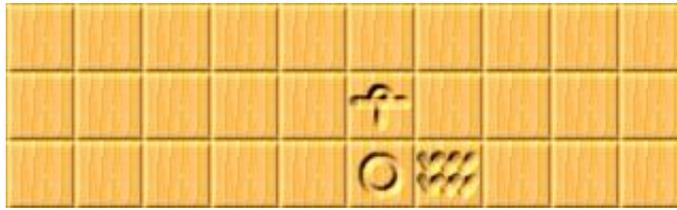


RULES OF THE GAME: TAIT

This set of rules was proposed by Professor John Tait, a leading authority on Egypt based at University College London.



The game starts with all the pieces off the board, and each player has five pieces. The board is marked with the following squares:



Square 15 is the House of Rebirth, marked on our board with an Ankh.



Square 26 is the House of Beauty, marked with a circle.



Square 27 is the House of Water, marked with water.

In this game Player 1 takes the black pieces and throws the casting sticks. The number of light sides showing is counted as the score, but if no light sides are showing then the score is six. After seeing the score a player may do one of the following things.

(i) A new piece can be moved from the plinth to the board, (ii) a piece already on the board can be moved, or (iii) a piece can be borne off the board. There are conditions on each of these actions, described below. If none of the actions are possible, the throw is lost.

New pieces can be placed on the board on a throw of four or six. The piece is placed on square four or six, depending upon the throw. This move cannot be made if the appropriate square is already occupied by a piece of the same colour. However, if there is an opponent's piece on that square, then it will be bumped, that is, it will be removed from the board back to its plinth and must start its journey again.

A piece already on the board may be moved the number of spaces indicated on the casting sticks, if the destination square is not already occupied by a piece of the same colour. If the square is occupied by an opponent's piece then the opponent's piece is bumped, as described above. A piece cannot be bumped from The House of Rebirth, however, as that is a safe square. A piece landing on The House Of Water will be removed immediately from the board, and put back on its plinth. Note that a move to The House Of Water may only be made if there are no other legal moves available.

A piece may be borne off the board on an exact throw. A piece on the last square requires a throw of one, a piece on the next to last square requires a throw of two, and so on up until square 25, from which a throw of six allows a piece to bear off.

Usually, after one player throws the sticks and makes a move, play passes to the other player. However, a player may make an extra throw under the following circumstances: (i) when that player's last throw was six, (ii) when that player's last move was to move a piece on The House Of Beauty, or (iii) when that player's last move was to bear a piece off the board. Extra throws are not cumulative, so throwing a six to

bear off will not give a player two extra throws.

The game is won by the first player whose pieces have all been borne off the board.

These rules rely more on luck than the others, and for much of the game a player will have no real choices to make.

RULES