


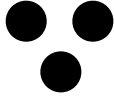



1	2	3	4	5	6	7	8	9	10
20	19	18	17	16		14	13	12	11
21	22	23	24	25					30

### Rules of Play

- To begin, alternate the seven pawns of each player along the 14 first squares.
- The pawns move according to the throw of four sticks, 1 move for each color side facing upwards, in an “S” shaped pattern.
- If a square is occupied by an opponent, then the pawns switch positions.
- Special squares have distinct rules of play:



- House of Rebirth, starting square and the return square for the pawns that land on the House of Water.



- House of Happiness, a mandatory square for all the pawns to stop.



- House of Water, if a pawn lands on this square then it must restart from square 15.



- House of the Three Truths, a pawn may only leave when a 3 is thrown.



- House of the Re-Atoum, a pawn may only leave when a 2 is thrown.