

BACKGAMMON

For 2 players/Age 8 to adult

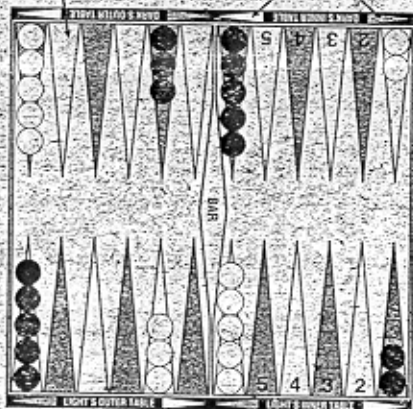
BEFORE PLAY

Set up game as shown. Choose colors. Sit nearest the inner table of your color. Each player throws one die and the one who throws the higher number has first play.

OBJECT

The object of the game is to move your men from point to point around the board until you have brought all of them to your inner table and eliminated them from the game.

Game board contains 24 colored points. On actual game board, these arrows show direction of moves for each color of men.



STARTING POSITIONS

The drawing shows the position of men at the start of the game. The board is divided into four tables containing 6 points each. Notice that each player at the beginning of the game is given five men on his/her own inner table.

PLAY

Players take turns throwing both dice and moving their men a number of points corresponding to the numbers thrown. It is important that players consider each turn as being made up of two parts, or moves, as indicated by the throw of the dice—one part corresponding to the number of pips (spots) on one die, and the other part

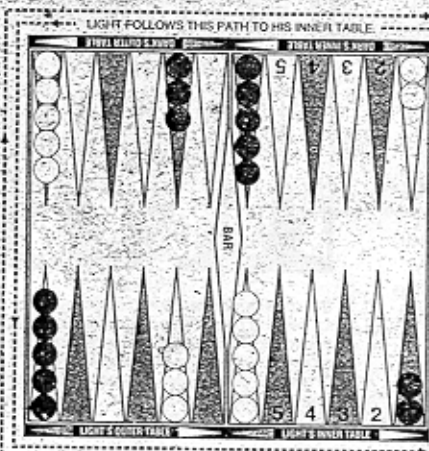
corresponding to the number of pips on the other die.

Light and dark men move in opposite directions. Move your men according to the following path, from the opponent's inner table to the opponent's outer table, then to your own outer table and from there to your own inner table.

Because of the arrangement of the men at the beginning of the game, not every man will pass through all four tables. There is no limit to the number of the same player's men which may occupy a point at once.

MOVES

You may move your men in any order you choose. When you have made your throw, you may move one man the number of pips on one die and another man the number of pips on the other. Or, you may play one man for the total, but the play must be treated as two moves, for a man must not touch down on a point blocked to him by his opponent (see BLOCK).



MOVES

Light and Dark men move in opposite directions. The men move across alternately colored points to reach their inner table. The colors of the points are not significant to the play of the game.

For example, if you throw 5-3 and you wish to move one man for the total of 8, you must move the man first 5, then 3 (or 3, then 5), without touching down or landing on a blocked point after either part of the total move.

DOUBLES

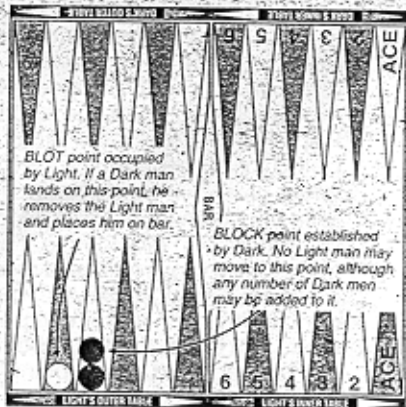
When duplicate numbers, or doubles, are thrown, the play is doubled. Thus, if 5-5 is thrown, two men may be moved two moves of five points each, or the throw may be divided into four moves of five points each by one or more men.

BLOCKS

A block is a point which contains two or more opponents, and no man may move to such a point. A man may pass over, but may never touch down or land on a blocked point. Any part of the throw of the dice which cannot be played is lost, but the whole of a throw must be played if possible.

BLOTS

A blot is a point occupied by a single man. If you move a man to a point occupied by a single opponent, remove the opponent and place him/her on bar.



