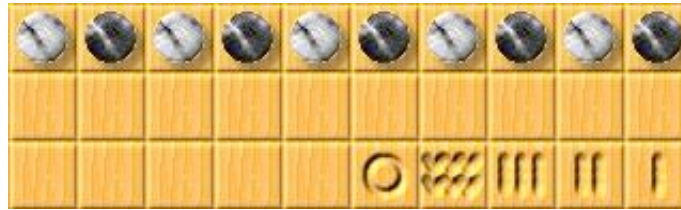




RULES OF THE GAME: JÉQUIER


These rules were devised by the Swiss Archaeologist Gustave Jéquier, and this implementation was taken from the book *The World Of Games* by Jack Botermans et al.





Each player has five pieces, which start the game on the board. White occupies square 1, black occupies square 2, and the remaining pieces alternate white then black along the first row of the board. The last five squares of the board are marked:

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

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

 Square 28 is the House of the Three Truths, marked with a III.

 Square 29 is the House of Re-Atoun, marked with a II.

 Square 30 is the last square, marked with a I.

To start the game, the players take turns to throw the casting sticks. With each throw, the score is counted as the number of light sides showing, with no light sides indicating 6. The first player to throw a 1 takes the black pieces, and moves the piece on square 10 by one square. Black throws again and may move any piece on this and subsequent throws.

A piece may move by the number of squares indicated by the casting sticks with certain limitations. Firstly, it may not jump over a row of three or more of the opponent's pieces. Secondly, it may not land on a piece of its own colour. Thirdly, it may not land on an opponent's piece if that piece is part of a row of two or more of the opponent's pieces. If no forward moves are possible, then a piece must move backwards, but backward moving pieces can land only on an empty square. If no forward or backward moves are possible, the turn is lost.

When landing on an isolated opponent's piece, that piece is bumped, and moves backwards to the square previously occupied by the piece that bumped it. Pieces on the marked squares are safe from bumping, even when they are isolated from other pieces of the same colour.

Pieces landing on The House Of Humiliation suffer a penalty, and are immediately moved to the first unoccupied square on the board, to begin their journey again. Pieces landing on the last square of the board are automatically borne off, and removed from the board, but this may only be done when all of that player's pieces are on the last row of the board.

After moving on a throw of 2 or 3, play passes to the opponent. However, after moving on throws of 1, 4 or 6, the same player throws and moves again.

The winner of the game is the first player whose pieces are all borne off the board.

As there are not enough spaces on the last row of the board for all of the pieces, there is a considerable amount of jostling and falling in the water before the first piece can be borne off the board.

RULES