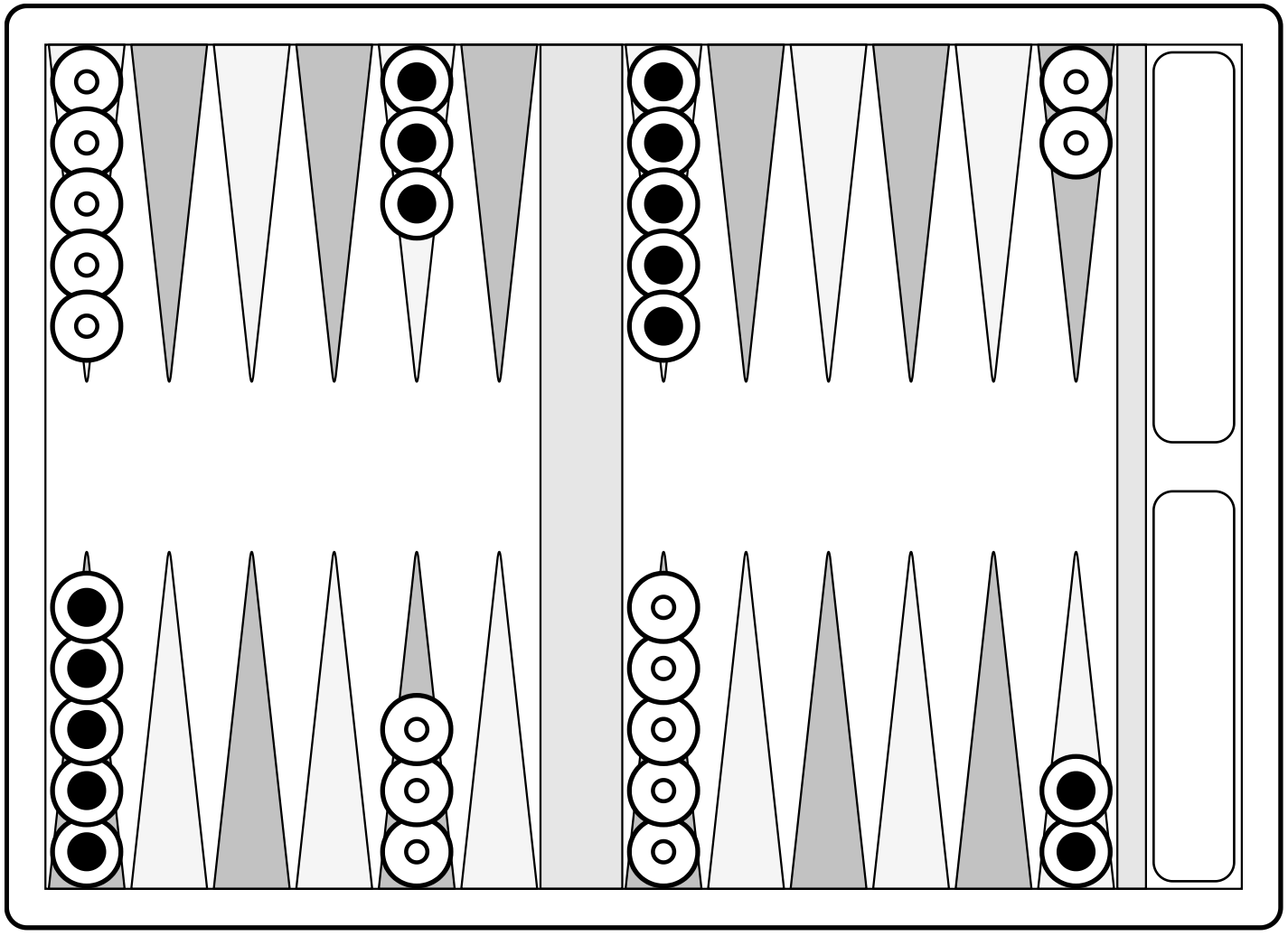
Tavla

TÜRKIYE & THE MIDDLE EAST · 2 PLAYERS



Setup. 15 checkers each (coins or buttons, up to 11 mm) on the marked points: ◎ white, ◉ black. Two dice. White's home is the bottom-right quarter, black's the top-right; checkers borne off go in the trays at the right.

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1. Roll, then move.

Roll two dice and move a checker the number on each die: two checkers, or one checker twice. A double is played four times. White travels anticlockwise to its home, black clockwise.

2. Two make a wall.

You can't land on a point holding two or more enemy checkers. Land on a lone one and it goes to the bar. A checker on the bar must come back first, entering the opponent's home quarter with a die; if neither die lets it in, the turn is lost.

3. All home, then off.

Once all 15 are in your home quarter, bear them off: each die takes a checker off its own point; a higher die takes one from your farthest point if none stands further back. First to bear off all 15 wins.