

## CLASSIC 15" BACKGAMMON SET



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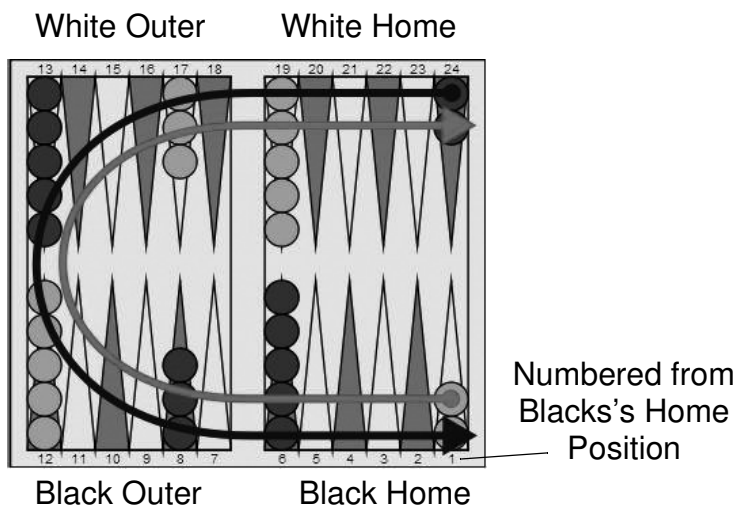
**HOW TO PLAY BACKGAMMON**

Backgammon Includes:

- 15 Black Pieces
- 15 White Pieces
- 4 Dice
- 1 Doubling Cube
- Board

**How to Set Up the Board**

1. Lay the backgammon board flat on the table in front of you.
2. Remove the checkers. Count to make sure their are 15 of each color.
3. Make sure the backgammon set contains four dice and a doubling cube marked with 2, 4, 8 and so on.
4. Notice the pattern of triangles, called points, on either side of the board, and see that the board is divided in to four sections called quadrants. Notice the bar that cuts the board in half.



5. Choose which player will play the black pieces and who will play the white.
6. Number the points starting with 1, from your home board and going to 24 on your opponent's home board. Number 1 is the point in the lower right-hand corner near you. The illustration shows the board from the black side.
7. Place two pieces on the 24 point, five on the 13 point, three on the 8 point, and five on the 6 point. Your opponent will place his or her pieces in the same configuration opposite yours.

**Start the Game**

1. Sit opposite your opponent with the board between you.
2. Set up the backgammon board.
3. Roll a single dice to determine who will get to move first. The higher number goes first. Roll again if both players get the same number. These two dice are then used for the first move.
4. Move according to the roll of the dice if you rolled the higher number, but keep in mind that you must use both dice to determine your first move.

**Moving the Pieces**

The movement of the pieces in backgammon is determined by rolling the dice. Two dice are used and each number on the dice shows how many places one or more of your pieces may move.

For example, if you roll the dice and get a 5-3, you will have to move one of your pieces five points and another one three points or move a single piece 8 points. Keep in mind that when you move a single piece eight points in this example, you are actually making two separate moves with that piece. One move for three points and one move for five points.

You may move your pieces to any point on which there are zero or only one of your opponent's pieces. You may not move your pieces to a point on which there are two or more of your opponent's pieces.

**Doublets**

When both dice land on the same number it's called a "doublet" and you get twice as many moves as the dice show. For example, if you roll a 3-3, you can move up to four pieces a total of three points each or a single piece a total of 12 points.

**Points**

When you have two or more pieces on one point, you are said to control that point. Your opponent's pieces cannot land or come to rest on a point you control. If you control six consecutive points, you have completed a "prime".

A prime prevents your opponents from advancing beyond the prime because you can only move up to six spots at a time (because the maximum roll on a single dice is 6).

**Hits**

If you move a piece to a point that contains exactly one of your opponent's pieces, it is called a "hit". At any time a piece is hit, it is returned to the bar (the middle area that divides the inner and outer boards).

Pieces may reenter the game on their owner's board by rolling the dice. A roll of 2 will start your piece at the 23 point, a roll of three will start your piece at the 22 point and so on.

***Reentering from the Bar***

Your piece may reenter the game if you roll the dice and the roll corresponds to a point that isn't occupied by two or more of the opponent's pieces. For example, if you roll a 2 but your opponent has two men on the 23 point, you will not be able to reenter from the bar and it becomes your opponent's turn.

A player may not move any of his or her other pieces on the board until all of their pieces have been reentered from the bar.

***Closed Board***

If an opponent occupies all six points in his or her home territory, this is called a "closed board". It is called that because it prevents you from reentering any of your checkers to the game - all six entry points are occupied.

Because you cannot move any of your other pieces on the board until you have gotten all of your pieces off the bar, but the board is closed, you don't get to roll until your opponent moves one or more of his or her pieces off the re-entry points.

***Bearing Off***

Bearing off all your pieces is the point of the game. You may only start bearing off your pieces when all 15 of them have made it to your home board. The order in which your men are beared off is determined by the roll of the dice.

For example, if you roll a 4-5, you may bear off one piece from the 4 point and one piece from the 5 point. If you don't have any pieces on those numbers, you may move other pieces forward.

You may not use a roll of the dice to bear off pieces from a lower point unless there are no other pieces on the board. For example, if you roll a 6 but only have pieces on the 5 point, you may bear off one of those pieces.

You may not bear off if you have pieces waiting in the bar or if you have any outside of your home board.

The first person to bear off all their pieces wins the game.

***Gammons and Backgammons***

If one player bears off all 15 of their pieces before the opponent bears off any pieces, the loser has suffered a "gammon" and the loss counts as a double loss.

If one of the players bears off all 15 of their pieces before their opponent bears off any pieces and the losing player still has pieces in the bar or on his or her's opponent's home board, the loser has suffered a "backgammon" and the loss counts as a triple loss.

***Doubling Cube***

The doubling cube is a six-sided dice with the numbers 2, 4, 8, 16, 32, and 64 on it. If a player feels like he or she is in position to win the game, they may propose to double the stakes. If their opponent accepts the double, that person now gains control of the cube and the game is played for double the stakes.

At any point after that, the player who is in control of the cube may now propose to double the stakes again. If a player declines to double the stakes, that player must immediately forfeit the game.

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