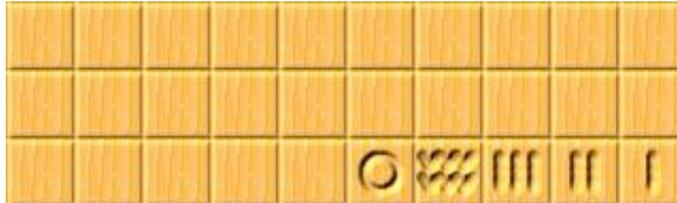


## RULES OF THE GAME: BELL

These rules were formulated by R. C. Bell and taken for this implementation from the book *The World Of Games*, by Jack Botermans et al.

Each player has ten pieces, which start off the board, sat on the plinth. There are four casting sticks, and when thrown the score is counted as the number of light sides facing up, with none counting as five.



This version of the game is played backwards, with pieces starting their journey on the last five squares of the board and travelling towards square 1. The five squares are marked:

Square 26 is marked with a circle, and pieces may enter the board here on the throw of 5.

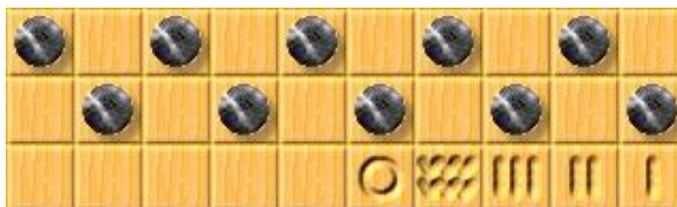


Square 27 is marked with water, and pieces may enter the board here on the throw of 4.



Squares 28-30 are marked with III, II and I respectively, and pieces may enter the board here on the relevant throw.

Players take turns to throw the casting sticks and enter or move a piece, starting with black. After throwing the casting sticks, a piece may be entered onto the relevant marked square (as described above) if that square is empty. Alternatively, a piece already on the board may be moved by the number of squares indicated by the casting sticks.



The game is won by lining up pieces on alternating squares along the first two rows of the board, and the first player whose pieces are all in position is declared the winner. The first player to put a piece on square 1 takes the odd squares, with the other player taking the even squares.

Movement of pieces on the board is subject to some limitations. A piece may not land on another piece of the same colour, nor may it progress beyond its final square in the winning sequence. It may land on an opponent's piece provided that (i) the opponent's piece is not on one of the five marked squares, and (ii) the opponent's piece has not reached its final square in the winning sequence. When landing on an opponent's piece, that piece is bumped off the board and returns to its plinth to begin its journey again.