

# MegaGammon v.2.0.

Megasoft2000 Ltd 1999 - 2002  
Palm Software Division (PSD)  
Platform: Palm OS 3.0, 3.1, 3.3, 3.5, 4.0, 4.1

## Game installation.

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To install this game you should synchronize the "**MegaGammon\_xxx.prc**" application to your device.

Files can be installed by using the Desktop S/W or just any other application.

- **MegaGammon \_Color\_HR.prc**  
For color device (320x320, 8 Bits): Sony Clie` PEG-N760, N610, T615, T625, T650, NR-70, NR-70V, ...
- **MegaGammon \_Gray\_HR.prc**  
For mono device (320x320, 4 Bits) - Sony Clie` PEG-T415, T425, ...
- **MegaGammon \_Color\_64K.prc**  
For color device (160x160, Palm OS 3.5 and greater, 16 Bits) - Palm m505, m515, Visor Prism, ...
- **MegaGammon \_Color.prc**  
For color device (160x160, Palm OS 3.5 and greater, 8 Bits) - Palm IIIc, ...
- **MegaGammon \_Gray\_16.prc**  
For mono device (160x160, Palm OS 3.3 and greater, 4 Bits) - IIIx, V, Vx, m105, m125, m500, ...
- **MegaGammon \_Gray\_4.prc**  
For B/W device (160x160, Palm OS 3.0/3.1, 2 Bits ) - Palm III, IIIx, VII, m100, ...

Warning! If you failed to install the desired version to your device you are sure to see the following message:

**"You should install MegaGammon \_xxx.prc for this handheld."**

Delete the previous file (prc) and install the file recommended.

## Game instructions.

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When you press the "Menu Icon" button there appears the menu,



which you can use to perform the desired adjustments of the game, scroll through the results of your previous games and study the manual, and also to register this game or transfer it to the other device.



**New Backgammon** - Start a new BackGammon game  
**New Narde (Feuga)** - Start a new Narde (Feuga) game  
**Undo** - Last move undo  
**Hint** - Hint that can be used to perform an optimal move  
**Results** - This window tabulates and indicates statistics about all of your games. On the base of these data you can analyse your success and bitter defeats. We hope that in a short period of time this window will make you happy!  
**Statistics** - Dice throws statistics for both players.



**Settings** - Game adjustment  
**Registration** - After you have purchased this program you get the registration code, which you must enter in this window.  
**About** - Information about game developers.

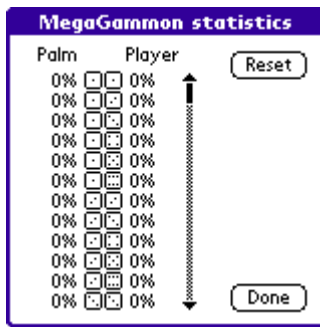


**Checkers move** - Checkers move direction selection  
**Animation speed** - Checkers move speed  
**Dice autoroll for** - The game can roll the dice for you and for itself. Otherwise before each move you are to press the dice area in order to roll them. Remember that you can double only before you roll the dice. That is why do not set this parameter to "Both" or "Human" if you intend to use a doubling cube  
**Doubling** - Enables to use a doubling cube  
**Automove** - In case this option is selected: if the selected checker can be moved to the only position this move needs no additional approval then.  
**Board skin** - Available game image selection



**Results.**

This window tabulates and indicates statistics about all of your games. On the base of these data you can analyse your success and bitter defeats. We hope that in a short period of time this window will make you happy!



**Statistics.**

Dice throws statistics for both players.

## Backgammon Game

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The MegaGammon game is an analogy with one of the most popular and classical game: BackGammon!

You may download the complete version of game instructions addressing to:

<http://www.megasoft2000.com/manual/BackGammon.zip>



We propose a completely automatic version where all your attention should be concentrated not on the actions but on your skills and desire to conquer a crafty rival who will play against you. The algorithm of this version is based on the adventurous and risky playing style of your computer opponent. It makes you be attentive, concentrate your attention on your opponent's actions and analyse each of your steps. Remember: your opponent is eager to punish you for carelessness at any minute and after any move. Don't give him this chance!

### The Doubling Cube.

The doubling cube starts at one. To double the other player, tap the doubling cube. If you are doubled, then you have the option to accept or refuse the double. If the double is refused, then the player loses the game. You can double only before you roll the dice for your turn. If you have "AutoRoll for Player" or "AutoRoll for Both" options set on, then you will not be able to double.

