

GAMMN Backgammon Two Player Game



GAMMN Backgammon Two Player Game Instruction Manual

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GAMMN Backgammon Two Player Game



Product Information

Specifications:

- Players: 2
- Checkers per player: 15
- Dice: 2
- Board triangles: 24

Product Usage Instructions

Setup:

Backgammon is a two-player game played on a board with 24 triangles (points) divided into four quadrants. Each player has 15 checkers and a pair of dice. The board consists of alternating colored triangles, with six triangles in each quadrant.

Game Play:

To start the game, each player rolls a single die and the player with the higher number moves first using both numbers rolled. Players then take turns rolling their pair of dice and moving their checkers accordingly. Always ensure the dice land properly; if not, re-roll them.

Moving Checkers:

Players must move their checkers towards their home board based on the numbers rolled on the dice. Each die represents a separate movement. If possible, players must use both numbers rolled. Doubles allow for moving the checkers double the amount shown.

Bearing Off:

Once all of a player's checkers are in their home board, they can start bearing them off the board. The first player to bear off all their checkers wins the game.

The Doubling Cube:

The doubling cube is optional and can be used to increase the stakes of the game. Players can propose to double the current stakes before rolling. The opponent can accept the double and continue at higher stakes or decline and

forfeit the match.

FAQs

- **What is the purpose of the doubling cube in Backgammon?**

The doubling cube allows players to increase the stakes of the game by offering to double the current wager, adding an element of strategy to the game.

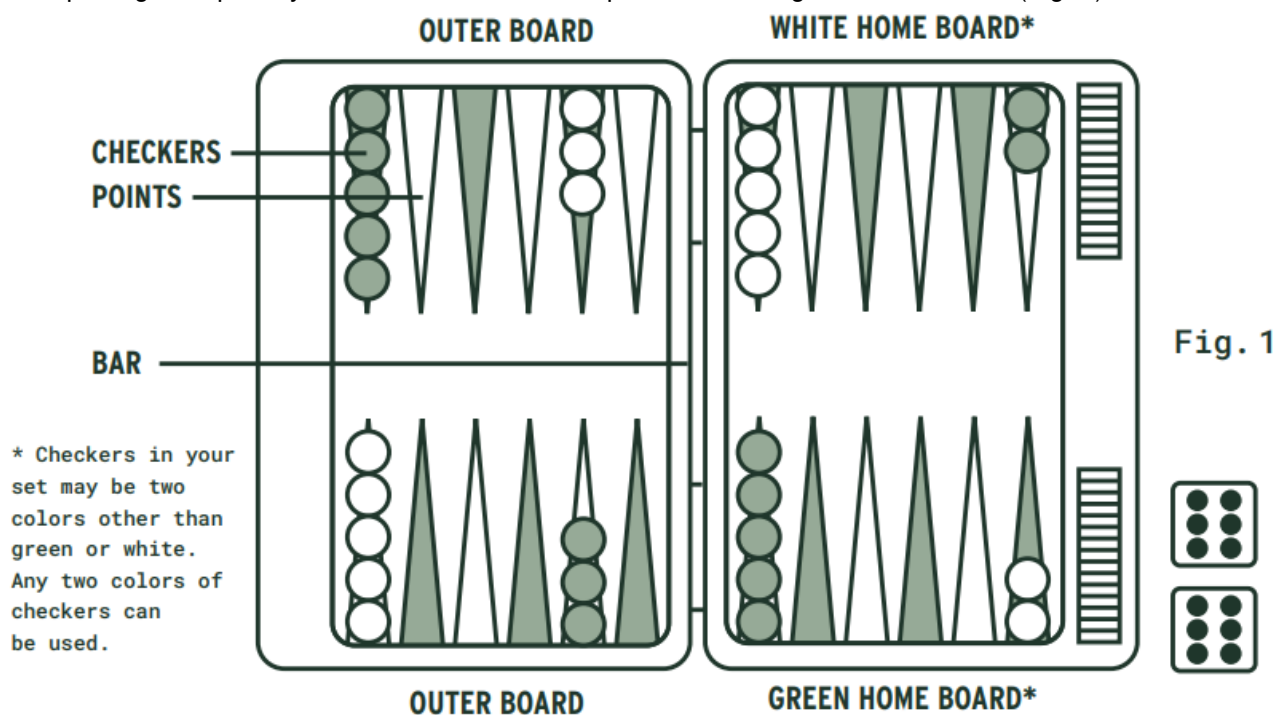
SETUP

Backgammon is a two player game that can be learned in a matter of minutes yet takes a lifetime to master. Each player has 15 checkers and a pair of dice.

The board consists of 24 triangles (called points) which are arranged in alternating colors. These triangles are divided into four quadrants, with six triangles in each quadrant.

