

Rules for Playing the Game of BACKGAMMON

FOR 2 PLAYERS

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checkers, it may be captured by an opponent. The player may not bear off any more of his checkers until he has succeeded in re-entering the captured checker and moving it around the board into his inner table again.

WINNING THE GAME:

The first player to bear off all of his checkers Wins The Game.

HELPFUL HINTS

After playing BACKGAMMON a few times players will begin to work out the strategy for themselves. In order to develop this strategy sooner some helpful hints are listed below.

It is usually wise to make as many blocks (called making a point) as possible on your own inner table. By doing so you make it harder for an opponent to re-enter a captured piece, and are in a better position to bear off your men towards the end of the game. If you should throw a 3 and a 1 on your first turn it would be best to move one piece from the #2 point on your outer table and one piece from the #6 point on your inner table to form a block on the #5 point of your inner table.

Early in the game it is often of greater advantage to form a block on your own bar point. This block makes it difficult for your opponent to move his two back checkers. Thus on a throw of 6 and 1 you should move one checker from the #6 point on your opponent's outer table and one checker from the #2 point on your outer table to form a block on the bar point. Obviously, it is best to make as many blocks as possible. All checkers in these blocks are safe from capture, and the blocks hinder the movement of your opponent around the board. It is also best to leave as few blots as possible for your opponent to capture.

In bearing off, if your opponent has checkers on the bar or on your inner table, it is best never to leave an uneven number of checkers on any point. In this way you will not be forced to leave a blot if you throw doubles or two high numbers. If you throw a high number and a low number you may remove one checker and move another forward still keeping even numbers on your back points.

All questions on BACKGAMMON will be gladly answered if a three-cent stamp is enclosed.

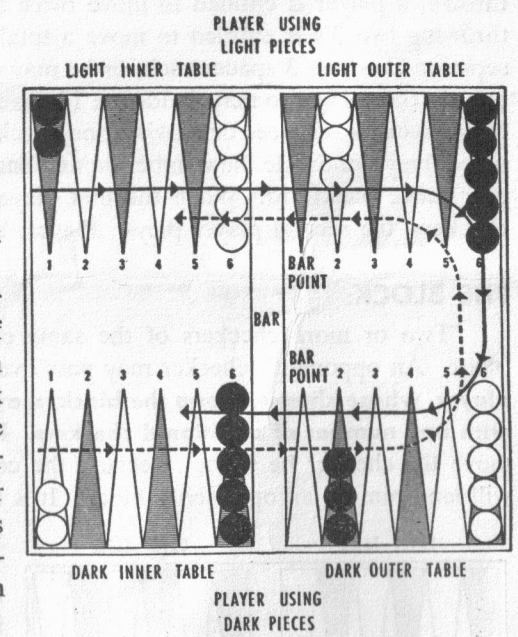
EQUIPMENT:

The equipment consists of a board, 30 checkers (15 each of two colors) and two dice.

BOARD:

In order to understand the game of BACKGAMMON it is first necessary to learn about the board and the purpose for its design. By checking the diagram at right players will find it simple to follow the basic rules.

Players sit opposite each other with the board between them. Each of the players has an inner table and an outer table, each table consisting of six points. The two inner tables are on the same side of the bar and the two outer tables on the opposite side. The player whose inner table is to his left always moves his checkers in a clockwise direction and the other player moves in a counterclockwise direction.



PREPARATION:

In the diagram above the tables have been indicated, and the points have been numbered to assist players in setting up their checkers and to make the description of the moves more easily understood. The numbers do not actually appear on the playing board. Each player places two checkers on point #1 of his opponent's inner table, five checkers on point #6 of his opponent's outer table, three checkers on point #2 of his own outer table and five checkers on point #6 of his own inner table. When the board is set up ready for play it should look like the diagram.

OBJECT OF THE GAME:

The object of the game is to be the first player to move all of his checkers into

his inner table and remove them from the board, according to the throw of the dice.

THE PLAY:

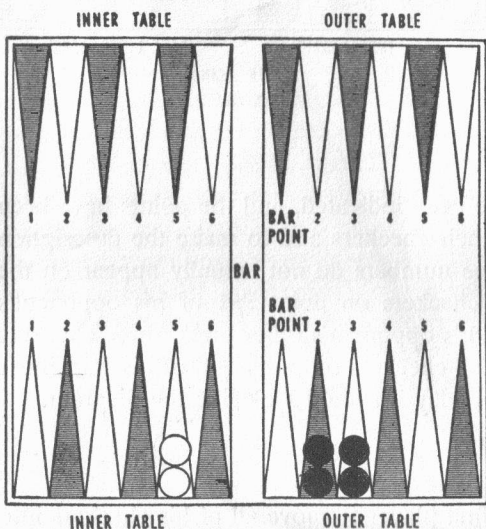
To start the game each player rolls one die and the player rolling the highest number plays first. If both players throw the same number they throw again, until one player eventually throws a higher number than the other. The starting player may play the dice as they were thrown by both players, or he may throw again with both dice, if he thinks he can throw numbers that will be more advantageous to him.

