

THE GAME OF TABULA



The Roman Game of Tabula Lusoria

This is a simple game for two players.

Each player has three counters (separate colours should be used by each player).

The object of the game is to get all three of your counters in a row, in a straight line.

Moves are made in turn and can only be made along a line.

Counters move to the next 'Space', unless that space is filled by a counter (of either colour), in which case it is allowed for the moving counter to jump to the next space (as long as only one counter is jumped over and the move is in a direct line).

The first player with three in a row is the winner

This starting position for counters is like this