The quadrants are the player's home board and outer board, and the opponent's home board and outer board. The home and outer boards are separated from each other by a ridge down the center of the board called the bar.

- Players sit facing each other at opposite sides of the board, each player's home board is positioned on the right quadrant closest to the player
- To set up the game, place your checkers on the set up dots, or arrange them as shown (Fig. 1).



- The objective of the game is to move all of your checkers to your home board and then remove (bear off) all 15 of your checkers from the board, before your opponent.
- During gameplay, players move their checkers in opposing directions like a horseshoe as shown (Fig. 2).

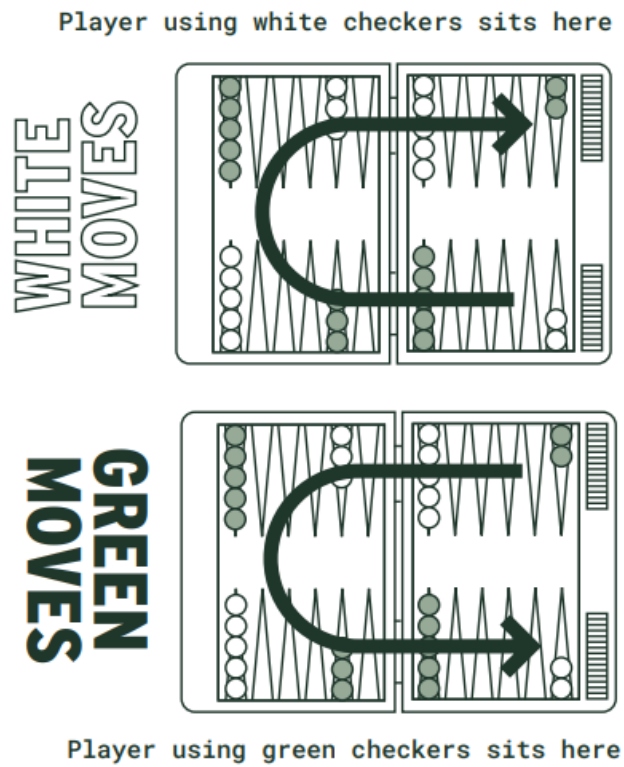


Fig. 2

GAME-PLAY

Let's get this started! Each player rolls a single die, the player with the higher number moves first using both numbers rolled (if it's a tie roll again). From here on out each player takes a turn rolling their pair of dice and moving their checkers accordingly. To keep tensions low, if a die is rolled outside the board, lands crooked or on a checker, just re-roll them both, thank us later.

- Dice dictate how many points a checker can move toward a player's home. You are always headed home, no backtracking.
- A point that is not occupied by two or more opposing checkers is an open point. When moving a checker it must land on an open point (Fig. 3).

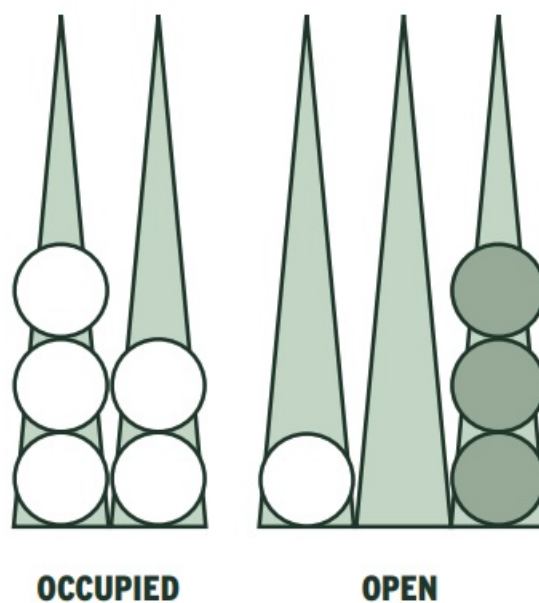
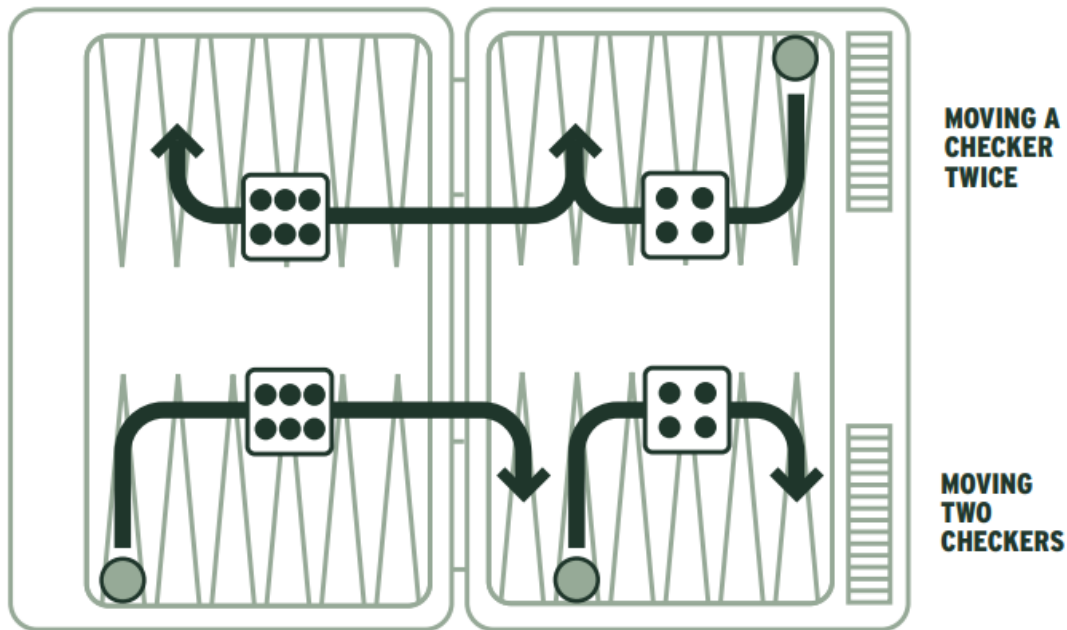


