

INSTRUCTIONS FOR PLAYING THE GAME

OF CHECKERS OR DRAUGHTS

The game of Checkers is played by two players. It is played on a board with 64 squares, 8 x 8, alternately colored black and white, or any two contrasting colors, and the board is set so that a light square is at the lower right hand corner of each player.

At the outset, 24 pieces of two contrasting colors, are engaged in play, each player having 12 pieces each all of one color. The Checkers are placed on the 12 dark squares nearest each player. The player having the darkest color Checkers moves first, after which they take the first move alternately, changing the color of the men in each game so that the starter will have the dark men.

The object of the game of Checkers is to capture, corner, or block all of the opponent's pieces. Both players move alternately. A "move" is made by playing a piece diagonally to the left or right, in forward direction only. A "jump" is the act of one player capturing an opponent's piece immediately in front of his own piece; A piece can only jump an enemy piece when there is a vacant square immediately behind the piece to be captured. Jumping, as well as moving, is done diagonally.

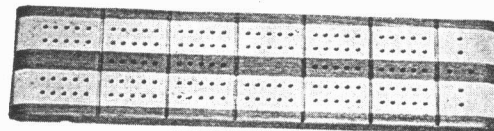
When a piece first reaches the opponent's "king row" (any one of the four squares on the opposite extreme line of the board) it becomes a "king" and thereafter can be moved backwards and forward as the limits of the board permit, at the rate of one square per move, diagonally, of course. When a piece reaches the king row, the same must be crowned by placing a piece on top of it. If the opponent neglects to do so, and makes a move, any such play shall be put back until the piece is crowned. A king may jump backwards and forwards.

A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played. Checkers is strictly a game of "touch

is a move" and once a player touches a piece, he must move the piece touched. Furthermore, if a piece touched be moved over a particular square, the move must be made in that direction. If a player, in capturing a piece or pieces, fails to jump all the pieces "en-prise" and withdraws his hand, he cannot again move, or complete the jump or jumps he should have taken. It is now his opponent's move, and the opponent may either "huff" the piece which should have taken, leave the situation as it is, or compel his opponent to complete the jump or jumps not taken. The "huff" is the removal from the board (before one plays one's own piece) of an opposing piece that might or should have taken any of his pieces. The "huff" never constitutes a move. When an ordinary piece captures an opposing piece or pieces into the king row, it cannot jump back out of the king row in the same play, even though the piece thus becomes a king.

In a "block" position, the player having the last move wins. The player who cannot move loses. A "draw" game is when neither player can force a win scientifically, or when the pieces on the board are so reduced, that there is no positional advantage, and nothing left in the way of a forced combination.

Anything which may tend to either annoy or distract the attention of the players is strictly forbidden. This holds good for spectators as well as participants. Good conduct you will always find, where the game is played by master minds.



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THE RULES
OF
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"ACEY-DUCEY"
CHECKERS

By



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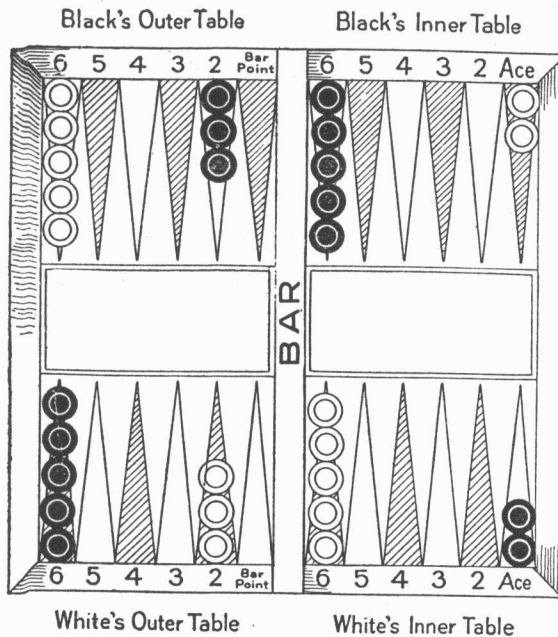
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BACKGAMMON THE TABLE BLACK SITS HERE



WHITE SITS HERE

Each point in the diagram is named or numbered, for explanation only. The actual board has no numbers.

The point to the extreme right in White's inner table is called White's ace point; the next White's 2 point. The others in order are White's 3, 4, 5 and 6 points. The ace point in White's outer table is usually called the bar point. The points in Black's table are similarly named.

THE EQUIPMENT

The game is played on a board marked with 24 points, colored alternately in two contrasting colors on a field of a third color. The points usually are red and tan on a black field, or black and red on a tan field.

The board is divided into four quarters called tables, each table being marked with six points. The table should be wide enough to take six men abreast, one on each point, and the points should be long enough to take five men to cover the point. Two tables on one side of the board are chosen as the inner or home tables. The other two tables are called the outer tables. The inner and outer tables are separated by a raised bar, and the whole board is surrounded by raised sides. There should be sufficient space between the projecting points to allow for throwing dice.

