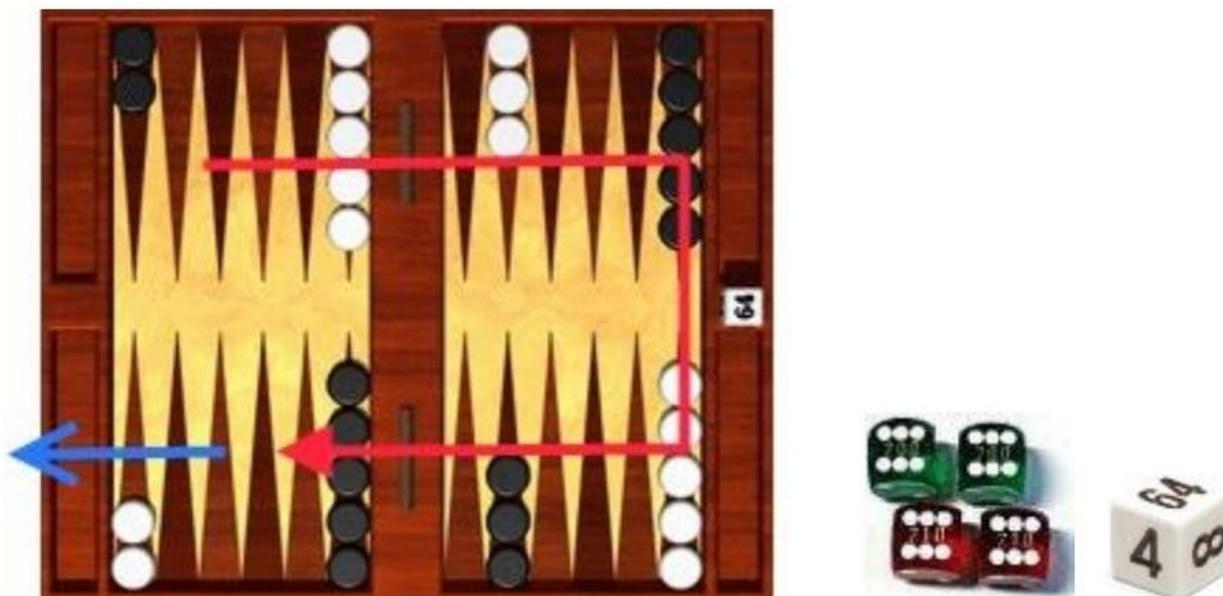


# BACKGAMMON

Übersetzung der Spielregel vom Finnischen ins Englische / Pelisääntöjen käännös suomesta englanniksi  
Translation of the game rules from Finnish into English / ゲームルールをフィンランド語から英語に翻訳  
<https://mymemory.translated.net/de/Finnisch/Englisch/pinnankorkeuden>

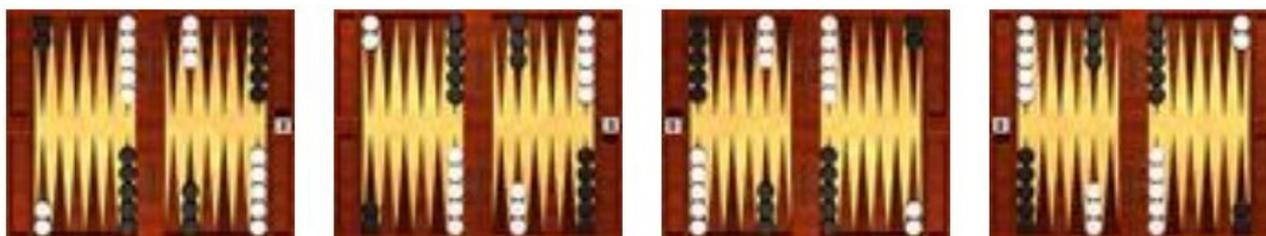
## 1. Backgammon - Game rules

The internationally accepted rules of modern backgammon.



## 2. BACKGAMMON BASICS - Game board and basic setup

The game board consists of 24 "dots" (also called squares/tiles/dots) on which the tiles (15 per player) move. The game board is divided by a "bar" on the left and right side. In the picture above, the upper left quarter of the game board is White's "home court", the lower left quarter is Black's home court. The two right quarters of the board are the corresponding "outfields". The arrows indicate the direction of Black's stones, Red's for the path to home field, Blue's for removal from home field. The image above shows the basic position from the player's perspective with the black stones. You can see that the black and white stones are placed symmetrically to each other. The same basic position results when you swap the white and black stones for each other or mirror the position vertically or horizontally. The principle of the basic position always remains the same, the orientation of the stones adjusts accordingly. It is advisable not to get too used to a particular configuration version.



## 3. The aim of the game

The winner is the player who first manages to remove all 15 of his/her stones from the board by first dragging them to and removing them from his/her home court.

## 4. START - The start of the game and the roll of the dice

The dice are made with two six-sided dice. A cup must always be used for the dice to prevent tampering. To determine which player is allowed to draw first, each player rolls one of his dice on the right half of the board. If both players have rolled the same number, both roll the dice again. The player who has rolled the higher number starts by moving his checker forward by the number of dice rolled by both players. When this turn is complete, the dice are raised. Now the other player rolls two of his dice to the right half of the board, draws the corresponding number of eyes and picks up his dice. Now the first player again, and so on. It can only be rolled when the opponent has finished his turn by picking up his dice. The dice must be level in the right half of the board (not outside the playing surface, not tilted, not in the checker), otherwise the roll is

repeated. If both dice show the same number of eyes (pasch, doublet), this number may be drawn four times.

