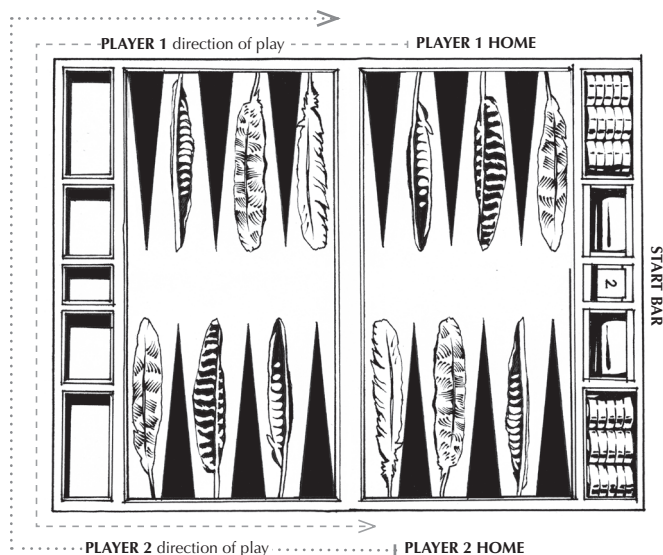


BACKGAMMON



COMPONENTS

Backgammon board, 2 colours x 15 playing pieces, 2 x pairs of dice.
OPTIONAL 2x dice shakers, a doubling die.

AIM OF THE GAME

To win! By taking all your playing pieces off the board before those of your opponent.

THE PLAY

Move your pieces round the board in your direction of play, at the same time preventing the progress of your opponent and ultimately taking your pieces off the board.

TERMS & TERMINOLOGY

'Direction of play' is in a horseshoe direction from the **'start bar'** in the opposite quarter (i.e. in your opponent's **'home'**), ending up in your **'home'**.

'Start bar' is one of the shorter side frames of the board (see diagram above).

'Home' is one of the quarters of the board, assigned to the player at the start of play, and from where the pieces are ultimately taken off the board. In the **'home'**, points are numbered 1-6, ascending from the **'start bar'** to the central bar. This is significant when pieces need to return to the board from **'prison'**, plus at the latter stage of the game when **'bearing off'**.

A **'secure'** point is where pieces of the owner-player are safe from being sent to prison.

'Prison' is the central bar of the board frame (explanation to follow).

'Bearing off' At the latter stage of the game, once the player's pieces are all in **'home'**, the player starts to take pieces off the board according to the numbers thrown.

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LET THE GAMES BEGIN..

Throw one die each. The highest number wins (NB ties are re-thrown).

HOW TO PLAY

With the use of both dice, move your pieces round the board in the direction of play. The numbers from the two dice thrown can be used to move either two different playing pieces, or one piece in two steps. A piece can move to any point which already has no pieces, any number of your own pieces, or just one of your opponent's pieces on it (in which case the opponent's piece is sent to **'prison'**). A point which has two or more pieces on it is **'secure'** for the player to whom they belong. There is no limit to the number of playing pieces that can reside. NB points cannot be shared by opponents' pieces.

PRISON

If your piece lands on a single piece of your opponent, then it can be **'taken'** and sent to **'prison'** on the central bar. You cannot continue to move round the board if you have any pieces **'in prison'**.

In order to release your piece(s) from **'prison'**, you have to throw a number 1-6 adequate for it to be returned to an available point in your opponent's **'home'** (see terms for **'home'**).

BEARING OFF

When either player succeeds in amassing all of their pieces in their **'home'**, they start to take pieces off the board from points corresponding to numbers thrown (see terms for **'home'**). At this stage, the player can either move a piece forward (if space allows it, i.e. there would be no room to move a 6) or **'bear off'**. When casting a number higher than any point covered, a piece from the highest point in the **'home'** may be taken off.

NB If, while bearing off, an individual piece is hit: it is sent to prison and must re-enter the board in the usual way (in the opponent's home) and travel in the direction of play back to its home before more pieces can be moved forward or taken off.

TAKE NOTE

Dice must lay flat on the board, within the frame of the board, so it is clear which number-face is used; any ambiguity – throw again.

Both numbers must be used to move pieces forward if possible (ie if no unavoidable block).

DOUBLES

If you throw two of the same number (a double) then you can move four of that number.

TIPS & TRICKS

'5 Point' and **'Bar Point'** are the most effective points to secure - especially at the early stages of the game, because of the initial set-up. Throws of numbers 2 apart from each other i.e. 1 & 3, 2 & 4, 3 & 5, 4 & 6 can easily make secure points in one's home, to impede the opponent's movement both in (from prison) and out (forward round the board).

One can be more risky at the start of play, when the opponents' **'home'** is less built up (with secured points) so that if one is taken and **'imprisoned'**, they can easily return to the board (by landing on an available point in the opponent's home). Try to leave fewer pieces exposed as the game rolls on.