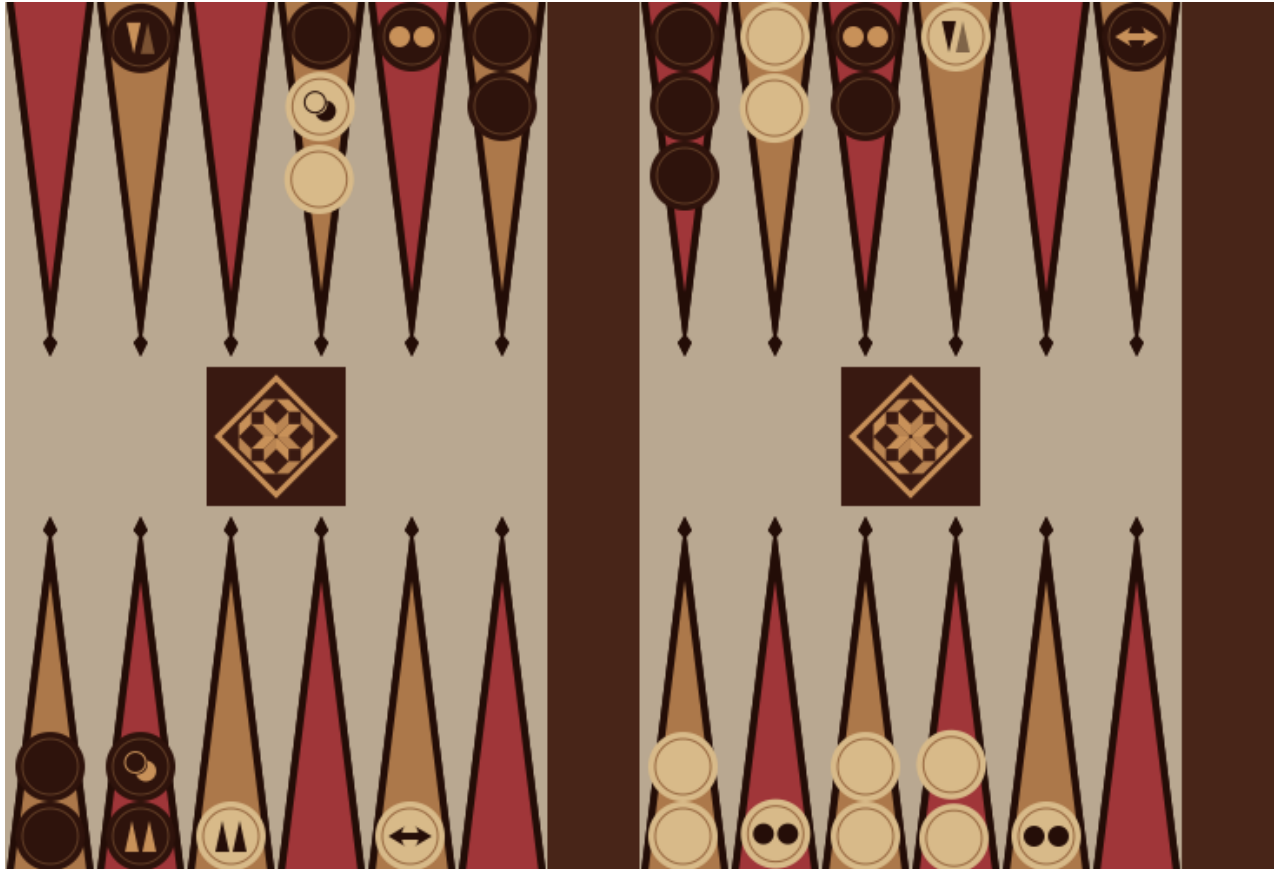




Rules Abak Evolution

Abak Evolution Backgammon is a Backgammon variant that adds 5 classes of checkers, each with its own set of features and unique behavior.