Example.

### **5. Pulling stones**

Tiles can only be moved in one direction, namely from the opponent's home court through the outfield and from your own outfield to your home court. From the basic position you can see that only two stones need to be covered all the way, the others have only part of the way to go. Five stones each are already on the players' own home pitches.

The cubed numbers can be drawn on one stone, but can also be divided between different stones. Example: after a roll of 5+4, either one stone can advance 9 points, or one stone advances 5, the other 4. With Pasch, 1, 2, 3 or 4 stones can be moved respectively. It does not matter which stone is moved first. In any case, however, the diced numbers must be drawn one by one, i.e. if a stone uses both numbers, it must draw each number separately, first 5 and then 4, or vice versa. If one or more numbers cannot be drawn according to the rules, they expire. If only one of the 2 numbers can be drawn (in the case of Pasch 4), the larger number must be drawn. Any number of stones of one colour can stand on a point.

A piece of the game can only advance to a free point. A free point is a point where there are either no stones, no number of friendly stones, or exactly one opponent's stone. In the latter case, the opponent's stone is chipped and dropped on the bar. If player (A) makes a non-compliant move, the opponent (B) may request a correction, but may also accept the move. However, once B has rolled the dice for his part, the move can no longer be corrected.

### **6. Place the stones you have struck**

The player (A) who hits the opponent's (B) stone places the stone in the line. As soon as it is A's turn, he must bring all his stones back into play before he can move any other stones. The dice numbers are used to place the checkers. The stones must be placed on the opponent's home court in positions corresponding to the dice numbers, starting from the edge of the board. Example. If 2 checkers are hit, they can be used for 2 and 5. With Pasch, up to 4 checkers can be used. Numbers that are not needed for placing can be drawn with other stones (if there are no more stones in the bar). The same rules apply for adding as for normal moves: it may only be drawn on free points!

### **7. Removal of stones**

As soon as a player has collected all his stones on his home board, he can start removing them, i.e. the game board. Removing stones is similar to adding stones, only in the opposite way: according to the cubed numbers, the player can remove one stone from the point corresponding to the cubed number. Example: after a roll of 4+1, a stone can be removed from the 4th point of the home board and one point (calculated from the edge of the board). The removed stones are placed next to the board. Alternatively, the stone can also advance on the home court without being removed.

If there is no stone at the point corresponding to the cubed number and at the same time there are no more stones at the higher points, the next lower reserved point may be removed. For example, if 4 is rolled but there is no stone at net, but if 5 or 6 still has stones, the stone moves four points forward from there. However, if there are no stones at 5 or 6, the stone from point 3 can be removed by 4. If this is also not in use, the stone from point 2 can be removed, and so on. If an ablation player's stone is struck during the removal phase, he may not continue to remove stones until the struck stone is set and pulled back to home court. The winner of the game is the player who first manages to remove all 15 stones.

### **8. Profit levels**

A single game can be played one, two or three times: single game - If the winner has removed all the stones and the loser has removed at least one stone at this time, the winner wins one point. Double game ("Gammon") - If the winner has removed all stones and the loser has not yet removed a stone at this time, the winner wins 2 points. Backgammon - If the winner has removed all the checkers and the loser has one or more checkers on the pole or on the opponent's home court at the moment, the winner wins 3 points. If multiple games are played, a player's success is not measured by the number of games won, but by the number of points scored.

### **9. Doubles**

The use of Doppler ("double cube", "cube") makes the game more interesting, challenging and dynamic. With it, the points gained in the game can be progressively doubled. The Doppler is not an optional element in modern backgammon, but a compulsory part of the game. The Doppler displays the numbers 2, 4, 8, 16, 32 and 64. At the beginning of the game, he lies between two players. If there is no 1, 64 points up, but that means it has not yet been doubled and is played with 1 point. The possibility of overlapping more than 64 is theoretically possible, but in practice very rare. If a player believes in the course of the game that he is expected to win, he can bid 2 points to his opponent. To do this, he places the doubler after the opponent's move, but before his own roll with 2 on the opponent's side of the board. The opponent must now decide whether or not to accept the double. If the doubler declines the bid (because he expects to lose and does not want to lose 2 points), he says "I pass" and places the Doppler back in the middle of his starting point. The game is then over and the player who bid the double wins 1 point. However, if the doubler accepts, he says "I

assume" and places the Doppler 2 up on his side of the board next to his own. It is now in Doppler's possession. The doubled player can now roll the dice and continue the game. If, as the game continues, the player who originally doubled believes that the game has turned and that he would now win on his turn, he can double back ("redo double"), namely to the next higher value, 4. Now the other player must choose between rejection or acceptance. This is done in the same way as the previous double. The following applies to doubling: as long as the dice are 1 (64) in the middle, both players can double, only the player who holds (on whose side) the Doppler is. You can only double after your opponent's move, before your own roll. Rejection of a double always results in the game being cancelled and the loss of the result shown by the dice before the offered double. If the game is played to completion (i.e. all single-colored checkers are removed), double and triple scoring (Gammon/Backgammon, see above) always refers to the current value of the Doppler. Example. An optional but common rule is "Jacoby". It states that a game without doubling cannot be played twice (gammon) or three times (backgammon).