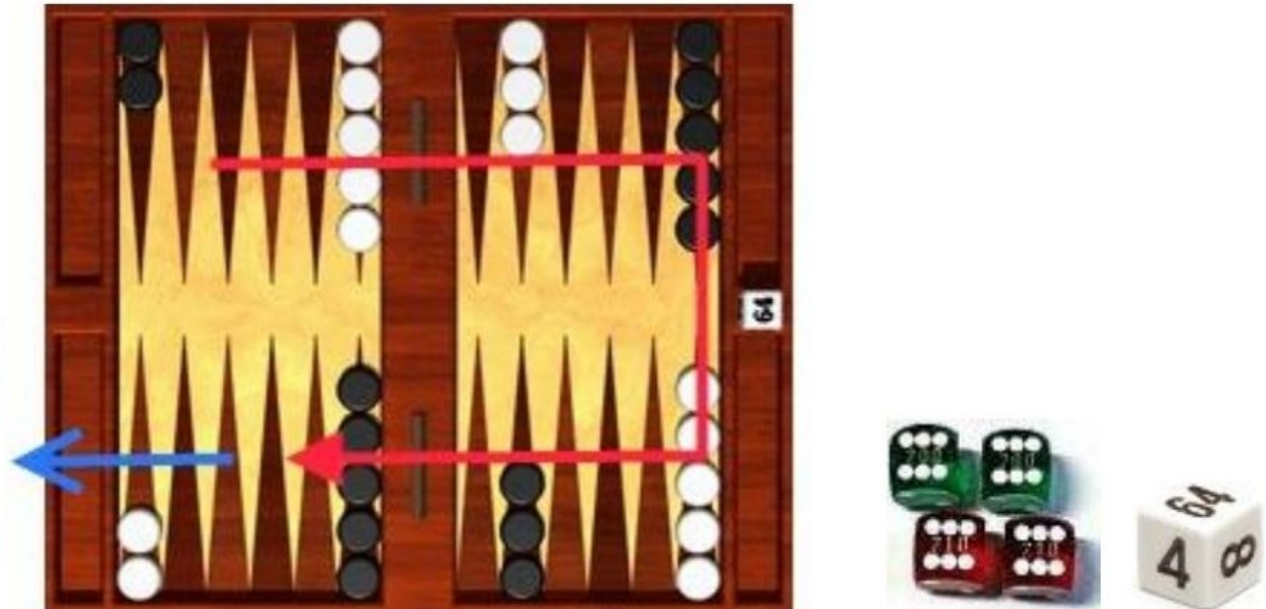


BACKGAMMON

Übersetzung der Spielregel vom Japanischen ins Englische / ゲームルールの日本語から英語への翻訳
Translation of the game rules from Japanese into English / Pelisääntöjen käänös japanista englanniksi
<https://translate.yandex.com/translator/Japanese-English> Japanisch > Englisch

1. Backgammon-Rules of the game

Internationally customary rules of modern Backgammon



2. The Basics of Backgammon

The game board consists of 24 "points" -also known as squares/tongues/points, with game pieces (15 pieces each) placed.

The game board is divided from the "bar" into the left and right halves. Figure above
The upper left quarter of the game board is the white "home field" and the lower left is the black home field. two

The right quarter of the game board is each "outer field". The arrow indicates the direction of the black stone.

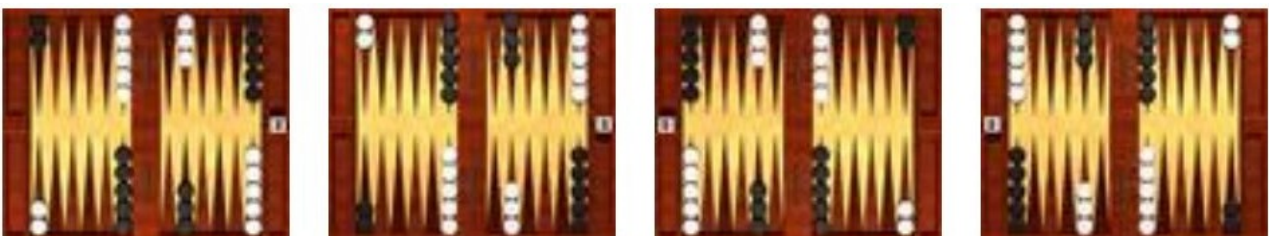
Red for the stone path to the home field, blue for removal from the home field.

The figure above shows the basic position from the point of view of the player with the black stone. You can see that black

White stones are set symmetrically with each other. The same basic position arises from white and
Replace the black stones for each other or by mirroring the position vertically or horizontally.

The principle of the basic position always remains the same, and the direction of the stone adapts accordingly.

It is recommended that you do not become too familiar with a particular line-up variant.



3. Purpose of the game

The winner is the first player who succeeds in removing all 15 of their stones from the board by removing them. First go to their home field and abuse from there.

4. Start the game and roll the dice

The dice are made of 2 6-sided dice. For dice, the cup should always be used to operate

Prevent. To determine which player is allowed to draw first, each player throws 1 of his dice on what he has
It is visible from the right half of the game board. If both players throw the same number, both roll the dice again. The

The player who throws a higher number starts by putting his stone around the number of eyes on both dice
Forward. When this turn is completed, the dice will be picked up.

Now the other players roll the dice

His 2 dice on the half of the game board to his right draw the corresponding number of eyes, and his

Dice on. Now as the first player in turn again. It may only roll after the opponent changes the order

By picking up his dice. The dice must be flat on the right half of the game board

Come (not out of the playing surface, not tilted, not in the checkers), otherwise the throw will be repeated.

If both dice show the same number of eyes (push, doublet), this number can be drawn 4 times. Example: Later
Throw 3 + 3 can move another 12 points.