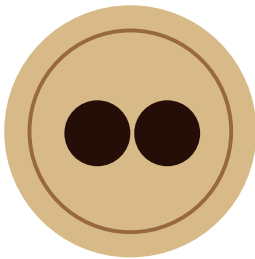


Abak Evolution is based on backgammon rules, and add other ones to handle classes behavior.

Abak is to BackGammon as Chess is to Checkers

This document explain the **Abak Evolution Backgammon's** rules. It requires previous knowledge of Classic Backgammon.

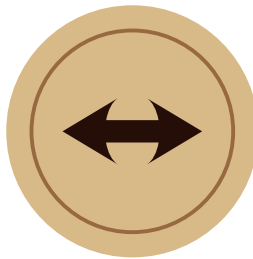
Same rules of backgammon, but with these guys...



GUARD

x2

more powerful than
the rest



GENERAL

Moves backward and
forward



DRUID

traps and holds



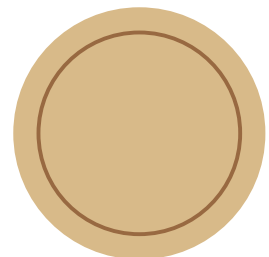
EVEN WOUNDED

Only plays EVEN
numbers



ODD WOUNDED

Only plays ODD
numbers



SOLDIER

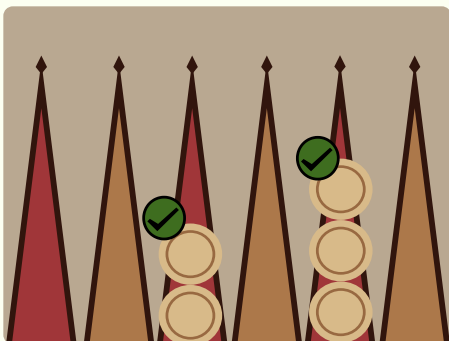
x9

Same as
Backgammon

General Rules

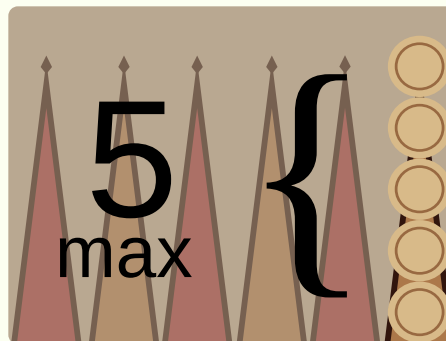
These rules are a little change in the game mechanics. Note that one is fairly implicit yet it didn't have to be enforced on classic backgammon, and the other one already exists in some versions of the game.

You must move the highest checker of each point first.



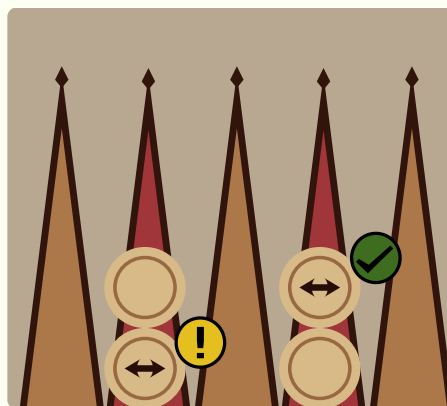
You can't move a checker, if it has another checker on top of it.

There's a 5 checker limit per point.



In the field positions, you can only stack five checkers per point.

