





## Instructions

**Needs:** 2 Dice

### **Set-Up**

This is a two-player game. Pages tape together lengthwise along the left side of the first page and the right side of the second. Players start on opposite sides of the board near the “24” point and work their way to home base in a U-Shape at the 1-point.

Traditionally, each player starts with two checkers on the 24-point, five on the 13-point, three on the 8-point, and five on the 6-point.

### **Game Play**

Both players roll a die; the highest number goes first. Turns alternate after every move. The game is over once a player has gotten all of their checkers off the board.

For each turn, the player rolls both dice and moves their pieces forward accordingly. If a player rolls 6-2, they can either move one checker forward 6 points and another checker forward 2 points, or they can move one checker forward 8 points (as long as the checker can safely land on the sixth and eighth points). If a player rolls a double, they must play each die twice. The player must play as many of the dice as possible.

A player cannot land on a point if there are two or more of an opponent’s checkers already there. If an opponent has one checker on the point, the player may safely land there and bump the opponent’s checker to the middle bar that divides the board. A checker that has been bumped to the middle bar may roll back in starting from the player’s 24-point.

Once a player has moved the checkers down to their home base and can no longer move other checkers along the board, the player may start “bearing off” the checkers closest to the end. These moves require an exact roll (so that a checker on 1-point requires a roll of one, while a checker on 2-point requires a roll of two, etc.)