

THE RULES OF “RUN”

1 SET-UP

Run is a board game played by two players. The board consists of twenty-four narrow triangles called *points*. Each player has *fifteen checkers* (alternatively are called *men*, *pieces*, or *stones*) of his own colour. The board is split in four quadrants consisting of six triangles each. The quadrants are referred to as player's *mother board* and *home board*. The board, the initial arrangement and the directions the two players are allowed to move their pieces can be seen in Fig.1.

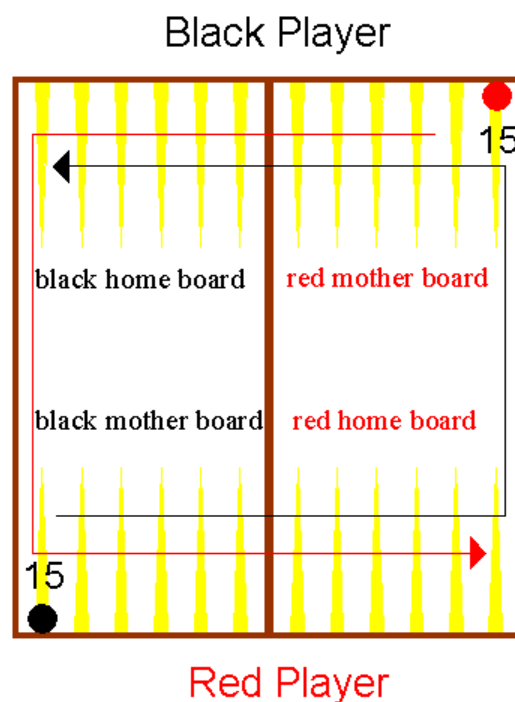


Figure 1:
A “Run” board, the initial arrangement
and the directions the players can move their checkers.

In an informal game, a pair of dice can be used for both players while in formal games each player must have each own shaking cup as well.

2 THE OBJECTIVE OF THE GAME

The player that will move all of his checkers in his *home board* and *bear* them *off* first is the winner of the game.

3 THE BEGINNING OF THE GAME

At the beginning of the game each player rolls a single die. This determines the player that will play first and the opening roll. If equal numbers are rolled, then both players roll again until a different pair of numbers has been rolled. Then the player with the largest number of the die plays first according to the numbers rolled by the dices. Then, his opponent is rolling the dice and moves his men according to his roll; and so on.

However, both players must move the first of his men into their opponent territory, before they are allowed to move the rest of their men.

4 RULES FOR THE MOVEMENT OF THE CHECKERS

The roll of the dice determines the number of points (or *pips*) the player is allowed to move his men this turn. The checkers can only be moved forward. The following rules apply to the movement of the checkers:

1. A checker can be moved only to an open point. An open point is a point that is not occupied by any checkers of the opponent player.
2. The numbers on the dice constitute separate distinct moves. Suppose that a player rolls a 6 and 2; then he may move one checker 6 pips to an open point and another checker 2 pips to an open point, or he may move one checker a total of 8 pips to an open point provided that any of the intermediate point (either 6 or 2 pips from the starting point) is also an open point.

