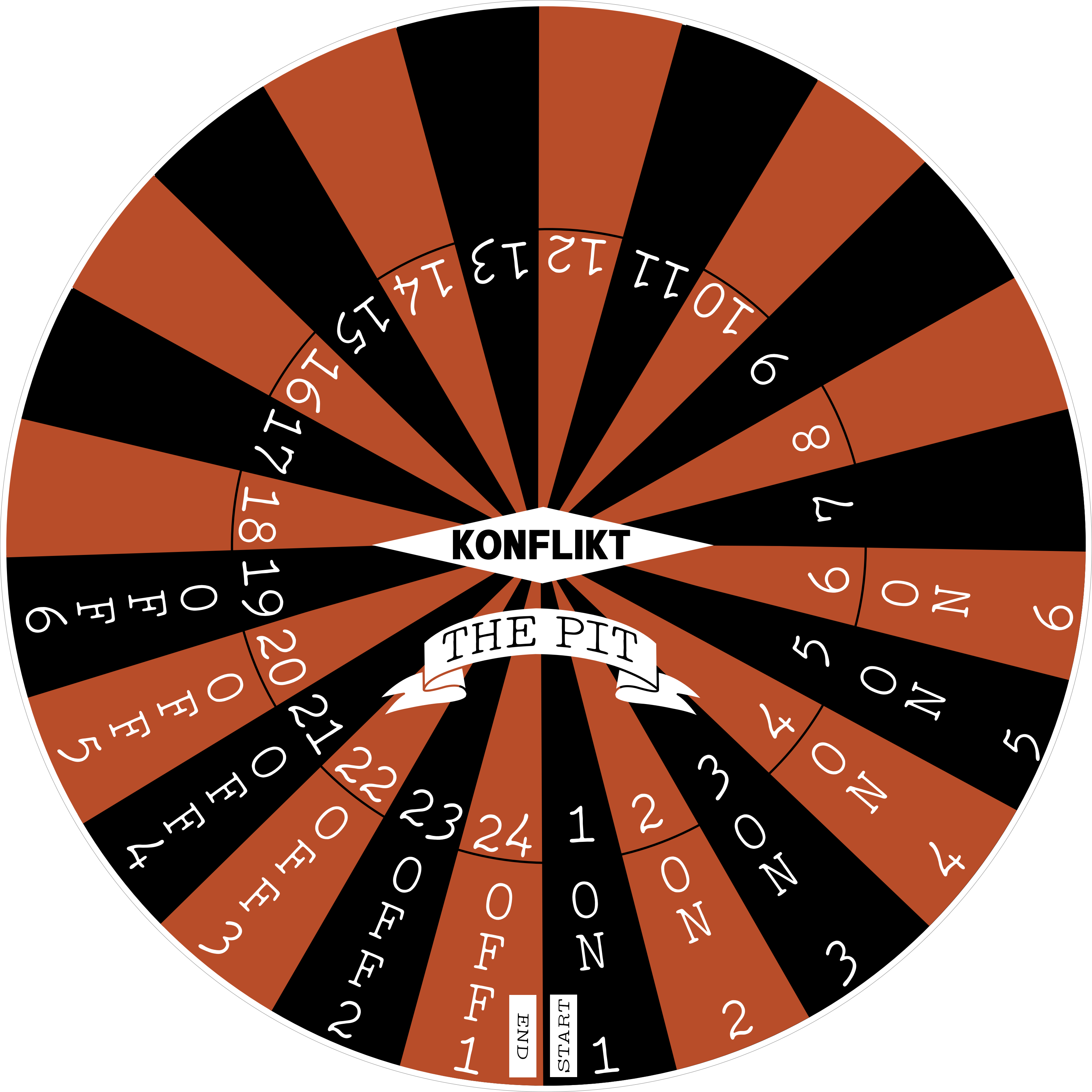




KONFLIKT

THE PIT

START

END

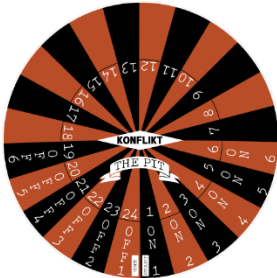
Konflikt Introduction

A modern adaptation of an ancient Russian game.

Setup: Konflikt is played on a circular board that resembles a Backgammon board, but with all points (pips) arranged in a continuous circle. Each player starts with all of their checkers off the board. Starting the Game: To determine who goes first, both players roll one die. The player who rolls the higher number uses the two numbers rolled by both players to move on. The second player then takes their turn, rolling both dice to move their first two pieces onto the board.