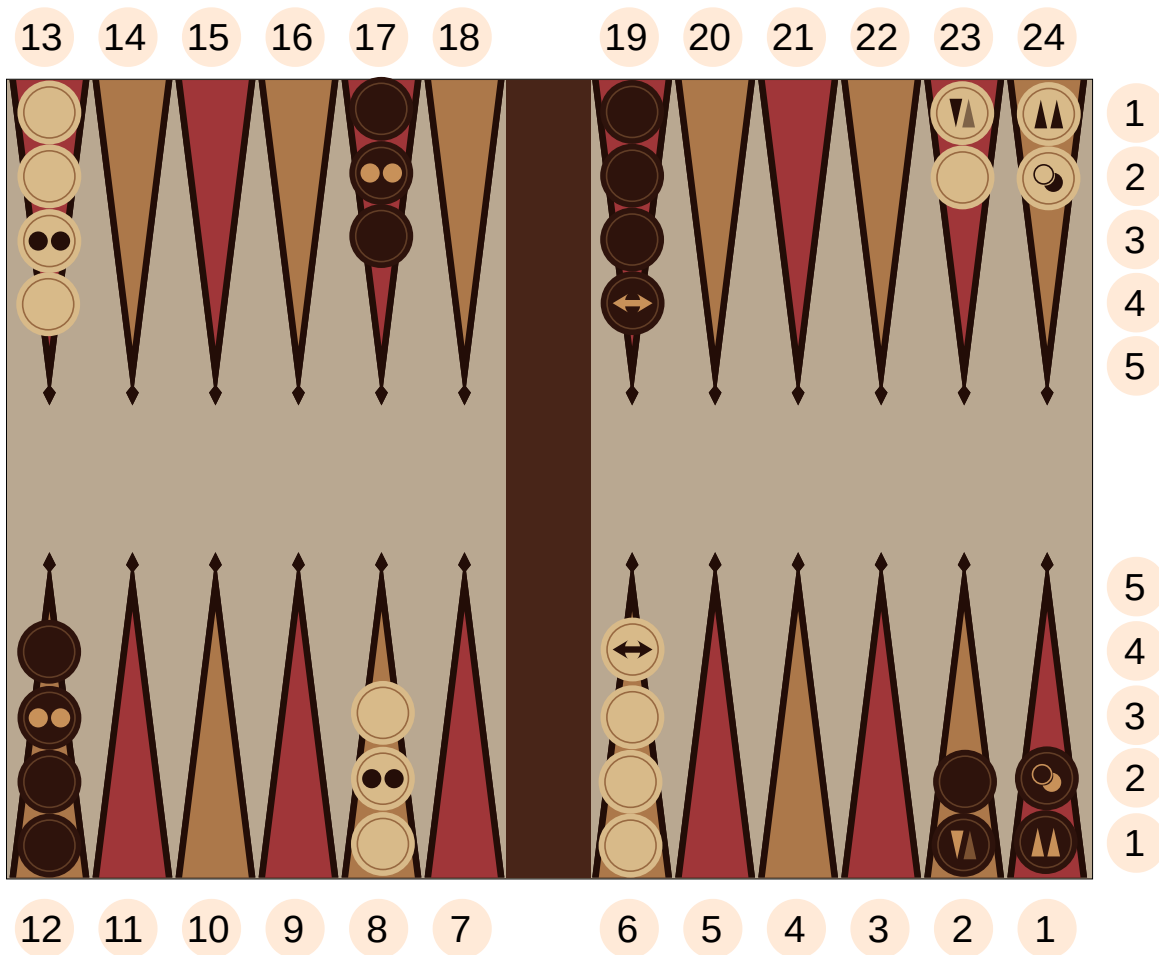
Abak Evolution transforms Backgammon in a **bidimensional** game. This means that the vertical position of a stone in the column matters, and therefor the **movements order** in a turn is a new factor in the game.



Starting Position

The starting position is very similar to backgammon, but instead of two checkers in the back, you start with 4:

- The wounded (×2) start at the back [\[p.24-1\]](#) [\[p.23-1\]](#), each placed to reach the 18 point with its maximum dice face number.
- The druid starts with them, as far back as possible [\[p.24-2\]](#). Its radio of action is the midfield, so it's better to wait back.
- The guards (×2) are close to home [\[p.13-3\]](#) [\[p.8-2\]](#), ready to form structures but not ready to move, they are both under a soldier at start.
- The general starts at home [\[p.6-4\]](#), to help forming structures on both directions.
- The rest, the normal soldiers, start at: [\[p.23-2\]](#)[\[p.13-1\]](#)[\[p.13-2\]](#)[\[p.13-4\]](#)[\[p.8-1\]](#)[\[p.8-3\]](#)[\[p.6-1\]](#)[\[p.6-2\]](#)[\[p.6-3\]](#)



