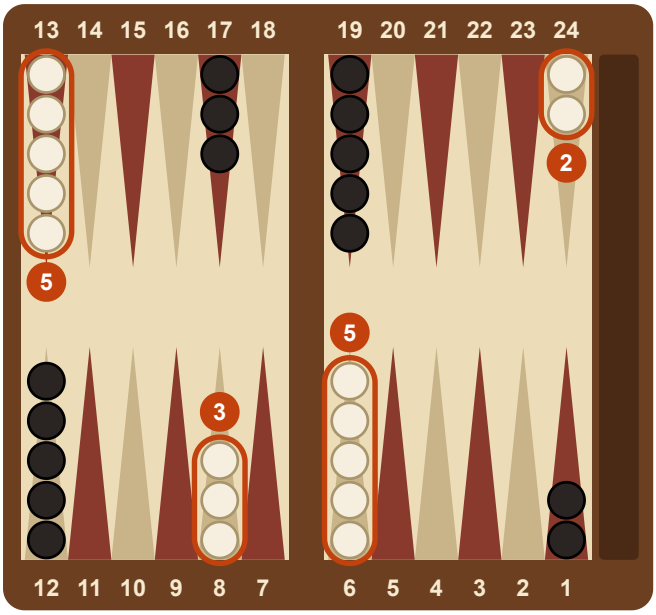
Printable backgammon rules: every rule on one page



The starting position: each player has 2 checkers on the 24-point, 5 on the 13-point, 3 on the 8-point and 5 on the 6-point.

Three arguments heard at every board

- I have a checker on the bar and I can't enter. Can I move another checker? No, you lose the whole turn.
- Can I start bearing off while one checker is still outside? No, all 15 must be home first.
- Are there doubles on the opening roll? No. The higher roll plays both dice, and on a tie you roll again.

The rules

1. The goal: bring all 15 of your checkers into your home board, the last six points, and bear them all off before your opponent.
2. Who starts: each player rolls one die. The higher roll starts, and plays both numbers rolled. A tie? Roll again.
3. Moving: each die is a separate move. You can move one checker by both numbers, or two different checkers. Checkers move forward only, towards home.
4. Doubles: if both dice show the same number, you play it four times.
5. You may not land on a point that holds two or more of your opponent's checkers.
6. You must play: if both dice can be played, you must play both. If only one of them can be played, you play it, and if either can be played but not both, you play the higher one.
7. Hitting: land on a single checker of your opponent's, and it goes to the bar, in the middle of the board.
8. The bar: a player with a checker on the bar must bring it into the opponent's home board before any other move. If the points are blocked, the turn is lost.
9. Bearing off: you start bearing off only when all 15 checkers are home. Bear off a checker from the point the die shows. If there is no checker there, you must move within your home board, and if there is no checker on a higher point, bear off the highest one.
10. Winning: the first to bear off all their checkers wins. If the opponent has not borne off a single checker, it's a gammon, worth 2 points. If they also have a checker on the bar or in your home board, it's a backgammon, worth 3.
11. The doubling cube: before rolling you may offer to double. The opponent either takes, and then the game is worth double and the cube passes to them, or passes and loses what the game was worth before the double.

