The object of Backgammon is to be the first player to remove all your men from your inner table. This is called "Bearing Off."

To start, line up pieces as shown in the diagram. White's pieces are moved counter-clockwise around the board to bear off out of his inner table. Black's pieces are moved clockwise around the board to bear off out of his inner table.

Pieces are moved the number of points thrown on a pair of dice. From one point on the board to the next is one dot on the dice. Each number can be used by a separate piece or both can be used by one piece. If "doubles" are thrown, both numbers on the dice being the same, double the number of points can be moved.

When a player has two or more men on a point, the opponent's pieces cannot rest on that point. They may, however, pass over it. This is called a "block."

If a player can bring a piece to rest on a point occupied by an opposing piece, he "blots" the the opposing piece and it is removed to the "bar." This piece must then be put into play before any other move is made by the player whose piece it is. It is put into play by entering its opponent's inner table on an open point whose number corresponds to the number on one or both dice.

Pieces can be borne off only when all of a player's pieces (not yet borne off) are within his own inner table. Then a piece can be borne off whenever it is on a point whose number is thrown. If a number is thrown higher than the point on which any piece is left, the highest piece can be borne off. A piece must be moved forward if it is possible to move.

We appreciate your comments on Backgammon. Please send your correspondence to:
Pressman Toy Corporation
Dept: Backgammon
121 New England Ave.
Piscataway, NJ 08854-4126

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at (800) 800-0298.