## Tabula

A 20-minute board game for two players

**Equipment:**
You will need two sets of 15 markers, and 3 6-sided dice.

**How to Play:**
"Tabula" is the mother of Backgammon, so if you’ve played Backgammon, you’ll catch on quickly.

- Each player puts all 15 markers on the nearest square marked "Start", and moves counterclockwise.
- Players take turns throwing the 3 dice; the 3 numbers determine the moves of between 1 and 3 markers.
- Markers must move the exact number of spaces given by the dice.
- The first player to move all of his or her pieces off the board is the winner. Exact rolls are not needed to move off the board.
- If a marker lands on a space with only one enemy marker, the enemy marker is taken off the board, and must re-enter at its "Start" space.
- A marker may not be moved to a space containing two or more of the other player’s markers.
- No marker may enter the second half of the board until all markers have entered the board. No marker may exit the board until all pieces have entered the last quarter.
- Players may lose moves if many spaces are blocked, but if it is possible to use a die’s move, it must be used.

**History:**
- This is a Roman game. It has been reconstructed from an epigram written by the emperor Zeno, who describes in great detail how, one night in 480, he went from winning a game to losing it with a single roll of 2,5 and 6.
- It seems to be a descendant of an older game, Ludus Duodecim Scriptorum, which had 3 rows of lines-- the exact rules of that game are lost.
- The Roman legions spread this game all over Europe and the Middle East. Over the centuries, the rules gradually changed, giving us games like Nard, Tables, and Backgammon.

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This image is intended to be printed on "ledger" sized paper: 11x17 inches.
Corners indicate 10"x14" standard placemat size

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