Starting Position

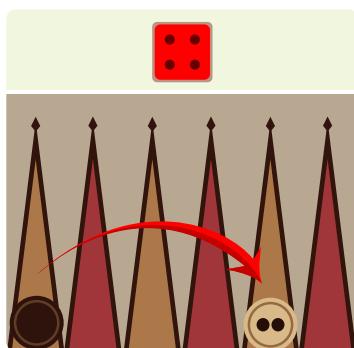
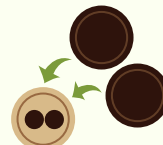
Soldiers

Each class of soldiers has its own set of properties, that modify its behavior.

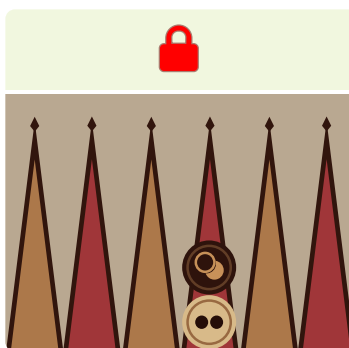


GUARDS x2

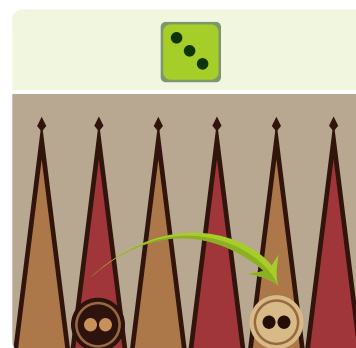
Guards are like two soldiers together, but can be trapped, or hit under certain conditions.



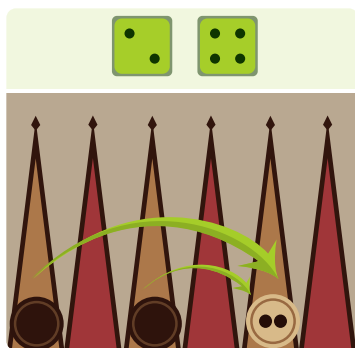
blocks like two soldiers



can be trapped by the druid

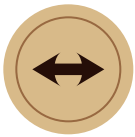


can be hit by other guards



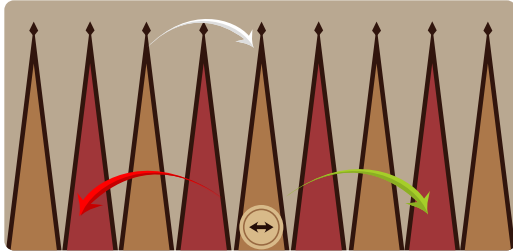
two soldiers can hit it

To hit a guard with two (non-guard) soldiers, you must be able to hit it with **both of them** in **consecutive movements** during a turn.

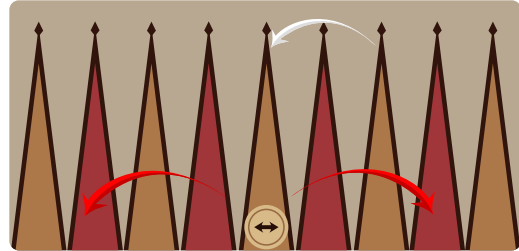


GENERAL

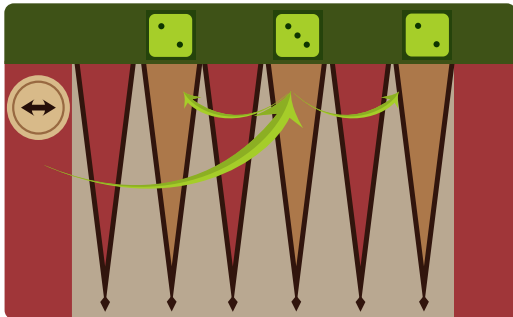
The general moves backward and forward with some limitations