There are 30 checkers or men used in the game. These checkers are usually white (natural wood) and black, or red and black. Each player is supplied with 15 checkers of one color. Each player is also supplied with a dice cup and two dice.

Explanation of Terms Used in The Game

(Consult the Diagram)

TABLE—The "Inner Table" is that section of the board into which the men are moved and from which they are thrown off. The "Outer Table" is the section immediately alongside.

BAR—The raised partition separating the Inner and Outer Tables, dividing the board longitudinally.

POINTS—Long, triangular sharp-pointed spaces on the board, 24 in all, on which the men are placed or to which they may be moved. The points are colored alternately.

BLOT—A single man, always subject to being "hit."

PIPS—The spots on the faces of the dice.

TO HIT OR TAKE UP—To move a man to the point occupied by a single opponent. The latter is "hit," and is placed on the Bar.

RE-ENTER—To place a "hit" man in the adversary's inner table, on a point indicated by the number of spots on the dice thrown. A hit man must be re-entered immediately, before playing any other man.

TO BLOCK—To arrange men in sets of two or more on a point or points in a manner to hinder or prevent the movement of the opposing men.

MAKING A POINT—Placing two or more men on any point. Opposing men may not rest, even temporarily, on such a made point, but may pass over it. Two or more men on a point are immune from being hit.

DOUBLET—Two dice with the same number of spots. When these are thrown, four times the number of spots on one die are available for moving the men.

TO BEAR OR THROW OFF—To remove from the board the men after they all have completed their journey to their inner table.

GAME—Is won by the player first to carry all his men to his inside table and throw them off.

DOUBLE GAME—When all the men of one side have been removed before one of the opposing men has been removed.

RULES OF BACKGAMMON

Played by Two Persons

The game is played with fifteen "men" on each side. The object is for each player to bring his men around into his own inner table, to be accomplished by dice throws. Each player is provided with a dice cup and two dice. The moves are regulated by the number of spots that are faced upward when the dice are thrown.

The players shall determine by agreement which shall be the inner table and which the outer table.

The White men shall be arranged as follows:—Two on the Ace point of the inner table furthest from the player, five on the 6 point of the outer table furthest from the player, three on the 2 point of the outer table nearest the player, and five on the 6 point of the inner table nearest the player. The Black men, in like numbers, shall occupy the points immediately opposite.

If a player begins to play with less than his proper number of men on the board, he cannot afterward claim to place the man or men he has omitted.

If any of the men shall be wrongly placed, either player may rectify the error before he has played; but after he has once played he shall not be entitled to require such rectification. After both players have played, no rectification shall be made save by mutual consent.

Rules of Casting

The dice must be cast into one or the other of the tables.

If either die jump from the table into the other, or off the board, the cast is void and must be repeated.

If either die fall so as to rest, wholly or partially, on the other die, on the bar or frame of the board, or on either of the men, etc., the cast is void and must be repeated.

The caster must call his throw before playing.

If a die is touched while in the act of falling, the player not in fault can name the number to be played.

Should the caster call his throw incorrectly, he must abide by the other player's call.

If the caster, after throwing, touches one of his own men, save for the purpose of adjusting it, he must play that man, if possible to do so.

If a wrong number of points is played, the adversary may require the rectification of the error before he has again thrown; but after he has thrown the move shall stand, unless altered by mutual consent.

The whole of a cast must be played, if possible.

PLAYING RULES

At the start, each player casts one die. The player casting the higher number has the first play. He may adopt the two numbers just thrown, or he may cast again.

After throwing, the caster should call the numbers thrown (the higher number being called first). He then plays his men a number of points corresponding to the numbers cast. The march of men is from the opponent's inner table, to his outer table, then to the caster's outer table, and lastly to his own inner table. White and Black men are played in opposite directions.

One man may be played twice for the whole throw, according to the spots on each die. Or one man the number of spots on one die, and the other man on the other die.

If two similar numbers are cast (called doublets) the caster plays double what he throws.

Neither player can stop a man on any point occupied by two or more of his adversary's men. Any part of a cast which cannot be played is lost, but the caster must play the whole throw if he can.

If a caster plays a man to a point which is occupied by a single adverse man, he is said to hit a "blot." The man thus hit is taken off the table, placed on bar, and has to be played into the adversary's inner table at the next cast, called "entering." If an Ace is thrown the man is entered on the Ace point, and so on for other numbers. A man cannot be entered on any point occupied by two or more adverse men. A player is not permitted to play any other man while he has a man to enter. If, through circumstances, a player who is up cannot enter, it is useless for him to throw, and his opponent continues throwing and playing until he opens a point which will allow the outsider to enter.

Two or more "blots" may be taken up at once, or in successive throws, if numbers are cast that will hit them. It is not compulsory to hit a "blot" if the throw can be played without.

