

Nannon



SETUP: Players take turns rolling a die and - if possible - moving one token on, across, or off the board.

OPENING: Both players roll a die and the winner gets the *difference* (e.g. $6 - 2 = 4$). In case of tie, roll again.

HITTING: Landing on a single opponent token knocks it back off the board to HOME.

BLOCKING: Opponent tokens next to each other on the board form a "prime" and can't be hit, but can be hopped.

The white checkers protect each other. So black misses a turn!

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

rolling a 1 can break a prime.

GOAL: Win by getting all tokens across and off board first. Any token on board may move off with a big enough dice roll. That token is then "out of play."

Black SAFETY

a.k.a. Nano Backgammon

*Invented by J. Pollack, patent applied for, copyright www.nannon.com 2004.
 (metal box 2.5 by 3.9 by 3/4 inch, 6 chips, 3 die, board, and directions;
 upper set is the 2009 version, lower set is the original 2004 version;
 box includes folding board with directions shown above on the back,
 and longer directions and information on a double sided 4-panel fold out card)*

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