

or "held" point or "block" occurs when two or more of the same men are on any of the spaces or "points" at the same time. Either of us may not occupy the "established point" of the other. This does not prevent us from jumping and advancing our men beyond the "held point". However, if any number thrown by the dice would land a man on an opponent's "held point" the play cannot be made, even though the total thrown would have landed the player safely past the "held point". A player must play both or all counts of his throw if possible. If he can only play one of two counts thrown he must play the higher.

When a single man is on a space, it is called a "blot". A "blot" may be "hit" when an opponent's man lands on the same point. Such a man must be picked up and placed on the bar. It must then be reentered in the opponent's inner table by a throw of a die corresponding to a point on the table which is not held by the opponent. Until the man is reentered in the opponent's inner table the player cannot make any other move.

**Doubles:** A throw of doubles permits four moves of the count thrown. These can be distributed among one, two, three or four men.

**Bearing Off:** When your fifteen men are in your inner table you may begin to "bear them off". You may remove a man from each point thrown according to the cast of the dice. You must play each count but you are not required to bear off, you can play the count down toward the outer edge of your inner table. When all the men have been removed from the six point, a throw of six requires a man on the next lower point to be thrown off; and so on, if point five is vacant and a six or a five is thrown. If one of your men is hit during the "bearing off", you may not "bear off" until that man is in your inner table again.

A "Gold Medal" game

Manufactured by

TRANSOGRAM COMPANY, Inc.

Charles S. Raizen, Pres.

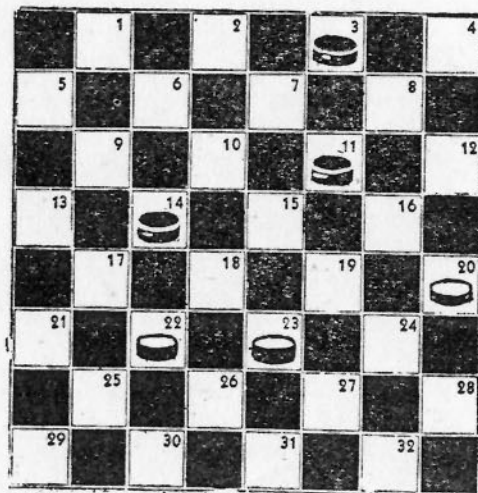
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# RULES FOR PLAYING CHECKERS & BACKGAMMON

## TRICK CHECKER PROBLEMS AND SOLUTIONS

Checkers like Chess, is a game of strategy. Unless every move is carefully planned, your opponent is bound to win. Expert players win only because they plan ahead on every move. The following trick plays are the kind used by experts. Try to solve them yourself before looking at the solution.



EXAMPLE: Black moves down and wins in 4 moves.

SOLUTION: In this trick play Black moves 11 to 15, Red moves 20 to 16, then Black moves 3 to 7. Red moves 16 to 12. Black moves 7 to 11,

Red moves 12 to 8 and Black moves 15 to 18. Red jumps 22 to 15 and Black jumps 11 to 27.

EXAMPLE: In this example, arrange your Checkers on the numbered board as follows: Black King on 4, Black Checkers on 20, 24 and 28. Red King on 9, Red Checkers on 16, 10 and 11. Red moves down and wins in 4 moves.

SOLUTION: 9-5, 4-8, 16-19, 24-15-6, 5-1, 8-15, 1-10-19.

EXAMPLE: Black King on 4, Black Checkers on 18 and 2. Red King on 3. Red Checkers on 26 and 14. Black moves down and wins in 4 moves.

SOLUTION: 2-6, 3-7, 4-8, 7-2, 6-10, 14-7, and 8-3.

EXAMPLE: Black King on 27. Black Checkers on 18, 20 and 14. Red King on 7, Red Checkers on 30, 26 and 28. Red moves up and wins in 4 moves.

SOLUTION: 7-11, 27-31, 11-15, 31-22, 30-25, 22-29, and 15-22.

EXAMPLE: In this example, a draw game can be quickly obtained by making a few simple moves. Black King on 2 and Black Checker on 4. Red King on 9 and Red Checker on 12. Black moves down and draws in 5 moves.

SOLUTION: 2-7, 9-14, 7-3, 14-10, 4-8, 10-15, 8-11, 15-8, 3-7.

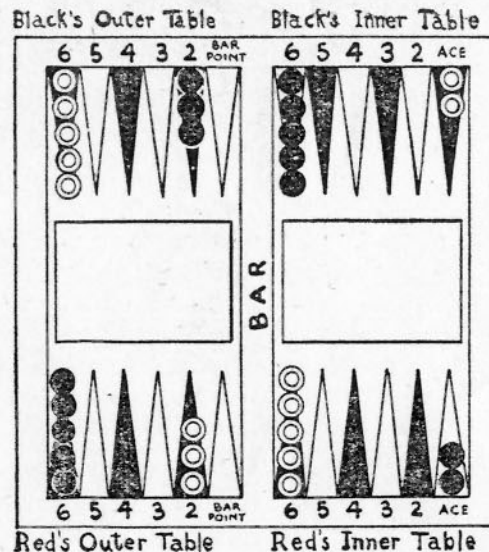
EXAMPLE: Black Kings on 5, 13, and 17. Red Kings on 1 and 6. Black moves and wins in 5 moves.

SOLUTION: 17-14, 6-2, 13-9, 1-6, 5-1, 6-13, 14-9, 13-6, 1-10.

In most of these trick plays, it is important to note that the winning player is willing to lose a checker or two, but by doing so he places himself in a position to recapture as many or more of his opponent's Checkers. In addition he has placed his remaining Checkers in a position to block off his opponent's moves.

One important point to remember is that if there are two alternative ways to jump, both moves should be carefully checked to determine which is best. One wrong move may mean the difference between Victory and Defeat.

## Rules for Backgammon



Two people usually play backgammon. The board is set up according to the diagram and the man who casts the higher number on a throw of a single die starts the game. The object of the game is to be the first to "bear off" (remove) all your men from your own inner table. Suppose you and I were playing. You have the reds at the south side and I the blacks at the north end. The men are moved the number of points corresponding to the numbers shown on the dice. Your men move from my inner table to my outer table, to your outer table to your inner table. My men move in the opposite direction, from your inner to your outer, to my outer to my inner. When either all the reds or blacks are in their own inner table, they may be "borne off".

Each man takes turns in casting the dice. The dice may be played as a total or individually. The player may move one man the count of one die and then the count of the other, or he may move one man the count of one die and another man the count of the other. An "established"