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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 descendent 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