

RULES FOR PLAYING RUMBA OR
PARTNERSHIP BACKGAMMON

PARKER BROTHERS, INCORPORATED

The side-tracks on which a player may travel either to escape capture or to avoid a blockade are a unique feature of Rumba, and a great improvement over one-track games.

For two, three or four players.

Rumba for four players, play partners sitting opposite each other.

Rumba for three players--when three play, two of the players are partners and one for himself, playing the eight men--four starting from each starting point. The single player has TWO TURNS; one turn following one of his opponent's play, and the other turn, following his other opponent's play.

Rumba for two players--when two play, each player uses the eight men--four starting from each starting point. The same rules apply as for the partnership game.

After being seated at the board, each player takes four pieces of the same color and design. There are four styles of pieces--8 RED: four of which are plain and four with a silver top; 8 BLACK: four plain and four with a silver top. Each of the players takes four pieces of the same style and color--four of plain or four of silver top--partners using the same color. PARTNERS SIT OPPOSITE ONE ANOTHER, their pieces being placed on the starting point, as indicated. Each player places his four pieces on these starting points until they are actually in play.

The object of each player with his partner's help is to successfully move any four of his pieces or his partner's pieces from the starting point around the board to his FINISH SPACE in the CENTER OF THE BOARD. The partners whose four pieces--either plain or silver top, it does not matter (one plain and three silver tops; two silver tops and two plain; or one silver top and three plain, so long as there are four pieces of the same color) FIRST REACH THE FINISH SPACE IN THE CENTER OF THE BOARD WIN THE GAME.

In play, pieces are moved according to the throw of the dice. Single pieces (not blockades) are liable to CAPTURE at any time and there are NO SAFETY SPACES whatsoever.

TO START THE GAME, throw to see who will start first, each player throwing in turn two dice--the highest count giving that player the first turn.

THE FIRST PLAYER then throws two dice. If either die shows a 6, or if both dice make a combination of 6, (such as 2 and 4) he may ENTER ONE OF HIS PIECES.

Should he fail to throw a 6, or combination equalling six, the turn passes to the player at his right. Players throw in succession, the turn always passing to the right. A player may only enter his piece on a throw of 6 or its equivalent as above indicated.

PLAYERS MAY USE AND MOVE THEIR PARTNER'S PIECES AS WELL AS THEIR OWN and by shaking a 6 may enter one of their partner's pieces--of course using their partner's entrance. If he throws, say, 6 and 3, he may enter one piece, his own or his partner's with his 6 and then may move it three spaces forward. If he throws two 6's, he may enter any two pieces, his own or his partner's, and has another throw, as provided by the rule governing doublets.

After a player once has a piece or pieces upon the board, he applies the throw of his dice to moving them either upon the track or turnouts with the object of bringing all four safely around and to the finish. Thus, if a player has only one piece on the board, he moves it as many spaces as the sum of the two dice, but if he has two or more pieces already entered and throws say a 4 and 5, he may, if he wishes, move one of the pieces four and another piece five spaces. At any time a player may move his partner's pieces instead of his own.

You must make the full and exact move for each die. Thus, if you throw 5-3 you must move one piece five and then move it three farther, or move another piece three. If you cannot play for both dice, play for one. If you cannot move for either, you lose your turn. A PLAY MUST ALWAYS BE MADE FOR BOTH DICE, IF POSSIBLE.

The Track: is the straight, wide, double track running around the board. On the Track one piece may pass another or two or three pieces of the same color coming together may form a Blockade, or one opposing piece landing upon the same space as another may capture that piece. A Blockade may also be formed by using one of your own pieces and one of your partner's.

Turnouts: The turnouts are single tracks and pieces on turnouts may be captured, but no blockade can be formed.

Blockades: On the Track one piece may pass another but two pieces of the same color upon the same space form a "Blockade" which no other piece may pass, as long as it remains. A player may hold a "Blockade" thus made until he is obliged to play one of its pieces. It is often possible to get around "Blockades" by using the single track Turnouts, which are slightly longer. A player cannot pass any "Blockades" not even his own, but if his throw takes his pieces exactly to his own "Blockade" he may rest a third piece there, making a Blockade of three pieces. Should he find it necessary, he may use the balance of his throw using any piece of this blockade of three, and may move this piece forward according to the throw of the dice. A Blockade formed on an opponent's Starting Point will prevent an

opponent from entering while it remains. A single piece, however, if occupying an opponent's Starting Point is liable to be captured by an entering piece. Two or three pieces only may be used in forming a Blockade. Four pieces cannot occupy the same space.

Capturing: A single piece may be captured by an opponent if the throw of the dice permits the opponent to bring a piece to the same space. A captured piece is removed from the board, and placed in its proper starting point, and has to start all over, being entered again by the owner or his partner on a throw of a 6, or its equivalent. A player capturing an opposing piece has a REWARD OF TEN SPACES which he may apply to the piece which made the capture or by moving some other piece 10 spaces forward-- his own or his partner's.

EXAMPLE

If a player throws say a 5 and 3 and there is an opposing piece five spaces ahead of his own, he may move his piece five spaces, capture the opposing piece and hand it to its owner, and then move the same piece or any other piece--his own or his partner's 10 spaces forward as a reward, and the same piece or any piece 3 spaces forward for the other die.

A capture could be made on the same throw if the opposing piece had been eight spaces away and unprotected, as five and three make eight. Should there be two pieces--one five spaces ahead and another three spaces beyond, both pieces may be captured. This player would then have a reward of 20 and can move one piece of his own or his partner's forward 20 spaces or two of his own or his partner's forward ten spaces each.

RE-ENTERING: When a piece is captured it is handed to its owner who places it on his entrance space. The owner may enter it at his starting point at any time he throws a 6 or its equivalent.

DOUBTLETS: When a player throws "doublets", i.e., a throw such as 3-3 or 5-5, after moving pieces for that throw, he is given an additional throw, and if he throws another "Doublet" will have still a third throw, and so on. If you throw a Doublet and cannot play for both dice and can play for one, play that and on account of your having doublets you throw again. If you cannot move any piece and have doublets, you throw again.

STARTING POINT: If you enter a piece with a 6 and there is a single opponent on your starting point, you capture it. If there is rival's Blockade on your starting point, you cannot enter a piece while the blockade remains there, but must play elsewhere if possible-- otherwise lose your turn.

A player's piece is not safe on his own starting point, but he may remain there as long as he wishes, provided he can play other pieces.

THE FINISH: After a player has gone around the board, on reaching the finish space which he must reach by exact count or throw, he must throw a 6 to enter the Central Finish Space. An opponent's

blockade on a finish space will prevent any player from entering it while the blockade is held.

Science of the Game: The use of good judgment is afforded great opportunity in playing RUMBA. A wise use of the turnouts with well advanced pieces, the advance of a piece to get close to and in a possible position to capture an opponent's piece well advanced toward his goal, the use of one's play upon pieces liable to become a victim of a probable "blockade" the blockading of opponents the pursuit and capture of well advanced opponents rather than those which have just started-- the capture of an opponent's piece just about to enter the FINISH SPACE is a fine play and a lucky bread-- are among the features which make good play. The best use of the chances afforded often results in the winning of a close and exciting game.