

# BACKGAMMON RULES

## Object:

Be the first player to move all of your counters off the Game Board.

## Set Up:

The Game Board is divided into four sections that each contain 6 triangular spaces, called points. Notice the bar divides the Game Board in half. Each player places 15 counters of the same color on the Game Board as shown in the diagram to the right.

## Play:

Each player rolls a single die. If you rolled the highest number, move your counters according to the numbers showing on both dice. After the initial roll, players alternate turns, using both dice to determine the number of points to move the counters.

- Always move the counters in the direction of your home board, as noted on the diagram.
- A counter can move to an open point, which is a point that is occupied by any number of your own counters, or a point that is not occupied by two or more of your opponent's counters.
- You can move one counter the number of one die and another counter the number of the other die. Or, you can move one counter the total number showing on both dice, only if the number of one of the dice could move your piece to an available point. For example, if you roll 4 and 5, you may move one counter 4 spaces and another counter 5 spaces. Alternatively, you may move one counter the total of 4 and 5, or 9 spaces, only if either the fourth or fifth points are open.
- If you roll Doubles, play the number shown on the dice twice. For example, if you roll two 5s, use any combination of counters to move a total of four 5s.
- When it's not possible to move the full number of both dice and only one counter can be played, you must move that counter. If either number can be played but not both, play the larger one. If neither number can be played, you lose your turn.

## Hitting:

When you're able to land on a point that is occupied by only one of your opponent's counters, place the opponent's counter on the bar. This is called a hit. Your opponent must now re-enter that counter by way of your home board before moving any other counters (See diagram to the right).

## Bearing Off:

Once you have moved all 15 of your counters to your home board, begin moving them off of the Game Board. This is called bearing off. You must roll a number that matches the number of points needed to remove a counter from the Game Board. If the die roll is higher than needed to remove a counter from the board, you may move a counter from the highest numbered point. If one of your counters is hit while bearing off, it must re-enter and travel back around the entire Game Board and reach your home board again, before you can continue to bear off.

## Winning:

If you're first to move all of your counters to your home board and then bear them off, you win!

