

backgammon



Michael Graves

The highly acclaimed work of Michael Graves has restored a sense of humanity to modern architecture. Graves, one of the most noted architects of our time, has designed buildings for such clients as Disney™, including the company's corporate headquarters and the Walt Disney™ World Swan and Dolphin Hotels. Gifted in design at every scale, Michael Graves has created products for the home that carry labels such as Alessi, FAO Schwarz, and Steuben. His work has been recognized with scores of awards. Most recently Michael Graves was selected for the 2001 American Institute of Architects Gold Medal award, the highest honor given by the AIA to an individual. In 1999, President Clinton presented Michael Graves with the National Medal of Arts.

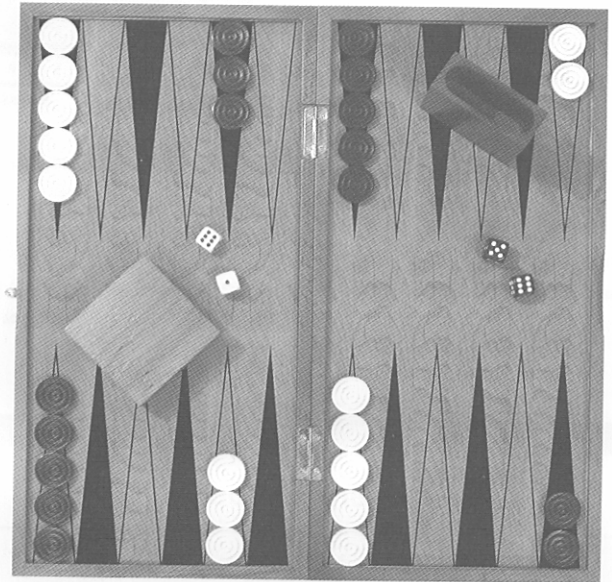
The Michael Graves Collection provides an inspired balance of form and function. Sensible and sublime, practical and whimsical, the objects envisioned by the world-renowned architect infuse our daily lives with joy.

Graves

backgammon

game rules and instructions

AGES 8 to adult



MICHAEL GRAVES
DESIGN™

Basics of Backgammon

Backgammon was designed for two players. Each player receives a pair of dice, a cup for shaking, and 15 game pieces (also called stones or men) which are placed on a board marked with 24 narrow triangular **points**. The board is divided into quadrants. Each quadrant has six points in alternating colors. The quadrants are referred to as a player's **home (inner) board** and **outer board**, and opponent's home (inner) board and outer board.

The home and outer boards are separated by a partition called the **bar**.

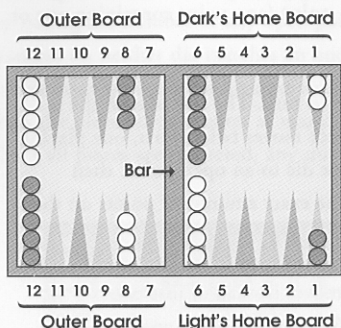


Figure 1. Initial board setup with game pieces in starting position.

Based on the board setup shown in Figure 1, Light game pieces always move counter-clockwise and Dark always move clockwise.

The points are numbered (1–24) for each player starting from the player's home board. Outermost is the 24-point, which is also the opponent's 1-point.

Pieces are arranged: two on each player's 24-point, five on each player's 12-point, three on each player's 8-point, and five on each player's 6-point. A **doubling cube** is used to keep track of the stakes.

Object of the Game

The object of the game is to be the first player to move your game pieces into your home board and then move them off. The player who accomplishes this first wins.

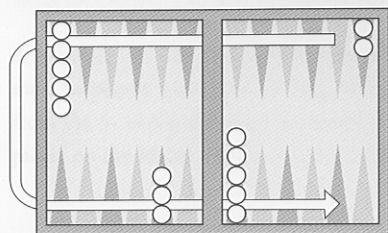


Figure 2. Direction for moving the Light game pieces. Dark game pieces move opposite.



Game Play

To start, each player throws one die to see who goes first. If equal numbers are thrown, players roll again until the tie is broken. The player rolling the highest number gets to move the amount displayed on both dice.

Game pieces always move from a higher- to a lower-numbered point, and can pass over occupied points freely. They can only land on an **open point** (any point containing one or none of the opponent's men).

After the initial throw, each player always rolls two dice in turn. The roll of each die is considered a separate move, even if the same playing piece moves twice. First, one playing piece is moved the exact amount of points shown on one die to an open point, then another piece—or the one you just moved—is moved the exact amount of points on the other die.

When doubles are rolled, the player gets to make four moves instead of just two (e.g., A 6 and 6 are rolled, so the player then has four 6's to move, using any combination of game pieces).