1. Object of the Game: The objective of Konflikt is to move all of your pieces around the board and off the board before your opponent does the same.
2. Movement: The players take turns rolling two dice and moving their checkers accordingly. The numbers on the dice indicate the number of points that a player can move their checkers. The checkers can only move forward, and can only land on points that are unoccupied or occupied by only one of the opponent's or by their own checkers.
3. Doubles invokes a special rule. Nothing affects the game like doubles. With doubles you get to move four times the number on the dice. Then you get to move four times the number on the opposite side of the dice. (The two numbers always add up to 7) And then you get to roll again. There are special rules and exceptions for doubles. See details in the rules.
4. Hitting: If a player lands on a point occupied by only one of their opponent's checkers, the opponent's checker is "hit" and sent to the PIT in the middle of the board. The hit checker must then re-enter the board like normal.
5. Bearing Off: Once a player has moved all of their checkers into the home board (the last six points of the board), they can start bearing off their checkers. A player must use exact rolls to bear off their checkers, meaning that if they roll a 4 and only have checkers on the 5-point and 3-point, they cannot bear off any checkers but must move the 5 down four spaces to the 1. The rule is if a move can be made it must be made.
6. Doubling: Konflikt does not feature the doubling cube. (although I suppose it could for gambling purposes, which we highly advise against.)
7. Winning the Game: The first player to bear off all of their checkers wins the game. If a player hits their opponent's last checker before the opponent can bear off all of their checkers, they win a gammon (double the stakes). If a player bears off all of their checkers before their opponent can bear off any, they win a backgammon (triple the stakes).
8. Variations: There are three variations to Konflikt. The first is the circular board, which changes the strategy of the game since there is no clear home board. (This can also be played on a regular backgammon board) The second variation is the starting roll, where players roll one die instead of two at the beginning of the game. Finally in the bearing off, unlike traditional backgammon that allows a player to take off any pieces that are on a lower number than that rolled on the dice, Konflikt requires rolling exact matches to remove men from the board. See the rules for DETAILS.

KONFLIKT - THE GAME RULES AND INSTRUCTIONS



RULE #1 - "Ya neva' give up!" Each player has 15 men. You can use bottle caps or washers if you have to. One pair of dice is needed for the game. Both players start off the board with their men in the well position. Each roll one die, the highest number starts with those two numbers as his opening move.

ENTERING AND MOVEMENT OF MEN Both players attempt to come on in the same spaces (1-6) and move their men in the same counter-clockwise direction around the center PIT to reach the OFF spaces (19-24).

Once all of a player's men are in the exit court, he can begin to bear off the playing board back into the well spaces.

PROTECTING SPACES AND HITTING Two men of one player on the same space protect it against the opponent landing on that space. Any number of men of one player can be in one space. You must move each die separately, not the total of both. One man left unprotected on a space is vulnerable and can be hit by an incoming opponent's piece and he then has to go to THE PIT and be returned to play in the 1-6 spaces. That player cannot move any other men until that man is returned to play.



RULE #2 - DOUBLES CAN CHANGE YOUR LIFE With doubles you get to move a total of 28 points and you get to roll again. First you get to move four men the number rolled (doubles) then you get to move four men the number on the bottom of the dice.

Interestingly these two numbers always add up to 7 ($4 \times 7 = 28$).

Then you get to roll the dice again. However, these things must be done sequentially. If you cannot move all of the four moves in the first double, you are not allowed to use any of them and you lose your turn.

If you use all of the doubles rolled, then similarly, you must use all of the complementary set of doubles or none and you lose the extra roll.

There is an exception to this rule while bearing off. See discussion below.

BEARING OFF First player to march all his troops around THE PIT to the exit area and then off wins the game. All of your men must be within the OFF spaces (19-24) to bear off.

You can only bear off men by rolling the exact number of the space they are setting on or multiple moves gets the man off the board. IE a man sitting on the 6 space could get off with double 3s by moving to the 3 spot then off. Or a 4-2 could move him from the 6 to the 4 spot then off. This method of bearing off completely changes the complexity of the game and creates multiple opportunities for a come from behind victory. This results in an interesting game all the way until the last man is taken off the board.

The doubles exception says you don't necessarily have to make all four moves for each set of numbers, but you do have to make as many moves as possible. ie, if you had two pieces setting on the 3 spot and two on the 4 and one on the 5 and rolled double threes. You could bear off the two 3s and you must move the 5 and one of the 4s down. Consequently, you would only be able to bear off the one 4 left and there would be no extra roll because there were not four moves.

Of course, an agreement can be made before game play commences if you want to revert to the traditional boring backgammon rules for bearing off. Any number higher than the space occupied can bear off. (Dull)

RULE #3 - IF A PLAY CAN BE MADE, IT MUST BE MADE. For example- you cannot move a set of doubles just to get a hit but leaves you with no move for the compliment doubles, if you could have made the move a different way that did not get the hit, but allowed all of the moves to be made. You cannot forfeit a makeable move just to protect your position.

RULE #4 - "Ya neva' give up!" Given the design of the game, a late hit or consecutive doubles can change the fortunes of a player in a heartbeat.

STRATEGIES

It is generally best to try to build barriers ahead of your opponent that he cannot jump over. This can delay your opponent from getting all of his pieces into the end court off bearing portion. On the other hand, if you are behind your opponent and he is already bearing off, you might get a hit on an open piece forcing that piece to start over. He cannot bear off any pieces until he can clear the hurdle and get back into the end court. This strategy can often lead to a come from behind win. A lucky hit and a couple of lucky doubles can completely change the nature of the game. Thus "Ya Neva' Give Up"

DOUBLING CUBE

Although a doubling cube has not been traditionally used, we have included one because people are people. Gambling is very common in regular backgammon so naturally some are going to want to gamble on Konflikt. So, we have included one as a courtesy, with a word of warning. Unlike regular backgammon, there is never a point where one player has a clear advantage over the other. It may appear that way, but due to the way a late hit on a piece combined with a few lucky doubles and the preferred Konflikt method of bearing off, a perceived advantage can disappear faster than an ice cream cone on a hot Texas summer day.

A word to the wise – "Ya Neva' Give Up" and " Don't gamble on Konflikt"