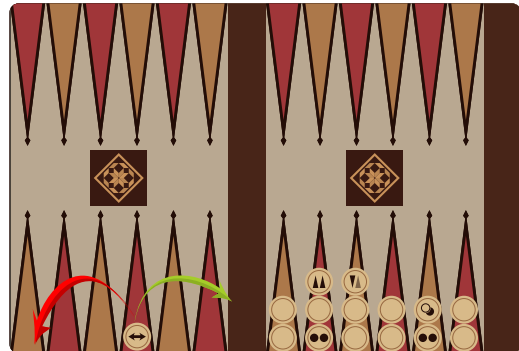
If it goes forward, it can't move back on the same turn



If it goes backward, it can no longer move during the turn.



After moving from the bar, it CAN move backward.

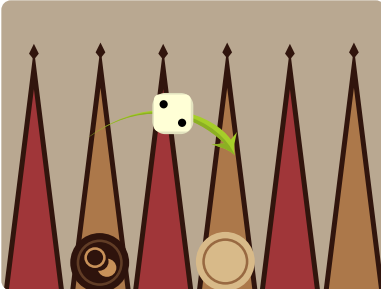


It can't move backwards if every other soldier of his team is in the team house.

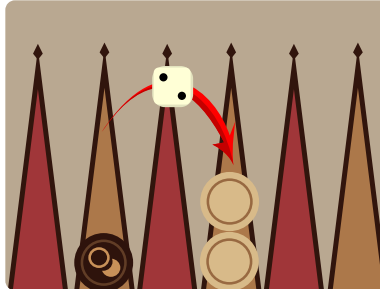


DRUID

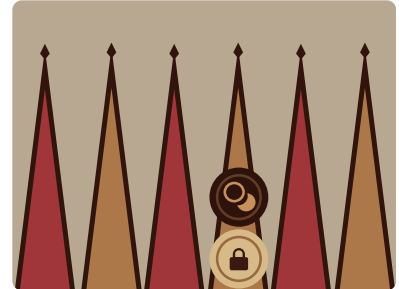
The druid traps the enemies, that can't move while is over it.



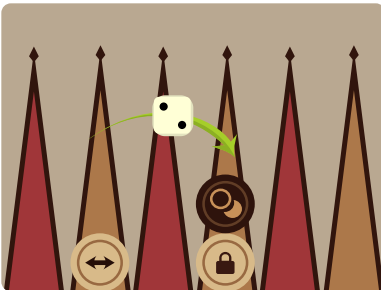
druid traps



druid can't trap



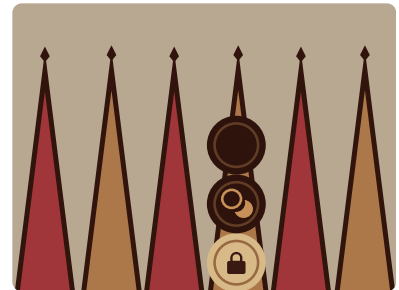
Druid has trapped a soldier



Druid will be hit

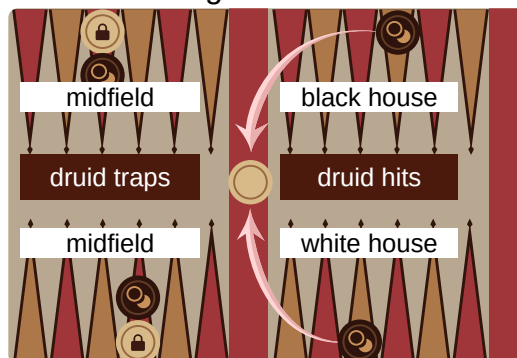


Druid is trapped by druid



Druid is safe

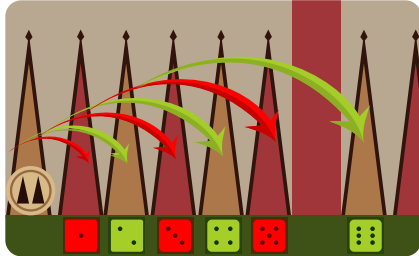
Inside any house, druid behaves as a regular soldier.



