SOME RESULTS OF THE ANALYSIS OF A MODIFIED NANO BACKGAMMON BOARD GAME

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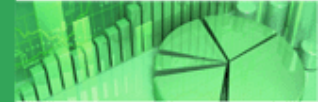
Abstract

Recognizing that the Backgammon game can be very complex to analyze, this paper presents a modified version of the nano backgammon game. Adopting two related measures of distance for choice of movement from one state to the other, a handful of simulation runs is carried out. The result allows for testing some hypotheses on relationship between chance of winning and opportunity to start a game.

To the extent that these provide considerable insight into the dynamics of the game, these are important preliminary revelations.