

Scoring

The winner is credited with 10 points for each opponent's man left on the playing circle and he is also credited with the number of points on which each remaining opponent's man rests. For example, if White wins and Red has one man left on point six and two men left on point two, White is credited with 40 points. (3 men = 30 + 6 + 2 + 2 = 40)

The winner also scores 20 points for each opponent's man left unentered in the center circle. (10 points for man and 10 points for position.)

Doubling and Re-Doubling

Players may decide before starting play if they will permit doubling and re-doubling the score during the play. Then if one of the players decides to double the score at any time during the play all of the remaining players who do not accept the double must retire from the game. When they retire they lose to the eventual winner all of the points left by their men on the board at the time they retire. For example, two of a retiring player's men on point 4 would count eight and one of his men on point 6 would count six points for the eventual winner. The player or players who retire from the game take off all of their men from the playing circle at the time they retire. Those players who accept the double then proceed unless some other player has re-doubled, in which case player must again accept or retire. Note: No player who doubles or re-doubles may again do so until some other player has in his turn re-doubled.

General Rules

1. A play must be made on every throw of the dice if possible.
2. Bearing off a man can be done only if the exact number is thrown on one die.
3. A player cannot move part of a throw of a single die. If he throws a 3 and a 5, for instance, and he finds he cannot move any man 5 points or 8 points (the sum of the two dice), he may move one man the single count of 3, then he loses a move on the other die and must wait until his next turn.
4. A player cannot move two men for the split count of one die.
5. If an error in play has been made, any player may require its correction before a subsequent throw but not thereafter.
6. A player whose piece is captured loses his turn unless he throws an even number on either die which will bring that man into play.
7. The game is won by the player who first bears off all of his men, but considerable judgment must be used regarding the proper time to bear off or to play. If a player starts to bear off too quickly he will find he is left with one or two men which he cannot protect which will be captured repeatedly by his opponents. If he tries too hard to protect his men he will find they will be so concentrated that only a few throws of the dice will allow him to bear off. A happy medium of having men spread out as much as possible without sacrificing moderate protection is probably best and players should give thought to all possibilities of moving, capturing or bearing off making the play in each case that seems to be most beneficial to them or injurious to an opponent.

Questions on Circle Gammon will be answered gladly if a 3c stamp is enclosed.

PARKER BROTHERS, Inc.

Salem, Massachusetts

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BRIEF IDEA OF THE GAME

Circle Gammon is similar to Backgammon but has the great added advantage that three or four may play together. However, unlike Backgammon, the play of which has been confined largely to Clubs, Circle Gammon is easy to understand and play. The throw of dice controls the movement of men on numbered points and this movement is continuous around the circle. Players may bear off men anywhere on the board according to the throw of the dice in their turn and the first player to bear off all his pieces, Wins.

RULES

For from two to four players

Equipment

Circle Gammon equipment consists of a playing field, dice (dice cups in the De Luxe Edition) and 12 each of 4 different colors of men. Note: When four play each player uses only 10 men. Men furnished are not Black, Red, White and Green in all editions but these colors are used for illustration in the diagrams on the next page.