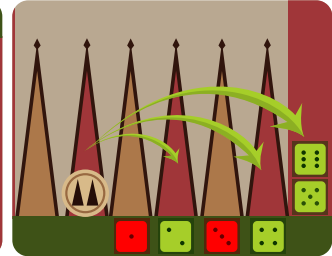
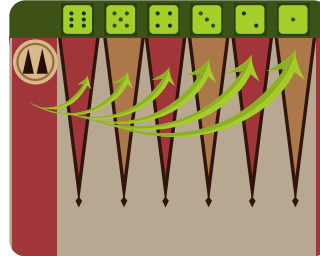


EVEN WOUNDED

Plays only even numbers



Only plays EVEN numbers

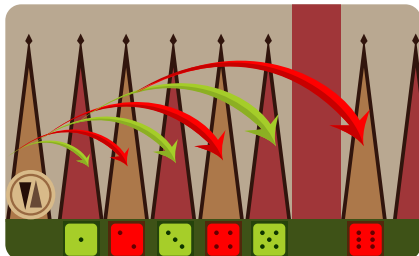
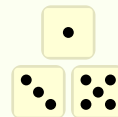


When leaving the bar, or bearing off, it can move any number.

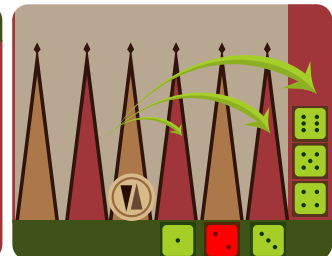
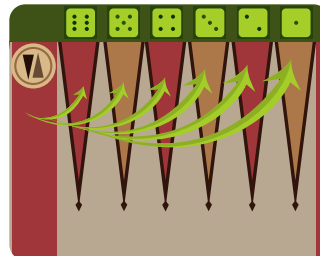


ODD WOUNDED

Plays only odd numbers



Only plays ODD numbers



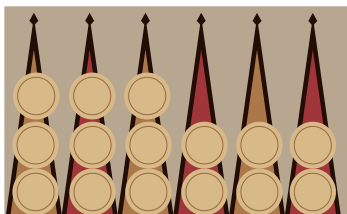
When leaving the bar, or bearing off, it can move any number.

Abak vs Classic Backgammon

While Abak Evolution's only difference with Classic Backgammon is the added classes, this produces a significant change in the game and has two major consequences.

- 1 Abak has $(3.346.200)^2$ possible positions for any given Classic Backgammon's position

This position of your team in a Classic Backgammon

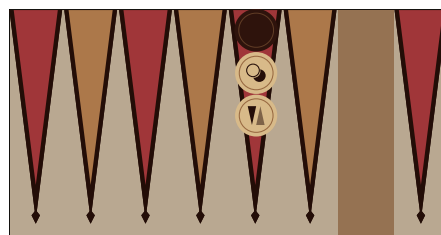
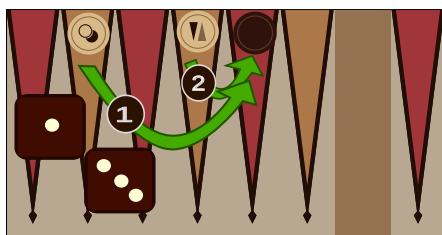


Is equivalent to millions of combinations in Abak Evolution. Just a small sample:



- 2 The order of the movements can drastically change the outcome of the play.

In this scenario, the druid traps the soldier.



In this scenario, the odd wounded captures the soldier

