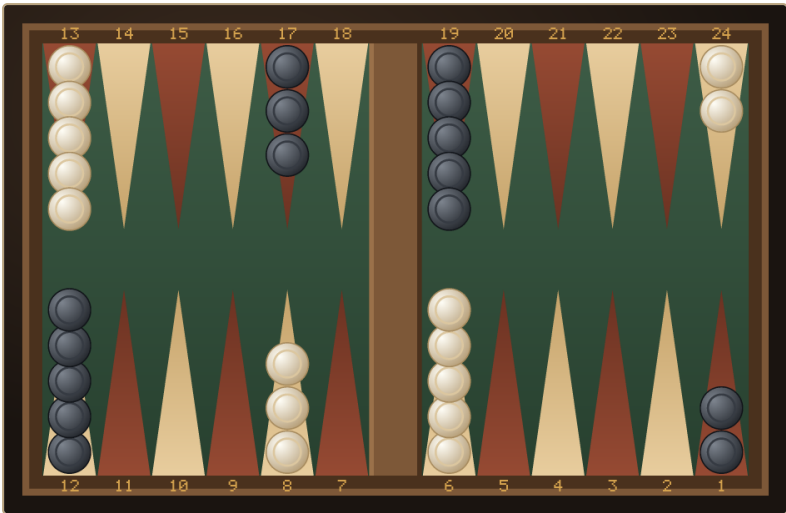




The starting position — 2 on the 24-point, 5 on the 13-point, 3 on the 8-point, 5 on the 6-point, mirrored for both players. 167 pips each.

SETTING UP

Fifteen checkers each	in four stacks, mirrored: 2 on the 24-point, 5 on the 13-point, 3 on the 8-point, 5 on the 6-point.
Same side	both players' home boards must be on the same side of the table.
Starting pip count	167 each — the two sides start exactly level.

A TURN

Who starts	each player rolls one die; higher goes first and plays both. Equal, roll again.
Two dice, two moves	one checker by each number, or one checker twice. Never one move of the total.
Doubles	play that number four times, not twice.
Where you may land	any point that is empty, yours, or holds exactly one enemy checker.
Use the whole roll	if only one number can be played, play it; if either alone would work but not both, play the higher.
Nothing playable	you forfeit the turn. It is the only time you do nothing.

HITTING

Blot	a point with exactly one checker on it. It can be hit.
Hit	land on a blot and it goes to the bar.
From the bar	re-enter in the opponent's home board on a die's number before moving anything else.
Shut out	if all six entry points are held against you, you cannot enter and lose the turn.
Made point	two or more checkers on a point. It cannot be hit and it blocks a number.

BEARING OFF

When	only once all fifteen of your checkers are in your home board.
Exact number	a 4 bears a checker off the 4-point.
Higher number	if it exceeds your highest occupied point, bear off from that point.
Hit while bearing off	the checker goes to the bar and must come all the way home again.

WINNING

Single — 1 point	you bear off all fifteen and the loser has borne off at least one.
Gammon — 2 points	the loser has borne off none.
Backgammon — 3 points	a gammon, and the loser still has a checker on the bar or in your home board.
Doubling cube	before your roll, offer to double the stake. They take it and own the cube, or drop and pay the current value.