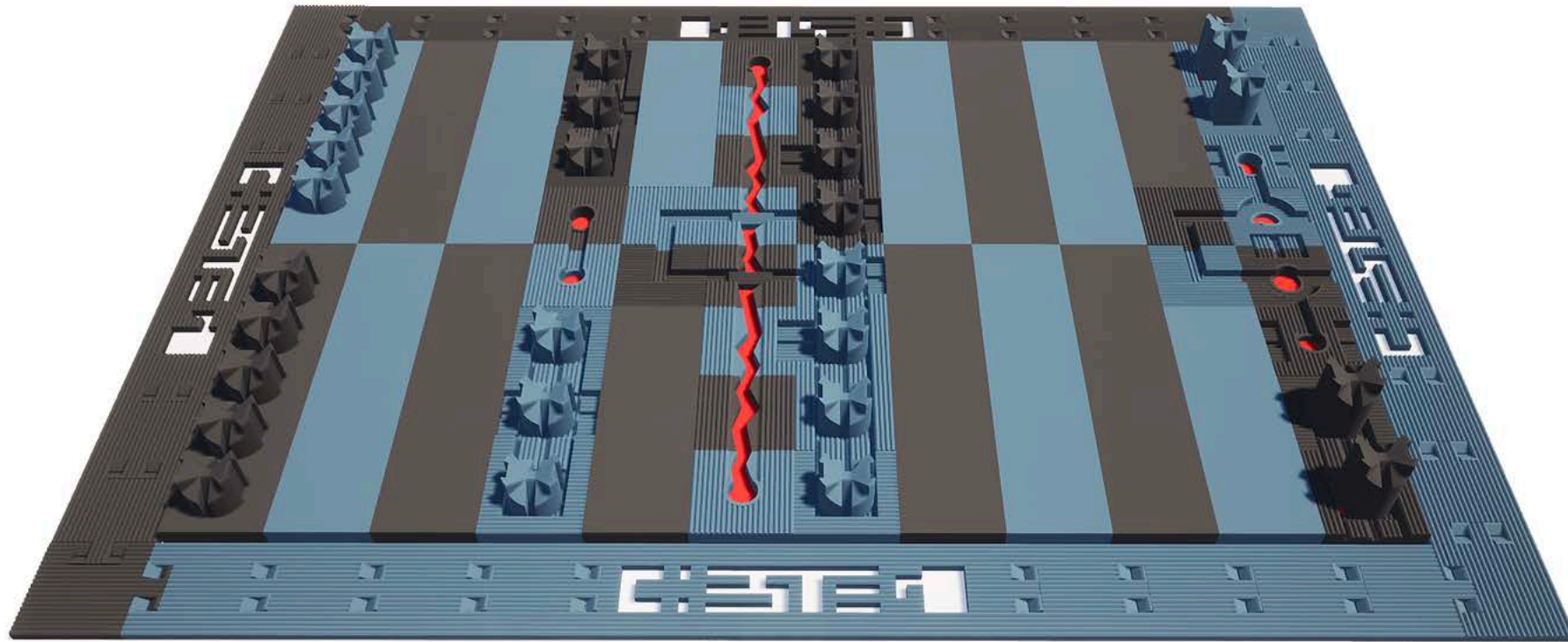




BAK

A new take on the game of
Backgammon.



With an asymmetric design and some new rules and limits,.

RULES AND OBJECTIVES:

