

DELUXE
BACKGAMMON
INSTRUCTIONS



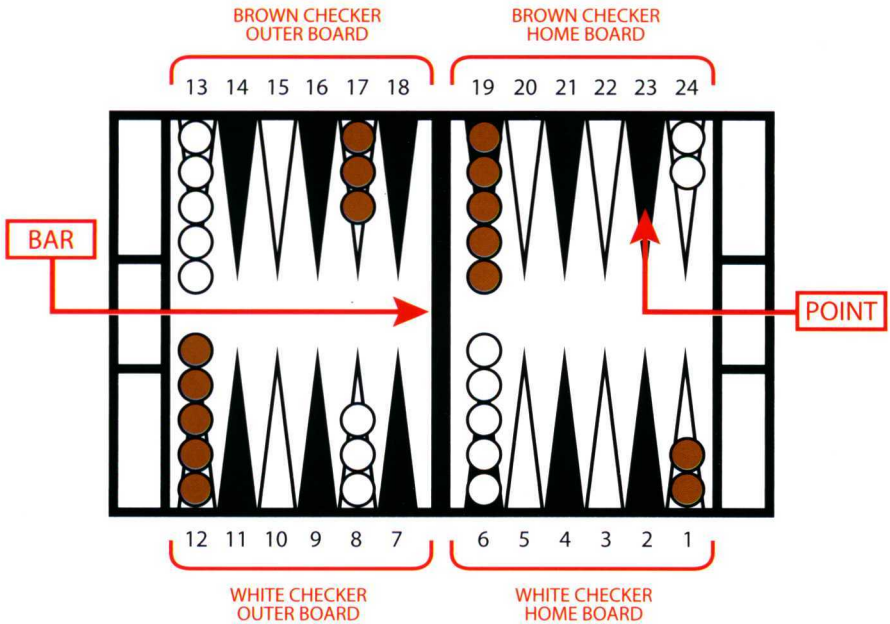
OBJECT OF THE GAME

Backgammon is a two player game. The object of Backgammon is for players to move all of their checkers around the board and bear them off before their opponent. The player who is able to achieve this first is declared the winner.

SETUP

The backgammon playing board is made up of 24 elongated triangles which are referred to as points. The points form a continuous track and are numbered from 1 to 24.

Each player begins with fifteen checkers, two are placed on each 24-point, three on each 8-point, five on each 13-point, and five on each 6-point. Each player receives a pair of dice and a dice shaker.

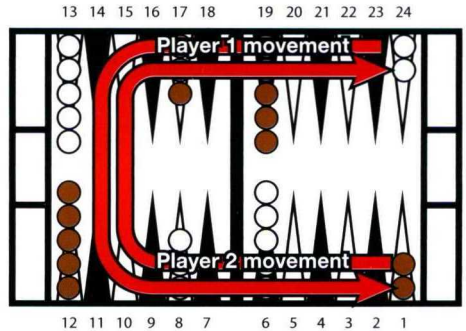


MOVEMENT

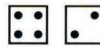
To start, each player rolls one die. This is to determine who moves first. The player who rolls the higher number moves first using the numbers shown on both dice. If each of the players roll the same number, they will need to roll again until it is determined who will go first. The players will then alternate turns, rolling two dice at the beginning of each turn. When rolling the dice the roll must only be on the players right hand side of the board and the dice must land flat on the board. If the dice land on a chip, don't land flat or land outside of the player's board, then that player must roll again.

The number rolled determines how many points the player is able to move. The player's movement shall always be to a lower point. A player can only move their checker to a point that is not occupied by 2 or more of their opponent's checkers.

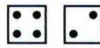
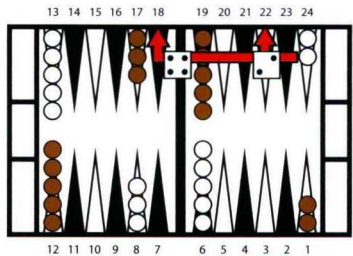
Each dice rolled indicates separate moves. For example, if a player rolls a 5 and a 3, they can move one checker 5 spaces to an open point and another checker 3 spaces to an open point. If a player rolls doubles they must play each die twice. For example, a roll of 5-5 allows the player to make four moves of five spaces each. If possible a player must play numbers from both dice on each turn. If this is not possible and the player can only play one number, then it must be the higher number of the two. If no play can be made then that player loses their turn.



