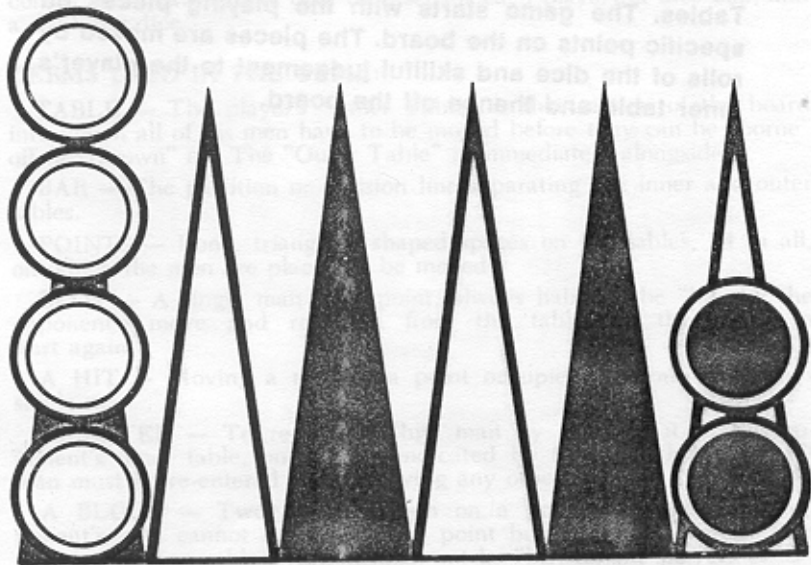


Backgammon

HOW TO PLAY MODERN BACKGAMMON
ACCORDING TO THE OFFICIAL RULES AS
ADAPTED AND PLAYED BY LEADING
CLUBS. INCLUDES RULES FOR ACEY-DEUCY.®



TM

MB

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E S Lowe Division Milton Bradley Company Springfield Massachusetts 01101

BACKGAMMON is a game for two players, played on a board with checker-like pieces sometimes referred to as "Stones." The board, consisting of 24 points, is separated in the middle by the "Bar." The two halves of the board separated by the bar are called Tables. The game starts with the playing pieces on specific points on the board. The pieces are moved by rolls of the dice and skillful judgement to the player's inner table and thence off the board.

THE GAME OF BACKGAMMON

EQUIPMENT:

BACKGAMMON can be played with the board, 15 men each of two colors and 2 dice, although some of the more elaborate sets may consist of an extra set of dice (one set for each player), a dice cup, and a doubling dice.

TERMS USED IN THE GAME:

TABLE — The player's "Inner Table" is that section of the board into which all of his men have to be moved before they can be "borne" off or "thrown" off. The "Outer Table" is immediately alongside.

BAR — The partition or division line separating the inner and outer tables.

POINTS — Long, triangular shaped spaces on the tables, 24 in all, on which the men are placed to be moved.

BLOT — A single man on a point, always liable to be "hit" by the opponent's move and removed from the tables to the "Bar" to start again.

A HIT — Moving a man to a point occupied by your opponent's single man.

RE-ENTER — To re-start a "hit" man by entering it in the opponent's inner table, on a point indicated by the dice thrown. A hit man must be re-entered before playing any other man.

A BLOCK — Two or more men on a point or points. The opponent's men cannot rest on such a point but may pass over it. Two or more men on a blocked point can not be "hit" for the player.

BEARING OR THROWING OFF — Removing your men from your inner table by dice throws, after the men have all been assembled there.

