

TRADITIONAL BACKGAMMON RULES

Contents

30 x counters (15 black, 15 white), 2 x Regular dice (1 – 6), 2 x Special dice (-3 – 6), 1 x Question dice, Playing board with 1 x Surprise station, 3 x Question stations.

Overview

Backgammon is a fast-paced game of skill and chance for two players, played on a board divided into twenty-four narrow triangles called points. These points alternate in color and are grouped into four quadrants: each player's home board and outer board, and the opponent's home board and outer board. The bar in the center separates the home and outer boards.

Each player has fifteen counters of their own color. The initial arrangement of counters is: two on each player's twenty-four-point, five on each player's thirteen-point, three on each player's eight-point, and five on each player's six-point.

Each player rolls two dice on their turn and moves according to the numbers rolled. The goal is to bear off all pieces before the opponent.

Objective

The object of the game is to move all your counters into your own home board and then bear them off. The first player to bear off all their counters wins the game.

Movement of Counters

- Each player rolls a die to determine who plays first.
- Players take turns rolling two dice and moving counters according to the values rolled.
- The numbers rolled represent separate moves.
- Doubles Rule: Rolling doubles allows the player to move four times the number rolled.

- A player must use both numbers if possible. If only one number can be used, they must use it. If no move is possible, the turn is forfeited.

Hitting and Entering

- A blot (single counter on a point) can be hit and placed on the bar.
- A player with a counter on the bar must enter it back into the opponent's home board before making other moves.
- If a player cannot enter because the required space is occupied, they lose their turn.

Game Levels

This version of Backgammon introduces three levels of difficulty, each with different rules and bonus mechanics:

1. **Easy Level**

- Players roll two standard dice.
- No additional mechanics apply.

2. **Medium Level**

- Players roll two standard dice and one question die.
- When rolling the question die, the player must answer a question correctly before moving.
- A wrong answer results in losing the turn.

3. **Hard Level**

- Players roll two enhanced dice and one question die.
- The enhanced dice can roll values from -3 to 6, meaning players may have to move backward.
- A 0 roll forces the player to stay in place.
- Players must correctly answer a question before moving.
- An incorrect answer results in losing the turn.

Special Dice Mechanics

In addition to traditional dice, this version introduces two special mechanics:

1. **Enhanced Die**

- Contains numbers from -3 to 6.

- A negative result forces a backward move.
- Rolling a 0 keeps the counter in place.

2. Question Die

- Determines the difficulty level of a question: Easy, Medium, or Hard.
- The player must answer a question correctly to proceed with their turn.
- If answered incorrectly, the turn is forfeited.

Special board Features

This game introduces two special stations on the board:

1. Question Stations

- Marked with a question mark (?).
- If a player lands on a question station, they must answer a question before continuing.
- The difficulty is determined by rolling the question die.
- A wrong answer forfeits the turn.

2. Surprise Station

- Marked with a special symbol.
- The first player to land on it gains an extra turn.
- After the first activation, the station has no further effect.

Bearing Off

- A player can bear off once all their counters are in the home board.
- A die roll must match the counter's position to bear it off.
- A counter on the bar must be re-entered before bearing off can continue.
- If a roll is too high, the highest counter must be removed instead.

Doubling Cube

- Backgammon is played for an agreed stake per point. Each game starts at one point.
- A player can propose doubling the stakes at the start of their turn.
- The opponent may accept or concede the game.

- If accepted, the opponent becomes the owner of the doubling cube and may propose the next double.

Winning the Game

- **Standard Win:** A player bears off all counters first.
- **Gammon:** The opponent has not borne off any counters (double the score).
- **Backgammon:** The opponent has not borne off any counters and still has counters in the opponent's home board or on the bar (triple the score).