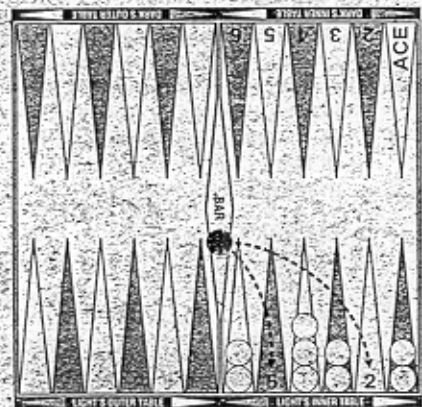
BLOCKS AND BLOTS

BAR

The separation between the inner and outer tables is called the bar. When you have a man on bar, you may move no other men. A man on bar (bar man) must be reentered in the opponent's inner table onto a

PLEASE TURN OVER

numbered point corresponding to the throw of the dice. The number shown on either die may be used for reentering, and the number on the other die may be used to move another man or the reentered man. The pips on each die must be counted separately; they may not be combined to reenter a bar man.



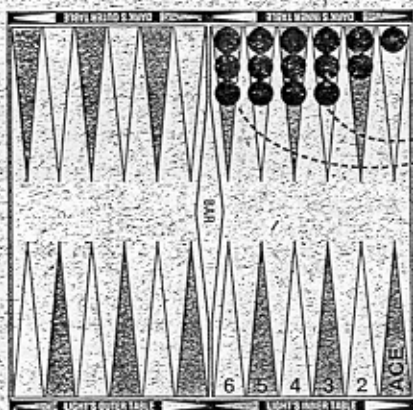
BAR

BAR occupied by Dark. Before moving any other man, Dark must reenter this bar man onto the opponent's inner table. In this case, he/she must throw 2 or 5 in order to reenter this man, because all other points of the opponent's inner table are blocked for him/her. The bar may be occupied by any number of Light and Dark men at the same time.

BEARING OFF

To bear off your men is to eliminate them from the game according to throws of the dice. The pips on each die must be counted separately; they may not be combined in bearing off. Points on the inner table are numbered for convenience in bearing off. When you have moved all of your men onto your own inner table, proceed to bear them off. For example, if 6-3 is thrown, you may remove a man from each the 6 and 3 point. Or, you may remove the man from the 6 point, then move up (toward the ace point) any man resting on a higher point than the 3 point. If there are no men on a point corresponding to or higher than the number thrown, a man on the inner table farthest from the ace point may then be borne off.

Should one of your men be taken up and placed on bar after you have started bearing off, you must



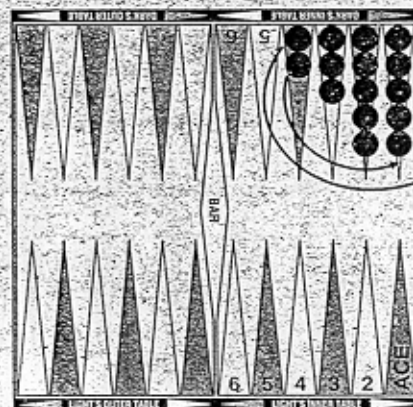
BEARING OFF

The drawing shows all Darks on his/her inner table, ready for bearing off. On a throw of 6-3, here are the options: 1. Remove a man from each the 6 and 3 point (shown). 2. Or, remove a man from the 6 point, then move up three points any man from the 6, 5, or 4 point.

reenter the bar man on the opponent's inner table and move around the board to your own inner table before you may again proceed to bear off your men.

In bearing off, as in regular play, the play is doubled when doubles are thrown.

The player who first bears off all of his/her men wins the game.



BEARING OFF

The drawing shows Dark in a different situation, ready for bearing off. In this case, on a throw of 6-3, here are the options: 1. Remove one man from the 4 point and move the other man from the 4 point to the ace point (shown). 2. Or, remove one man from the 4 point and one man from the 3 point.

SCORING

When the game is being played for stakes, there are three classes of victory, and the winner scores accordingly:

For a Simple Victory, in which the loser has borne off one or more men, the victor wins the amount of the stake.

For a Gammon, in which the loser has borne off no men, the victor wins double the stake.

For a Backgammon, in which the loser has borne off no men and has at least one man remaining on bar or on the winner's inner table, the victor wins triple the stake.

DOUBLING

At any time during the game, after the first throw of the dice has been made, either player may, before throwing the dice, double the stake for which the game is played.

When the stake is doubled, the opponent may either accept the double and continue the game, or surrender and lose the game.

The privilege of doubling is at first allowed to either player, and then alternately, remaining with the player who has accepted the last double.

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We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

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