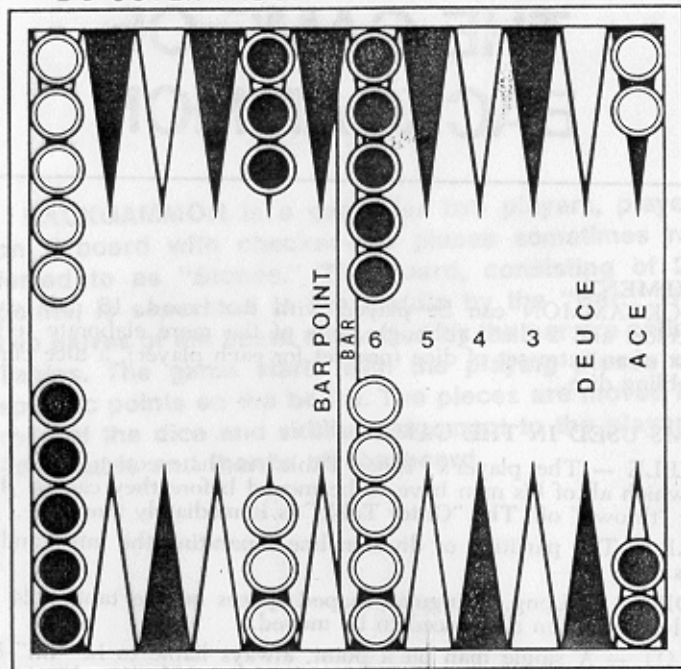
DOUBLE GAME — When all the men of one side have been "borne" before any of the opponent's men have been "borne."

CHOUETTE — The term applied when more than two people play.

BLACK

B'S OUTER TABLE

B'S INNER TABLE



W'S OUTER TABLE

W'S INNER TABLE

WHITE

NAMES OF POINTS:

The one nearest the edge of White's inner table is called White's 1 (Ace) point; the next White's 2 (Deuce) point; the others in order White's 3, 4, 5 and 6 points. The 1 point in White's outer table is called his Bar Point, and the others in order the 2, 3, 4, 5 and 6 points of White's outer table. The points in the opposite tables are similarly named for Black.

OBJECT OF THE GAME:

Each player moves all his men by rolls of the dice, around the board into his own "inner table," and then "bears" them off the board. The player who first bears all his men from the board is the winner.

POSITIONING PLAYING PIECES:

The playing pieces are positioned on the board on specific points before the game starts (see illustration).

THE ROUTES:

Black and white men move in opposite directions. The route of each player's men is from his opponent's inner table to the opponent's outer table, then to the player's own outer table to his inner table.

MOVES:

A player can move one man for the total of the throw, or two separate men, one for each number on the dice.

A player cannot enter, pause or stop on a point containing two or more of his opponent's men. If, at any time, he is unable to enter or move, except on such a point, he loses his turn.

NOTE: When moving one man the total of the two numbers on the dice, each number must be counted separately. That is, if 5 and 3 are thrown, and a point five spaces from the starting point is occupied by two opposing men, the player cannot move his man the 5 thrown by adding the 3 and calling it 8; he must count "1, 2, 3, 4, 5," and "1, 2, 3," and the 5 and 3 points must be open or holding his own men. Any part of the throw which cannot be played is lost. Thus if in the above instance, where 5 and 3 are thrown, and the player can only move on the 3, the 5 is lost and the 3 move completes the play. Players, however, are always obliged to move the full number of their throws when possible.

The men pass freely from one side of the board to the other, along the routes explained by the diagram, over all points; and over each other, without regard to the number of men that may be on a point.

There is no limit to the number of men of the same player that can occupy a point together; and however many, it is usual to keep them in a row extending along and even beyond, the point, although it is more desirable to place one on top of another when more than five are on one point.

DOUBLETS:

A doublet, both dice alike, counts double the ordinary throw. A player throwing a doublet may move or enter, or both, one, two, three or four men; the doublet counting the same as if four dice were thrown, and the player entitled to move, or enter, for each of the four dice.

For Example — you throw a double 5: You may move one man 20 points, or you may move two men 10 points each or you may move four men 5 points each. You must pause at the count of every 5.

HITTING "BLOTS":

A "BLOT" is a point occupied by a single man. If a player moves a man to a point which is occupied by a single opponent man, he is said to "Hit a Blot."

The man "Hit" or "Blotted" is taken off the board and placed on the bar, and must be played into the opponent's inner table on the next throw. This is called "Entering."

A player cannot move any other man while he has a blotted man off the board.

Two or more blots may be taken up at once, or in successive throws, if numbers are thrown that will hit them. It is not compulsory to hit a blot if the throw can be played without hitting it.

