer will not accept a move.	*You are trying to make an illegal move.*	Re-enter legal move (consult Sections 1 and 2 for rules).

(Continued...)

TROUBLESHOOTING GUIDE (continued)

SYMPTOMS	POSSIBLE CAUSES	ACTION TO TAKE
6. You have no further legal moves, but the computer does not give the automatic pass signal.	*The previous move does not make full use of its roll (see Section 1.5).*	Press **TAKE BACK** and then re-enter the original dice values into the computer manually; then make the move that fully uses your dice.
7. The computer will not allow you to take back a move.	*A Trictrac move cannot be taken back.*	See Section 2.2 for the rules of Trictrac.
	Player has passed all the dice rolled.	Continue to play.

英

Saitek

P/N. 416820-01201