

ACEY DUECEY

There are twelve points on each side of the Acey Duecey Board numbering from one to twelve, on each side of the board..

Two people play the game, one party having fifteen red checkers and the other party having fifteen black checkers.

Both parties will roll the dice and the one rolling the highest number, plays first. One pair of dice is used.

The party will then roll the dice again and assuming that a six and a five are showing on the dice he then starts by placing either two checkers, putting one checker on the five point and putting one checker on the six point which would total eleven or else he could put one checker on the eleven point. It is always preferred to use as many men as opportunity offers so as to gain more points.

The second party then rolls the dice and follows the same procedure as the first.

The idea of the game is to keep your men covered to prevent the opponent from kicking your men off the points, if they are not covered.

The term covering men is as follows: Suppose you have a man on the seven point and the eight point and you should happen to roll a six and a five on the dice, you can then make a point by taking the men off the seven and eight point and putting them over on the other man's side of the board on the twelve point if he hasn't the point covered. Assuming any number whatever, is rolled try and make a point out of it by taking two checkers and covering them.

Your goal in the game is where your opponent starts the game. Likewise with the opponent. If your opponent should roll an Acey Duecey, which is a one and a two on the dice he has the preference of either putting a ace or a duece providing his opponent has not his ace and duece covered. If covered, he will have to take an ace or duece some other place on the board. When he has taken his ace and duece he can move any point he so desires, such as: In a series of two's from aces to sixes. After he has moved whatever denomination he so desires, he then rolls the dice again. After rolling an Acey Duecey of either opponent he is entitled to another roll of the dice. The object is for each opponent to get all of his fifteen men on the opponent's starting side. When either opponent has accomplished this, he then, by rolling the dice when it is his turn, by taking them off in a series of one, two or four at a time. If his opponent has one or two points of his own board covered, and his opponent is taking his men off but happens to throw a number on the dice which his men have not covered he will have to move the men according to the number on the dice. Such as the opponent has covered the two and three points and the other opponent taking his men off happens to throw a six - five or four - three

he will have to move up a five or take off a six and move up a five or he can take a six and five off if he so desires but doing so he is putting himself liable to getting kicked and starting the checker over. When either opponent has accomplished by moving all of his checkers on his opponents side and has them all taken off, he wins the game. If either opponent rolls the dice in a series of doubles from aces to sixes, he moves the checkers in fours, such as: Two sixes on the dice he moves four checkers for his fours, sixes or whatever the denomination may be.