

BACKGAMMON · VARIANT 7 OF 8

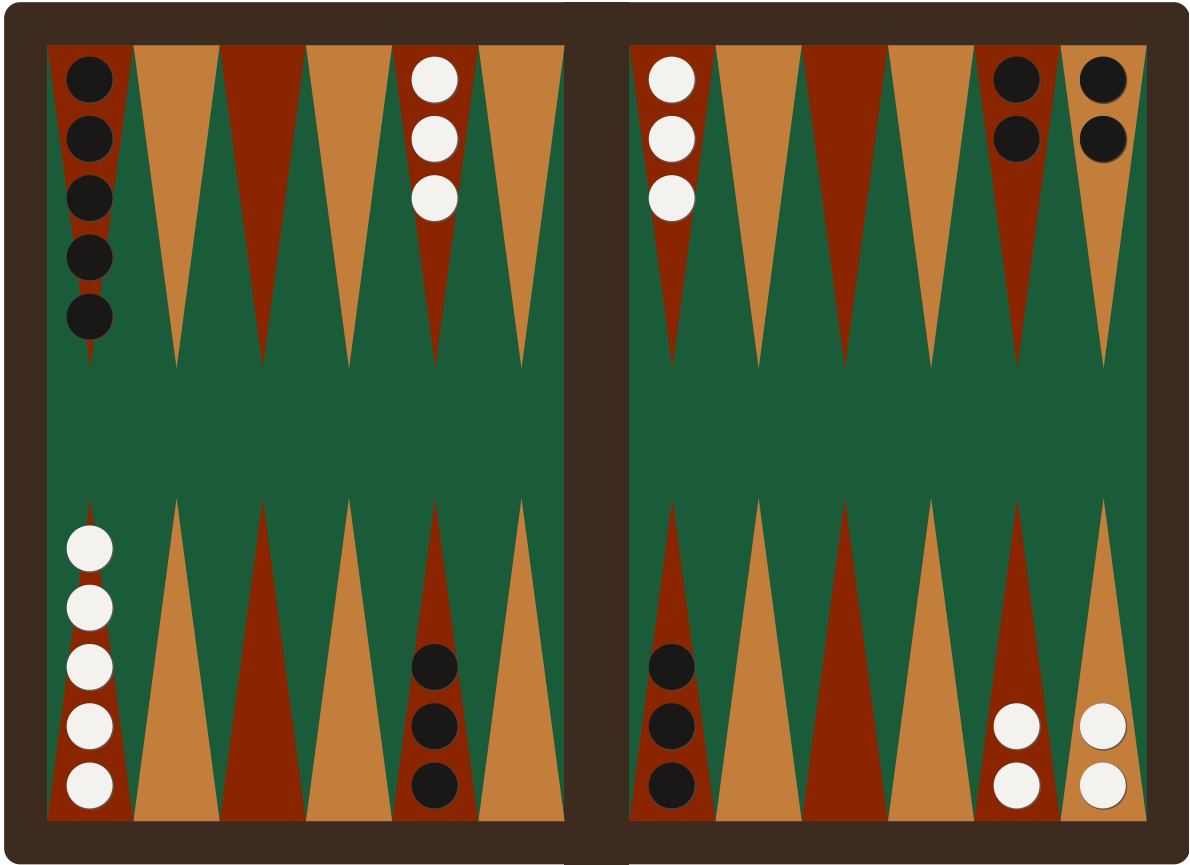
Nackgammon

24-point board
BOARD

2
PLAYERS

NACKGAMMON

A standard Backgammon variant designed by Nick Ballard in the 1990s. Two additional checkers are placed on each player’s 23-point (2-point from the opponent’s perspective), creating a starting position with more contact and a longer middlegame. The opening is significantly slower than standard Backgammon, producing richer strategic positions. Popular among experienced players who find the standard opening too tactical and too dependent on early dice.



Nackgammon — starting position

<https://engine.moddable.games/play/?game=backgammon&variant=nackgammon>

ITEM	QTY	NOTES
Board	1	24-point board
Checkers	30	15 per player
Dice	4	2 per player
Doubling cube	1	Standard use

SETUP

Modified starting position:

- ♦ 2 checkers on each player's 24-point (same as standard)
- ♦ 2 checkers on each player's **23-point** (new — replaces 2 checkers from the 13-point)
- ♦ 3 checkers on each player's 8-point (same as standard)
- ♦ 5 checkers on each player's 6-point (same as standard)
- ♦ 3 checkers on each player's 13-point (reduced from 5 in standard)

The net effect: 2 checkers move from the midpoint (13-point) to the vulnerable 23-point, creating immediate contact at the start of the game.

RULES

All standard Backgammon rules apply. The only difference is the starting position. Hitting, the bar, re-entry, bearing off, and the doubling cube all function identically.

DIFFERENCES IN PLAY

The 23-point blots are immediately vulnerable to being hit by any opponent 1-die roll from the 24-point. Protecting these checkers or sacrificing them for tempo is the first strategic decision of the game.

The reduced midpoint (3 checkers instead of 5) makes building a strong prime more difficult in the early game.

WINNING

First player to bear off all 15 checkers wins. Gammon and backgammon scoring apply.

ATTRIBUTION

Nackgammon. Designed by Nick Ballard, USA, 1990s. Public domain rules. Source: Wikipedia (CC-BY-SA).