BEARING OFF:

When either player succeeds in playing all his men to his inner table, he starts to bear them off the board from points corresponding to dice thrown. The player can either move or bear off a man. When casting a number higher than any point covered, a man from the highest point may be borne off, but he cannot bear off a man if the point indicated is vacant and there is any man on a higher counting point. If, while bearing off, a man is hit, he goes to the bar and must re-enter in the usual way, and travel all around the board to his inner table before more men can be borne off.

WINNING THE GAME:

The player who first bears all his men, wins the game.

SCORING — The game counts a "single" (one) if the adversary has borne any of his men; a double game or gammon if the adversary has not borne a man; and a triple or quadruple game (according to agreement) or backgammon, if at the time the winner bears his last man, the adversary (not having borne a man) has a man on the bar, or one in the winner's inner table.

Should a player, having borne a man, be taken up, he can only lose a "single," even if he fails to enter the man before the adversary bears all his.

SCORING BY COUNTERS OR MEN — This is done by counting the number of men the loser has on the board at the end of the game, as follows:

One point for every man remaining in the losers inner table; two points for every man in the losers outer table; three points for those in the winners outer table; and four points for those in the winners inner table or on the bar.

This scoring is doubled or re-doubled in accordance with the number of doubles which have been made.

DOUBLING — Doubling has greatly added to the popularity of the game because it gives higher scores.

When doublets in the dice are thrown by the two opponents (at the start of the game) to see who plays first, this automatically doubles the value of a game and a game which was worth one point is now worth two.

This continues within reason, until throws of single dice with different numbers are made.

After the game is started either player may double the value of the stake, and the double must be accepted or the game ends then and the result that far checked up. If the double is accepted, the game proceeds and a new double can only be made by the alternate player, and so continued, doubling alternately.

CHOUETTE (FOR MORE THAN TWO PLAYERS) — All the added players play against the player who makes the highest single dice throw at the start of the game. In a question of play the partner's player has the decision. In doubling, any partner may refuse a double, but his interest in that game ends and his stake is forfeited to his partners, who share his profit or loss equally. Each player has his turn to play against the others.

ADDITIONAL RULES

1. The game may be played with either: (a) Two dice boxes and two sets of dice; (b) Two dice boxes and one set of dice; (c) One dice box and one set of dice. The player throwing the highest dice shall have the choice, in case of disagreement.

2. The men are set up so that the inner tables shall be nearest the light. Decisions of position of light and choice of men shall be made by the player throwing the higher single dice.

3. If, at any time during the game it is discovered that the men have been wrongly set up, play ceases, and that game is void.

4. For the first move: (a) Each player throws a single dice, he who throws the higher number wins, and, for his first move, plays the dots on both his own and his opponent's dice. After that, each player throws and plays two dice. Or, (b) Each player throws two dice. The highest number wins, and for his first move may either play the throw he has already made, or throw again in which case, the second throw must be played.

5. Each tie, when throwing for first move, automatically doubles the stake.

Note: By mutual agreement, before play has begun, automatic doubles may be limited in number, or need not be played.

6. Both dice must be taken up and thrown again:

(a) If the player has not thrown the dice into the tables on his right hand.

(b) If either dice is upon, or "cocked" against the other dice, a man, or the side or end of the tables.

(c) If either dice jumps into the other tables or off the board.

(d) If either player touches either dice after it has been thrown, and before it has come to rest.

7. The player must leave his dice upon the board until his play is completed. Should he pick them up before the completion of his play, the opponent may, if he wishes, declare the play void and require the offender to replace the man or men moved, and to throw again.

8. A play is completed when the move or moves required by the dice have been made, and the man or men quitted. After a play has been so completed, it cannot be changed.

9. If a man has been moved the wrong number of points, or entered incorrectly, or thrown off before all are home, the opponent may, at his option, and before he has thrown, demand that the error be corrected. After the opponent has thrown, errors of play cannot be corrected except by mutual consent.

10. The numbers of both dice must be played if possible. Either may be played first.

11. Whenever a man has been moved from its position upon a point it must be played if possible.

12. If a player throws his dice before his adversary's throw is completed, the throw is void, and he must throw again.

SUGGESTIONS

1. In order to become a good Backgammon player it is well to know all the odds on the dice.

For example: If you have to leave a blot, it should be left where there is least probability of its being hit. To find the chance of being hit on one; the number of ways in which two dice can be thrown is thirty-six; of these, twenty-five will not contain a one, eleven will contain a one. Consequently, it is 25 to 11 against being hit on a one.

