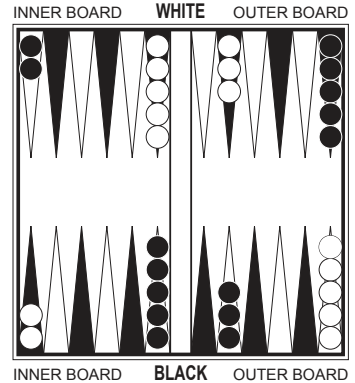# Backgammon

REQUIREMENTS:
Backgammon is a two player game. Both players have an equal opportunity to move first so it makes no difference which sideor which color checkers the players use.

SET INCLUDES:
A. (1) Backgammon Board
B. (30) Checkers (15 of each color)
C. (4) Dice
D. (2) Dice Cups
E. (1) Doubling Cube. A doubling cube is a 6 sided die with the number 2, 4, 8, 16, 32 and 64 on the 6 faces. A doubling cube is usually oversized.

This die is used to keep track of the number of points or units at stake in the game. The doubling cube is a great source of excitement in backgammon and its use will be explained later in this section.

Setting Up
A backgammon board has 24 triangles in alternating colors called points. The board is divided into 4 quadrants and each quadrant has 6 points. You and your opponent each have a home (inner) board and an outer board which are separated by a raised section called the bar. The checkers are initially set up with two checkers on each player's 24 point, five on each players 13 point, three on each 8 point, and five on each players 6 point. The direction of play is from your opponent's inner board to their outer board, to your outer board and then to your inner board.

Object of the Game
Each player must move their checkers according to the numbers shown on each throw of their dice. Checkers are moved around the board by the players into their inner boards. Once all of the checkers are in the home board, players can begin to "bear off". The player who bears off all of their checkers first, wins the game.

Starting the Game
Start the game by having each player throwing a single die. The player with the highest number moves first using the sum from the two dice just thrown. If the same number comes up on both dice, the players re-roll until they are different. After the first move, players alternate turns by rolling their own dice.

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Playing the Game

The checkers must always be moved forward around the board according to the numbers shown on the dice.

The numbers on the dice are two separate moves. In other words, one checker can be moved the total amount of the dice or two individual checkers can be moved for the value of one of the dice. For example, a throw that shows 4 and 6 would mean that you can move one checker 10 spaces, or move one checker 4 spaces and another checker 6 spaces. You may move a checker to any point occupied by your own checkers or to a point with 1 or none of your opponent's checkers. A checker may not be moved to a point with two or more of your opponent's checkers on it.

If a player rolls doubles, the player may move double the amount shown on the dice. For example, if a double 3 is rolled, the player has several different combinations of moves to make. The player can do any one of the following:

Move any one checker a total of twelve spaces.
Move any two checkers a total of twelve spaces with each checker moving six spaces.
Move any two checkers a total of twelve spaces each with one checker moving nine spaces and the other moving three spaces.
Move any four checkers three spaces each.

The full roll must be used including doubles. If only one number can be played it must be the higher number of the two, if that is possible.

Points

If two or more checkers are on the same point, the opposing player may not land on that point but they may jump over it and move beyond. There is no limit to the number

of checkers a player may have on a point. If there are six points made in a row, any checkers behind this row of six points are effectively trapped until the row of six is broken.

Hitting
A single checker is susceptible to hits. Since checkers of opposite colors may not occupy the same point, when an opponent lands on a point with a single opponent checker, the checker is removed and replaced with the player's own. The removed checker is placed on the bar.

The Bar
The bar is the middle strip that separates the inner and outer boards and once a checker is placed there, it remains out of play until it can be entered into the opponent's inner board by a throw of the dice. You cannot move your checkers on the board until all of your checkers on the bar have reentered the board.

Entering from the Bar
A checker can be entered from the bar on the player's next turn and only if one of the numbers on the dice corresponds to a point not occupied by two or more opponent checkers in the opponent's home board. If you cannot enter because both points indicated by the dice are blocked, the your turn is over.

The Bear Off
The Bear Off is the final stage of the game when you remove your checkers from your home board. You cannot start this process until all fifteen of your checkers are in your home board. You may "bear the checkers off" according to the numbers on the dice you throw. For example, if you roll a 4-5 you may take one checker off the 4 point and another off the 5 point. If you do not have checkers on one or both of those points, you must move checkers within your board to get closer to the end. If you cannot move any checkers, your turn is over. You must use your entire roll. If you roll a six and have no checkers on the 6 point, you must take a checker off of the next highest point with checkers on it. If you roll a four and have no checkers on the four point but you do have a checker on the 6 point, you can either move the checker on your 6 point four spaces to the 2 point or move a checker on the 3, 2 or 1 points to bear off. Your opponent can hit you while you are bearing off if your opponent has a checker on the bar. If your opponent hits you while you are bearing off, you must enter that checker and bring it all the way around back to your home board before you can continue to bear off checkers.

Winning
The first player to bear off all 15 checkers wins the game.

Doubling

Before the game starts, the doubling cube is placed at the side or on the bar with the number 64 on top which indicates that the game is being played for one point or unit. If one player feels they have the advantage during the course of the game, they can double the stakes of the game by turning the cube so that the 2 is facing up. A player may double only before they roll the dice on their turn. The opponent may either decline the double and forfeit the stakes of the game or they may accept the double and play on for double the stakes. The first double may be made by either player but after a double is accepted, the player who accepted it owns the cube and is the only one allowed to re-double the stakes. There is no limit to the number of times the stakes can be redoubled.

The trailing player may not double for one whole game once the leader is one point away from winning the match.

Scoring

Single Game

The player who bears off all fifteen of their checkers first is the winner, If the losing player has borne off at least one checker, the player wins the number of on the cube, if the cube was in play, otherwise, the number of losing party's checkers remaining on the board.

If the losing player has not borne off any of their checkers (called a Gammon), the winning party wins twice the amount indicated by the cube.

If the winning party bears off all of their checkers before the losing party is able to bear off any and the losing party has checkers in the winning party's home board or on the bar (called a Backgammon), the winning party gets three times the amount of points indicated by the cube.