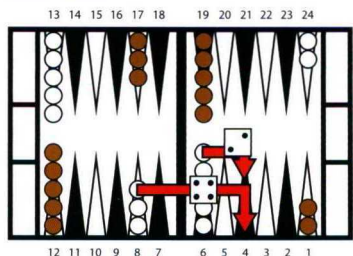
2 WAYS TO PLAY A ROLL



OPTION 1



OPTION 2



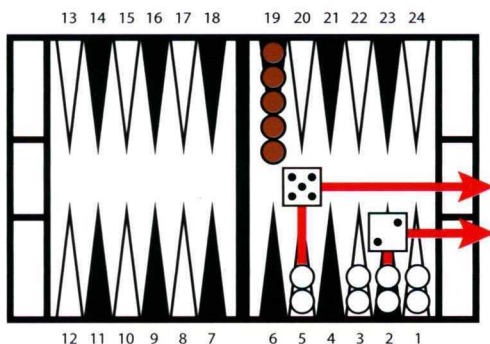
HITTING & ENTERING

A blot occurs when a point is occupied by a single checker. When a player's checker is placed on a blot occupied by their opponent's single checker, the opponent's checker will then be placed on the bar, this is called a HIT. A HIT allows you to send your opponent's checker to the BAR where it then has to be moved at the beginning of your opponent's next turn and also has to start at the beginning of their home board.

BEARING OFF

Once a player has placed all of their checkers in their home board, they may begin the process of removing them. Removing checkers from your home board is referred to as "Bearing Off". The process of Bearing Off begins by removing a checker that corresponds to the number rolled by the player. For example, if a player rolls a 5 then they will remove the checker from the 5-point. Each number rolled corresponds to a number that can be removed from the player's home board.

If a player rolls a number that has no checker on that particular point, then the player is required to make a legal move utilizing a checker placed on a point that is higher than the number rolled.



DOUBLING CUBE

Backgammon has an optional feature called a doubling cube which can be used to increase the stakes of the game. The doubling cube is not rolled it is simply a marker. The doubling cube features the numbers 2,4,8,16,32, and 64. The numbers are used to mark the current stake of the game. A player may use the doubling cube only at the beginning of their turn. Their opponent has the option to accept the increased stakes or refuse which ends the game and concedes one point to their opponent. If the opponent decides to accept the doubled stakes the doubling cube is then moved to their side of the board in their possession which allows them to re-double the stakes if they choose to. If a player decides to double the stake again on their next turn this is called re-doubling. If the opponent refuses to play the re-doubled stake then that player must pay the number of points that were previously at stake before the re-double.

TIPS & STRATEGIES

TIPS

1. During the beginning of the game make sure to spread out your checkers in a strategic fashion in order to leave your moves of play open according to the dice roll.
2. Towards the end of the game, do your best to avoid a gammon. Carefully calculate your moves in order to bring as many checkers to your home board as possible.
3. If you are behind in points, you can concentrate on making as many points as possible on your home board. This will create the opportunity to slow your opponent's progress.
4. Try to keep checkers in your opponent's home board instead of your home board.
5. Watch live backgammon tournaments, either in-person or Online to gain more knowledge on strategy and gameplay.

STRATEGIES

RUNNING GAME

This is the simplest and safest strategy. This method involves moving your checkers around the board as fast as possible with the goal of bearing off first.

BLOCKING

This strategy involves blocking your opponent in the inner board. In doing so should allow you the time to move your checkers around the board in order to bear-off.

BACK GAME

This strategy Involves holding two or more points in your opponent's home board. By occupying these points you are obstructing your opponents movements. This strategy is generally used when a player is behind in the game.



Crazy Games

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