The following table gives the odds against being hit on any number within the reach of single or double dice.

It is 25 to 11	or about	9 to 4	against being hit on 1
It is 24 to 12	or	2 to 1	against being hit on 2
It is 22 to 14	or about	3 to 2	against being hit on 3
It is 21 to 15	or	7 to 5	against being hit on 4
It is 21 to 15	or	7 to 5	against being hit on 5
It is 19 to 17	or	9½ to 8½	against being hit on 6
It is 30 to 6	or	5 to 1	against being hit on 7
It is 30 to 6	or	5 to 1	against being hit on 8
It is 31 to 5	or about	6 to 1	against being hit on 9
It is 33 to 3	or	11 to 1	against being hit on 10
It is 34 to 2	or	17 to 1	against being hit on 11
It is 33 to 3	or	11 to 1	against being hit on 12

The table shows that if a blot must be left within the reach of a single dice (i.e., on any number from 1 to 6), the nearer it is left to an adverse man the less chance there is of its being hit; and the odds are very great against being hit with double dice (i.e., on any number from 7 to 12). Therefore, the further the blot, the less chance of its being hit.

The table assumes that there is only one adverse man within range. Of course the chances of being hit are much greater if several points within range are occupied. But, if any intervening points are held by men belonging to the player who leaves the blot, the chance of being hit will be in proportion less. Thus, a blot may be hit with eight in six ways; but, if the fourth point is blocked, the blot can only be hit in four ways, and so on.

2. You should strive to make points where there is the best chance of obstructing or of hitting the opponent. When obliged to leave blots, you should, as a rule, leave them where they are least likely to be hit, the solution of this being afforded by the above table.

BEST OPENING MOVES

THE SEVEN BEST OPENING MOVES ARE ILLUSTRATED. ALL OTHER MOVES ARE NOT AS GOOD. WHEN IN DOUBT MOVE FROM POINT 12. TRY TO MOVE MEN IN PAIRS.

CHARTS ARE NUMBERED FOR CONVENIENCE ONLY. THE NUMBERS NOT BEING USED IN ACTUAL PLAY.

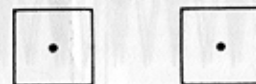
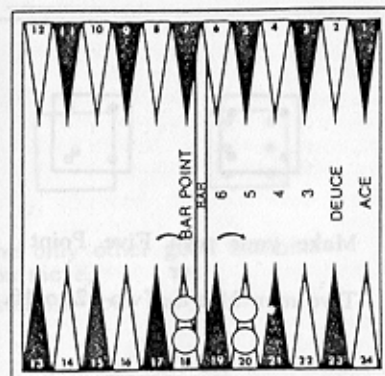
THE POOR THROWS:

6-5; 6-4; 6-3;
5-5; 5-4; 5-2; 4-3; 3-2
6-2
5-1; 4-1; 2-1;
5-3; 4-2.

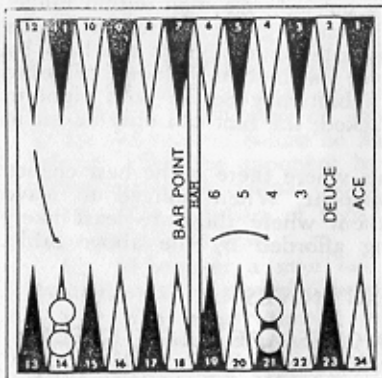
THE MOVES:

One man as far as possible from Point 1.
Start two men from Point 12.
Start one man from Point 12.
One man from 6, one from 19.
One man from 17, one from 19.

NOTE: In all these diagrams white has the move — other men are not shown.



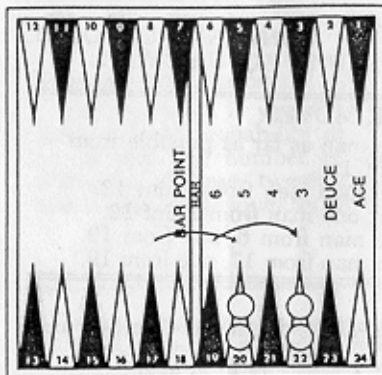
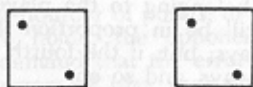
One of the best moves.
Establish your Five Point and Bar Point.
If your opponent has a poor start offer an immediate double.