Fig. 3

- Each die represents two separate movements. For example, if a player rolls a 6 and a 4, they may move one checker 6 spaces and another checker 4 spaces. The player can also choose to move the same checker twice, as long as each part of the move lands on an open point (Fig. 4).

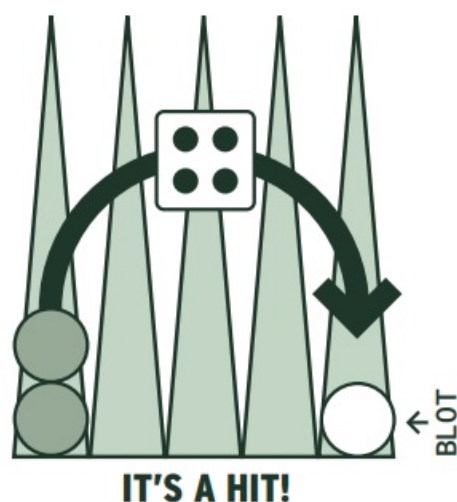
Fig. 4



- A roll is used for the full value by one or two checkers, so if you roll a 6 and 4, you cannot move the checkers in other increments that add up to 10 (ie 5 and 5, 9 and 1, etc.)
- Players must use both numbers of a roll if possible. If only one number can be played, the player must play that number. If neither number can be played, the player forfeits their turn.
- Doubles, doubles are great! They get you twice the amount shown. So double 5's mean you get to move your checker(s) 5 points, a total of four times. This could be one checker moving a total of 20 points, or four checkers moving 5 points and so on.

HITTING

Fig. 5



- A point containing one opposing checker is called a BLOT.
- If a player lands on a blot, the opposing checker is hit and placed on the bar in the center of the board (Fig. 1).
- When a player has one or more checkers on the bar they must first re-enter them onto the opponent's home board (the quadrant furthest away from your home) before they can make any other moves.
- The re-entered checker must land on an open point corresponding to a number rolled on the dice (Fig. 6) If no

such point is available, the player forfeits their turn and their checker(s) remain on the bar.

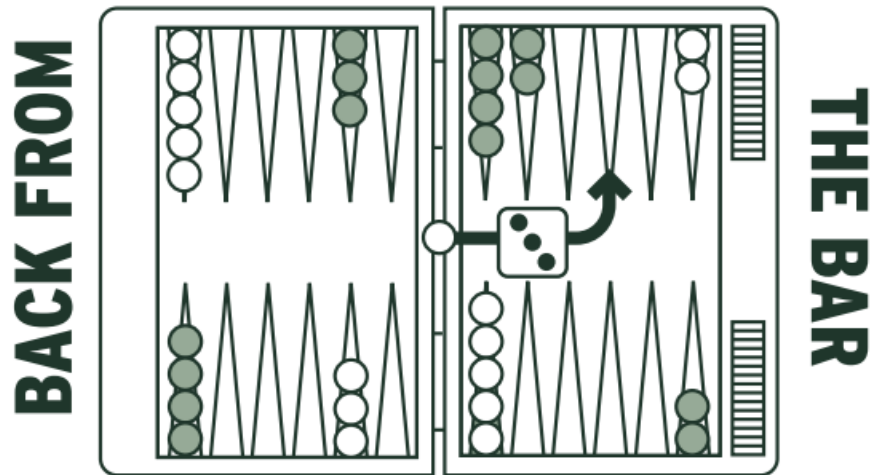


Fig. 6

- Players cannot move any other of their checkers until all of their checkers are off the bar.
- If a player has multiple checkers on the bar and is able to enter some but not all of them off the bar, their turn is finished.
- Once a player's checker(s) have been moved off the bar, any unused number rolled can then be played per usual.