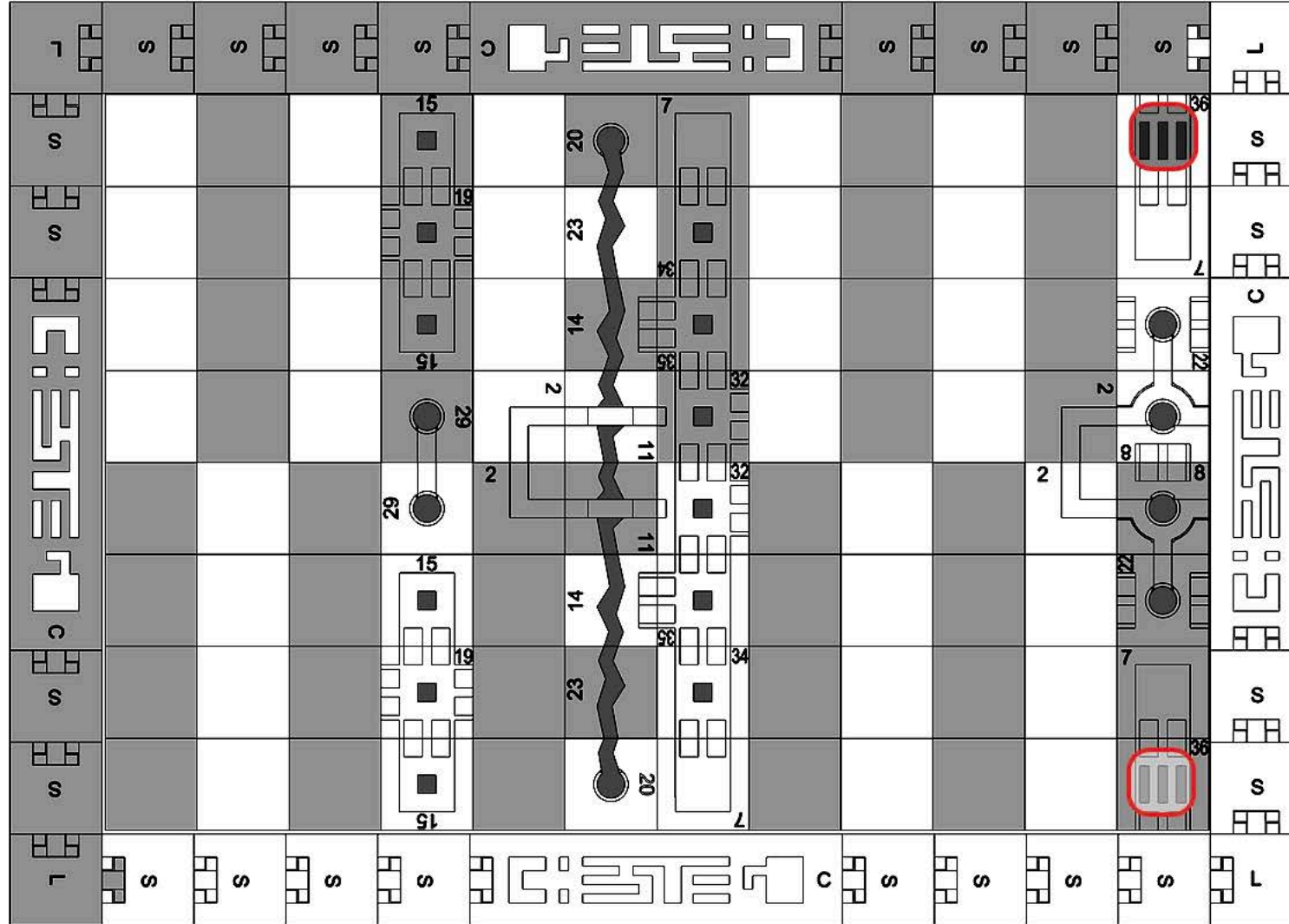
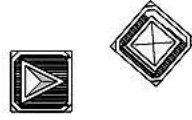
- Players race to move all of their pieces off the board.
- All pieces must be in the home zone before they can start being removed.
- There are 3 columns per side with limited occupancy. From left to right you have a 3 slot then 4 slot and then a 2 slot at the far right. No pieces can be in the Dot tiles.
- Landing on a single enemy player knocks them into the Rift.
- Players have to move their piece or pieces out of the Rift before they can move any other piece.

WIN CONDITION:

- The first person to get all of their pieces to safety.

