

backgammon galaxy cheating



Backgammon.

247 Backgammon offers the best backgammon game online. Play with an artificially intelligent opponent or play with a friend with Pass & Play! 247 Backgammon has games in five difficulties, ranging from easy to expert! You'll be sure to find a difficulty you feel comfortable playing, whether you are a beginner or seasoned backgammon player. Options only on 247 Backgammon include doubling cube, highlights, match points, and chip color! This backgammon site even remembers your preferences every time you come back so you'll be set to play immediately! The gameplay on 247 Backgammon is seamless and you'll quickly become addicted to the beautiful artwork and perfect puzzle game.

Backgammon is a popular ancient board game. It is played with two players (lucky you, we have a computer player to enjoy!). The object of backgammon is to move all your checkers around the board in a clockwise motion and ultimately bear off the checkers from the board. The first player to remove all their checkers is the winner.

Alternate turns with your opponent moving checkers toward your home in the upper right hand quadrant of the backgammon board. Move checkers by rolling the dice. The numbers on the dice refer to how many spaces you may move with one or more checkers. Highlights show you where the checkers can possibly move. If you roll doubles, you get to move each die twice, concluding in four moves for that turn. You may move your checkers onto any Point so long as it is occupied by your checkers, is empty, or has 1 opponent checker. You may not move your checkers onto a Point with two or more opponent checkers. If you land on a Point with one opponent checker, you knock the opponent's checker off the board and send it back to the beginning. The opponent must now roll and move into an empty spot in your home territory to get that checker back into gameplay. They may not move any other checkers until that knocked off checker is returned. Beware though! Leaving your checkers open with only one on a point leaves them open to be knocked off by your opponent as well!

Once you move all your checkers into the upper right quadrant (in the single player backgammon game), you may start bearing off. This means you can place your checkers into the slot on the right, removing them from the board. Whoever manages to do this first wins!

One to three points can be awarded during the backgammon game dependant on where the loser's checkers are on the board when the winner wins. If the losing player has not borne off any of their checkers by the time the winner has won, the winner will achieve 2 points, and is known as losing a gammon. If the losing player has not borne off any of their checkers and has checkers in the opponent's home board (lower right quadrant) or are still knocked off, the winner scores three points, which is known as losing a backgammon. The winner is awarded one point (most common) if the opponent has started to bear off their checkers and/or has all of their checkers out of the winner's home territory.

The doubling cube is a fun option for players who are seasoned backgammon aficionados. Turn this option on or off in the menu at the start of the game. It is a marker, instead of a die. At any time during gameplay a player may before his/her turn propose the game be played for twice the current stake (beginning at 2). The opponent must either accept th doubled stake or resign to defeat immediately (thus ending the game). The option to redouble belongs exclusively to the player who accepted the double. Technically, the game can be doubled up to 64 times the score, but it rarely goes beyond 4. If the "double" is declined, the doubler wins however many points the doubling cube is showing (1 x doubling cube). If the game is played, the resulting score will then be multiplied by the doubling cube number. This little die adds a lot of fun strategy to the game. We recommend trying it on for size!

Galaxy Rating explained.

The Galaxy Rating system (GR), is a new and innovative system of ranking players, which is much more precise than the standard ELO rating system.

The way it works: To win GR from your opponent, you have to win both the match AND the error rate battle (the two crowns). If you win one, but not the other, it's a GR draw.

The effect of the GR system: Since this system requires much more skill, than the old ELO rating system, we get a ranking list which is much more accurate and less volatile. The ratings will reflect the true skill level of players. Remember, that we have just as much skill in Backgammon as in Chess or GO, but since we have randomness in Backgammon from the dice, rating systems that's only based on the outcome of the game will not reflect the true levels of skill, as they do in Chess and GO.

The error rate analysis is done by our partner Extremegammon, the world's best Backgammon ai engine. We adjust the analysis level on the basis of your GR: GR < 1750: 2-ply analysis. GR >= 1750: 3-ply analysis.

Frequently asked questions.

Most likely it is because you have multiple instances open of the same match. Always make sure, that you only have one window open, when you are using a web application! If this doesn't help, then it's probably your internet connection that is very weak or unstable.

How is the error rate calculated?

The error rate is calculated as the total equity loss divided by the total number of decisions, and then multiplied by -500. The analysis calculates the equity loss at every move, compared to the best move, and aggregates them. A "decision" is defined as an action, where there is an equity difference between at least two actions. So if it's a forced move, a "dance" on the bar or a move where you have either 100% or 0% winning chances regardless, then it's not considered a decision. If a doubling decision is with 0.200 in equity, then it's considered a decision. A take/pass decision is always considered a decision.

How is the Galaxy Rating calculated?

We are using a standard ELO rating formula, but include a variable for the match length as well. To win Galaxy Rating points, you must win both the match AND the “skill battle”, which is decided by who has the lower error rate. Otherwise it’s a rating draw. This introduces a lot more skill into the rating system, and the system looks more like a chess rating system than the backgammon rating systems of the past.

Why am I not getting any rating points if I win a match?

Because to win Galaxy Rating points, you must win both the match AND the “skill battle”, which is decided by who has the lower error rate. Otherwise it’s a rating draw. This introduces a lot more skill into the rating system, and the system looks more like a chess rating system than the backgammon rating systems of the past.

What analysis settings is used on BackgammonGalaxy.com?

For Free- and Tourney Members the Extremegammon2 analysis setting is 2-ply on all decisions, checkerplay and cube. We call this the “Light analysis”. For Analysis- and Combo Members, we call this “Galactic analysis”: Checkerplay: 1st pass 3-ply, if error or blunder then 4-ply. Cube decisions: 1st pass 4-ply, if error or blunder then XG+.

