The `tikz-backgammon` package

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Abstract

The `tikz-backgammon` package is designed to make annotating and representing backgammon board states easy. Arbitrary boards may be set, or a whole game can be input with the current state of the game output as a board at any point. The doubling cube is also represented.

1 Summary of User Commands

Command	Description
\newgame	draw a board set for a new game
\newpieces	set up the pieces for a new game without drawing the board
\blankboard	draw a blank board
\onbar	add stones to the bar
\double	set doubling cube and possession
\blackmove	move for black
\whitemove	move for white
\displayboard	display board (will be deprecated)
\blackboard	display the current state of the game: black's view
\whiteboard	display the current state of the game: white's view
\blackpoint	add black stones to a point
\whitepoint	add white stones to a point
\placedouble	command to place the double (only for manual setup)

2 Acknowledgements

This package was created as a response to the following question on TeX Stackexchange: [Typesetting boardgame positions using ttf font](). Thanks to Andrew Stacey for helping me understand scaling nodes in TikZ, and the entire site for being a wealth of useful information and friendly people.