### How to make a move?

As soon as you touch any of your man the system will automatically indicate all possible points for the movements of the selected man. Touch one of the defined points and enjoy the animated movement of the stone. If you have made a wrong move you may return and select another move as the system does not limit the number of returns. If you find it

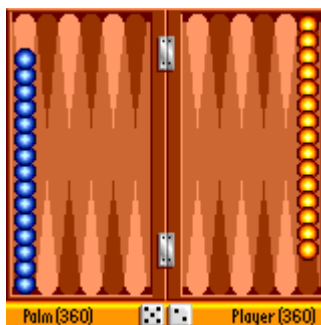
difficult to select the proper move you can use help which is at your disposal at any time during the game.

**Attention!** In "None", "Human" and "Computer" modes for changing over the move you should just touch dice. In "Both" mode the move is changed over automatically.

## Narde (Feuga) Game

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Narde (feuga) is a variety of the game that expects strategic thinking and the ability to lead combinative struggle from its players.



Game rules:

Two players place 15 men each on his/her part of the board along the left side of it. Placed in the initial position men are called "Head", so to move from the initial position is "to take from the head". Only one man can be taken from the head during a move. During the first move a player can take two men from the head. The necessity to move two men at a time appears for the person who is the first to move when the following dice combinations occur: six-six, four-four, three-three, etc.

Men move counter-clockwise in Narde. Narde lacks bumped pieces, as there aren't any encounter battles.

Two dice ("zari") are used in the game.

The first move decision: each player rolls one die to decide the first move. The right to make the first move gets the player whose die value is higher. If both players roll the same number, they re-roll the die until one gets the higher number.

While playing the game each player rolls two dice ("zari"). After the player has rolled the dice he moves one of his men according to the number on one of the dice, then he moves any other man according to the number on the other die. For example, the number on the "zari" is four-two. In this case the player makes four moves with one man and two moves with the other man. It is allowed to make six moves with only one man that is the player first makes four moves and then two. According to the rules one mustn't move two men according to the number on one of the dice. If the number on the dice is five-three, it is impossible to make two moves with one man, three moves with the other man and then three more with another one. If the dice show double, i.e. the same number of points (two-two, three-three, etc.), the player makes four moves, moving his men according to the number on the dice.

Unlike backgammon, narde rules say that if six men are situated in front of one of the opponent's men, this man is blocked. The building of the continuous row of your six men is thought to be the ideal result to jam the rival's men.

The player mustn't:

- Move the man to the point that is occupied by the opponent's man.
- Block all the rival's men; one of the rival's men must be in front of the block.

Starting from above, one can draw the conclusion that the objective of each player is to block as many points with his men as possible thus limiting the movement of the rival's men. The situation in which the men can't move, i.e. the player can't move the men according to the number on the dice (the men get to the occupied points), means that the player loses all the spots and misses his turn. In case when it is possible to move the checker according to the number on one of the dice but there is no possibility to move the checker according to the number on the other die, one must make only the possible move and the points of the second die are lost. The player can't refuse the full move even if this move is unfavorable. In case the player can perform any of the two moves but only one, he has to play the higher number. For example, the dice combination is six-four. The player can make six or four moves with his checker. It is correct to make six moves. Fewer points are lost at that.

When the player moved all his 15 men in his Home board, one can begin bearing them off from the board. The player bears the piece in such a way: 2 dice are rolled and the men on the points defined by the roll are removed from the board. For example, if it is 6, one can remove the piece from the 6th point.

If there are no men on the point defined by the numbers on the dice, the player can move the piece from the points higher than the number. If the player can make a move, one doesn't have to bear the piece off from the board. You may bear off pieces if all your pieces are in your Home board.

The winner of the game is the player who is the first to make the cycle and when at "home" bears all his men off. The loser pays the stake fixed before hand.

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**Free usage of the MegaGammon program is limited by 15 games.**

If you want to buy it address to:

[http://www.megasoft2000.com/palm\\_division/megagammon.htm](http://www.megasoft2000.com/palm_division/megagammon.htm)

We will appreciate all your remarks and comments, which can be addressed to:

[support@megasoft2000.com](mailto:support@megasoft2000.com)

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