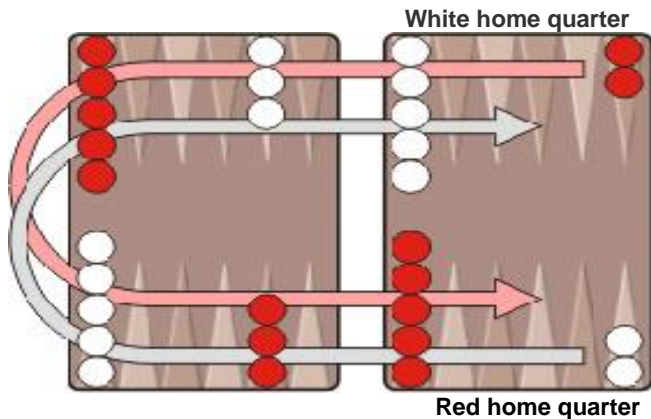


Backgammon

Overview. The game is for two players. The board is initially set up with **checkers** resting on **points** as shown below. The two players move in **opposite** directions around the board (as shown) according to the throw of a pair of dice. Once a player has moved **all** his checkers into his **home quarter** he may **bear off** (remove) his checkers using throws of the dice as before. The winner is the first to complete bearing off, leaving an empty home quarter.



To start, Each player rolls a single die. The player who rolls the higher number moves his/her checkers according to the numbers showing on both of the dice. After the initial roll, players take turns using both dice to **determine the number points to move** their Checkers.

Permitted Moves. A player can move his checkers to any **open point**; that is, a point which is **not occupied by two** or more of his opponent's checkers. Checkers may **not** be moved backwards.

After throwing both dice, a player may choose to move two of his checkers; one for each of the two values shown on the dice, or he may choose to move the same checker twice (**providing the intermediate point is open**)

Doubles If a player rolls doubles, the number shown on the dice is applied twice. For example, if he rolls two 5s, any combination of Checkers may move a total of four 5s.

Players Must Play. A player **must play both numbers of a roll** if this is legally possible (or all four numbers of a double), **even if this involves leaving a checker exposed to his opponent as described in the next paragraph.** When only one number can be played, the player must play that number. If either number can be played but not both, the player **must play the larger one.** When neither number can be played, the player loses that turn. In the case of doubles, when all four numbers cannot be played, the player must play as many numbers as he can.

Hitting the Bar. If a player is able to land on a point that is occupied by **only one of the opponent's checkers**, then that opponent's checker is 'hit' and placed on the bar (the centre line of the board). The opposing player must now forfeit moves until he throws a die which enables him to **restart his circuit** on an open point. He may then move the checker from the bar, and also move any checker according to the other die. If more than one checkers are on the bar, they must all be 'restarted' before any other moves may be made

Bearing Off When a player has moved **all** his checkers into his '**Home**' quarter, he can remove his checkers according to the dice thrown. If the number shown on a die is higher than any checker remaining, he must remove the highest qualifying checker. If a number shown is too low for any of his checkers, he must simply move a remaining checker according to the standard rules given above

PS – Ignore any reference to 'doubling' using the die with big numbers on it!, it's just for gambling.