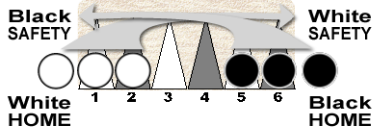
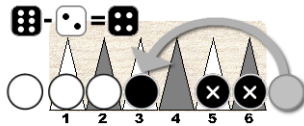


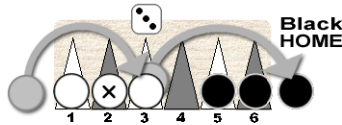
SETUP: White moves right, Black Left. Take turns rolling a die and moving one checker if possible.



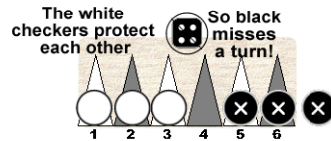
OPENING: Both players roll and the winner gets to move the difference (e.g. 6 - 2 = 4). If tie, roll again.



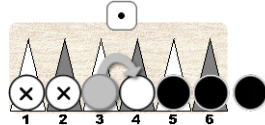
HITTING: Landing on a single opponent checker knocks it back off the board to home.



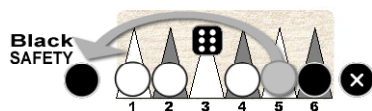
BLOCKING: Opponent checkers next to each other on the board cannot be hit.



NO STACKING: A player cannot land on their own checker on the board, causing forced moves.



SAFETY: Win by getting all 3 checkers to Safety first. Any checker may move to Safety with a high enough roll. An exact roll is not necessary.



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