The game proceeds until one player has carried all his men into his inner table. He then has the privilege of taking his men off the board, or of "bearing" them. Thus, suppose his inner table is made up and he throws 4-3. He bears one man from his 4 point and one from his 3 point. Or, if he prefers, he may play a four from his 6 or 5 point, and a three from his 6, 5 or 4 point; or he may play one and bear the other. If he cannot play any part of the throw, he must bear it; thus, if he has no man on the 6 or 5 points, he must bear the 4. From this point, there are two methods of bearing in vogue:

First Method: If a player casts a number which is higher than any point on which he has a man, he cannot move until he casts the number of the point occupied by his man, casting in his regular turn.

Second Method: If a player casts a higher number than any occupied point on his table, he may bear for that number from the highest point on which he has a man. Thus: If his 6 point is vacant and he casts 6, he may bear off a man from his 5 point. If that point is vacant he may bear off from his 4 point, and so on. However,

he cannot do this if he has a man on any point higher than the number cast. Thus, if his 4 point is vacant and he has a man on points 5 and 3 he cannot bear off from 3 point for the cast of four.

Doublets entitle and compel the caster to bear or play one, two, three or four men, in any combination the caster desires, to the total of four times the number of spots on one die.

If after a player has commenced bearing his men, he should hit a "blot," he must enter on his opponent's inner table, and he cannot bear any more men until the one taken up has been played back again into his own inner table.

If either player bear off a man before he has brought the whole of his men into his home table, the man or men borne off shall be placed on the Bar, and re-entered in his adversary's table.

The player who first bears all his men wins the game.

HOW TO PLAY "ACEY-DUCEY"

TO START GAME:

1. Each player selects one side of the Acey-Ducey board, 15 men of one color and one dice.
2. Players each throw a dice and the one with the highest number showing starts the game.
3. The starting player then throws both dice once. If dice shows a 6 and a 5 one man can be placed on the 6th space and another on the 5th space or one man can be advanced to the 11th space on his starting side of the board.
4. In the event the dice shows pairs—"DOUBLES"—he is allowed to move one man 4 times the amount shown on the single dice, 2 men twice the number shown, or three men three-fourths of the number shown plus one man one-fourth of the number shown. For instance, if a pair of 6's are thrown and four men are on one triangle, all four men may be advanced

simultaneously 6 spaces or 2 men may be advanced 12 spaces or 3 men may be advanced 6 spaces and 1 man 6 spaces.

5. If ACEY-DUCEY is thrown (ace and deuce) one man must be moved one space forward and one man two spaces forward, or one man may be moved three spaces forward. ACEY-DUCEY gives the player throwing it a choice of selecting any moves up to six just as though he had thrown DOUBLES. Therefore, after moving his ACEY-DUCEY throw, he next takes his DOUBLE move. He then has another free throw before returning the dice to his opponent.

6. As many men (checkers) may be entered on the board as permitted by the throw of the dice, but no man may be taken off the board until all men are in the take off position which is the opposite six spaces from which he started (of course it will be remembered that each player starts on opposite sides and his men must travel around to his opponents' starting position).

7. When two or more men rest in one space opponents' men may not stop on that space.

8. If one man only rests in a space on to which opponents' men or man are moving, the lone man is kicked to the space in the center of the board. Before the player of this man can make any other moves on the board he must return his kicked man into play by a throw of the dice.

9. After all a player's men have been advanced to take off position, he starts immediately to take off his men. He does not wait for his opponent to get all his men in the take off position. Men are removed from the board in accordance with the numbers thrown on the dice, corresponding to the numbers of the spaces on which the player's men rest. If the player throws a 6 and a 4, he may take off one man from his 6th row and one man from his 4th row. If he does not have a man on his 4th row, he must take off one man from his 5th row and move it down the board 4 spaces. Should he throw DOUBLES on any number he is allowed to take off 4 men in the space corresponding with the number

thrown on the dice. Should he not have enough men on his 6th space or whatever the number should be when he throws DOUBLES he may complete taking off his 4 men by taking off men from the spaces below his 6th space. If a player throws ACEY-DUCEY and no men appear on space 1 and 2, he is required to move men down from his upper row in accordance with the dice. He then may remove four men as in general play.

10. The first player removing all his men wins the game. If four players participate, partners must be played, two men operating for each color, throwing the dice in turn and making the moves themselves without aid of discussion from their partner (one important point in this game is the protection afforded by keeping more than one man on the playing spaces as much as possible, because this protects the men from being kicked by opponents landing on the same space).

THE RULES OF CHECKERS

INTRODUCTION

The origin of Checkers or Draughts, like Chess, is surrounded by all kinds of fables and legends.

Checkers have been played in Germany, England, France, Poland, Spain, Italy, Turkey, from the very earliest days. A similar game has been played by the Egyptians as early as 1600 B. C. A form of it was popular in ancient Greece. The game was found among the natives of New Zealand.

Joshua Sturgess' work "The Guide to the Game of Draughts" was first printed in 1800, edited by Kean and last published in 1892, is probably the standard authority.