

How to Play Backgammon Dice ...

Simple Game Play Rules (Ideal for Kids and Beginners, 5-10 minutes)

• Race your Dice around the Board and Bear Off your Pieces 1st! •

Game Setup:

1. Open the Game Case to form a 4x8 Game Board.
2. Each Player selects a color and uses their 5 Pawn Dice Regular Side Up:
Place Two Dice on Space 1, One Die on Space 3, and Two Dice on Space 6.



See diagram on back

Movement Rules:

- Players move in opposite directions around the board in a "U" shape •
- Pawn Dice can pass, but can't land on a space occupied by 2 Pawn Dice (a "Block") •
 - Landing on a single opponent's Pawn Die (a "Blot") Captures it •
- Players *must* make a move if a valid option is available and *must* Capture if possible •
 - Rolling Doubles is treated as four of that number instead of two •

Starting the Game:

1. Each Player rolls one Movement Die to decide who goes first; re-roll any ties.
2. At the start of your turn, roll the two Movement Dice and either:
 - Move one Pawn Die the total of both dice, landing on spaces shown by each die. For example, if you roll a 2 and a 5, you can move 2 spaces and then 5, or move 5 spaces and then 2. You must be able to land on each space.
 - Move two Pawn Dice separately, each using the value of one Movement Die.

Capturing and Redemption:

- Captured Pawn Dice must re-enter the game before any other moves •
1. On your roll, use a Movement Die value that matches an open Home Space (1-6) to redeem a Captured Pawn Die, and place it on the corresponding Home Space.
 - You may capture an Opponent's Pawn Die Blot or form a Block.
 - You may redeem one Pawn Die for each matching Movement Die.
 - You must redeem *all* of your Captured Pawn Dice before *any* other move.
 2. After Redeeming all of your Pawn Dice, you may use any remaining Movement Dice to move the Redeemed Pawn Die or any other legal move.

Bearing Off:

- Begin bearing off once *all* of your Pawn Dice occupy your Opponent's Home Spaces (1-6).
1. When you roll a Movement Die that matches the Home Space position of a Pawn Die on your Opponent's side, you must Bear it Off by removing it from the Board.
 - For example, if a Pawn Die is on Opponent's Home Space 4 & you roll a 4; you must Bear the Pawn Die Off.
 2. Use any remaining Movement Dice to move your remaining Pawn Dice, if possible. If no valid moves are available, forfeit the remainder of your turn.



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Winning:

The 1st Player to Bear Off all their Pawn Dice Wins!

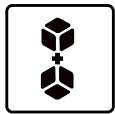
Basic Game Play (Great for a Quick, Strategic Game, 10-20 minutes)

• Add Strategy with Special Sides on Pawn Dice for a More Engaging Game •

Additions to the Game:

"Regular" Pawn Dice Sides

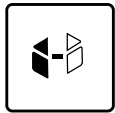
1. On set up, Rotate all Pawn Dice so a "Regular" Side is up.
2. When rolling to Redeem Dice, roll your Captured Pawn Dice along with the Movement Dice. On a successful Redeem roll, you may choose which Pawn Dice to Redeem.
3. Place the Redeemed Pawn Dice on the board with the rolled side face up, which may include special sides like **Double**, **Switch**, or **Half**.



Double: This Pawn Die treats a Movement Die as if it were two. For example: If you roll a 5, this Pawn Die *must* be able to land 5 spaces forward, and then 5 more.

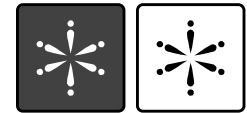


Switch: Before moving, switch this Pawn Die with an opponent's single pawn ("Blot") or any one of your own Pawn Dice. The Pawn Die must still make a legal move after the switch.



Half: This Pawn Die moves half the number rolled rounded up: 1 or 2 = 1, 3 or 4 = 2, 5 or 6 = 3.

