

DRAGONFLY *Escape*

Backgammon Rules

Objective

Be the first player to move all 15 checkers into your home board and bear them off.

Setup

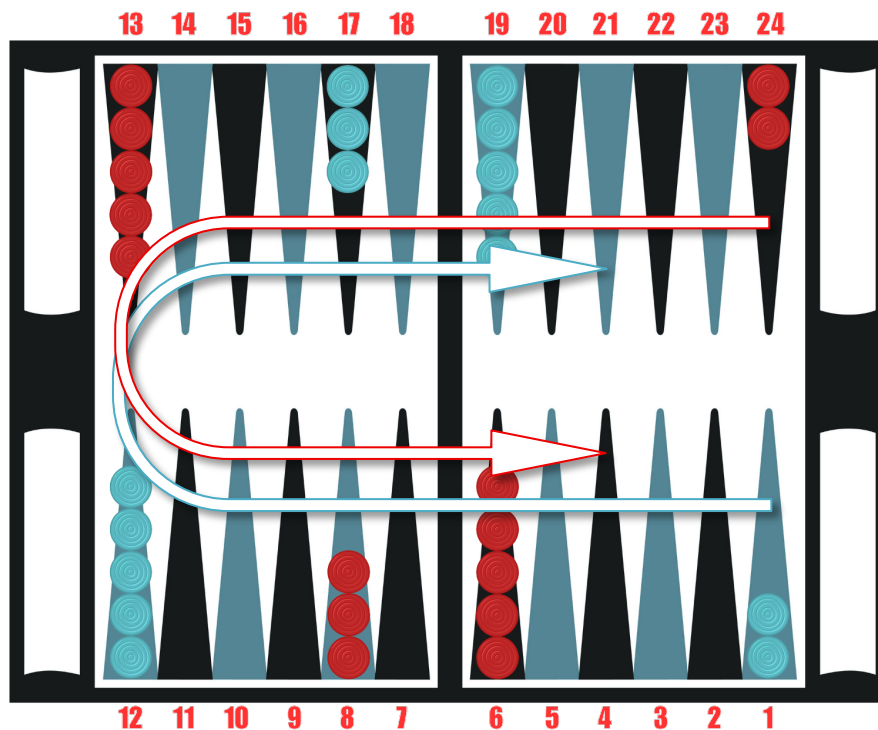
Each player places:

- 2 checkers on the 24-point
- 5 checkers on the 13-point
- 3 checkers on the 8-point
- 5 checkers on the 6-point

Players sit opposite each other and move their checkers toward their own home board.

Home Boards:

- Bottom Right (Points 1–6) = Bottom (**RED**) Player's Home Board
- Top Right (Points 19–24) = Top (**TEAL**) Player's Home Board



Basic Movement

Roll two dice each turn.

- Move one checker the total only if it can legally move in two steps.
- Or move two separate checkers, one for each die.
- You may land on open points, your own points, or a single opposing checker.
- You may NOT land on a point with two or more opposing checkers.

No Jumping Rule

If you roll two dice (ex: 5 and 6) and choose to move one checker the total (11), you must move in two separate steps. You may not jump over a blocked point even if the final landing point is open. In other words, you must be able to move 5 points and then 6 points, or 6 points and then 5 points. You may not move 11 points unless the component moves are possible.

Bar Rule

If you hit a single opposing checker, it goes to the bar.

If you have pieces on the bar, you must re-enter all checkers from the bar to the opposing player's home board before making any other moves.

Higher Die Rule

If only one die can be played, you must play the higher number if possible.

Doubles

If you roll doubles (ex: 3 and 3), play that number four times: 3, 3, 3 and 3.

Bearing Off

Once all checkers are in your home board:

- Remove a checker matching the die rolled.
- If you roll higher than any occupied point, remove from the highest occupied point.
- First player to remove all 15 checkers wins.