MOVING CHECKERS:

The first player moves one or more of his checkers in the proper direction in accordance with the numbers thrown on the dice. The number on each die is considered separately from the other, and a player may, therefore, move two checkers if he wishes, or he may make both moves with one checker. Whenever doubles are thrown, a player is entitled to move twice for each one of the dice, thus a player throwing two 3's is entitled to move a total of twelve spaces. He may move four separate checkers 3 spaces each, or he may elect to move the whole 12 spaces with one checker. He also may divide the 12 spaces between two checkers, either moving both checkers 6 spaces or moving one checker 9 spaces and the other 3 spaces. A player may not divide the number on any one die between two checkers, nor may he ever move backward. When the first player has thrown the dice and moved his checkers, the second player plays. Players alternate turns throughout the game.

THE BLOCK:

Two or more checkers of the same color resting on a single point form a block. An opponent's checker may pass over a block but may not land on it. **The player, whose checkers form the block, may pass over it and also may land on it with any number of additional checkers.** Frequently a player may not be able to move the checker he wishes, because the count on the dice which he has thrown will land him on an opponent's block. It is even possible that a player may not be able to move any of his checkers and will have to pass his turn. A player must always move for both dice when it is possible for him to do so, and must move for one die, when possible, even though he cannot move for both.



In the situation shown at left, the player with the light checkers cannot move on the throw of a 3 and a 4 even though point #6 which is 7 spaces away is open. This is because the dice are considered as two individual numbers (not as a total) and he cannot move either the 3 or the 4 since the player with the dark checkers has blocks on points 2 and 3.

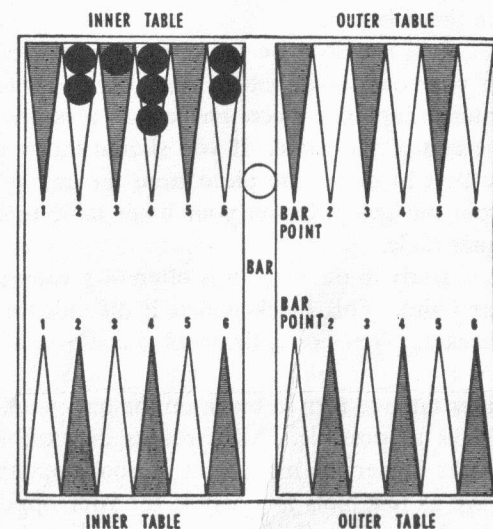
A BLOT:

Any checker resting alone on a point is called a blot. A blot may be captured by an opponent whose checker lands by exact count on that point. Captured checkers are removed from the board and placed on the center bar. A player may not move any of his other checkers so long as he has one or more checkers on the bar.

RESTARTING A CAPTURED CHECKER:

In order to restart a captured checker a player must throw a number on *one* of the two dice which corresponds with the number of a point on his opponent's inner table which is not blocked by his opponent. A player *must* always enter a checker in accordance with the throw of one of the dice and may not enter it on the point which corresponds with the *total* of both dice.

In the diagram at right player using light checkers may enter a checker on points 1, 3 and 5 but may not enter a checker on points 2, 4 or 6. If a player has more than one checker on the center bar and can enter only one on the throw of the dice he may do so, but may not move any checker until all of his checkers have been entered. If an opponent has a blot on his inner table a player may enter on the same point, and, by doing so, capture that blot.



BEARING OFF:

Before removing any of his checkers from the board a player must first move all of his checkers into his own inner table. Once a player has moved all his checkers into his inner table he may not move them out again, although they may be captured and have to be restarted. As soon as he has done this he begins to remove his checkers, on his turn, by taking them from the points which correspond with the numbers that he has thrown on the dice. This is called "bearing off." For example, a player throwing a 6 and a 4 would be entitled to remove a checker from his #6 point and a checker from his #4 point. If under these circumstances a player had two checkers on his #6 point he might prefer to remove one and move the other forward four spaces to his #2 point in order not to leave a blot. If there had been no checkers on the #6 point he must remove a checker from the point of the next highest number on which he has a checker. He may not, however, remove a checker from a point of a lower number if there is still a checker on a point of a higher number. For example, a player throwing a 4 with no checkers on his #4 point may not remove a checker from his #3 point if he still has checkers remaining on either his #5 or #6 points. In this case he must move a checker forward 4 spaces from his #5 or #6 space. If a player is forced to leave a blot while bearing off his