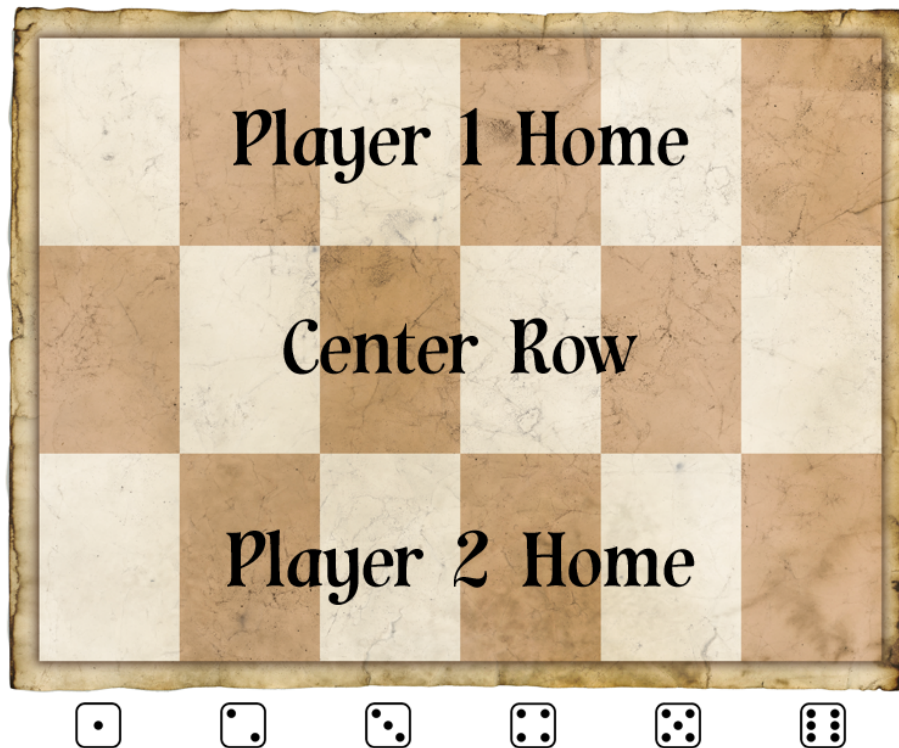


Tablero di Berona

A Dice Game for Two Players, By James Ernest
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Tablero di Berona is a two-player dice game played throughout the Sierin region of [Carrisor](#). It uses a 3x6 board, two dice, and twelve stacking pieces per player.



Components: You need the following:

- Twelve stacking tokens per player, e.g. checkers or chips
- Two 6-sided dice
- The *Tablero* board, above

The Board: The *Tablero* board is a simple 3x6 rectangle, with the columns valued 1 through 6, as shown above. Each player has a *home row*, where pieces are brought into play. Players score points by moving their pieces into the *center row*.

Note: *Tablero* boards are not typically marked with numbers. Instead, the spaces are counterchanged, as shown above, with the darker corners designating the high end.

To Begin: The board starts empty, and each player starts with a reserve of 12 tokens. The winner of the previous game goes first. If this is the first game, choose a random first player.

On Each Turn: Start your turn by rolling both dice. For each, you must do one of the following (unless you roll doubles, see below):

- **Place.** If you have tokens in reserve, you may place one of them in your starting row in the column matching the die. Place it on top of any tokens that are already there.
- **Move:** If there is a stack of at least one token on the matching space in your home row, and your token is on top, you can move that stack as follows:

Pick up the entire stack and move to a neighboring space (move in any direction orthogonally, not diagonally). Drop the bottom piece from the stack, covering any tokens that are already there. If there are more tokens in your hand, move again, dropping another single token each time, until the stack is depleted.

You may change direction with each step, but you must drop one piece each time, you cannot visit the same space twice, and you cannot return to the starting space. You also cannot make a move that would leave you trapped and unable to continue.

Note that you can only move stacks from your home row, not anywhere else, and only if your token is on top of the stack.

Order of Dice: You must use both dice, but you may use them in either order. If you can't use both dice, this ends the game (see below). Sometimes your first action will change the options for the second.

On rare occasions you could leave the board exactly as you found it. For example, if you roll 3-4, and you have one token on space 3, and no tokens on space 4, you could use the die showing 3 to move the token from space 3 to 4, then use the die showing 4 to move the token from space 4 back to 3 (all within your home row). This changes nothing, but it might be your only option if you have run out of tokens, and don't yet wish to end the game.

Doubles: If you roll doubles, you have all the options above, as well as the following: You may retrieve one of your tokens from the top of any stack, and *take another turn*. This action takes your entire turn. However, you immediately go again. Note: if a player rolls doubles on the final turn of the game, they still have the option to take another turn.

Ending the Game: If one of your dice can't be used, meaning that you can neither move a stack (because the designated space is empty) nor add a piece to that space (because your reserve is exhausted), then you have "bumped," and this turn will be your last. Your opponent will get *exactly one more turn*.

Note that if you roll doubles, and can retrieve a chip, you *cannot choose to bump*.

Single-Game Scoring: In the center row, the player with the top chip in each space scores the value of that space: For example, you score 6 points for column 6, 5 for column 5, and so on. If the total scores are tied, then the player who owns the single highest space is the winner.

Ledger Scoring: To keep score over a series of games, the winner keeps the difference in points. So if Player 1 scores 11 points, and Player 2 scores 7 points, then Player 1 records 4 points on the ledger. A tie in this version is a zero for each player.

Gambling Rules: In the most common gambling rules, the loser pays the winner a fixed amount, regardless of the final score. In some places, players pay the *difference in scores*, so for example if a player loses by 3 points, they pay 3 coins. A tie means no money is paid.

A variety of other middle- and end-game penalties are also known, including a host of drinking rules, but they are too numerous to list here. Note that, like many games of the period, it is considered good luck to play with a coin on the table, even if you are not playing for money.

Strategy: This game is compact, but still offers some interesting choices. The choice between placement and moving can be complicated. The first tokens in the center will likely be covered up. But it's sometimes quite useful to move a stack of 2 or more, either to capture several spots in the middle, to move to higher-valued spaces in the home row, or to block opposing stacks. Watch for opportunities to cover up several stacks in your opponent's home row.

The game reaches an inflection point towards the end, where it becomes risky to play more tokens, because by running low, you risk hitting a bump. However, sometimes you're so well positioned that you *want* the game to end quickly.

In reality, this game is very new, so please help us explore the possibilities. Play defensively, by deploying tokens only when you have to. Or play aggressively, moving low-end chips up the board so they can be poised to take over high-value spaces. Let us know how you played, what you discovered, and which variations you enjoy most. And thanks for playing!