5. Pull the stone

Tiles can move only in one direction, ie starting from the opponent's home field on top of him

Outfield and your own outfield to your own home field. From the basic position, only 2 stones are visible

Have to travel all the way, others have only part of the way in front of them. There are 5 stones each

Already on the home field of the players themselves

Diced figures can be drawn by a single stone, but they are also distributed between different stones.

It may be. Example: After throwing 5 + 4, 1 stone can advance 9 points, or 1 stone can advance 5, another 4.

With Pash you can move 1, 2, 3 or 4 stones accordingly. Which stone is moved first

All the same. But in any case, the diced figures should be drawn individually.

He, in the first example, should draw each number individually 5, then 4 or vice versa. 1 or more numbers

Can not pull according to the rules, they expire. Can of 2 (with push 4) is only one of the numbers

If it will be pulled out, you need to draw higher. 1. Any number of colored stones can stand at the point. The

game pieces only advance to free points. Free is any number of points without stones

Own stone or just one stone of the opponent stands. In the last case, the opponent's stone is defeated and
placed on the bar

Discharge. If the player (A) makes a noncompliant move, the opponent (B) can request a correction and he can
move but also accept. However, when B rolls the dice, its movement becomes unmodifiable.

6. Insert the melted stone

The player (A) who hits the opponent's (B) stone will place the stone on the bar. As soon as it's a's turn,

Bring all his beaten stones to play first before he is allowed to move other stones. Destination

Insert the stone and the dice number will be used. Stones must be used on the opponent's home field

Start from the edge of the game board at the point corresponding to the dice number.

Example: In Throw 5+2, you can use stones at point 2 or point 5 of your opponent's home field.

If 2 stones are struck, they can be used in 2 and 5. In the pash, therefore, can be up to 4 stones

You can use it to: Numbers that are not required for insertion can be drawn with other stones (if
No more stones on the bar).

The same rules as normal moves apply when inserting: it can only be drawn to free points!

7. Stone removal

Once the player collects his stones in the field of his home, he can begin to remove them.

Remove the game board. Removal is carried out in the same way as the insertion of a striking stone, only in
the opposite sense.

According to the diced numbers, the player can remove 1 stone from each point.

number. Example: Stone from 4th point after throw 4+1 and stone from 1st point of home field (count)

From the edge of the game board). The removed stones will be placed next to the game board. Or a stone

It also moves forward in the home field without being removed.

If there are no stones at the point corresponding to the dice number, and at the same time there are no stones

Because it uses a higher point, it can be removed from the next lower occupied point. Example: Among
others,

4 rolled, but there is no stone at point 4. But if there is still a stone in 5 or 6, the stone will move

From there from 4 points ago. But if there are no stones in 5 and 6, then you can use stones at 4 points 3

It will be deleted. If this is also not occupied, you can remove the stone from point 2.

If an ablation player's stone is struck in the removal phase, he may not continue his stone as long as

Until the beaten stone is inserted and pulled back to the home field.

The winner of the game is the player who first succeeded in removing all 15 stones.

8. Profit Level

A single lot can be scored simply 2-3 times:

Simple game - if the winner removes all the stones, and the loser has at least one stone at this time

Being exhausted, the winner will earn 1 point.

Double game ("Gammon") - If the winner gets rid of all the stones and the loser does not have 1 at the
moment. The winner will earn 2 points because the stone wears.

Triple Game ("Backgammon") - If the winner gets rid of all the stones and the loser still has at this point
1 or more stones on the bar or opponent's home field, the winner will score 3 points.

If more than one game is played, the player's success is not measured by the number of games won.

But the number of scores.

9. Double

The use of Doppler ("doubling cube", "cube") makes the game more interesting, challenging and dynamic.

The number of points that can be achieved in the game will gradually increase by 2 times. doppler is a modern

Backgammon is not an optional element, but an essential part of the game.

the doppler, 2, 4, 8, 16, 32, It shows a number of 64. At the beginning of the game, he lies in the middle between 2 players.

If there is no 1, it will be 64 points upwards, but still not 2 times, and you are playing with 1 point. Duplicates above 64 are theoretically possible, but in practice they are very rare. If the player believes in the course of the game that is expected to win, he can offer the opponent to play the game in 2

Point to play. To do this, he puts a doppler after the opponent's movement, but before throwing his own with 2 up

To the opponent of half of the game board. The opponent must decide whether to accept the doubling or not.

If the double refuses the offer (because he expects defeat and does not want to lose 2 points), he says

Then return the doppler to the central starting point. The game ends in this way, the player

Double has to offer, win 1 point. But if the double accepts, he says "I assume" and puts a Doppler

Have 2 next to your own side of the game board. It is now in the "possession" of the Doppler. Double player

You can continue the game by rolling the dice. If, in the further course of the game, the player who originally doubled believes that the game has changed, he

Now win on his side, so he double back ("Redoppel"), ie to the next higher value, ie 4. now

Other players are faced with the choice to refuse or accept. This is Previous doubling.

In the case of doubling, the following applies: As long as the dice are at 1 (64) in the middle, both players can double and each has a double.

Only the players that the Doppler owns (on that side). Doubles can be done only before and after the opponent moves

Your own garbage. Refusing to double always leads to the cancellation of the game and the loss of score.

Cubes shown before the offered doubling.

The game is played to the end (i.e., all colored stones are removed), double

The triple rating (Gammon / Backgammon, see above) is always on the current value of the doppler. Example: If A wins the game

By removing the stone without B being removed, the Doppler shows the value 4 and A has 8 points
Welcome to <url>.

Optional, but the common rule is "Jacoby". It states that games that have not yet doubled have not doubled (Gammon) or triple (backgammon).