BEARING OFF

- Once you have all 15 of your checkers in your home quadrant then you can begin a process of removing them, which is referred to as bearing off.
- A player bears off a checker by rolling a number that corresponds to the point on which the checker is located and then removing that checker from the board (Fig. 7).

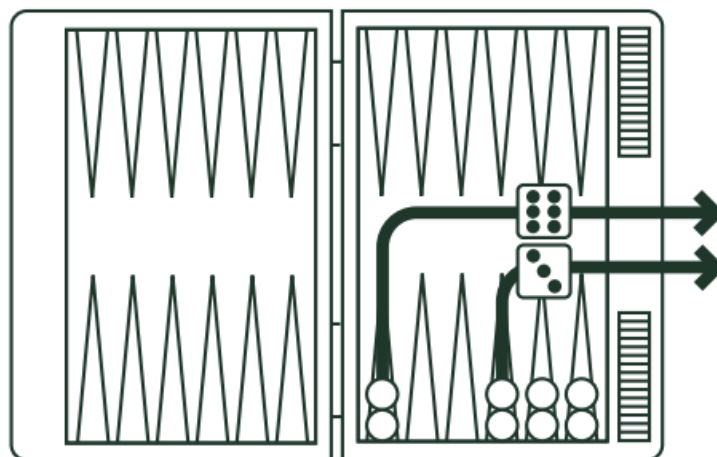


Fig. 7

- If no checkers are on a given point indicated by the roll, the player still must move a checker on a higher-numbered point closer to home (Fig. 8).

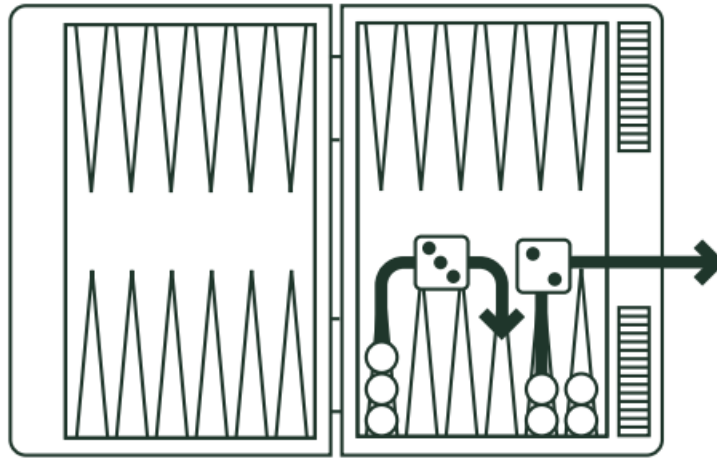


Fig. 8

- If there are no checkers on higher number points, then the player is permitted (and required) to bear off a checker from the next highest point. For example, if you roll a 6 but don't have any checkers on the sixth point, remove a checker on the next highest point.

THE DOUBLING CUBE

What is this thing!? Backgammon can be played with a doubling cube, which allows players to increase the stakes of the game by offering to double the current wager. So if you are playing for one point, or one pint of beer, it would be upped to two points or two pints of your favorite beer.

- Before the roll on a player's turn (at any time during gameplay), that player may propose to double the current stakes.
- The opponent can either accept the double and continue the game at the higher stakes or declines and loses the current match, forfeiting the current stake.
- If the opponent accepts they become the 'owner' of the cube and they turn the cube so that the 2 is facing upwards.
- After this, only the 'owner' of the cube has the right to propose to double the stakes again (redouble). This can also be done at any time during game play.
- If the opponent accepts, the ownership of the cube is passed over to them and they are now the rightful 'owner'.
- This process can continue on from 4 to 8 and onwards, there are no limits.

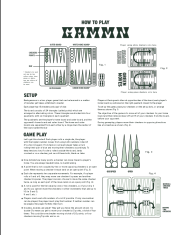


GAMMN & BACKGAMMON

Should you bear off all 15 of your checkers before your opponent, congrats you win... but if you do it before they bear off ANY of their checkers, they just got gammn'd and you win double the stake (and bragging rights). Even better though, should you win before they bear off any of their checkers and they still have a checker on the bar or in the winner's home board, they just got backgammon'd baby, and you've won three times the stake (and a lifetime of boasting privileges).

Have questions still? Feel free to DM us @playgammn. We are happy to help!

Documents / Resources

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References

- [User Manual](#)

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