

Game Atlas is a social initiative that researches, archives, and redesigns ancient and traditional games on-site, transforming them into cultural products. It connects with humanity, culture, and nature through the medium of play.

At the heart of the Istanbul Mini Collection lie the themes of "diversity" and "balance," reflecting the cosmopolitan essence of the city. The designs blend modern geometric forms with traditional motifs, while stained glass and mosaic patterns bring Istanbul's cultural richness to the game surface.

The chosen color palette symbolizes the diverse regions and textures of Istanbul. These colors represent the city's surrounding waters, natural beauty, historic gardens, and its cosmic and spiritual dimensions, adding depth to the designs.

Istanbul, a city that has hosted countless civilizations, conveys this diversity through cyclical motifs. The symmetrical details in the designs reflect the balanced and harmonious relationship between Istanbul's Asian and European sides. Just as the Bosphorus unites the two continents, the patterns on the game surface bring together different elements. These designs, evoking the unique atmosphere of Istanbul, offer game enthusiasts an artistic and immersive experience.

A portion of the proceeds from our products will be allocated to providing free museum passes for young people and including them in our gamified cultural routes.

Game Atlas contributes to the Global Goals for Sustainable Development by working towards Goal 4: "Quality Education" and Goal 11: "Sustainable Cities and Communities."

Under Quality Education, we aim to facilitate young people's access to cultural heritage and engage them in a learning process rooted in cultural and historical knowledge. This not only promotes lifelong learning but also enhances their cultural awareness and appreciation of values.

In line with Sustainable Cities and Communities, we strive to raise awareness about the importance of protecting cultural heritage, encouraging young people to recognize its value and become active participants in its preservation. Through gamified routes, we increase interest in cultural sites and support their sustainable conservation.

Through these activities, we align our goals of "protecting cultural heritage" and "increasing the active participation of young people" with the sustainable development goals.

Backgammon: Nature and Modern Design in Harmony

In our backgammon game, we chose coconut buttons as checkers. This decision reflects our respect for natural resources while adding an innovative and creative touch to the game pieces.

By blending the traditional spirit of backgammon with a modern perspective, coconut buttons bring a unique charm to the game. Each button features a light and a dark side, allowing players to select their preferred color for play.

BACKGAMMON

Backgammon is one of the world's oldest board games, with traces found in many cultures. Over the centuries, it has evolved under various names and forms, becoming widely popular in the Middle East, Mediterranean, and Western world in its modern form.

Rules of Backgammon

Backgammon is a two-player game that combines strategy and chance. The objective is to move all your checkers into your home board and bear them off before your opponent.

The Board: The backgammon board has 24 triangular points divided into four quadrants, with each player having an inner and outer board.

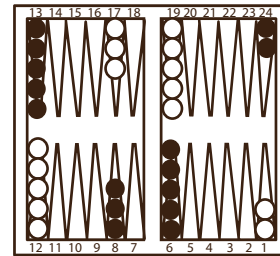
Checkers: Each player has 15 checkers, typically in two colors (e.g., black and white).

Dice: Players use two six-sided dice to determine moves. The dice are typically rolled in an empty area of the board. If one or both dice fall off the board, they must be rolled again.

Placing the Checkers:

Each player places;

- 2 checkers on the opponent's 24th point.
- 5 checkers on their own 6th point.
- 3 checkers on their 8th point.
- 5 checkers on the opponent's 13th point.



Starting the Game:

Each player rolls one dice, and the higher roll gets the right to start. The starting player then rolls both dice to make their first move.

Movement:

Checkers move according to the dice roll. Each die can be used to move separate checkers, or a single checker can be moved the total of both dice. Checkers can only land on open points (either unoccupied or occupied by a single opposing checker).

Hitting and Re-entering:

Landing on a point occupied by a single opposing checker "hits" it, sending it to the bar. A checker on the bar must re-enter the game by being placed on an open point in the opponent's home board corresponding to the number rolled on the dice.

- If all possible entry points are blocked, the player loses the turn and the game passes to the opponent.

Bearing Off

Once a player has moved all the checkers into home board, they can begin bearing them off by rolling the dice. A checker is borne off from the point corresponding to the number rolled. For example, if a 5 is rolled, a checker can be removed from the 5th point. To bear off, all of a player's checkers must be in their home board.

Winning the Game

- The first player to bear off all their checkers wins the game.
- Backgammon can be played as a single game or as a series. In a series, the first player to reach 5 points wins.

Special Rules and Strategies

Double Dice: If both dice show the same number (e.g., 3-3), the player gets to move four times the value of the number rolled (e.g., 3-3 allows four moves of 3).

Mars: Winning the game without the opponent bearing off any checkers is called a "Mars" and earns the player extra points.

Blocking Certain Points: Placing two or more checkers on the point creates a "block," preventing the opponent from landing there. Strategically creating consecutive blocks can slow down the opponent's progress.

Reverse Play: 'Reverse play' is the tactic of delaying the opponent's progress by 'hitting' their checkers.

Ancient Origins Mesopotamia (Ur, 3000 BCE)

The earliest prototype of backgammon was discovered in Mesopotamia. In the 1920s, archaeologist Leonard Woolley unearthed the "Royal Game of Ur" during excavations at the Royal Cemetery. This game, played with stones and dice, is considered one of the first examples of backgammon-like games and symbolized a struggle for divine favour.

Ancient Egypt

The game 'Senet,' considered similar to backgammon, was found in Egyptian tombs. The game boards and pieces date back to as early as 3000 BCE. However, unlike modern backgammon, this game primarily represented a religious ritual.

Roman Empire

The game "Tabula," popular during the Roman Empire, closely resembled modern backgammon. Played with stones and dice, it was known to be a favourite of Emperor Claudius, who even commissioned a special board for the game. Its rules bear striking similarities to today's backgammon.

Persian Empire (Satranci Nard)

The closest precursor to modern backgammon, known as "Nard" or "Nard-i Shahr," was developed in Persia. Legend attributes its invention to King Khosrow II in the 6th century CE.

The board symbolized the universe's cycles and the uncertainty of fate: 24 points represented the hours of the day, 30 checkers symbolized the days of the month, 12 segments reflected the months of the year. From Persia, the game spread to the Arab world and Anatolia.

Ottoman Era

Backgammon gained widespread popularity during the Ottoman period, enjoyed both in palaces and among the general public. It became an integral part of coffeehouse culture, holding a significant place in Ottoman social life. The Ottomans elevated the game's aesthetic appeal by crafting intricately designed boards, featuring wooden and mother-of-pearl inlays.

Modern Era

Backgammon gained popularity in Europe and America during the 19th and 20th centuries. Known as "backgammon" in English, its rules were officially recorded for the first time in 1743 by Edmond Hoyle. Today, backgammon is played as both a traditional family game and a competitive tournament game worldwide.

Different variations of backgammon are played with unique rules across various regions. More than just a game, backgammon symbolizes the balance between luck and strategy. In many cultures, it serves as a lesson in patience, perseverance, and the acceptance of fate.

For instance, rolling the dice represents embracing fate, while strategically moving the pieces reflects careful planning and decision-making. This deep history has elevated backgammon to both a beloved pastime and a treasured cultural heritage.



WARNING: RISK OF CHOKING
• Contains small parts. Not suitable for children aged 3 and under.
• Suitable for 4-6 age group to play under adult supervision.



CAUTION!

- The products are colored with natural dyes; slight fading is normal. Please wash according to the instructions.
- The stones included in the pouches are not food. They are intended for use as game stones.