

6+

CLASSIC GAMES

ST004

# BACKGAMMON

## INSTRUCTIONS

**Includes:** 30 Light and Dark Wood Game Pieces, 5 Dice, 1 Game Board.

### Set up:

Diagram A shows the proper position of the checkers for the start of play. The game board is divided into four parts, with each player having both an "inner table" and "outer table". Each table is divided into six "points" with alternate colours, three each. The home and outer boards are separated from each other by a ridge down the center of the board called the bar.

### Object of the game:

The object of the game is move all your checkers into your own home board and then bear them off. The dark and light pieces move in opposite directions.

### How to play:

The laws of Backgammon say that each player throws one die in order to determine who goes first. If both players roll the same number, they must throw again until one player has rolled the highest number. The players start the game by rolling the dice in turn. A player can move his checkers according to the numbers shown on the dice. The numbers shown on the dice are considered individual moves. Thus, if a player rolls a 3 and a 4, he may move one checker four spaces to an open point, and another checker three spaces to an open point, or he may move one checker to a total of seven points, but only if the intermediate point is open. A player must use both numbers of each roll whenever possible. If either number can be played but not both, the player must play the larger one. If a player cannot move at all, the player loses his turn.

**Doubles:** Doubles means rolling the same number on both dice. When this occurs, the player may move the number shown on dice four times. The player can move the same checker all four moves, or any other combination of checkers he wishes.

**Blocked Point:** When a player has two or more checkers on any point, the opposing player's checker may not land. Once a player has landed two checkers on any one point he is said to have "made the Point". There is no limit to the number of checkers one player may have on a point.

**Blot:** Is a point which a player has only one checker. When an opponent checker lands on a blot, it "hits" the blot checker. The checker that was "hit" is placed on the bar (center part of the board).

**Bar:** Once the player's checker has been placed on the bar, he must roll the dice and try to "enter" their checker. The player must "enter" into his opponent's inner table BEFORE he can move any of his other checkers. Entering is accomplished by moving the checkers into the opponent's inner table with the numbers on the dice. If the player rolls a 1, his checker will "enter" the point on the furthest side of the opponent's inner table (i.e. point 1 on their opponent's inner table). A 6 will "enter" on point 6 of his opponent's inner table. If the player cannot "enter" because both points are blocked, the player loses his turn. A SHUTOUT or CLOSED BOARD occurs when your opponent's inner table is completely closed (each point is covered by at least two men), at which point, the player continues to lose turns until a point becomes open.

**Doubling:** Backgammon is played for an agreed stake per point. Each game starts at one point.

During the course of the game, a player who feels he has a sufficient advantage may propose doubling the stakes. He may do this only at the start of his own turn and before he has rolled the dice. The player who is offered the double may refuse, in which case he concedes the game and pays one point. Otherwise, he must accept the double and play on for the new higher stakes. A player who accepts a double becomes the owner of the cube and only he may make the next double. Subsequent doubles in the same game are called redoubles. If a player refuses a redouble, he must pay the number of points that were at stake prior to the redouble. Otherwise, he becomes the new owner of the cube and the game continues at twice the previous stakes. There is no limit to the number of redoubles in a game. The amount of doubling is kept track using the doubling die: the first time a double is accepted, it is turned so that the number "2" faces up and is placed on the bar. The 2nd time a double is accepted, the doubling dice is turned so "4" is facing upwards, and so on.

**Bearing Off:** Once a player has moved all fifteen checkers into his inner table, he can bear off (remove) a checker by rolling a number that corresponds to the point on which the checker resides (1 is closest to the edge and 6 is the furthest). If the player rolls a 2, the player can remove a checker from point two. If there is no checker at the point indicated by the roll, the player must make a legal move using a checker on a higher-numbered point. If there are no checkers on higher-numbered points, the player must remove a checker from the highest point on which one of his checkers resides. First player to bear off all his checkers wins the game.

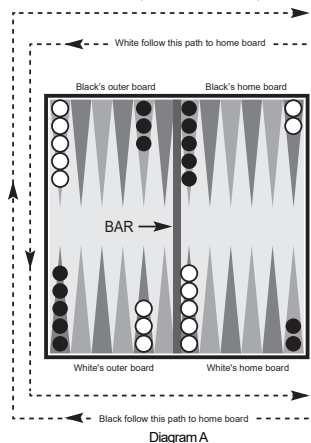


Diagram A



ambassador

**MANUFACTURED BY:**

Merchant Ambassador (Holdings) Ltd.,

Hong Kong

[www.merchantambassador.com](http://www.merchantambassador.com)

**MADE IN CHINA**



Keep this information for future reference.  
Colours and contents may vary from items shown.  
Warning! Choking hazard. Small parts.  
Not suitable for children under 36 months.