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Opening Extract from...

Learn Backgammon in 10 Minutes

Written by Brian Byfield

Illustrations by Gray Jolliffe

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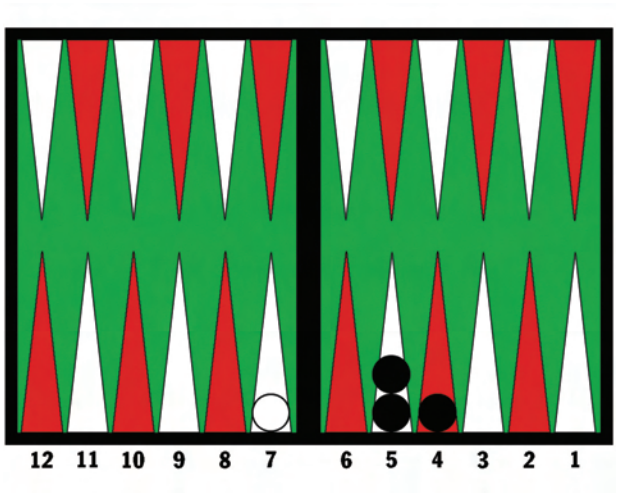
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In the following example, depending on your throw, you can move your white checker to any point in your home board, except 5. You can also hit Black's checker on point 4.



When a player has been hit, her checker is placed on the bar in the centre of the board.

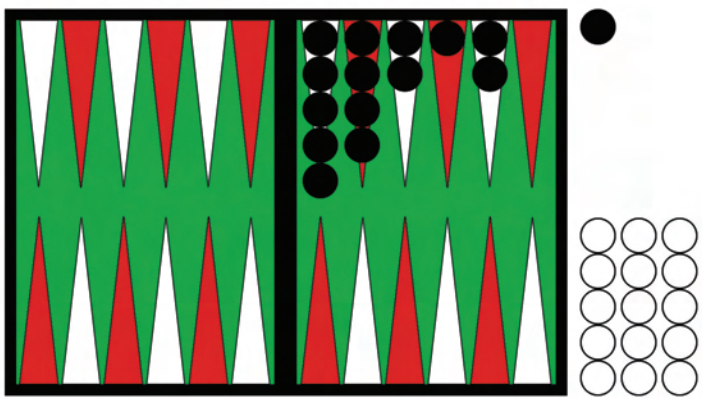
When you hit your opponent's checker, your checker will occupy that point.



Gammons and Backgammons

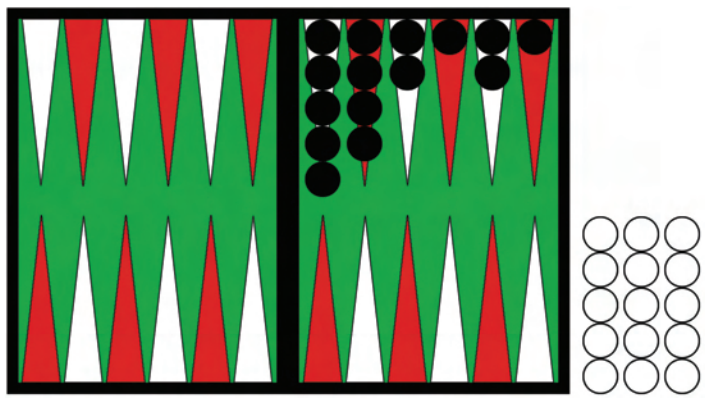
At the end of a game, if the losing player has borne off at least one checker, he only loses the amount shown on the doubling cube, in this case 8.





If nobody has doubled, he will lose only one point. If he has not got any of his checkers off the board, he is ‘gammoned’. He then loses twice the amount on the doubling cube.

Here Black is gammoned.



Luck versus Skill

Backgammon is a wonderful game because, win or lose, you can hold your head up high. If you win you can claim it was skill, and if you lose you can say it was bad luck.



Although a lucky roll of the dice can change a game, superior skill will always win the day.

Whatever happens, you will have a lot of fun. But be warned, backgammon can be very addictive. You'll find yourself playing when you should be doing other things.

