



2-IN-1 GAME SET
RULES

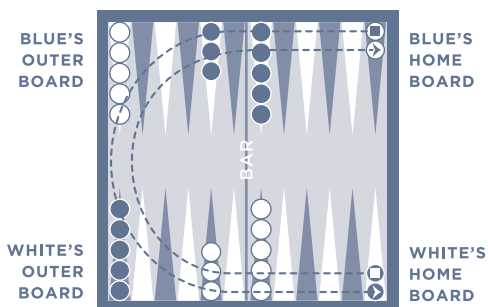
CHECKERS &
BACKGAMMON

BACKGAMMON RULES FOR 2 PLAYERS

CONTENTS: 1 GAME BOARD, 30 CHECKERS, 2 DICE

Objective: Be the first player to move all your checkers off the game board.

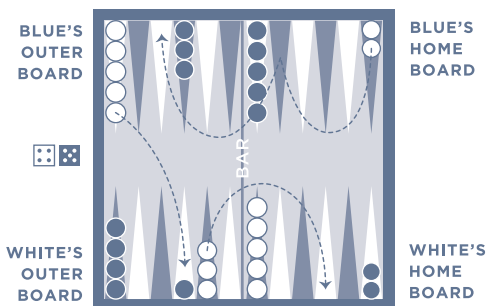
Setting Up: The game board is divided into 4 sections (or quadrants) that each contain 6 triangles called points (24 points in total). The bar divides the game board in half, giving both players two quadrants: a home board and outer board. Each player takes 15 same-color checkers (blue or coral) and places them in the starting position shown below.



Playing: Each player rolls one die. The player who rolls the higher number begins by moving their checkers according to the numbers shown on both dice. After the initial roll, players alternate turns, rolling both dice to determine the number of points to move their checkers.

Always move your checkers in the direction of your home board, as shown above—traveling a horseshoe path away from your opponent's home board—with the intention of ultimately moving all your pieces home. You can move a checker to any open point: one that is empty, one that is occupied by any number of your own checkers, or one that is not occupied by two or more of your opponent's checkers.

You can move any two checkers per the separate dice numbers; or move just one checker per the sum of both dice, as long as the count of either die would allow you to move your piece to an open point. For example, if you roll 4 and 5 (as shown below), you can move one checker 4 points and another checker 5 points; or move one checker 9 points (the sum of 4 and 5), but only if either the subsequent fourth or fifth point is open. If you roll doubles, play the count of each die twice; for example, if you roll two 5s, use any combination of checkers to move a total of 20 points.



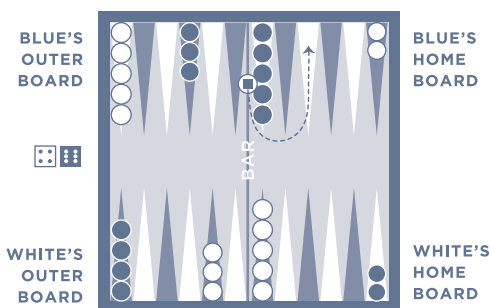
Hitting: If a single checker of either color is located on a point, that is known as a "blot." If your checker lands on an opponent's blot, the

opponent's checker is removed from the board and placed on the bar. This is known as "hitting" your opponent's blot.

If one or more of your checkers are on the bar, you must reenter them all back on the board before moving any others. This is done by moving your checker from the bar to an open point on your opponent's home board, corresponding to one of the numbers you roll. For example, if you were to roll 4 and 6 in the position shown below, you could only move that checker from the bar to your opponent's fourth point, since their sixth point is not open; you would then move another checker 6 points. If both numbers rolled correspond to points that are not open, you lose your turn.

If you can reenter one or more of your checkers from the bar, you must do so. If there is any checker remaining that you cannot reenter, you lose any remaining moves.

After your last checker has been returned to the board, any remaining numbers on the dice must be played. You may move any checker, including the one that you just returned to the board.



Bearing Off: Once you have moved all 15 checkers to your home board, begin moving them off the game board. This is called "bearing off." You must roll the exact number of points needed to remove a checker from the game board. For example, rolling 3 and 6 permits the player to remove a checker from the third and sixth points.

If a number rolled is higher than any occupied point, the player must remove a checker from the highest occupied point. If a number rolled corresponds to an empty point or is lower than any occupied point, the player must move a checker from a higher point according to that number; the player is then under no obligation to bear off.

If one of your checkers is hit while you are bearing off, you must first reenter that checker so it can travel the entire game board and reach your home board again; then you can resume bearing off.

Winning: If you are the first to bear off all your checkers, you are the winner!

FOR ADVANCED PLAYERS

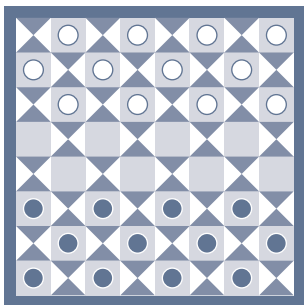
Scoring: The first player to bear off all 15 checkers wins the game. In addition, if an opponent fails to bear off at least one checker, or is caught with one or more checkers still outside their home board, the winner scores a "gammon"—worth twice the points or stakes being played for in "match play," a series of games played at predefined stakes. If the winner has removed all 15 checkers and their opponent still has one or more checkers in the winner's home board or on the bar, the winner scores a "backgammon"—worth triple the number of points or current wager.

CHECKERS RULES FOR 2 PLAYERS

CONTENTS: 1 GAME BOARD, 24 CHECKERS

Objective: Be the first to capture all your opponent's checkers from the game board or to trap them so your opponent cannot make a move.

Setting Up: Each player takes 12 same-color checkers (blue or coral) and places them on the first three rows in front of them, occupying the beach squares, as shown below. The beach squares are the only ones that may be occupied on the board, with the patterned squares remaining empty throughout the game.



Playing: Decide which player goes first. On your turn, move any one of your checkers according to the movement rules below. After a single checker has been moved, the turn is over. Players then continue to alternate turns.

Movement Rules: You can only move a checker diagonally forward—toward your opponent's side of the game board. However, after a checker becomes a "king" (see "Becoming a King" below), you can move it diagonally in any direction (forward or backward).

You can move a checker one space diagonally to an open adjacent square, or jump one or more checkers diagonally to an open square adjacent to the checker(s) you jumped. Multiple pieces may be jumped provided there are successive unoccupied squares beyond each piece that is jumped. If you jump an opponent's checker, you "capture" it (see "Capturing an Opponent's Checker" below).

If all squares diagonally adjacent to your checker are occupied, your checker is blocked and cannot be moved.

Capturing an Opponent's Checker: If you jump an opponent's checker, you capture it. Remove it from the game board and place it in front of you.

Becoming a King: As soon as one of your checkers reaches the furthest side of the board (i.e., the first row of your opponent's side of the game board), it becomes a king. Place one of your own captured checkers on top of it. Now this double-decker checker can move diagonally in any direction (forward or backward) on the game board.

Winning: The first player either to capture all opposing checkers from the game board or to trap their opponent so they cannot move wins the game!