Establish a point in your outer
and inner tables.

or

Two men from 12 to 14. Two
from 19 to 21.

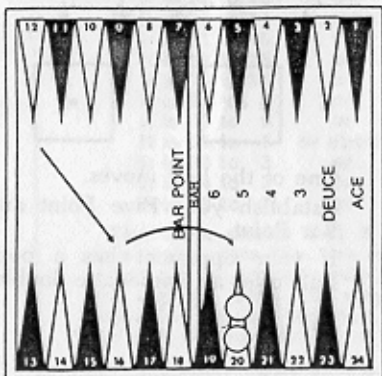
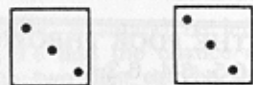


Several possible moves, all about
equal choice.

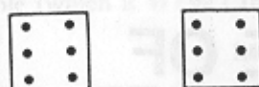
A - 17 to 20 and 19 to 22.

B - 17 to 20 and 1 to 4.

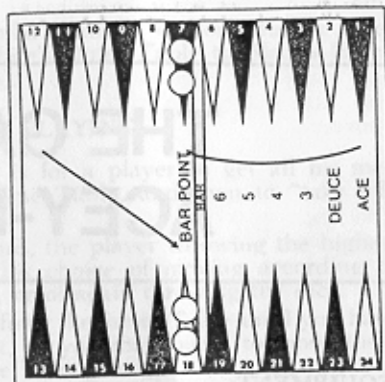
C - 12 to 18.



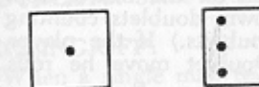
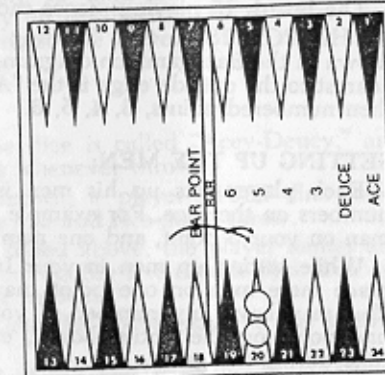
Make your own Five Point
or
Two men 1 to 5, Two 12 to 16.



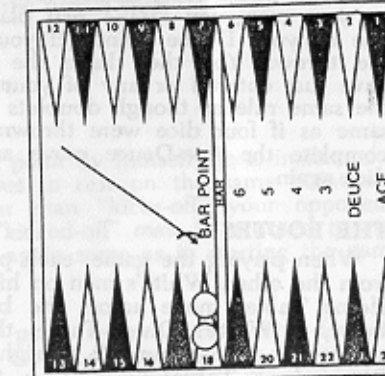
One of the best moves.
Covering your own and oppo-
nent's Bar point.
Offer a double if opponent has
had a poor start.



One of the two good combina-
tion moves.
Establish your Five point.



The only other good combina-
tion move.
Establish your Bar point.



THE GAME OF ACEY-DEUCY®

EQUIPMENT:

The board, 15 playing pieces each of two colors, and 2 dice.

THE POINTS in the "Starting or Inner Table" of each player, as shown in the Backgammon diagram, are designated as follows: The point nearest to the outside edge is the "Ace-Point", next is the "Deuce Point", then numbered points, 3, 4, 5, 6.

SETTING UP THE MEN:

Each player sets up his men in his Inner Table according to the numbers on the dice. For example, if you throw a 5 and a 3, enter one man on your 5 point, and one man on your 3 point.

While setting up men in your Inner Table, the roll of the dice may place more men on one point than on another. This does not matter. You may have any number of your own men that you wish on any one point on the entire board, either entering your men or at any time during the game.

