

# Duodecim Scripta Rules adapted from Ulrich Schadler's rules for play

**Players:** 2 players

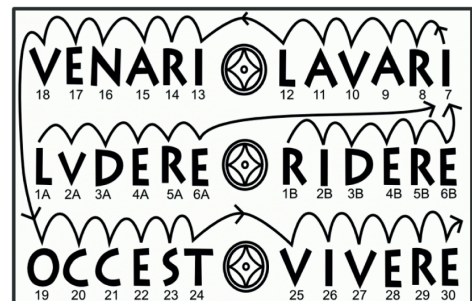
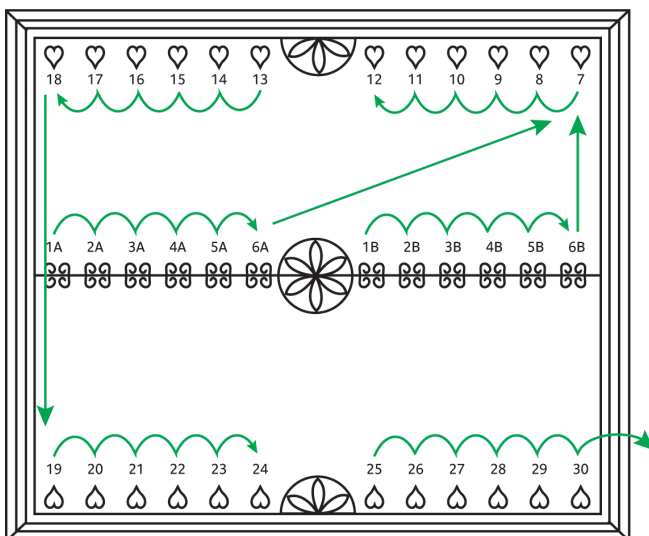
**Equipment:** 15 counters for each player (black and white), 2 dice, 1 game board.

## Objective of the game

The objective of the game is to move your 15 counters through the 30 spaces on the board. The winner is the player who first manages to move all of their counters through the spaces and off of the board.

## Board set up and movement

1. All counters start off the board.
2. As each player adds counters to the board the move in the direction indicated in the images below.



## Strategy

1. The main stratagem in Duodecim Scripta is choosing moves that will stack counters on a single space and keep them safe. Its best to avoid leaving any counters by themselves on a space, as this risks your opponent being able to remove them from the board.
2. Stacked counters in a series of cells can also be used to block opponent's counters from making certain moves, especially in cells 19–30.

## **Game play**

1. To start, the players decide who goes first either by rolling a die or by agreement.
2. On each turn, a player rolls 3 dice simultaneously. Each die shows the number of spaces a player is able to move during their turn. Each die is considered individually so if a player wishes to combine a 3 (shown on one die) and a 5 (shown on a second die) to move a counter 8 spaces, then the counter must be able to move the first 3 or 5 spaces without obstruction before continuing forward.
3. There are three options of movement per turn. For each die, you may:
  - a. Enter a new counter onto the board into spaces 1a–6a or 1b–6b (depending on the player's side), as dictated by the number rolled on chosen die.
  - b. Move a counter that is already on the board by the number of points on chosen die.
  - c. If all of the player's counters are in cells 25–30 they can move a counter off the board by moving it the exact number of spaces required.
4. An unlimited number of counters of the same colour can be stacked on the same space.
5. If two or more counters are stacked on top each other on a single space, they are considered safe, and the opponent may not place a counter on that space.
6. If the player's counter lands onto a cell with only one opponent's counter in it, the opponent's counter gets removed from the board and must be placed back the board from the beginning spaces 1–6, on the opponent's next turn, before any other counter is moved. If a piece was knocked off the board by the opponent, then it must be re-entered onto cell 1–6 based on the number rolled on one of the dice.
7. A player must enter all 15 of their counters onto cells 1a–6a or 1b–6b on their own side, before the counters can be moved further down the board.

## **End of the game**

The first player to remove all their 15 counters from the game board is the winner.