A player must complete his turn, moving the amount on both dice (times two with doubles) whenever possible. If only one number can be played, it must be played. If either number can be played, but not both, the larger number must be played. If doubles are rolled, the player must make as many moves as possible. If none of the numbers rolled can be played, then the player loses a turn.

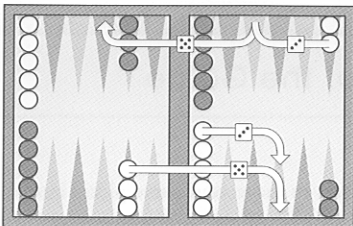


Figure 3. Two ways a 6-6 roll can be played.



Blots to Bars

A player may not move to a point that is occupied by two or more of the opponent's pieces. A playing piece that stands alone on a point is called a **blot**, and when a player lands on the opponent's blot, it is then placed on the bar. It is possible, with doubles, for one piece to land on up to four opponent's blots in a single turn. The opponent cannot move again until all their playing pieces are removed from the bar. The piece is reentered by rolling the number of any open point on the opposing player's home board. If the number on neither die matches an open point on the opposing player's home board, the player must try again on his next turn. If the player is not able to reenter all game pieces, then the player should enter as many as possible and then forfeit the rest of their turn. Once all pieces are reentered, any numbers on the dice that are unused must be played.

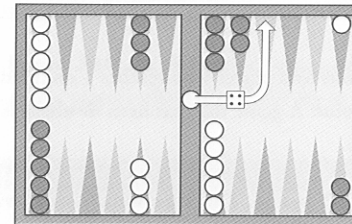


Figure 4. A game piece on the bar with a 4-6 roll can be reentered through the opponent's home board using the 4-point because the 6-point is not open.



Bearing Off

In order for a player to move pieces off the board, called **bearing off**, all 15 pieces must first be brought into the player's home board. Pieces are moved out and off the board by rolling numbers that correspond to the points where the pieces are located (i.e., If a 6 is rolled, the player can bear off a piece from the 6-point).

A playing piece does not have to bear off by exact count, but the full amount of the roll must be played when possible (e.g., If a 4 is rolled but cannot be played, then a piece from the 5- or 6-point must be moved four places towards the edge). If there are no pieces on the higher points, pieces bear off from the highest point possible.

Bearing Off (cont.)

The player is not required to bear off until all plays have been made. If a piece is placed on the bar during the bearing off process, it must be played through and returned to the home board before removal. The first player to bear off all pieces wins.

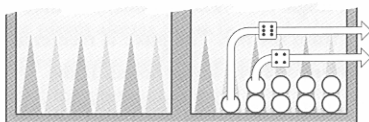


Figure 5. With no moves on the 6-point, a 6 and 2 roll bears off two playing pieces.

Doubling Cube

Backgammon is often played as a match which is won by a player who reaches a specified number of points. A standard game is worth one point. A game that has been **doubled** is worth the value on the cube at the end of the game.

The doubling cube shows the numbers 2, 4, 8, 16, 32 and 64. The game usually starts with 64 shown on top. When at an advantage, a player may propose doubling the stakes by turning the cube to 2. This takes place at any point in the game, at the start of a player's turn, before rolling the dice. The opponent may pass and concede the game, and pay a point, or accept and play for double stakes. Once accepted, the opponent becomes the **owner of the cube**. At any time before rolling, that player can now **redouble** the stakes by displaying the next number on the cube. The other player can now pass and lose the most recent cube value, or accept and agree to the new stakes.

Gammons and Backgammons

A **gammon** takes place when one player bears off all playing pieces before the opponent bears off any. This results in a double loss (twice the value of the doubling cube). If, in addition, the opponent has at least one piece in the winner's home board, or one on the bar, the result is **backgammon** (three times the value of the doubling cube).

Game Options

These optional rules can increase the winning score and provide additional challenge in the game. They are in widespread use.

Automatic doubles. If a tie comes up in the first throw of the dice, previous stakes are doubled and the doubling cube is changed to display a two. Automatic doubles are usually limited to one per game.

Beavers. When an opponent is doubled, he may immediately redouble (beaver) once in possession of the cube. The player who doubled first can accept or refuse, the same as a normal double.

The Crawford Rule. Prohibits doubling for one game when a player is within one point of winning a match.

The Jacoby Rule. In undoubled games, gammons and backgammons do not count extra. This deters players who avoid doubling to play on for a gammon.

Taking Turns

Both dice must be rolled together into the right-hand portion of the board. The player must reroll both dice if one lands outside the given area, lands on a playing piece or does not land flat.

Once the player picks up the dice, a play is considered complete. For an incomplete or otherwise illegal play, the opponent can accept the turn as made or require the player to retake it. A player accepts his opponent's play by rolling the dice or offering a double to start the next turn.

A player's roll does not count if the player rolls before the opponent has picked up the dice, which indicates a completed turn. This rule is generally waived any time a play is forced or when there is no further contact between the opposing forces.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).



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