If you throw Acey-Deuce (one and two on the dice) while setting up your men, you MUST first place one man on your Ace point and one on your Deuce point. (If you cannot take Acey-Deuce you lose the throw.) You then have the privilege of moving the men you have just entered or any of your other men on the board, applying the same rule as though doublets were thrown, doublets counting the same as if four dice were thrown. (See Doublets.) If the player can complete the Ace-Deuce move and the Doublet move he rolls the dice again.

THE ROUTES:

When playing the game, each player moves in an opposite direction from the other. White's men on his end of the board (which is Black's Home Table) move across the board to the left from White's Ace Point, to White's Outer Table; then upward to Black's Outer Table at the left, then from left to right to White's Home Table (which is Black's Inner Table).

Black's men are moved in a similar manner — from Black's inner Table to Black's Outer Table to White's Outer Table to Black's Home Table (which is White's Inner Table).

RULES FOR PLAYING:

THE OBJECT OF THE GAME is for a player to get all his men around the board, into his own Home Table, and then to "take off" by throws of the dice.

Each player throws the dice in turn, the player throwing the highest number having first play. He has his choice of moving according to the throw which gave him the lead, or of again throwing the dice.

You may wait to move your men from the Inner Table until you have completed placing all of them on it, or you may begin to move them as soon as one or more of them have been entered.

Note: It is considered good play to hold at least one of your men in reserve — that is completely off the board. You can then start this man when you need him to protect one of your other single men, or to "kick-off" your opponent's man.

ACEY-DEUCY:

A combination of 1 and 2 on the dice is called "Acey-Deuce," and has the following special advantages whenever thrown:

1. When an Acey Deuce is thrown, a player MUST first move or enter a man or men, as a regular one and two-point throw.
2. After moving or entering as stated above, the player names any Doublet he chooses, (any number from double 1 to double 6) and moves accordingly as though doublets were thrown.
3. If the player is able to complete the above plays he has another throw.
4. If the player cannot use all of the first part (the Acey Deuce one and two-point moves) he loses the whole throw.

MOVES: Same as Backgammon.

DOUBLETS: Same as Backgammon.

KICKING-OFF:

When a single man rests on any point by himself, he is in danger of being attacked. If your man comes to rest on the same point with your opponent's single man, your man "kicks-off" your opponent's single man from the board. The "kicked-off" man is returned to your opponent, and must be re-entered again same as in starting the game.

BLOCKADE:

Two of your men on any one point reserves that point for your men alone. They can neither be attacked, nor can one of your opponent's men pause or stop on that point. The idea, then, is to set

up a blockade against your opponent by setting up two of your men in each of the six successive points. This strategy prevents his moving since, no matter what he rolls, he must first move the total of one of the dice. He cannot do this because you have all points from 1 to 6 covered.

TAKING OFF:

As soon as a player gets all of his men into his Home Table, he begins to "Take Off," or remove them from the board. Taking off is the reverse of entering, and is the removing of the men from the points of the Home Table according to the throws.

It is not necessary to get the men on any particular point or points of the Home Table in order to begin to take them off, as they may be taken off, or removed, from any points according to the throws; but it is essential that all the men be within the Home Table, and if at any time, while "Taking Off," one or more of them are Kicked-off by an opponent, that man, or men, must be re-entered and moved around to the Home Table before the taking off can be resumed.

A player can move up within the Home Table toward the ace point for numbers on both dice, or he may take off a man for one, and move up for the other dice. He can also take two men off for an ordinary throw, and for a doublet move up, or take both for the equivalent of four dice; but the taking off must always be done on the following basis:

FIRST:

The taking off must be from points whose numbers correspond to the throws of the dice. For a 4, a man is taken from the 4th point; for a 5 from the 5th point. For a throw of 4 and 2, one man may be taken from each, the 4 and deuce points.

SECOND:

The taking off may be from points whose numbers are smaller than the throws. This can only take place when all the points of higher numbers and those corresponding to the throw contain no men. If 6 and 5 are thrown, and there are no men on the six and five points, two men may be taken from the highest points occupied.

The same rule holds good with doublets. If double four is thrown, and there are no men on the 4, 5 or 6 point, four men may be removed from the next lower point.

When there are no men on the points thrown, and the points of higher number contain men, the latter must be moved up toward the ace point, instead of taken off.

WINNING THE GAME:

The player who has "Taken Off" all his men first is the winner.