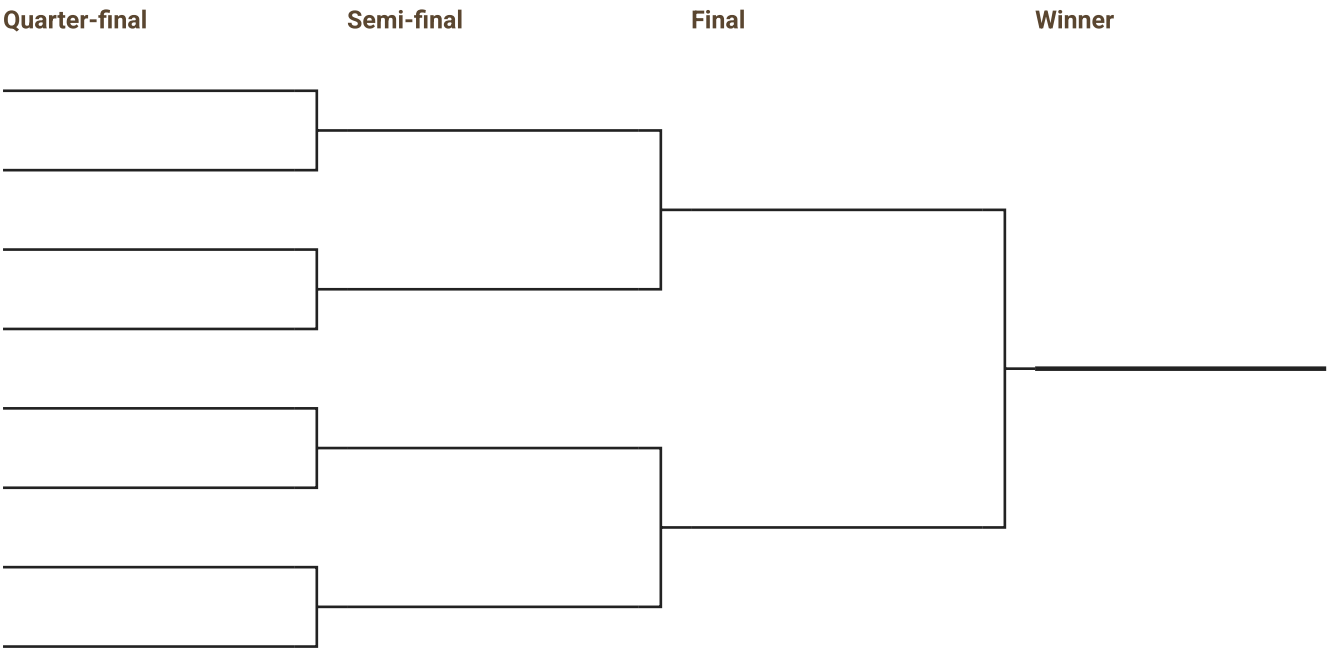
Scan and play: gammonroyale.com/en/play

Free backgammon: against the computer or a friend, no sign-up, no ads.

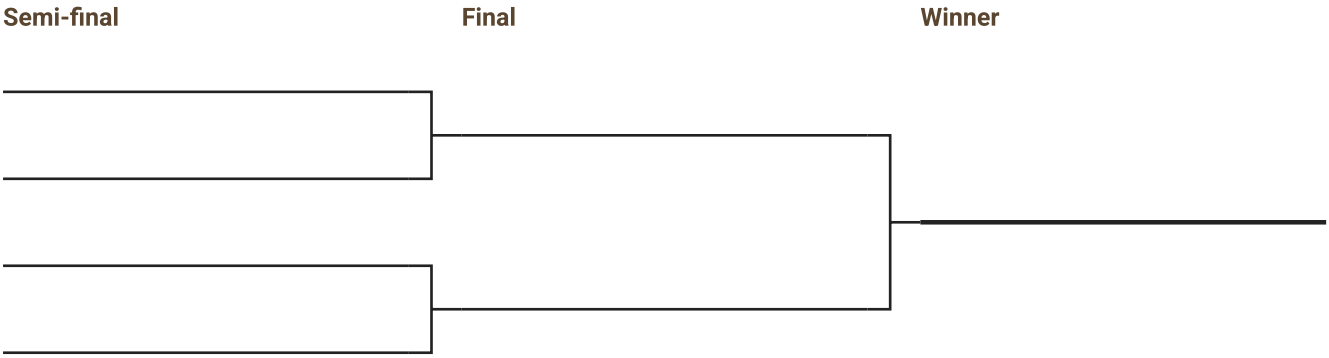
A family backgammon tournament

Up to eight players. Write the names in the chart. Play each game to one point (or to 3 if there's time), and the winner moves on. With four players, use the small chart.

Eight players



Four players



Grandpa or an aunt far away? Play online

1. Go to gammonroyale.com, tap "With a friend", then "Open a new room".
2. Send the link on WhatsApp. One tap takes them straight into the game, with nothing to download and no sign-up.
3. Each of you plays on your own phone or computer, and both see the same dice, rolled and locked by the server.

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