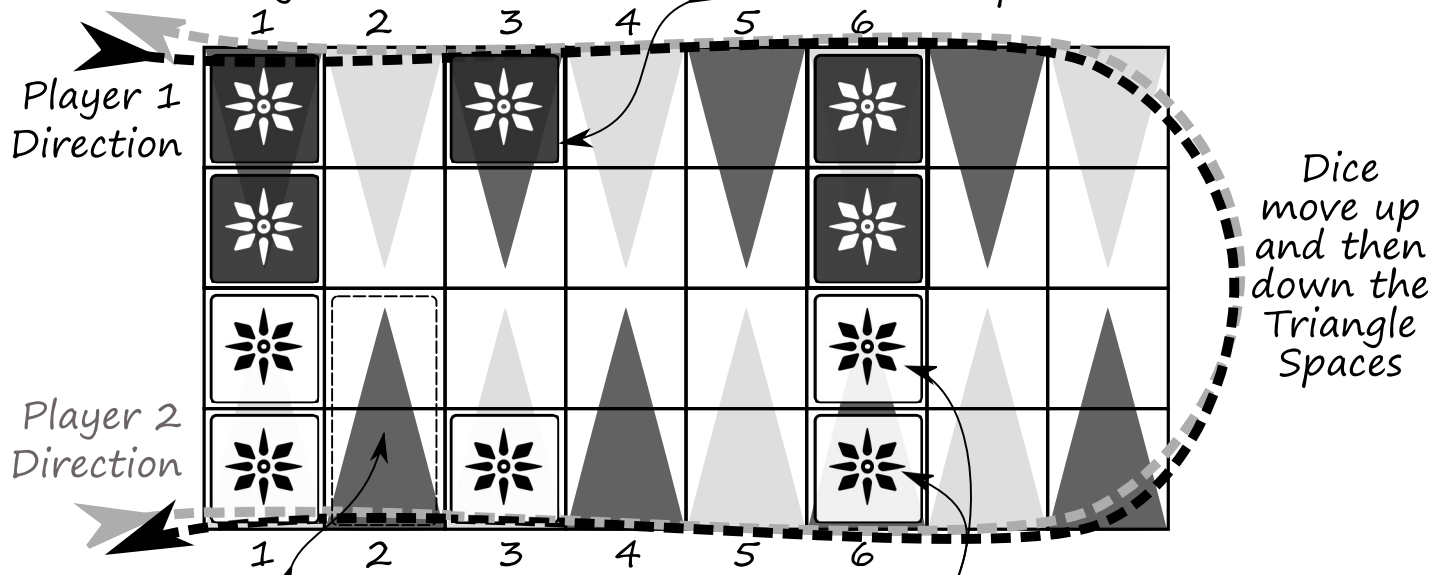
Movement Dice



Game Setup:

Spaces 1-6 on each side are the Players' "Home" areas

Any 1 Die by itself is a "Blot" and can be captured when landed upon



Each Triangle is 1 Game Board Space.
2 Dice Pawns can fit on a Space

2 Dice on 1 Space is a "Block"
Players may not land on any "Block"

Scored / Tournament Play Optional Rules (1 hour +)

• Add Advanced Tactics with Scoring & Tournament Play for More Challenging Strategy •

Starting the Game

Pawn Dice begin on the Regular Side with the "0" center symbol. For more challenging, random starts, Players may agree to roll one or more Pawn Dice before placing them on the Game Board.



Players agree to the Winning number of Tournament Points (5 is a good start)

At the end of each round of play, 2 Tournament Points are awarded:

- 1 Point for Bearing Off all of your Pawn Dice first
- 1 Point for the lowest Bearing Off score

Bearing Off Scoring:

- Score points by adding up Home Space numbers of all Pawn Dice you Bear Off.
- Points are totalled after each round. The lowest score wins 1 tournament point.

Optional Advanced Scoring:

When a Pawn Die is captured and redeemed, its center symbol: "+", "0", or "-" affects the score when bearing off:

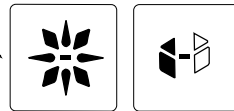
+ Symbol: +1 to Bearing Off Score



0 Symbol: no change to Score



- Symbol: -1 from Bearing Off Score



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Scoring Example

- Bearing off a Half Side Pawn Die on Opponent's Home Space 2 scores 2 points for the position minus 1 point for the "-" symbol, equalling one point.
- Bearing off a Regular Side Pawn Die with a "0" symbol on Home Space 6 would score 6 points.
- Bearing off a Double Side Pawn Die with a "+" symbol on Home Space 1 would score 2 points.

Tips:

- Aim for the lowest score possible. Bait your Opponent into capturing dice with "+" so you can reroll it upon Redeeming.
- Keep your dice with the "-" symbol safe in Blocks to protect it and then Bear Off to reduce your score.
- Your strategy will change as you make your opening moves, pass your Opponent's dice, and Bear Off for the lowest score possible.
- In Tournament rules, don't simply rush to Bear Off or the Tournament will stay tied! You need to figure out strategy to win *both* Tournament Points. Good Luck!



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