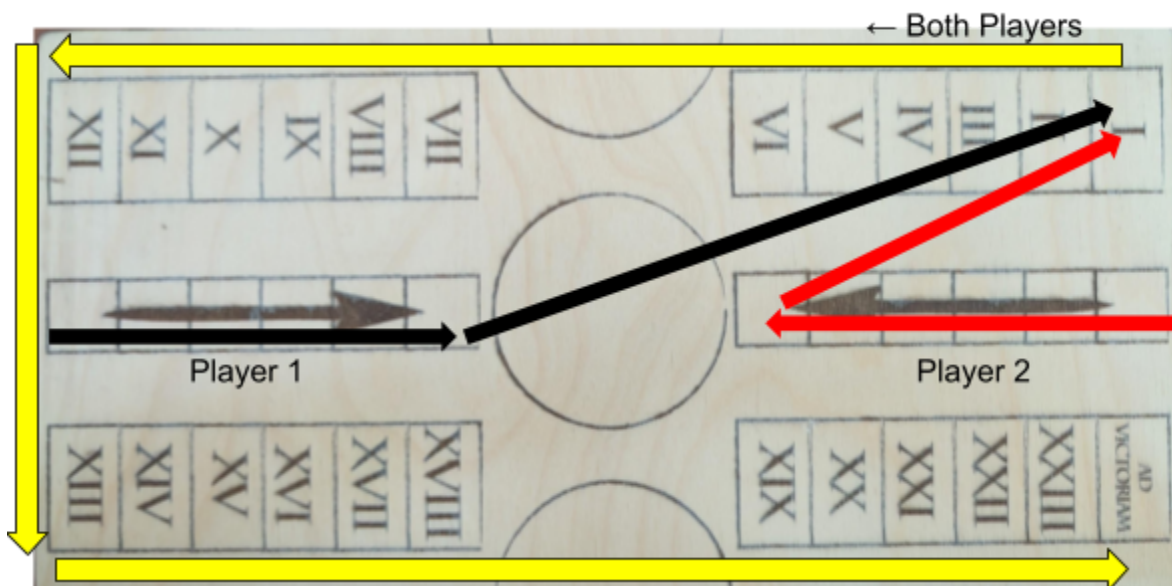


# Ludus Duodecim Scriptorum

This game is for two players. Each player begins with 15 pieces off the board and must move all 15 of your pieces off the board's exit before your opponent. It is up to the players to decide who moves first.

Players take turns rolling three six-sided dice and moving their pieces. Pieces enter the board on the middle row to each player's right. Once each player's piece moves beyond that row, that piece moves to the space labeled I, then follows the path indicated below:



Any number of pieces controlled by the same player may occupy the same space. If Player 1 lands on a space occupied by exactly one of Player 2's pieces, Player 2's piece is knocked off the board and must enter the board again by rolling the dice. Spaces with two or more pieces on them cannot be occupied by an opposing player.

In order to remove a piece from the board, a player must roll exactly the number of spaces remaining until the end of the course.

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Game rules from Nickolai Teppelin - <https://www.etsy.com/shop/SiegartelLasers>



# Ludus Duodecim Scriptorum



V	L	O
E	U	C
N	D	C
A	E	E
R	R	S
I	E	T
★	★	★
L	R	V
A	I	I
V	D	V
A	E	E
R	R	R
I	E	E