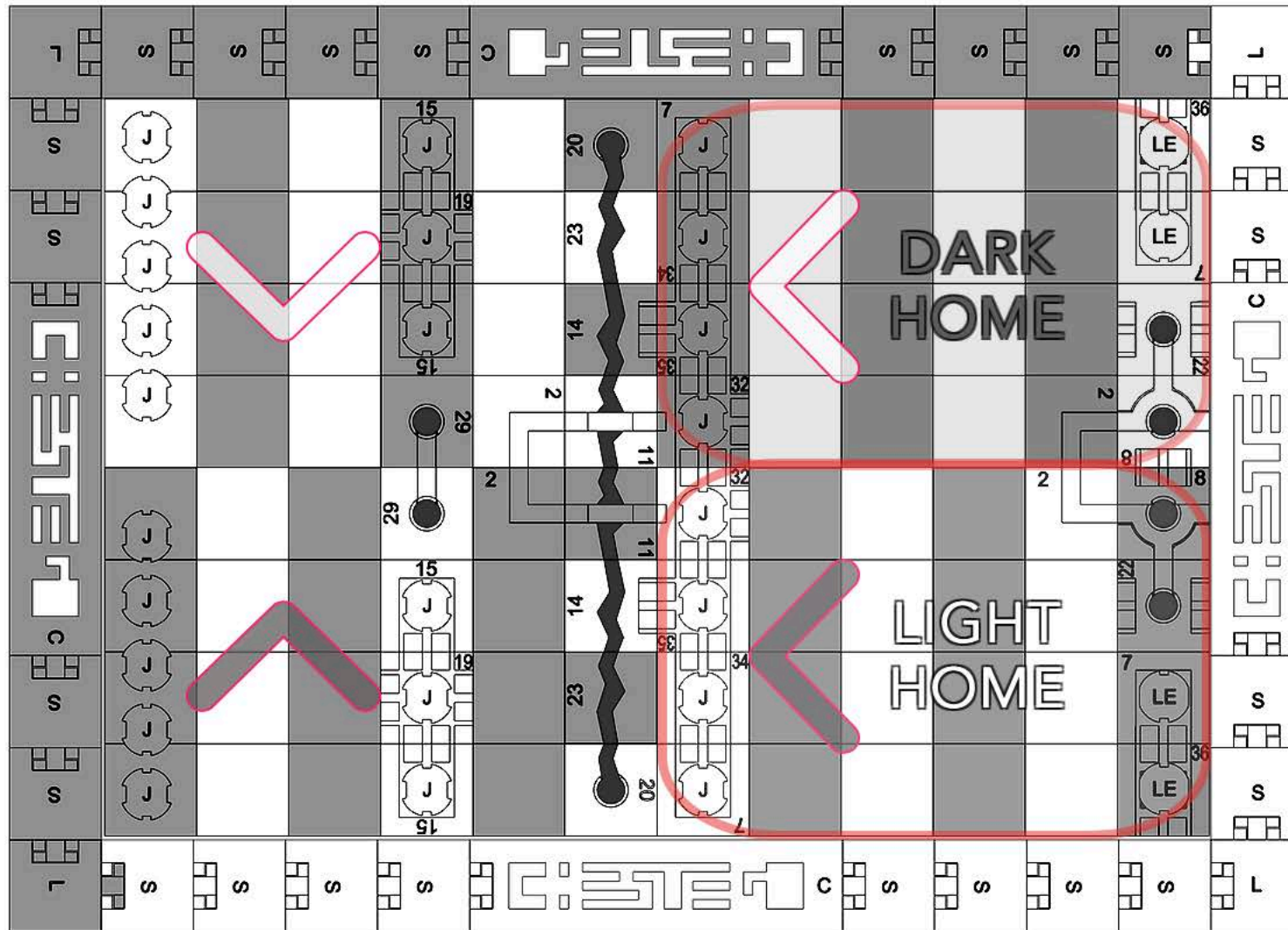
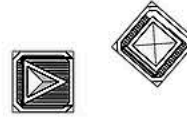
BOARD SETUP:

Exits shown below for dark and light.



STARTING SETUP & MOVEMENT:

- Players start by filling all the limit occupancy slots with the same color **Jumpers** in the 7 slots and **Leapers** in the 2 slots. Then filling the far left columns with the remaining 5 pieces.
- Follow the arrows below for dark and light movement directions.



PIECE RULES

J JUMPER 12



- **Jumper** moves the combined number on the **Dice** or individual number on the **Die**
- If alone in a row and the opponent lands on that row he is removed and put into the **Rift**.
- Must role a valid number to bring the Jumper back in.

J LEAPER 2



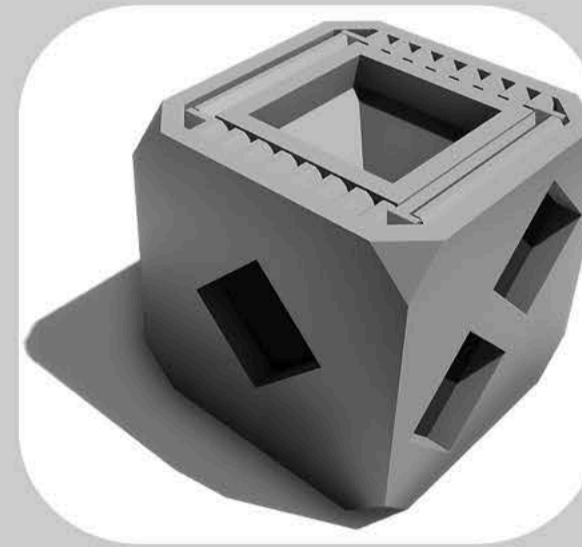
- **Leaper** moves the combined number on the **Dice** + 4 spaces or individual number on the **Die** + 2 spaces.
- If alone in a row and an opponent **Leaper** lands on the row he is removed and put into the **Rift**.
- An opponent **Jumper** can not land on a row with a single **Leaper**.
- Must role a valid number to be brought back in.

DT TRIANGLE DIE 1



- If you roll a **Triangle** it can be used as a 1,2 or 3.
- Or you can bring out all pieces in the **Rift** using the number on the **Square Die**.
- If you also roll a **Square**, each die can be used as a 1,2,3,4 or 5. Must use the same number on both.

DS SQUARE DIE 1



- If you roll a **Square** it can be used as a 1,2,3 or 4.
- Or you can jump to any open **Square** space. There is no limit to the number of pieces you can knock out using the **Square** spot.
- If you also roll a **Triangle**, each die can be used as 1,2,3,4 or 5. Must use the same number on both.