All search intervals are set to “Normal”, since we didn’t measure any significant difference in PR averages between having a “Normal” and “Huge” search space, when we compared on a sample of matches analyzed with the deepest possible XG++ settings with Huge search interval.

The match equity table is set to Kazaross XG2.

What analysis settings are used, when a Free- or Tourney Member plays against an Analysis- or Combo Member?

Then both players will be analyzed using “Galactic analysis”.

How do I chat when I am playing?

You click on your avatar. Chat messages are like tweets, they will only exist for 10 seconds.

Can I mute my opponent’s chat?

Click on “Mute chat” in the game menu, when your game is open.

How does the “auto roll dice” functionality work?

It auto rolls the dice as long as it is turned on, and until the game ends. When the game ends, it automatically sets to “Off” for the new game.

How do I create a game?

Click on the blue “Create Game” button in the Play lobby. Now you must wait for an opponent to join, which you can then either accept or refuse.

*How does the “Greedy bear-off” functionality work? *

It maximizes the number of checkers you can bear-off. If there are more than one move, which takes out the same number of checkers as a maximum, then it doesn’t move anything and waits for human player to move. At the moment the feature is not working yet.

How do I join a match?

Click on the blue “Join” button in the Play lobby, and wait to see if opponent accepts or declines your proposal.

How to read the equity numbers in Analysis?

Equity is how we measure value in Backgammon, and we find the best actions by comparing the equity of each of them. The unit of “equity” is points. Absolute equity are written without parenthesis, and errors are written in parenthesis, which are the difference between the given action and the best action, according to the computer analysis.

What is the rank order of “level of play” after each match?

error rate < 1 -> "Galactic" 1 <= error rate < 2 -> "Super Human" 2 <= error rate < 3.3 -> "Grand Master" 3.3 <= error rate < 4.1 -> "International Master" 4.1 <= error rate < 5 -> "Master" 5 <= error rate < 6 -> "Expert" 6 <= error rate < 8 -> "Advanced" 8 <= error rate < 11 -> "Experienced" 11 <= error rate < 15 -> "Intermediate" 15 <= error rate <= 20 -> "Rookie" 20 < error rate -> "Beginner"

What are the Galaxy Rating intervals for the titles?

rating >= 2600 -> "Galactic Master" rating >= 2400 -> "Grand Master" rating >= 2100 -> "Master" rating >= 1900 -> "Expert" rating >= 1700 -> "Advanced" rating >= 1550 -> "Experienced" rating < 1550 -> "Rookie"

How do I reset my password, if I cannot remember it to login?

Click on the “forgot password” link on the front page. Now you must enter your email address in the form, and a reset code will be sent to your email, while on the Galaxy website you will be directed to a new form to fill. Copy the code from your inbox (remember to check your spam filter

if you cannot find the email) and paste the reset code. In the other two text boxes you input your new password and confirm it. If it doesn't accept your new password, it is probably because something is wrong with the password (minimum 6 characters and don't include any strange characters, only letters and numbers). Now, hopefully you have reset your password successfully, and you can login from the front page like usual. There is a post in our Academy page with screenshots, if you need further assistance.

Can I change my username?

No, when an account and username has been created it can never be changed. This would really mess up our ranking list, if that was possible.

I made fewer mistakes, why was my error rate higher than my opponent?

Most likely, it is because you had fewer decisions than your opponent. Remember, the error rate is calculated by the total equity loss divided by the number of decisions, and then multiplied by -500.

What are the green, yellow and red icons in the Analysis window?

Yellow icons are "errors" and red icons are "blunders". A blunder is simply a big error, with the size of -0.080 equity difference from best action or bigger. And error is an action with -0.020 equity difference from best action or bigger. If a move is not the optimal, but it is smaller than -0.020 in equity, it is not considered an error, just an inaccuracy. If you are a Analysis- or Combo member, you can click on the icons and see the detailed analysis of the move.

The green icons are the best possible action, namely the computer move from Extremegammon ai.

Cheating

The effect of backgammon is strange. If one wins then it was the result of the own strategic superiority. But if one loses, then the opponent was just lucky. And if one loses several times, then something must be wrong. Especially when playing online, cheating, fraud or bot, something must take place there. - Let us look more closely to that.

What options are there to cheat at online backgammon?

1) One can hack the backgammon server and manipulate the dice.

This is the most sophisticated method. In practice it should however, not be realized. First there is a server administrator who noticed changes. Even if he might not immediately see what has changed, he noticed in any case that something changed and will investigate the matter. Also, there are only a few specialists in the world who are capable of doing that, if there are any. In addition, the forgery of credit cards would be easier and more lucrative for these specialists. This variant is therefore more for the hardcore fantasy or conspiracy theorists.

2) Playing with a backgammon program

This sounds easy. Installing a backgammon program and typing in the respective moves and throws. Then you play the proposed move. However, this also has its problems:

The task switching, ie, switching between the programs does not go unnoticed. The software notice when she is suddenly in the background and the mouse cursor elsewhere. And if a player between the moves always goes back and forth, then the conclusion is clear.

Still remains the possibility of a second computer. If the computers are not networked with each other, the backgammon program can not be noticed on the other PC. Now you just have to be supple enough to coordinate the whole movings or looking for a partner. But there are still problems:

The good players are in fact strong enough to win against backgammon programs. I win against GNU Backgammon (Grand Master level) over 50% and over 60% against Jellyfish. The 2 computer variant is then rather for persons of category greedy & stupid.

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Dummies has always stood for taking on complex concepts and making them easy to understand. Dummies helps everyone be more knowledgeable and confident in applying what they know. Whether it's to pass that big test, qualify for that big promotion or even master that cooking technique; people who rely on dummies, rely on it to learn the critical skills and relevant information necessary for success.

Learning Made Easy.

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