

NANNON™

Minute Version of Backgammon

Age: 8+
Players: 2
Minutes to play: 3-60
Weight in ounces: 3
2 3/8" x 3 3/4" x 3/4"
Min. whsl. order: 6
S.R.P. \$9.99

NANNON feels like Backgammon, but plays as quickly as a hand of poker. With high-quality parts cleverly packaged in an Altoids-sized tin, NANNON is a sure bet for today's mobile lifestyle.



The 9" tri-fold board even has an extra set of rules on the back.

NANNON™ RULES

SETUP: Player One: Home (0) 1, & 2, moving right;
Player Two: 5, 6 & Home (7), moving left.

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

TURN: Players take turns rolling a standard six-sided die. If possible, they MUST move one checker the number of steps shown, or to Safety.

SAFETY: The goal is to win by getting all 3 checkers across the board to Safety.

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The rules are so simple they are printed on a business card!



ACTUAL SIZE:

Everything fits into a collectible pocket tin!



Includes 6 checkers, 2 dice, and a Doubling cube for tournaments and wagering.

NANNON is not a cheap travel set of Backgammon, but a brand new fast-paced game which can be played anywhere. It can be produced with custom labels for events and promotions. NANNON is also available as software for mobile devices and gaming machines.

Nannon Technology Ph (781) 883-6830
PO Box 85 Fx (508) 632-5345
Wayland, MA 01778 Sales@Nannon.com

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What people are saying about:

NANNON™

The rules can be taught in a minute!

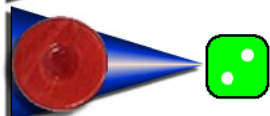
Players move in opposite directions, taking turns rolling their die and - if possible - moving one of their checkers.



Each checker has a pattern of legal moves based on position and the roll.



Your checkers can land on an empty space...



or on a single opponent which gets knocked back...



but you cannot land on your own checkers...



or on opponent checkers next to each other on the board.



With a high enough roll, any checker can bear off.

Win by getting all 3 checkers off first.

Humans gave AI's the gift of Backgammon, a perfect problem to learn. The AI's have finally reciprocated with NANNON!

Jordan Pollack Ph.D.

AI and Backgammon Maven
Featured in Wired

Despite its quick play, NANNON is a surprisingly complex game, full of fun for the backgammon expert and novice alike. By shortening the attention span and bringing younger players into the game, NANNON could lead to a Backgammon renaissance.

Martin Storer

1993 American Backgammon
Tour Champion & Author of
Backgammon Praxis

NANNON has gone down really well with friends of mine, its a good game to play in the pub when the conversation dries up! Will I be able to get hold of some so I can give them out as little Christmas pressies this year?

Katie, age 24, UK

My husband thinks he is so much smarter than me in math, but when we played NANNON, I won 50 points right away!

Carrie, age 45

I learned to play at a family reunion. I beat my older cousins, aunts and uncles, and grandpa! I am still King of NANNON!

Elliot, age 9

The Nannon sets are pretty neat, I really like the game and hope it catches on! I'm playing a longer game with 6 checkers on a 12 point board. It should encourage people to buy two sets instead of one!

Steven, age 35

I already played some games and must say, that your game is really quite clever and more complex than one might think at first. The tin boxes look so nice and make an ideal gift, and the folding boards which fit inside works surprisingly well! Thanks and good luck!"

Marcus, age 44, Germany