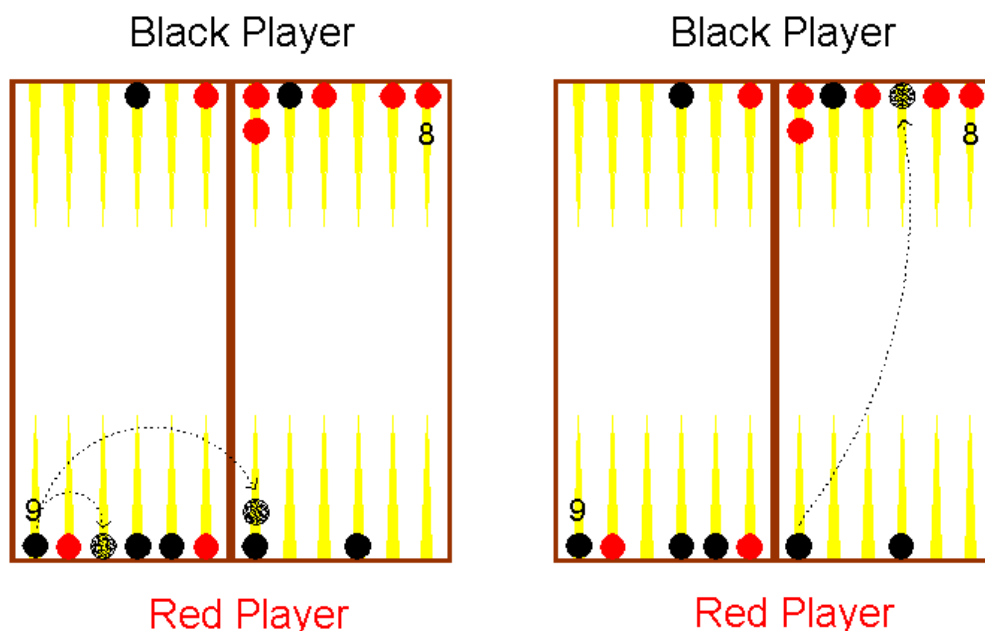


Figure 2:
Two ways the black player can play a 6 and a 2.

3. When a player rolls doubles, then this player can play twice the pair of the dice. For instance if a player rolls double six, then he has four sixes to use, in any way he likes in order to fulfil the requirements.
4. When a player rolls doubles, then this player can play twice the pair of the dice. For instance if a player rolls double six, then he has four sixes to use, in any way he likes in order to fulfil the requirements. When the player can play only the number of one die then he must play that number. If either number can be played but not both, the player must play the larger one. If the player cannot play any number he loses his turn. In the case of doubles, when all four numbers cannot be played, the player must play as many numbers as he can.

5 RULES DURING PLAY

The following rule apply during the game:

1. A player is not allowed to have six consecutive checkers in his mother board at the end of his turn (Fig.3).

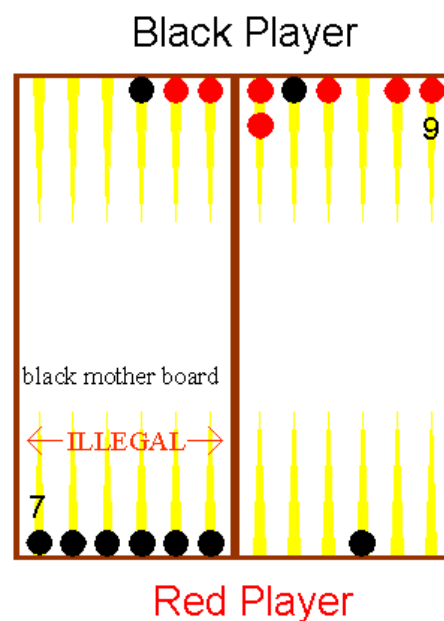


Figure 3:
Illegal position (black player).

6 BEAR OFF – THE END OF THE GAME

When a player has moved all of his checkers into his home board, he commences *bearing off*, which means he starts collecting his men. A player bears off a checker by rolling a number that corresponds to the point that his checker resides in his home board, and then he removes it from the board.

If none of his checkers resides on the point indicated by the die, the player must make a legal move using a checker on a higher-numbered point. If no checkers exist on

higher-numbered points, the player is required to bear off a checker from the highest point where one of his checkers occupies. A player is allowed to make a legal move if he does not want to bear off.

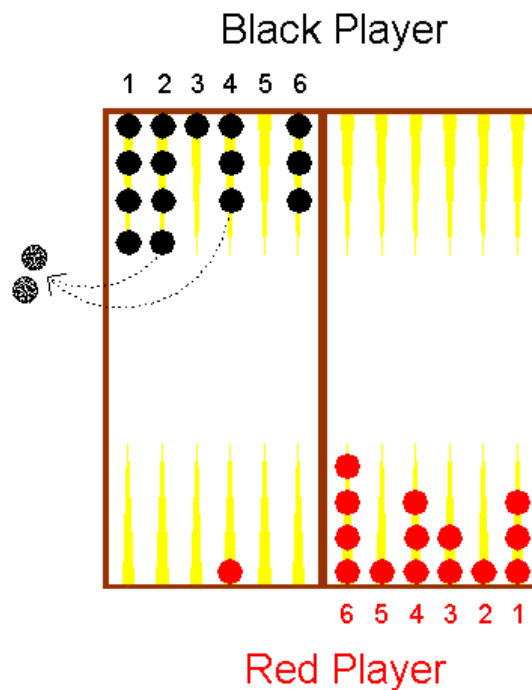


Figure 4:
Black rolls a 4 and a 2
and bears off two checkers

7 SCORE

At the end of the game if the losing player has borne off at least one of his checkers, then the winner wins only one point; otherwise (i.e. the losing player has not borne off any checkers), the winning player wins two game points.