INSTRUCTIONS FOR
PLAYING

THE ROYAL GAME

OF

كبيسي

PUBLISHED BY

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THE ROYAL GAME OF

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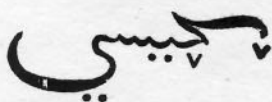
FOR 2, 3, OR 4 PLAYERS

THE OBJECT of the game is to see which player can win most points.

IMPLEMENTS. Each player uses a dice cup, dice and four discs; the discs of each player being distinguished by a different color from those of his opponents. Each four pieces are placed on the circle at the right of the player.

TO BEGIN The dice are then thrown in turn by the players, until 5 is thrown. The person throwing that 5, then enters one disc in the "entering space," or small circle on the road at his right. The players continue to throw by turns whether they succeed in throwing the entering number — 5 — or not.

TO PLAY. After a player has "entered," he can move his disc forward, according to his throws, until he has proceeded all around the board to the bottom of the middle spaces directly before him, which lead to the HOME, when he moves the disc up those spaces according to his throws, into the large centre space called "Home."

The moves are always made to the right. If a disc rests on one of the spaces having a small circle it is called "Safe," and cannot be captured. If, however, a number is thrown which would carry a disc to any other space that is occupied by a disc of an opposing player the move captures this disc, putting it out of play until its owner again throws 5 when he must enter it as at the beginning of the game.

Two discs of the same color can occupy the same space, which forms a "Blockade" and they cannot be passed, even by their owner, until this blockade be broken. The player must move one of these discs before anyone can move other discs past that point.

No one can place his disc upon a "Safety"

circle occupied by a disc of an opponent,
except when the entering circle of that
opponent be covered by but one disc, when he
can capture this disc and return it to the
owner, who must enter it again as usual.

A player throwing 6 can move forward 12
spaces, and he is also given a second throw; if
he again throws 6, he moves another 12, and is
given a third throw ; but if this third throw be
6, his disc which is the nearest "Home" is put
out of play, until he can enter it again as
originally by throwing 5.

Capturing the disc of an opponent is not
compulsory. The final move into "Home"
cannot be made until the exact number
required for the move into the "Home" space
is thrown. A player can have but one throw
for each play, save when he has thrown 6 as
above described. He can move but one disc on
a throw, but can move any of his discs that he
chooses.. Players should try to capture the
opponents discs nearest "Home."

TO WIN The player first getting all four discs
into the "Home" circle wins.

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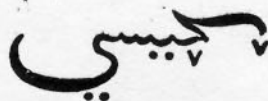
WITH TWO DICE

This is played like the first game except that
two dice are thrown. The players all throw
and the one having the lowest number, starts
the game by making his throw for entering.
All throws made which do include the entering
number — 5 — count for opponents, until a
player has succeeded in entering one disc,
when he can move according to his own throws.

Entries can be made when 5 appears on one
of the dice, or when 5 is made by adding the
numbers shown on two dice. When 5 is
shown on one of the dice and the entry is made,
and the disc may be moved as many points as
shown on the other die. When two fives are
shown two discs may be entered. But when there
is only one disc left to be put in play, the other
five may be used in moving. When two num-
bers of the same denomination are thrown, the

player is given a second throw, and if this
occurs after all his discs are in play, the spots
both of the die and underneath are counted.
But, if there yet remain some discs to be
entered, only the number of spots thrown
are used in moving. These spots may be
divided, however, and two or more discs moved
on them, if all the numbers shown on the throw
are used. Two discs forming a blockade
cannot be moved an equal number of spaces on
such a throw, thereby making another blockade,
but only one may be so moved.

If a player captures an opposing disc, he
gains 20 points. If the opponent fails to enter
this disc at the first chance, he loses 20 from
his score as a penalty.

When the entering circle of a player is
occupied by an opposing disc, and he has an
opportunity to enter, he captures the
opponent's disc, thus scoring 20. Each disc
entered into the "Home" counts 10.

TO WIN. When one player has got all discs
into the "Home" the game is concluded. The
highest score wins the game.