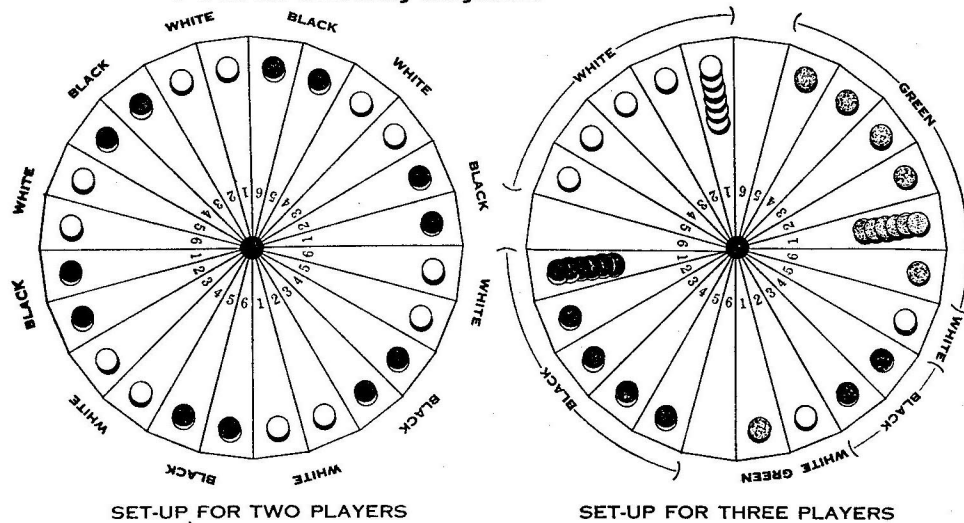
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Preparation

Place the playing field on a table and set the men on the playing circle in accordance with the following diagrams:



to bear off a man, he must throw on his regular turn a number on a die that corresponds to the number of a point on which one of his men is resting.

For example: A player throwing a two and a four may **bear off** a man resting on **any** point in the circle numbered two or from any point numbered four, or from both points, or he may move one man two points and another man four points or he may move one man two or four points and bear off a man from the point designated by the unused die or he may **combine the dice** and move one man six points. He cannot combine the dice to bear off a man. (Note carefully the number on an individual die can never be split.) All men "borne off" must be placed in a corner to the right of the player.

Block

When two or more of a player's men are placed on the same point, this is called "making a point" or a "block." Once a player has formed a "block" no opponent may rest on that point, re-enter on it, or capture a man on it, but any player may move over a "block" counting the "block" one space.

Capture

A capture is made by a player landing his man on a space occupied by a single man of an opposing player. In this event the captured man is placed in the center of the playing field and must be re-entered by the player to whom it belongs on any even number thrown by that player on a subsequent throw, as, for example 2, 4 or 6 showing on one or both dice. Totals of the two dice cannot be used. All captured men belonging to any player must be re-entered by that player before he can move any of his other men or bear off any of his other men. Captured men may be brought out, on an even number thrown, on any corresponding number on any segment of the board if there is no opponent's "block" on that number. Captured men cannot be re-entered on an odd number. If a captured man is re-entered on a space occupied by an opponent's single man, the re-entering man captures that opponent's man. Therefore, a captured man should be re-entered in this manner whenever possible. Note: If a player has one man captured and he throws, for example, a 4 and a 3, he can re-enter on the 4 and move on the 3, the man just entered or any other man.

Moving

The main object of moving men is to place or keep two or more of a player's own men on a single point and to so arrange men on a variety of numbers that several throws of the dice will allow them to be borne off. For example, if a player has all of his men on the number one points, only the throw of a one will allow him to bear off one man but the throw of any other number will merely enable the player to move a man that number of points.

Doublets

If a player throws "doublets" he must make four moves corresponding to the "doublets," that is, if he throws double sixes he must move a total of 24 points or he must bear off men which are already on or which he has placed on a number six point and then use up any remaining sixes that he has left. Note, however, that a player has the privilege of refusing the "doublets" and of throwing again.

The Winner of the Game

The player who first bears off all his pieces is the Winner.

To Start the Game

Dice are rolled by each player in turn and the one throwing the highest total commences play. After that play is to the right in a counter-clockwise direction. Note also that play around the playing field is also to the right in a counter-clockwise direction. The winning player throws the two dice. He now has the choice of (1) bearing off his own men from the playing field; (2) moving one or two men in the direction of play, that is, to the right and in the direction that the numbers are placed around the board; or (3) capturing one or two men of an adversary, which are resting alone on any number, by playing the exact number shown by the dice.

Bearing Off Men

A player may bear off men from any point on the board. However,

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SET-UP FOR FOUR PLAYERS

