

Nard game

Nard is a tables-style board game for two players in which the playing pieces are moved according to rolls of dice. It is similar to backgammon in that it uses the same board, but it has different initial positions and rules.

According to “Shahname” nard was invented in Persia during the reign of the king Nuširvan by his vizier Buzurgmehr. The setup and movement are the same as in regular backgammon. Each player starts with two checkers on the opponent's one-point, five checkers on the opponent's twelve-point, three checkers on their own eight-point, and five checkers on their own six points.

The object of the game is to move all of your checkers into your own home board and then bear them off. The first player to bear off all his checkers wins the game. The first player to bear off all fifteen checkers wins the game. If the losing player has borne off at least one checker, he loses only one point. If the losing player has not borne off any checkers, he loses two points.



The roll of the dice indicates how many points, or pips, the player is to move his checkers. The following rules apply: a checker may be moved only to an open point, one that is not occupied by two or more opposing checkers. The numbers on the two dice constitute separate moves. For example, if a player rolls 5 and 3, he may move one checker five spaces to an open point and another checker three spaces to an open point, or he may move the one checker a total of eight spaces to an open point, but only if the intermediate point (either three or five spaces from the starting point) is also open. Doubles are played twice. For example, a roll of 6-6 means the player has four sixes to use. You must use both numbers of a roll if possible, or all four numbers in the case of doubles.

