



The Official Rules of  
**Backgammon, Checkers and Chess**  
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## 1. **The Rules of Backgammon**

*Objective.* The goal in backgammon is to remove all of one's own pieces from the board before the opponent does the same.

*The Board.* The board contains twenty-four positions (called “points”), a center bar, and an off-board region (shown at the far left of the Palm screen). The upper half of the board is the white board and the lower half is the black board. The left half of the board is the “home board” or “inner board.” The right half of the board is the “outer board.”

*Pieces and Movement.* Dice govern the movement of pieces. The value on each die is used to move a chosen piece the indicated number of points in the appropriate direction: clockwise for black, and counterclockwise for white. Each die may be used to move a different piece. If possible, both die values must be used. If only one value can be used the higher die value must be used. When doubles are rolled, each die value is used twice, for a total of four moves in the turn. A destination point may contain a maximum of one opposing piece. That opposing piece is “hit” and removed to the center bar. Points containing more than one opposing piece may not be occupied. Note ChromaGames automatically highlights the valid destination points for the selected piece. **Hint:** if you find you are unable to move any of your pieces, check whether you have a piece on the center bar that must be removed before normal play can continue (see next rule).

*Center Bar.* The center bar contains pieces of both sides that have been hit. Each player must move all his pieces from the center bar back to the board before any other pieces are moved. Pieces removed from the center bar must re-enter the board in the opponent's home board. If there is no valid move for the piece(s) on the center bar (due to filled points on the opponent's home board) the turn is forfeited.

*Bearing Off.* When a player's pieces are all in his own home board, he may begin to remove them from the game. To remove a piece the player must use the die

roll to move the piece one space beyond the last point on the board. When a die roll is higher than may be used by any piece, the piece furthest from the edge of the board is removed.

*Gammon and Backgammon.* A normal win in backgammon is worth one point. If a player removes all pieces from the board without their opponent removing any pieces, the winner has achieved a Gammon worth two points. If the opponent has a piece on the bar or in the winner's side of the board, the winner has achieved a Backgammon worth three points.

*Doubling Cube.* The stakes in a backgammon game begin at one point. Either player may initially propose doubling the stakes to two points, by tapping the doubling cube. The opponent must accept the doubling or resign (lose). Once a player has doubled, he may not double again until the opponent has doubled. The values on the doubling cube are 1, 2, 4, 8, 16, 32, and 64. For scoring purposes, this value is multiplied by two or three in the case of a Gammon or Backgammon.

## 2. Rules of Checkers

*Objective.* The goal in checkers is to place the opponent in a position from which he has no valid move. This is done by capturing or blocking all the opponent's pieces. A draw or tie occurs when neither player is able to force a win.

*Pieces and Movement.* There are two types of pieces in checkers: normal men and kings. Men move one square diagonally forward into unoccupied squares. They may capture opposing pieces by jumping diagonally forward over them, landing in an unoccupied square on the far side. A piece must take a jump if it is available, and must continue jumping until all jumps are exhausted. When jumps in more than one direction are available the player may freely choose any jump path. A man who reaches the far side of the board stops movement and becomes a king. Kings may move and jump diagonally forward and backward. Note ChromaGames automatically highlights the valid destination squares for the selected piece. **Hint:** if you find you are unable to move any of your pieces, it probably means you have a jump available somewhere on the board. Remember, you must take a jump if it is available.

### 3. The Rules of Chess

*Objective.* The goal in chess is to “checkmate” the opponent's king. Checkmate occurs when a player is unable to escape a “check” condition by the end of his turn. Check occurs whenever the player’s king is threatened with capture. The threatened player must escape check by moving his king, capturing the attacking piece, or blocking the attack with an interposing piece. If the threatened player is unable to escape check, the attacking player wins. If a player is not in check but has no legal move available, a stalemate (draw, or tie) occurs.

*Pieces and Movement.* All pieces except the knight may not move into or through squares containing friendly pieces. All pieces except the knight may only move into a square containing an enemy piece when performing a capture. All pieces except the pawn move in the same directions in capture and non-capture moves. Note ChromaGames automatically highlights the valid destination squares for the selected piece, making it easy to learn the movements of the different pieces.

*Hint:* if you find you are unable to move any of your pieces, it probably means your king is check. In this case, the only valid moves are those which will eliminate the check condition. You DO have a valid move; otherwise ChromaGames would have already informed you of your defeat!

*King.* May move and capture 1 square in any direction, including diagonal. It may move 2 squares left or right when castling (see below).

*Queen.* May move and capture any number of squares in any direction: horizontally, vertically, and diagonally.

*Rook.* May move and capture any number of squares horizontally and vertically.

*Bishop.* The bishop may move and capture any number of squares diagonally.

*Knight.* The knight move and capture is unique. It may move over intervening friendly and enemy pieces. Its move is shaped like an L: one square horizontal and 2 squares vertical, or two squares horizontal and one square vertical.

*Pawn.* The pawn's move is different from its capture. The pawn normally moves one square forward. It captures diagonally forward (left and right). A pawn that has never moved may move forward one or two squares. If it moves two, it may be *en-passant* captured by an opposing pawn which it passes. In any other case, the pawn may move only one square. A pawn that reaches the opposite end of the board must be promoted to another piece type: usually queen is chosen, but all types are available except king and pawn.

*Castling.* Castling is a special maneuver performed by the king and rook. If neither has moved yet in the game, all squares between them are empty, and the king and the squares through which it moves are not in check, then the king may

move two squares toward the rook. To perform a castle move the king two squares toward the chosen rook. The rook will automatically be placed on the other side of the king (toward the center of the row).