

Backgammon Instructions

For 2 Players
AGES 6 to Adult

CONTENTS

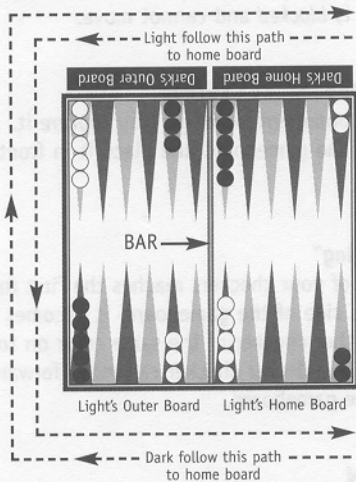
Double-sided Gameboard, 30 Playing Pieces (the same pieces are used for Checkers), 2 Dice

OBJECT

Be the first player to move all of your playing pieces to your home board, and bear them off.

SETUP

Each player takes 15 playing pieces of the same color. Place your playing pieces on the gameboard according to the diagram below.



The gameboard is made up of 24 triangles, called points. Your playing pieces begin the game on your home board. To win the game, you must move all of your playing pieces to the outer board, then "bear them off," or move them off the board. As you play, try to "hit" as many of your opponent's unprotected playing pieces as possible.

HOW TO PLAY

Each player rolls one die; highest roller goes first. First player moves his or her playing pieces according to the initial die roll. Play continues with each player alternating turns.

Moving Your Pieces

- Always move your playing pieces forward, toward the outer board.

- Your playing piece may land only on an open point – that is, a point not occupied by two or more of your opponent's pieces.
- You may move one playing piece the count of one die and another playing piece the count of the other die; or you may move one playing piece the full count of both dice, as long as the count of the first die moves your piece to an open point.
- Any number of matching-colored playing pieces can occupy the same point.
- *Doubles*: If you roll doubles, you must move twice the number on the dice: for example, if you roll two 3's, move a total of four 3's, using any combination of pieces.
- You must move the full count of the dice, if possible. When only one piece can be moved, you must move that piece. If your piece(s) can move by either but not both of the dice, you must move a piece by the larger count. If you cannot move at all, you lose your turn.

Hitting an Opponent's Piece

If one of your playing pieces lands on a point occupied by a single piece of your opponent's, place your opponent's piece on the bar. Your opponent must now re-enter that piece as soon as possible, onto the first open point of *your* home board. One or more playing pieces can be hit on a turn, either on the home board or the outer board.

Bearing Off

After you have moved all 15 of your playing pieces onto the home board, you may begin bearing them off (moving them off of the board). To do this, you must roll a number that matches the number of the point your piece occupies. If the die roll is higher than the point number, you may move a piece from the highest-numbered point.

If a playing piece is hit on the outer board, it must re-enter and travel to the outer board before any more playing pieces can bear off.

HOW TO WIN

The first player to move his or her playing pieces off of the board wins the game!

Checkers Instructions

For 2 Players
AGES 6 to Adult

CONTENTS

Double-sided Gameboard, 24 Playing Pieces (the same pieces are used for Backgammon)

OBJECT

Remove all of your opponent's checkers from the gameboard by capturing them.

GAME SETUP

Take 12 checkers of the same color and place them on all of the black squares of the first three rows in front of you. Your opponent does the same.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your checkers by the movement rules described below. After you move one checker, your turn is over. The game continues with players alternating turns.

Movement Rules

- Always move your checker diagonally *forward*, toward your opponent's side of the gameboard).

Note: After a checker becomes a "King," it can move diagonally forward or backward.

- Move your checker one space diagonally, to an open adjacent square; or jump one or more checkers diagonally to an open square adjacent to the checker you jumped. When you jump over an opponent's checker, you capture it (see *Capturing an Opponent's Checker*).
- If all squares adjacent to your checker are occupied, your checker is *blocked* and cannot move.

Capturing an Opponent's Checker

If you jump an opponent's checker, you *capture* it. Remove it from the gameboard and place it in front of you.

Becoming a "King"

As soon as one of your checkers reaches the first row on your opponent's side of the gameboard, it becomes a King. Place another checker of the same color on top of it. Now this double-decker checker can move forward or backward on the gameboard.

HOW TO WIN

The first player to capture all opposing checkers from the gameboard wins the game!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862, or phone: 888-836-7025 (toll-free). Canadian consumers, please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada J4G 1G2.

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Checkers and
Backgammon

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